

Assume $\bar{c}_k < 0$:

Limits on the growth of x_k :

Need $x_B \geq 0$.

Recall $x_B = B^{-1}b - B^{-1}a_N x_N$

Only ~~x_k~~ nonzero x_N is x_k , so

$$x_B = B^{-1}b - B^{-1}a^k x_k$$

ie

$$\begin{pmatrix} x_{B_1} \\ \vdots \\ x_{B_r} \\ \vdots \\ x_{B_m} \end{pmatrix} = \begin{pmatrix} \bar{b}_1 \\ \vdots \\ \bar{b}_r \\ \vdots \\ \bar{b}_m \end{pmatrix} - \begin{pmatrix} \bar{a}_{1k} \\ \vdots \\ \bar{a}_{rk} \\ \vdots \\ \bar{a}_{mk} \end{pmatrix} x_k$$

$$\bar{b} = B^{-1}b$$

$$\bar{a}_{ik} = B^{-1}a^k =: \bar{a}^k$$

$$x_B^T = (x_{B_1}, \dots, x_{B_r}, \dots, x_{B_m})$$

Two cases:

i) $\bar{a}_{ik} \leq 0 \quad \forall i \quad 1 \leq i \leq m$.

Now,

$$x_B = \bar{b} - \bar{a}^k x_k \geq \bar{b} \geq 0.$$

Can $x_B = -\bar{a}^k x_k$
 $x_k = 0$
 $x_B = \bar{b}$

So, can increase x_k arbitrarily.

So, objective function value

$$z = c_B B^{-1}b - \bar{c}_k x_k \rightarrow -\infty$$

is unbounded below.

ii) $\bar{a}_{ik} > 0$ for some i .

Increase x_k from 0 to $\Delta > 0$.

$$x_i = \bar{b}_i - \bar{a}_i \Delta \geq 0$$

$$\text{So need } \Delta \leq \frac{\bar{b}_i}{\bar{a}_{ik}}$$

$$\text{So take } \Delta = \min_i \left\{ \frac{\bar{b}_i}{\bar{a}_{ik}} \mid \bar{a}_{ik} > 0 \right\}$$

Say minimum achieved by \bar{a}_{rk} , so $\Delta = \frac{\bar{b}_r}{\bar{a}_{rk}}$

$$\text{So get } x_r = \bar{b}_r - \bar{a}_{rk} \frac{\bar{b}_r}{\bar{a}_{rk}} = 0,$$

for $i_j \in B \setminus \{r\}$,

$$x_i = \bar{b}_i - \frac{\bar{b}_r}{\bar{a}_{rk}} \bar{a}_{ik}$$

$$\geq 0 \quad \text{since } \frac{\bar{b}_i}{\bar{a}_{ik}} \geq \frac{\bar{b}_r}{\bar{a}_{rk}} \text{ if } \bar{a}_{ik} \geq 0$$

Column a^k replaces column a^r in basis.

New BF solution:

$$x_k = \bar{b}_r / \bar{a}_{rk}$$

$$x_{B_i} = \bar{b}_i - \bar{a}_{ik} x_k = \bar{b}_i - \bar{a}_{ik} \frac{\bar{b}_r}{\bar{a}_{rk}} \quad i \in R$$

$$x_{B_r} = 0$$

$$x_j = 0 \quad j \in R \setminus \{k\}$$

} Basic variable

} Nonbasic variables.

$$\text{Min } x_1 + x_2 - 2x_3 - x_4$$

$$\text{s.t. } x_1 + x_2 + x_3 = 2$$

$$x_2 - 2x_3 + 2x_4 = 2$$

$$x_i \geq 0$$

$$B = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \quad B^{-1} = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}$$

$$B^{-1}b = \begin{bmatrix} 2 \\ 2 \end{bmatrix} \quad B^{-1}N = \begin{bmatrix} 3 & -2 \\ 2 & 2 \end{bmatrix}$$

$$\text{Min } z = \begin{bmatrix} 1 & 1 & -2 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} \quad \text{Optimal } z = 0$$

$$\text{s.t. } x_1 + x_2 + 2x_3 - 2x_4 = 0$$

$$x_2 - 2x_3 + 2x_4 = 2$$

$$x_i \geq 0$$

Problem 4

$$B = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$N = \begin{bmatrix} 1 & 1 \\ 1 & 2 \end{bmatrix}$$

$$b = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad w = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$$

Primal

Maximize

$$z = 1 + 2x_1 - 4x_2$$

$$\text{s.t. } x_1 + x_2 + x_3 = 2$$

$$\frac{1}{2}x_1 - x_2 - x_4 = 1$$

Primal

$$\text{Min } z = 7 + 4x_1 + \frac{9}{2}x_2$$

$$\text{s.t. } x_1 + x_2 + x_3 = 2$$

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

Optimal

$$\begin{array}{ccc|cc}
 2 & 2 & 4 & 3 & \\
 \hline
 1 & 2 & -1 & -5 & 2 \\
 0 & & 1 & 0 & 1
 \end{array}$$

Answer: use the above augmented matrix

(1,3) use the above matrix to solve for x

Let $x = 1$

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$$\begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$$

$$x + y = 2$$

$$x - y = 2$$

$$1 \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix} = 3 \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 2 \end{pmatrix} = 3 \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

linearly independent

$$Z = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$W = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$Z^{-1} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$W^{-1} = \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

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

$$W = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

$$Z = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix}$$

$$W = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

Degeneracy

What does it mean if some component of x_B is ~~negative~~ ^{zero}?

Many bases correspond to this BFS.

Defn Let \tilde{x} be a BFS of (P).
 \tilde{x} is a nondegenerate BFS of (P) if exactly m of the components of \tilde{x} are positive. If less than m of the components of \tilde{x} are positive, \tilde{x} is called a degenerate BFS.

Substitute $x_B = B^{-1}b - B^{-1}N x_N$ in objective function:

$$\begin{aligned} \min \quad & c_B^T B^{-1}b - \sum_{j \in N} c_j^T B^{-1}N x_j + c_N^T x_N \\ & x_B + B^{-1}N x_N = B^{-1}b \\ & x_B, x_N \geq 0. \end{aligned}$$

$$\begin{aligned} \text{i.e. } \min \quad & (c_B^T B^{-1}b) + (c_N^T - c_B^T B^{-1}N) x_N \\ & x_B + B^{-1}N x_N = B^{-1}b \\ & x_B, x_N \geq 0. \end{aligned}$$

Defn The vector of reduced costs corresponding to the basis B is the vector $c_N^T - c_B^T B^{-1}N$.

Theorem If the vector of reduced costs is ^{positive}, the point $x_B = B^{-1}b, x_N = 0$ is optimal, provided it is feasible.

Tableau:

Basis	x_N	x_k	$x_{B_1}, \dots, x_{B_r}, \dots, x_{B_m}$	RHS
-z	$c_N - c_B B^{-1} b$	\bar{c}_k	0 ... 0 ... 0	$-c_B B^{-1} b$
x_{B_1}	$B^{-1} a$	\bar{a}_{rk}	1 ... 0	$B^{-1} b$
x_{B_r}			0 ... 1	
x_{B_m}			0 ... 1	

New solution is a bfs because $\bar{a}_{rk} > 0$, so after pivoting, get another identity matrix, so new B^{-1} exists, and new $(B^{-1}b)_r \geq 0$.

1. Pivot

Need: column k
 \bar{a}_{rk} for entering variable.
 $B^{-1}b$.

Here compute $B^{-1}b$

...
 ...
 ...

Adjacency

Two extreme points \tilde{x} and \hat{x} of a convex polyhedron K are said to be adjacent iff every point \bar{x} on the line segment joining them has the property that

if $\bar{x} = \alpha x^1 + (1-\alpha)x^2$, where $0 < \alpha < 1$ and $x^1 \in K$, $x^2 \in K$, then both x^1 and x^2 must themselves be on the line segment joining \tilde{x} and \hat{x} .

Simplex algorithm moves along edges of the polyhedron, from ~~vertex~~ a vertex to a neighbouring vertex which is strictly better.

Defn Let $\tilde{x} \in \mathbb{R}^n$, $\tilde{x} \neq 0$. The ray generated by \tilde{x} is the set $\{x : x = \lambda \tilde{x}, \lambda \geq 0\}$

If $\hat{x} \in \mathbb{R}^n$, the set $\{x : x = \hat{x} + \theta \tilde{x}, \theta \geq 0\}$ is the half-line through \hat{x} parallel to the ray generated by \tilde{x} .