

# MATH 364: Lecture 9 (09/17/2024)

Today: \* LP in standard form  
\* basic solutions, bfs

We will introduce the **simplex algorithm** to solve LPs with multiple variables using  $\pm$ ROs. To apply this method, we first need to convert the LP into a standard  $A\bar{x} = \bar{b}$  form — note that the input LP could have  $\geq$ ,  $\leq$ , or  $=$  constraints to start with.

**Def** An LP is in **standard form** if

1. all constraints are of the " $=$ " form (equations); and
2. all variables are nonnegative ( $\geq 0$ ).

The objective function could be min or max.

Let's convert the following LP to standard form:

$$\min z = 3x_1 + x_2$$

$$\text{s.t. } x_1 \geq 3$$

$$x_1 + x_2 \leq 4$$

$$2x_1 - x_2 = 3$$

$$x_1, x_2 \geq 0$$

So, no  $\leq 0$  or  
unrestricted in sign  
variables in standard form

Let's consider this constraint first.

We convert  $x_1 + x_2 \leq 4$  to an equation by adding a **slack variable**  $s$  to the left-hand side, and adding non-negativity for  $s$ .

$$x_1 + x_2 + s = 4$$

$$s \geq 0$$

Note that  $s \geq 0$  is required here.  
If  $s = -1$ , for instance,  $x_1 + x_2 = 5$ ,  
which violates the original constraint.

Recall: Farmer Jones LP:

$$\begin{aligned} x_1 + x_2 &\leq 7 \quad (\text{land available}) \\ 4x_1 + 10x_2 &\leq 40 \quad (\text{labor hrs}) \end{aligned}$$

$$\begin{aligned} x_1 + x_2 + s_1 &= 7 \\ 4x_1 + 10x_2 + s_2 &= 40 \\ s_1, s_2 &\geq 0 \end{aligned}$$

*# acres unused* (pointing to  $s_1$ )  
*# labor hrs unused* (pointing to  $s_2$ )

$s_i \rightarrow$  slack variable for the  $i^{\text{th}}$  constraint

Now, for  $x_1 \geq 3$ , we can write

$$x_1 - e = 3 \quad \text{and add } e \geq 0.$$

Here  $e$  is the **excess variable** (or surplus variable).

$\begin{aligned} \min \quad z &= 3x_1 + x_2 \\ \text{s.t.} \quad x_1 &\geq 3 \\ x_1 + x_2 &\leq 4 \\ 2x_1 - x_2 &= 3 \\ x_1, x_2 &\geq 0 \end{aligned}$	$\longrightarrow$	$\begin{aligned} \min \quad z &= 3x_1 + x_2 \\ \text{s.t.} \quad x_1 - e &= 3 \\ x_1 + x_2 + s &= 4 \\ 2x_1 - x_2 &= 3 \\ x_1, x_2, s, e &\geq 0 \end{aligned}$
<p style="text-align: center;">LP in standard form</p>		

Slack/excess variables do not show up in the objective function.  
 $\hookrightarrow$  or, they have coefficient zero in the objective function.

## Another Example

$$\max Z = 20x_1 + 15x_2$$

$$\begin{aligned} \text{s.t.} \quad x_1 &\leq 100 \quad s_1 \\ x_2 &\leq 200 \quad s_2 \\ 50x_1 + 35x_2 &\leq 5000 \quad s_3 \\ 25x_1 + 15x_2 &\geq 2000 \quad e_4 \\ x_1, x_2 &\geq 0 \end{aligned}$$

It is just convenient notation to use  $s_i$  for slack variable of  $i^{\text{th}}$  constraint, and  $e_j$  for the excess variable of  $j^{\text{th}}$  constraint.  
 ↪ But one could instead use  $x_3, x_4, x_5, x_6$  as the slack/excess variables here!

$$\max Z = 20x_1 + 15x_2$$

$$\begin{aligned} \text{s.t.} \quad x_1 + s_1 &= 100 \\ x_2 + s_2 &= 200 \\ 50x_1 + 35x_2 + s_3 &= 5000 \\ 25x_1 + 15x_2 - e_4 &= 2000 \\ x_1, x_2, s_1, s_2, s_3, e_4 &\geq 0 \end{aligned}$$

If input LP has  $A\bar{x} \begin{pmatrix} \leq \\ \geq \\ = \end{pmatrix} \bar{b}$ , then the standard form LP

will be  $[A \ I']\bar{x}' = \bar{b}$  where

$I'$  is "almost identity" matrix, and  $\bar{x}' = \begin{bmatrix} \bar{x} \\ \bar{s} \end{bmatrix}$  where  $\bar{x}$  are original vars and  $\bar{s}$  are slack/excess vars.

If all constraints are  $\leq$ , then we get  $[A \ I]$ , where  $I$  is the  $m \times m$  identity matrix (assuming there are  $m$  constraints).

(9.4)

We will talk about the second condition (of requiring all variables to be  $\geq 0$ ) later on. For now, assume all variables are  $\geq 0$  to start with.

Once in the standard form, notice that the constraints all form a system  $A\bar{x} = \bar{b}$ . If the system has a unique solution, there is nothing more to do—that solution is the optimal solution. If  $A\bar{x} = \bar{b}$  is inconsistent, then the LP is infeasible. The interesting case happens when  $A\bar{x} = \bar{b}$  has free variables, and then we will involve the objective function to choose a best solution from among the infinitely many solutions possible.

$$\text{An LP in standard form is } \begin{array}{ll} \max & \bar{c}^T \bar{x} \\ \text{s.t.} & A\bar{x} = \bar{b} \\ & \bar{x} \geq \bar{0} \end{array}$$

Recall: GJ for solving  $A\bar{x} = \bar{b}$ ,  $A \in \mathbb{R}^{m \times n}$ ,  $\text{rank}(A) = m \leq n$ .

$$[A | \bar{b}] \rightarrow [B N | \bar{b}] \xrightarrow{\text{EROs}} [I_m \tilde{N} | \tilde{\bar{b}}]$$

With  $\bar{x}_B$  as the  $m$  basic variables, and  $\bar{x}_N$  as the  $(n-m)$  non-basic (or free) variables, we get with  $\bar{x} = \begin{bmatrix} \bar{x}_B \\ \bar{x}_N \end{bmatrix}$

$$\begin{aligned} \bar{x}_B + \tilde{N} \bar{x}_N &= \tilde{\bar{b}} \\ \Rightarrow \bar{x}_B &= \tilde{\bar{b}} - \tilde{N} \bar{x}_N \end{aligned}$$

Choosing  $\bar{x}_N = \bar{\alpha}$  (vector of parameters), we get  $\bar{x}_B = \tilde{\bar{b}} - \tilde{N} \bar{\alpha}$ .

The solution  $\bar{x}$  obtained by setting  $\bar{x}_N = \bar{\alpha} = \bar{0}$  is called a **basic solution** of  $A\bar{x} = \bar{b}$ .

$$\bar{x}_N = \bar{0} \Rightarrow \bar{x}_B = \tilde{\bar{b}}, \text{ so } \bar{x} = \begin{bmatrix} \tilde{\bar{b}} \\ \bar{0} \end{bmatrix} \text{ is a basic solution.}$$

## How to find (a) basic solution(s)?

1. Choose  $m$  basic variables (BV), which correspond to  $m$  LI columns of  $A$ . → when  $n > m$ , there could be many subsets of  $m$  vars that are basic.
2. Set the remaining  $(n-m)$  non-basic vars (NBV) to 0.
3. Solve for the  $m$  basic variables.

### Example

$$\begin{aligned} x_1 + x_2 &= 3 \\ -x_2 + x_3 &= -1 \end{aligned}$$

$$A = \begin{bmatrix} 1 & 1 & 0 \\ 0 & -1 & 1 \end{bmatrix}, \quad \bar{b} = \begin{bmatrix} 3 \\ -1 \end{bmatrix}, \quad m=2, \quad n=3$$

1.  $BV = \{x_1, x_2\}$ ,  $NBV = \{x_3\}$ . Set  $x_3 = 0$ , solve for  $x_1, x_2$ :

$$x_1 + x_2 = 3$$

$$-x_2 = -1$$

$$x_1 = 2, x_2 = 1$$

So, basic solution is  $\bar{x} = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}$ .

2.  $BV = \{x_1, x_3\}$ ,  $NBV = \{x_2\}$ .

Basic solution is  $\bar{x} = \begin{bmatrix} 3 \\ 0 \\ -1 \end{bmatrix}$

→ if the input system were that of an LP, this solution violates feasibility, as  $x_3 \neq 0$ .

3.  $BV = \{x_2, x_3\}$ ,  $NBV = \{x_1\}$ .  $x_1 = 0$

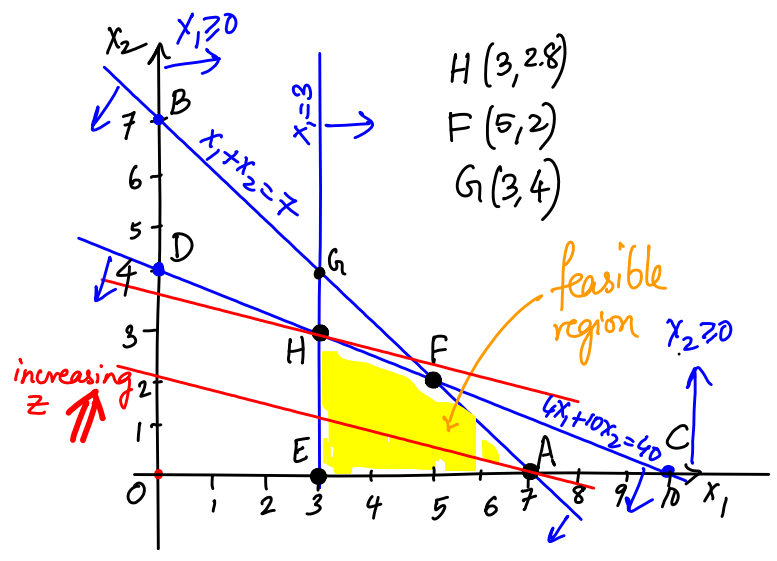
Basic solution is  $\bar{x} = \begin{bmatrix} 0 \\ 3 \\ 2 \end{bmatrix}$ .

**Def** For an LP in standard form, a basic solution in which all variables are nonnegative is a **basic feasible solution (bfs)**.

Why study bfs's?

Recall: feasible region of an LP is a convex set.

**Result** If an LP in standard form has an optimal solution, then a corner point is guaranteed to be optimal.



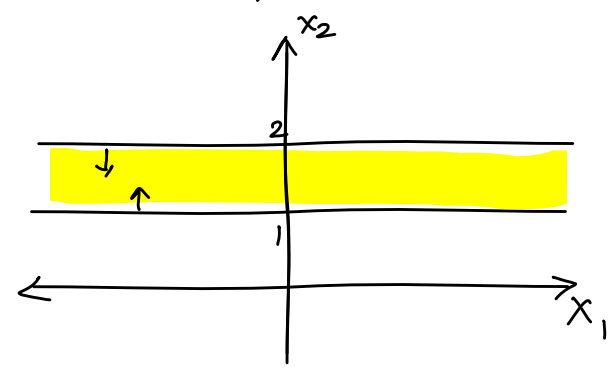
**Q.** Does every feasible LP have a corner point? **No!**

Consider  $\max x_2$

s.t.  $1 \leq x_2 \leq 2$

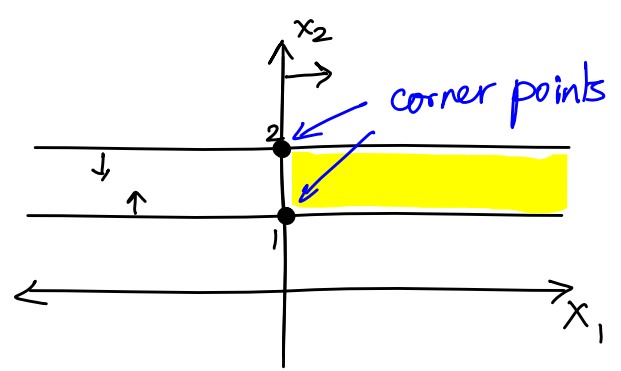
$x_1$  u.r.s

unrestricted in sign  
could be  $\geq 0$  or  $\leq 0$



There are no corner points here. The LP is indeed not unbounded. Any  $(x_1, x_2)$  with  $x_2 = 2$  is an optimal solution (Case 2).

If we add  $x_1 \geq 0$ , we get an LP in standard form, and we get two corner points!



Result Every LP in standard form has corner point(s).

Result A point in the feasible region of an LP in standard form is a corner point if and only if it corresponds to a bfs.

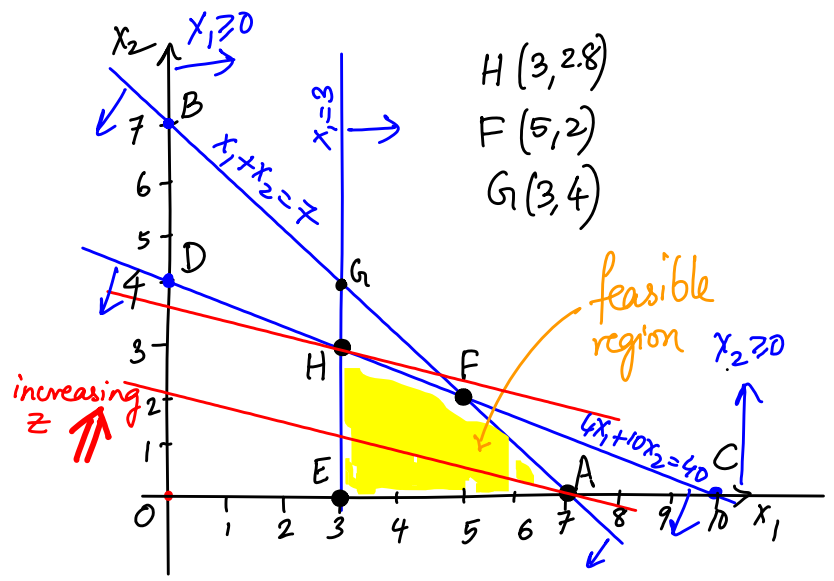
So, corner point  $\equiv$  bfs.

We demonstrate this correspondence for the Farmer Jones LP:

### Farmer Jones LP

$$\max Z = 30x_1 + 100x_2$$

$$\begin{aligned} \text{s.t.} \quad & x_1 + x_2 \leq 7 \quad s_1 \\ & 4x_1 + 10x_2 \leq 40 \quad s_2 \\ & 10x_1 \geq 30 \quad e_3 \\ & x_1, x_2 \geq 0 \end{aligned}$$



### Standard form

$$\max Z = 30x_1 + 100x_2$$

$$\begin{aligned} \text{s.t.} \quad & x_1 + x_2 + s_1 = 7 \\ & 4x_1 + 10x_2 + s_2 = 40 \\ & 10x_1 - e_3 = 30 \\ & x_1, x_2, s_1, s_2, e_3 \geq 0 \end{aligned}$$

$$m = 3, n = 5$$

$$\text{rank} = m = 3$$

$$\begin{aligned}
 x_1 + x_2 + s_1 &= 7 \\
 4x_1 + 10x_2 + s_2 &= 40 \\
 10x_1 - e_3 &= 30
 \end{aligned}$$

1.  $BV = \{x_1, x_2, s_1\}$ ,  $NBV = \{s_2, e_3\}$

Setting  $s_2 = e_3 = 0$ , and solving we get  $x_1 = 3$ ,  $x_2 = 2.8$ ,  $s_1 = 1.2$ .

$\bar{x} = \begin{bmatrix} 3 \\ 2.8 \\ 1.2 \\ 0 \\ 0 \end{bmatrix}$  is a bfs, and corresponds to the vertex  $H(3, 2.8)$