

The slide features a light beige background. In the top-left corner, there is a cluster of overlapping hexagons outlined in thin lines of gold and light pink. In the right side, there are several solid-colored hexagons in shades of brown and orange, some of which are partially cut off by the edge of the slide.

# **Big M Method**

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# What is Big M Method ?

- The Big M method is a method of solving linear programming problems.
- It is a variation of the simplex method designed for solving problems typically encompassing "greater-than" constraints as well as "less-than" constraints
- The "Big M" refers to a large number associated with the artificial variables, represented by the letter M.

# Why Big M Method ?

- The Big-M method introduces artificial variables (dummy helpers) to create an initial BFS.
- “Big M” = a very large positive number (penalty).
- Ensures artificial variables disappear from the final solution (if a feasible solution exists).
- Detects infeasibility → If artificial variables remain  $> 0$  at optimum, then the original problem has no feasible solution.

# Concept of Artificial Variables

- If constraints are  $\leq$  type  $\rightarrow$  slack variables give BFS directly.
- Required when constraints are of type  $\geq$  (no direct BFS available).
- Definition: Dummy variables added to constraints to obtain an initial basic feasible solution (BFS).

# Role of Big M

- M is a very large positive number
- Assign a very large penalty (M) to artificial variables in the objective function.
- Big M is a technique that penalizes artificial variables with a huge cost, ensuring they disappear from the final solution

# Steps In The Big-M Method

- Add artificial variables in the model to obtain a feasible solution.
- Added only to the '>' type or the '=' constraints
- Assign penalty cost  $M$  to artificial variables
- The transformed problem is then solved using simplex method
- Remove artificial variables from basis

# Mathematical Formulation

- $\text{Max } Z = c_1x_1 + c_2x_2 \dots - M(A_1 + A_2 \dots)$
- Subject to:
  - Constraints with slack/surplus/artificial variables
  - $x_i \geq 0$

# Important Points To Remember

Solve the modified LPP by simplex method, until any one of the three cases may arise.

- If no artificial variable appears in the basis and the optimality conditions are satisfied
- If at least one artificial variable in the basis at zero level and the optimality condition is satisfied
- If at least one artificial variable appears in the basis at positive level and the optimality condition is satisfied, then the original problem has no feasible solution.



# Example

**Maximize**  $Z = x_1 + 5x_2$

Subject to

$$4x_1 + 4x_2 \leq 6$$

$$x_1 + 3x_2 \geq 2 \quad x_1, x_2 \geq 0$$

**Solution :**

Introducing slack & surplus variables :

$$4x_1 + 4x_2 + S_1 = 6$$

$$x_1 + 3x_2 - S_2 = 2$$

# Example

- Now if we let  $x_1$  &  $x_2$  equal to zero in the initial solution, we will have  $S_1=6$ ,  $S_2=-2$ , which is not possible because a surplus variable cannot be negative. Therefore, we need artificial variables.
- Introducing an artificial variable, say A1.

Maximize  $Z = x_1 + 5x_2 + 0S_1 + 0S_2 - M(A1)$

Subject to

$$4x_1 + 4x_2 + S_1 = 6$$

$$x_1 + 3x_2 - S_2 + A1 = 2$$

$$x_1, x_2, S_1, S_2, A1 \geq 0$$

# Example

		$C_j$	1	5	0	0	-M	
B	$C_B$	$X_B$	$X_1$	$X_2$	$S_1$	$S_2$	$A_1$	MinRatio
$S_1$	0	6	4	4	1	0	0	$3/2$
$A_1$	-M	2	1	3	0	-1	1	$2/3$
		$Z_j$	-M	-3M	0	M	-M	
		$C_j - Z_j$	M+1	3M+5	0	-M	0	

Entering =  $X_2$ , Departing =  $A_1$ , Key Element = 3

$$R_2(\text{new}) = R_2(\text{old}) / 3 = R_2(\text{old}) \times 1/3$$

$$R_1(\text{new}) = R_1(\text{old}) - 4 R_2(\text{new})$$

# Example

		C <sub>j</sub>	1	5	0	0	-M	
B	C <sub>B</sub>	X <sub>B</sub>	X <sub>1</sub>	X <sub>2</sub>	S <sub>1</sub>	S <sub>2</sub>	A <sub>1</sub>	MinRatio
S <sub>1</sub>	0	10/3	8/3	0	1	4/3	-4/3	5/2
X <sub>2</sub>	5	2/3	1/3	1	0	-1/3	1/3	---
		Z <sub>j</sub>	5/3	5	0	-5/3	5/3	
		C <sub>j</sub> - Z <sub>j</sub>	-2/3	0	0	5/3	-M-5/3	

Entering = S<sub>2</sub>, Departing = S<sub>1</sub>, Key Element = 4/3

$$R_1(\text{new}) = R_1(\text{old}) / 4/3 = R_1(\text{old}) \times 3/4$$

$$R_2(\text{new}) = R_2(\text{old}) + 1/3 R_1(\text{new})$$

# Example

		$C_j$	1	5	0	0	-M	
B	$C_B$	$X_B$	$X_1$	$X_2$	$S_1$	$S_2$	$A_1$	MinRatio
$S_2$	0	$5/2$	2	0	$3/4$	1	-1	
$X_2$	5	$3/2$	1	1	$1/4$	0	0	
		$Z_j$	5	5	$5/4$	0	0	
		$C_j - Z_j$	-4	0	$-5/4$	0	-M	

Optimum Solution is arrived at with value of variables as :

$$X_1 = 0$$

$$X_2 = 3/2$$

$$\text{Maximise } Z = 15/2$$

# Applications of Big M Method in CS

- Resource Allocation in Cloud Computing
  - Cloud systems need to assign CPU, memory, and bandwidth to different tasks.
- Operating Systems – Job Scheduling
  - When scheduling jobs, some tasks have minimum execution requirements ( $\geq$  constraints).
- Network Flow Optimization
  - constraints like at least X bandwidth on a path or minimum packets to a node appear.

# Applications of Big M Method in CS

- Database Query Optimization
  - Cost-based query optimizers choose execution plans based on constraints (e.g., memory, CPU).
- Machine Learning & AI – Model Training Constraints
  - In optimization-based ML (like linear regression with constraints or SVM formulations), Big M helps convert inequality constraints into solvable forms.


# Drawbacks of Big M Method

- Choice of  $M$  is Arbitrary
- $M$  is assumed to be a “very large number.”
- If it’s too small, artificial variables may not leave the solution → wrong result.
- If it’s too large, numerical instability occurs during calculations.
- Computers cannot handle extremely large values of  $M$
- Adding artificial variables makes the simplex tableau bigger.





# Drawbacks of Big M Method

- More iterations are often required, which slows down computation.
  - Not Practical for Large Problems
  - For large-scale linear programming problems (like in ML or big-data optimization), Big M can be inefficient compared to other methods.
  - Better Alternatives Exist : Two-Phase Simplex Method
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Thank you