

CSI3108-01 2015. 11.09

Programming HW#6

(Linear Programming)

Max 40 points

Due on Nov. 20 (Fri), 2015, by 5pm

Write a Java program for solving LP by implementing Simplex algorithm discussed in the lecture. The number n of variables and the number m of constrains are up to 100 each.

Assume that a given LP is always to maximize the objective function. For each iteration of the algorithm, use the following rules:

- Choose the variable with the largest coefficient in the objective function.
- If two or more constraints become tight at the same time, then choose the constraint that appears on top of other constraint(s); that is, if we label the constraints as ①, ②, ③, ... from top to bottom (like in the textbook), choose the constraint with the smallest label as below.

$$\max 2x_1 + 5x_2$$

$$2x_1 - x_2 \le 4 \qquad \text{(1)}$$

$$x_1 + 2x_2 \le 9 \qquad \text{(2)}$$

$$-x_1 + x_2 \le 3 \qquad \text{(3)}$$

$$x_1 \ge 0 \qquad \text{(4)}$$

$$x_2 \ge 0 \qquad \text{(5)}$$

Input

The test cases consist of the following format. In the first line, the number of test cases is given. From the next line, each test case is provided in m+1 lines. The first line consists of coefficients of the objective function. From the second line, each line has coefficients of a constraint and then a constant, assuming that each constraint has a form of LHS \leq RHS. Note that the n non-negativity constraints for n variables are not given in each test case.



Sample Input

```
20
                 // the no of test cases.
2 3
                 // n=2, m=3, test case #1
                 // objective function, \max 2x_1 + 5x_2
2 5
                 // constraint ①, 2x_1 - x_2 \le 4
2 -1 4
129
                 // constraint ②, x_1 + 2x_2 \le 9
-113
                 // constraint \Im, -x_1 + x_2 \le 3
2 2
                 // n = 2, m = 2, \text{ test case } #2
11
2 - 3 5
4 -1 3
```

Output

For each test case, print out a sequence of the objective values obtained from the iterations of the simplex algorithm in single line. Each real value should be rounded from the third digit under the decimal point; e.g., for $5/3 = 1.666\cdots$, print 1.67.

If the input LP is unbounded, output "unbounded".

Sample Output

```
0 15 22 // testcase #1 unbounded // testcase #2 ...
```