Assignment-3

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Assumption

- Rank of A is n
- Initial feasible point is given

Instructions to execute code: -

Kindly re-start the kernel every-time before running the code

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In [25]: # ------
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        #
        # Assumption
        # 1. Polytope is non-degenerate.
        # 2. Rank of A is n
        import csv
        import numpy as np
        from numpy import linalg as la
        class LO_Assignment_3():
           def __init__(self, A, B, C, z, m, n ):
              self.m = m
              self.n = n
              self.A = A
              self.B = B
              self.C = C
              self.eps = 1e-8
              self.X = z.reshape((n,1))
              self.check_dimensions(self.A, self.B, self.C, self.X, self.n, self.m)
           #validating input dimensions
           def check dimensions(self, A, B, C, X, n, m):
              try:
                  assert(A.shape == (m, n))
                  assert(B.shape == (m, 1))
                  assert(C.shape == (n, 1))
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assert(X.shape == (n, 1))
    except AssertionError:
        self._return_error()
        return
    self.B = self.get_non_degenerate() # Making LP non degenerate
    print(self.B)
    if self.B is not None:
        print("Non-feasible problem\n") if self.n != np.linalg.matrix_rank(self
#checking non_degeneracy
def get_non_degenerate(self) -> np.ndarray:
    itr = 0
    while True:
        i = self.m - self.n
        B = self.B
        if (itr < 1000):</pre>
            # Perturbing B by adding noise
            B_{[:i]} = self.B[:i] + np.random.uniform(1e-6, 1e-5, size=(i,1))
            itr += 1
        else:
            # Checking for a larger range
            B_{[:i]} = self.B[:i] + np.random.uniform(0.1, 10, size=(i,1))
        Z = np.dot(self.A, self.X) - B
        inds = np.where(np.abs(Z) < self.eps)[0]</pre>
        if len(inds) == self.n: # Converted to non degenerate
            break
        print(itr)
    return B_
#checking feasibility of point
def check_point_feasibility(self, A, X, B):
    return np.all(np.dot(A, X) <= B)</pre>
#checking if any constraint is tight
def check_any_constraint_tight(self, A, X, B):
    return True if np.any(B - np.dot(A, X) < pow(10, -4)) else False
#method to appreach polytope boundary
def approach_polytope_boundary(self, A, X, B, C):
    dir vec = C
    alpha = 0.01
    while not self.check_any_constraint_tight(A, X, B):
            if not self.check_point_feasibility(A, (X + alpha * dir_vec), B):
                alpha /= 10
            else:
                print('\nApproaching boundry: -\n')
                cost = np.dot(X.T, C)
                print(f"X: {X.ravel()}\t Cost: {cost.ravel()}")
                X = X + alpha * dir_vec
                print(f"New point- {X} \t Cost: {cost}")
    return X
def obtain_initial_vertex(self, A, B):
    rank = la.matrix rank(A)
    initial_vertex = np.dot(la.pinv(A[:rank]), B[:rank])
    return initial_vertex
def calculate_alpha_value(self, A, X, B, C):
    get_independent_rows = lambda A, X, B: (B - np.dot(A, X) < self.eps).T[0]</pre>
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lin_ind = A[get_independent_rows(A, X, B)]
        alpha = np.dot(la.pinv(lin_ind.T), C)
       return alpha
   def calculate_beta(self, A, X, B, is_min_ratio_positive, min_ratio):
       beta = np.min(((B - np.dot(A, X)).T[0] / min_ratio + 1e-12)[is_min_ratio_pc
       return beta
   #checking vertex optimality
   def find_optimal_vertex(self, A, X, B, C):
        if np.all(self.calculate_alpha_value(A, X, B, C) >= 0):
            calculated_cost = np.dot(X.T, C).ravel()
            print(f'X: {X.ravel()}\t cost: {calculated_cost}')
            return X
       get independent rows = lambda A, X, B: (B - np.dot(A, X) < pow(10, -4)).T[(
       tight_rows_matrix = get_independent_rows(A, X, B)
       direction_matrix = -la.pinv(A[tight_rows_matrix])
       cost_list = []
       for i in range(0, direction_matrix.shape[1], 1):
            direction_vector = direction_matrix[:, i].reshape(-1, 1)
            min_ratio = (np.dot(A, direction_vector)).T
            is_min_ratio_positive = min_ratio > 0
            if np.any(is_min_ratio_positive):
                beta = self.calculate_beta(A, X, B, is_min_ratio_positive, min_rati
                z_prime = X + direction_vector * beta
                calculated_cost = np.dot(z_prime.T, C)
                cost_list.append((calculated_cost, i, z_prime))
                print(f'Z_prime: {z_prime.ravel()}\t cost: {calculated_cost}')
            else:
                print("This is unbounded case\n")
                return []
         , index, z prime = max(cost list)
       return self.find_optimal_vertex(A, z_prime, B, C)
   #method to run simplex algorithm
   def execute_simplex_algo(self):
       temp_A, temp_B, temp_C = self.A, self.B, self.C
       if self.X.shape != self.C.shape:
            temp A = np.append(np.append(self.A, np.zeros((1, self.n)), axis = 0),
            temp A[-1][-1] = -1
            temp_B = np.append(self.B, [abs(min(self.B))], axis = 0)
            temp_C = np.zeros((self.n +1, 1))
            temp_C[-1] = 1
       self.X = self.approach_polytope_boundary(temp_A, self.X, temp_B, temp_C)
       print('Reached polytope boundary, now approaching vertex: -\n')
       self.X = self.obtain_initial_vertex(temp_A, temp_B)
       opt_vertex = self.find_optimal_vertex(temp_A, self.X, temp_B, temp_C)
       if len(opt vertex) == 0:
            print('Polytope is unbounded- optimal value does not exit\n')
       else:
            print(f'Optimal vertex: {self.X.T[0]}\n')
#method to read csv file
def read_linear_programming_input(file_path):
   with open(file_path, 'r') as file:
       reader = csv.reader(file)
       data = list(reader)
   # Extracting data
   z = np.array([float(x) for x in data[0][:-1]])
   c = np.array([float(x) for x in data[1][:-1]])
   b = np.array([float(x) for x in [row[-1] for row in data[2:]]])
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LO_Assignment_3
    A = np.array([[float(x) for x in row[:-1]] for row in data[2:]])
    return z, c, b, A
# main method
def main():
    #input test case file here
    file_path = 'Assignment3.csv'
    z, C, B, A = read_linear_programming_input(file_path)
    print(f'Initial feasible point z: {z}\t Cost Vector C: {C}\n')
    print(f'Constraint Vector B: {B}\n')
    print(f'Co-efficient Matrix A:\n {A}')
    m = A.shape[0]
    n = A.shape[1]
    B = B.reshape((m,1))
    C = C.reshape((n,1))
    LO_Assignment_3(A, B, C, z, m, n)
if __name__=="__main__":
    main()
Initial feasible point z: [0. 0.]
                                         Cost Vector C: [1. 2.]
Constraint Vector B: [1. 4. 0. 0.]
Co-efficient Matrix A:
 [[ 1. -3.]
 [-1. 2.]
 [-1. 0.]
 [ 0. -1.]]
[[1.00000418]
 [4.00000283]
 [0.
 [0.
            ]]
Reached polytope boundary, now approaching vertex: -
Z_prime: [-14.00001685 -5.00000701]
                                        cost: [[-24.00003087]]
Z_prime: [-3.40000449e+01 -5.77315973e-14]
                                                 cost: [[-34.00004489]]
This is unbounded case
Polytope is unbounded- optimal value does not exit
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In []: