

1.

Matoušek and Gartner:

$$C^T x, Ax = b, x \geq 0$$

standard (equational) form.

Vanderbei:

$$C^T x, Ax \leq b, x \geq 0$$

The only diff.

2. Introducing slack variables:

$$x_1 + 2x_2 \leq 10 \Rightarrow x_1 + 2x_2 + x_3 = 10$$

$$\Rightarrow \underline{x_3 = 10 - 2x_2 - x_1}$$

By introducing  $x_3$   
we can convert into  
equality constraint

3., 4. Yes.

5.

6. For matrix  $A$  to have a full row rank  $m$ ,  $A$  needs to have at least as many columns as rows.

$$A = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 1 \end{pmatrix} \quad m=3, n=2$$

This is an overdetermined system, and row 3 can be represented by 2.

$$B = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad \text{Here, the <sup>row</sup>rank is 3, which is a full rank.}$$

7. Def. of basic feasible solution:

a basic feasible solution to the LP:

$$\max. C^T x, \text{ s.t. } Ax = b, x \geq 0$$

is a feasible solution  $x \in \mathbb{R}^n$  for which there exist an  $m$ -element set

$B \subseteq \{0, 1, \dots, n\}$  such that:

- The square matrix of  $A_B$  is non-singular, i.e. the columns indexed by  $B$  are linearly independent.
- And  $x_j = 0 \ \forall j \notin B$ .

Note that all non-basic variables are 0 in a basic feasible solution.

$$\text{Ex. } A = \begin{pmatrix} 1 & 2 & 3 & 4 & 5 \\ 0 & 1 & 3 & 5 & 6 \end{pmatrix}, \quad B = \{2, 4\}$$

$$A_B = \begin{pmatrix} 5 & 4 \\ 1 & 5 \end{pmatrix} \quad A_N = \begin{pmatrix} 1 & 3 & 6 \\ 0 & 3 & 6 \end{pmatrix}$$

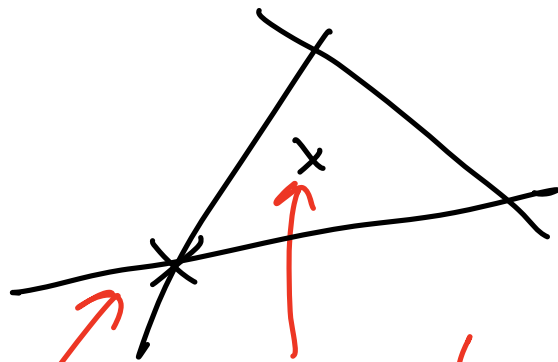
$$x = (0, 2, 0, 1, 0) \leftarrow \text{Basic feasible solution}$$

$$A_B x_B = \begin{pmatrix} 5 & 4 \\ 1 & 5 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 5 \cdot 2 + 4 \cdot 1 \\ 1 \cdot 2 + 5 \cdot 1 \end{pmatrix} = \begin{pmatrix} 14 \\ 7 \end{pmatrix}^*$$

$$A_N x_N = \begin{pmatrix} 1 & 3 & 6 \\ 0 & 3 & 6 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$A_B x_B + A_N x_N$  means that adding the matrix of BV's to the matrix of NBV's gives us the solution vector  $b$ .

$$Ax = b^*$$



Feasible solution  
but it's not basic  
since it is redun-  
dant (not lin.  
ind.).

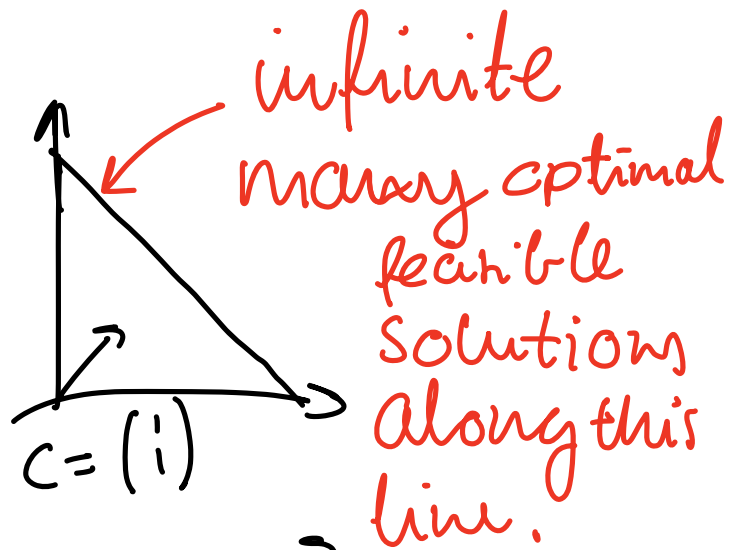
This one cannot  
be reconstructed

l. from  
other points.

9.

10.

b) Yes.



not the case for  
basic feasible solutions!