

DM545

Linear and Integer Programming

Lecture 3

**The Simplex Method:
Exception Handling**

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Outline

1. Tableaux and Dictionaries

2. Exception Handling

1. Tableaux and Dictionaries

2. Exception Handling

Tableaux and Dictionaries

$$\begin{aligned} \max \quad & \sum_{j=1}^n c_j x_j \\ & \sum_{j=1}^n a_{ij} x_j \leq b_i, \quad i = 1, \dots, m \\ & x_j \geq 0, \quad j = 1, \dots, n \end{aligned}$$

$$x_{n+i} = b_i - \sum_{j=1}^n a_{ij} x_j, \quad i = 1, \dots, m$$

$$z = \sum_{j=1}^n c_j x_j$$

Tableau

$$\left[\begin{array}{c|c|c|c} I & \bar{A}_N & 0 & \bar{b} \\ \hline 0 & \bar{c}_N & 1 & -d \end{array} \right]$$

\bar{c}_N reduced costs

Dictionary

$$\begin{aligned} x_r &= \bar{b}_r - \sum_{s \notin B} \bar{a}_{rs} x_s, \quad r \in B \\ z &= \bar{d} + \sum_{s \notin B} \bar{c}_s x_s \end{aligned}$$

pivot op.:

choose col with r.c. > 0

choose row with negative sign

update: express entering variable
and substitute in other rows

Example

$$\begin{aligned} \max \quad & 6x_1 + 8x_2 \\ & 5x_1 + 10x_2 \leq 60 \\ & 4x_1 + 4x_2 \leq 40 \\ & x_1, x_2 \geq 0 \end{aligned}$$

	x_1	x_2	x_3	x_4	$-z$	b
x_3	5	10	1	0	0	60
x_4	4	4	0	1	0	40
	6	8	0	0	1	0

$$x_3 = 60 - 5x_1 - 10x_2$$

$$x_4 = 40 - 4x_1 - 4x_2$$

$$z = \quad + 6x_1 + 8x_2$$

...

	x_1	x_2	x_3	x_4	$-z$	b
x_2	0	1	1/5	-1/4	0	2
x_1	1	0	-1/5	1/2	0	8
	0	0	-2/5	-1	1	-64

$$x_1 = 2 - 1/5x_3 + 1/4x_4$$

$$x_2 = 8 + 1/5x_3 - 1/2x_4$$

$$z = 64 - 2/5x_3 - 1x_4$$

1. Tableaux and Dictionaries

2. Exception Handling

Exception Handling

1. Unboundedness
2. More than one solution
 1. one solution
 2. infinite solution
3. Degeneracies
 - ▶ benign
 - ▶ cycling
4. Infeasible starting
 1. $F = \emptyset$
 2. $F \neq \emptyset$ and \exists solution
 1. one solution
 2. infinite solution
 3. $F \neq \emptyset$ and \nexists solution

Unboundedness

$$\begin{aligned} \max \quad & 2x_1 + x_2 \\ & x_2 \leq 5 \\ & -x_1 + x_2 \leq 1 \\ & x_1, x_2 \geq 0 \end{aligned}$$

► Initial tableau

	x1	x2	x3	x4	-z	b
x3	0	1	1	0	0	5
x4	-1	1	0	1	0	1
	2	1	0	0	1	0

► x_2 entering, x_4 leaving

	x1	x2	x3	x4	-z	b
II'=II-I'	1	0	1	-1	0	4
I'=I	-1	1	0	1	0	1
III'=III-I'	3	0	0	-1	1	-1

$-x_1 + x_2 + x_4 = 1$, x_1 can increase without restriction,

$$\theta = \min\left\{\frac{b_i}{a_{is}} : a_{is} > 0, i = 1 \dots, n\right\}$$

$$\begin{aligned} \max \quad & x_1 + x_2 \\ & 5x_1 + 10x_2 \leq 60 \\ & 4x_1 + 4x_2 \leq 40 \\ & x_1, x_2 \geq 0 \end{aligned}$$

► Initial tableau

	x1	x2	x3	x4	-z	b
x3	5	10	1	0	0	60
x4	4	4	0	1	0	40
	1	1	0	0	1	0

► x_2 enters, x_3 leaves

	x1	x2	x3	x4	-z	b
I' = I/10	1/2	1	1/10	0	0	6
II' = II - 4Ix4	2	0	-2/5	1	0	16
III' = III - I	1/2	0	-1/6	0	1	-6

- x_1 enters, x_4 leaves

	x_1	x_2	x_3	x_4	$-z$	b
I' = I - II' / 2	0	1	1/5	-1/4	0	2
II' = II / 2	1	0	-1/5	1/2	0	8
III' = III - II' / 2	0	0	0	-1/4	1	-10

$$\vec{x} = (8, 2, 0, 0), z = 10$$

nonbasic variables typically have reduced costs $\neq 0$. Here x_3 has r.c. = 0. Let's make it enter the basis

- x_3 enters, x_2 leaves

	x_1	x_2	x_3	x_4	$-z$	b
I' = 5I	0	5	1	-5/4	0	10
II' = II + I' / 5	1	1	0	4	0	10
III' = III	0	0	0	-1/4	1	-10

$$\vec{x} = (10, 0, 10, 0), z = 10$$

There are 2 optimal solutions \rightsquigarrow all their convex combinations are optimal solutions:

$$\vec{x} = \sum_i \alpha_i \vec{x}_i$$

$$\alpha_i \geq 0$$

$$\sum_i \alpha_i = 1$$

$$\vec{x}^1 = (8, 2, 0, 0)$$

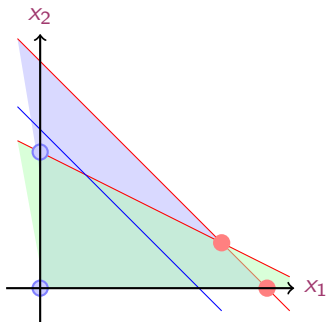
$$\vec{x}^2 = (10, 0, 10, 0)$$

$$x_1 = 8\alpha + 10(1 - \alpha)$$

$$x_2 = 2\alpha$$

$$x_3 = 10(1 - \alpha)$$

$$x_4 = 0$$



Degeneracy

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

► Initial tableau

	x1	x2	x3	x4	-z	b
x3	-1	1	1	0	0	0
x4	1	0	0	1	0	2
	0	1	0	0	1	0

$b_i = 0$ (one basic var. is zero) might lead to cycling

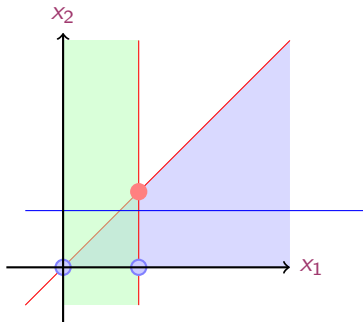
► degenerate pivot step: not improving, the entering variable stays at zero

	x1	x2	x3	x4	-z	b
	-1	1	1	0	0	0
	1	0	0	1	0	2
	1	0	-1	0	1	0

- now nondegenerate:

	x_1	x_2	x_3	x_4	$-z$	b
	0	1	0	1	0	2
	1	0	0	1	0	2
	0	0	-1	-1	1	-2

$$x_1 = 2, x_2 = 2, z = 2$$



$\geq n + 1$ constraints meet at a vertex

Def: **Improving variable**, one with positive reduced cost

Under certain pivoting rules cycling can happen. So far we chose an **arbitrary improving variable** to enter.

Degenerate conditions may appear often in practice but cycling is rare and some pivoting rules prevent cycling. (Ex. 2 Sheet 2 shows the smallest possible example)

Theorem

If the simplex fails to terminate, then it must cycle.

Proof:

- ▶ there is a finite number of basis and simplex chooses to always increase the cost
- ▶ hence the only situation for not terminating is that a basis must appear again. Two dictionaries with the same basis are the same (related to uniqueness of basic solutions)

Pivot Rules

Rules for breaking ties in selecting **entering** improving variables (more important than selecting leaving variables)

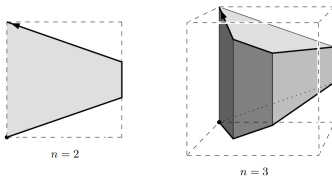
- ▶ **Largest Coefficient**: the improving var with largest coefficient in last row of the tableau.
Original Dantzig's rule, can cycle
- ▶ **Largest increase**: absolute improvement: $\operatorname{argmax}_j \{c_j \theta_j\}$
computationally more costly
- ▶ **Steepest edge** the improving var whose entering into the basis moves the current basic feasible sol in a direction closest to the direction of the vector \vec{c} (ie, maximizes the cosine of the angle between the two vectors):

$$\mathbf{a} \cdot \mathbf{b} = \|\mathbf{a}\| \|\mathbf{b}\| \cos \theta \quad \Longrightarrow \quad \max \frac{\mathbf{c}^T (\mathbf{x}_{\text{new}} - \mathbf{x}_{\text{old}})}{\|\mathbf{x}_{\text{new}} - \mathbf{x}_{\text{old}}\|}$$

- ▶ **Bland's rule** choose the improving var with the lowest index and, if there are more than one leaving variable, the one with the lowest index
Prevents cycling but is slow
- ▶ **Random edge** select var uniformly at random among the improving ones
- ▶ **Perturbation method** perturb values of b_i terms to avoid $b_i = 0$, which must occur for cycling.
To avoid cancellations: $0 < \epsilon_m \ll \epsilon_{m-1} \ll \dots \ll \epsilon_1 \ll 1$
can be shown to be the same as lexicographic method, which prevents cycling

Efficiency of Simplex Method

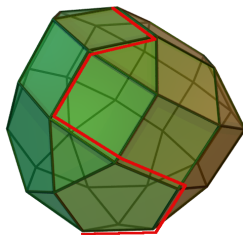
- ▶ Trying all points is $\approx 4^m$
- ▶ In practice between $2m$ and $3m$ iterations
- ▶ Klee and Minty 1978 constructed an example that requires $2^n - 1$ iterations:



- ▶ random shuffle of indexes + lowest index for entering + lexicographic for leaving: expected iterations $< e^{C\sqrt{n \ln n}}$

Efficiency of Simplex Method

- ▶ unknown if there exists a pivot rule that leads to polynomial time.
- ▶ Clairvoyant's rule: shortest possible sequence of steps
Hirsh conjecture $O(n)$ but best known $n^{1+\ln n}$



- ▶ smoothed complexity: slight random perturbations of worst-case inputs
D. Spielman and S. Teng (2001), *Smoothed analysis of algorithms: why the simplex algorithm usually takes polynomial time*
 $O(\max(n^5 \log^2 m, n^9 \log^4 n, n^3 \sigma^{-4}))$