# Simplex Algorithm - Part 2 (18 pages; 18/5/24)

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#### (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  $x \geq 0$ ,  $y \geq 0$ ).

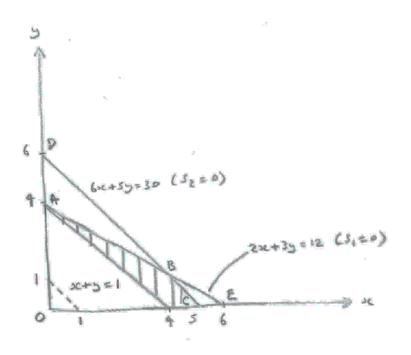
A constraint such as  $3x + 2y - z \ge -2$  (as in Example 3 in Part 1) can just be rewritten as  $-3x - 2y + z \le 2$ , but the constraint  $3x + 2y - z \ge 2$  could not be dealt with in this way, as it would leave us with a negative value on the RHS.

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 and surplus variables as usual (for the  $\leq and \geq$  constraints respectively), but introduce an artificial variable for the  $x + y \geq 4$  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:

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

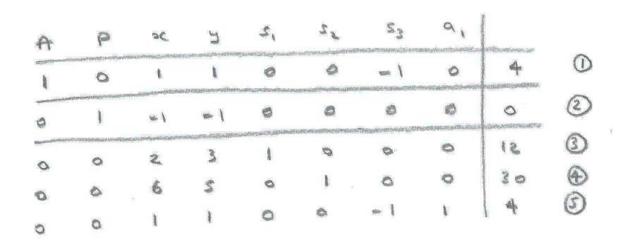
The aim is to minimise  $a_1$  , so that (if possible) the solution moves into the feasible region.

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)

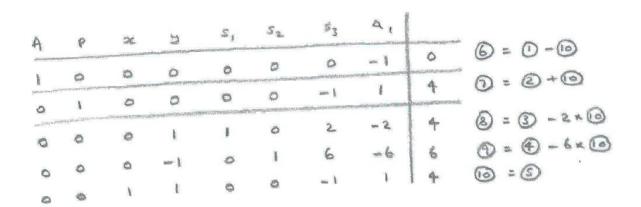
2nd row: original objective (2nd stage of method)

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:  $\frac{4}{1} = 4$ 



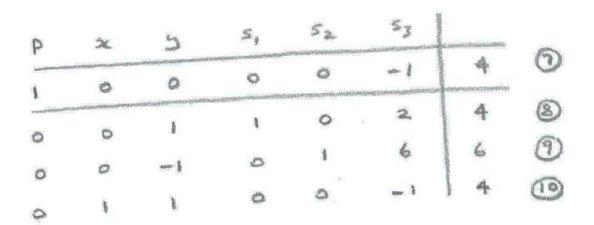
As A = 0, the 1st stage has been successfully completed.

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

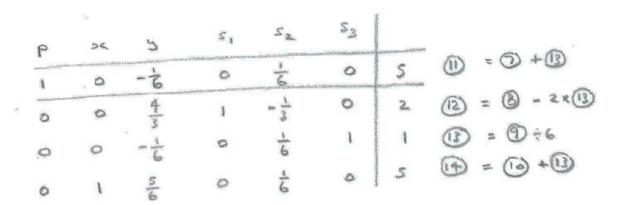
The 2nd stage is now to maximise P, as usual.

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.

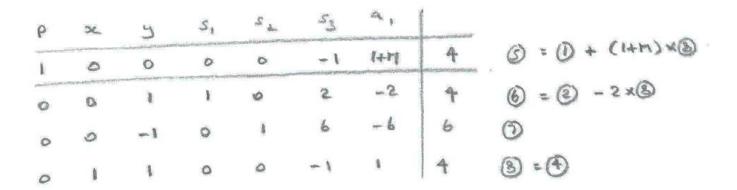
Re-write as 
$$P = x + y - M(4 - x - y + s_3)$$
  
giving  $P - (1 + M)x - (1 + M)y + Ms_3 = -4M$ 

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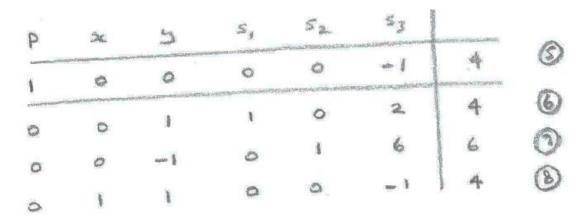
We now carry out the Simplex method as usual, and we should find that the RHS of the objective row becomes free of M.

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.

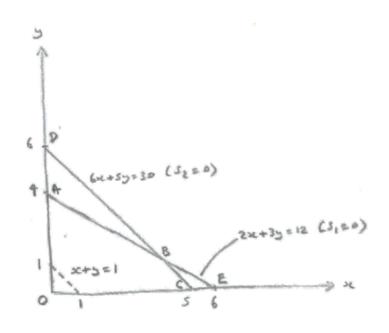
(i) Objective function parallel to a constraint line (if two variables) or plane (if three).

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

- (ii) 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.
- (iii) When applying the 2-Stage Simplex or Big M method, it may not be possible to reduce *A* to 0; ie there may not be a solution to the problem.

# **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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0	(3)	٥	0	1	5	5	(1)
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ratio test: (1) is the only possible row

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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

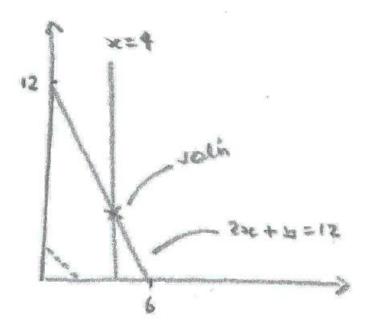
# (iv) Constraints that are equalities

Replace with two inequality constraints:

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

# **Example**

=) 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.)