

# Linear Programming Standard Equality Form and Solution Properties

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<https://web.stanford.edu/class/msande211x/handout.shtml>

Chapters 2.3-2.5, 4.1-4.2, 4.5

# LP in Standard (**Equality**) Form

$$\begin{aligned} \min \quad & c^T x = \sum_{j=1}^n c_j x_j \\ \text{s.t.} \quad & a_1 x = \sum_{j=1}^n a_{1j} x_j = b_1 \\ & a_2 x = \sum_{j=1}^n a_{2j} x_j = b_2 \\ & \dots \\ & a_m x = \sum_{j=1}^n a_{mj} x_j = b_m \\ & x \geq 0 \end{aligned}$$



$$\begin{aligned} \min \quad & c^T x \\ \text{s.t.} \quad & Ax = b, \\ & x \geq 0 \end{aligned}$$

# Reduction to Standard Form

- max  $\mathbf{c}^T \mathbf{x}$  to min  $-\mathbf{c}^T \mathbf{x}$
- Eliminating "free" variables: substitute with the difference of two nonnegative variables

$$x := x' - x'', \quad (x', x'') \geq 0.$$

- Eliminating inequalities: add a slack variable

$$\mathbf{a}^T \mathbf{x} \leq b \Rightarrow \mathbf{a}^T \mathbf{x} + s = b, \quad s \geq 0$$

$$\mathbf{a}^T \mathbf{x} \geq b \Rightarrow \mathbf{a}^T \mathbf{x} - s = b, \quad s \geq 0$$

# Reduction of the Production Problem

$$\begin{array}{ll}
 \max & x_1 + 2x_2 \\
 \text{s.t.} & x_1 \leq 1 \\
 & x_2 \leq 1 \\
 & x_1 + x_2 \leq 1.5 \\
 & x_1 \geq 0 \\
 & x_2 \geq 0
 \end{array}$$



$$\begin{array}{llllll}
 \min & -x_1 & -2x_2 & & & \\
 \text{s.t.} & x_1 & & +x_3 & & = 1 \\
 & & x_2 & & +x_4 & = 1 \\
 & x_1 & +x_2 & & & +x_5 = 1.5 \\
 & (x_1, & x_2, & x_3, & x_4, & x_5) \geq 0
 \end{array}$$

$x_3, x_4,$  and  $x_5$  are called **slack variables**

We know how to identify corners/extreme-points of the LP feasible region defined all by linear inequalities. What about corners in this LP standard equality form?

# How to Identify Corners in LP Equality Form

## Basic and Basic Feasible Solution

In the LP standard form, select  $m$  linearly independent columns, denoted by the variable index set  $B$ , from  $A$ . Solve

$$A\mathbf{x} = \mathbf{b} \quad \Leftrightarrow \quad A_B \mathbf{x}_B = \mathbf{b}, \mathbf{x}_N = \mathbf{0}$$

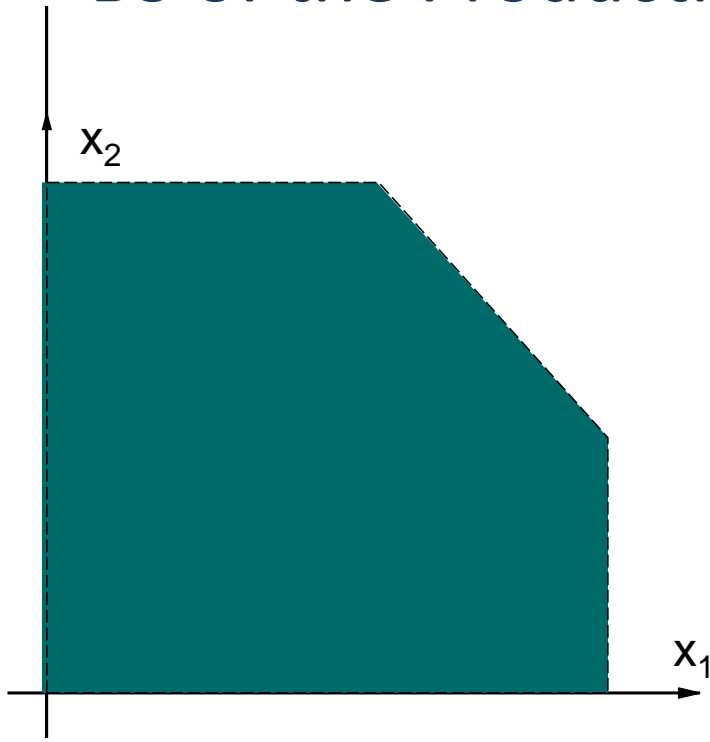
for the dimension- $m$  vector  $\mathbf{x}_B$ . By setting the variables,  $\mathbf{x}_N$ , of  $\mathbf{x}$  corresponding to the remaining columns of  $A$  equal to zero, we obtain a solution  $\mathbf{x}$  such that  $A\mathbf{x} = \mathbf{b}$ .

Then,  $\mathbf{x}$  is said to be a **basic solution** to (LP) with respect to the **basic variable set**  $B$ . The variables in  $\mathbf{x}_B$  are called **basic variables**, those in  $\mathbf{x}_N$  are **nonbasic variables**, and  $A_B$  is called a **basis**.

If a basic solution  $\mathbf{x}_B \geq \mathbf{0}$ , then  $\mathbf{x}$  is called a **basic feasible solution**, or **BFS**. Note that  $A_B$  and  $\mathbf{x}_B$  follow the same index order in  $B$ .

Two BFS are **adjacent** if they differ by exactly one basic variable.

# BS of the Production Problem in Equality Form



$$x_1 + x_3 = 1$$

$$x_2 + x_4 = 1$$

$$x_1 + x_2 + x_5 = 1.5$$

$$(x_1, x_2, x_3, x_4, x_5) \geq 0$$

Basis	3,4,5	1,4,5	3,4,1	3,2,5	3,4,2	1,2,3	1,2,4	1,2,5
Feasible?	√	√		√		√	√	
$x_1, x_2$	0, 0	1, 0	1.5, 0	0, 1	0, 1.5	.5, 1	1, .5	1, 1

# BFS and Corner Point Equivalence Theorem

**Theorem** *Consider the feasible region in the standard LP form. Then, a basic feasible solution and a corner (extreme) point are equivalent; the former is algebraic and the latter is geometric. Moreover, Two corners are neighboring if exact one variable difference in basis*

- Feasible directions of an BFS: an **increasing** direction of the nonbasic variables (they equal 0 right now).
- Extreme feasible direction: the increasing direction of a nonbasic variable  $x_j$ :  $\mathbf{x}_B = (A_B)^{-1}\mathbf{b} - (A_B)^{-1}\mathbf{a}_j x_j$
- Optimality test: No improving (extreme) **feasible** direction exists

# Feasible Directions at a BFS and Optimality Test

- Recall at a BFS:  $\mathbf{A}_B \mathbf{x}_B + \mathbf{A}_N \mathbf{x}_N = \mathbf{b}$ , and  $\mathbf{x}_B \geq \mathbf{0}$  and  $\mathbf{x}_N = \mathbf{0}$ .

Thus we can express  $\mathbf{x}_B$  in terms of  $\mathbf{x}_N$ ,

$$\mathbf{x}_B = (\mathbf{A}_B)^{-1} \mathbf{b} - (\mathbf{A}_B)^{-1} \mathbf{A}_N \mathbf{x}_N. \quad \text{Reduced Objective}$$

Then,  $\mathbf{c}^T \mathbf{x} = \mathbf{c}_B^T \mathbf{x}_B + \mathbf{c}_N^T \mathbf{x}_N = \underbrace{(\mathbf{c}_N^T - \mathbf{c}_B^T (\mathbf{A}_B)^{-1} \mathbf{A}_N)}_{\text{Reduced Cost Coefficient Vector}} \mathbf{x}_N + \mathbf{c}_B^T (\mathbf{A}_B)^{-1} \mathbf{b}$

- Note that increase any one variable of  $\mathbf{x}_N$  is an **extreme feasible direction**. Thus, for the BFS to be optimal, any (extreme) feasible direction must be an **ascent direction**, or

$$(\mathbf{c}_N^T - \mathbf{c}_B^T (\mathbf{A}_B)^{-1} \mathbf{A}_N) \geq \mathbf{0}$$

is necessary and sufficient for the current BFS being optimal!

- This vector is called the **reduced cost coefficient vector** or **reduced gradient vector** from the current BFS. Note that reduced cost coefficients for basic variables are all zeros.



# The Simplex Method: Shadow-Price and Reduced Cost Vectors

We first introduce and compute an intermediate **shadow-price/multiplier vector**:

$$\mathbf{y}^T = \mathbf{c}_B^T (\mathbf{A}_B)^{-1}, \text{ or } \mathbf{y}^T \mathbf{A}_B = \mathbf{c}_B^T,$$

by solving a system of linear equations.

Then we compute **reduced cost**  $\mathbf{r}^T = \mathbf{c}^T - \mathbf{y}^T \mathbf{A}$ , where  $\mathbf{r}_N$  is the reduced cost vector for nonbasic variables (and  $\mathbf{r}_B = \mathbf{0}$  always).

If one of  $\mathbf{r}_N$  is negative, then an improving (extreme) feasible direction is found by increasing the corresponding nonbasic variable value.

In the LP production example, suppose the basic variable set  $B = \{3, 4, 5\}$ .

$$\begin{array}{llllll}
 \min & -x_1 & -2x_2 & & & \\
 \text{s.t.} & x_1 & & +x_3 & & = 1 \\
 & & x_2 & & +x_4 & = 1 \\
 & x_1 & +x_2 & & +x_5 & = 1.5 \\
 & x_1, & x_2, & x_3, & x_4, & x_5 \geq 0.
 \end{array}$$

$$c_N = \begin{pmatrix} -1 \\ -2 \end{pmatrix}, c_B = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, A_B = I, A_N = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 1 \end{pmatrix}, \\
 A_B^{-1} = I, y^T = (0 \ 0 \ 0), r_N^T = (-1 \ -2).$$

Thus, increasing either  $x_1$  and  $x_2$  is a **feasible** and **improving** direction and the variable is called the incoming basic variable...

In the LP production example, suppose the basic variable set  $B = \{1, 2, 3\}$ .

$$\begin{array}{llllll}
 \min & -x_1 & -2x_2 & & & \\
 \text{s.t.} & x_1 & & +x_3 & & = 1 \\
 & & x_2 & & +x_4 & = 1 \\
 & x_1 & +x_2 & & +x_5 & = 1.5 \\
 & x_1, & x_2, & x_3, & x_4, & x_5 \geq 0.
 \end{array}$$

$$c_N = \begin{pmatrix} 0 \\ 0 \end{pmatrix}, c_B = \begin{pmatrix} -1 \\ -2 \\ 0 \end{pmatrix}, A_B = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix}, A_N = \begin{pmatrix} 0 & 0 \\ 1 & 0 \\ 0 & 1 \end{pmatrix},$$

$$A_B^{-1} = \begin{pmatrix} 0 & -1 & 1 \\ 0 & 1 & 0 \\ 1 & 1 & -1 \end{pmatrix}, y^T = (0 \ -1 \ -1), r_N^T = (1 \ 1).$$

Thus, this BFS is **optimal**

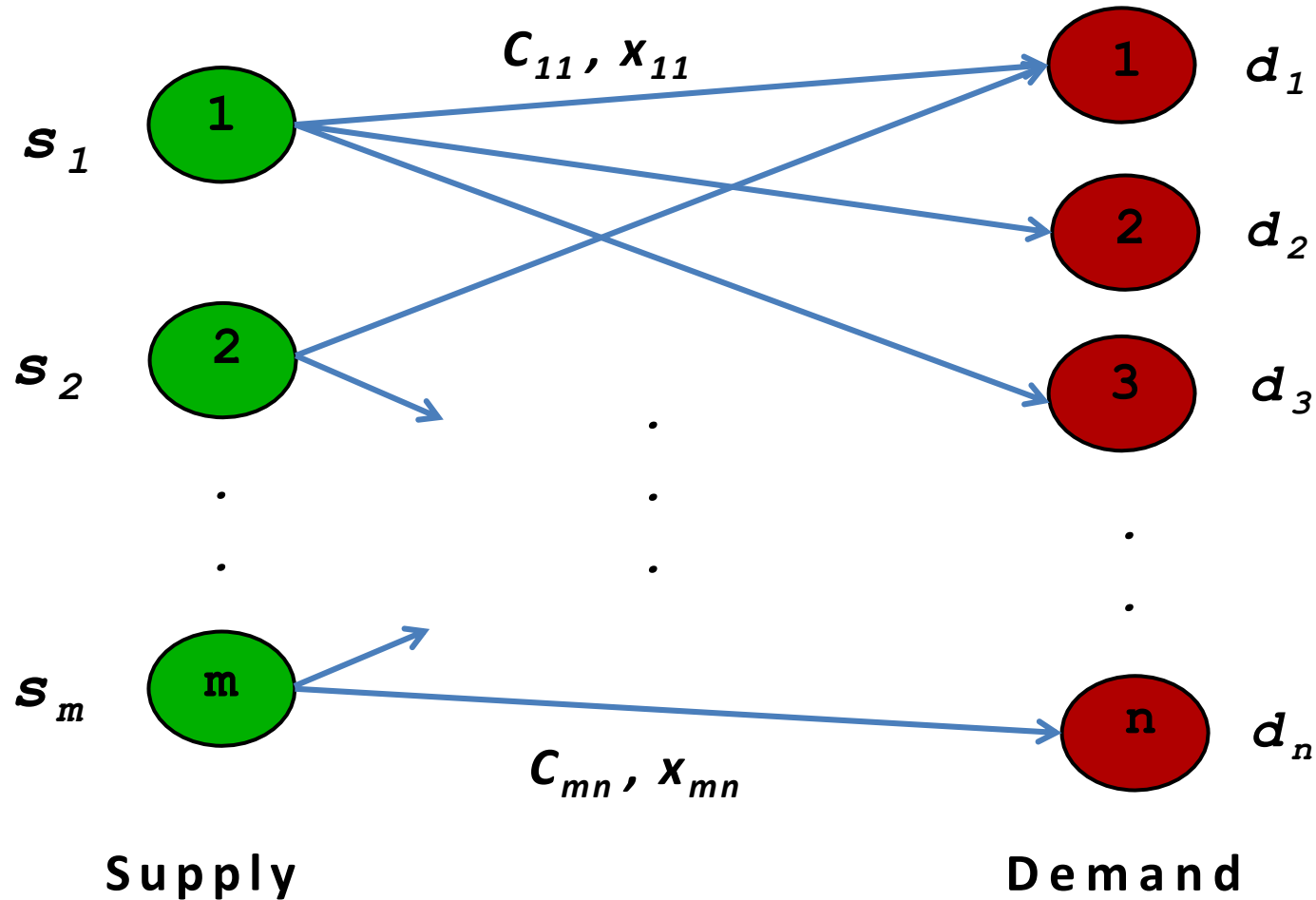
# The Transportation Simplex Method

$$\begin{array}{ll} \min & \sum_{i=1}^m \sum_{j=1}^n c_{ij} x_{ij} \\ \text{s.t.} & \sum_{j=1}^n x_{ij} = s_i, \quad \forall i = 1, \dots, m \\ & \sum_{i=1}^m x_{ij} = d_j, \quad \forall j = 1, \dots, n \\ & x_{ij} \geq 0, \quad \forall i, j \end{array}$$

Assume that the total supply equal the total demand. Thus, exactly one equality constraint is redundant.

At each step the simplex method attempts to send units along a route that is **unused (non-basic)** in the current BFS, while eliminating one of the routes that is currently being **used (basic)**.

# Transportation and Supply Chain Network



# The Transportation Data Table

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>Supply</b>
<b>1</b>	12	13	4	6	500
<b>2</b>	6	4	10	11	700
<b>3</b>	10	9	12	4	800
<b>Demand</b>	400	900	200	500	2000

# Transportation Simplex Method: Phase I

1. Start with the cell in the **northwest corner cell**
2. Allocate as many units as possible, consistent with the **available** supply and demand.
3. Move one cell to **right** if there is remaining supply; otherwise, move one cell **down**.
4. goto Step 2.

				500
				700
				800
400	900	200	500	

# North-West Corner Method: Compute a BFS

400				100
				700
				800
0	900	200	500	



# North-West Corner Method: Compute a BFS

400	100			0
				700
				800
0	800	200	500	

# North-West Corner Method: Compute a BFS

400	100			0
	700			0
				800
0	100	200	500	

# North-West Corner Method: Compute a BFS

400	100			0
	700			0
	100			700
0	0	200	500	

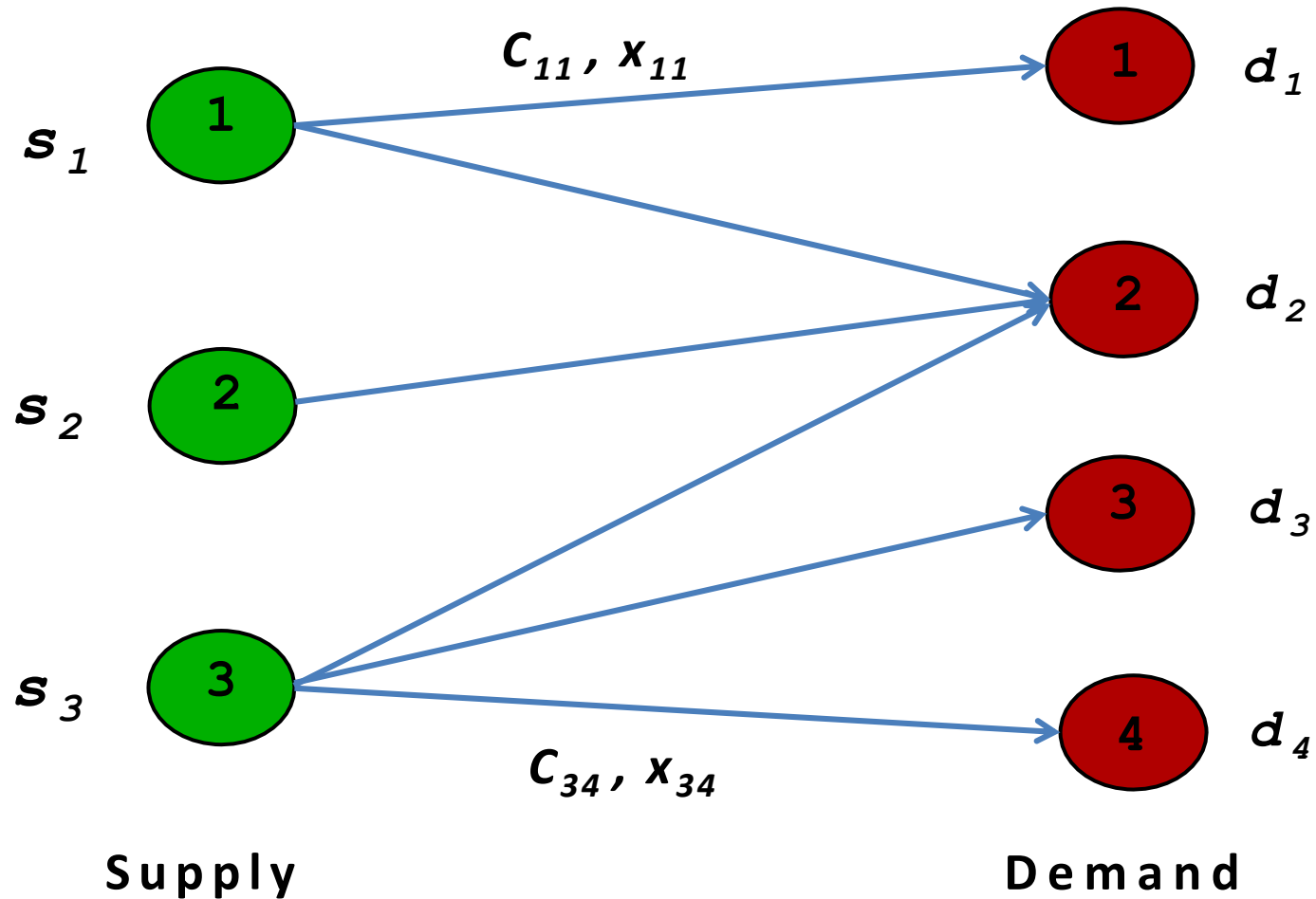
# North-West Corner Method: Compute a BFS

400	100			0
	700			0
	100	200		500
0	0	0	500	

# North-West Corner Method: Compute a BFS

400	100			0
	700			0
	100	200	500	0
0	0	0	0	

# A BFS as a “Tree” Structure in the Network



# (Tailored) Transportation Simplex Method: Phase II

1. Determine the **shadow prices** (for each supply side  $u_i$  and each demand side  $v_j$ ) from every **USED** cell (**basic variable**)

$$\mathbf{y}^T = \mathbf{c}_B^T (A_B)^{-1} \Rightarrow \mathbf{y}^T A_B = \mathbf{c}_B^T \Rightarrow u_i + v_j = c_{ij}$$

One can always set  $v_n = 0$  by viewing the last demand constraint redundant. Then do back-substitution...

# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1 =$
	700 4			0 $u_2 =$
	100 9	200 12	500 4	0 $u_3 =$
0 $v_1 =$	0 $v_2 =$	0 $v_3 =$	0 $v_4 = 0$	



# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1 =$
	700 4			0 $u_2 =$
	100 9	200 12	500 4	0 $u_3 = 4$
0 $v_1 =$	0 $v_2 =$	0 $v_3 =$	0 $v_4 = 0$	

# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1 =$
	700 4			0 $u_2 =$
	100 9	200 12	500 4	0 $u_3 = 4$
0 $v_1 =$	0 $v_2 =$	0 $v_3 = 8$	0 $v_4 = 0$	

# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1 =$
	700 4			0 $u_2 =$
	100 9	200 12	500 4	0 $u_3 = 4$
0 $v_1 =$	0 $v_2 = 5$	0 $v_3 = 8$	0 $v_4 = 0$	

# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1 =$
	700 4			0 $u_2 = -1$
	100 9	200 12	500 4	0 $u_3 = 4$
0 $v_1 =$	0 $v_2 = 5$	0 $v_3 = 8$	0 $v_4 = 0$	

# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1=8$
	700 4			0 $u_2=-1$
	100 9	200 12	500 4	0 $u_3=4$
0 $v_1=$	0 $v_2=5$	0 $v_3=8$	0 $v_4=0$	

# Step 1: Compute Shadow Prices

400 12	100 13			0 $u_1=8$
	700 4			0 $u_2=-1$
	100 9	200 12	500 4	0 $u_3=4$
0 $v_1=4$	0 $v_2=5$	0 $v_3=8$	0 $v_4=0$	

# Transportation Simplex Method: Phase II

1. Determine the **shadow prices** (for each supply side  $u_i$  and each demand side  $v_j$ ) from every **USED** cell (**basic variable**)

$$\mathbf{y}^T = \mathbf{c}_B^T (\mathbf{A}_B)^{-1} \Rightarrow \mathbf{y}^T \mathbf{A}_B = \mathbf{c}_B^T \Rightarrow u_i + v_j = c_{ij}$$

One can always set  $v_n = 0$  by viewing the last demand constraint redundant; then do back-substitution...

2. Calculate the **reduced costs** for the **UNUSED** cells (non-basic variable)

$$r_N = \mathbf{c}_N^T - \mathbf{y}^T \mathbf{A}_N \Rightarrow r_{ij} = c_{ij} - u_i - v_j$$

If the reduced cost for every unused cell is nonnegative, then STOP: declare **OPTIMAL**

## Step 2: Compute Reduced Costs

400 12	100 13	4	6	500 $u_1=8$
6	700 4	10	11	700 $u_2=-1$
10	100 9	200 12	500 4	800 $u_3=4$
400 $v_1=4$	900 $v_2=5$	200 $v_3=8$	500 $v_4=0$	2000

$$r_{ij} = c_{ij} - u_i - v_j$$



## Step 2: Compute Reduced Costs

400 12   0	100 13   0	4   -12	6   -2	500 $u_1=8$
6   3	700 4   0	10   3	11   12	700 $u_2=-1$
10   2	100 9   0	200 12   0	500 4   0	800 $u_3=4$
400 $v_1=4$	900 $v_2=5$	200 $v_3=8$	500 $v_4=0$	2000

**Reduced costs** are computed in RED

# Transportation Simplex Method: Phase II

1. Determine the **shadow prices** (for each supply side  $u_i$  and each demand side  $v_j$ ) from every **USED** cell (**basic variable**)

$$\mathbf{y}^T = \mathbf{c}^T_B (\mathbf{A}_B)^{-1} \Rightarrow \mathbf{y}^T \mathbf{A}_B = \mathbf{c}^T_B \Rightarrow u_i + v_j = c_{ij}$$

One can always set  $v_n = 0$  by viewing the last demand constraint redundant; then do back-substitution...

2. Calculate the **reduced costs** for the **UNUSED** cells (non-basic variable)

$$r_N = \mathbf{c}^T_N - \mathbf{y}^T \mathbf{A}_N \Rightarrow r_{ij} = c_{ij} - u_i - v_j$$

If the reduced cost for every unused cell is nonnegative, then STOP:  
declare **OPTIMAL**

3. Select an unused cell with the **most negative** reduced cost as **in-coming**. Using a **chain-reaction-cycle**, determine the **max** units ( $\alpha$ ) that can be allocated to the in-coming cell and adjust the allocation appropriately. Update the values of the **new set of USED (basic)** cells (a new BFS).