



# Generalizing the Simplex Method: Minimization Problems

Convert Minimization to Maximization by multiplying row 0 by -1:

$$\text{Maximize} \quad -4x_1 - x_2.$$

Then solve:

$$\begin{array}{rcl} \text{Maximize} & -4x_1 & -x_2 \\ \text{Subject to:} & & \\ & x_1 + x_2 & = 3 \quad (1) \\ & 4x_1 + 3x_2 & \geq 6 \quad (2) \\ & x_1 + 2x_2 & \leq 3 \quad (3) \\ & & x_1, x_2 \geq 0. \end{array}$$

## Remark

1. Instead of converting minimization to maximization, you may revise the rule for entering variable and optimality criterion for minimization problems. Enter the nonbasic variable with most positive coefficient in row 0 into the basis. If no positive coefficient, current basis is optimal.

## Generalizing the Simplex Method: Fishing for a Basis

We must have a basic variable in each constraint. The property of basic variables:

A basic variable appears only once with a coefficient of 1 in a constraint.

Is there a basic variable we can associate with constraint (3)?

$$x_1 + 2x_2 \leq 3 \quad (3)$$

Simply introduce slack  $s_3$  into (3) as the basic variable to get:

$$x_1 + 2x_2 + s_3 = 3 \quad (3)$$

We have found a basic variable for constraint (3).

## Generalizing the Simplex Method: Fishing for a Basis

Is there a basic variable we can associate with equation (1)?

$$x_1 + x_2 = 3 \quad (1)$$

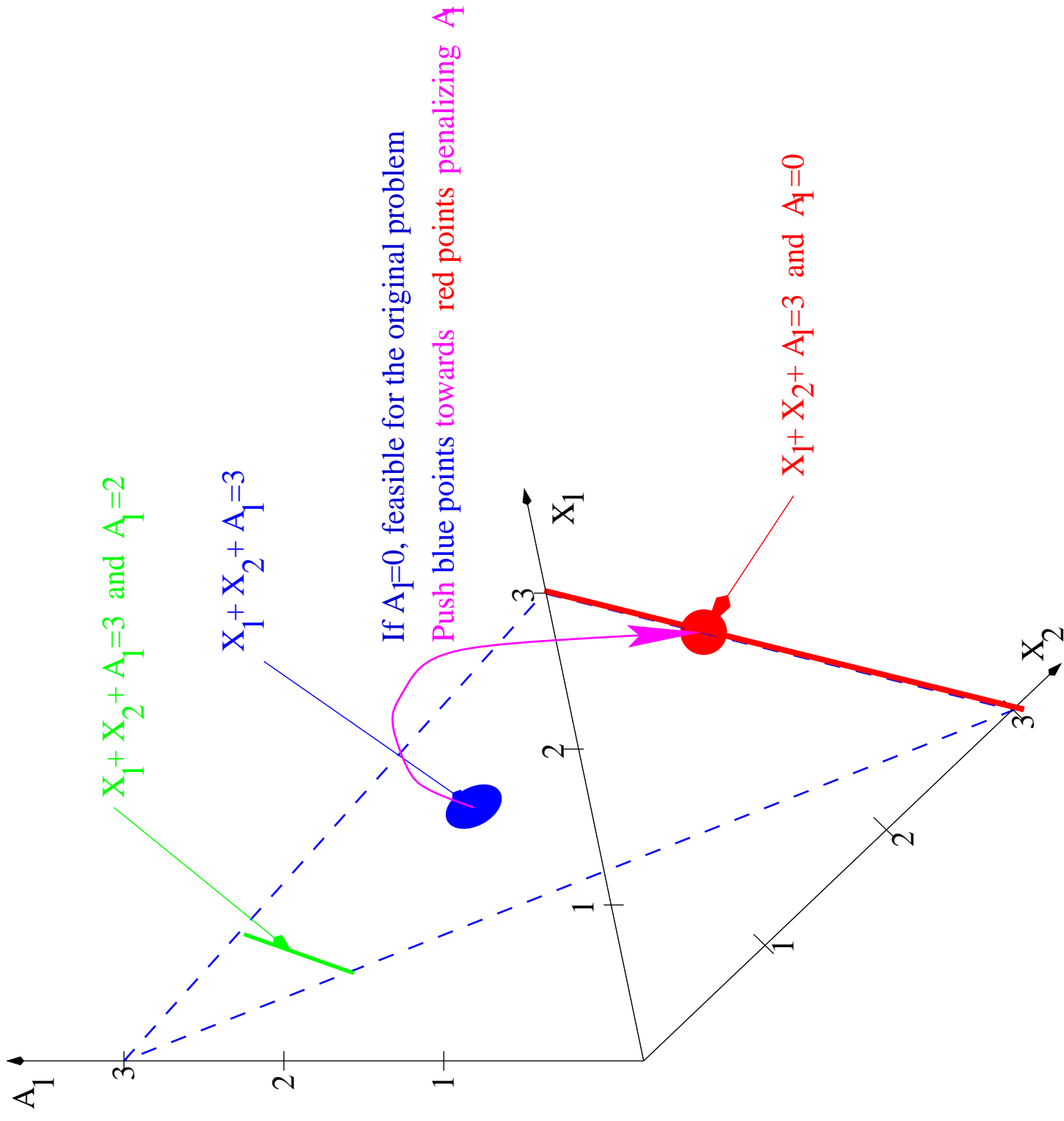
(1) is already an equality. We **cannot** add a slack  $s_1$  as a basic variable.

We need another “simplifying complexification”:

Artificially introduce a new nonnegative variable  $A_1$  to temporarily serve as a basic variable for constraint (1). Call  $A_1$  **Artificial variable**?

$$x_1 + x_2 + A_1 = 3 \quad (1)$$

Add  $A_1 \geq 0$  nonnegativity constraint.



## Generalizing the Simplex Method: Fishing for a Basis

- $A_1$  is typically positive at the start. The starting basic feasible solution is not feasible to the original problem. We are only interested in solutions that have  $A_1 = 0$ . We must get rid of the artificial variable.
- Penalize any positive  $A_1$  with the objective function by adding say  $1000A_1$ . Since  $A_1$  is artificial, so is its row 0 coefficient, call it  $M$ . As the Simplex searches for a solution with the smallest objective function value, it will avoid solutions with positive  $A_1$ .  
*Big-M method?*

Consider

1.  $(x_1, x_2, A_1) = (1, 2, 0)$  with objective value  $4 \cdot 1 + 1 \cdot 2 + M \cdot 0 = 6$
2.  $(x_1, x_2, A_1) = (1, 1, 1)$  with objective value  $4 \cdot 1 + 1 \cdot 1 + M \cdot 1 = 5 + M$

They satisfy the revised equation (1). Which is larger?

## Generalizing the Simplex Method: Fishing for a Basis

Consider (2), the “ $\geq$ ” type constraint. To create an equality, we will subtract a nonnegative *surplus variable* from the lhs of that constraint and set it equal to the rhs constant.

$$4x_1 + 3x_2 - s_2 = 6 \quad (2)$$

Any candidate basic variables in equation (2)? Can  $s_2$  be a basic variable?

Need to introduce  $A_2$  to equation (2)

$$4x_1 + 3x_2 - s_2 + A_2 = 6 \quad (2)$$

Do we have to modify the objective function by adding  $MA_2$ ?

## Generalizing the Simplex Method: Fishing for a Basis

Finally we obtain an LP which is likely to have a basis:

$$\begin{array}{llll} \text{Minimize} & 4x_1 & +x_2 & +MA_1 & +MA_2 \\ \text{Subject to:} & & & & \\ & x_1 & +x_2 & +A_1 & = 3 & (1) \\ & 4x_1 & +3x_2 & -s_2 & +A_2 & = 6 & (2) \\ & x_1 & +2x_2 & & +s_3 & = 3 & (3) \\ & & & x_1, x_2, A_1, s_2, A_2, s_3 \geq 0. & & \end{array}$$

What are the basic variables?

## Generalizing the Simplex Method: Fishing for a Basis

Construct row 0 :

$$z \quad -4x_1 \quad -x_2 \quad -MA_1 \quad -MA_2 \quad = \quad 0.$$

Row 0 is not in the standard form:  $A_1$  and  $A_2$ , target basic variables are in row 0.

Eliminate basic variables:

1. Multiply equation (1) by  $M$  and add onto equation (0) to eliminate  $MA_1$ .

2. Multiply equation (2) by  $M$  and add onto equation (0) to eliminate  $MA_1$ .

$$\begin{array}{rcccccc}
 z & -4x_1 & -x_2 & -MA_1 & -MA_2 & = & 0 \\
 & Mx_1 & +Mx_2 & +MA_1 & & = & 3M \quad M \cdot (1) \\
 & 4Mx_1 & +3Mx_2 & & -Ms_2 & +MA_2 & = 6M \quad M \cdot (2) \\
 \text{---} & \text{---} & \text{---} & \text{---} & \text{---} & \text{---} & \text{---} \\
 z & +(5M - 4)x_1 & +(4M - 1)x_2 & & -Ms_2 & = & 9M
 \end{array}$$

# Generalizing the Simplex Method: Fishing for a Basis

$$\begin{array}{rcl}
 \text{Min } z & & \\
 \text{ST:} & & \\
 z & + (5M - 4)x_1 & + (4M - 1)x_2 & - Ms_2 & = & 9M & (0) \\
 & x_1 & + x_2 & + A_1 & = & 3 & (1) \\
 & 4x_1 & + 3x_2 & - s_2 & + A_2 & = & 6 & (2) \\
 & x_1 & + 2x_2 & & + s_3 & = & 3 & (3)
 \end{array}$$

$$x_1, x_2, A_1, s_2, A_2, s_3 \geq 0,$$

Basic Variable	$z$	$x_1$	$x_2$	$A_1$	$s_2$	$A_2$	$s_3$
1	$5M - 4$	$4M - 1$	$0$	$-M$	$0$	$0$	$9M$
$A_1$	$0$	$1$	$1$	$0$	$0$	$0$	$3$
$A_2$	$0$	$4$	$3$	$0$	$-1$	$1$	$6$
$s_3$	$0$	$1$	$2$	$0$	$0$	$0$	$3$

What are the current basic variables, their values and the objective value?

Should I stay or should I go? Pivot column? Pivot row? Pivot element?

# Generalizing the Simplex Method: Big-M Method

Execute a pivot: Replace

- $R_0$  with  $[-(5M - 4)/4] \cdot R_2 + R_0$ ,
- $R_1$  with  $(-1/4) \cdot R_2 + R_1$ ,
- $R_2$  with  $(1/4) \cdot R_2$  and
- $R_3$  with  $(-1/4) \cdot R_2 + R_3$ .

Basic Variable	$z$	$x_1$	$x_2$	$A_1$	$s_2$	$A_2$	$s_3$
	1	0	$M/4 + 2$	0	$M/4 - 1$	$-5M/4 + 1$	0
$A_1$	0	0	$1/4$	1	$1/4$	$-1/4$	0
$x_1$	0	1	$3/4$	0	$-1/4$	$1/4$	0
$s_3$	0	0	$5/4$	0	$1/4$	$-1/4$	1
							$3M/2 + 6$
							$3/2$
							$3/2$
							$3/2$

Should I stay or should I go?

## Generalizing the Simplex Method: Big-M Method Remarks

1. You can delete any artificial variables as soon as they are out of basis.
2. Any solution with a positive artificial value is not feasible to the original problem. The bfs associated with the above tableau  $(x_1, x_2, s_2, A_2, s_3) = (1, 0, 0, 2, 2)$  is not feasible.
3. If the algorithm terminates with an optimal solution that has at least one of the artificial variables being positive, then the original problem is **infeasible**.
4. What is  $M$ ?
5. If our objective is to **Maximize**  $4x_1 + x_2$ , instead of introducing  $MA_1$  and  $MA_2$  into the objective function, we should introduce  $-MA_1$  and  $-MA_2$ .

# Generalizing the Simplex Method: Unrestricted and Negative Variables

Consider the linear program:

$$\begin{array}{ll} \text{Minimize} & 2x_1 + 3x_2 - x_3 \\ \text{Subject to:} & \\ & x_1 - x_2 + 2x_3 \leq 10 \quad (1) \\ & -3x_1 + 2x_2 - 4x_3 = 6 \quad (2) \\ & x_1 + 9x_2 \geq 7 \quad (3) \end{array}$$

$x_1 \leq 0$ ,  $x_2 \geq 0$ ,  $x_3$  is unrestricted.

$x_1$  is nonpositive and the variable  $x_3$  is unrestricted in sign (urs). First convert the problem into one where all variables are nonnegative.

Handling nonpositive variables is easy.  $x'_1 \equiv -x_1$ .

## Generalizing the Simplex Method: Unrestricted Variables

$x_3$  is unbounded. We can introduce two nonnegative variables:  $x_3^+$  and  $x_3^-$ , and let  $x_3 \equiv x_3^+ - x_3^-$ .

If  $x_3^+ = 8$  and  $x_3^- = 3$ ,  $x_3 = 5$ . But there are other ways of having  $x_3 = 5$ .

1.  $x_3^+ = 9$  and  $x_3^- = 4$ ,  $x_3 = 5$
2.  $x_3^+ = 5$  and  $x_3^- = 0$ ,  $x_3 = 5$

## Generalizing the Simplex Method: Unrestricted Variables

Execute conversions for  $x_1$  and  $x_3$  to obtain an equivalent linear program:

$$\begin{array}{llll} \text{Minimize} & -2x'_1 & +3x_2 & -x_3^+ & +x_3^+ \\ \text{Subject to:} & & & & \\ & -x'_1 & -x_2 & +2x_3^+ & -2x_3^+ & \leq & 10 & (1) \\ & 3x'_1 & +2x_2 & -4x_3^+ & +4x_3^+ & = & 6 & (2) \\ & -x'_1 & +9x_2 & & & \geq & 7 & (3) \end{array}$$

$$x'_1 \geq 0, x_2 \geq 0, x_3^+ \geq 0, x_3^- \geq 0.$$

To convert the new problem's optimal solution into one for the original problem. Consider  $(x'_1, x_2, x_3^+, x_3^-) = (1, 1, 1, 1)$ . Since  $x_1 = -x'_1$  and  $x_3 = x_3^+ - x_3^-$ , the corresponding solution for the original problem can be reconstructed as  $(x_1, x_2, x_3) = (-1, 1, 0)$ .

Can we have multiple optimal solutions such as  $(x'_1, x_2, x_3^+, x_3^-) = (1, 1, 1, 1)$  and  $(x'_1, x_2, x_3^+, x_3^-) = (1, 1, 2, 2)$  all representing  $x_3 = 0$ ?

## Generalizing the Simplex Method: Unrestricted Variables

Observe that in the new problem, terms involving  $x_3^+$  and  $x_3^-$  always appear in the form of a pair, with opposite signs. If  $x_3^+$  is positive, it is in the basis. It has coefficient of  $+1$  in an equation. In that equation  $x_3^-$  has a coefficient of  $-1$  (why?). Then  $x_3^-$  is nonbasic and zero.

More generally, a variable may sometimes have a given constant upper bound. For example, suppose the requirement  $x_1 \leq 3$  is revised to  $x_1 \leq 3$ . Write  $x_1 - 3 \leq 0$  and let  $\bar{x}_1 \equiv x_1 - 3$ , then  $\bar{x}_1$  is a nonpositive variable.

# Unboundedness

Consider the linear program:

$$\text{Maximize } 2x_1 + x_2$$

Subject to:

$$x_1 - x_2 \leq 10 \quad (1)$$

$$2x_1 - x_2 \leq 40 \quad (2)$$

$$x_1, x_2 \geq 0.$$

After introducing two slack variables and setting up the objective function, we obtain the following initial Simplex tableau.

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$	
	1	-2	-1	0	0	0
$s_1$	0	1	-1	1	0	10
$s_2$	0	2	-1	0	1	40

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$	
	1	0	-3	2	0	20
$x_1$	0	1	-1	1	0	10
$s_2$	0	0	1	-2	1	20

## Unboundedness

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$	
	1	0	0	-4	3	80
$x_1$	0	1	0	-1	1	30
$x_2$	0	0	1	-2	1	20

- i) We can move along a direction inside the feasible region as much as we want .
- ii) The objective value improves along the direction.

Unbounded LP means that the feasible region is unbounded. Unbounded feasible region **does not necessarily** mean unbounded LP.

In most applications of linear programming, a problem turns out to be unbounded when a constraint has been left out.

# Multiple Optimal Solutions

Consider the linear program and associated tableaus:

$$\begin{aligned} \text{Maximize} \quad & 4x_1 + 14x_2 \\ \text{Subject to:} \quad & 2x_1 + 7x_2 \leq 21 \quad (1) \\ & 7x_1 + 2x_2 \leq 21 \quad (2) \\ & x_1, x_2 \geq 0. \end{aligned}$$

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$
	1	-4	-14	0	0
$s_1$	0	2	7	1	0
$s_2$	0	7	2	0	1

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$
	1	0	0	2	0
$x_2$	0	$2/7$	1	$1/7$	0
$s_2$	0	$45/7$	0	$-2/7$	1

Optimal? What is the corresponding solution  $(x_1, x_2, s_1, s_2)$ ?

## Multiple Optimal Solutions

The nonbasic variable  $x_1$  has a coefficient of 0 in  $R_0$ . This implies that if we attempt to let  $x_1$  enter the basis, then the objective-function value will not change.

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$	
	1	0	0	2	0	42
$x_2$	0	0	1	$7/45$	$-2/45$	$7/3$
$x_1$	0	1	0	$-2/45$	$7/45$	$7/3$

Optimal? What is the corresponding solution  $(x_1, x_2, s_1, s_2)$ ?

Geometric interpretation. Multiple optimal solutions if objective function is parallel to one of the boundaries of the feasible region.

## Degeneracy

Consider the linear program and the initial tableau:

$$\begin{array}{ll} \text{Maximize} & 2x_1 + x_2 \\ \text{Subject to:} & \\ & 4x_1 + 3x_2 \leq 12 \quad (1) \\ & 4x_1 + x_2 \leq 8 \quad (2) \\ & 4x_1 + 2x_2 \leq 8 \quad (3) \\ & x_1, x_2 \geq 0. \end{array}$$

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_3$	$s_3$
	1	-2	-1	0	0	0
$s_1$	0	4	3	1	0	0
$s_3$	0	4	1	0	1	0
$s_3$	0	4	2	0	0	1

Tie in the minimum ratio so after the pivot a basic variable will be 0 (degeneracy).

## Degeneracy

Tableau I:

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_3$	$s_3$
	1	0	$-1/2$	0	$1/2$	0
$s_1$	0	0	2	1	$-1$	0
$x_1$	0	1	$1/4$	0	$1/4$	0
$s_3$	0	0	1	0	$-1$	1
						4

The current bfs is  $(x_1, x_2, s_1, s_2, s_3) = (2, 0, 4, 0, 0)$ ,  $s_3$  is degenerate.

Tableau II:

Basic Variable	$z$	$x_1$	$x_2$	$s_1$	$s_2$	$s_3$
	1	0	0	0	0	$1/2$
$s_1$	0	0	0	1	1	$-2$
$x_1$	0	1	0	0	$1/2$	$-1/4$
$x_2$	0	0	1	0	$-1$	1
						4

The same bfs, what changed?

Geometric interpretation: Three, not two, constraint equations pass through bfs  $(x_1, x_2) = (2, 0)$ . They are:  $x_2 = 0$ ,  $4x_1 + x_2 = 8$ , and  $4x_1 + 2x_2 = 8$ . 3 zeros in the augmented solution, although  $n - m = 2$  zeros suffice.



# Cycling Example

Tableau I:

	Basic Variable	z	x <sub>1</sub>	x <sub>2</sub>	x <sub>3</sub>	x <sub>4</sub>	x <sub>5</sub>	x <sub>6</sub>	x <sub>7</sub>	rhs
	z	1	0	0	0	-3/4	20	-1/2	6	0
	x <sub>1</sub>	0	1	0	0	1/4	-8	-1	9	0
	x <sub>2</sub>	0	0	1	0	1/2	-12	-1/2	3	0
	x <sub>3</sub>	0	0	0	1	0	0	1	0	1

Tableau II:

	Basic Variable	z	x <sub>1</sub>	x <sub>2</sub>	x <sub>3</sub>	x <sub>4</sub>	x <sub>5</sub>	x <sub>6</sub>	x <sub>7</sub>	rhs
	z	1	3	0	0	0	-4	-7/2	33	0
	x <sub>4</sub>	0	4	0	0	1	-32	-4	36	0
	x <sub>2</sub>	0	-2	1	0	0	4	3/2	-15	0
	x <sub>3</sub>	0	0	0	1	0	0	1	0	1

Tableau III:

	Basic Variable	z	x <sub>1</sub>	x <sub>2</sub>	x <sub>3</sub>	x <sub>4</sub>	x <sub>5</sub>	x <sub>6</sub>	x <sub>7</sub>	rhs
	z	1	1	1	0	0	0	-2	18	0
	x <sub>4</sub>	0	-12	8	0	1	0	8	-84	0
	x <sub>5</sub>	0	-1/2	1/4	0	0	1	3/8	-15/4	0
	x <sub>3</sub>	0	0	0	1	0	0	1	0	1

# Cycling Example

Tableau IV:

Basic Variable	$z$	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	$x_6$	$x_7$	rhs
	1	-2	3	0	$1/4$	0	0	-3	0
$x_6$	0	$-3/2$	1	0	$1/8$	0	1	$-21/2$	0
$x_5$	0	$1/16$	$-1/8$	0	$-3/64$	1	0	$3/16$	0
$x_3$	0	$3/2$	-1	1	$-1/8$	0	0	$31/2$	1

Tableau V:

Basic Variable	$z$	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	$x_6$	$x_7$	rhs
	1	-1	1	0	$-1/2$	16	0	0	0
$x_6$	0	2	-6	0	$-5/2$	56	1	0	0
$x_7$	0	$1/3$	$-2/3$	0	$-1/4$	$16/3$	0	1	0
$x_3$	0	-2	6	1	$5/2$	-56	0	0	1

Tableau VI:

Basic Variable	$z$	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	$x_6$	$x_7$	rhs
	1	0	-2	0	$-7/4$	44	$1/2$	0	0
$x_1$	0	1	-3	0	$-5/4$	28	$1/2$	0	0
$x_7$	0	0	$1/3$	0	$1/6$	-4	$-1/6$	1	0
$x_3$	0	0	0	1	0	0	1	0	1

In Tableau VI,  $x_2$  enters into the basis and  $x_7$  leaves and we are back to Tableau II!

## Cycling happens with Degeneracy

Simplex cycles very rarely. It is a challenge to construct another example that cycles.

Can Simplex ever cycle if the objective function value is increasing in every iteration?  
Objective value stays constant only in degenerate LPs.

Interestingly, every degenerate LP does not cycle.

Cycling prevention: the **least index rule**: Among those variable eligible to enter (or to leave) the basis choose the smallest index variable.