

## 4 Simplex Algorithm

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.

Two BFSs are called adjacent if the bases just differ in one variable.

## 4 Simplex Algorithm

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.

Two BFSs are called **adjacent** if the bases just differ in one variable.

## 4 Simplex Algorithm

$$\begin{aligned} \max \quad & 13a + 23b \\ \text{s.t.} \quad & 5a + 15b + s_c = 480 \\ & 4a + 4b + s_h = 160 \\ & 35a + 20b + s_m = 1190 \\ & a, b, s_c, s_h, s_m \geq 0 \end{aligned}$$

$$\begin{aligned} \max \quad & Z \\ & 13a + 23b - Z = 0 \\ & 5a + 15b + s_c = 480 \\ & 4a + 4b + s_h = 160 \\ & 35a + 20b + s_m = 1190 \\ & a, b, s_c, s_h, s_m \geq 0 \end{aligned}$$

$$\begin{aligned} \text{basis} &= \{s_c, s_h, s_m\} \\ a &= b = 0 \\ Z &= 0 \\ s_c &= 480 \\ s_h &= 160 \\ s_m &= 1190 \end{aligned}$$

## 4 Simplex Algorithm

$$\begin{aligned} \max \quad & 13a + 23b \\ \text{s.t.} \quad & 5a + 15b + s_c = 480 \\ & 4a + 4b + s_h = 160 \\ & 35a + 20b + s_m = 1190 \\ & a, b, s_c, s_h, s_m \geq 0 \end{aligned}$$

$$\begin{aligned} \max \quad & Z \\ & 13a + 23b - Z = 0 \\ & 5a + 15b + s_c = 480 \\ & 4a + 4b + s_h = 160 \\ & 35a + 20b + s_m = 1190 \\ & a, b, s_c, s_h, s_m \geq 0 \end{aligned}$$

$$\begin{aligned} \text{basis} &= \{s_c, s_h, s_m\} \\ a &= b = 0 \\ Z &= 0 \\ s_c &= 480 \\ s_h &= 160 \\ s_m &= 1190 \end{aligned}$$

## Pivoting Step

max  $Z$

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

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

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

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

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

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

$a = b = 0$

$Z = 0$

$s_c = 480$

$s_h = 160$

$s_m = 1190$

## Pivoting Step

max  $Z$

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

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

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

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

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

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

$a = b = 0$

$Z = 0$

$s_c = 480$

$s_h = 160$

$s_m = 1190$

- ▶ 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

## Pivoting Step

max  $Z$

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

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

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

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

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

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

$a = b = 0$

$Z = 0$

$s_c = 480$

$s_h = 160$

$s_m = 1190$

- ▶ 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

## Pivoting Step

max  $Z$

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

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

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

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

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

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

$a = b = 0$

$Z = 0$

$s_c = 480$

$s_h = 160$

$s_m = 1190$

- ▶ 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



## Pivoting Step

max  $Z$

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

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

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

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

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

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

$a = b = 0$

$Z = 0$

$s_c = 480$

$s_h = 160$

$s_m = 1190$

- ▶ 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

## Pivoting Step

max  $Z$

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

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

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

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

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

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

$a = b = 0$

$Z = 0$

$s_c = 480$

$s_h = 160$

$s_m = 1190$

- ▶ 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

max  $Z$

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

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

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

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

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

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

$$a = b = 0$$

$$Z = 0$$

$$s_c = 480$$

$$s_h = 160$$

$$s_m = 1190$$

max  $Z$

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

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

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

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

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

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.

max  $Z$

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

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

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

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

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

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 ( $Ax = b, x \geq 0$ ) are still fulfilled the objective value  $Z$  will strictly increase.

max  $Z$

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

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

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

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

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

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 ( $Ax = b, x \geq 0$ ) are still fulfilled the objective value  $Z$  will strictly increase.
- ▶ For maintaining  $Ax = b$  we need e.g. to set  $s_c = 480 - 15\theta$ .

max  $Z$

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

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

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

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

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

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 ( $Ax = b, x \geq 0$ ) 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.

max  $Z$

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

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

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

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

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

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 ( $Ax = b, x \geq 0$ ) 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**.



max  $Z$

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

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

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

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

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

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

$$a = b = 0$$

$$Z = 0$$

$$s_c = 480$$

$$s_h = 160$$

$$s_m = 1190$$

max  $Z$

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

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

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

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

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

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

$$a = b = 0$$

$$Z = 0$$

$$s_c = 480$$

$$s_h = 160$$

$$s_m = 1190$$

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

max  $Z$

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

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

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

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

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

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

$$a = b = 0$$

$$Z = 0$$

$$s_c = 480$$

$$s_h = 160$$

$$s_m = 1190$$

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

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

$$a = s_c = 0$$

$$Z = 736$$

$$b = 32$$

$$s_h = 32$$

$$s_m = 550$$

max  $Z$

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

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

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

$$\frac{85}{3}a - \frac{4}{3}s_c + s_m = 550$$

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

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

$$a = s_c = 0$$

$$Z = 736$$

$$b = 32$$

$$s_h = 32$$

$$s_m = 550$$

max  $Z$

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

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

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

$$\frac{85}{3}a - \frac{4}{3}s_c + s_m = 550$$

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

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.

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

$a = s_c = 0$

$Z = 736$

$b = 32$

$s_h = 32$

$s_m = 550$

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.

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

$$a = s_c = 0$$

$$Z = 736$$

$$b = 32$$

$$s_h = 32$$

$$s_m = 550$$

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

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

$$a = s_c = 0$$

$$Z = 736$$

$$b = 32$$

$$s_h = 32$$

$$s_m = 550$$

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

max  $Z$

$$-s_c - 2s_h - Z = -800$$

$$b + \frac{1}{10}s_c - \frac{1}{8}s_h = 28$$

$$a - \frac{1}{10}s_c + \frac{3}{8}s_h = 12$$

$$\frac{3}{2}s_c - \frac{85}{8}s_h + s_m = 210$$

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

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

$$s_c = s_h = 0$$

$$Z = 800$$

$$b = 28$$

$$a = 12$$

$$s_m = 210$$



## 4 Simplex Algorithm

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

Solution is optimal:

- any feasible solution satisfies all constraints in the problem
- the current solution is optimal if and only if all coefficients in the objective function are non-positive
- the current solution value is at most equal to the optimal value
- current solution is feasible

## 4 Simplex Algorithm

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

**Solution is optimal:**

## 4 Simplex Algorithm

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:  $Z = 800 - s_c - 2s_h$ ,  $s_c \geq 0, s_h \geq 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800

## 4 Simplex Algorithm

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:  $Z = 800 - s_c - 2s_h$ ,  $s_c \geq 0, s_h \geq 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800

## 4 Simplex Algorithm

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:  $Z = 800 - s_c - 2s_h$ ,  $s_c \geq 0, s_h \geq 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800

## 4 Simplex Algorithm

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:  $Z = 800 - s_c - 2s_h$ ,  $s_c \geq 0, s_h \geq 0$
- ▶ hence optimum solution value is at most 800
- ▶ the current solution has value 800

# Matrix View

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned}I x_B + (c_N^T - c_B^T A_B^{-1} A_N) x_N &= Z - c_B^T A_B^{-1} b \\ A_B^{-1} A_N x_N &= A_B^{-1} b \\ x_B, x_N &\geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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

# Matrix View

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned}I x_B + (c_N^T - c_B^T A_B^{-1} A_N) x_N &= Z - c_B^T A_B^{-1} b \\ A_B^{-1} A_N x_N &= A_B^{-1} b \\ x_B, x_N &\geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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



# Matrix View

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned}I x_B + (c_N^T - c_B^T A_B^{-1} A_N) x_N &= Z - c_B^T A_B^{-1} b \\ A_B^{-1} A_N x_N &= A_B^{-1} b \\ x_B, x_N &\geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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

# Matrix View

Let our linear program be

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

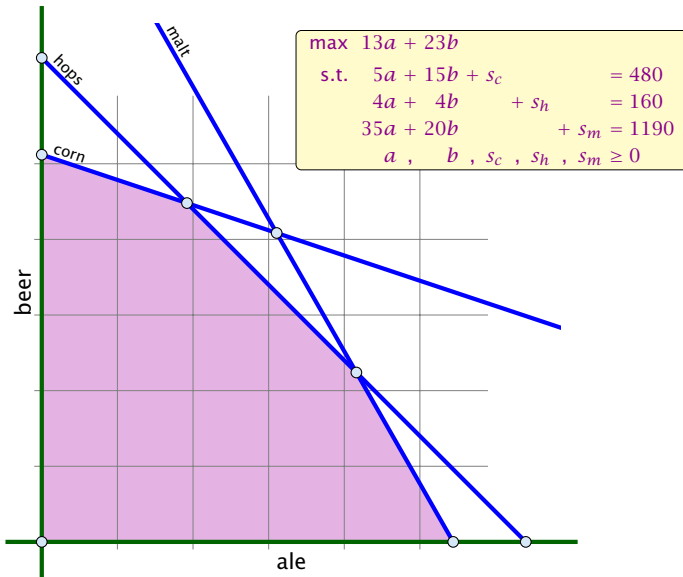
The simplex tableaux for basis  $B$  is

$$\begin{aligned} & (c_N^T - c_B^T A_B^{-1} A_N) x_N = Z - c_B^T A_B^{-1} b \\ I x_B + & A_B^{-1} A_N x_N = A_B^{-1} b \\ x_B, & x_N \geq 0\end{aligned}$$

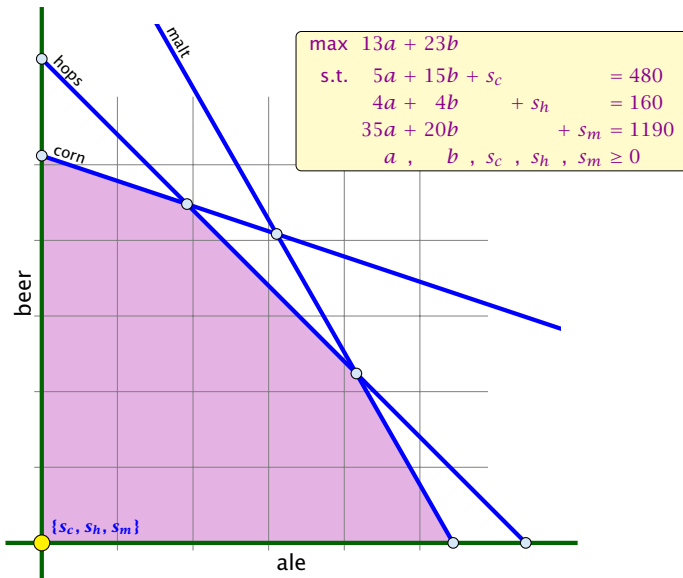
The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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

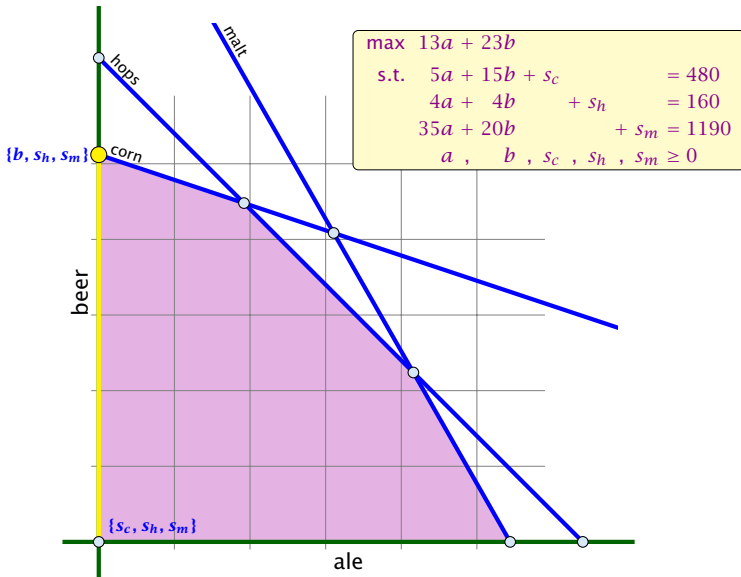
# Geometric View of Pivoting



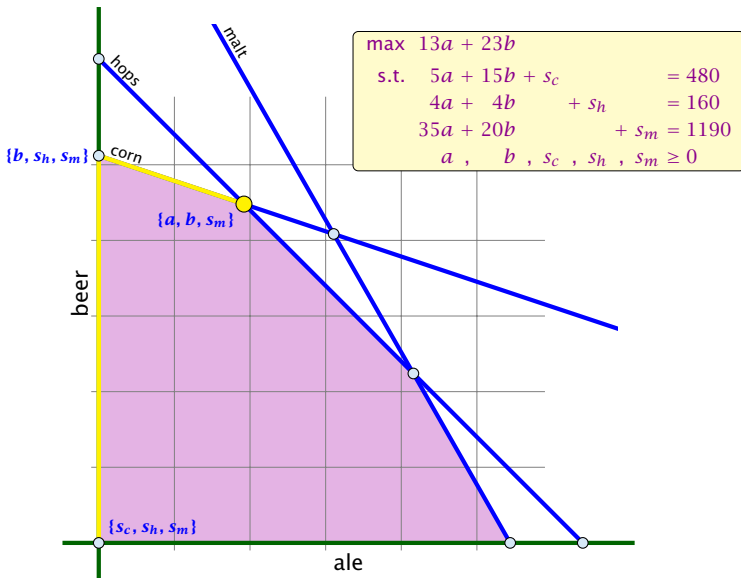
# Geometric View of Pivoting



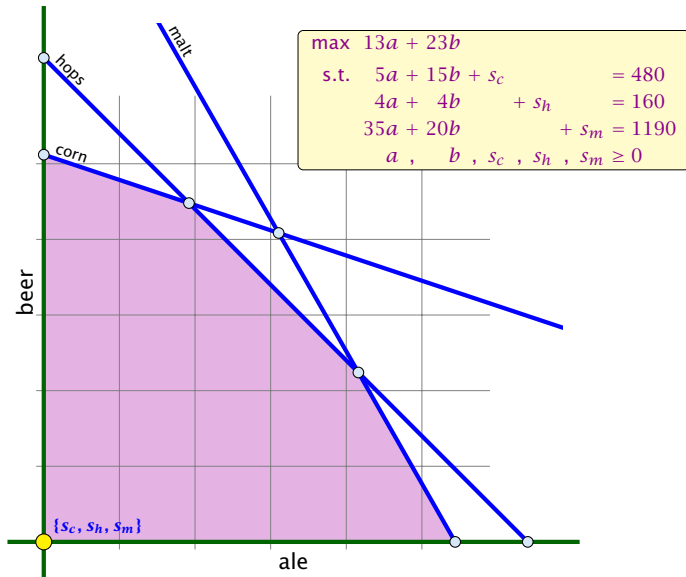
# Geometric View of Pivoting



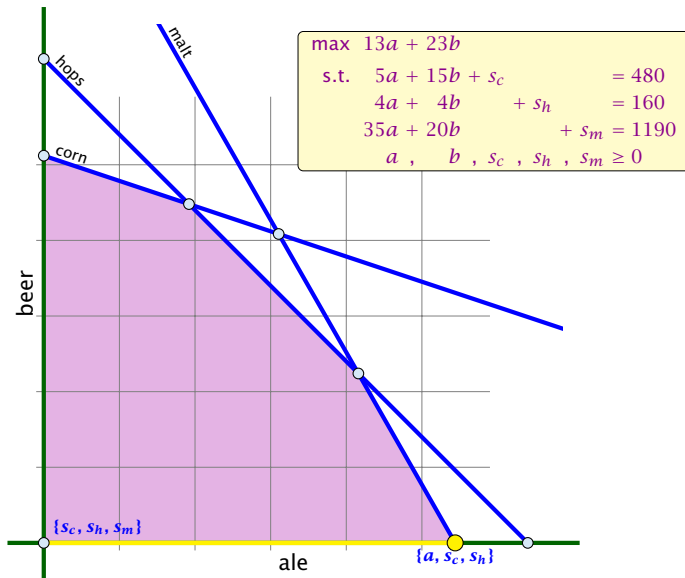
# Geometric View of Pivoting



# Geometric View of Pivoting

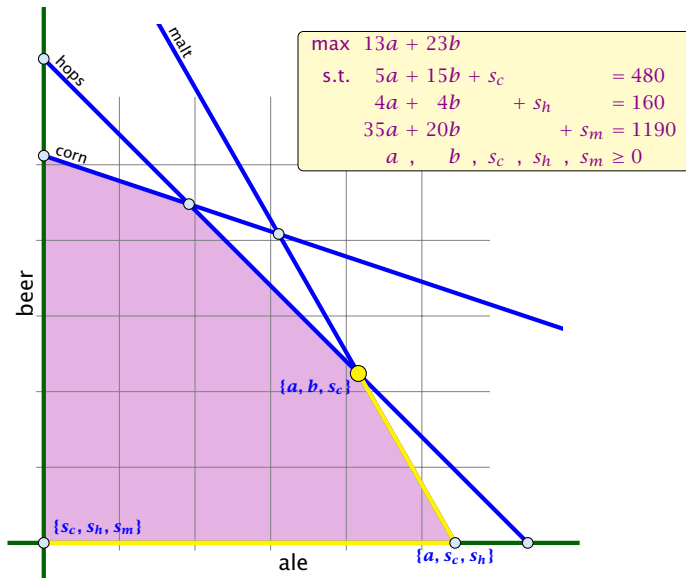


# Geometric View of Pivoting

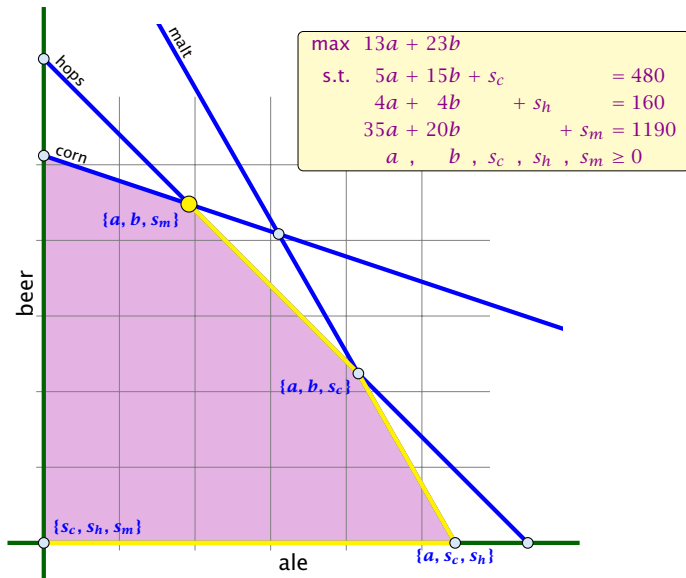




# Geometric View of Pivoting



# Geometric View of Pivoting



# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

Requirements for  $d$ :

1.  $d_j = 1$  (normalization)

2.  $d_B = -a_{Bj}$  (feasibility)

3.  $d$  is a direction vector, thus  $\|d\| = 1$  (normalization)

4.  $d$  is orthogonal to the hyperplane  $\{x \mid a_j \cdot x = b_j\}$ , which gives

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

Requirements for  $d$ :

▶  $d_j = 1$  (normalization)

▶  $d_B = -a_{Bj}$

▶  $d_{\text{non-basis}} = 0$  (maximal increase)

▶  $d_{\text{non-basis}} = 0$  (other non-basis variables)

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

Requirements for  $d$ :

•  $d_j = 1$  (normalization)

•  $d_i = 0$  for  $i \in B$  (non-basis)

•  $d_i = -a_{ij}$  for  $i \in B$  (maintain feasibility)

•  $d_i = 0$  for  $i \notin B, i \neq j$  (other non-basis)

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

Requirements for  $d$ :

•  $d_j = 1$  (normalization)

•  $d_i = 0$  for all  $i \in B$  (no change in basis)

•  $d_i = -a_{ij}$  for all  $i \in B$  (maintain feasibility)

•  $d_i = 0$  for all  $i \notin B, i \neq j$  (no change in other non-basis variables)

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

Requirements for  $d$ :

1.  $d_j = 1$  and  $d_i = 0$  for  $i \in B$ .

2.  $d_i = -a_{ij}$  for  $i \in B$  and  $i \neq j$ .

3.  $d_i = 0$  for  $i \in B$  and  $i = j$ .

4.  $d_i = a_{ij}$  for  $i \in B$  and  $i \neq j$ .

5.  $d_j = 0$  and  $d_i = 0$  for  $i \in B$ .

6.  $d_j = 0$  and  $d_i = 0$  for  $i \in B$ .

7.  $d_j = 0$  and  $d_i = 0$  for  $i \in B$ .

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

## Requirements for $d$ :

- ▶  $d_j = 1$  (normalization)
- ▶  $d_\ell = 0, \ell \notin B, \ell \neq j$
- ▶  $A(x^* + \theta d) = b$  must hold. Hence  $Ad = 0$ .
- ▶ Altogether:  $A_B d_B + A_{*j} = Ad = 0$ , which gives  $d_B = -A_B^{-1} A_{*j}$ .



# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

## Requirements for $d$ :

- ▶  $d_j = 1$  (normalization)
- ▶  $d_\ell = 0, \ell \notin B, \ell \neq j$
- ▶  $A(x^* + \theta d) = b$  must hold. Hence  $Ad = 0$ .
- ▶ Altogether:  $A_B d_B + A_{*j} = Ad = 0$ , which gives  $d_B = -A_B^{-1} A_{*j}$ .

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

## Requirements for $d$ :

- ▶  $d_j = 1$  (normalization)
- ▶  $d_\ell = 0, \ell \notin B, \ell \neq j$
- ▶  $A(x^* + \theta d) = b$  must hold. Hence  $Ad = 0$ .
- ▶ Altogether:  $A_B d_B + A_{*j} = Ad = 0$ , which gives  
 $d_B = -A_B^{-1} A_{*j}$ .

# Algebraic Definition of Pivoting

- ▶ Given basis  $B$  with BFS  $x^*$ .
- ▶ Choose index  $j \notin B$  in order to increase  $x_j^*$  from 0 to  $\theta > 0$ .
  - ▶ Other non-basis variables should stay at 0.
  - ▶ Basis variables change to maintain feasibility.
- ▶ Go from  $x^*$  to  $x^* + \theta \cdot d$ .

## Requirements for $d$ :

- ▶  $d_j = 1$  (normalization)
- ▶  $d_\ell = 0, \ell \notin B, \ell \neq j$
- ▶  $A(x^* + \theta d) = b$  must hold. Hence  $Ad = 0$ .
- ▶ Altogether:  $A_B d_B + A_{*j} = Ad = 0$ , which gives  $d_B = -A_B^{-1} A_{*j}$ .

# Algebraic Definition of Pivoting

## Definition 26 ( $j$ -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

$$\theta \cdot c^T d = \theta(c_j - c_B^T A_B^{-1} A_{*j})$$

# Algebraic Definition of Pivoting

## Definition 26 ( $j$ -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

$$\theta \cdot c^T d = \theta(c_j - c_B^T A_B^{-1} A_{*j})$$

# Algebraic Definition of Pivoting

## Definition 27 (Reduced Cost)

For a basis  $B$  the value

$$\tilde{c}_j = c_j - c_B^T A_B^{-1} A_{*j}$$

is called the **reduced cost** for variable  $x_j$ .

Note that this is defined for every  $j$ . If  $j \in B$  then the above term is 0.

# Algebraic Definition of Pivoting

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned}I x_B + (c_N^T - c_B^T A_B^{-1} A_N) x_N &= Z - c_B^T A_B^{-1} b \\ A_B^{-1} A_N x_N &= A_B^{-1} b \\ x_B, x_N &\geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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

# Algebraic Definition of Pivoting

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned}I x_B + (c_N^T - c_B^T A_B^{-1} A_N) x_N &= Z - c_B^T A_B^{-1} b \\ x_B, x_N &\geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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



# Algebraic Definition of Pivoting

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned}I x_B + (c_N^T - c_B^T A_B^{-1} A_N) x_N &= Z - c_B^T A_B^{-1} b \\x_B, x_N &\geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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

# Algebraic Definition of Pivoting

Let our linear program be

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

The simplex tableaux for basis  $B$  is

$$\begin{aligned} & (c_N^T - c_B^T A_B^{-1} A_N) x_N = Z - c_B^T A_B^{-1} b \\ I x_B + & A_B^{-1} A_N x_N = A_B^{-1} b \\ x_B, & x_N \geq 0\end{aligned}$$

The BFS is given by  $x_N = 0, x_B = A_B^{-1} b$ .

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

# 4 Simplex Algorithm

## Questions:

What happens if the min ratio test tells us to give up a value  $\theta$ ?

Why can't we just safely increase the entering variable?

How do we find the initial basic feasible solution?

What always holds?  $\theta \geq 0$ ?

When can we terminate because we know that the solution is optimal?

How can we be sure that we reach such a basis?

# 4 Simplex Algorithm

## Questions:

- ▶ What happens if the min ratio test fails to give us a value  $\theta$  by which we can safely increase the entering variable?
- ▶ How do we find the initial basic feasible solution?
- ▶ Is there always a basis  $B$  such that

$$(c_N^T - c_B^T A_B^{-1} A_N) \leq 0 ?$$

Then we can terminate because we know that the solution is optimal.

- ▶ If yes how do we make sure that we reach such a basis?

# 4 Simplex Algorithm

## Questions:

- ▶ What happens if the min ratio test fails to give us a value  $\theta$  by which we can safely increase the entering variable?
- ▶ How do we find the initial basic feasible solution?
- ▶ Is there always a basis  $B$  such that

$$(c_N^T - c_B^T A_B^{-1} A_N) \leq 0 ?$$

Then we can terminate because we know that the solution is optimal.

- ▶ If yes how do we make sure that we reach such a basis?

## 4 Simplex Algorithm

### Questions:

- ▶ What happens if the min ratio test fails to give us a value  $\theta$  by which we can safely increase the entering variable?
- ▶ How do we find the initial basic feasible solution?
- ▶ Is there always a basis  $B$  such that

$$(c_N^T - c_B^T A_B^{-1} A_N) \leq 0 \quad ?$$

Then we can terminate because we know that the solution is optimal.

- ▶ If yes how do we make sure that we reach such a basis?

## 4 Simplex Algorithm

### Questions:

- ▶ What happens if the min ratio test fails to give us a value  $\theta$  by which we can safely increase the entering variable?
- ▶ How do we find the initial basic feasible solution?
- ▶ Is there always a basis  $B$  such that

$$(c_N^T - c_B^T A_B^{-1} A_N) \leq 0 \quad ?$$

Then we can terminate because we know that the solution is optimal.

- ▶ If yes how do we make sure that we reach such a basis?

## Min Ratio Test

The min ratio test computes a value  $\theta \geq 0$  such that after setting the entering variable to  $\theta$  the leaving variable becomes 0 and all other variables stay non-negative.

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 if 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!



## Min Ratio Test

The min ratio test computes a value  $\theta \geq 0$  such that after setting the entering variable to  $\theta$  the leaving variable becomes 0 and all other variables stay non-negative.

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 if 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!

## Min Ratio Test

The min ratio test computes a value  $\theta \geq 0$  such that after setting the entering variable to  $\theta$  the leaving variable becomes 0 and all other variables stay non-negative.

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 if 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!

## Min Ratio Test

The min ratio test computes a value  $\theta \geq 0$  such that after setting the entering variable to  $\theta$  the leaving variable becomes 0 and all other variables stay non-negative.

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 if 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!

## Min Ratio Test

The min ratio test computes a value  $\theta \geq 0$  such that after setting the entering variable to  $\theta$  the leaving variable becomes 0 and all other variables stay non-negative.

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 if 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!*

## Min Ratio Test

The min ratio test computes a value  $\theta \geq 0$  such that after setting the entering variable to  $\theta$  the leaving variable becomes 0 and all other variables stay non-negative.

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 if 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!**

# Termination

The objective function does not decrease during one iteration of the simplex-algorithm.

Does it always increase?

# Termination

The objective function does not decrease during one iteration of the simplex-algorithm.

Does it always increase?

# Termination

The objective function does not decrease during one iteration of the simplex-algorithm.

Does it always increase?



# Termination

The objective function may not increase!

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

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

## Definition 28 (Degeneracy)

A BFS  $x^*$  is called **degenerate** if the set  $J = \{j \mid x_j^* > 0\}$  fulfills  $|J| < m$ .

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.

# Termination

The objective function may not increase!

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

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

## Definition 28 (Degeneracy)

A BFS  $x^*$  is called **degenerate** if the set  $J = \{j \mid x_j^* > 0\}$  fulfills  $|J| < m$ .

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.

# Termination

The objective function may not increase!

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

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

## Definition 28 (Degeneracy)

A BFS  $x^*$  is called **degenerate** if the set  $J = \{j \mid x_j^* > 0\}$  fulfills  $|J| < m$ .

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.

# Termination

The objective function may not increase!

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

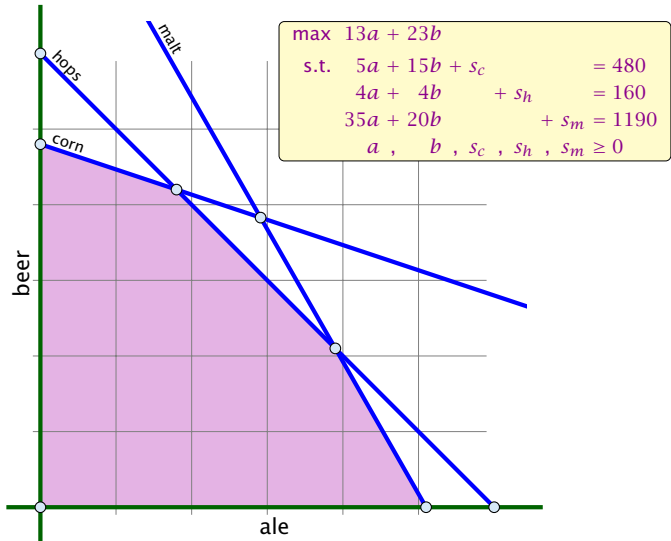
The set of inequalities is **degenerate** (also the basis is degenerate).

## Definition 28 (Degeneracy)

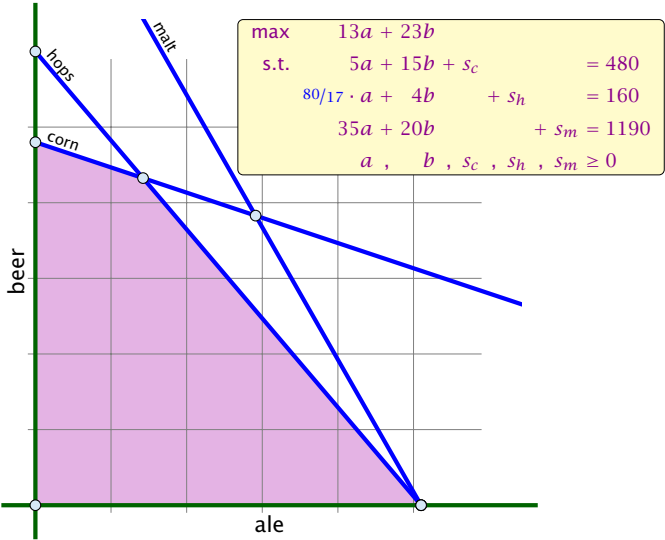
A BFS  $x^*$  is called **degenerate** if the set  $J = \{j \mid x_j^* > 0\}$  fulfills  $|J| < m$ .

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.

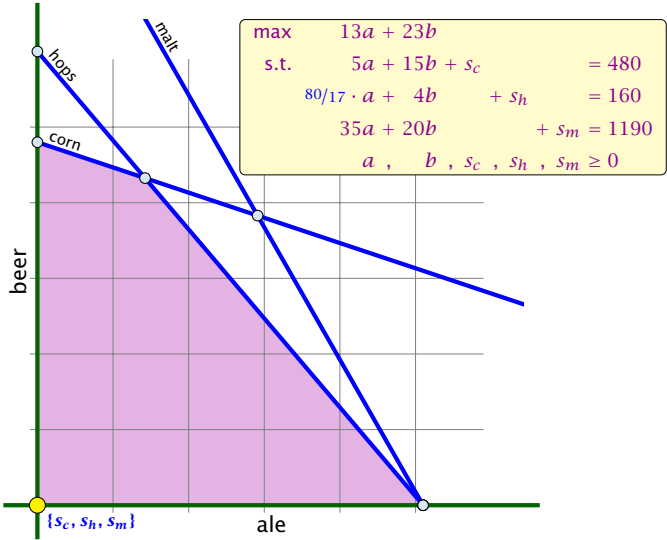
# Non Degenerate Example



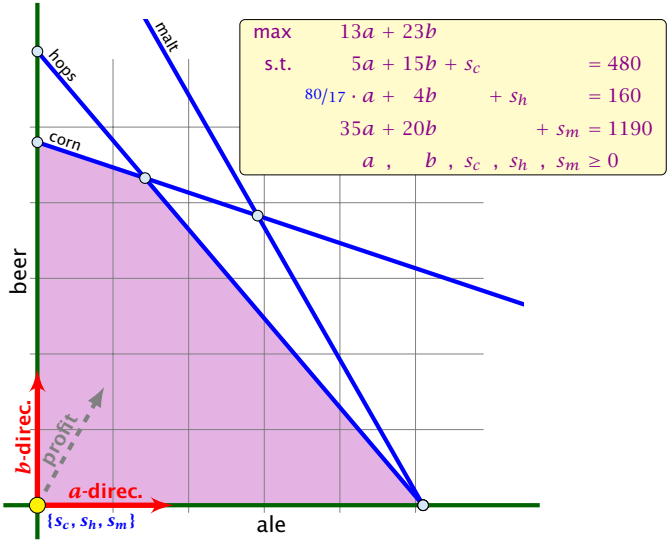
# Degenerate Example



# Degenerate Example

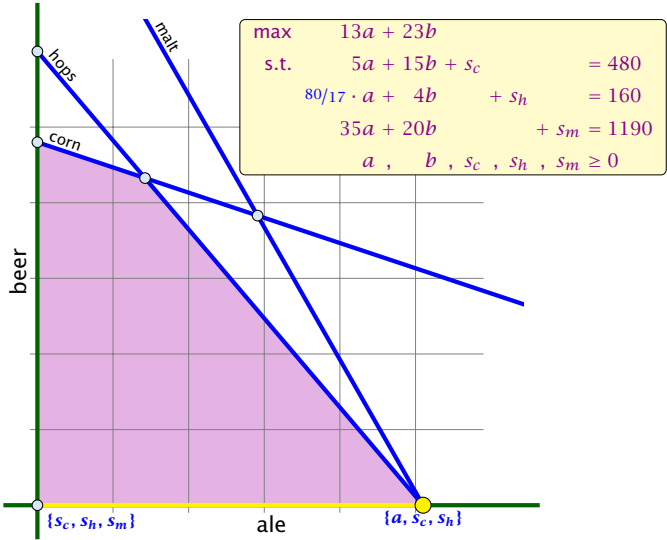


# Degenerate Example

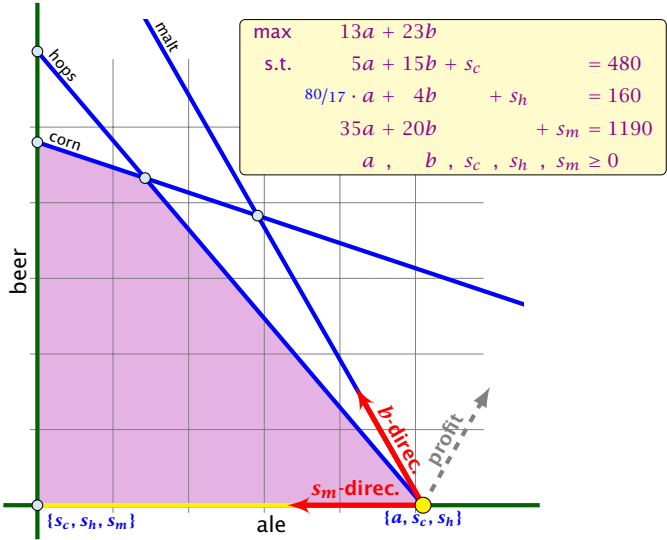




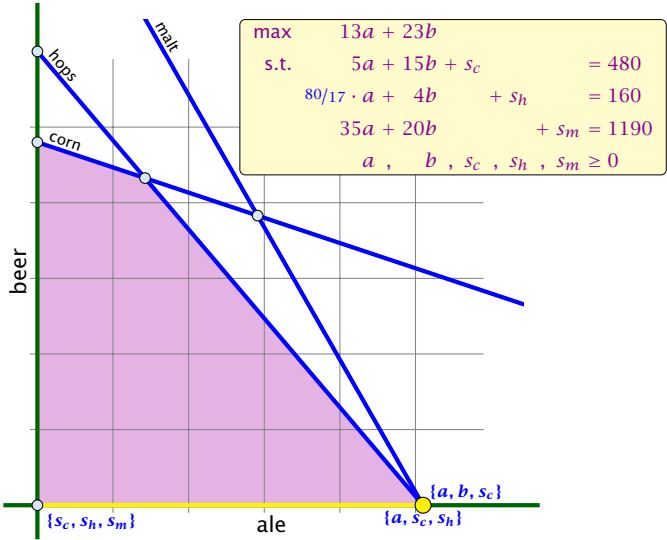
# Degenerate Example



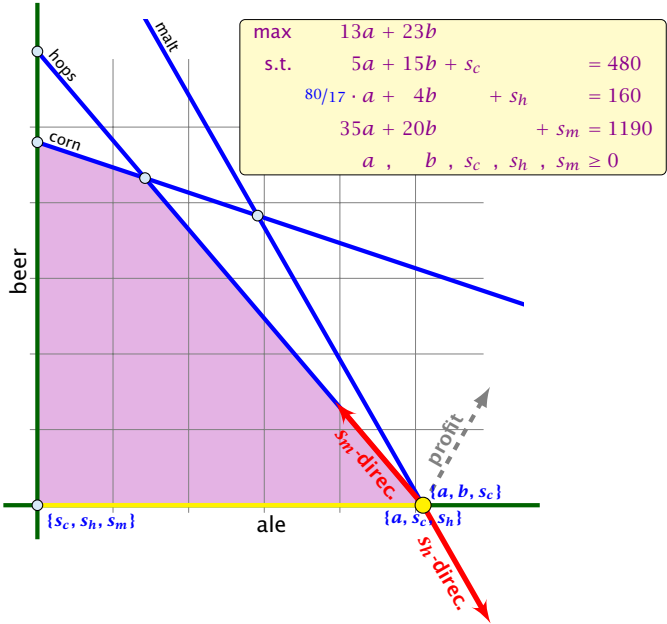
# Degenerate Example



# Degenerate Example



# Degenerate Example



$$\begin{aligned}
 \max \quad & 13a + 23b \\
 \text{s.t.} \quad & 5a + 15b + s_c = 480 \\
 & 80/17 \cdot a + 4b + s_h = 160 \\
 & 35a + 20b + s_m = 1190 \\
 & a, b, s_c, s_h, s_m \geq 0
 \end{aligned}$$

beer

$\{s_c, s_h, s_m\}$

ale

$\{a, s_c, s_h\}$

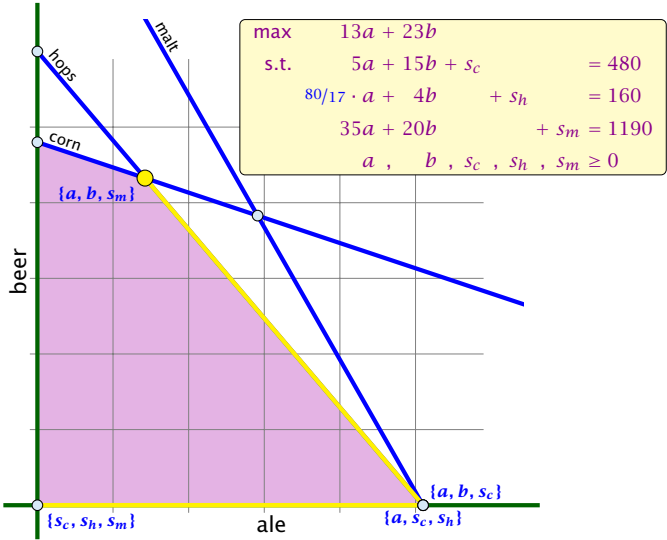
$\{a, b, s_c\}$

$s_h$ -direc.

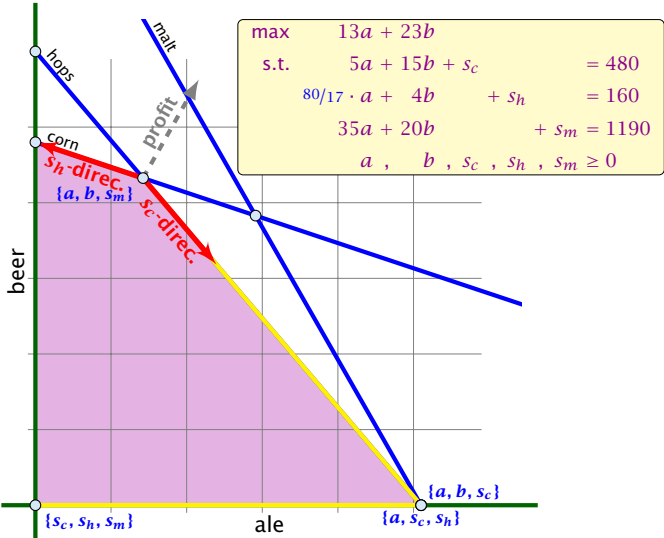
profit

$s_h$ -direc.

# Degenerate Example



# Degenerate Example



## Summary: How to choose pivot-elements

- ▶ 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  $\tilde{c}_e$ .
- ▶ If  $A_{ie} \leq 0$  for all  $i \in \{1, \dots, m\}$  then the maximum is not bounded.
- ▶ Otw. choose a leaving variable  $\ell$  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  $\ell$  it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.

## Summary: How to choose pivot-elements

- ▶ 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  $\tilde{c}_e$ .
- ▶ If  $A_{ie} \leq 0$  for all  $i \in \{1, \dots, m\}$  then the maximum is not bounded.
- ▶ Otw. choose a leaving variable  $\ell$  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  $\ell$  it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.



## Summary: How to choose pivot-elements

- ▶ 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  $\tilde{c}_e$ .
- ▶ If  $A_{ie} \leq 0$  for all  $i \in \{1, \dots, m\}$  then the maximum is not bounded.
- ▶ Otw. choose a leaving variable  $\ell$  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  $\ell$  it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.

## Summary: How to choose pivot-elements

- ▶ 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  $\tilde{c}_e$ .
- ▶ If  $A_{ie} \leq 0$  for all  $i \in \{1, \dots, m\}$  then the maximum is not bounded.
- ▶ Otw. choose a leaving variable  $\ell$  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  $\ell$  it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.

## Summary: How to choose pivot-elements

- ▶ 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  $\tilde{c}_e$ .
- ▶ If  $A_{ie} \leq 0$  for all  $i \in \{1, \dots, m\}$  then the maximum is not bounded.
- ▶ Otw. choose a leaving variable  $\ell$  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  $\ell$  it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.

## Summary: How to choose pivot-elements

- ▶ 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  $\tilde{c}_e$ .
- ▶ If  $A_{ie} \leq 0$  for all  $i \in \{1, \dots, m\}$  then the maximum is not bounded.
- ▶ Otw. choose a leaving variable  $\ell$  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  $\ell$  it may happen that the algorithm runs into a cycle where it does not escape from a degenerate vertex.

# Termination

## 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**.

## How do we come up with an initial solution?

- ▶  $Ax \leq b, x \geq 0$ , and  $b \geq 0$ .
- ▶ The standard slack form for this problem is  $Ax + Is = b, x \geq 0, s \geq 0$ , 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?

## How do we come up with an initial solution?

- ▶  $Ax \leq b, x \geq 0$ , and  $b \geq 0$ .
- ▶ The standard slack form for this problem is  $Ax + Is = b, x \geq 0, s \geq 0$ , 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?

## How do we come up with an initial solution?

- ▶  $Ax \leq b, x \geq 0$ , and  $b \geq 0$ .
- ▶ The standard slack form for this problem is  $Ax + Is = b, x \geq 0, s \geq 0$ , 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?



## How do we come up with an initial solution?

- ▶  $Ax \leq b, x \geq 0$ , and  $b \geq 0$ .
- ▶ The standard slack form for this problem is  $Ax + Is = b, x \geq 0, s \geq 0$ , 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?

## How do we come up with an initial solution?

- ▶  $Ax \leq b, x \geq 0$ , and  $b \geq 0$ .
- ▶ The standard slack form for this problem is  $Ax + Is = b, x \geq 0, s \geq 0$ , 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?

# Two phase algorithm

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

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

maximize  $0^T x$  s.t.  $Ax = b, x \geq 0$  (Phase I problem)

Simplex, until you have initial feasible.

If you have  $x \geq 0$ , then the original problem is

feasible. You have  $x \geq 0$  with  $Ax = b$ .

From this you can get basic feasible solution.

Now you can start the Simplex for the original problem.

# Two phase algorithm

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

1. Multiply all rows with  $b_i < 0$  by  $-1$ .
2. maximize  $-\sum_i v_i$  s.t.  $Ax + Iv = b, x \geq 0, v \geq 0$  using Simplex.  $x = 0, v = b$  is initial feasible.
3. If  $\sum_i v_i > 0$  then the original problem is infeasible.
4. Otw. you have  $x \geq 0$  with  $Ax = b$ .
5. From this you can get basic feasible solution.
6. Now you can start the Simplex for the original problem.

# Two phase algorithm

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

1. Multiply all rows with  $b_i < 0$  by  $-1$ .
2. maximize  $-\sum_i v_i$  s.t.  $Ax + Iv = b, x \geq 0, v \geq 0$  using Simplex.  $x = 0, v = b$  is initial feasible.
3. If  $\sum_i v_i > 0$  then the original problem is infeasible.
4. Otw. you have  $x \geq 0$  with  $Ax = b$ .
5. From this you can get basic feasible solution.
6. Now you can start the Simplex for the original problem.

# Two phase algorithm

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

1. Multiply all rows with  $b_i < 0$  by  $-1$ .
2. maximize  $-\sum_i v_i$  s.t.  $Ax + Iv = b, x \geq 0, v \geq 0$  using Simplex.  $x = 0, v = b$  is initial feasible.
3. If  $\sum_i v_i > 0$  then the original problem is **infeasible**.
4. Otw. you have  $x \geq 0$  with  $Ax = b$ .
5. From this you can get basic feasible solution.
6. Now you can start the Simplex for the original problem.

# Two phase algorithm

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

1. Multiply all rows with  $b_i < 0$  by  $-1$ .
2. maximize  $-\sum_i v_i$  s.t.  $Ax + Iv = b, x \geq 0, v \geq 0$  using Simplex.  $x = 0, v = b$  is initial feasible.
3. If  $\sum_i v_i > 0$  then the original problem is **infeasible**.
4. Otw. you have  $x \geq 0$  with  $Ax = b$ .
5. From this you can get basic feasible solution.
6. Now you can start the Simplex for the original problem.

# Two phase algorithm

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

1. Multiply all rows with  $b_i < 0$  by  $-1$ .
2. maximize  $-\sum_i v_i$  s.t.  $Ax + Iv = b, x \geq 0, v \geq 0$  using Simplex.  $x = 0, v = b$  is initial feasible.
3. If  $\sum_i v_i > 0$  then the original problem is **infeasible**.
4. Otw. you have  $x \geq 0$  with  $Ax = b$ .
5. From this you can get basic feasible solution.
6. Now you can start the Simplex for the original problem.



# Two phase algorithm

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

1. Multiply all rows with  $b_i < 0$  by  $-1$ .
2. maximize  $-\sum_i v_i$  s.t.  $Ax + Iv = b, x \geq 0, v \geq 0$  using Simplex.  $x = 0, v = b$  is initial feasible.
3. If  $\sum_i v_i > 0$  then the original problem is **infeasible**.
4. Otw. you have  $x \geq 0$  with  $Ax = b$ .
5. From this you can get basic feasible solution.
6. Now you can start the Simplex for the original problem.

## Lemma 29

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.