Exception handling: unboundedness

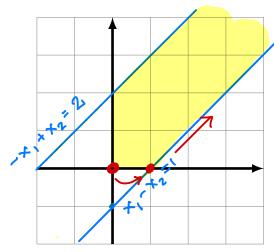
Example. Maximize

$$z = x_1$$

subject to:

$$x_1 - x_2 \le 1$$

- $x_1 + x_2 \le 2$
 $x_1, x_2 \ge 0$



How to detect unboundedness using the simplex method:

The equality form:

$$x_1 - x_2 + s_1 = 1$$

 $-x_2 + x_2 + s_2 = 2$
 $z = x_1 + 0x_2 + 0.s_1 + 0.s_2$

Tableau;

The basic feasible solution

$$x_1 \ x_2 \ s_1 \ s_2$$

| -1 | 0 | 1 | 51 | free | $x_1 = 0$
 $x_2 = 0$

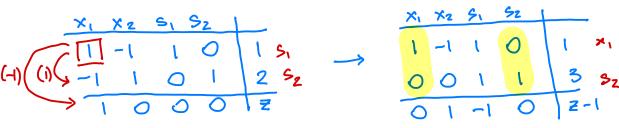
| -1 | 0 | 2 | 52 | basic | $x_1 = 1$
 $x_2 = 0$

Pivot step: increase
$$x_1$$
, keep $x_2 = 0$
 $x_1 + s_1 = 1 \Rightarrow s_1 = 1 - x_1 > 0 \Rightarrow 0$: $x_1 \le 1$
 $-x_1 + s_2 = 2 \Rightarrow s_2 = 2 + x_2 > 0 - no$ restriction

Upshot: x_1 becomes basic $(x_1 = 1)$
 s_1 becomes free

25

Unboundedness continued...



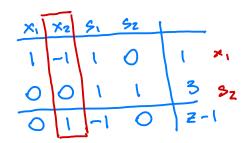
The new basic feasible solution:

free
$$\begin{vmatrix} x_2 = 0 \\ s_1 = 0 \end{vmatrix}$$

basic $\begin{vmatrix} x_1 = 1 \\ s_2 = 3 \end{vmatrix}$

The pivot step: increase x2, keep s,=0. $x_1 - x_2 = 1 \Rightarrow x_1 = 1 + x_2 > 0$ - no restrictions S1 = 3 > 0 - no restrictions

Upshot: We can make z as large as we want by increasing x2 - there is no maximum



Note: Unboundedness happens

if we have a free variable

or objective function and all constraint coefficients (0.

Exception handling: degeneracy

Example. Maximize

$$z = x_2$$

subject to:

$$-x_1 + x_2 \le 0$$
$$x_1 \le 2$$

$x_1 < 2$ $x_1, x_2 > 0$

We can't move this may since it increases both free varieties x, and x z at the same (0,0) (2,0) time. ×,=2

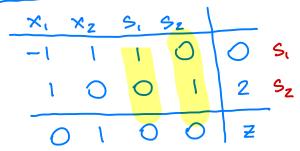
The equality form:

$$-\times_1 + \times_2 + S_1 = 0$$

$$\times_1 + S_2 = 2$$

$$Z = \bigcirc \times_1 + 1 \cdot \times_2 + \bigcirc S_1 + \bigcirc S_2$$

Tableau:



The basic fearible solution:

The basic fearible solution:

The basic fearible solution: $x_1 \times x_2 \cdot S_1 \cdot S_2$ The basic fearible solution: $x_1 \times x_2 \cdot S_1 \cdot S_2$ The basic fearible solution: $x_1 \times x_2 \cdot S_1 \cdot S_2$ The basic fearible solution: $x_1 \times x_2 \cdot S_1 \cdot S_2$ The basic fearible solution: $x_1 \times x_2 \cdot S_1 \cdot S_2$ The basic fearible solution: $x_1 = 0$ Solution: $x_2 = 0$ The basic fearible solution: $x_1 = 0$ Solution: $x_2 = 0$ The basic fearible solution: $x_1 = 0$ Solution: $x_2 = 0$ The basic fearible solution: $x_1 = 0$ Solution: $x_2 = 0$ The basic fearible solution: $x_1 = 0$ The basic fearible solution: $x_2 = 0$ The basic fearible solution: $x_1 = 0$ The basic fearible solution: $x_2 = 0$ The basic fearible solution: $x_1 = 0$ The basic fearible solu

The pivot step: increase xz, keep x = 0.

 $x_2 + s_1 = 0 \Rightarrow s_1 = -x_2 > 0 \xrightarrow{50} x_2 = 0 \leftarrow con^{\frac{1}{4}}$ increase if

The only remaining option: increase x_i even though this will not change the value of z_i : $-x_1 + s_1 = 0 \Rightarrow s_1 = x_1 > 0 - \text{no restrictions}$ $x_1 + g_2 = 2 \Rightarrow s_2 = 2 - x_1 > 0 \Rightarrow x_1 \leqslant 2$

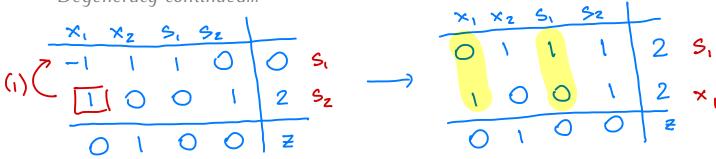
$$-\times_1 + S_1 = 0 \Rightarrow S_1 = \times_1 > 0 - \text{no restrictions}$$

 $\times_1 + S_2 = 2 \Rightarrow S_2 = 2 - \times_1 > 0 \Rightarrow 0: \times_1 \leqslant 2$

Lipshot: x, becomes basic s, becomes free

A degenerate pivot step 27

Degeneracy continued...



The new basic feasible solution:

free
$$\begin{cases} x_2 = 0 \\ S_2 = 0 \end{cases}$$

basic $\begin{cases} S_1 = 2 \\ x_1 = 2 \end{cases}$

The pivot step: increase x2, keep 32=0

$$\chi_2 + S_1 = Z \Rightarrow S_1 = 2 - \chi_2 \neq 0 \quad \text{so} : \chi_2 \leq 2$$

$$x_1 = 2 > 0$$
 - no restrictions

Upshot: x2 becomes basic, (x2=2)

s, becomes free

we reached the maximum

Maximum at $x_1 = 2, x_2 = 2$ 7 = 2

Upshot: Degenerate basic feasible solutions can lead to pivot steps that do not increase the objective function