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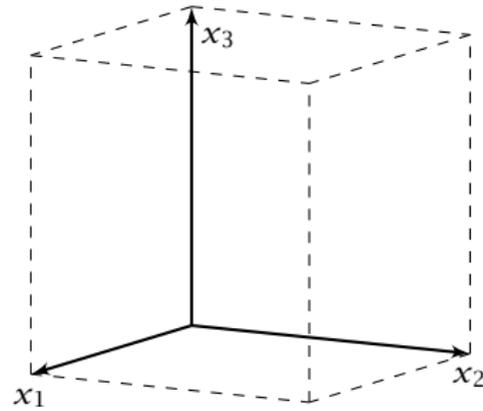
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$$\begin{aligned} \max \quad & c^T x \\ \text{s.t.} \quad & 0 \leq x_1 \leq 1 \\ & 0 \leq x_2 \leq 1 \\ & \vdots \\ & 0 \leq x_n \leq 1 \end{aligned}$$



$2n$ constraint on n variables define an n -dimensional hypercube as feasible region.

The feasible region has 2^n vertices.

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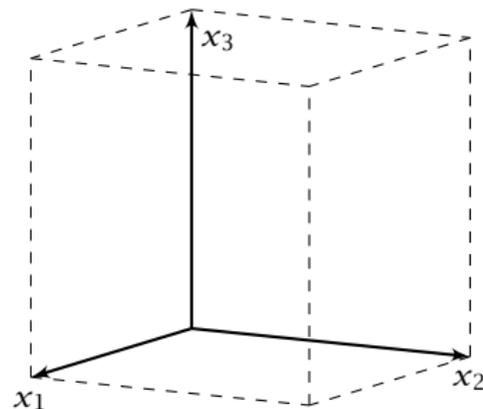
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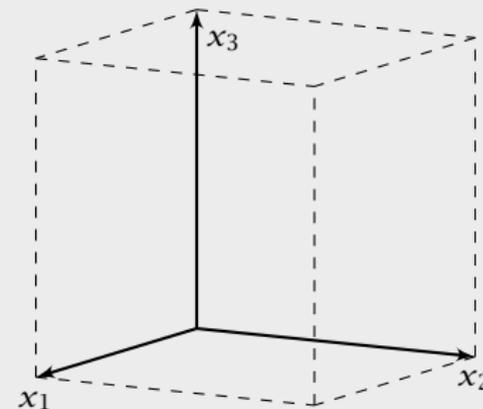


However, Simplex may still run quickly as it usually does not visit all feasible bases.

In the following we give an example of a feasible region for which there is a bad **Pivoting Rule**.

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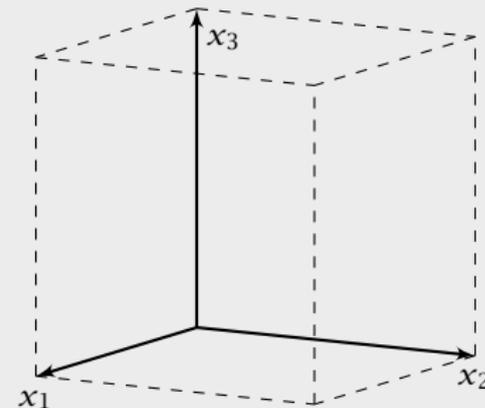
Pivoting Rule

A Pivoting Rule defines how to choose the entering and leaving variable for an iteration of Simplex.

In the non-degenerate case after choosing the entering variable the leaving variable is unique.

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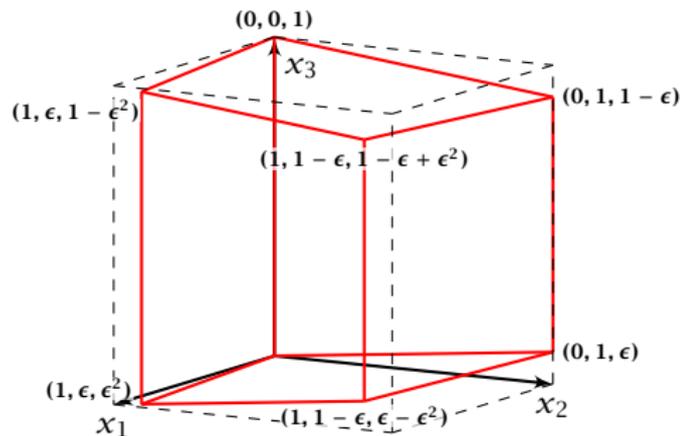


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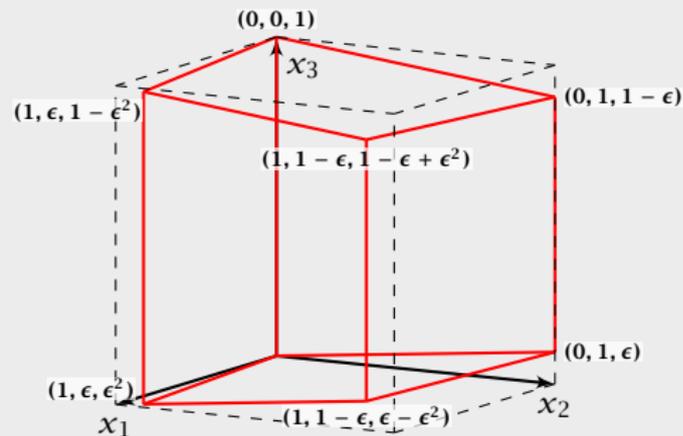
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- ▶ We have $2n$ constraints, and $3n$ variables (after adding slack variables to every constraint).
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- ▶ There exist degenerate vertices.
- ▶ The degeneracies come from the non-negativity constraints, which are superfluous.
- ▶ In the following all variables x_i stay in the basis at all times.
- ▶ Then, we can uniquely specify a basis by choosing for each variable whether it should be equal to its lower bound, or equal to its upper bound (the slack variable corresponding to the non-tight constraint is part of the basis).
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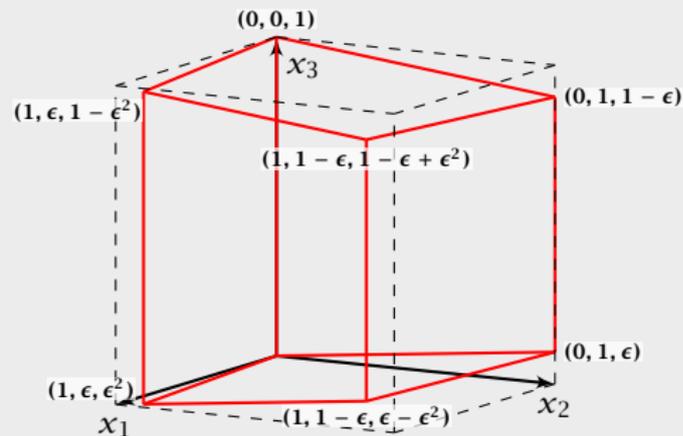


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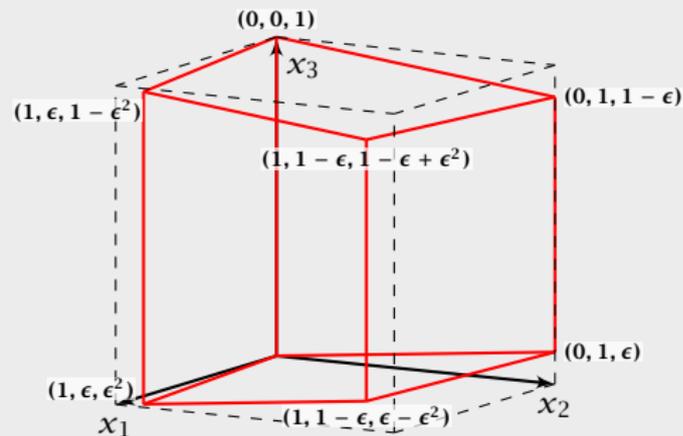


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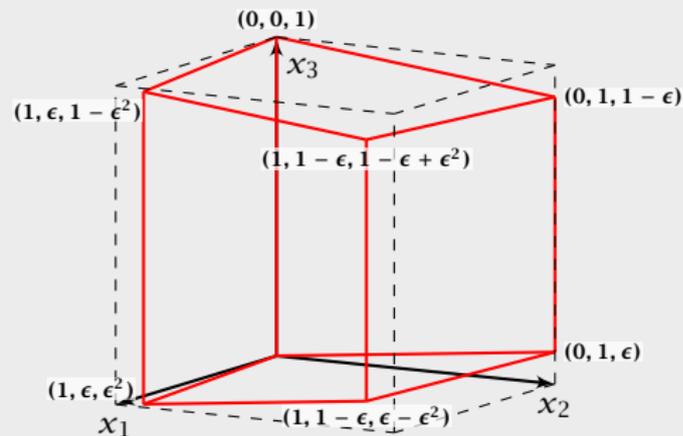


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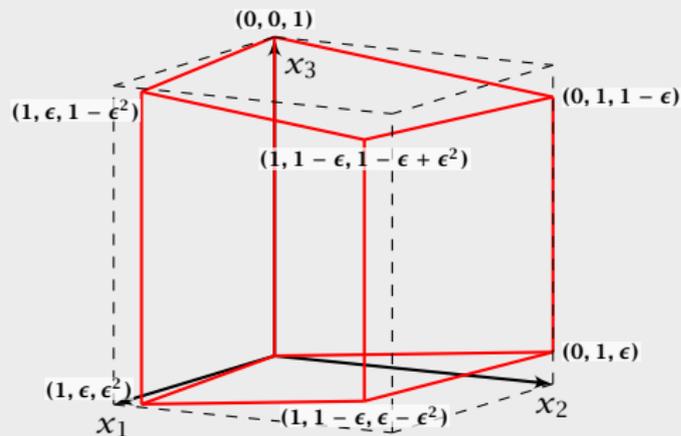


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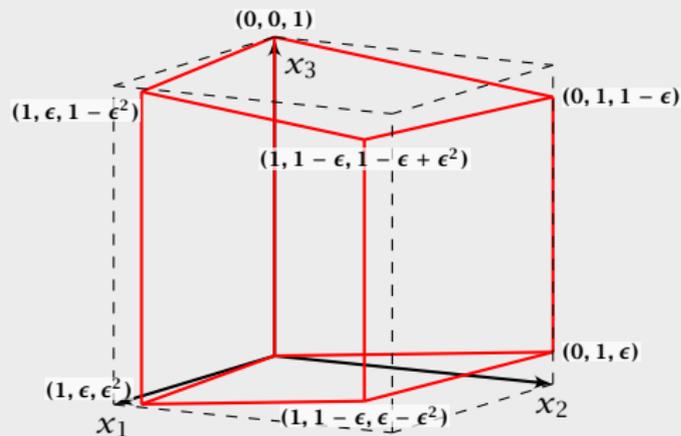


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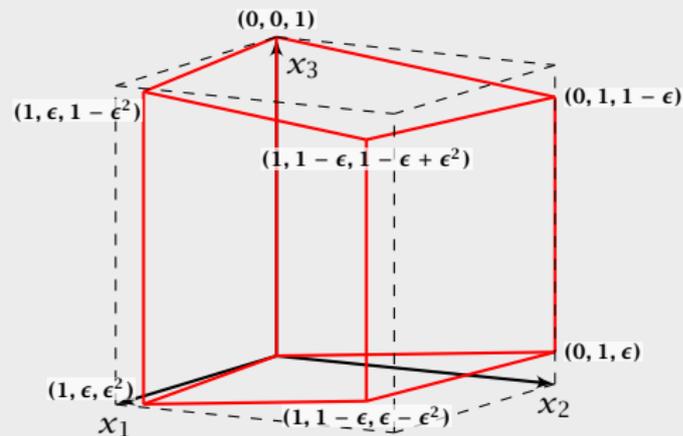


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 - ▶ The basis $(0, \dots, 0, 1)$ is the unique optimal basis.
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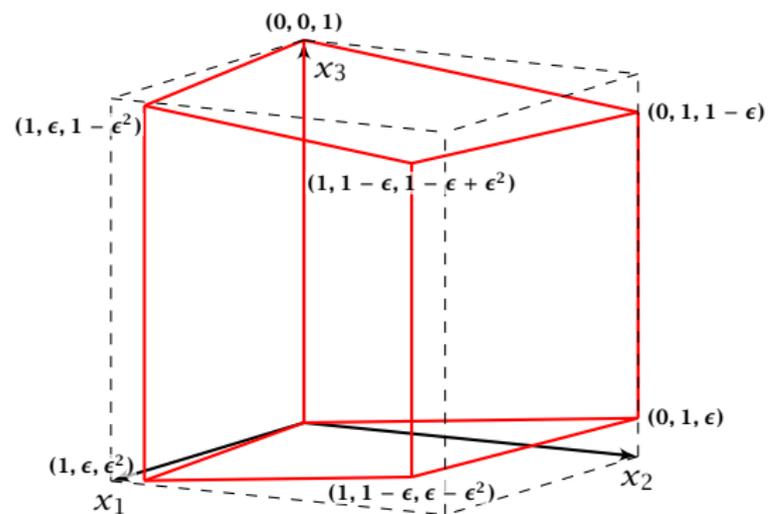
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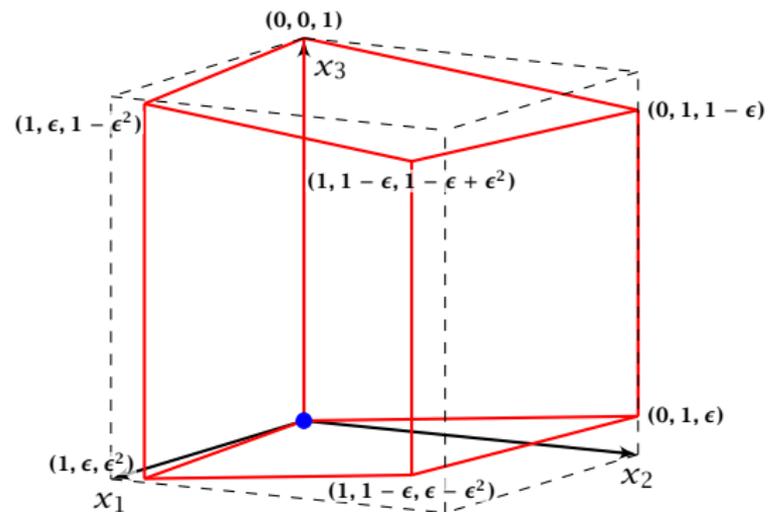


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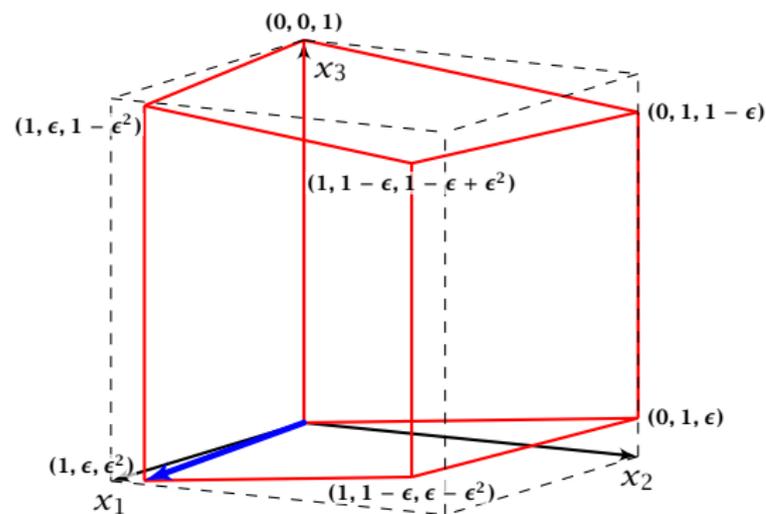


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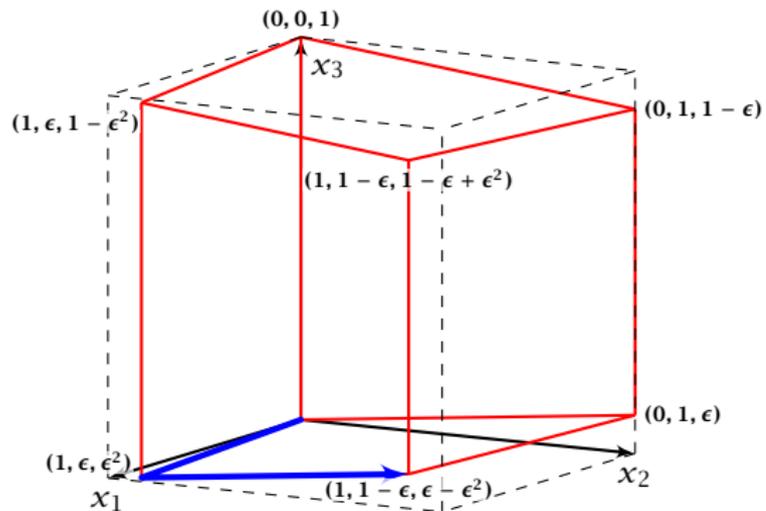


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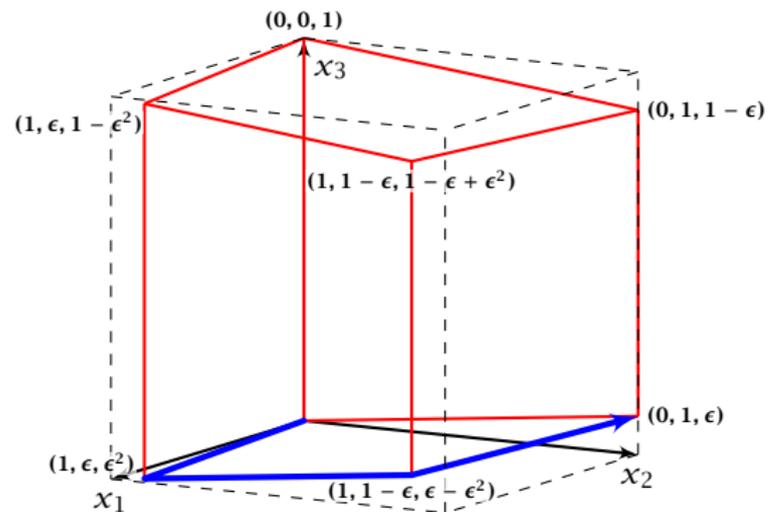


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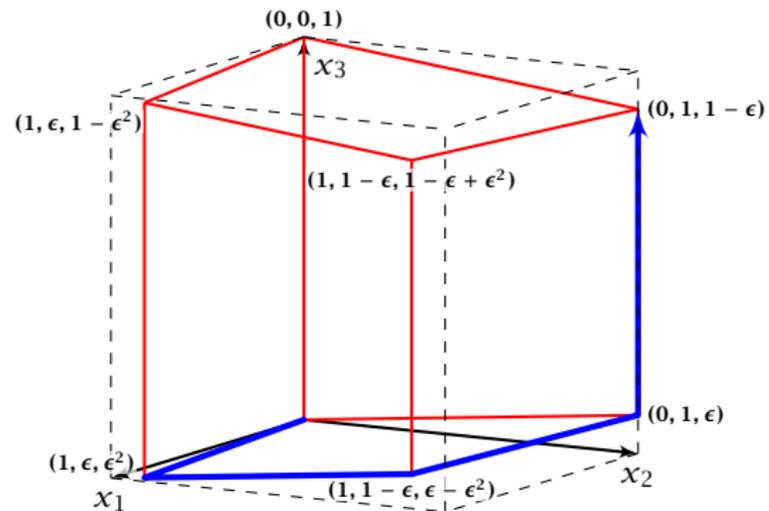


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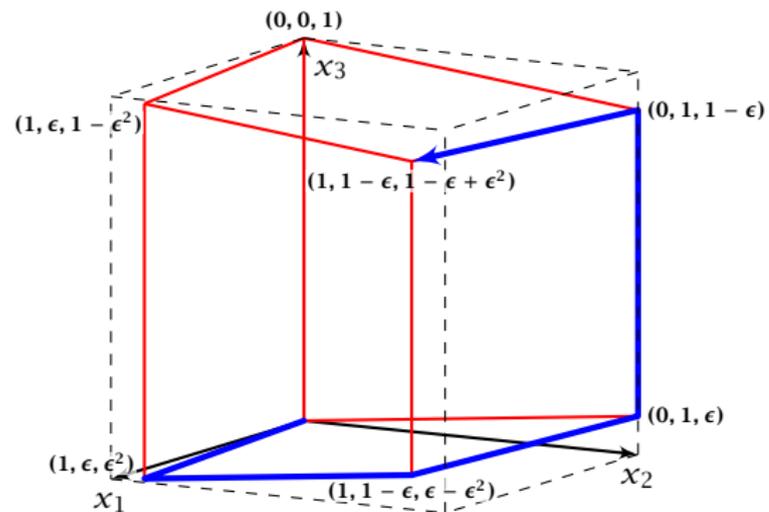


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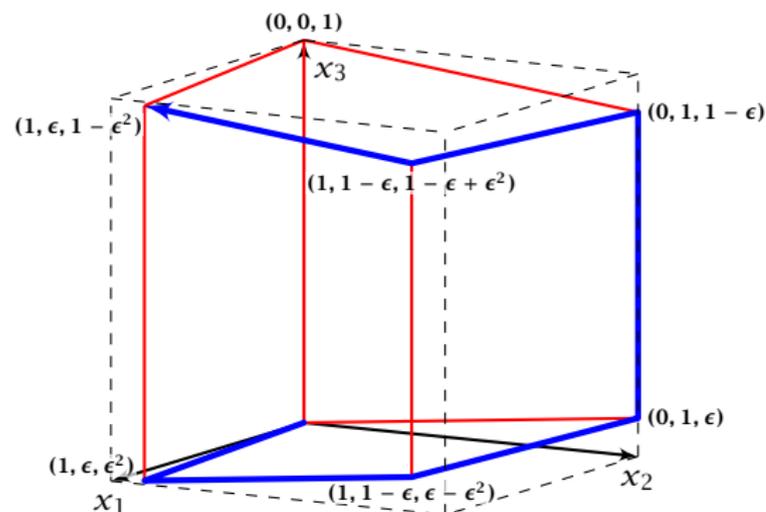


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Klee Minty Cube

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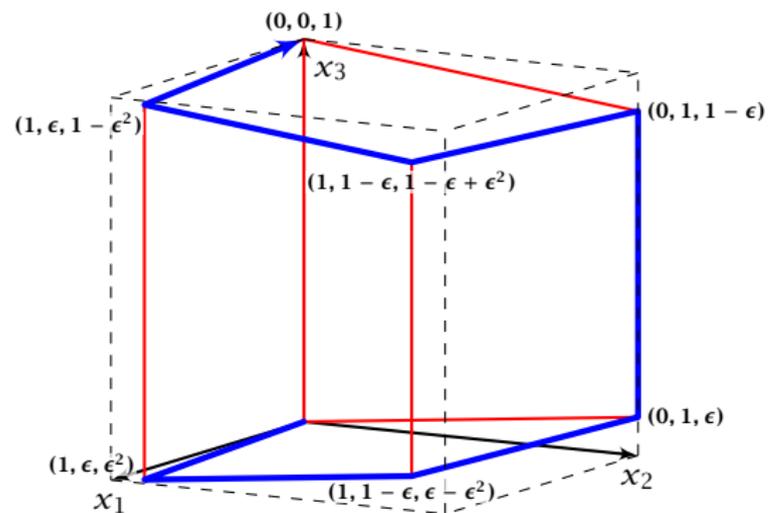


Analysis

- ▶ In the following we specify a sequence of bases (identified by the corresponding hypercube node) along which the objective function strictly increases.
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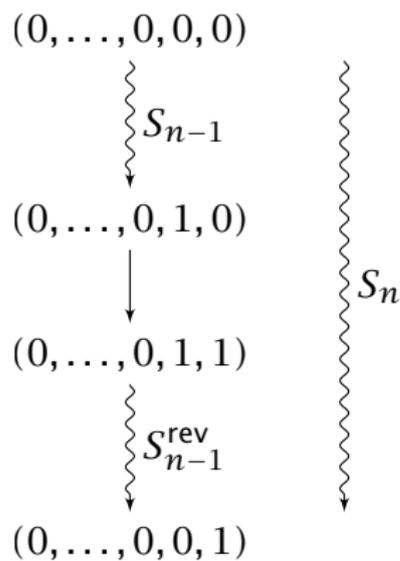


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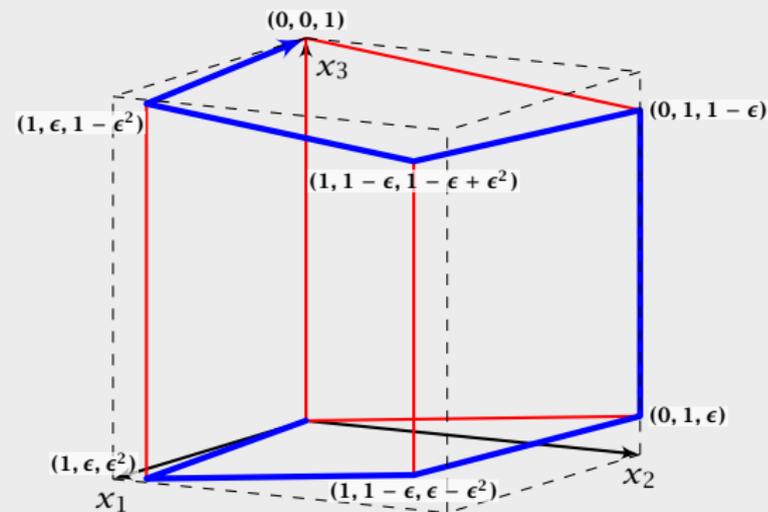
The sequence S_n that visits every node of the hypercube is defined recursively



The non-recursive case is $S_1 = 0 \rightarrow 1$

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The objective value x_n is increasing along path S_n .

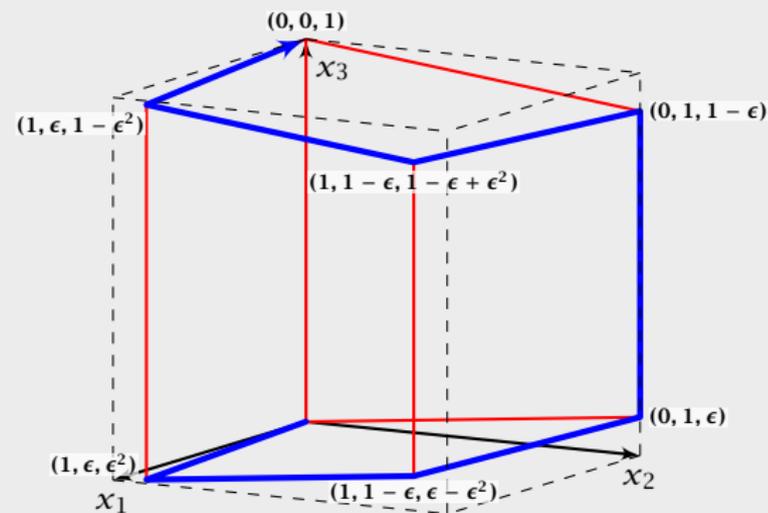
Proof by induction:

$n = 1$: obvious, since $S_1 = 0 \rightarrow 1$, and $1 > 0$.

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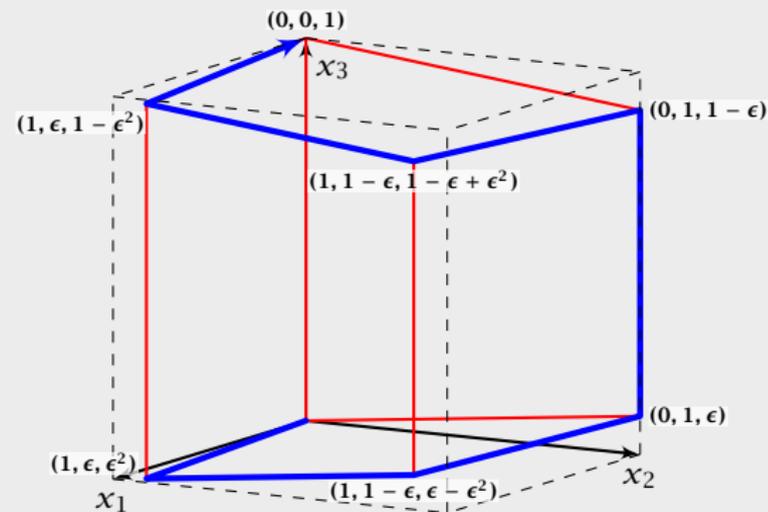
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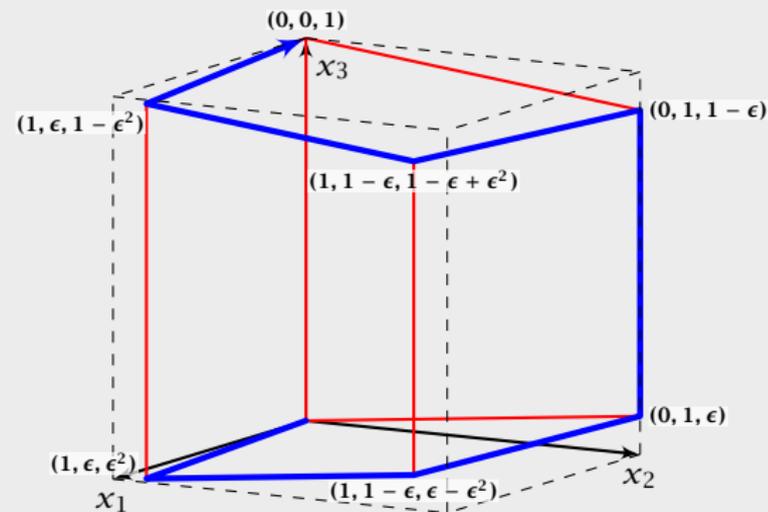
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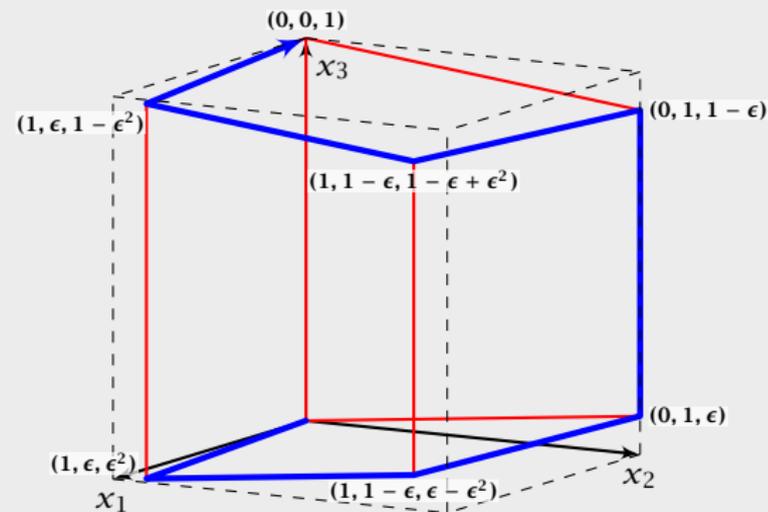
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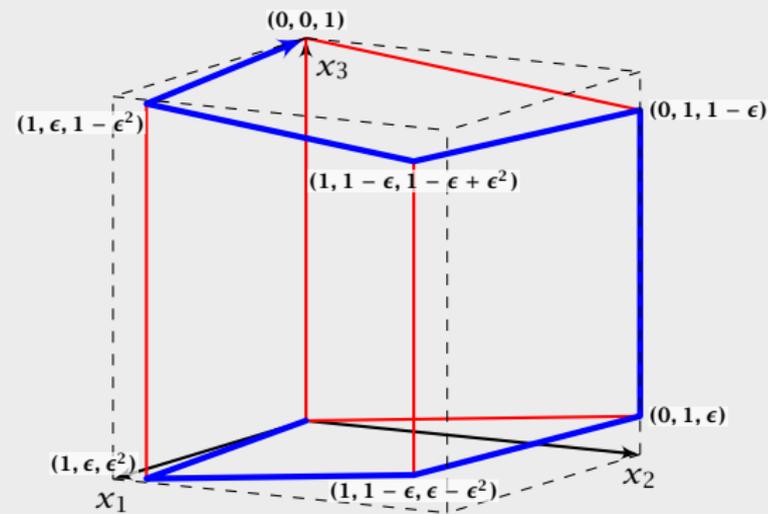
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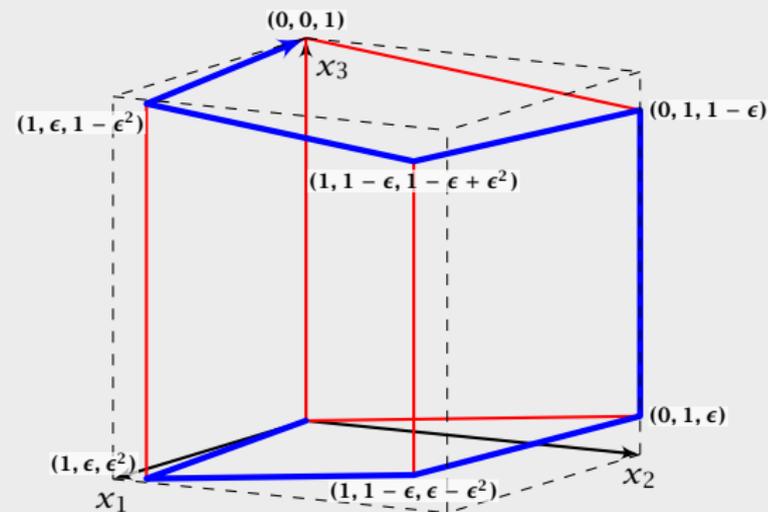
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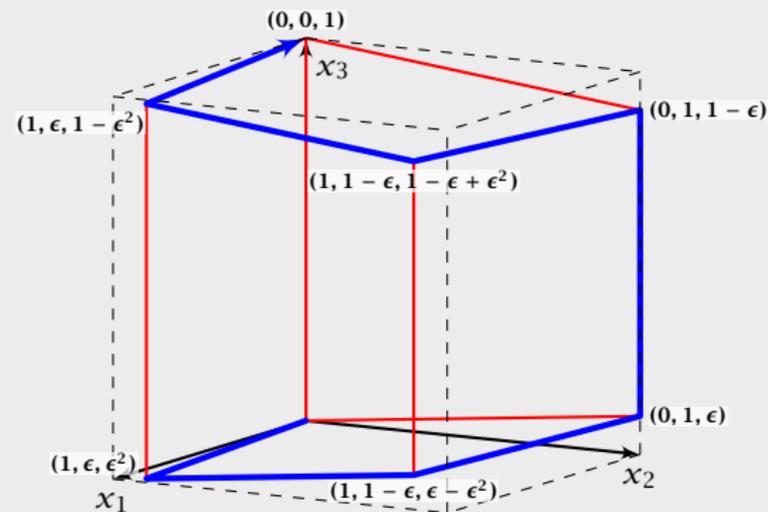
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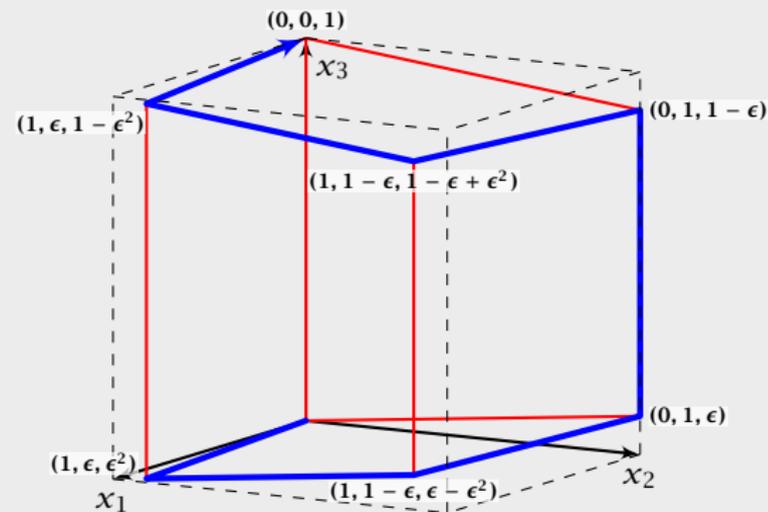
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The simplex algorithm takes at most $\binom{n}{m}$ iterations. Each iteration can be implemented in time $\mathcal{O}(mn)$.

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Remarks about Simplex

Conjecture (Hirsch 1957)

The edge-vertex graph of an m -facet polytope in d -dimensional Euclidean space has diameter no more than $m - d$.

The conjecture has been proven wrong in 2010.

But the question whether the diameter is perhaps of the form $\mathcal{O}(\text{poly}(m, d))$ is open.

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