Enumerating all basic feasible solutions (BFS), in order to find the optimum is slow.

Simplex Algorithm [George Dantzig 1947]
Move from BFS to adjacent BFS, without decreasing objective function.

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max
$$13a + 23b$$

s.t. $5a + 15b + s_c = 480$
 $4a + 4b + s_h = 160$
 $35a + 20b + s_m = 1190$
 $a + b + s_c + s_h + s_m \ge 0$

```
basis = \{s_c, s_h, s_m\}

A = B = 0

Z = 0

s_c = 480

s_h = 160

s_m = 1190
```

4 Simplex Algorithm

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54/575

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 $Z = 0$
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54/575

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choose variable to bring into the basis

- chosen variable should have positive coefficient in objective function
- apply min-ratio test to find out by how much the variable can be increased
- pivot on row found by min-ratio test
- the existing basis variable in this row leaves the basis

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$$\max Z$$

$$13a + 23b \qquad -Z = 0$$

$$5a + 15b + s_c \qquad = 480$$

$$4a + 4b \qquad + s_h \qquad = 160$$

$$35a + 20b \qquad + s_m \qquad = 1190$$

$$a , b , s_c , s_h , s_m \geq 0$$

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basis =
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► Choose variable with coefficient > 0 as entering variable.

```
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 $Z = 0$
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 $s_h = 160$
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- ► Choose variable with coefficient > 0 as entering variable.
- If we keep a=0 and increase b from 0 to $\theta>0$ s.t. all constraints ($Ax=b,x\geq 0$) are still fulfilled the objective value Z will strictly increase.

basis =
$$\{s_c, s_h, s_m\}$$

 $a = b = 0$
 $Z = 0$
 $s_c = 480$
 $s_h = 160$
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- chosen variable should have positive coefficient in objective function
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- ► Choosing $\theta = \min\{480/15, 160/4, 1190/20\}$ ensures that in the new solution one current basic variable becomes 0, and no variable goes negative.

basis =
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basis =
$$\{s_c, s_h, s_m\}$$

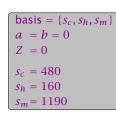
 $a = b = 0$
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 $s_c = 480$
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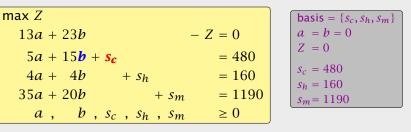
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- ► The basic variable in the row that gives min{480/15, 160/4, 1190/20} becomes the leaving variable.

basis =
$$\{s_c, s_h, s_m\}$$

 $a = b = 0$
 $Z = 0$
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- choose variable to bring into the basis
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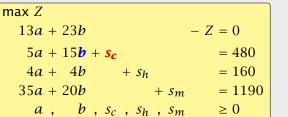
- ▶ If we keep a = 0 and increase b from 0 to $\theta > 0$ s.t. all
- constraints ($Ax = b, x \ge 0$) are still fulfilled the objective value Z will strictly increase.

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- ▶ For maintaining Ax = b we need e.g. to set $s_c = 480 15\theta$.
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basis =
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 $a = b = 0$
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- basis = $\{s_c, s_h, s_m\}$ a = b = 0 Z = 0 $s_c = 480$ $s_h = 160$ $s_m = 1190$
- ► Choose variable with coefficient > 0 as entering variable.
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basis =
$$\{s_c, s_h, s_m\}$$

 $a = b = 0$
 $Z = 0$
 $s_c = 480$
 $s_h = 160$
 $s_m = 1190$

 $a = s_c = 0$ Z = 736

b = 32

 $s_h = 32$

 $s_m = 550$

$$\max Z$$

$$\frac{16}{3}a - \frac{23}{15}s_{c} - Z = -736$$

$$\frac{1}{3}a + b + \frac{1}{15}s_{c} = 32$$

$$\frac{8}{3}a - \frac{4}{15}s_{c} + s_{h} = 32$$

$$\frac{85}{3}a - \frac{4}{3}s_{c} + s_{m} = 550$$

$$a, b, s_{c}, s_{h}, s_{m} \ge 0$$

basis =
$$\{b, s_h, s_m\}$$

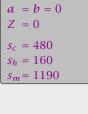
 $a = s_c = 0$
 $Z = 736$
 $b = 32$
 $s_h = 32$
 $s_m = 550$

basis =
$$\{s_c, s_h, s_m\}$$

 $a = b = 0$
 $Z = 0$
 $s_c = 480$
 $s_h = 160$
 $s_m = 1190$

- ► Choose variable with coefficient > 0 as entering variable.
- ▶ If we keep a = 0 and increase b from 0 to $\theta > 0$ s.t. all constraints ($Ax = b, x \ge 0$) are still fulfilled the objective value Z will strictly increase.
- ▶ For maintaining Ax = b we need e.g. to set $s_c = 480 15\theta$.
- Choosing $\theta = \min\{480/15, 160/4, 1190/20\}$ ensures that in the new solution one current basic variable becomes 0, and no variable goes negative.
- ► The basic variable in the row that gives $\min\{480/15, 160/4, 1190/20\}$ becomes the leaving variable.

$$\begin{array}{lllll} \max Z \\ \frac{16}{3}a & -\frac{23}{15}s_c & -Z = -736 \\ \frac{1}{3}a + b + \frac{1}{15}s_c & = 32 \\ \frac{8}{3}a & -\frac{4}{15}s_c + s_h & = 32 \\ \frac{85}{3}a & -\frac{4}{3}s_c & +s_m & = 550 \\ a & , b & , s_c & , s_h & , s_m & \geq 0 \end{array}$$



-Z = 0

= 1190

 ≥ 0

 ≥ 0

basis = $\{s_c, s_h, s_m\}$

Substitute
$$b = \frac{1}{15}(480 - 5a - s_c)$$
.

13a + 23b

 $5a + 15b + s_c$

 $35a + 20b + s_m$

a, b, s_c , s_h , s_m

 $4a + 4b + s_h = 160$

 $\max Z$

 a, b, s_c, s_h, s_m

basis =
$$\{b, s_h, s_m\}$$

 $a = s_c = 0$
 $Z = 736$
 $b = 32$
 $s_h = 32$
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$$a, b, s_{c}, s_{h}, s_{m} \ge 0$$

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$$a, b, s_{c}, s_{h}, s_{m} \ge 0$$

Computing $min{3 \cdot 32, 3\cdot 32/8, 3\cdot 550/85}$ means pivot on line 2.

$$\max Z$$

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$$5a + 15b + s_c \qquad = 480$$

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$$35a + 20b \qquad + s_m \qquad = 1190$$

$$a \quad , \quad b \quad , s_c \quad , s_h \quad , s_m \quad \ge 0$$

basis =
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 $a = b = 0$
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$$a, b, s_{c}, s_{h}, s_{m} \ge 0$$

Computing $\min\{3 \cdot 32, \frac{3 \cdot 32}{8}, \frac{3 \cdot 550}{85}\}$ means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_c - s_h)$.

$$\{b, s_h, s_m\} = 0$$

 $\max Z$ 13a + 23b -Z = 0 $5a + 15b + s_c$ = 480 $4a + 4b + s_h = 160$ 35a + 20**b**+ s_m= 1190a, b, s_c , s_h , s_m ≥ 0

basis =
$$\{s_c, s_h, s_m\}$$

 $a = b = 0$
 $Z = 0$
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basis =
$$\{b, s_h, s_m\}$$

 $a = s_c = 0$
 $Z = 736$
 $b = 32$
 $s_h = 32$
 $s_m = 550$

Computing min{3 · 32, 3·32/8, 3·550/85} means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_c - s_h)$.

$$\max Z$$

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$$a , b , s_c , s_h , s_m \geq 0$$

$$a = b = 0$$

$$Z = 0$$

$$s_c = 480$$

$$s_h = 160$$

$$s_m = 1190$$

basis = $\{s_c, s_h, s_m\}$

Substitute
$$b = \frac{1}{15}(480 - 5a - s_c)$$
.

 a, b, s_c, s_h, s_m

$$= -736$$

$$= 32$$

$$= 32$$

$$= 32$$

$$= 550$$

$$\geq 0$$
basis = {b, s_h, s_m}
$$a = s_c = 0$$

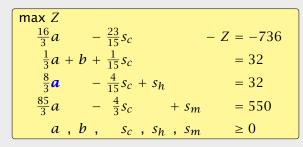
$$Z = 736$$

$$b = 32$$

$$sh = 32$$

$$sm = 550$$

Pivoting stops when all coefficients in the objective function are non-positive.



basis = $\{b, s_h, s_m\}$ $a = s_c = 0$ Z = 736b = 32 $s_h = 32$ $s_m = 550$

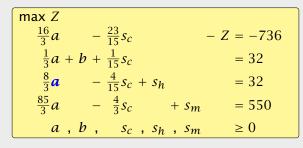
Choose variable *a* to bring into basis.

Computing $\min\{3 \cdot 32, 3 \cdot 32/8, 3 \cdot 550/85\}$ means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_c - s_h)$.

basis = $\{a, b, s_m\}$ $s_c = s_h = 0$

Pivoting stops when all coefficients in the objective function are non-positive.

Solution is optimal:



basis = $\{b, s_h, s_m\}$ $a = s_c = 0$ Z = 736b = 32 $s_h = 32$ $s_m = 550$

Choose variable *a* to bring into basis.

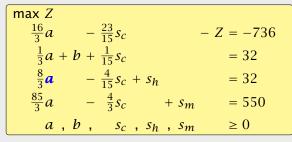
Computing $\min\{3 \cdot 32, \frac{3 \cdot 32}{8}, \frac{3 \cdot 550}{85}\}$ means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_c - s_h)$.

basis = $\{a, b, s_m\}$ $s_c = s_h = 0$

Pivoting stops when all coefficients in the objective function are non-positive.

Solution is optimal:

- any feasible solution satisfies all equations in the tableaux
- ▶ in particular: $Z = 800 s_c 2s_h, s_c \ge 0, s_h \ge 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800



basis = $\{b, s_h, s_m\}$ $a = s_c = 0$ Z = 736 b = 32 $s_h = 32$ $s_m = 550$

Choose variable *a* to bring into basis.

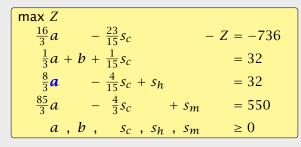
Computing min{3 · 32, 3·32/8, 3·550/85} means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_c - s_h)$.

basis = $\{a, b, s_m\}$ $s_c = s_h = 0$ Z = 800 b = 28 a = 12 $s_m = 210$

Pivoting stops when all coefficients in the objective function are non-positive.

Solution is optimal:

- any feasible solution satisfies all equations in the tableaux
- in particular: $Z = 800 s_c 2s_h$, $s_c \ge 0$, $s_h \ge 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800



basis = $\{b, s_h, s_m\}$ $a = s_c = 0$ Z = 736 b = 32 $s_h = 32$ $s_m = 550$

Choose variable *a* to bring into basis.

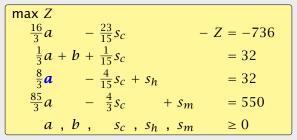
Computing min{ $3 \cdot 32$, $3 \cdot 32/8$, $3 \cdot 550/85$ } means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_C - s_h)$.

basis = $\{a, b, s_m\}$ $s_c = s_h = 0$ Z = 800 b = 28 a = 12 $s_m = 210$

Pivoting stops when all coefficients in the objective function are non-positive.

Solution is optimal:

- any feasible solution satisfies all equations in the tableaux
- in particular: $Z = 800 s_c 2s_h$, $s_c \ge 0$, $s_h \ge 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800



basis = $\{b, s_h, s_m\}$ $a = s_c = 0$ Z = 736 b = 32 $s_h = 32$ $s_m = 550$

Choose variable a to bring into basis.

Computing min{ $3 \cdot 32$, $3 \cdot 32/8$, $3 \cdot 550/85$ } means pivot on line 2. Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_C - s_h)$.

basis = $\{a, b, s_m\}$ $s_c = s_h = 0$ Z = 800 b = 28 a = 12 $s_m = 210$

Pivoting stops when all coefficients in the objective function are non-positive.

Solution is optimal:

- any feasible solution satisfies all equations in the tableaux
- in particular: $Z = 800 s_c 2s_h$, $s_c \ge 0$, $s_h \ge 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800

max Z	
$\frac{16}{3}a - \frac{23}{15}s_c$	-Z = -736
$\frac{1}{3}a + b + \frac{1}{15}s_c$	= 32
$\frac{8}{3}a$ $-\frac{4}{15}s_c$	$+ s_h = 32$
$\frac{85}{3}a - \frac{4}{3}s_c$	$+ s_m = 550$
a, b, s_c	$s_h, s_m \geq 0$

basis = $\{b, s_h, s_m\}$

Choose variable *a* to bring into basis.

Computing $\min\{3 \cdot 32, \frac{3 \cdot 32}{8}, \frac{3 \cdot 550}{85}\}$ means pivot on line 2.

Substitute $a = \frac{3}{8}(32 + \frac{4}{15}s_c - s_h)$.

basis = $\{a, b, s_m\}$ $s_c = s_h = 0$

Matrix View

Let our linear program be

$$c_B^T x_B + c_N^T x_N = Z$$

$$A_B x_B + A_N x_N = b$$

$$x_B , x_N \ge 0$$

The simplex tableaux for basis B is

$$(c_N^T - c_B^T A_B^{-1} A_N) x_N = Z - c_B^T A_B^{-1} b$$

+ $A_B^{-1} A_N x_N = A_B^{-1} b$
, $x_N \ge 0$

The BFS is given by $x_N = 0$, $x_R = A_R^{-1}h$.

If $(c_N^T - c_B^T A_B^{-1} A_N) \le 0$ we know that we have an optimum solution

4 Simplex Algorithm

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4 Simplex Algorithm



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60/575

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60/575

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4 Simplex Algorithm

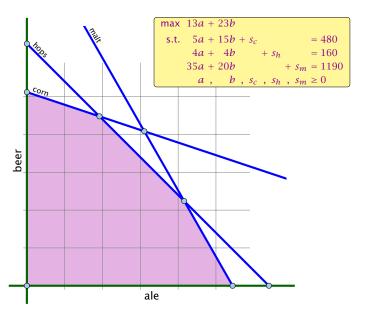
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Geometric View of Pivoting



Matrix View

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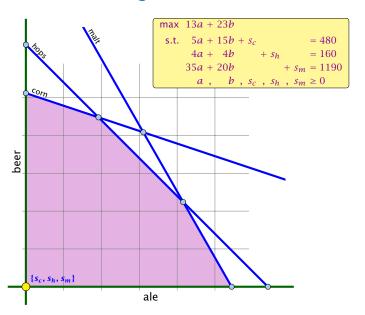
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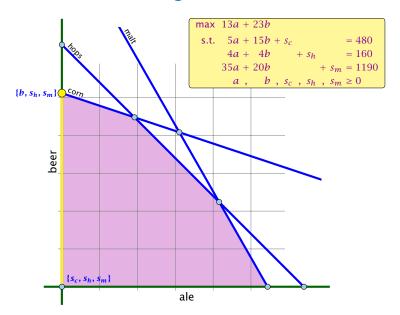
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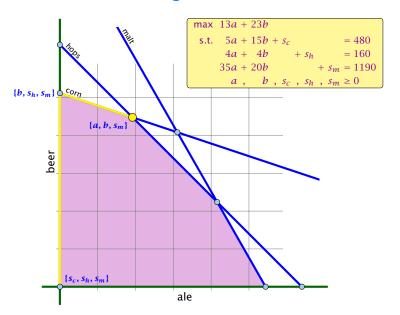
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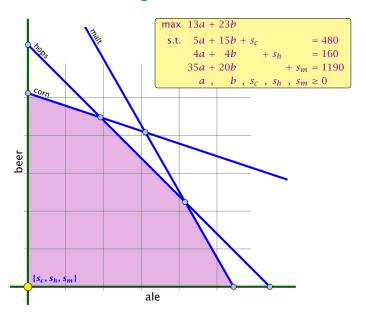
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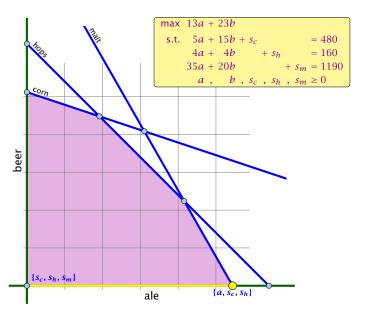
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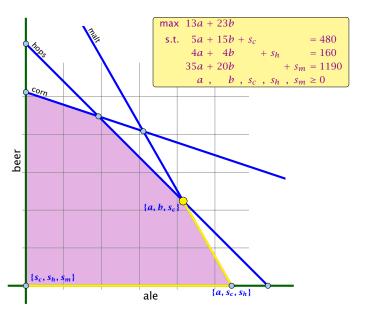
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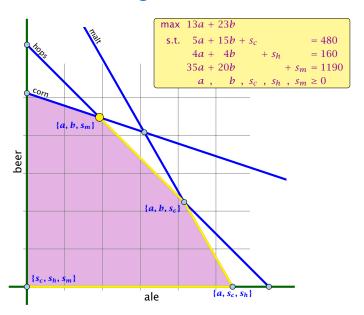
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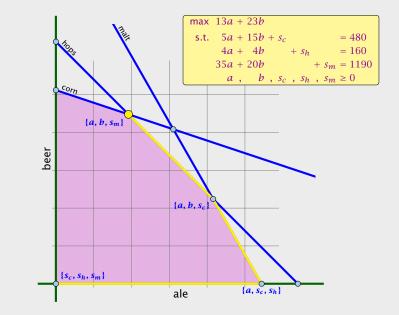
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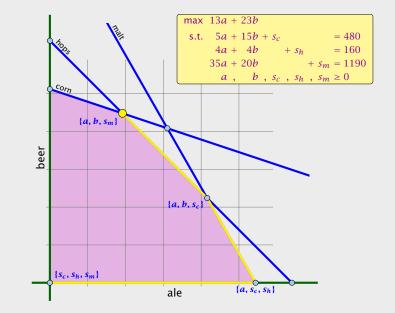
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Requirements for d

- d, = 1 (normalization)
- must hold. Hence
- Altogether: And a Aug. Ad to, which gives



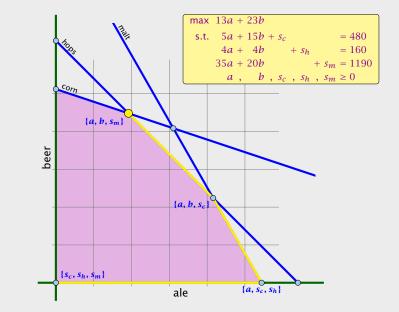
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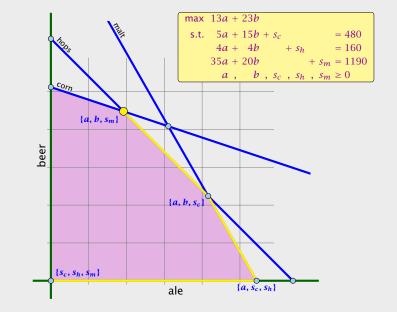
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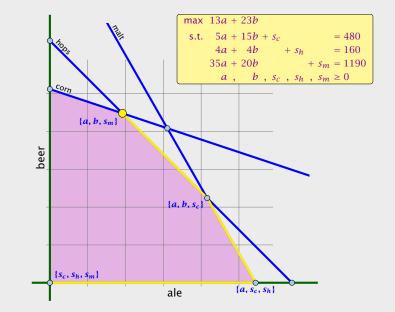
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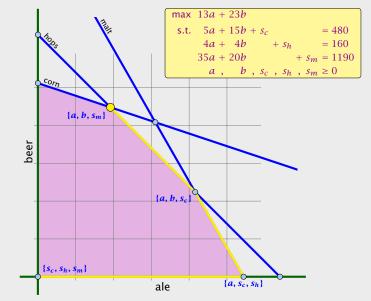


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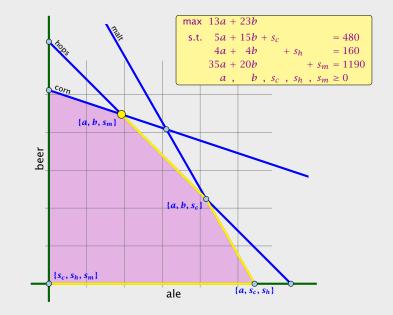
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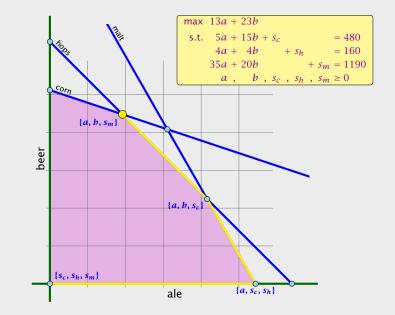
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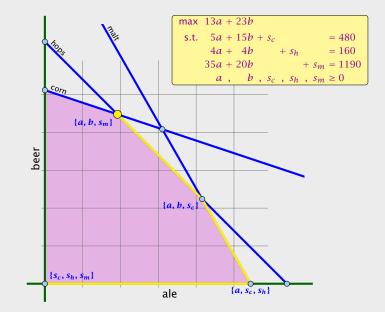
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Definition 2 (j-th basis direction)

Let B be a basis, and let $j \notin B$. The vector d with $d_j = 1$ and $d_\ell = 0, \ell \notin B, \ell \neq j$ and $d_B = -A_B^{-1}A_{*j}$ is called the j-th basis direction for B.

Going from x^* to $x^* + \theta \cdot d$ the objective function changes by

$$\theta \cdot c^T d = \theta (c_i - c_p^T A_p^{-1} A_{*i})$$

Algebraic Definition of Pivoting

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Note that this is defined for every j. If $j \in B$ then the above term

Algebraic Definition of Pivoting

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$$A_B x_B + A_N x_N = b$$

$$x_B , x_N \ge 0$$

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$$A_B^{-1} A_N x_N = A_B^{-1} b$$

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Algebraic Definition of Pivoting

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4 Simplex Algorithm

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Harald Räcke

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Algebraic Definition of Pivoting

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Let our linear program be

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4 Simplex Algorithm

 $(c_N^T - c_R^T A_R^{-1} A_N) x_N = Z - c_R^T A_R^{-1} b$

$$\begin{array}{rcl}
T & A_B^{-1} A_N \\
A_B^{-1} & A_N Y_N &= A_B \\
\end{array}$$

$$Ix_B + A_B^{-1}A_Nx_N = A_B^{-1}b$$

 x_B , $x_N \geq 0$

$$A_B^{-1}A_Nx_N = A_B$$

$$c^T A^{-1} h$$

Definition 3 (Reduced Cost) For a basis B the value

Algebraic Definition of Pivoting

$$-c^T \Lambda^{-1}$$

 $\tilde{c}_{i} = c_{i} - c_{R}^{T} A_{R}^{-1} A_{*i}$

$$_{B}^{I}A_{B}^{-1}A_{*j}$$

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.

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64

65/575

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- 4 Simplex Algorithm

Questions:

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4 Simplex Algorithm

66/575

solution.

 x_B , $x_N \geq 0$ The BFS is given by $x_N = 0$, $x_B = A_B^{-1}b$. If $(c_N^T - c_R^T A_R^{-1} A_N) \le 0$ we know that we have an optimum

Algebraic Definition of Pivoting

Let our linear program be

The simplex tableaux for basis B is

4 Simplex Algorithm

 $c_R^T x_B + c_N^T x_N = Z$ $A_B x_B + A_N x_N = b$ x_B , $x_N \geq 0$

 $(c_N^T - c_B^T A_B^{-1} A_N) x_N = Z - c_B^T A_B^{-1} b$ $Ix_B + A_B^{-1} A_N x_N = A_B^{-1} b$

65

Ouestions:

- \triangleright What happens if the min ratio test fails to give us a value θ by which we can safely increase the entering variable?

$$(c^T - c^T A^{-1} A_{-1}) < 0$$

Algebraic Definition of Pivoting Let our linear program be

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$$x_B$$
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EADS II

4 Simplex Algorithm

66/575

Questions:

- What happens if the min ratio test fails to give us a value θ by which we can safely increase the entering variable?
- ► How do we find the initial basic feasible solution?

$$(c^T - c^T A^{-1} A v) \leq 0$$

- Then we can terminate because we know that the solution is
- ▶ If yes how do we make sure that we reach such a hasis?

Algebraic Definition of Pivoting

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$$egin{array}{llll} c_B^T x_B & + & c_N^T x_N & = & Z \ A_B x_B & + & A_N x_N & = & b \ x_B & , & x_N & \geq & 0 \end{array}$$

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4 Simplex Algorithm

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$$(T, T, -1, \dots)$$

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For this, one computes b_i/A_{ie} for all constraints i and calculates the minimum positive value.

What does it mean that the ratio b_i/A_{ie} (and hence A_{ie}) is negative for a constraint?

This means that the corresponding basic variable will increase it we increase b. Hence, there is no danger of this basic variable becoming negative

What happens if **all** b_i/A_{ie} are negative? Then we do not have a leaving variable. Then the LP is unbounded!

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EADS II 4 Simplex Algorithm

Termination

The objective function does not decrease during one iteration of

Does it always increas

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EADS II

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negative for a constraint?

becoming negative

68/575

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This means that the corresponding basic variable will increase if we increase b. Hence, there is no danger of this basic variable

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68/575

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The objective function may not increase!

69/575

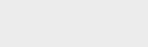
Termination

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4 Simplex Algorithm

4 Simplex Algorithm

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Because a variable x_{ℓ} with $\ell \in B$ is already 0.

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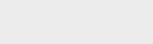
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4 Simplex Algorithm 69/575

4 Simplex Algorithm

68

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Because a variable x_{ℓ} with $\ell \in B$ is already 0.

The set of inequalities is degenerate (also the basis is degenerate).

Definition 4 (Degeneracy)

A BFS x^* is called degenerate if the set $J = \{j \mid x_i^* > 0\}$ fulfills

|J| < m.

Termination

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EADS II Harald Räcke

4 Simplex Algorithm

69/575

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It is possible that the algorithm cycles, i.e., it cycles through a sequence of different bases without ever terminating. Happens, very rarely in practise.

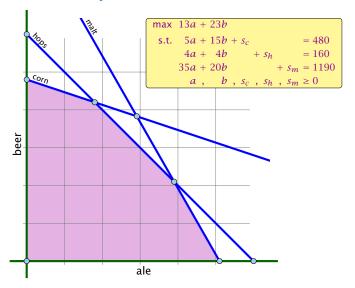
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4 Simplex Algorithm

Non Degenerate Example



Termination

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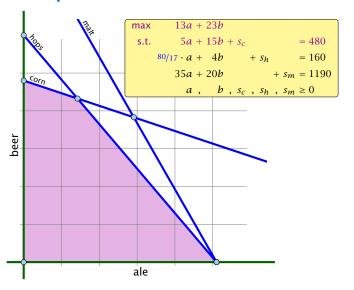
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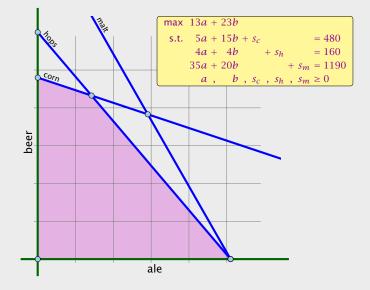
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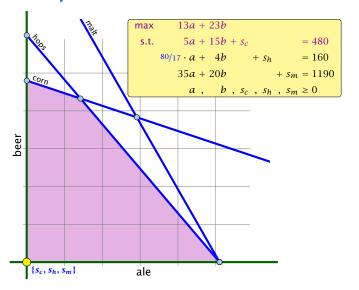
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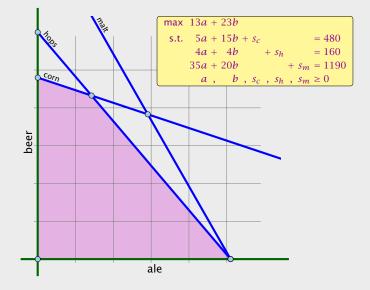
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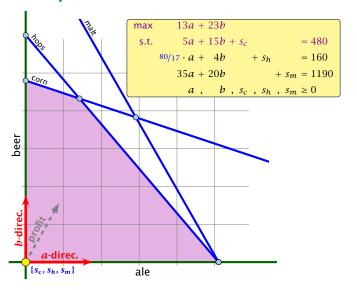
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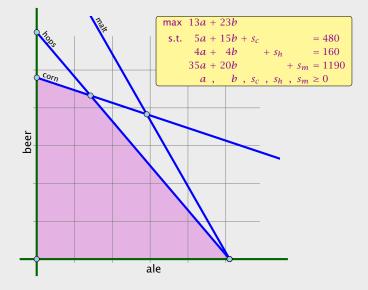


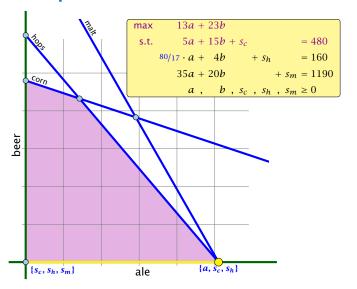


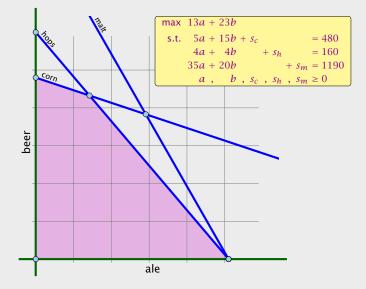


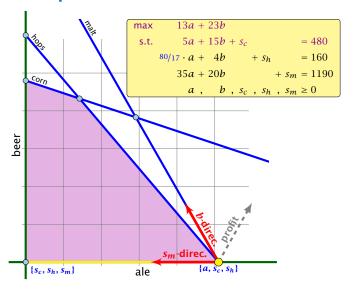


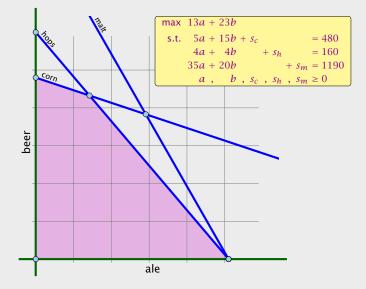


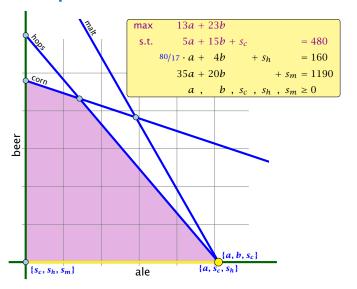


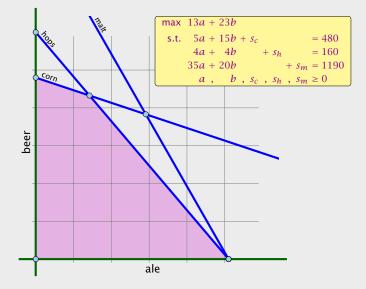


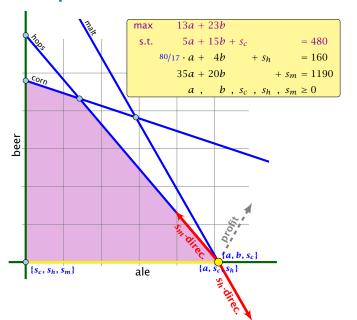


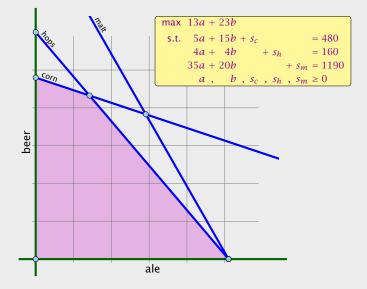


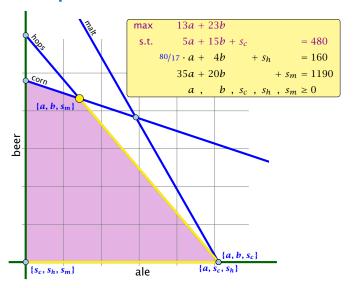


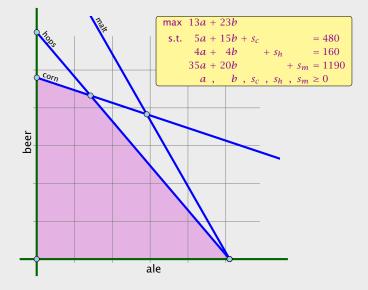


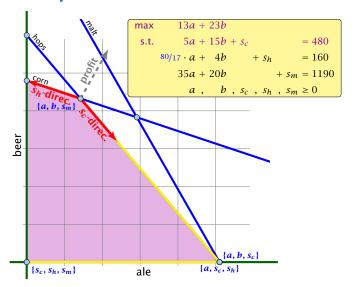


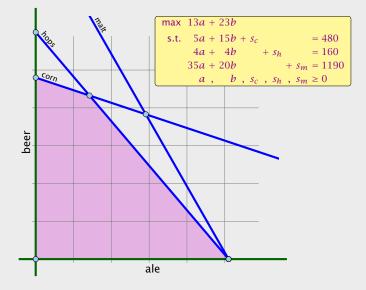




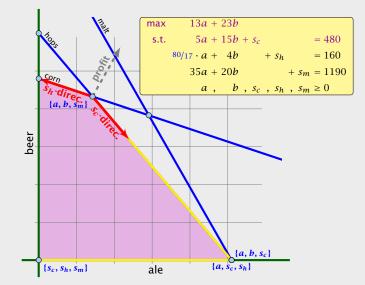




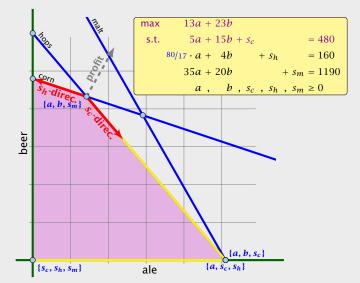




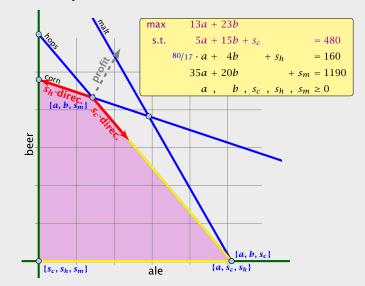
- We can choose a column e as an entering variable if $\tilde{c}_e > 0$ (\tilde{c}_e is reduced cost for x_e).
- ▶ The standard choice is the column that maximizes \tilde{c}_o
- ▶ If $A_{ie} \le 0$ for all $i \in \{1, ..., m\}$ then the maximum is not bounded.
- ▶ Otw. choose a leaving variable ℓ such that $b_{\ell}/A_{\ell e}$ is minimal among all variables i with $A_{ie} > 0$.
- ▶ If several variables have minimum $b_{\ell}/A_{\ell e}$ you reach a degenerate basis.
- Depending on the choice of ℓ it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.



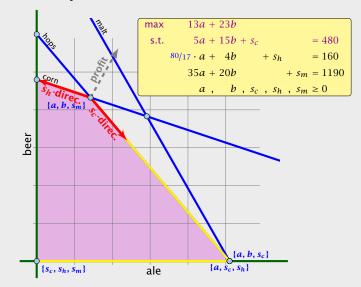
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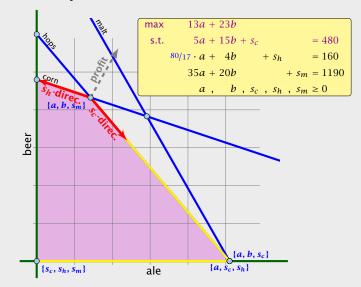
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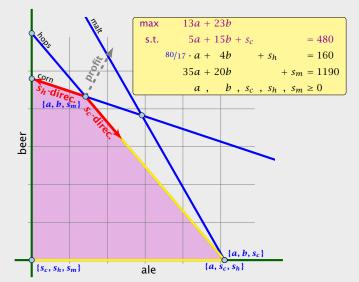
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What do we have so far?

Suppose we are given an initial feasible solution to an LP. If the LP is non-degenerate then Simplex will terminate.

Note that we either terminate because the min-ratio test fails and we can conclude that the LP is unbounded, or we terminate because the vector of reduced cost is non-positive. In the latter case we have an optimum solution.

Summary: How to choose pivot-elements

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- ightharpoonup Depending on the choice of ℓ it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.

- ► $Ax \le b, x \ge 0$, and $b \ge 0$.
- ► The standard slack from for this problem is $Ax + Is = b, x \ge 0, s \ge 0$, where s denotes the vector of slack variables.
- ▶ Then s = b, x = 0 is a basic feasible solution (how?)
- ▶ We directly can start the simplex algorithm.

How do we find an initial basic feasible solution for an arbitrary problem?

Termination

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Note that we either terminate because the min-ratio test fails and we can conclude that the LP is unbounded, or we terminate because the vector of reduced cost is non-positive. In the latter case we have an optimum solution.

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- 1. Multiply all rows with $b_i < 0$ by -1.
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Optimality

Lemma 5

Let B be a basis and x^* a BFS corresponding to basis B. $\tilde{c} \leq 0$ implies that x^* is an optimum solution to the LP.

Two phase algorithm

Suppose we want to maximize $c^T x$ s.t. Ax = b, $x \ge 0$.

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