

**Basic concepts - LP I**

We consider an LP-problem **LP** on standard form:

$$\max cx$$

$$Ax = b$$

$$x \in R_+^n$$

Stated in detail:

$$\max z = c_1x_1 + c_2x_2 + \dots + c_nx_n$$

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2$$

.

.

.

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m$$

$$x \geq 0, \quad i = 1, \dots, n$$

All problems can be transformed to this form.

**Basic concepts - LP II**

- A **solution** to LP satisfies  $Ax = b$ .
- A **feasible solution** to LP satisfies  $Ax = b \wedge x \geq 0$ .
- An **optimal solution** to LP,  $x^*$  is a feasible solution satisfying that for any other feasible solution  $\bar{x}$   
 $cx^* \geq c\bar{x}$
- A **basis** for  $A$  is a set of  $m$  linearly independent columns from  $A$ .
- **The basic solution** corresponding to the basis

$$B = A_{:B} = \{A_{j_1}, \dots, A_{j_m}\}$$

is the solution obtained from  $Ax = b$  by setting  $x_j = 0, j \notin \{j_1, \dots, j_m\}$ . This is unique.

- A **basic solution**  $\tilde{x}$  to LP is a solution, for which a basis  $B$  exists such that  $\tilde{x}$  is the basic solution corresponding to  $B$ .

## Basic concepts - LP III

Consider now the basis

$$B = \{A_{j_1}, \dots, A_{j_m}\}$$

The variables  $x_{j_1}, \dots, x_{j_m}$  are called **basic variables**, the other variables ( $x_j = 0, j \notin \{j_1, \dots, j_m\}$ ) are **non-basic variables**.

The basic solution corresponding to  $B$  is found by

1. set all non-basic variables to 0 in  $Ax = b$ .
2. solve the “remaining system:

$$Bx = b \Leftrightarrow x = B^{-1}b$$

3. value ? - insert !

## Solving LP-problems - Algebra I.

Consider the problem

$$\begin{aligned} \max \quad & cx \\ & Ax = b \\ & x \geq 0 \end{aligned}$$

Suppose that we have a basis  $B$ , a partitioning of  $A$  in a basis-part and a non-basis part  $A = (B \ N)$ , and a corresponding partitioning of the vector of variables  $x$  into  $(x_B \ x_N)$ . The basic solution corresponding to  $B$  is algebraically found as follows::

$$\begin{aligned} \max \quad & cx \\ & Ax = b \quad \mapsto \\ & x \geq 0 \end{aligned}$$

$$\begin{aligned} \max \quad & c_B x_B + c_N x_N \\ & Bx_B + Nx_N = b \quad \mapsto \\ & x_B, x_N \geq 0 \end{aligned}$$

## Solving LP-problems - Algebra II.

Left-multiply with  $B^{-1}$  and move terms to the right:

$$\begin{aligned} \max \quad & c_B x_B + c_N x_N \\ Ix_B + B^{-1}Nx_N &= B^{-1}b \quad \mapsto \\ x_B, x_N &\geq 0 \end{aligned}$$

$$\begin{aligned} \max \quad & c_B x_B + c_N x_N \\ x_B &= B^{-1}b - B^{-1}Nx_N \quad \mapsto \\ x_B, x_N &\geq 0 \end{aligned}$$

Insert the expression for  $x_B$  into the objective fctn:

$$\begin{aligned} \max \quad & c_B(B^{-1}b - B^{-1}Nx_N) + c_N x_N \\ x_B &= B^{-1}b - B^{-1}Nx_N \quad \mapsto \\ x_B, x_N &\geq 0 \end{aligned}$$

Collect terms:

$$\begin{aligned} \max \quad & 0x_B + (c_N - c_B B^{-1}N)x_N + c_B B^{-1}b \\ Ix_B + B^{-1}Nx_N &= B^{-1}b \\ x_B, x_N &\geq 0 \end{aligned}$$

The j'th reduced cost:  $\boxed{\bar{c}_j = c_j - (c_B B^{-1}N)_j}$ .

What is the contents of the Simplex tableau ?

## Solving LP-problems - Algebra II.

$$\begin{aligned} \max cx &= c_B x_B + c_N x_N \\ (B \ N)x &= b \\ x &\geq 0 \end{aligned}$$

$c_B$	$c_N$	0
B	N	b



$$\begin{aligned} \max cx &= (c_N - c_B B^{-1} N) x_N + c_B B^{-1} b \\ x_B &= B^{-1} b - B^{-1} N x_N \\ x_B, x_N &\geq 0 \end{aligned}$$

$$-c_B B^{-1} b$$

0	$c_N - c_B B^{-1} N$	
1 0 . . . . 0		
0 1 . . . . .		
. 1 . . . . .		
. . . . .		
. . . . .	$B^{-1} N$	$B^{-1} b$
. . . . .		
. . . . .		
0 . . . . . 0 1		

**Solving an LP - I**

Consider the problem

$$\max 7p + 11q$$

$$1 \leq p \leq 8$$

$$1 \leq q \leq 3.5$$

$$2p - q \geq 0$$

$$p + q \leq 9$$

$$p, q \geq 0$$

Transform:

$$x_1 = p - 1, \quad x_2 = q - 1 \Leftrightarrow p = x_1 + 1, \quad q = x_2 + 1$$

$$\max 7x_1 + 11x_2 + 18$$

$$0 \leq x_1 \leq 7$$

$$0 \leq x_2 \leq 2.5$$

$$2x_1 - x_2 \geq -1$$

$$x_1 + x_2 \leq 7$$

$$x_1, x_2 \geq -1$$

## Solving an LP - II

In standard form:

$$\begin{aligned} \max \quad & 7x_1 + 11x_2 \quad (+18) \quad NB! \\ & -2x_1 + x_2 + x_3 \quad = 1 \\ & x_1 + x_2 \quad + x_4 \quad = 7 \\ & x_2 + \quad + x_5 \quad = 2.5 \\ & x_1, x_2, x_3, x_4, x_5 \geq 0 \end{aligned}$$

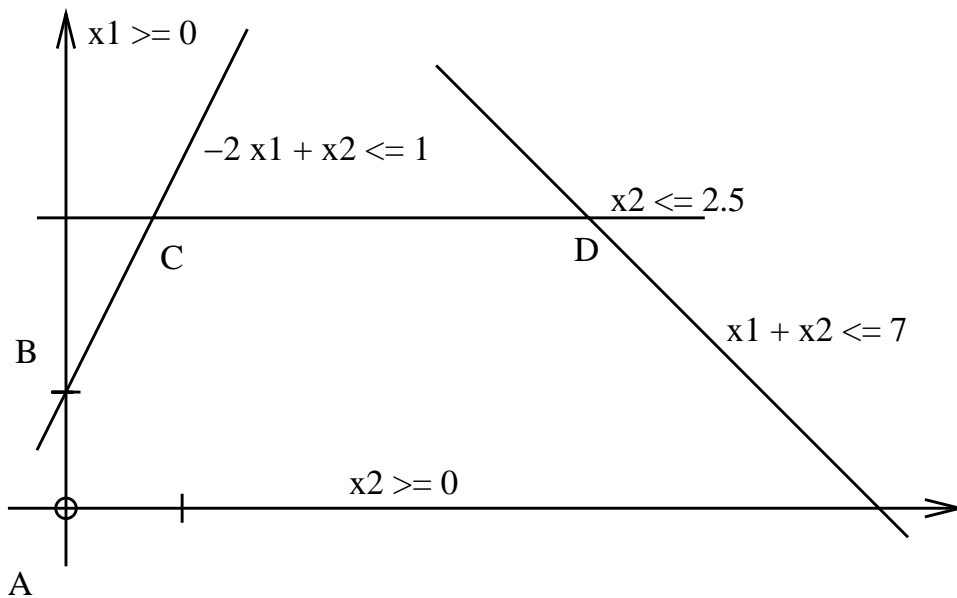
The variables  $x_3, x_4, x_5$  are called **slack variables** and are introduced to obtain a system in standard form.



### Solving an LP - III

Canonical Simplex tableau wrt. the basis {3,4,5}:

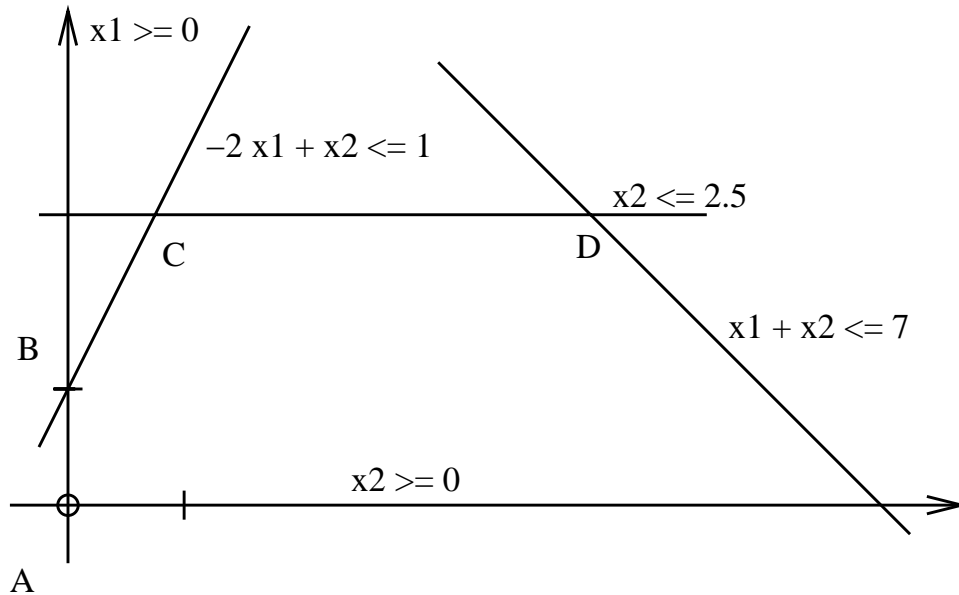
	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	0
Red. Costs	7	11	0	0	0	0
$x_3$	-2	1	1	0	0	1
$x_4$	1	1	0	1	0	7
$x_5$	0	1	0	0	1	2.5



The basic solution:  $(0,0,1,7,2.5)$ . Value: 0 (+18).

Optimal: No - increasing  $x_1$  or  $x_2$  increases the objective function. Interplay with  $x_3, x_4, x_5$  ?

### Solving an LP - IV



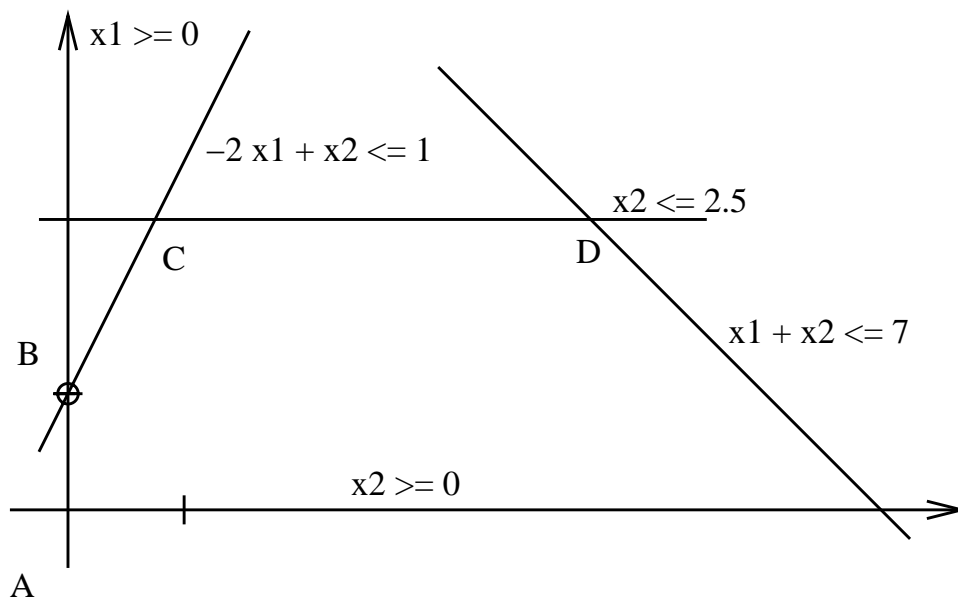
Fix  $x_1$  to 0. The the equation system is

$$\begin{aligned} &max \quad 11x_2 \\ &x_3 = 1 - x_2 \\ &x_4 = 7 - x_2 \\ &x_5 = 2.5 - x_2 \\ &x_2, \dots, x_5 \geq 0 \end{aligned}$$

$x_3, x_4, x_5$  all decrease when  $x_2$  increases.

Increase  $x_2$  as much as possible. Bounds: all variables must stay non-negative.  $x_3$  sets the bound -  $x_2$  can be increased to 1. Find Simplex tableau wrt. the basis  $\{2,4,5\}$ .

### Solving an LP - V

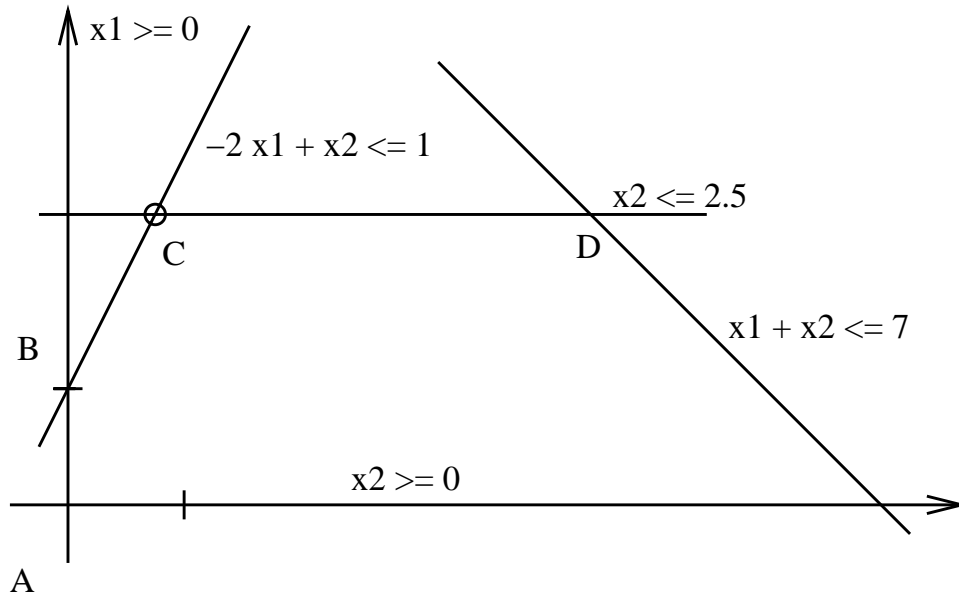


Red. Costs	7	11	0	0	0	0
$x_3$	-2	1	1	0	0	1
$x_4$	1	1	0	1	0	7
$x_5$	0	1	0	0	1	2.5

Red. Costs	29	0	-11	0	0	-11
$x_2$	-2	1	1	0	0	1
$x_4$	3	0	-1	1	0	6
$x_5$	2	0	-1	0	1	1.5

Optimal solution ? No - increase  $x_1$

### Solving an LP - VI

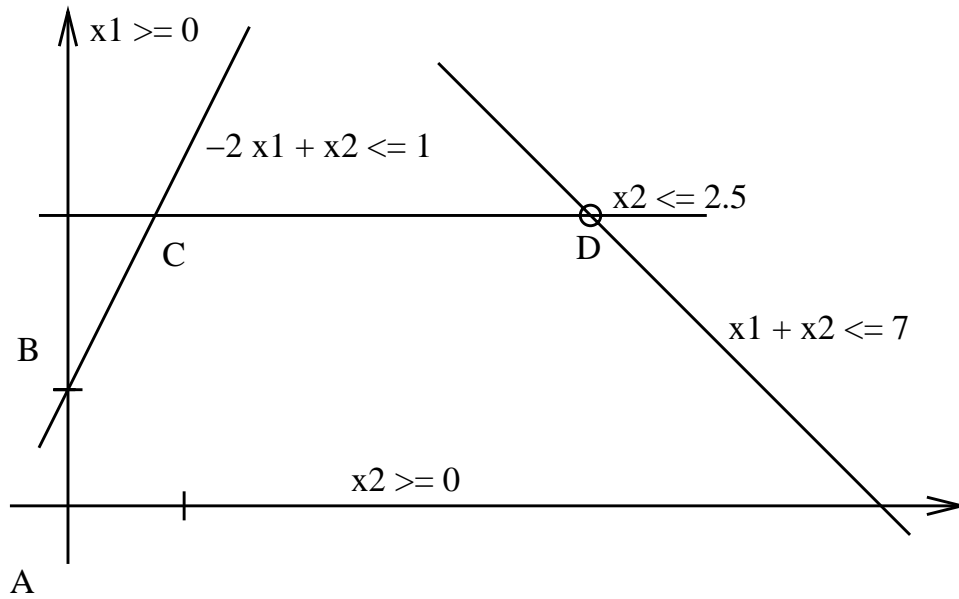


Red. Costs	29	0	-11	0	0	-11
$x_2$	-2	1	1	0	0	1
$x_4$	3	0	-1	1	0	6
$x_5$	<b>2</b>	0	-1	0	1	1.5

Red. Costs	0	0	7/2	0	-29/2	-131/4
$x_3$	0	1	0	0	1	5/2
$x_4$	0	0	1/2	1	-3/2	15/4
$x_1$	1	0	-1/2	0	1/2	3/4

Optimal solution ? No - increase  $x_3$

### Solving an LP - VII



Red. Costs	0	0	$7/2$	0	$-29/2$	$-131/4$
$x_3$	0	1	0	0	1	$5/2$
$x_4$	0	0	<b><math>1/2</math></b>	1	$-3/2$	$15/4$
$x_1$	1	0	$-1/2$	0	$1/2$	$3/4$

Red. Costs	0	0	0	-7	-4	-59
$x_2$	0	1	0	0	1	$5/2$
$x_3$	0	0	1	2	-3	$15/2$
$x_1$	1	0	0	1	-1	$9/2$

Optimal solution ? Yes ! No variables can be increased without decreasing the objective function.

## The Simplex Algorithm for LP I

The procedure just completed is called the Simplex Algorithm and can be described as follows:

**Input:** A maximization-LP-problem in canonical form with respect to a basis, i.e. such that the columns of the basic variables are unit vectors, and that each basic variable has 0 as coefficient in the objective function.

- optimal := unbounded := “no” ;
- while optimal = “no” and unbounded = “no” do
  - if  $\bar{c}_j \leq 0$  for all  $j$  then optimal := “yes” else
  - choose  $s$  with  $\bar{c}_s > 0$  (often largest positive); \*)
  - j is pivot column**
  - if  $\bar{a}_{is} \leq 0$  for all  $i$  then unbounded := “yes” else
  - \* find  $q = \min_{i:\bar{a}_{is}>0} \{\bar{b}_i/\bar{a}_{is}\} = \bar{b}_r/\bar{a}_{rs}$
  - r is pivot row**,  $q$  is the increase in objective function value from the current basic solution to new (to be constructed).
  - \* pivot on  $\bar{a}_{rs}$

\*) : If the problem in question is a minimization problem, then “ $\bar{c}_j > 0$  (often largest positive)” is to be “ $\bar{c}_j < 0$  (often smallest negative)”.

Pivot ? - Exact description ?

## The Simplex Algorithm for LP - pivoting

The Pivot operation on  $\overline{a_{rs}}$ :

1. Divide row  $r$  with  $\overline{a_{rs}}$  to produce tableau with a 1 in row  $r$ , column  $s$

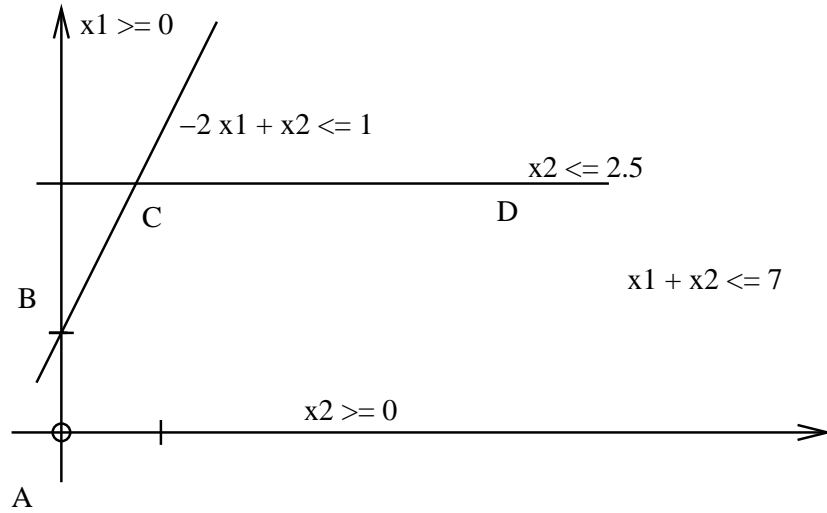
$$\overline{a_{rj}} := \overline{a_{rj}} / \overline{a_{rs}}, \quad j \in \{1, \dots, n\}$$

2. For each other row  $p$  (including the “objective function row”), subtract a multiple of row  $r$  such that  $\overline{a_{ps}}$  becomes 0 in the new tableau:

- $\overline{a_{pj}} := \overline{a_{pj}} - (\overline{a_{rj}} / \overline{a_{rs}}) \cdot \overline{a_{ps}} \quad j \in \{1, \dots, n\}$

- $\overline{b_p} := \overline{b_p} - (\overline{b_r} / \overline{a_{rs}}) \cdot \overline{a_{ps}}$

### Removing a constraint



Red. Costs	7	11	0	0	0
$x_3$	-2	<b>1</b>	1	0	1
$x_4$	0	1	0	1	2.5
Red. Costs	29	0	-11	0	-11
$x_2$	-2	1	1	0	1
$x_4$	<b>2</b>	0	-1	1	1.5
Red. Costs	0	0	7/2	0	-131/4
$x_2$	0	1	0	0	5/2
$x_1$	1	0	-1/2	0	3/4

The problem is **unbounded** -  $x_3$  can be increased infinitely, increasing the objective function all the way ...



### Optimality argument I

- The Simplex tableau for the basis  $\{1,2,3\}$  is just **another representation** of the equations and inequalities of the original problem.
- For any feasible  $x : x \in \{x | Ax = b, x \geq 0\}$  it holds that

$$cx = \bar{c}x + c_B B^{-1}b$$

where  $\bar{c}$  are the reduced costs corresponding to the basis  $B$ .

Example:

Red. Costs	$\bar{c}_1$	$\bar{c}_2$	$\bar{c}_3$	$\bar{c}_4$	$\bar{c}_5$	$-c_B B^{-1}b$
A	7	11	0	0	0	0
C	0	0	7/2	0	-29/2	-131/4
D	0	0	0	-7	-4	-59

$x_1, \dots, x_5$	A-vers.	D-vers.
(0,0,1,7,5/2)	0	$7 \cdot -7 + 5/2 \cdot -4 + 59$
(0,1,0,6,3/2)	$11 \cdot 1$	$6 \cdot -7 + 3/2 \cdot -4 + 59$
(9/2,5/2,15/2,0,0)	$7 \cdot 9/2 + 11 \cdot 5/2$	59

## Optimality argument II

- If for the basis  $B$  it holds that  $\bar{c} \leq 0$ , then  $B$  is optimal because:

$$(1^*) \quad cx = \bar{c}x + c_B B^{-1}b = \bar{c}_N x_N + c_B B^{-1}b$$

for all  $x \in S$  (since  $\bar{c}_B = 0$ ) and

$$(2^*) \quad \bar{c}_N x_N \leq 0 \quad \text{since} \quad \bar{c}_N \leq 0, \quad x \geq 0$$

- The basic solution for  $B$  has all non-basic variables equal 0 and hence have the value

$$c_B B^{-1}b$$

which by (1\*) and (2\*) is the best possible since

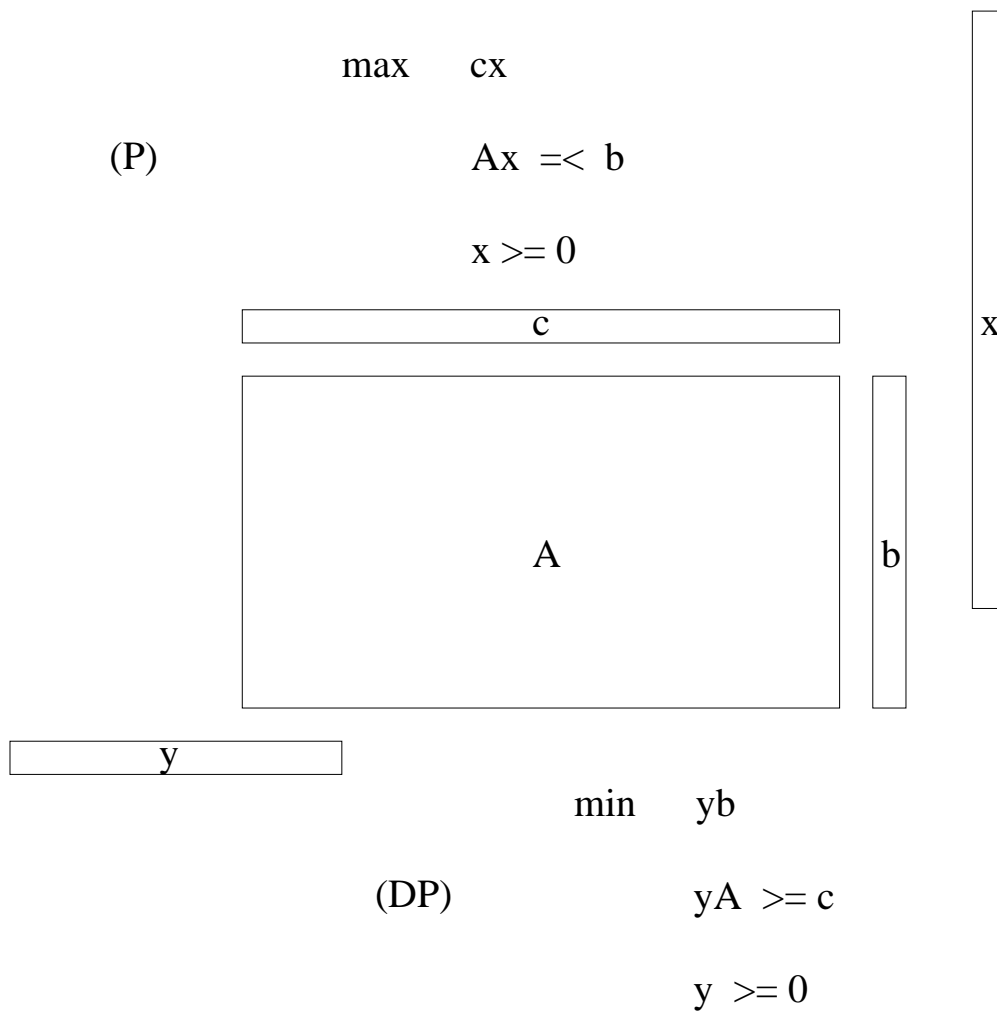
$$(1^*) \wedge (2^*) \Rightarrow cx = \bar{c}_N x_N + c_B B^{-1}b \leq 0 + c_B B^{-1}b, \quad x \in S$$

Convergence ?

Can be shown easily if all basic solutions are different (the problem is **non-degenerate**) - otherwise a mechanism to prevent generating the same basic solution twice during the iterations is necessary.

## Structure of pairs of LP-problems.

LP-problems come in “pairs” – an LP-problem and its dual. The structure of such pairs are illustrated below:



**The Strong Duality Theorem:** If (P) and (DP) both have **feasible** solutions, then both have **optimal** solutions  $\bar{x}$  resp.  $\bar{y}$ , and the optimum values are equal:  $c\bar{x} = \bar{y}b$

## Pairs of primal and Dual LPs.

The connection between the structure of an LP-problem and its dual can be described through the following table. The dual of the dual to a given problem is the problem itself. Equivalent forms of a primal problem have equivalent dual problems.

Primal: Min		Dual: Max	
a) i'th constraint	$\geq$	i'th variable	$\geq 0$
b)        "	$\leq$	"	$\leq 0$
c)        "	$=$	"	free
d) j'th variable	$\geq 0$	j'th constraint	$\leq$
e)        "	$\leq 0$	"	$\geq$
d)        "	free	"	$=$
Primal: Max		Dual: Min	
a) i'th constraint	$\geq$	i'te variable	$\leq 0$
b)        "	$\leq$	"	$\geq 0$
c)        "	$=$	"	free
d) j'th variable	$\geq 0$	j'th constraint	$\geq$
e)        "	$\leq 0$	"	$\leq$
d)        "	free	"	$=$

## Optimality conditions.

**The Complementary Slackness Theorem** is concerned with necessary and sufficient conditions for optimality of feasible solutions  $x$  and  $y$  to a pair of dual LP-problems:

We consider a pair of dual LP-problems, P and DP:

	(P)		(DP)
max	cx	min	yb
	$Ax \leq b$		$yA \geq c$
	$x \geq 0$		$y \geq 0$

and a pair  $\bar{x}, \bar{y}$  of *feasible* solutions to P resp. DP.  $\bar{x}$  and  $\bar{y}$  are **optimal** solution to P resp. DP *if and only if*:

$$\boxed{(\mathbf{b} - \mathbf{A}\bar{\mathbf{x}}) \cdot \bar{\mathbf{y}} = 0 \quad \wedge \quad (\bar{\mathbf{y}}\mathbf{A} - \mathbf{c}) \cdot \bar{\mathbf{x}} = 0}$$

The conditions spelled out are:

$$\forall i : \bar{y}_i(b_i - A_{i \cdot} \bar{x}) = 0$$

$$\forall j : (\bar{y}A_{\cdot j} - c_j)\bar{x}_j = 0$$

## Optimality conditions - revised.

We consider an LP-problem, P:

$$\begin{aligned} \max \quad & cx \\ & A_1x \geq b_1 \\ & A_2x = b_2 \\ & x \text{ free} \end{aligned}$$

A given  $x^o$  is an optimal solution to P *if and only if*:

- 1)  $x^o$  is a feasible solution to P, and
- 2) there exists a vector  $(y_1, y_2)$  satisfying the following:

$$(y_1, y_2) \begin{pmatrix} A_1 \\ A_2 \end{pmatrix} = c \quad (1)$$

$$y_1(b_1 - A_1x^o) = 0 \quad (2)$$

$$y_2(b_2 - A_2x^o) = 0 \quad (3)$$

$$((y_1, y_2) \begin{pmatrix} A_1 \\ A_2 \end{pmatrix} - c)x^o = 0 \quad (4)$$

$$y_1 \leq 0 \quad (5)$$

(1)+(5):  $(y_1, y_2)$  is feasible for the dual problem of P.

(2)+(3)+(4): the compl. slackness thm. holds for

$x^o, (y_1, y_2)$ . (3) holds due to the feasibility of  $x^o$ , and (4) holds due to (1). Thus (3) and (4) are superfluous.

## Optimality conditions - Geometry I

We consider now an LP-problem, P:

$$\begin{array}{ll} \max & cx \\ & Ax \geq b \\ & x \text{ free} \end{array}$$

A given  $x^o$  is an optimal solution to P *if and only if*:

- 1)  $x^o$  is a feasible solution to P, and
- 2) there exists a vector ( $y$ ) satisfying the following:

$$yA = c \quad (1)$$

$$y(b - Ax^o) = 0 \quad (2)$$

$$y \leq 0 \quad (3)$$

What is the geometric interpretation of (1), (2), and (3) ?

The vector  $c$  is the **gradient** of the objective function  $cx$ , i.e. that direction for a move in  $R^n$ , for which the objective function increases most rapidly.

## Optimality conditions - Geometry II

The feasible region  $S$  for  $P, \{x|Ax \geq b\}$ , is defined by the functions

$$a_{11}x_1 + \dots + a_{1n}x_n - b_1 \geq 0, \dots, a_{m1}x_1 + \dots + a_{mn}x_n - b_m \geq 0.$$

The gradients  $(a_{11}, \dots, a_{1n}), \dots, (a_{m1}, \dots, a_{mn})$  for these functions point *into*  $S$ . Condition (1) and (3) state, that at the optimal point of  $S$  - an extreme point,  $Q$  - the gradient of the objective function must be a **non-positive linear combination** of the gradients of the constraints. For  $Q$  (which corresponds to a basic feasible solution), (2) states that the linear combination must be constructed using only the gradients of those constraints, which are **binding** at  $Q$ :

