

# **ORF522 – Linear and Nonlinear Optimization**

## **4. The simplex method**

# Ed forum

- Basic feasible solutions in geometric vs algebraic form (next slides)
- More efficient transformation methods from geometric to standard form when there is structure? (Pre-processing + do not need to calculate all extreme points)
- Do equality constraints in geometric form correspond to two linearly dependent inequalities?
- Equivalence proofs between corners (next slides)
- Definition of contain a line (Typo!)
- How do we start if initial solution is infeasible?
- Jupyter notebook: only pdf or also ipdb? Only pdf.
- Video/audio not in sync.

# Recap

# Standard form polyhedra

## Definition

### Standard form LP

$$\begin{array}{ll}\text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0\end{array}$$

## Assumption

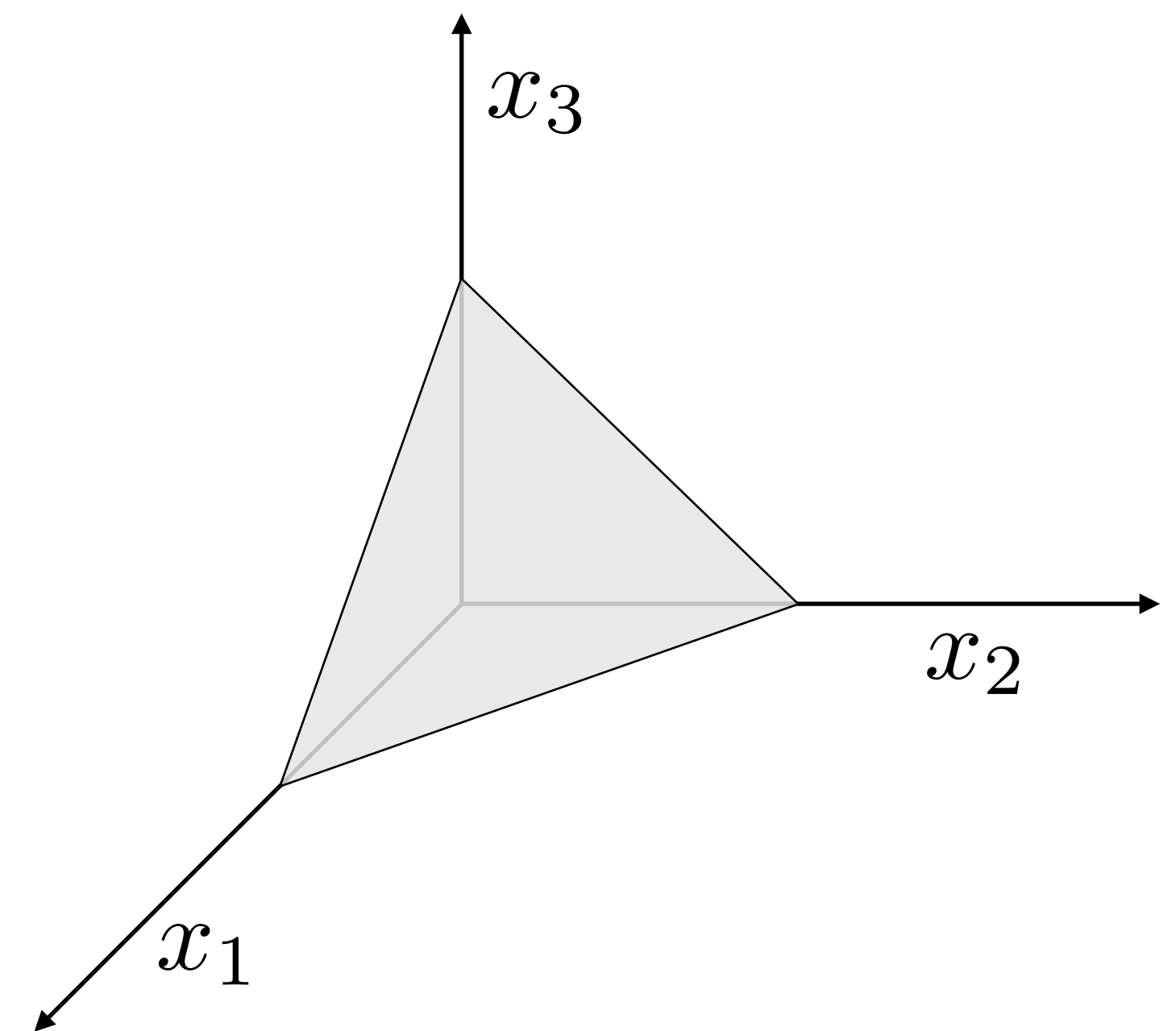
$A \in \mathbf{R}^{m \times n}$  has full row rank  $m \leq n$

## Interpretation

$P$  lives in  $(n - m)$ -dimensional subspace

## Standard form polyhedron

$$P = \{x \mid Ax = b, x \geq 0\}$$



# Transformation to standard form

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$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax \leq b \end{array} \longrightarrow \begin{array}{ll} \text{minimize} & c^T (x^+ - x^-) \\ \text{subject to} & \begin{bmatrix} A & -A & I \end{bmatrix} \begin{bmatrix} x^+ \\ x^- \\ s \end{bmatrix} = b \\ & (x^+, x^-, s) \geq 0 \end{array}$$

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 \longrightarrow
 \begin{array}{ll}
 \text{minimize} & \tilde{c}^T \tilde{x} \\
 \text{subject to} & \tilde{A} \tilde{x} = b \\
 & \tilde{x} \geq 0
 \end{array}$$

Variables:  $\tilde{n} = 2n + m$

(Equality) constraints:  $\tilde{m} = m$

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There are  $\tilde{m}$  active constraints

We need  $\tilde{n} - \tilde{m} = 2n$  inequalities active  $\Rightarrow \tilde{x}_i = 0$  (non basic)



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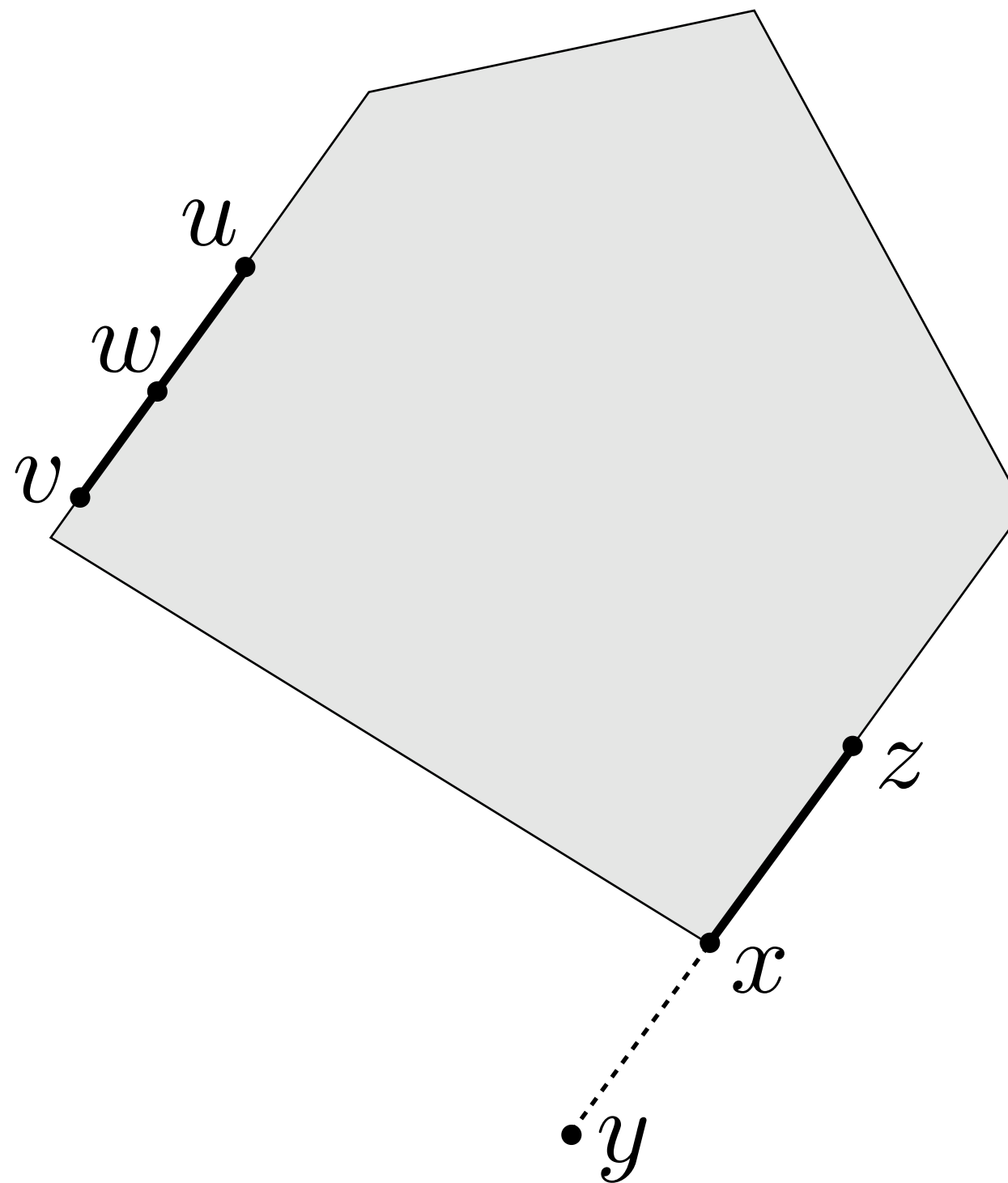
We need  $\tilde{n} - \tilde{m} = 2n$  inequalities active  $\Rightarrow \tilde{x}_i = 0$  (non basic)

Which corresponds to  $m$  inequalities inactive  $\Rightarrow \tilde{x}_i > 0$  (basic)

# Extreme points

## Definition

$x \in P$  is said to be an **extreme point** of  $P$  if  
 $\nexists y, z \in P$  ( $y \neq x, z \neq x$ ) and  $\alpha \in [0, 1]$  such that  $x = \alpha y + (1 - \alpha)z$



# Basic solutions

## Standard form polyhedra

$$P = \{x \mid Ax = b, x \geq 0\} \quad \text{with} \quad A \in \mathbf{R}^{m \times n} \text{ has full row rank } m \leq n$$

$x$  is a **basic solution** if and only if

- $Ax = b$
- There exist indices  $B(1), \dots, B(m)$  such that
  - columns  $A_{B(1)}, \dots, A_{B(m)}$  are linearly independent
  - $x_i = 0$  for  $i \neq B(1), \dots, B(m)$

$x$  is a **basic feasible solution** if  $x$  is a **basic solution** and  $x \geq 0$

# Constructing basic solution

1. Choose any  $m$  independent columns of  $A$ :  $A_{B(1)}, \dots, A_{B(m)}$
2. Let  $x_i = 0$  for all  $i \neq B(1), \dots, B(m)$
3. Solve  $Ax = b$  for the remaining  $x_{B(1)}, \dots, x_{B(m)}$

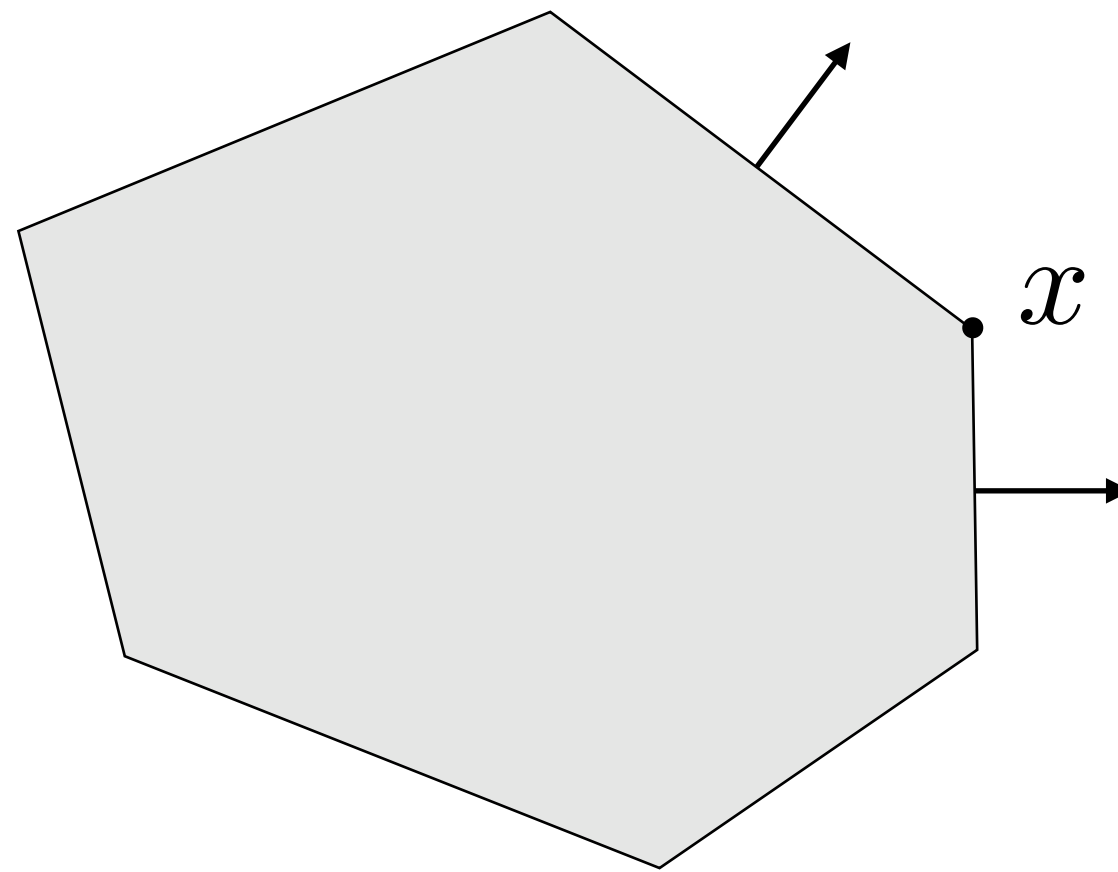
$$\begin{array}{c} \text{Basis} \\ \text{matrix} \end{array} \quad \begin{array}{c} \text{Basis columns} \end{array} \quad \begin{array}{c} \text{Basic variables} \end{array}$$

$$B = \left[ \begin{array}{c|c|c|c} | & | & & | \\ A_{B(1)} & A_{B(2)} & \dots & A_{B(m)} \\ | & | & & | \end{array} \right], \quad x_B = \begin{bmatrix} x_{B(1)} \\ \vdots \\ x_{B(m)} \end{bmatrix} \longrightarrow x_B = B^{-1}b$$

If  $x_B \geq 0$ , then  $x$  is a **basic feasible solution**

# Equivalence Theorem

Given a nonempty polyhedron  $P = \{x \mid Ax \leq b\}$



Let  $x \in P$

$x$  is a **vertex**  $\iff x$  is an **extreme point**  $\iff x$  is a **basic feasible solution**

# Equivalent theorem proof

**Vertex  $\rightarrow$  Extreme point**

If  $x$  is a vertex,  $\exists c$  such that  $c^T x < c^T y, \quad \forall y \in P, y \neq x$

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If  $x$  is a vertex,  $\exists c$  such that  $c^T x < c^T y, \quad \forall y \in P, y \neq x$

Let's assume  $x$  is not an extreme point:  $\exists y, z \neq x$  such that  $x = \lambda y + (1 - \lambda)z$

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However, since  $x$  is a vertex,  $c^T x < c^T y$  and  $c^T x < c^T z$



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However, since  $x$  is a vertex,  $c^T x < c^T y$  and  $c^T x < c^T z$

Therefore,  $c^T x = \lambda c^T y + (1 - \lambda)c^T z > \lambda c^T x + (1 - \lambda)c^T x = c^T x$ : **contradiction**



# Equivalent theorem proof

**Extreme point  $\rightarrow$  Basic feasible solution**

Proof by **contraposition**

Suppose  $x \in P$  is **not basic feasible solution**

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Suppose  $x \in P$  is **not basic feasible solution**

$\{a_i \mid i \in \mathcal{I}(x)\}$  does not span  $\mathbf{R}^n$

$\exists d \in \mathbf{R}^n$  perpendicular to all of them:  $a_i^T d = 0, \quad \forall i \in \mathcal{I}(x)$

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Let  $\epsilon > 0$  and define  $y = x + \epsilon d$  and  $z = x - \epsilon d$

For  $i \in \mathcal{I}(x)$  we have  $a_i^T y = b_i$  and  $a_i^T z = b_i$

For  $i \notin \mathcal{I}(x)$  we have  $a_i^T x < b_i \Rightarrow a_i^T (x + \epsilon d) < b_i$  and  $a_i^T (x - \epsilon d) < b_i$

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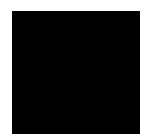
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For  $i \notin \mathcal{I}(x)$  we have  $a_i^T x < b_i \Rightarrow a_i^T (x + \epsilon d) < b_i$  and  $a_i^T (x - \epsilon d) < b_i$

Hence,  $y, z \in P$  and  $x = \lambda y + (1 - \lambda)z$  with  $\lambda = 0.5$ .

**$x$  is not an extreme point**

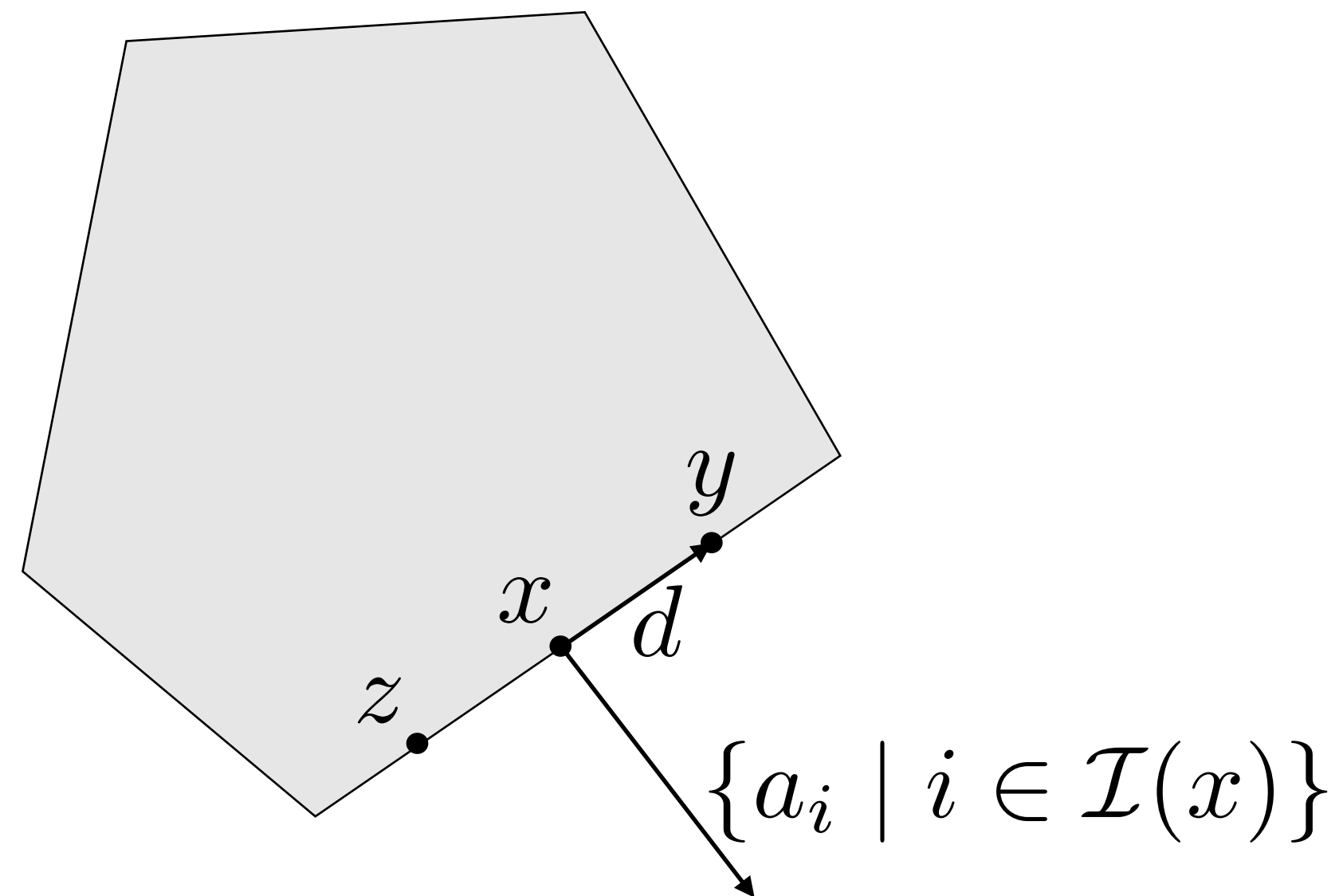


# Equivalent theorem proof

Extreme point  $\rightarrow$  Basic feasible solution

Proof by contraposition

Suppose  $x \in P$  is not basic feasible solution



Hence,  $y, z \in P$  and  $x = \lambda y + (1 - \lambda)z$  with  $\lambda = 0.5$ .

$x$  is not an extreme point



# Equivalent theorem proof

Basic feasible solution  $\rightarrow$  Vertex

Left as exercise

**Hint**

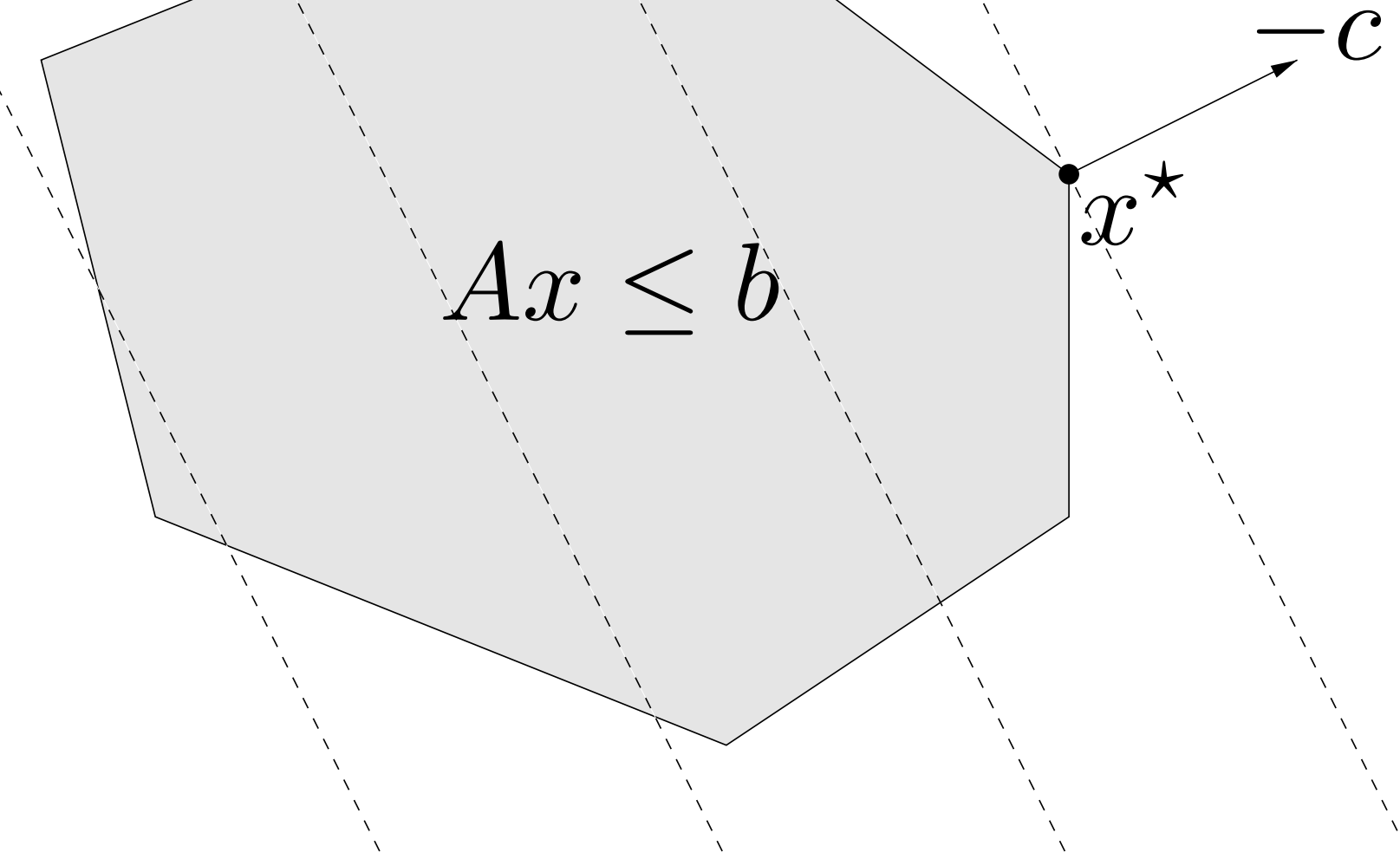
Define  $c = \sum_{i \in \mathcal{I}(x)} a_i$

# Optimality of extreme points

$$\begin{array}{ll}\text{minimize} & c^T x \\ \text{subject to} & Ax \leq b\end{array}$$

- If
- $P$  has at least one extreme point
  - There exists an optimal solution  $x^*$

Then, there exists an optimal solution which is an **extreme point** of  $P$

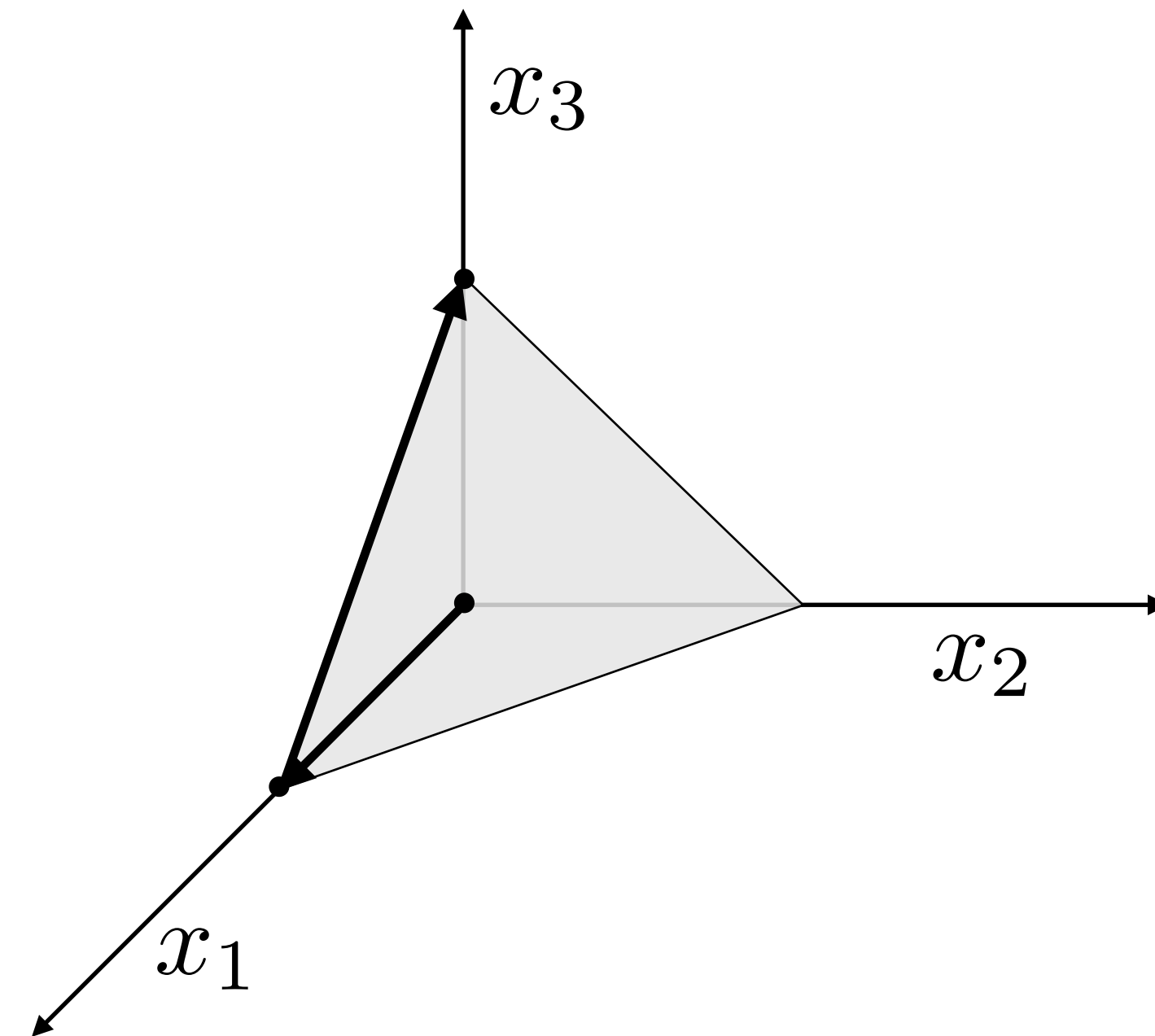


We only need to search between **extreme points**



# Conceptual algorithm

- Start at corner
- Visit neighboring corner that improves the objective



# Today's agenda

**Readings: [Chapter 3, Bertsimas and Tsitsiklis]**

## **Simplex method**

- Iterate between neighboring basic solutions
- Optimality conditions
- Simplex iterations

# The simplex method

## Top 10 algorithms of the 20th century

1946: Metropolis algorithm

**1947: Simplex method**

1950: Krylov subspace method

1951: The decompositional approach to matrix computations

1957: The Fortran optimizing compiler

1959: QR algorithm

1962: Quicksort

1965: Fast Fourier transform

1977: Integer relation detection

1987: Fast multipole method

# The simplex method

## Top 10 algorithms of the 20th century

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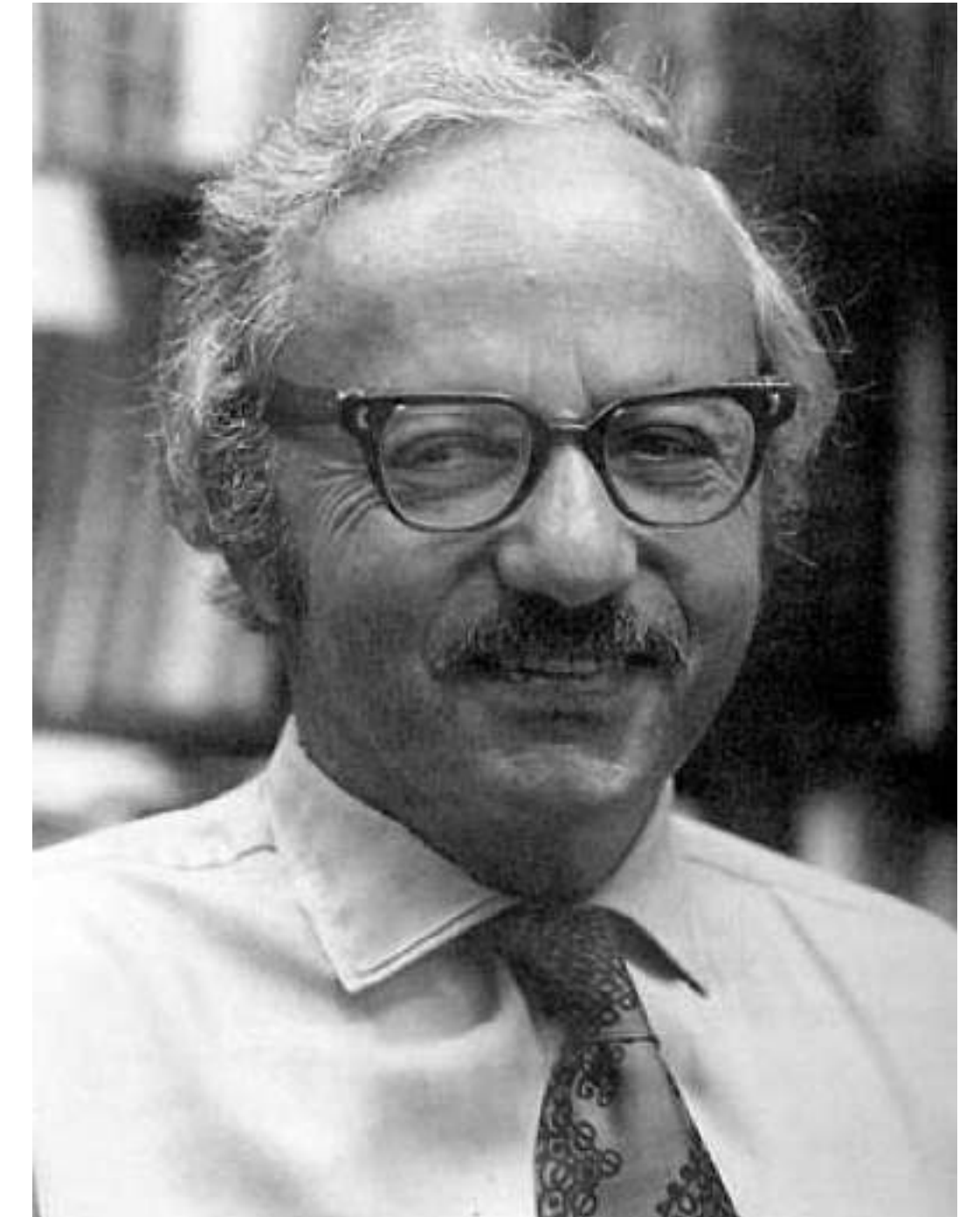
1962: Quicksort

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George Dantzig

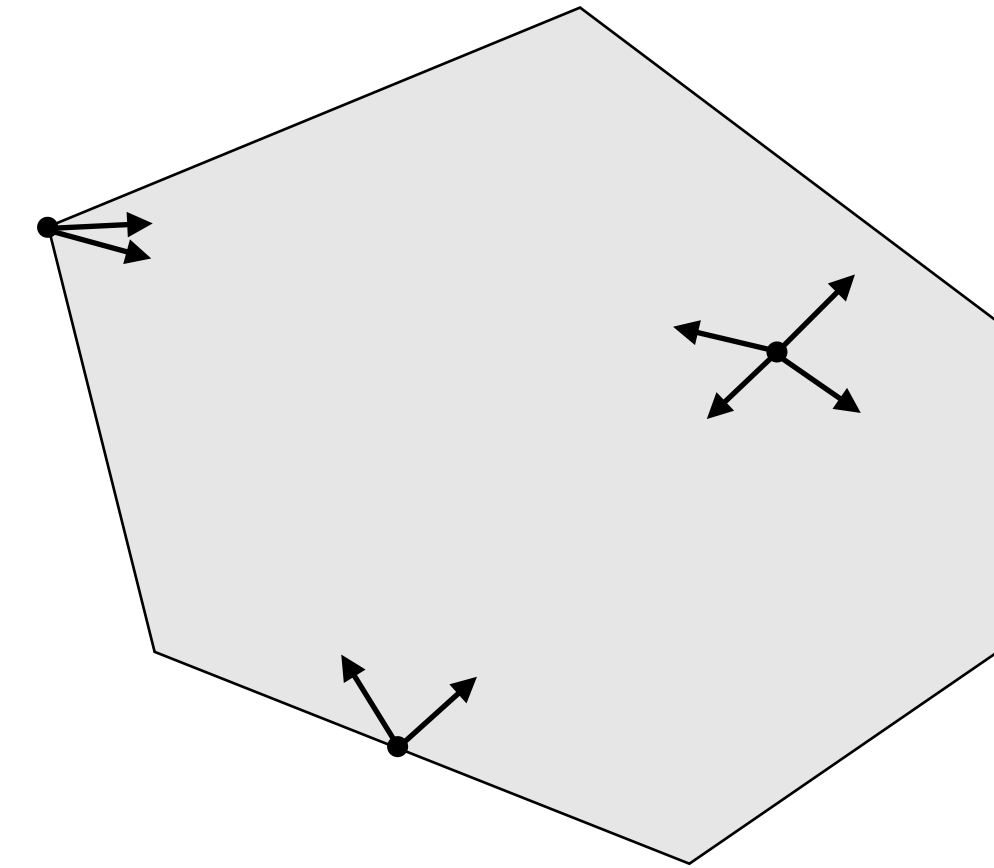


**Neighboring basic solutions**

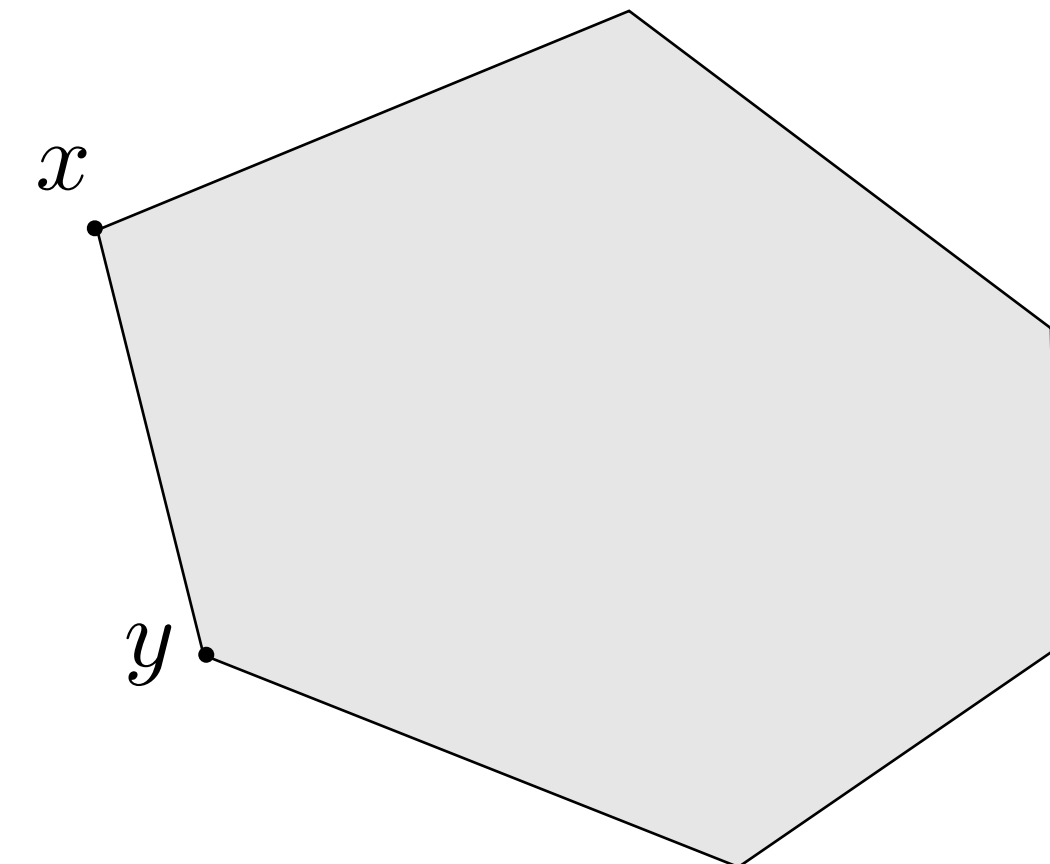
# Feasible directions and neighboring solutions

## Definition

Let  $x \in P$ , a vector  $d$  is a **feasible direction** at  $x$  if  $\exists \theta > 0$  for which  $x + \theta d \in P$



Two basic solutions are **neighboring** if their basic indices differ by exactly one variable



# Feasible directions

## Conditions

$$P = \{x \mid Ax = b, x \geq 0\}$$

$$A(x_f + \theta d) = b$$

$$x_f + \theta d$$

Given a basis matrix  $B = \begin{bmatrix} A_{B(1)} & \dots & A_{B(m)} \end{bmatrix}$   
we have basic feasible solution  $x$ :

- $x_B = B^{-1}b$
- $x_i = 0, \forall i \neq B(1), \dots, B(m)$

# Feasible directions

## Conditions

$$P = \{x \mid Ax = b, x \geq 0\}$$

Given a basis matrix  $B = \begin{bmatrix} A_{B(1)} & \dots & A_{B(m)} \end{bmatrix}$   
we have basic feasible solution  $x$ :

- $x_B = B^{-1}b$
- $x_i = 0, \forall i \neq B(1), \dots, B(m)$

### Feasible direction $d$

- $A(x + \theta d) = b \implies Ad = 0$
- $x + \theta d \geq 0$



# Feasible directions

## Computation

### Nonbasic indices

- $d_j = 1 \longrightarrow$  **Basic direction**
- $d_k = 0, \forall k \notin \{j, B(1), \dots, B(m)\}$

# Feasible directions

## Computation

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- $d_j = 1 \longrightarrow$  **Basic direction**
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### Basic indices

$$Ad = 0 = \sum_{i=1}^n A_i d_i = Bd_B + A_j = 0 \implies d_B = -B^{-1}A_j$$

# Feasible directions

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### Non-negativity (non-degenerate assumption)

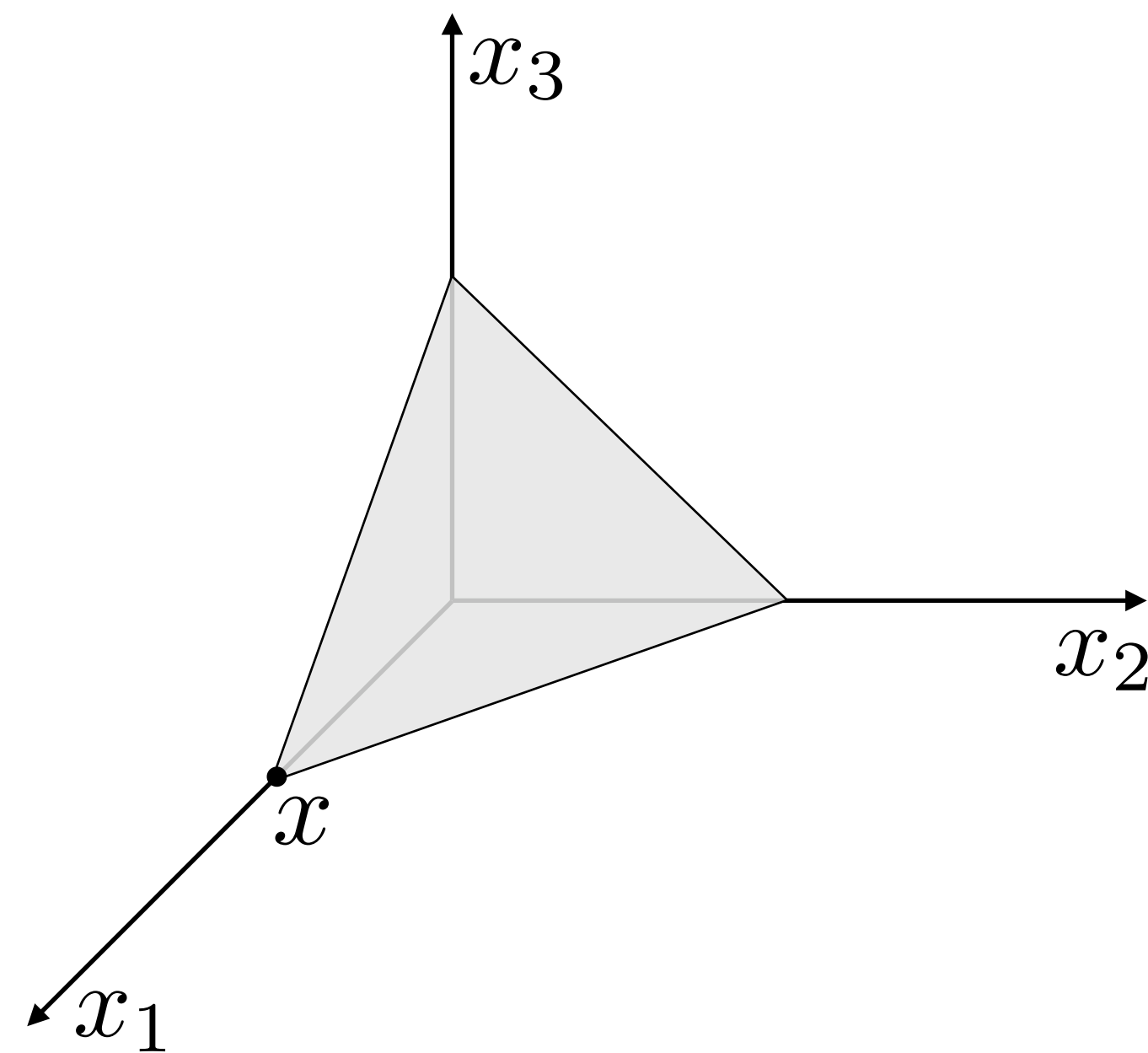
- Non-basic variables:  $x_i = 0$ . Nonnegative direction  $d_i \geq 0$
- Basic variables:  $x_B > 0$ . Therefore  $\exists \theta > 0$  such that  $x_B + \theta d_B \geq 0$

# Feasible directions

## Example

$$P = \{x \mid x_1 + x_2 + x_3 = 2, \quad x \geq 0\}$$

$$x = (2, 0, 0) \quad B = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$



# Feasible directions

## Example

$$A = \begin{bmatrix} 1 & 1 & 1 \end{bmatrix}$$

$$P = \{x \mid x_1 + x_2 + x_3 = 2, \quad x \geq 0\}$$

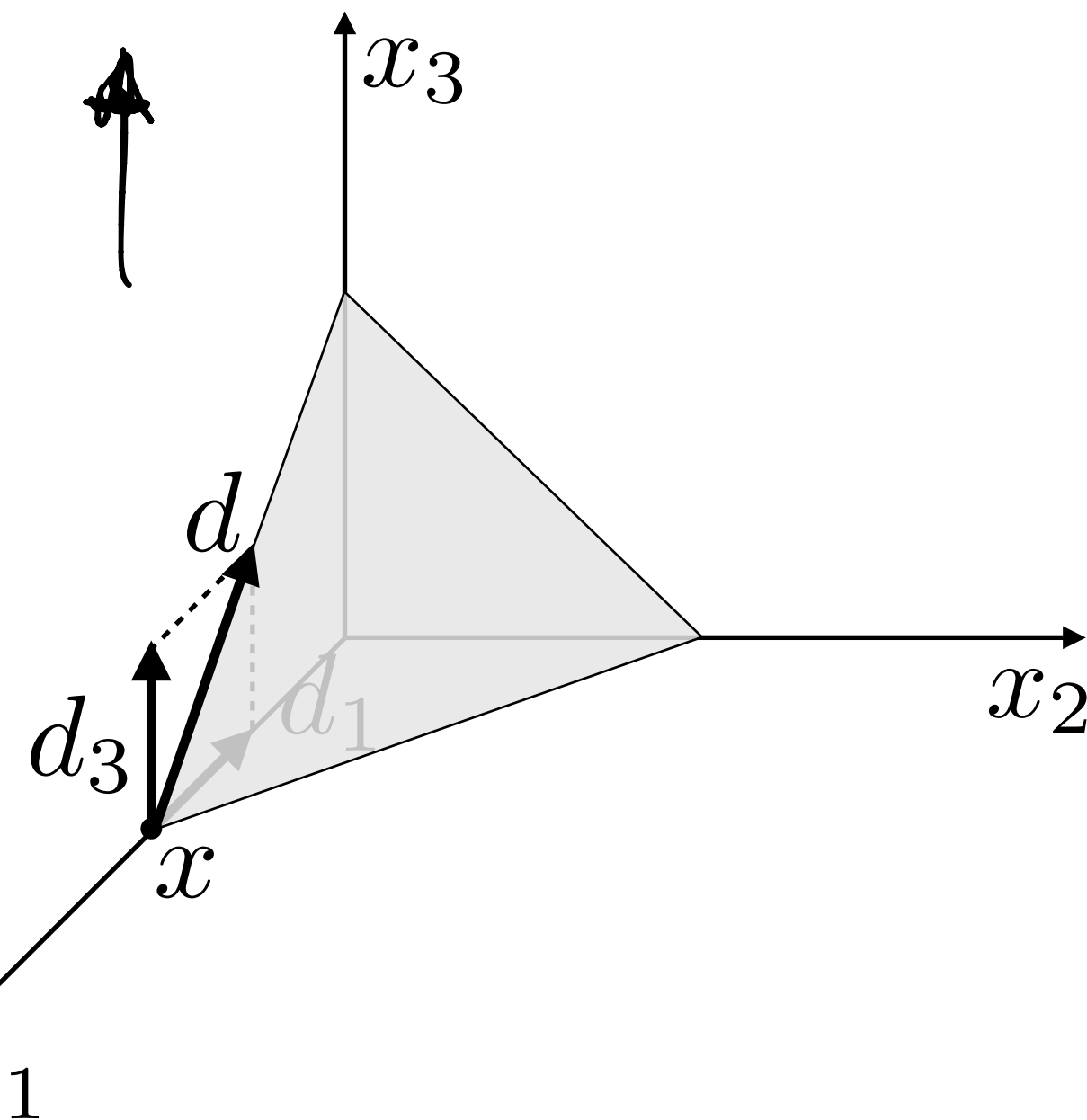
$$x = (2, 0, 0)$$

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

Basic index  $j = 3 \longrightarrow d = (-1, 0, 1)$

$$d_j = 1$$

$$d_B = -B^{-1} A_j$$



# How does the cost change?

The **new cost** is  $c^T(x + \theta d)$

The **cost improvement** is  $c^T(x + \theta d) - c^T x = \theta c^T d$

We call  $\bar{c}_j$  the **reduced cost** of (introducing) variable  $x_j$

$$\bar{c}_j = c^T d = \sum_{i=1}^n c_i d_i = c_j + c_B^T d_B = c_j - c_B^T B^{-1} A_j$$

# Reduced costs

## Meaning

Change in objective/marginal cost of adding  $x_j$  to the basis

$$\bar{c}_j = c_j - c_B^T B^{-1} A_j$$

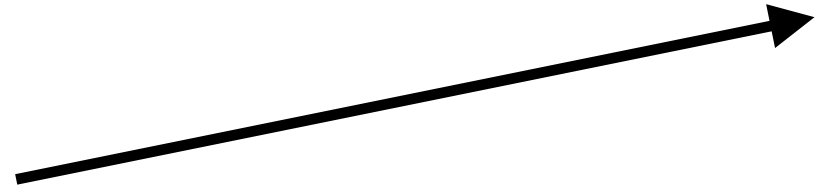
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Cost per-unit increase  
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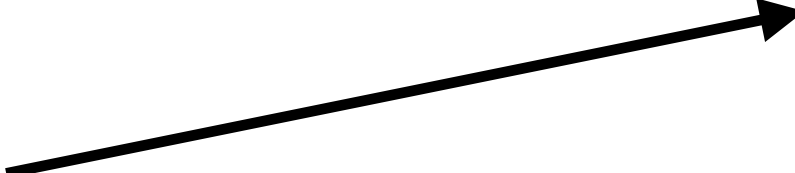
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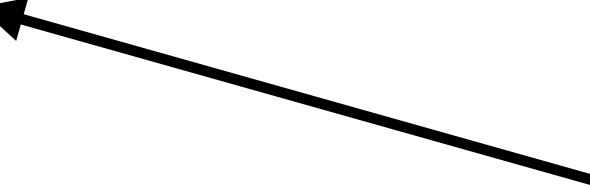
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Cost to change other variables  
compensating for  $x_j$   
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- $c_j > 0$ : adding  $x_j$  will increase the objective (bad)
- $c_j < 0$ : adding  $x_j$  will decrease the objective (good)

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$$B^{-1}B = I$$

**Reduced costs for basic variables is 0**

$$\bar{c}_{B(i)} = c_{B(i)} - c_B^T B^{-1} A_{B(i)} = c_{B(i)} - c_B^T e_i = c_{B(i)} - c_{B(i)} = 0$$

# Optimality conditions

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## Theorem

Let  $x$  be a basic feasible solution associated with basis matrix  $B$

Let  $\bar{c}$  be the vector of reduced costs.

If  $\bar{c} \geq 0$ , then  $x$  is **optimal**

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## Remark

This is a **stopping criterion** for the simplex algorithm.

If the **neighboring solutions** do not improve the cost, we are done (because of convexity).

# Optimality conditions

## Proof

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Consider any feasible solution  $y$  and define  $d = y - x$

Since  $x$  and  $y$  are feasible, then  $Ax = Ay = b$  and  $Ad = 0$

$$Ad = Bd_B + \sum_{i \in N} A_i d_i = 0 \quad \Rightarrow \quad d_B = - \sum_{i \in N} B^{-1} A_i d_i$$

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The change in objective is

$$c^T d = c_B^T d_B + \sum_{i \in N} c_i d_i = \sum_{i \in N} \underbrace{(c_i - c_B^T B^{-1} A_i)}_{\bar{c}_i} d_i = \sum_{i \in N} \bar{c}_i d_i$$

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$$c^T d = c_B^T d_B + \sum_{i \in N} c_i d_i = \sum_{i \in N} (c_i - c_B^T B^{-1} A_i) d_i = \sum_{i \in N} \bar{c}_i d_i$$

Since  $y \geq 0$  and  $x_i = 0, i \in N$ , then  $d_i = y_i - x_i \geq 0, i \in N$

$$c^T d = c^T (y - x) \geq 0 \quad \Rightarrow \quad c^T y \geq c^T x.$$



# Simplex iterations

# Stepsize

What happens if some  $\bar{c}_j < 0$ ?

We can decrease the cost by bringing  $x_j$  into the basis

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We can decrease the cost by bringing  $x_j$  into the basis

**How far can we go?**

$$\theta^* = \max\{\theta \mid \theta \geq 0 \text{ and } x + \theta d \geq 0\}$$

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What happens if some  $\bar{c}_j < 0$ ?

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**Bounded**

If  $d_i < 0$  for some  $i$ , then

$$\theta^* = \min_{\{i \mid d_i < 0\}} \left( -\frac{x_i}{d_i} \right) = \min_{\{i \in B \mid d_i < 0\}} \left( -\frac{x_i}{d_i} \right)$$

(Since  $d_i \geq 0$ ,  $i \in N$ )

$$\begin{array}{ll} \max & \theta \\ \text{s.t.} & \theta \leq -\frac{x_i}{d_i}, \\ & i \in B \mid d_i < 0 \end{array}$$

$$\theta d_i \geq -x_i \Rightarrow \theta \leq -\frac{x_i}{d_i}$$



# Moving to a new basis

**Next feasible solution**

$$x + \theta^* d$$

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## New basis

$$\bar{B} = \begin{bmatrix} A_{B(1)} & \dots & A_{B(\ell-1)} & A_j & A_{B(\ell+1)} & \dots & A_{B(m)} \end{bmatrix}$$

# Example

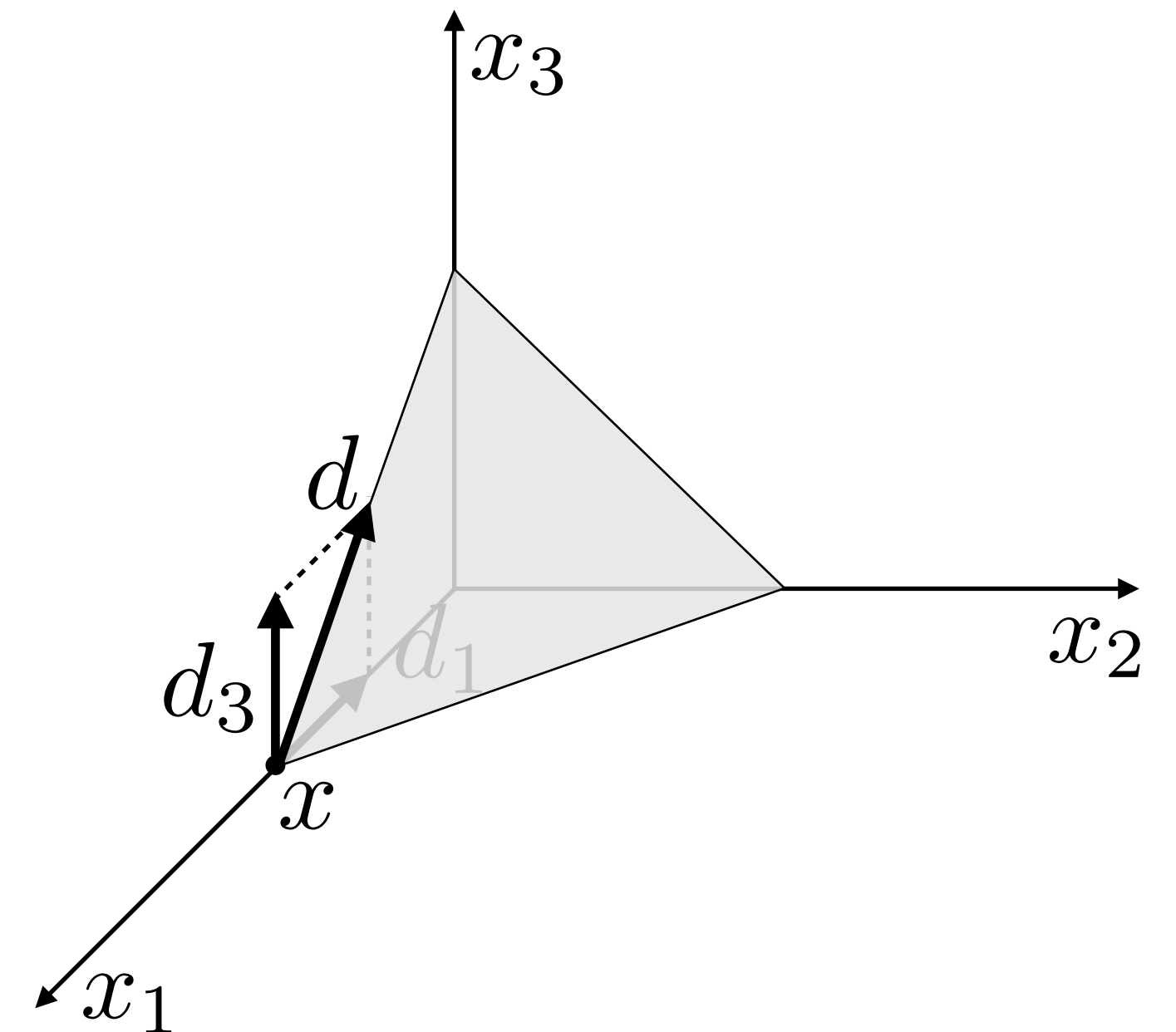
$$P = \{x \mid x_1 + x_2 + x_3 = 2, \quad x \geq 0\}$$

$$x = (2, 0, 0) \quad B = \begin{bmatrix} 1 \end{bmatrix}$$

**Basic index**  $j = 3 \longrightarrow d = (-1, 0, 1)$

$$d_j = 1$$

$$d_B = -B^{-1}A_j$$



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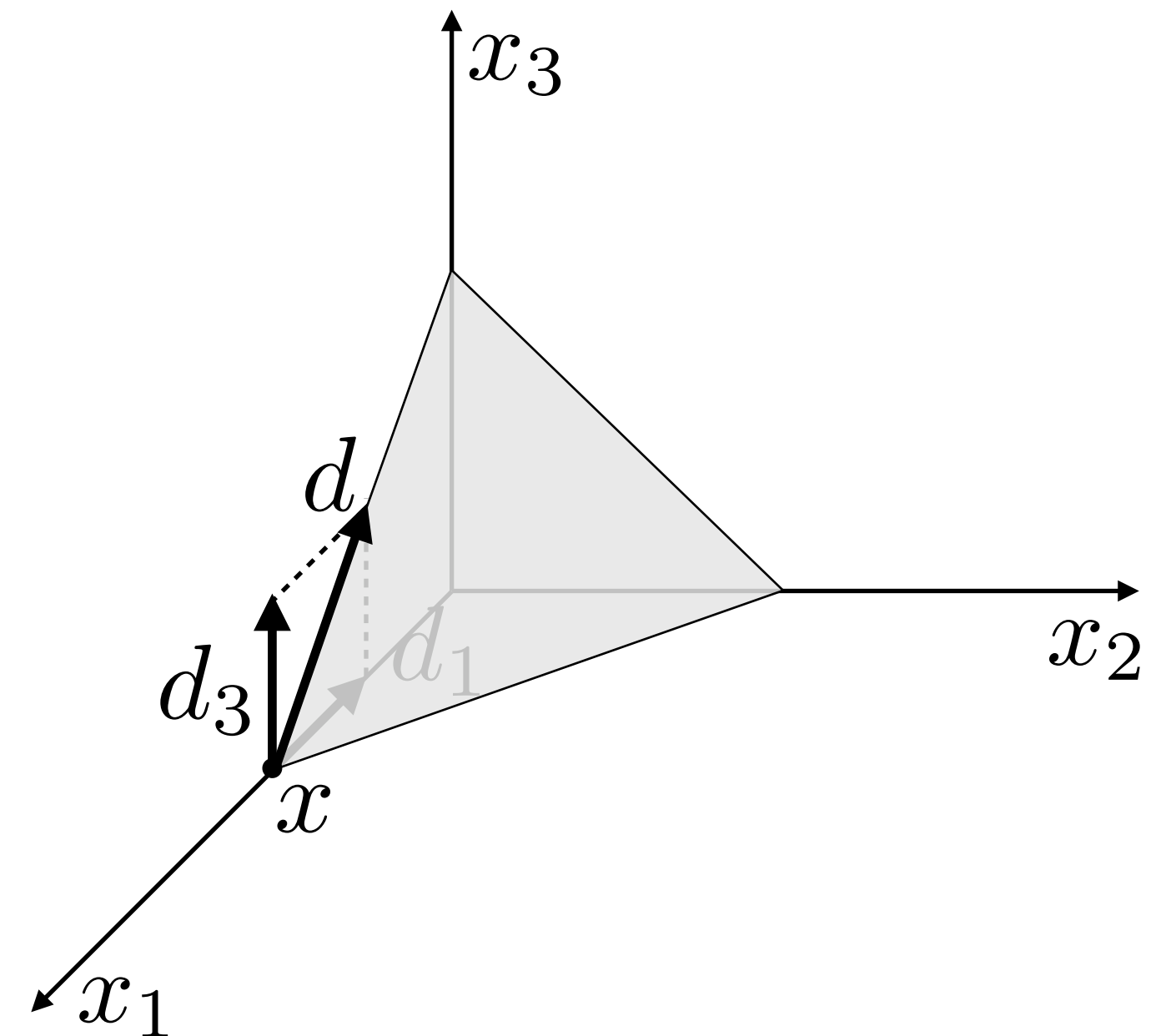
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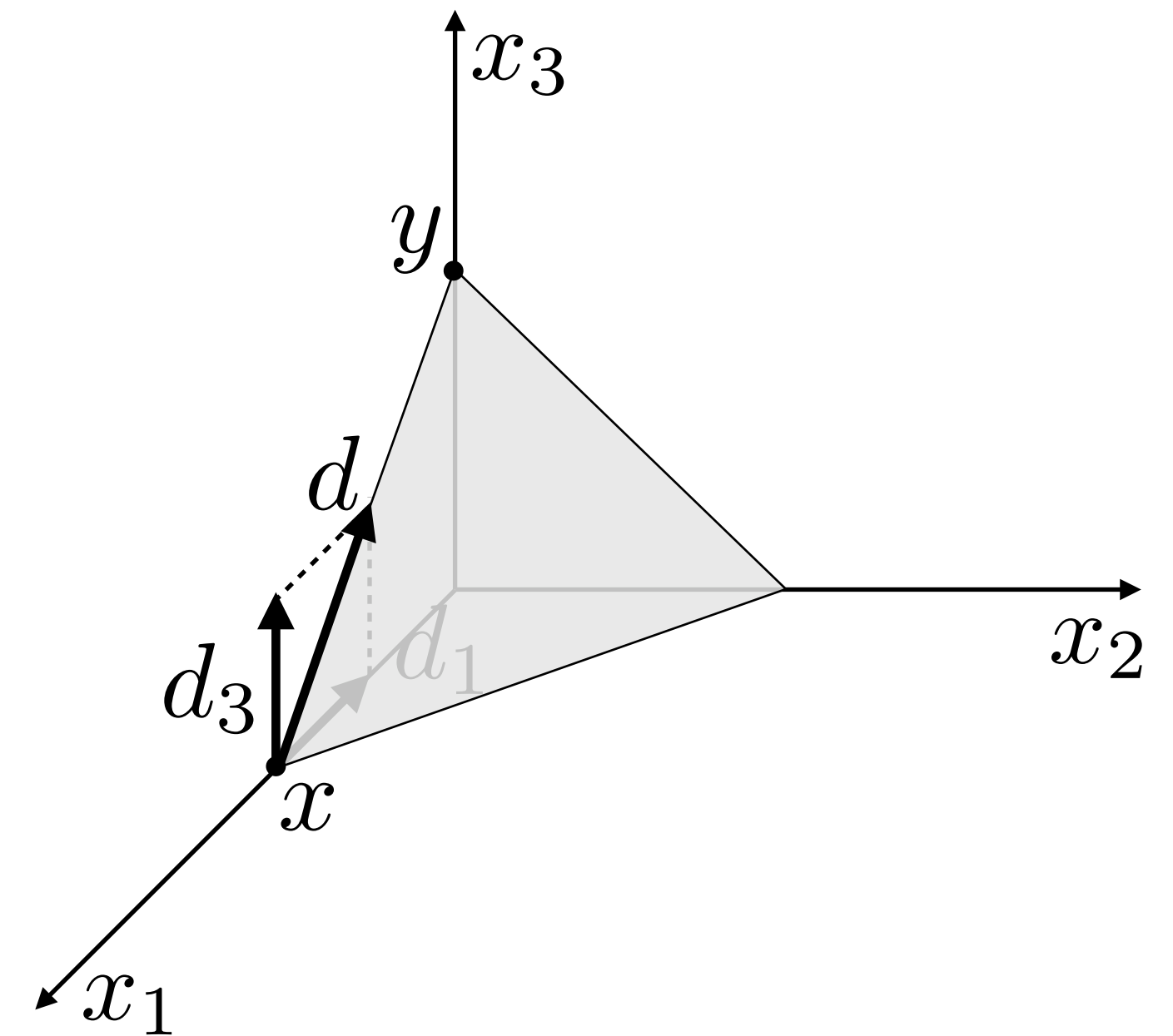
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**Stepsize**  $\theta^* = -\frac{x_1}{d_1} = 2$

**New solution**  $y = x + \theta^* d = (0, 0, 2) \quad B = \begin{bmatrix} 3 \end{bmatrix}$



# An iteration of the simplex method

## First part

We start with a basic feasible solution  $x$  and a basis matrix  $B = \begin{bmatrix} A_{B(1)} & \dots, A_{B(m)} \end{bmatrix}$



# An iteration of the simplex method

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We start with a basic feasible solution  $x$  and a basis matrix  $B = \begin{bmatrix} A_{B(1)} & \dots, A_{B(m)} \end{bmatrix}$

1. Compute the reduced costs  $\bar{c}_j = c_j - c_B^T B^{-1} A_j$  for  $j \in N$
2. If  $\bar{c}_j \geq 0$ ,  $x$  **optimal. break**
3. Choose  $j$  such that  $\bar{c}_j < 0$

# An iteration of the simplex method

## Second part

4. Compute search direction components  $d_B = -B^{-1}A_j$
5. If  $d_B \geq 0$ , the problem is **unbounded** and the optimal value is  $-\infty$ . **break**
6. Compute step length  $\theta^* = \min_{\{i \in B \mid d_i < 0\}} \left( -\frac{x_i}{d_i} \right)$
7. Define  $y$  such that  $y = x + \theta^* d$

# Finite convergence

**Assume that**

- $P = \{x \mid Ax = b, x \geq 0\}$  not empty
- Every basic feasible solution **non degenerate**

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**Then**

- The simplex method **terminates after a finite number of iterations**
- At termination we either have one of the following
  - an **optimal basis**  $B$
  - a **direction**  $d$  such that  $Ad = 0$ ,  $d \geq 0$ ,  $c^T d < 0$  and the optimal cost is  $-\infty$

# Finite convergence

## Proof sketch

At each iteration the algorithm improves

- by a **positive** amount  $\theta^*$
- along the **direction**  $d$  such that  $c^T d < 0$

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- No basic feasible solution can be visited twice

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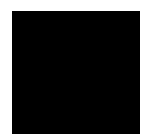
Therefore

- The cost strictly decreases
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$$\begin{pmatrix} n \\ m \end{pmatrix}$$

Since there is a **finite number of basic feasible solutions**

The algorithm **must eventually terminate**



# The simplex method

Today, we learned to:

- **Iterate** between basic feasible solutions
- **Verify** optimality and unboundedness conditions
- **Apply** a single iteration of the simplex method
- **Prove** finite convergence of the simplex method in the non-degenerate case



# Next lecture

- Finding initial basic feasible solution
- Degeneracy
- Complexity