

Introduction to Optimisation:

Linear Programming: Basics. Introduction to Simplex method

Lecture 2

Lecture notes by Dr. Julia Memar and Dr. Hanyu Gu and with an acknowledgement to Dr.FJ Hwang and Dr.Van Ha Do

Standard form

→ Linear program

An LP must be presented in the standard form, if we wish to use the *Simplex method*

1. all constraints are in the form of equations
2. all variables are nonnegative
3. all rhs are nonnegative

$$\max z \text{ (or min } z) = c_1x_1 + c_2x_2 + \dots + c_nx_n$$

OF

$$\text{s.t.} \quad a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1$$

constraints

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

⋮

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

$b_i \geq 0$

$$x_1, x_2, \dots, x_n \geq 0$$

Nonnegativity of Decision Variables

- Any *urs* variable x can be presented as $x = p - q$, where $p, q \geq 0$.

- Example:

$$\begin{aligned} \min z &= 2x_1 + 30x_2 \\ \text{s.t.} \quad &4x_1 + 7x_2 \geq 1 \\ &8x_1 + 5x_2 \geq 3 \\ &6x_1 + 9x_2 \geq -2 \\ &x_1, x_2 \text{ urs} \end{aligned} \quad (*)$$

↓
unrestricted
in sign

Set $x_1 = p_1 - q_1$ and $x_2 = p_2 - q_2$. The equivalent LP (**):

where $p_i \geq 0$ and $q_i \geq 0$

$$\min z' = 2p_1 - 2q_1 + 30p_2 - 30q_2$$

$$\begin{aligned} \text{s.t.} \quad &4p_1 - 4q_1 + 7p_2 - 7q_2 \geq 1 \\ &8p_1 - 8q_1 + 5p_2 - 5q_2 \geq 3 \\ &6p_1 - 6q_1 + 9p_2 - 9q_2 \geq -2 \\ &p_1, p_2, q_1, q_2 \geq 0 \end{aligned}$$

$$\begin{aligned} &4p_1^* - 4q_1^* + 7p_2^* - 7q_2^* \geq 1 \\ &4(p_1^* - q_1^*) + 7(p_2^* - q_2^*) \geq 1 \\ &4x_1^* + 7x_2^* \geq 1 \end{aligned}$$

Nonnegativity of Decision Variables

- Show how to construct a solution for the original problem (*) using an optimal solution for the equivalent problem (**) – we assume that it exists.
- Will the constructed solution be optimal for (*)?

Let p_1^* p_2^* q_1^* q_2^* - be the optimal
s-n for the equivalent problem (**)

Then $x_1^* = p_1^* - q_1^*$

$x_2^* = p_2^* - q_2^*$

① $x^* = \begin{pmatrix} x_1^* \\ x_2^* \end{pmatrix}$ is feasible due to feasibility
of (p^*, q^*)

②. Assume x^* is not optimal, and
there exists $x' \rightarrow$ optimal: $z(x') < z(x^*)$
construct p', q' :

if $x_i' < 0 \rightarrow p_i' = 0 ; q_i' = -x_i' ;$
 $x_i' = p_i' - q_i' ; p_i \geq 0 ; q_i \geq 0 .$
 $x_i' > 0 \rightarrow p_i' = x_i' ; q_i' = 0$

$z'(p_1' p_2' q_1' q_2') < z'(p_1^* p_2^* q_1^* q_2^*)$
 \downarrow
 x^0 as $(p_1^* p_2^* q_1^* q_2^*)$ is optimal

Slack and Surplus Variables

- Any inequality constraint can be converted into an equality constraint by adding slack or subtracting surplus nonnegative variables:

$$\begin{aligned}x_1 - 2x_2 &\leq 3 \\x_1, x_2 &\geq 0\end{aligned}$$



slack variable

$$\begin{aligned}x_1 - 2x_2 + s_1 &= 3 \\x_1, x_2, s_1 &\geq 0\end{aligned}$$

$$\begin{aligned}2x_1 + x_2 &\geq 3 \\x_1, x_2 &\geq 0\end{aligned}$$



Excess variable

↓

$$\begin{aligned}2x_1 + x_2 - e_1 &= 3 \\x_1, x_2, e_1 &\geq 0\end{aligned}$$

$$2x_1 + x_2 = -2$$

Standard form - summary

To bring an LP to the standard form:

- **Objective function**: if you wish to change objective function from minimisation (or maximisation) form, multiply it by -1 to convert the objective to a maximisation (or minimisation) one.
- **Constraints**: Convert any inequality to an equality constraint by the addition of slack or surplus variables (as appropriate).
- **RHS**: If any rhs b_i is negative, multiply the whole constraint by -1 .
- **Variables**: Any *urs* x_j can be replaced by two nonnegative variables x'_j and x''_j :

$$x_j = x'_j - x''_j$$

What if I have

$$x_i \leq 0 \rightarrow \begin{array}{l} x_i' = -x_i \\ \downarrow \\ x_i' \geq 0 \end{array}$$

both sides

Standard form

$$\min z = 2x_1 + 30x_2$$

$$c = \begin{pmatrix} 2 \\ 30 \end{pmatrix}$$

$$c^T = (2, 30)$$

The LP problem in the standard form:

$$\max z \text{ (or min } z) = c^T x$$

$$c = \begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}_{n \times 1} \quad x = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix}_{n \times 1} \quad \text{s.t. } Ax = b, \quad \begin{matrix} \downarrow \\ (1 \times n) \times (n \times 1) \end{matrix}$$
$$x \geq 0$$

$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} \\ a_{21} & \vdots & & & \\ \vdots & \vdots & & & \\ a_{m1} & a_{m2} & & & \dots & a_{mn} \end{pmatrix}_{m \times n}$$

where x and c are n -dimensional vectors, A is an $m \times n$ matrix, and b is an m -dimensional vector. Note that $b \geq 0$.

$$b = \begin{pmatrix} b_1 \\ \vdots \\ b_m \end{pmatrix}_{m \times 1}$$

vector of RHS


Standard form - assumptions

- We assume that $(A|b)$ is *consistent*, that is that after application of Gaussian–Jordan method there are no rows $[0\ 0\ 0\ \dots\ 0|c]$; $c \neq 0$

$$(I | A^{-1} b)$$

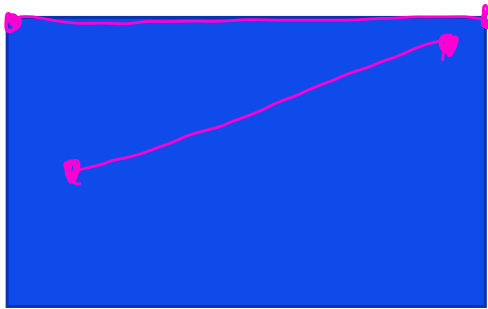
- If $n > m$, then the number of variables is greater than the number of constraints,

Then the system has $n - m$ degrees of freedom.

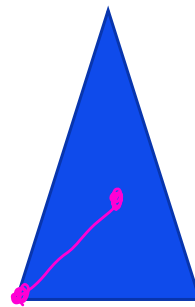
- Give an example of an LP with consistent $(A|b)$ and $n > m$ that's infeasible (without a feasible solution) → HW 

Fundamental Law of LP: definitions

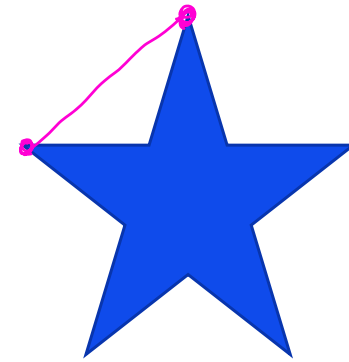
- **Convex set:** A set S in n -dimensional space is *convex* if for any two points x_1 and x_2 from S any point of the line segment connecting x_1 and x_2 also belongs to S . In other words, a set S is a convex set if the line segment joining any pair of points in S is wholly contained in S .



convex ?
YES



convex ?
YES

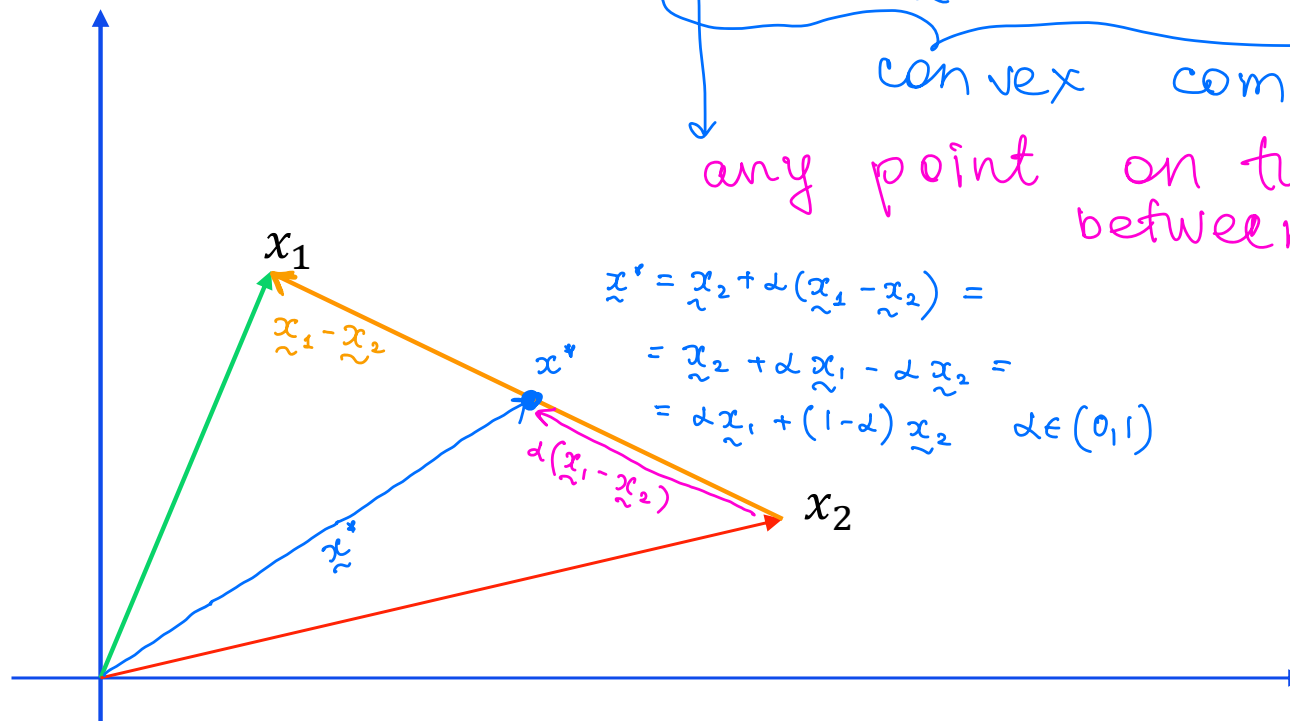


convex ?
NO

Fundamental Law of LP: definitions

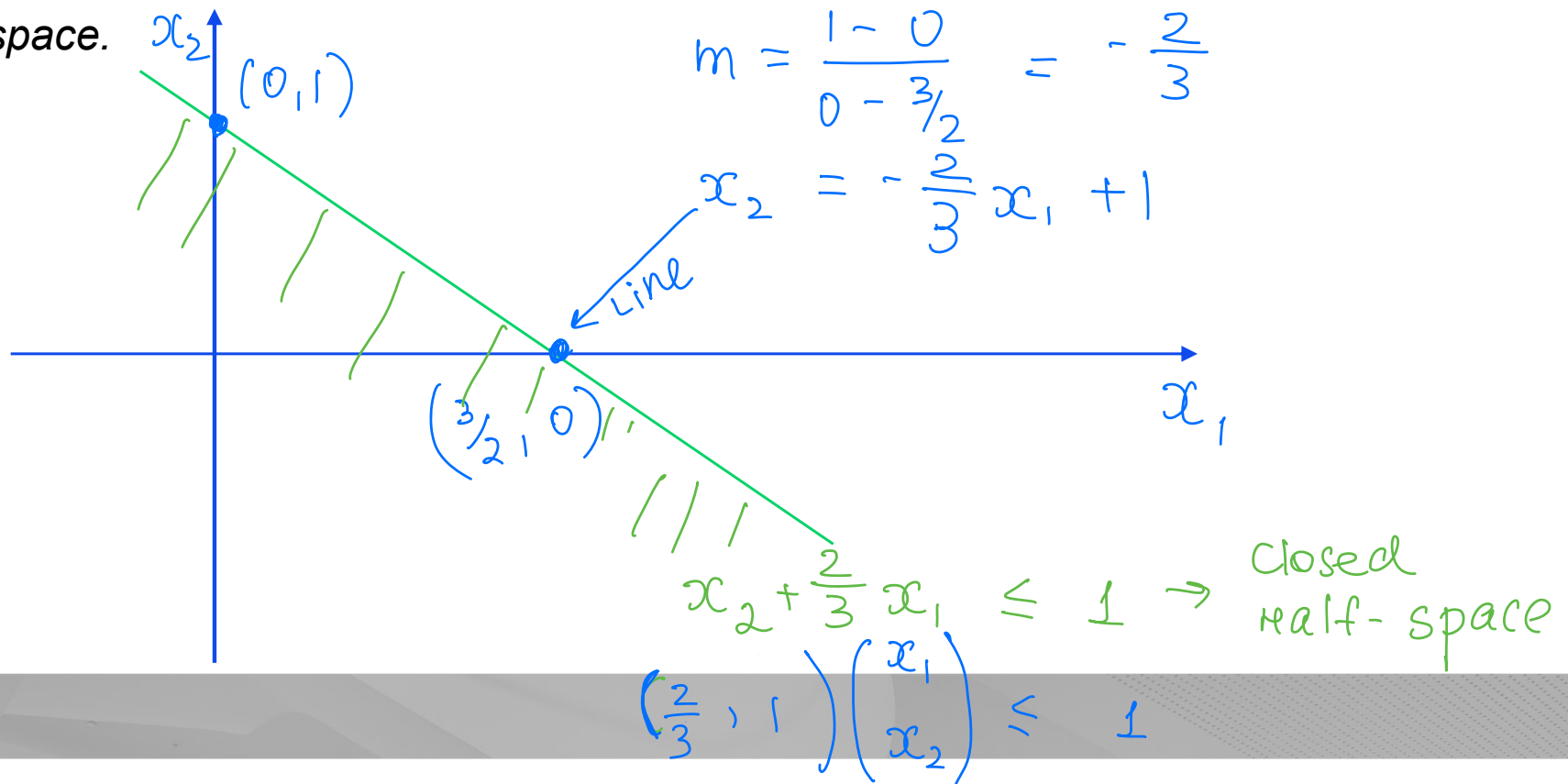
- **Convex set:** For any two points x_1 and x_2 in S and $\alpha \in (0,1)$, $x^* = \alpha x_1 + (1 - \alpha)x_2: x^* \in S$

$$x^* = \alpha \tilde{x}_1 + (1-\alpha) \tilde{x}_2$$
 convex combination
 any point on the interval between x_1 and x_2



Fundamental Law of LP: definitions

- **Closed half-space:** for a given an n -dimensional row vector a and a constant b , a *closed half-space* is the set of all vectors (or points) x in n -dimensional space satisfying $ax \leq b$.
- The set of vectors for which $ax = b$ is called **the boundary** of the closed half-space.

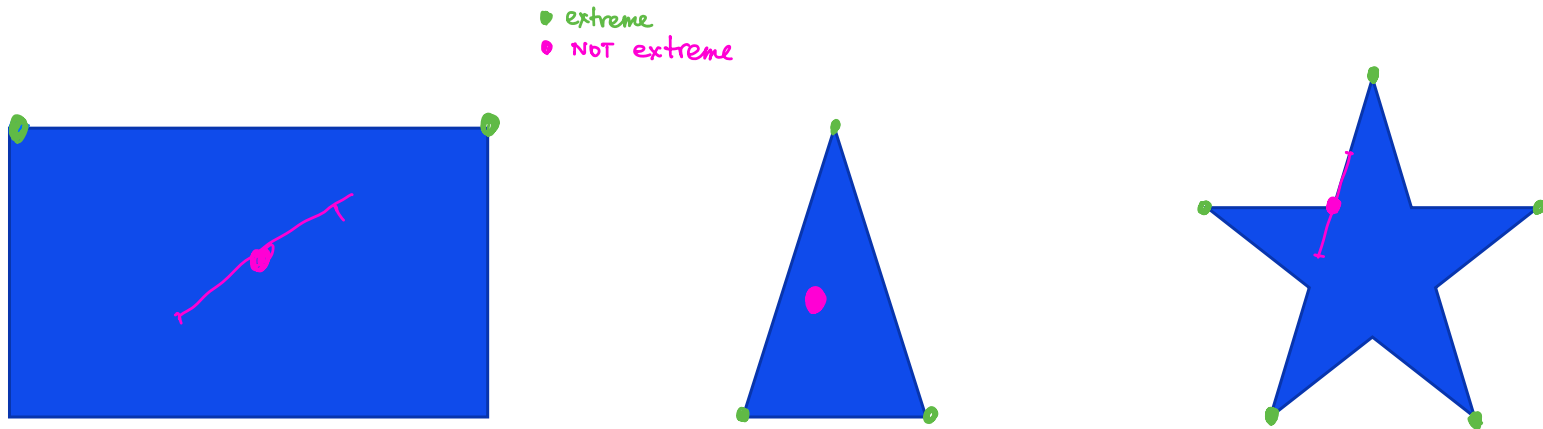


Fundamental Law of LP: definitions

- **Extreme point:** Given a convex set S of n –dimensional vectors, a point x^* is called an *extreme point* (or a corner point) of S if there are no two points x_1 and x_2 in S and a value $\alpha \in (0,1)$, such that

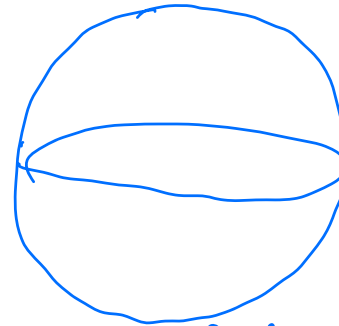
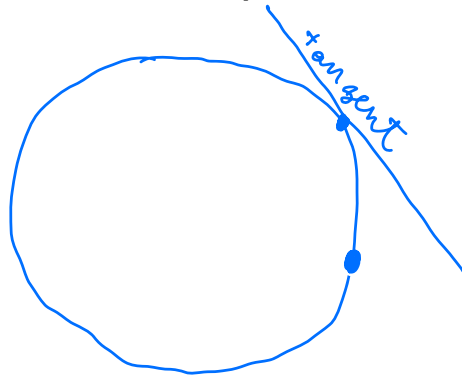
$$x^* = \alpha x_1 + (1 - \alpha)x_2$$

Or any line segment which lies in S and contains x^* has x^* as its end point.

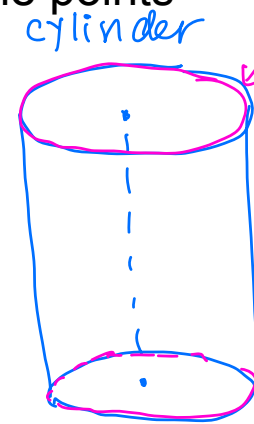


Exercise

- Give an example of convex set with infinite number of extreme points

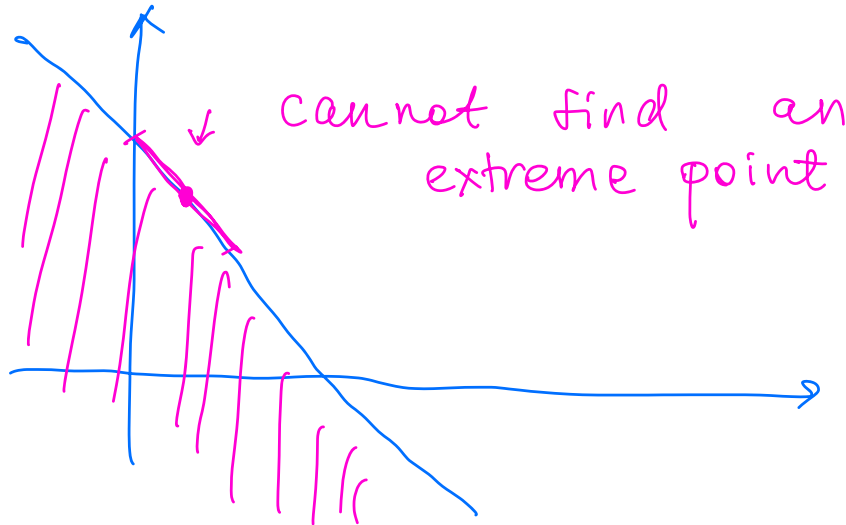


any point on surface is extreme



extreme points on the edges

- Can you find an extreme point for the closed half space which is a convex set?



Fundamental Law of LP: main results

- Lemma 1 Every closed half-space is a convex set.

Let S be a closed half-space:

$$\text{any } x \in S \quad ax \leq b$$

↓
in

Let $x_1 \in S$; $x_2 \in S$:

$$ax_1 \leq b \quad , \quad ax_2 \leq b \quad \bullet$$

Let $x^* = \alpha x_1 + (1-\alpha)x_2$; $\alpha \in (0,1)$

$$ax^* = \alpha ax_1 + (1-\alpha)ax_2 \leq \alpha b + (1-\alpha)b = b$$

$$ax^* \leq b \quad \rightarrow \quad x^* \in S \quad \rightarrow \quad S \text{ is convex}$$

➤ *Lemma 2* The intersection of any collection of convex sets is a convex set.

Prove lemma 2 (at some) 

Fundamental Law of LP: main results

- **Theorem 1** The feasible set of an LP problem is convex (assuming empty set is convex).

1. by lemma 1 every LP constraint is a closed-half space is convex
2. Feas. region is the overlap of all closed-half spaces that represent the constraints by lemma 2, Feas. region is convex (as intersection of convex sets)

Fundamental Law of LP: main results

For all results below we assume that an LP **in a standard form**

- *Lemma 3* If $x = 0$ is a feasible solution of an LP, then it is an extreme point.
- *Lemma 4* For an LP, $x \neq 0$ is an extreme point if and only if the columns of A corresponding to the non-zero x_i are linearly independent.
- *Lemma 5* If the LP is feasible, then it has an extreme point.
- **Theorem 2** The feasible region for **any LP** has a finite number of extreme points.

n ⁵⁰ 2 ⁵⁰
 Finite number

For any extreme point
 There a set of linear-Ind
 columns of A .

$N_{\text{Extreme points}} \leq N_{\text{of combinations}} = \binom{n}{1} + \binom{n}{2} + \binom{n}{3} + \dots + \binom{n}{n}$

$\binom{n}{k} = \frac{n!}{k!(n-k)!}$

↑ chose k out of n

$$1 \leq k \leq n$$

Fundamental Law of LP: main results



- **Theorem 3** If the feasible set is non-empty and one optimal solution exists to the LP, then there is an optimal solution at one of the extreme points.
- For an LP, if objective function value is bounded, then optimal solution exists.

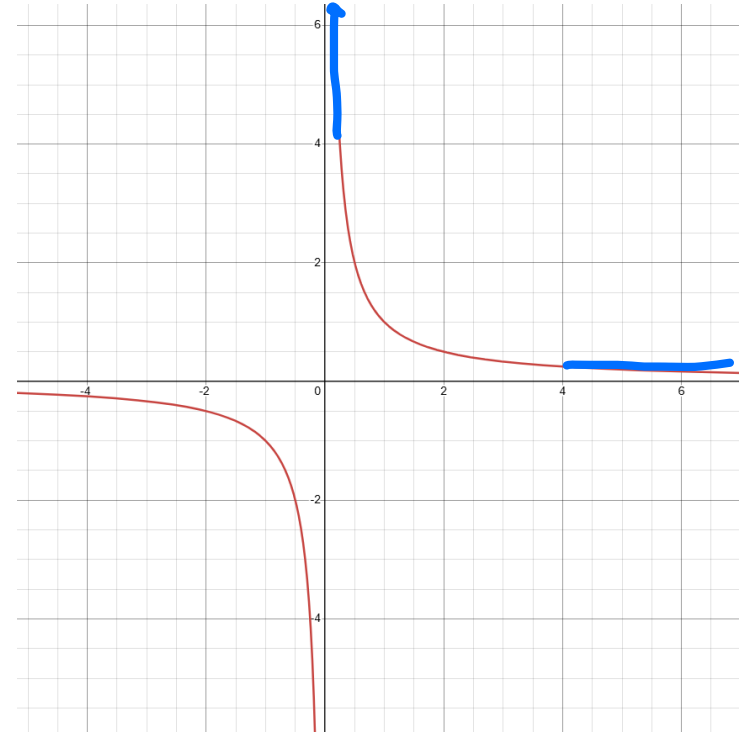
Fundamental Law of LP: main results

In general, there may be three cases for the type of optimal objective function value:

➤ Finite with at least one optimal solution

➤ Bounded but not obtainable (consider $\min \frac{1}{x} \quad x > 0$) = \circ

➤ Unbounded (therefore no optimal solution, and may/may not have a convergent sequence, consider $\max \frac{1}{x} \quad x > 0$) ∞



Basic Feasible Solution (BFS)

$$5x_1 + 2x_2 + x_3 = 1$$

$$3x_1 + x_2 - x_4 = 2$$

$$A = \begin{pmatrix} 5 & 2 & 1 & 0 \\ 3 & 1 & 0 & -1 \end{pmatrix}$$

(1) $x_1 \quad x_2 \quad x_3 \quad x_4$

(2) $A_1 \quad A_2 \quad A_3 \quad A_4$

Consider an LP with constraints

$$Ax = b,$$

$$x \geq 0$$

Assume that $n > m$, $rank(A) = m$, and the feasible region is not empty.

Basic feasible solution:

$$x = \begin{pmatrix} x_1 \\ \vdots \\ x_m \\ x_{m+1} \\ \vdots \\ x_n \end{pmatrix} \rightarrow x_{m+1} = \dots = x_n = 0$$

- Set $n - m$ components of x , to zero.
- Hence if remaining m columns of A are linearly independent, then there exists unique solution.
- Basic *feasible* solution is the unique solution for the m components together with $n - m$ zero components.
- The m components are called *basic variables* x_B and the zero components are called *non-basic variables* x_N .

$$|x_B| = m$$

$$|x_N| = n - m$$

Basic Feasible Solution (BFS)

B is comprised of the columns corresponding to x_B ; $N \rightarrow$ to x_N

$$A_{m \times n}$$

➤ BFS:

$$(x_1, x_2, x_3, \dots, x_n)^T = (x_B \mid x_N)^T, \text{ and } A = \left(\underbrace{B}_{m \times m} \mid \underbrace{N}_{m \times (n-m)} \right)$$

Then (1) can be presented as :

$$Ax = b$$

$$(B \mid N) \begin{pmatrix} x_B \\ x_N \end{pmatrix} = b$$

$$Bx_B + \underbrace{Nx_N}_{=0} = b$$

as $x_N = 0$ for the current BFS

$$Bx_B = b \rightarrow x_B = \underbrace{B^{-1}}_{\text{Inverse of } B} b$$

For the current BFS:

$$\begin{aligned} z &= c^T x = (c_B^T \mid c_N^T) \begin{pmatrix} x_B \\ x_N \end{pmatrix} = \\ &= c_B^T x_B + c_N^T x_N = c_B^T B^{-1} b \end{aligned}$$

\downarrow
 $B^{-1}b$

\parallel
 \emptyset

$$z = c_B^T B^{-1} b$$

Basic Feasible Solution (BFS)

Lemma 6 For an LP, x is an extreme point if and only if it is a basic feasible solution. It is assumed that the LP is **in a standard form**.

Theorem 4 *If the feasible set is non-empty and one optimal solution exists to the LP, then there is a basic feasible solution giving the optimal value.*

- Degeneracy – if more than one bfs represents the same extreme point of the feasible set – to be discussed later.....

Basic Feasible Solution (BFS)

➤ Example:

$$\max 5x_1 + 4x_2$$

s.t.

$$3x_1 + 2x_2 \leq 120$$

$$x_1 + x_2 \leq 50$$

$$x_1, x_2 \geq 0$$

➤ Standard form:

$$\max 5x_1 + 4x_2 + 0s_1 + 0s_2$$

s.t.

$$3x_1 + 2x_2 + s_1 = 120$$

$$x_1 + x_2 + s_2 = 50$$

$$x_1, x_2, s_1, s_2 \geq 0$$

$$n = 4$$

$$; m = 2$$

$$A = \begin{pmatrix} 3 & 2 & 1 & 0 \\ 1 & 1 & 0 & 1 \end{pmatrix}$$

$$x = \begin{pmatrix} x_1 \\ x_2 \\ s_1 \\ s_2 \end{pmatrix}$$

$$b = \begin{pmatrix} 120 \\ 50 \end{pmatrix}$$

$$c = \begin{pmatrix} 5 \\ 4 \\ 0 \\ 0 \end{pmatrix}$$

$$|x_B| = 2$$

$$|x_N| = 2$$

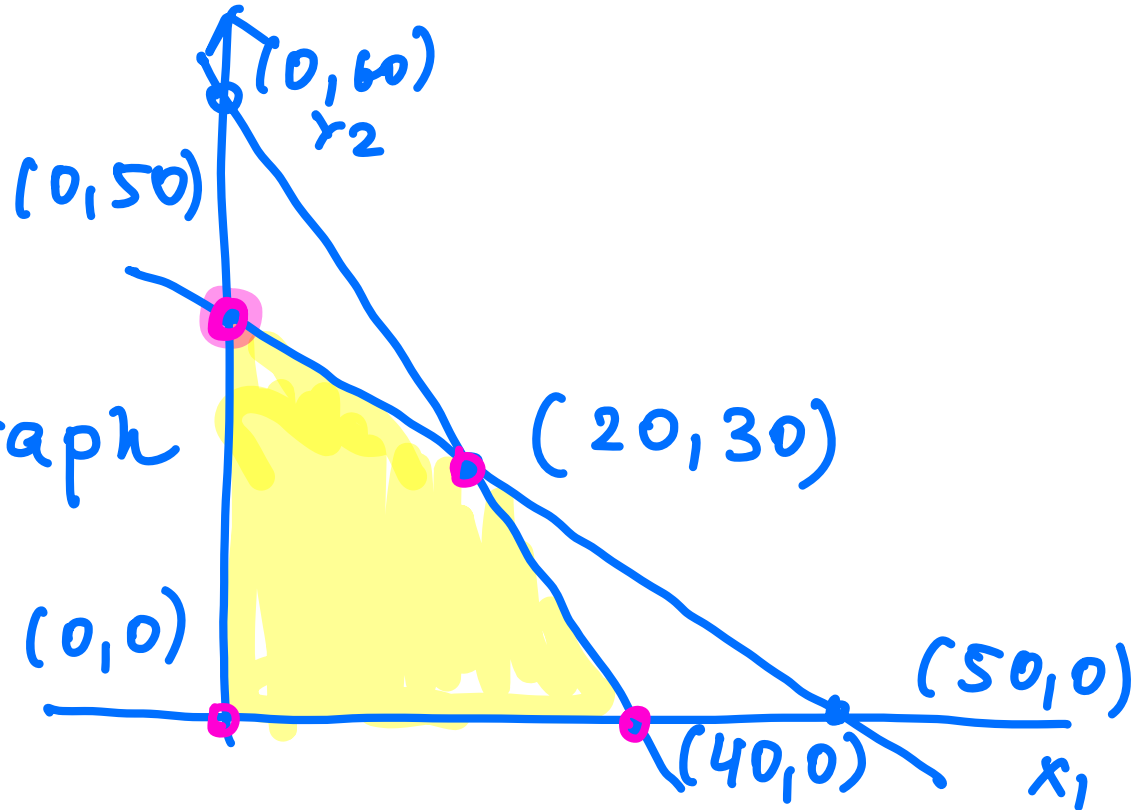
Basic Feasible Solution (BFS)

Possible combinations of potential bfs:

$${}^2C_4 = \frac{4!}{2!2!} = 6$$

4 extreme points

6 points on the graph



$x_1 \ x_2 \ s_1 \ s_2$

① $x_B = \begin{pmatrix} s_1 \\ s_2 \end{pmatrix} \rightarrow \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} = x_N \rightarrow \text{point } (0,0)$

$x_B = B^{-1} b$; $B = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = B^{-1} \rightarrow x_B = b = \begin{pmatrix} 120 \\ 50 \end{pmatrix}$

BFS: $(0, 0, 120, 50) \rightarrow \text{extreme point}$

$z = c_B^T B^{-1} b = (0, 0) \begin{pmatrix} 120 \\ 50 \end{pmatrix} = \emptyset$

② $x_B = \begin{pmatrix} x_1 \\ s_2 \end{pmatrix} \rightarrow x_N = \begin{pmatrix} s_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} = x_N$

$B = \begin{pmatrix} 3 & 0 \\ 1 & 1 \end{pmatrix} \rightarrow B^{-1} = \frac{1}{3} \begin{pmatrix} 1 & 0 \\ -1 & 3 \end{pmatrix}$

\uparrow
 x_1
 \uparrow
 s_2

$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \rightarrow A^{-1} = \frac{1}{ad-bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$

$x_B = \frac{1}{3} \begin{pmatrix} 1 & 0 \\ -1 & 3 \end{pmatrix} \begin{pmatrix} 120 \\ 50 \end{pmatrix} = \begin{pmatrix} 40 \\ 10 \end{pmatrix}$

BFS: $(40, 0, 0, 10) \rightarrow \text{Feasible} \rightarrow \text{point } (40,0)$

$z(\text{BFS}) = c_B^T B^{-1} b = (5, 0) \begin{pmatrix} 40 \\ 10 \end{pmatrix} = 200$

$$\textcircled{3} \quad x_B = \begin{pmatrix} x_1 \\ s_1 \end{pmatrix} \rightarrow x_N = \begin{pmatrix} s_2 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 6 \end{pmatrix}$$

$$B = \begin{pmatrix} 3 & 1 \\ 1 & 0 \end{pmatrix} \quad B^{-1} = -1 \times \begin{pmatrix} 0 & -1 \\ -1 & 3 \end{pmatrix}$$

$$x_B = \begin{pmatrix} 0 & 1 \\ 1 & -3 \end{pmatrix} \begin{pmatrix} 120 \\ 50 \end{pmatrix} = \begin{pmatrix} 50 \\ -30 \end{pmatrix} < 0$$

$B^{-1}b = (50, 0, -30, 0) \rightarrow$ not a feasible s-n point $(50, 0)$
not extreme point of Feas. region

$$\textcircled{4} \quad x_B = \begin{pmatrix} x_2 \\ s_1 \end{pmatrix} \rightarrow \begin{pmatrix} s_2 \\ x_1 \end{pmatrix} = x_N$$

$$B = \begin{pmatrix} 2 & 1 \\ 1 & 0 \end{pmatrix}; \quad B^{-1} = -1 \begin{pmatrix} 0 & -1 \\ -1 & 2 \end{pmatrix}$$

$$x_B = \underbrace{\begin{pmatrix} 0 & 1 \\ 1 & -2 \end{pmatrix}}_{B^{-1}} \underbrace{\begin{pmatrix} 120 \\ 50 \end{pmatrix}}_b = \begin{pmatrix} 50 \\ 20 \end{pmatrix}$$

BFS = $(0, 50, 20, 0)$ \rightarrow Feasible
point $(0, 50)$ \leftarrow extreme
point

$$z(\text{BFS}) = \underbrace{(4, 0)}_{C_B^T} \underbrace{\begin{pmatrix} 50 \\ 20 \end{pmatrix}}_{B^{-1}b} = 200$$

5

$$x_B = \begin{pmatrix} x_2 \\ s_2 \end{pmatrix} \quad x_N = \begin{pmatrix} s_1 \\ x_1 \end{pmatrix}$$

$$B = \begin{pmatrix} 2 & 0 \\ 1 & 1 \end{pmatrix}; \quad B^{-1} = \frac{1}{2} \begin{pmatrix} 1 & 0 \\ -1 & 2 \end{pmatrix}$$

$$x_B = \frac{1}{2} \begin{pmatrix} 1 & 0 \\ -1 & 2 \end{pmatrix} \begin{pmatrix} 120 \\ 50 \end{pmatrix} = \begin{pmatrix} 60 \\ -10 \end{pmatrix} < 0$$

BFS = $(0, 60, 0, -10)$ - not Feasible
point $(0, 60)$ - not extreme!

⑥

$$x_B = \begin{pmatrix} x_2 \\ x_1 \end{pmatrix} \quad x_N = \begin{pmatrix} s_1 \\ s_2 \end{pmatrix}$$

$$B = \begin{pmatrix} 2 & 3 \\ 1 & 1 \end{pmatrix} \quad B^{-1} = -1 \begin{pmatrix} 1 & -3 \\ -1 & 2 \end{pmatrix}$$

$$x_B = \begin{pmatrix} -1 & 3 \\ 1 & -2 \end{pmatrix} \begin{pmatrix} 120 \\ 50 \end{pmatrix} = \begin{pmatrix} 30 \\ 20 \end{pmatrix}$$

$$\text{BFS} = (20, 30, 0, 0) - \text{feas.}$$

$$z(\text{BFS}) = \begin{pmatrix} 4 & 5 \end{pmatrix} \begin{pmatrix} 30 \\ 20 \end{pmatrix} = 220 - \text{max}$$

$c_2 \quad c_1$

Basic Feasible Solution (BFS)

Feasible region:

