Tutorial 5

Simplex method

Simplex method is a method to solve the linear programming problems.

Given an $m \times n$ matrix A, two vectors $\mathbf{b} \in \mathcal{P}^m$, $\mathbf{c} \in \mathcal{P}^n$ and a number d, we consider *primal problem*

$$\max \quad f(\boldsymbol{y}) = \boldsymbol{c}\boldsymbol{y}^T + d$$
 subject to $A\boldsymbol{y}^T \leq \boldsymbol{b}^T$

and the dual problem

$$\min \quad g(\boldsymbol{x}) = \boldsymbol{x}\boldsymbol{b}^T + d$$
 subject to $\boldsymbol{x}A \geq \boldsymbol{c}$.

The key step of the simplex method is called the **pivoting operation**. Assume the tableau of the linear programming problem is given by

Step 1. Find a position to start the pivoting operation.

If $c_j \leq 0$ for all j, then go to step 3. Otherwise, choose $j \in \{1, 2, \dots, n\}$ such that $c_j > 0$.

If $a_{ij} \leq 0$ for all $1 \leq i \leq m$, the primal problem has no solution. Otherwise,

pick $k \in \{1, 2, \dots, m\}$ such that

$$\frac{b_k}{a_{kj}} = \min\{\frac{b_i}{a_{ij}} : a_{ij} > 0, i = 1, \cdots, m\}.$$

Step 2. Make pivoting operation as follows.

Step 3. Continue Step 1 and Step 2 until $c_j \leq 0$ for all j. If the final result after pivoting operations is

$$\begin{array}{c|cccc}
 & x_i & y_l & -1 \\
\hline
y_j & & e \\
x_k & & f \\
\hline
-1 & g & h & -v
\end{array}$$

then we can conclude that the optimal value of the primal problem is v and

$$x_{i} = -g \quad y_{i+n} = 0$$

$$y_{l} = 0 \quad x_{l+m} = -h$$

$$y_{j} = e \quad x_{j+n} = 0$$

$$x_{k} = 0 \quad y_{k+m} = f.$$

Exercise 1. Use the simplex method to solve the two-person zero-sum game

with game matrix

$$\begin{pmatrix} -1 & 1 & 3 \\ 1 & -3 & 2 \\ 3 & 0 & -1 \end{pmatrix}.$$

Solution. Step 1. Add 3 to each entry, we get

$$\begin{pmatrix} 2 & 4 & 6 \\ 4 & 0 & 5 \\ 6 & 3 & 2 \end{pmatrix}.$$

Step 2. Set up the tableau as

Step 3. Apply pivoting operations, we have

Let $d = \frac{5}{18}$. Then the value of the game is $v = \frac{1}{d} - 3 = \frac{3}{5}$. Since the basic solution is

$$x_{3} = \frac{1}{9} \qquad y_{6} = 0$$

$$x_{1} = \frac{1}{6} \qquad y_{4} = 0$$

$$y_{3} = 0 \qquad x_{6} = \frac{2}{9}$$

$$y_{2} = \frac{2}{9} \qquad x_{5} = 0$$

$$x_{2} = 0 \qquad y_{5} = \frac{11}{27}$$

$$y_{1} = \frac{1}{18} \qquad x_{4} = 0$$

We have the maximin strategy for the row player is

$$\mathbf{p} = \frac{1}{d}(x_1, x_2, x_3) = \frac{18}{5}(\frac{1}{6}, 0, \frac{1}{9}) = (\frac{3}{5}, 0, \frac{2}{5}),$$

and the minimax strategy for the column player is

$$\mathbf{q} = \frac{1}{d}(y_1, y_2, y_3) = \frac{18}{5}(\frac{1}{18}, \frac{2}{9}, 0) = (\frac{1}{5}, \frac{4}{5}, 0).$$

Exercise 2. Let A be an $m \times n$ matrix. Let

$$\mathit{C} = conv(\{a_1, \cdots, a_n, e_1, \cdots, e_m\})$$

be the convex hull of set $\{a_1, \dots, a_n, e_1, \dots, e_m\}$, where a_1^T, \dots, a_n^T are the column vectors of A and e_1, \dots, e_m are the vectors in the standard basis of \mathbb{R}^m . Prove if C contains a point $(c, \dots, c) \in \mathbb{R}^m$ with $c \leq 0$, then the value of A, $v(A) \leq c$.

Proof. Since $(c, \dots, c) \in C$, there exist $\lambda_1, \dots, \lambda_{n+m}$ such that

$$\lambda_1 \boldsymbol{a}_1 + \cdots + \lambda_n \boldsymbol{a}_n + \lambda_{n+1} \boldsymbol{e}_1 + \cdots + \lambda_{n+m} \boldsymbol{e}_m = (c, \cdots, c),$$

where $0 \le \lambda_i \le 1$ and $\lambda_1 + \cdots + \lambda_{n+m} = 1$.

Since $c \leq 0$, at least one of $\lambda_1, \dots, \lambda_n$ is positive. Multiply both sides of the above equation by $\frac{1}{\lambda_1 + \dots + \lambda_n}$, we have

$$\frac{\lambda_1}{\lambda_1 + \dots + \lambda_n} \boldsymbol{a}_1 + \dots + \frac{\lambda_n}{\lambda_1 + \dots + \lambda_n} \boldsymbol{a}_n = (\frac{c - \lambda_{n+1}}{\lambda_1 + \dots + \lambda_n}, \dots, \frac{c - \lambda_{n+m}}{\lambda_1 + \dots + \lambda_n}).$$

Taking transpose, we have

$$(\boldsymbol{a}_1^T \cdots \boldsymbol{a}_n^T) \begin{pmatrix} \frac{\lambda_1}{\lambda_1 + \cdots + \lambda_n} \\ \vdots \\ \frac{\lambda_n}{\lambda_1 + \cdots + \lambda_n} \end{pmatrix} = \frac{1}{\lambda_1 + \cdots + \lambda_n} \begin{pmatrix} c - \lambda_{n+1} \\ \cdots \\ c - \lambda_{n+m} \end{pmatrix}.$$

Note that $A = (\boldsymbol{a}_1^T, \dots, \boldsymbol{a}_n^T)$. Write $\boldsymbol{q} = \frac{1}{\lambda_1 + \dots + \lambda_n} (\lambda_1, \dots, \lambda_n)$. Then $\boldsymbol{q} \in \mathcal{P}^n$ and

$$\boldsymbol{x} A \boldsymbol{q}^T \le \max_{1 \le i \le m} \frac{c - \lambda_{n+i}}{\lambda_1 + \dots + \lambda_n} \le c$$
, since $c \le 0$.

Hence

$$v(A) = \min_{\boldsymbol{y} \in \mathcal{P}^n} \max_{\boldsymbol{x} \in \mathcal{P}^m} \boldsymbol{x} A \boldsymbol{y}^T \le \max_{\boldsymbol{x} \in \mathcal{P}^m} \boldsymbol{x} A \boldsymbol{q}^T \le c.$$