Simplex Algorithm - Part 2 (18 pages; 7/6/23)

Contents

- (1) Constraints are of the \geq type
- (2) 2-Stage Simplex Method
- (3) The Big M (Simplex) Method
- (4) Complications for the Simplex Method

(1) Constraints are of the \geq type

The basic Simplex method (covered in Part 1) assumes that all the constraints are of the \leq type (apart from $x \geq 0$, $y \geq 0$).

A constraint such as $3x + 2y - z \ge -2$ (as in Example 3 in Part 1) can just be rewritten as $-3x - 2y + z \le 2$, but the constraint $3x + 2y - z \ge 2$ could not be dealt with in this way, as it would leave us with a negative value on the RHS.

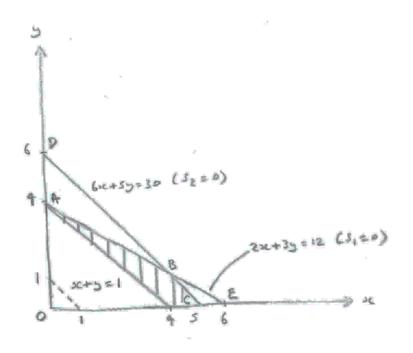
There are two methods for dealing with such a problematic constraint: the 2-Stage Simplex method and the Big M (Simplex) method.

(2) 2-Stage Simplex Method

Example

Maximise
$$P = x + y$$

subject to $2x + 3y \le 12$
 $6x + 5y \le 30$
 $x + y \ge 4$



Create slack variables as usual, but introduce an artificial variable for the $x + y \ge 4$ constraint.

$$P - x - y = 0 (1)$$

$$2x + 3y + s_1 = 12 (2)$$

$$6x + 5y + s_2 = 30 (3)$$

$$x + y - s_3 + a_1 = 4 (4) (s_1, s_2, s_3, a_1 \ge 0)$$

 a_1 is needed because $x+y-s_3=4$ doesn't allow x=y=0, since $s_3\geq 0$; but with the artificial variable we can now start with $x=y=s_3=0$ & $a_1=4$

Initial solution:

$$x = y = s_3 = 0$$
; $s_1 = 12$, $s_2 = 30$, $a_1 = 4$, $P = 0$

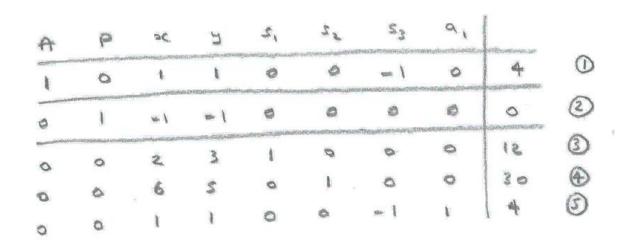
The aim is to minimise a_1 , so that (if possible) the solution moves into the feasible region.

Create a new objective: minimise $A = a_1$

[It might seem a bit unnecessary to create another variable with the same value as a_1 , but it enables the method to be extended easily to cases where there are two or more artificial variables - see later example.]

From (4), re-write
$$A = a_1$$
 as $A + x + y - s_3 = 4$ (5)

Re-labelling the rows:



Referring to the Simplex tableau above:

1st row: new objective (1st stage of method)

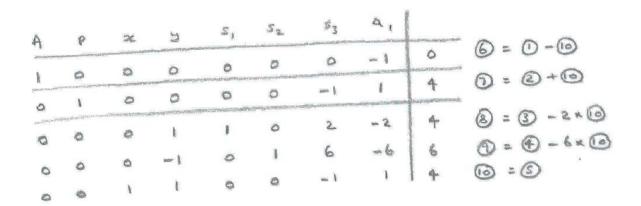
2nd row: original objective (2nd stage of method)

Each stage of the method involves applying the ordinary Simplex method.

To minimise A: the positive coefficients of x & y mean that x or y could be increased (alternatively maximise -A).

Choose *x* as the pivot column (eg) and apply the ratio test:

3rd row:
$$\frac{12}{2} = 6$$
, 4th row: $\frac{30}{6} = 5$, 5th row: $\frac{4}{1} = 4$



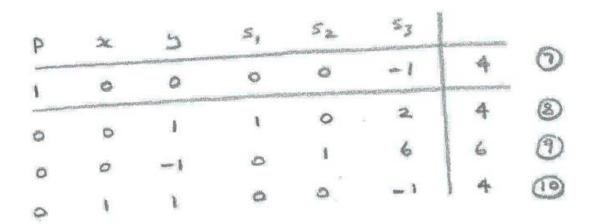
As A = 0, the 1st stage has been successfully completed.

Now remove the 1st row, and the columns for A and a_1 (a_1 is a non-basic variable and is being set to 0)

Solution so far: x = 4, y = 0, P = 4

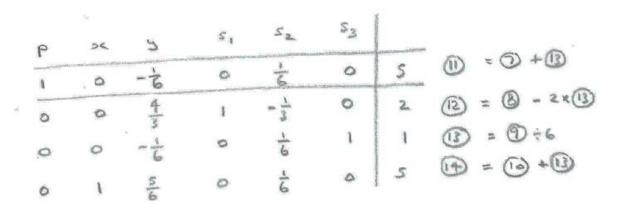
The 2nd stage is now to maximise P, as usual.

The remainder of the working is as follows:



Choose s_3 as the pivot column, and apply the ratio test:

8th row: $\frac{4}{2} = 2$, 9th row: $\frac{6}{6} = 1$, 10th row: n/a



Choose y as the pivot column, and apply the ratio test:

12th row:
$$\frac{2}{\left(\frac{4}{3}\right)} = \frac{3}{2}$$
, 13th row: n/a , 14th row: $\frac{5}{\left(\frac{5}{6}\right)} = 6$

The coefficients of s_1 & s_2 in (15) are both positive, so we have maximised P.

Solution:
$$x = \frac{15}{4}$$
, $y = \frac{3}{2}$, $P = \frac{21}{4}$ (B)

(3) The Big M (Simplex) Method (same example)

This starts off in the same way as the 2-Stage method, by creating the artifical variable.

$$P - x - y = 0 (1)$$

$$2x + 3y + s_1 = 12 (2)$$

$$6x + 5y + s_2 = 30 (3)$$

$$x + y - s_3 + a_1 = 4 (4)$$

We now modify the objective to:

maximise $P = x + y - Ma_1$, where M is a large number (eg 1000)

This ensures that minimising a_1 is given 1st priority, as the Ma_1 term has the biggest effect on P.

Re-write as
$$P = x + y - M(4 - x - y + s_3)$$

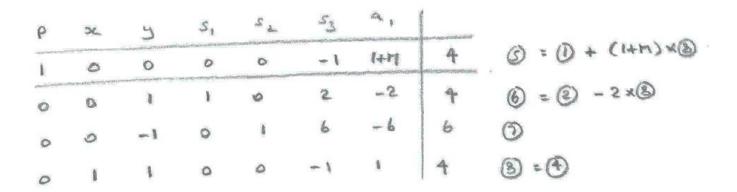
giving $P - (1 + M)x - (1 + M)y + Ms_3 = -4M$

$$P \times 5 = 52 \times 53 \times 9$$
 $I = (I+M) = (I+M) \times 0 \times 0 \times 12 \times 0$
 $O \times 2 \times 3 \times 1 \times 0 \times 0 \times 0 \times 12 \times 0$
 $O \times 6 \times 0 \times 1 \times 0 \times 0 \times 12 \times 0$
 $O \times 0 \times 1 \times 0 \times 0 \times 12 \times 0$
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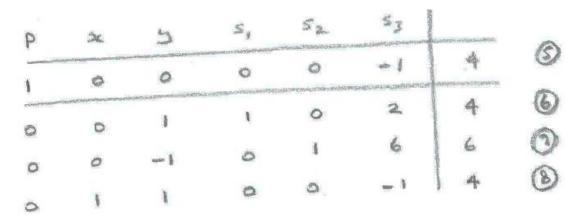
We now carry out the Simplex method as usual, and we should find that the RHS of the objective row becomes free of M.

Choose *x* as the pivot column (eg) and apply the ratio test:

2nd row:
$$\frac{12}{2} = 6$$
, 3rd row: $\frac{30}{6} = 5$, 4th row: $\frac{4}{1} = 4$ (as before)



Once M only appears in the a_1 column, we can set a_1 to 0, and remove the a_1 column, arriving at the same tableau as at the end of the 1st stage of the 2-stage method (and then continue as before).



(4) Complications for the Simplex Method

The following is a summary of the various ways in which complications can arise.

(i) Objective function parallel to a constraint line (if two variables) or plane (if three).

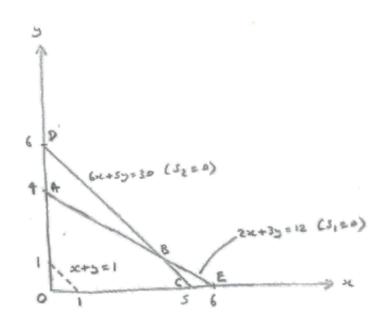
As for the Linear Programming method, more than one solution is possible.

- (ii) When applying the 2-Stage Simplex or Big M method, it may not be possible to reduce a_1 to 0; ie there may not be a solution to the problem.
- (iii) Artificial variables may be needed for more than one constraint. In this case, let $A=a_1+a_2+\cdots$ for the 2-Stage Simplex, and have $-M(a_1+a_2+\cdots)$ in place of $-Ma_1$ for the Big M method.

Example (2-Stage Simplex)

Maximise
$$P = x + y$$

subject to $2x + 3y \ge 12$
 $6x + 5y \le 30$
 $y \ge 5$



$$P - x - y = 0$$
 (1)
 $2x + 3y - s_1 + a_1 = 12$ (2)
 $6x + 5y + s_2 = 30$ (3)

$$y - s_3 + a_2 = 5$$
 (4)

Minimise
$$A = a_1 + a_2 = (12 - 2x - 3y + s_1) + (5 - y + s_3)$$

$$\Rightarrow A + 2x + 4y - s_1 - s_3 = 17$$

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(2)						5.	۹,	95	1	
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ratio test: (1) is the only possible row

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0	2	٥	1	3	-43	43	(3)	: (B + 2 x(B)

ratio test: (B) is the only possible now

Example (Big M):

Big n netbod

Maximise
$$P' = P - (a_1 + a_2)M$$

= $2C + 2 - (12 - 2x - 35 + 5_1 + 5 - 3 + 5_3)M$
= $(1 + 2M)x + (1 + 4M)y - Ms_1 - Ms_3 - 17M$

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P' >2
$$\frac{1}{3}$$
 $\frac{5}{3}$ $\frac{5}{3}$ $\frac{4}{3}$ $\frac{4}{4}$ $\frac{4}{3}$ $\frac{4}{4}$ $\frac{1}{3}$ $\frac{4}{4}$ $\frac{4}{3}$ $\frac{1}{3}$ $\frac{1}{3}$

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than as ser the 2-stage simples method

(iv) Constraints that are equalities

Replace with two inequality constraints:

ie for x + y = 4: replace with $x + y \le 4$ & $x + y \ge 4$

Example

Big n nethod

Maximise scry, subject to 20c+5512 and ==4

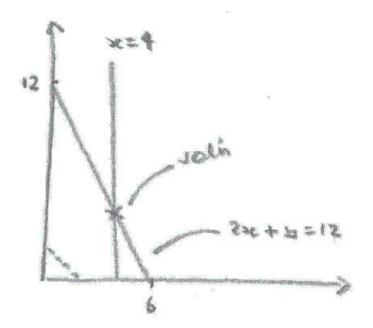
$$2x + y + 5$$
, = 12

 $x - 5_2 + a_1 = 4$
 $x + 5_3 = 4$

Modified objective: maximise $x + y - ma_1$ (P)

 $x + y + y + y - ma_2 = max + y - ma_3 = max + y - ma_4 = max + y - ma_5 = max +$

=) solva is:
$$s_1=4$$
, $s_2=4$ ($s_1=0$, $s_2=0$, $s_3=0$)
 $P=8$



Note: If there is a constraint such as, for example:

x + y + z = 100, then this can enable the variable z (for example) to be eliminated from the problem (noting that the constraint

$$z \ge 0$$
 becomes the constraint $100 - x - y \ge 0$ or $x + y \le 100$).

This can enable a 3-variable problem to be tackled by a graphical method (involving a feasible region), rather than having to employ the Simplex method.

(v)
$$x + y < 4$$
 (eg)

Use $x + y \le 4$ instead, and reduce x or y slightly, if necessary.

(vi) Big M method: to minimise P = x + y

Modify to minimising $x + y + Ma_1$ (instead of maximising

$$x + y - Ma_1$$

(vii) If x (for example) can be negative, then replace x with x_1-x_2 , where $x_1,x_2\geq 0$ (This allows x to be negative, if necessary.)