Algebra of the Simplex Method

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November 10, 15, 2016



Outline





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Obtermining the entering and departing variables

Overview

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Principal Ideas

Linear Programming

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Assume that you are given a subset of m linearly independent columns of **B** (initial basis).

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$$\label{eq:x_B} \boldsymbol{x} = \begin{pmatrix} \boldsymbol{x}_B \\ \boldsymbol{x}_N \end{pmatrix} = \begin{pmatrix} B^{-1} \cdot \boldsymbol{b} \\ \boldsymbol{0} \end{pmatrix}. \text{ If } \boldsymbol{x}_B = B^{-1}\boldsymbol{b} \geq \boldsymbol{0},$$

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$$x = \begin{pmatrix} x_B \\ x_N \end{pmatrix} = \begin{pmatrix} B^{-1} \cdot b \\ 0 \end{pmatrix}. \text{ If } x_B = B^{-1}b \ge 0, \text{ then } x \text{ is a basic feasible solution (bfs)}.$$

Representation Issues

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Representations of objective function and bfs

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= $[\mathbf{c}_{\mathbf{B}} : \mathbf{c}_{\mathbf{N}}] \cdot [\mathbf{x}_{\mathbf{B}} : \mathbf{x}_{\mathbf{N}}]$

Ζ

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$$= \mathbf{c} \cdot \mathbf{x}$$
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$$z = \mathbf{c}_{\mathbf{B}} \cdot \mathbf{B}^{-1} \cdot \mathbf{b} - \sum_{i \in J} (\mathbf{c}_{\mathbf{B}} \cdot \mathbf{B}^{-1} \cdot \mathbf{a}_{i} - c_{i}) \cdot x_{i}$$

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The canonical form of z and $\mathbf{x}_{\mathbf{B}}$ can be written as:

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$$\mathbf{x}_{\mathbf{B}} = \mathbf{B}^{-1} \cdot \mathbf{b} - \sum_{j \in J} (\mathbf{B}^{-1} \cdot \mathbf{a}_j) \cdot x_j$$

Main idea

The *key idea* of the simplex method is to move from an extreme point to an improving adjacent extreme point by interchanging a column in \mathbf{B} and a column in \mathbf{N} .

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Thus, if $\frac{\partial z}{\partial x_j} > 0$, then increasing x_j will increase z. $(\mathbf{c}_B \cdot \mathbf{B}^{-1} \cdot \mathbf{a}_j - c_j)$ is sometimes referred to as *reduced cost* and is denoted by $(z_j - c_j)$.

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A basic feasible solution is optimal to (LP) if,

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What is $(z_j - c_j)$ for a basic variable?

Determining the entering variable and departing variable

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Entering Variable

Pick the non-basic variable for which $\frac{\partial z}{\partial x_i}$ is the largest.

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 x_k is determined by a blocking constraint.

Forming a new basis

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Theorem

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Proof

Linear Programming Linear Programming

Proof (contd.)

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The theorem is proven!

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Can $\delta = 0$?

Exchanging columns (contd.)

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Thus $\mathbf{b}_1, \mathbf{b}_2, \ldots, \mathbf{b}_{m-1}, \mathbf{a}$ are linearly independent and form a basis for E^m .

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The above equation represents \mathbf{a}_k as a unique linear combination of the columns of the basis matrix \mathbf{B} .

From a previous theorem, we know that \mathbf{a}_k can be exchanged with any column \mathbf{b}_j of \mathbf{B} , such that $\alpha_{j,k} \neq 0$.

Next observe that,

$$\frac{\partial \mathbf{x}_B}{\partial x_k} = -\mathbf{B}^{-1} \cdot \mathbf{a}_k = -\boldsymbol{\alpha}_k.$$

This means that if we raise x_k from its current value of 0 and keep all other non-basic variables at 0, then the basic variables will change as per the relationship:

$$\mathbf{x}_B = \mathbf{B}^{-1} \cdot \mathbf{b} + x_j \cdot (\mathbf{B}^{-1} \cdot \mathbf{a}_j) = \mathbf{B}^{-1} \cdot \mathbf{b} - x_j \cdot \alpha_j$$

Identifying the departing variable

The above equation represents \mathbf{a}_k as a unique linear combination of the columns of the basis matrix \mathbf{B} .

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Departing Variable (contd.)

Departing Variable (contd.)

Identifying the departing variable

Departing Variable (contd.)

Identifying the departing variable

All variables must be non-negative;

Departing Variable (contd.)

Identifying the departing variable

All variables must be non-negative; hence,

Departing Variable (contd.)

Identifying the departing variable

All variables must be non-negative; hence,

$$\mathbf{x}_B = \mathbf{B}^{-1} \cdot \mathbf{b} - x_j \cdot oldsymbol{lpha}_j \geq \mathbf{0}$$

Departing Variable (contd.)

Identifying the departing variable

All variables must be non-negative; hence,

$$\mathbf{x}_B = \mathbf{B}^{-1} \cdot \mathbf{b} - x_j \cdot \boldsymbol{\alpha}_j \ge \mathbf{0}$$

Let

$$\mathbf{B}^{-1} \cdot \mathbf{b} = \beta = \begin{pmatrix} \beta_1 \\ \beta_2 \\ \cdot \\ \cdot \\ \cdot \\ \beta_m \end{pmatrix}$$

Departing Variable (contd.)

Identifying the departing variable

All variables must be non-negative; hence,

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Let

$$\mathbf{B}^{-1} \cdot \mathbf{b} = \beta = \begin{pmatrix} \beta_1 \\ \beta_2 \\ \cdot \\ \cdot \\ \vdots \\ \beta_m \end{pmatrix}$$

We thus have,

$$\begin{pmatrix} \beta_1 \\ \beta_2 \\ \vdots \\ \vdots \\ \beta_m \end{pmatrix} - x_j \cdot \begin{pmatrix} \alpha_{1,j} \\ \alpha_{2,j} \\ \vdots \\ \vdots \\ \alpha_{m,j} \end{pmatrix} \ge 0$$

Linear Programming

Linear Programming

Departing Variable (contd.)

Departing Variable (contd.)

Final Step

Linear Programming Linear Programming

Departing Variable (contd.)

Final Step

We get an upper bound on x_k as:

$$x_k \leq \mathsf{minimum}\left\{rac{eta_i}{oldsymbol{lpha}_{i,k}}:oldsymbol{lpha}_{i,k}>0
ight\}$$

Departing Variable (contd.)

Final Step

We get an upper bound on x_k as:

$$\mathbf{x}_{k} \leq \min \left\{ rac{eta_{i}}{oldsymbol{lpha}_{i,k}} : oldsymbol{lpha}_{i,k} > \mathbf{0}
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The above test is called the minimum ratio test.

Departing Variable (contd.)

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Unboundedness

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ight\}$$

The above test is called the minimum ratio test.

Unboundedness

If we attempt to bring non-basic variable x_k into the basis and $\alpha_k \leq \mathbf{0}$, then the objective function can be increased indefinitely and no finite optimal solution exists.

Example

Example

Example

Linear Programming Linear Programming

Example

Linear Programming Linear Programming

Example

maximize $z = 2 \cdot x_1 + 3 \cdot x_2$

Example

maximize $z = 2 \cdot x_1 + 3 \cdot x_2$ subject to

Example

 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 &\leq & 4 \end{array}$

Example

 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 &\leq 4 \\ 2 \cdot x_1 + x_2 &\leq 18 \end{array}$

Example

 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 &\leq 4 \\ 2 \cdot x_1 + x_2 &\leq 18 \\ x_2 &\leq 10 \end{array}$

Example

Example

Note

Solve the above problem graphically.

Standardizing the constraints

Standardizing the constraints

Standardizing the constraints

maximize $z = 2 \cdot x_1 + 3 \cdot x_2$

Standardizing the constraints

$\begin{array}{l} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \end{array}$

Standardizing the constraints

maximize $z = 2 \cdot x_1 + 3 \cdot x_2$ subject to $x_1 - 2 \cdot x_2 + x_3 = 4$

Standardizing the constraints

maximize $z = 2 \cdot x_1 + 3 \cdot x_2$ subject to $x_1 - 2 \cdot x_2 + x_3 = 4$ $2 \cdot x_1 + x_2 + x_4 = 18$

Standardizing the constraints

maximize $z = 2 \cdot x_1 + 3 \cdot x_2$ subject to $x_1 - 2 \cdot x_2 + x_3 = 4$ $2 \cdot x_1 + x_2 + x_4 = 18$ $x_2 + x_5 = 10$

Standardizing the constraints

 $\begin{array}{ll} \mbox{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \mbox{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= 4 \\ 2 \cdot x_1 + x_2 + x_4 &= 18 \\ x_2 + x_5 &= 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq 0 \end{array}$

Standardizing the constraints

 $\begin{array}{ll} \mbox{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \mbox{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= 4 \\ 2 \cdot x_1 + x_2 + x_4 &= 18 \\ x_2 + x_5 &= 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq 0 \end{array}$

Standardizing the constraints

 $\begin{array}{ll} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= & 4 \\ 2 \cdot x_1 + x_2 + x_4 &= & 18 \\ x_2 + x_5 &= & 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq & 0 \end{array}$

Summary

Standardizing the constraints

 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= & 4 \\ 2 \cdot x_1 + x_2 + x_4 &= & 18 \\ x_2 + x_5 &= & 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq & 0 \end{array}$

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Summary

$$\mathbf{A} = \begin{pmatrix} 1 & -2 & 1 & 0 & 0 \\ 2 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$

Standardizing the constraints

 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= & 4 \\ 2 \cdot x_1 + x_2 + x_4 &= & 18 \\ x_2 + x_5 &= & 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq & 0 \end{array}$

Summary

$$\mathbf{A} = \begin{pmatrix} 1 & -2 & 1 & 0 & 0 \\ 2 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$
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 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= & 4 \\ 2 \cdot x_1 + x_2 + x_4 &= & 18 \\ x_2 + x_5 &= & 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq & 0 \end{array}$

Summary

$$\mathbf{A} = \begin{pmatrix} 1 & -2 & 1 & 0 & 0 \\ 2 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$
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$$\mathbf{c} = (2 \ 3 \ 0 \ 0 \ 0)$$

Standardizing the constraints

 $\begin{array}{rl} \text{maximize } z = 2 \cdot x_1 + 3 \cdot x_2 \\ \text{subject to} \\ x_1 - 2 \cdot x_2 + x_3 &= & 4 \\ 2 \cdot x_1 + x_2 + x_4 &= & 18 \\ x_2 + x_5 &= & 10 \\ x_1, x_2, x_3, x_4, x_5 &\geq & 0 \end{array}$

Summary

$$\mathbf{A} = \begin{pmatrix} 1 & -2 & 1 & 0 & 0 \\ 2 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$
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Representation Issues Checking Optimality Determining the entering and departing variables

Ploughing through

Locate the initial basis

Representation Issues Checking Optimality Determining the entering and departing variables

Ploughing through

Locate the initial basis

An obvious choice is I.

Locate the initial basis

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$$\mathbf{B} = (\mathbf{a}_3, \mathbf{a}_4, \mathbf{a}_5) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \mathbf{I}$$

Locate the initial basis

An obvious choice is I.

$$\mathbf{B} = (\mathbf{a}_3, \mathbf{a}_4, \mathbf{a}_5) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} =$$
$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B,2} \\ x_{B,3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_5 \end{pmatrix}.$$

Locate the initial basis

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$$\mathbf{B} = (\mathbf{a}_3, \mathbf{a}_4, \mathbf{a}_5) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \mathbf{I}$$
$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B,2} \\ x_{B,3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_5 \end{pmatrix}.$$

Is this basis feasible?

Representation Issues Checking Optimality Determining the entering and departing variables

Moving from one basis to the next

Representation Issues Checking Optimality Determining the entering and departing variables

Moving from one basis to the next

Basic variables in terms of non-basic variables

Expressing z and $\mathbf{x}_{\mathbf{B}}$ in terms of $\mathbf{x}_{\mathbf{N}}$, we get:

Representation Issues **Checking Optimality**

Moving from one basis to the next

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Ζ $= 2 \cdot x_1 + 3 \cdot x_2$ Representation Issues Checking Optimality Determining the entering and departing variables

Moving from one basis to the next

Basic variables in terms of non-basic variables

Expressing z and $\mathbf{x}_{\mathbf{B}}$ in terms of $\mathbf{x}_{\mathbf{N}}$, we get:

$$z = 2 \cdot x_1 + 3 \cdot x_2$$

 $x_3 = 4 - x_1 + x_2$

Moving from one basis to the next

Basic variables in terms of non-basic variables

Expressing z and $\mathbf{x}_{\mathbf{B}}$ in terms of $\mathbf{x}_{\mathbf{N}}$, we get:

 $\begin{array}{rcl} z & = & 2 \cdot x_1 + 3 \cdot x_2 \\ x_3 & = & 4 - x_1 + x_2 \\ x_4 & = & 18 - 2 \cdot x_1 - x_2 \end{array}$

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Starting solution is obtained by setting the nonbasic variables equal to zero

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z = 0

Basic variables in terms of non-basic variables

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$$z = 0$$

$$\mathbf{x}_{B} = \begin{pmatrix} x_{B,1} \\ x_{B,2} \\ x_{B,3} \end{pmatrix} = \begin{pmatrix} x_{3} \\ x_{4} \\ x_{5} \end{pmatrix} = \begin{pmatrix} 4 \\ 18 \\ 10 \end{pmatrix}$$

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$$\mathbf{x}_N = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

Basic variables in terms of non-basic variables

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$$\mathbf{x}_{N} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

Is the current basic solution optimal?

Choosing the departing variables

Choosing the departing variables

Choosing the entering variable

Choosing the departing variables

Choosing the entering variable

 $\partial z/\partial x_1 = 2.$

Choosing the departing variables

Choosing the entering variable

 $\partial z/\partial x_1 = 2. \ \partial z/\partial x_2 = 3$

Choosing the departing variables

Choosing the entering variable

 $\partial z / \partial x_1 = 2$. $\partial z / \partial x_2 = 3$ (maximal).

Choosing the departing variables

Choosing the entering variable

 $\partial z/\partial x_1 = 2$. $\partial z/\partial x_2 = 3$ (maximal). We choose x_2 as the entering variable.

Choosing the departing variables

Choosing the entering variable

 $\partial z/\partial x_1 = 2$. $\partial z/\partial x_2 = 3$ (maximal). We choose x_2 as the entering variable.

How to pick the departing variable

Choosing the departing variables

Choosing the entering variable

 $\partial z/\partial x_1 = 2$. $\partial z/\partial x_2 = 3$ (maximal). We choose x_2 as the entering variable.

How to pick the departing variable

As x_2 is increased, we must ensure that x_3 and x_4 and x_5 remain nonnegative.

Choosing the departing variables

Choosing the entering variable

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 $\partial z/\partial x_1 = 2$. $\partial z/\partial x_2 = 3$ (maximal). We choose x_2 as the entering variable.

How to pick the departing variable

As x_2 is increased, we must ensure that x_3 and x_4 and x_5 remain nonnegative.

 x_2 needs to satisfy the most restrictive upper bound $x_2 \le 10$ due to x_5 .

Choosing the departing variables

Choosing the entering variable

 $\partial z/\partial x_1 = 2$. $\partial z/\partial x_2 = 3$ (maximal). We choose x_2 as the entering variable.

How to pick the departing variable

As x_2 is increased, we must ensure that x_3 and x_4 and x_5 remain nonnegative.

 x_2 needs to satisfy the most restrictive upper bound $x_2 \le 10$ due to x_5 .

 x_5 is the *departing variable* and the corresponding constant is called the blocking constraint.





Pivot

Linear Programming Linear Programming

Pivot

The new canonically representation of *z* and \mathbf{x}_B is are formed using $x_2 = 10 - x_5$ to eliminate x_2 ;

Pivot

Pivot

$$z = 2 \cdot x_1 + 3 \cdot (10 - x_5) = 30 + 2 \cdot x_1 - 3 \cdot x_5$$

Pivot

$$z = 2 \cdot x_1 + 3 \cdot (10 - x_5) = 30 + 2 \cdot x_1 - 3 \cdot x_5$$

$$x_3 = 4 - x_1 + 2 \cdot (10 - x_5) = 24 - x_1 - 2 \cdot x_5$$

Pivot

$$z = 2 \cdot x_1 + 3 \cdot (10 - x_5) = 30 + 2 \cdot x_1 - 3 \cdot x_5$$

$$x_3 = 4 - x_1 + 2 \cdot (10 - x_5) = 24 - x_1 - 2 \cdot x_5$$

$$x_4 = 18 - 2 \cdot x_1 - (10 - x_5) = 8 - 2 \cdot x_1 + x_5$$

Pivot

$$\begin{aligned} z &= 2 \cdot x_1 + 3 \cdot (10 - x_5) = 30 + 2 \cdot x_1 - 3 \cdot x_5 \\ x_3 &= 4 - x_1 + 2 \cdot (10 - x_5) = 24 - x_1 - 2 \cdot x_5 \\ x_4 &= 18 - 2 \cdot x_1 - (10 - x_5) = 8 - 2 \cdot x_1 + x_5 \\ x_2 &= 10 - x_5 \end{aligned}$$

Summary

Linear Programming Linear Programming

Summary

Summary

The current solution and basis matrix can be summarized as follows:

z = 30

Summary

$$z = 30$$

$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B_2} \\ x_{B_3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_2 \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

Summary

$$z = 30$$

$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B_2} \\ x_{B_3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_2 \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$\mathbf{x}_{\mathbf{N}} = \begin{pmatrix} x_1 \\ x_5 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

Summary

$$z = 30$$

$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B_2} \\ x_{B_3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_2 \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$\mathbf{x}_{\mathbf{N}} = \begin{pmatrix} x_1 \\ x_5 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$\mathbf{B} =$$

Summary

$$z = 30$$

$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B_2} \\ x_{B_3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_2 \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$\mathbf{x}_{\mathbf{N}} = \begin{pmatrix} x_1 \\ x_5 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$\mathbf{B} = (\mathbf{a}_3, \mathbf{a}_4, \mathbf{a}_2) =$$

Summary

$$z = 30$$

$$x_{B} = \begin{pmatrix} x_{B,1} \\ x_{B_{2}} \\ x_{B_{3}} \end{pmatrix} = \begin{pmatrix} x_{3} \\ x_{4} \\ x_{2} \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$x_{N} = \begin{pmatrix} x_{1} \\ x_{5} \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$B = (\mathbf{a}_{3}, \mathbf{a}_{4}, \mathbf{a}_{2}) = \begin{pmatrix} 1 & 0 & -2 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

Summary

The current solution and basis matrix can be summarized as follows:

$$z = 30$$

$$x_{B} = \begin{pmatrix} x_{B,1} \\ x_{B_{2}} \\ x_{B_{3}} \end{pmatrix} = \begin{pmatrix} x_{3} \\ x_{4} \\ x_{2} \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$x_{N} = \begin{pmatrix} x_{1} \\ x_{5} \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$B = (\mathbf{a}_{3}, \mathbf{a}_{4}, \mathbf{a}_{2}) = \begin{pmatrix} 1 & 0 & -2 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

Is the current solution optimal?

Summary

The current solution and basis matrix can be summarized as follows:

$$z = 30$$

$$\mathbf{x}_{\mathbf{B}} = \begin{pmatrix} x_{B,1} \\ x_{B_2} \\ x_{B_3} \end{pmatrix} = \begin{pmatrix} x_3 \\ x_4 \\ x_2 \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$\mathbf{x}_{\mathbf{N}} = \begin{pmatrix} x_1 \\ x_5 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$\mathbf{B} = (\mathbf{a}_3, \mathbf{a}_4, \mathbf{a}_2) = \begin{pmatrix} 1 & 0 & -2 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

Is the current solution optimal? Clearly not, since $\partial z / \partial x_1 = 2 \ge 0$.

New basis

Summary

The current solution and basis matrix can be summarized as follows:

$$z = 30$$

$$x_{B} = \begin{pmatrix} x_{B,1} \\ x_{B_{2}} \\ x_{B_{3}} \end{pmatrix} = \begin{pmatrix} x_{3} \\ x_{4} \\ x_{2} \end{pmatrix} = \begin{pmatrix} 24 \\ 8 \\ 10 \end{pmatrix}$$

$$x_{N} = \begin{pmatrix} x_{1} \\ x_{5} \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$B = (\mathbf{a}_{3}, \mathbf{a}_{4}, \mathbf{a}_{2}) = \begin{pmatrix} 1 & 0 & -2 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

Is the current solution optimal? Clearly not, since $\partial z / \partial x_1 = 2 \ge 0$.

This also means that x_1 is the entering variable.

Final move

$$z = 30 + 2 \cdot x_1 - 3 \cdot x_5$$

$$\begin{aligned} z &= 30 + 2 \cdot x_1 - 3 \cdot x_5 \\ x_3 &= 24 - x_1 - 2 \cdot x_5 \end{aligned}$$

$$\begin{array}{rcl} z = & 30 + 2 \cdot x_1 - 3 \cdot x_5 \\ x_3 = & 24 - x_1 - 2 \cdot x_5 \\ x_4 = & 8 - 2 \cdot x_1 + x_5 \end{array}$$

$$z = 30 + 2 \cdot x_1 - 3 \cdot x_5$$

$$x_3 = 24 - x_1 - 2 \cdot x_5$$

$$x_4 = 8 - 2 \cdot x_1 + x_5$$

$$x_2 = 10 - x_5$$

Departing variable

 $\begin{array}{rcl} z = & 30 + 2 \cdot x_1 - 3 \cdot x_5 \\ x_3 = & 24 - x_1 - 2 \cdot x_5 \\ x_4 = & 8 - 2 \cdot x_1 + x_5 \\ x_2 = & 10 - x_5 \end{array}$ Clearly, $x_4 = 8 - 2 \cdot x_1 + x_5$ is the blocking constraint.

Departing variable

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Is the new solution optimal?

Important observations

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Linear Programming Linear Programming

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- 2 How do we get the initial bfs?

Finding an initial basis

Finding an initial basis

Initial Basis

Finding an initial basis

Initial Basis

Consider the system:

$$\begin{bmatrix} 2 & 3 & 1 & 0 \\ -2 & 3 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} -3 \\ 5 \end{bmatrix}$$

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Change the system to:

$$\begin{bmatrix} -2 & -3 & -1 & 0 \\ -2 & 3 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 3 \\ 5 \end{bmatrix}$$

Finding initial basis (contd.)

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Finding a bfs

Linear Programming Linear Programming

Finding initial basis (contd.)

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Finding initial basis (contd.)

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 $\max 3 \cdot x_1 - 4 \cdot x_2 \quad \mathbf{x} > \mathbf{0}$

Finding initial basis (contd.)

Finding a bfs

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