

DM545

Linear and Integer Programming

Lecture 4

## Exception Handling and Initialization

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1. Exception Handling

2. Initialization

## Handling exceptions in the Simplex Method

1. Unboundedness
2. More than one solution
  - a.  $F = \emptyset$
  - b.  $F \neq \emptyset$  and  $\exists$  solution
    - i) one solution
    - ii) infinite solution
  - c.  $F \neq \emptyset$  and  $\nexists$  solution
3. Degeneracies
  - benign
  - cycling
4. Infeasible starting  
Phase I + Phase II

1. Exception Handling

2. Initialization

# 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

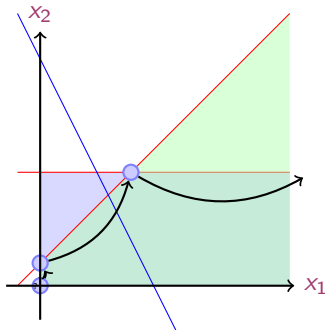
$-x_1 + x_2 + x_4 = 1$ ,  $x_1$  can increase without restriction,

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

- $x_1$  entering,  $x_3$  leaving

	$x_1$	$x_2$	$x_3$	$x_4$	$-z$	$b$
I'=I	1	0	1	-1	0	4
II'=II+I'	0	1	1	0	0	5
III'=III-3I'	0	0	-3	2	1	-13

$x_4$  was already in basis but for both I and II ( $x_2 + 0x_4 = 5$ ),  $x_4$  can increase arbitrarily



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

- 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

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

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

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

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

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

$$\alpha_i \geq 0$$

$$\sum_i \alpha_i = 1$$

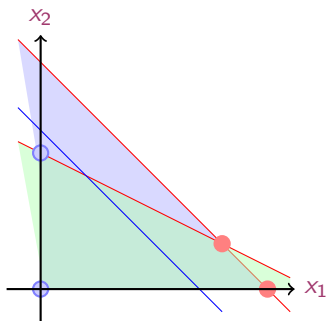
$$\mathbf{x}_1^T = [8, 2, 0, 0]$$

$$\mathbf{x}_2^T = [10, 0, 10, 0]$$

$$\alpha_1 = \alpha$$

$$\alpha_2 = 1 - \alpha$$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \alpha \begin{bmatrix} 8 \\ 2 \\ 0 \\ 0 \end{bmatrix} + (1 - \alpha) \begin{bmatrix} 10 \\ 0 \\ 10 \\ 0 \end{bmatrix}$$



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

$$x_2 = 2\alpha$$

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

$$x_4 = 0$$

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

- 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

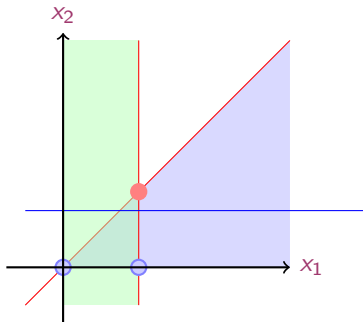
- degenerate pivot step: not improving, the entering variable stays at zero

	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. 7 Sheet 3 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)

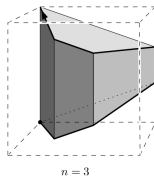
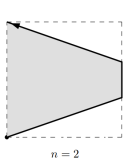
- **Largest Coefficient**: the improving var with largest coefficient in last row of the tableau.  
Original Dantzig's rule, can cycle
- **Largest increase**: absolute improvement:  $\operatorname{argmax}_j \{c_j \theta_j\}$   
computationally more costly
- **Steepest edge** the improving var that if entering in the basis moves the current basic feasible sol in a direction closest to the direction of the vector  $\mathbf{c}$  (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** chooses 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:

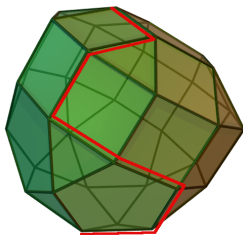


- random shuffle of indexes + lowest index for entering + lexicographic for leaving: expected iterations  $< e^{C\sqrt{n \ln n}}$



# 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*  
 $O(\max(n^5 \log^2 m, n^9 \log^4 n, n^3 \sigma^{-4}))$

1. Exception Handling

2. Initialization

# Initial Infeasibility

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

$$\begin{aligned} \max \quad & x_1 - x_2 \\ & x_1 + x_2 + x_3 = 2 \\ & 2x_1 + 2x_2 - x_4 = 5 \\ & x_1, x_2, x_3, x_4 \geq 0 \end{aligned}$$

- Initial tableau

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

↪ we do not have an initial basic feasible solution!!

In general finding any feasible solution is difficult as finding an optimal solution, otherwise we could do binary search

### Auxiliary Problem (I Phase of Simplex)

We introduce auxiliary variables:

$$\begin{aligned}
 w^* &= \max -x_5 \equiv \min x_5 \\
 x_1 + x_2 + x_3 &= 2 \\
 2x_1 + 2x_2 - x_4 + x_5 &= 5 \\
 x_1, x_2, x_3, x_4, x_5 &\geq 0
 \end{aligned}$$

if  $w^* = 0$  then  $x_5 = 0$  and the two problems are equivalent

if  $w^* > 0$  then not possible to set  $x_5$  to zero.

- Initial tableau

	x1	x2	x3	x4	x5	-z	-w	b
	1	1	1	0	0	0	0	2
	2	2	0	-1	1	0	0	5
z	1	-1	0	0	0	1	0	0
w	0	0	0	0	-1	0	1	0

Keep  $z$  always in basis

- we reach a canonical form simply by letting  $x_5$  enter the basis:

	x1	x2	x3	x4	x5	-z	-w	b
	1	1	1	0	0	0	0	2
	2	2	0	-1	1	0	0	5
z	1	-1	0	0	0	1	0	0
IV+II	2	2	0	-1	0	0	1	5

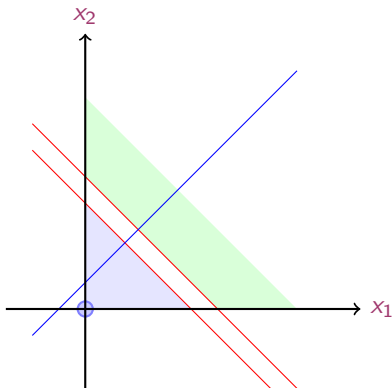
now we have a basic feasible solution!

- $x_1$  enters,  $x_3$  leaves

	x1	x2	x3	x4	x5	-z	-w	b
	1	1	1	0	0	0	0	2
II-2I'	0	0	-2	-1	1	0	0	1
III-I'	0	-2	-1	0	0	1	0	-2
IV-2I'	0	0	-2	-1	0	0	1	1

$w^* = -1$  then no solution with  $x_5 = 0$  exists then no feasible solution to initial problem

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



# Initial Infeasibility - Another Example

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

$$\begin{aligned} \max \quad & x_1 - x_2 \\ & x_1 + x_2 + x_3 = 2 \\ & 2x_1 + 2x_2 - x_4 = 2 \\ & x_1, x_2, x_3, x_4 \geq 0 \end{aligned}$$

Auxiliary problem (I phase):

$$\begin{aligned} w = \max \quad & -x_5 \equiv \min x_5 \\ & x_1 + x_2 + x_3 = 2 \\ & 2x_1 + 2x_2 - x_4 + x_5 = 2 \\ & x_1, x_2, x_3, x_4, x_5 \geq 0 \end{aligned}$$

- Initial tableau

	x1	x2	x3	x4	x5	-z	-w	b
	1	1	1	0	0	0	0	2
	2	2	0	-1	1	0	0	2
z	1	-1	0	0	0	1	0	0
w	0	0	0	0	-1	0	1	0

↪ we do not have an initial basic feasible solution.

- set in canonical form:

	x1	x2	x3	x4	x5	-z	-w	b
	1	1	1	0	0	0	0	2
	2	2	0	-1	1	0	0	2
z	1	-1	0	0	0	1	0	0
IV+II	2	2	0	-1	0	0	1	2

- $x_1$  enters,  $x_5$  leaves

	x1	x2	x3	x4	x5	-z	-w	b
	0	0	1	1/2	-1/2	0	0	1
	1	1	0	-1/2	1/2	0	0	1
z	0	-2	0	1/2	-1/2	1	0	-1
w	0	0	0	0	-1	0	1	0

$w^* = 0$  hence  $x_5 = 0$  we have a starting feasible solution for the initial problem.



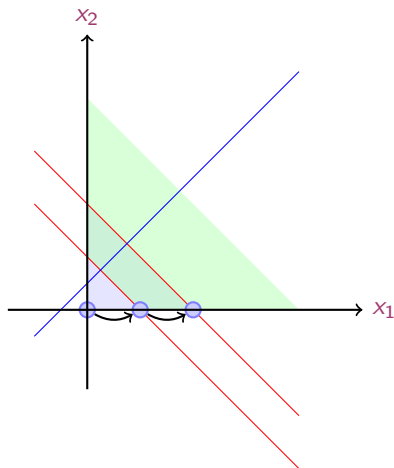
- (II phase) We keep only what we need:

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

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

Optimal solution:  $x_1 = 2, x_2 = 0, x_3 = 0, x_4 = 2, z = 2$ .

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



## In Dictionary Form

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

$$\begin{array}{r} x_3 = 2 - x_1 - x_2 \\ x_4 = -5 + 2x_1 + 2x_2 \\ \hline z = x_1 + x_2 \end{array}$$

sol. infeasible

We introduce corrections of infeasibility

$$\begin{aligned} \max \quad & -x_0 \equiv \min \quad x_0 \\ & x_1 + x_2 \leq 2 \\ & 2x_1 + 2x_2 - x_0 \geq 5 \\ & x_1, x_2, x_0 \geq 0 \end{aligned}$$

$$\begin{array}{r} x_3 = 2 - x_1 - x_2 \\ x_4 = -5 + 2x_1 + 2x_2 + x_0 \\ \hline z = \phantom{-5 + 2x_1 + 2x_2 + x_0} - x_0 \end{array}$$

It is still infeasible but it can be made feasible by letting  $x_0$  enter the basis which variable should leave?

the most infeasible: the var with the  $b$  term whose negative value has the largest magnitude

# Simplex: Exception Handling, Summary

## Handling exceptions in the Simplex Method

1. Unboundedness
2. More than one solution
  - a.  $F = \emptyset$
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    - i) one solution
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Phase I + Phase II