ase To:

BFS

Ax=5 文 2 方

FS and invertible  $A\vec{x} = \begin{bmatrix} B & R & X \\ O \end{bmatrix} = \vec{b}$ 

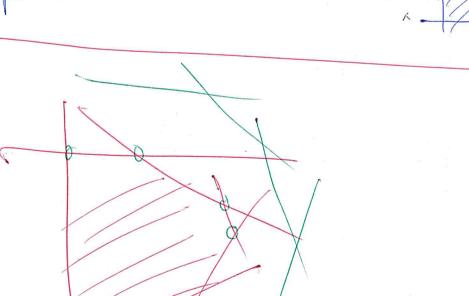
 $\frac{1}{2}$   $\leq$  3

max CTX LPP

rank (A)=m A mabyon

-> Corper pt of FR BFS

Ophnah Solution ocen at BFS



Thm 2.1 BFS > Extreme pt of FR. Pt Let  $\vec{\chi} \in BFS$   $\vec{\chi} = \begin{pmatrix} \vec{\chi}_B \\ \vec{S} \end{pmatrix}$ ci (BIR] (XB) = B B Averbble,  $(ii) \qquad \begin{array}{c} 2 \\ \times 6 \geq 0 \end{array}$ Pf by catrodick assume not an extreme pt. J ŽIJŽI E FR SJ.  $\vec{\chi} = \lambda \vec{\chi}_1 + ((-\lambda)\vec{\chi}_2), \quad \lambda \in (0,1)$  $\overline{\chi}_{1}, \overline{\chi}_{1} \in \mathbb{R}^{2}$ : O [BIR]  $(\overline{\chi}_{1}) = \overline{h}$  (BIR]  $(\overline{\chi}_{2}) = \overline{h}$  (D)  $\begin{pmatrix} \overline{X}_{\mathcal{B}} \\ \overline{\partial} \end{pmatrix} = \lambda \begin{pmatrix} \overline{W}_{i} \\ \overline{V}_{i} \end{pmatrix} + (1-\lambda) \begin{pmatrix} \overline{W}_{i} \\ \overline{V}_{i} \end{pmatrix} \lambda \in (0,1)$  $\begin{cases} \vec{0} = \lambda \vec{V}_1 + (1-\lambda) \vec{V}_2 & \lambda \in (0,1) \\ \vec{0} = \vec{V}_1 = \vec{V}_2 = \vec{0} \end{cases}$  $B\vec{u}_i = \vec{b}$   $B\vec{u}_i = \vec{b}$  $\Rightarrow \vec{\mathsf{M}} = \vec{\mathsf{B}} \vec{\mathsf{b}} = \vec{\mathsf{M}}_{\mathsf{L}} \qquad (3)$ 

(2) d(3) -> Xi = X Controdation

Think If Extrement of FR  $\Rightarrow$  BFS

Pt:  $\vec{\chi}_0 = \begin{pmatrix} x_1 \\ \dot{x}_r \\ \dot{x}_r \end{pmatrix}$  r can be equal to a

ex pt of fR. (FS)  $\begin{cases} A\vec{\chi}_0 = \vec{b} \iff \vec{a}_1, \vec{a}_2, \vec{a}_3, \vec{a}_4, \vec{a}_7 \end{cases} = \vec{a}_1 \begin{cases} \vec{\chi}_1 \\ \vec{\chi}_1 \end{cases} = \vec{b} \end{cases}$ Case 1:  $\vec{a}_1, \vec{a}_2, \vec{a}_3 \end{cases}$  is  $\vec{b}_1$ .

Case 1:  $\vec{b}_1 = \vec{b}_1$  ( $\vec{a}_1, \vec{a}_2, \vec{a}_3$ ) is  $\vec{b}_1 = \vec{b}_2$ .

Charles Y & m = rank (A)

Charles I another m-r columns of A solic

[\vec{a}\_1...,\vec{a}\_r,\vec{a}\_{res}...,\vec{a}\_n\) is li

[\vec{a}\_1...,\vec{a}\_r,\vec{a}\_{res}...,\vec{a}\_n\) invertible

[\vec{B} | R] (\vec{x}\_r) = \vec{b} (degenerate)

RFS

Case ? a.,. a.) ld (Can never)

Proof by Controlish.
Suppre {ai, ar} led.

I di-, dr not all zeo 54

 $\begin{array}{lll}
\mathcal{C}_{i} & \mathcal{C}_{i} & \mathcal{C}_{i} & \mathcal{C}_{i} \\
\mathcal{C}_{i} & \mathcal{C}_{i} & \mathcal{C}_{i}
\end{array}$   $\begin{array}{lll}
\mathcal{C}_{i} & \mathcal{C}_{i} & \mathcal{C}_{i} \\
\mathcal{C}_{i} & \mathcal{C}_{i}
\end{array}$   $\begin{array}{lll}
\mathcal{C}_{i} & \mathcal{C}_{i} & \mathcal{C}_{i}
\end{array}$ 

7+ = 70 ± EZ 7 = 70 ± EZ 7 = 70 = EZ

(ii)  $\vec{X}_{t}$ ,  $\vec{X}_{-}$  femble:  $\vec{X}_{+} \geq \vec{0} \Rightarrow \vec{X}_{1} \pm \epsilon \vec{x}_{1} \geq 0 \forall i$ 

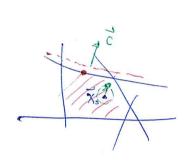
 $\vec{x}_{t}$ ,  $\vec{x}_{t}$ ,  $\vec{x}_{t}$  subtrue  $\vec{A}$   $\vec{x}_{t}$  =  $\vec{b}$ ??  $\vec{A}$   $\vec{x}_{t}$  =  $\vec{b}$ ??

 $A\vec{X}_{t} = A(\vec{X}_{0} + \vec{\Sigma} \vec{X})$   $= A\vec{X}_{0} + \vec{\Sigma} \vec{X}$   $= A\vec{X}_{0} + \vec{\Sigma} \vec{X}_{0}$   $= \vec{X}_{0} + \vec{\Sigma} \vec{X}_{0}$   $= \vec{X}_{0} + \vec{\Sigma} \vec{X}_{0} + \vec{\Sigma} \vec{X}_{0}$ 

The 2's Optimal Solution of LPP occurs at a pt of FR.

pt: ROEFR (1. AXO=) (1) 2 20 TO CTX & EFR

Stepl 7. cannot be an interior pt Stepl 7. bolday nt -> 3 Corner pt that is ophul

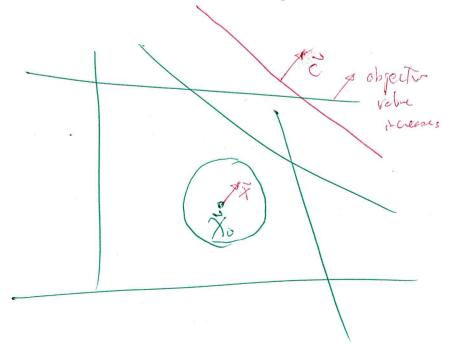


Stepl: X is Interior pt

pf by cutrestat

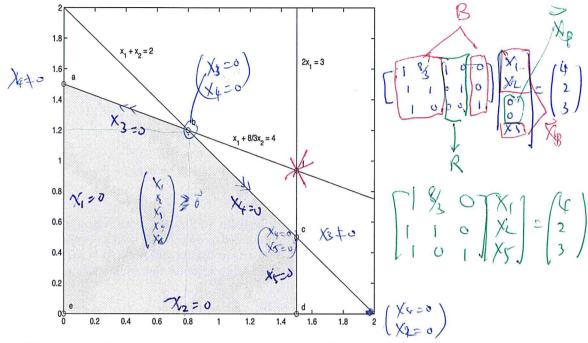
3 B(X) C FR 8>0





Stepl 70 or boldan pt Defre X= {x | cTx = cTx, } (i)  $\vec{\chi} = \{\vec{x} \mid \vec{c}^{7}\vec{x} \leq \vec{c}^{7}\vec{x}, \}$ YEFRE X → I is a supply hyperplan of \$ FR at Xo Thu1.5 => 3 expt of FR on I. => that are pt has to be sphul ( : every pt on I is optime )

H



**Figure 2.1.** There are 5 extreme points by inspection  $\{a, b, c, d, e\}$ .

We get the point  $[0, \frac{3}{2}, 0, \frac{1}{2}, 3]$ . From Figure 2.3, we see that this point corresponds to the extreme point a of the convex polyhedron K defined by (2.19), (2.20), (2.21), (2.22). The equations  $x_1 = 0$  and  $x_3 = 0$  are called the *binding equations* of the extreme point a.

We note that not all basic solutions are feasible. In fact there is a maximum total of  $\binom{5}{3} = \binom{5}{2} = 10$  basic solutions and here we have only five extreme points. The extreme points of the region K and their corresponding binding equations are given in the following table.

extreme point	a	b	c	d	e
set to zero	$x_1$	$x_3$	$x_4$	$x_2$	$x_1$
	$x_3$	$x_4$	$x_5$	$x_5$	$x_2$

If we set  $x_3$  and  $x_5$  to zero, the basic solution we get is  $[\frac{3}{2}, \frac{15}{16}, 0, -\frac{7}{16}, 0]$ . Hence it is not a basic *feasible* solution and therefore does not correspond to any one of the extreme point in K. In fact, it is given by the point f in the above figure.

## 2.3 Improving a Basic Feasible Solution

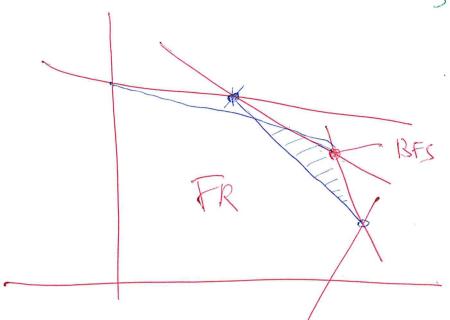
Let the LPP be

$$\max \qquad z = \mathbf{c}^T \mathbf{x}$$

$$\text{subject to} \begin{cases} A\mathbf{x} = \mathbf{b} \\ \mathbf{x} \ge 0 \end{cases}$$

Here we assume that  $b \ge 0$  and rank(A) = m. Let the columns of A be given by  $a_j$ , i.e.  $A = [a_1, a_2, \dots, a_n]$ . Let B be an  $m \times m$  non-singular matrix whose columns are linearly independent

Simplex



3 pt on R2 convex hill

Simplex

Note vechos in R"

R3 4 pts n R3



optimely condition for fearbily could FB is BFS

The 2.2 健子爬山洼

## The Simplex Method for a Two-variable Problem

## Interpretation of the Graphical Method

To introduce the basic ideas of the simplex method, we will use an example with only two decision variables x and y. We can then see how both the graphical method and the simplex method works. Consider

Max 
$$f(x,y) = 30x + 20y$$
  
subject to 
$$\begin{cases} x + y \le 50 \\ 40x + 60y \le 2400 \\ x, y \ge 0 \end{cases}$$
 (0.1)

The graph of the feasible region is given in Figure 0.1.

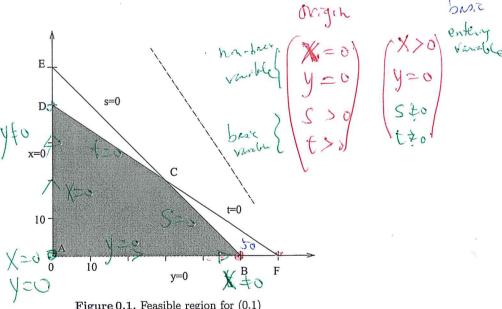


Figure 0.1. Feasible region for (0.1)

We note that the constraints are inequalities. Since inequalities are difficult to be handled by matrices, we first change them into equalities by adding two more variables