

03-2014

Zionts, "An intuitive algebraic approach for solving LP problems"
Solving impossible problems...

[max]	$z =$	0,56 x_1	+0,42 x_2				
s. t.		x_1	+2 x_2	\leq	240		
		1,5 x_1	+ x_2	\leq	180		
		x_1		\leq	110	!	
		x_1		\geq	130	!	

Original problem:

$$\begin{aligned} \max z &= 0,56x_1 + 0,42x_2 \\ \text{s. to } x_1 + 2x_2 &\leq 240 \\ 1,5x_1 + x_2 &\leq 180 \\ x_1 &\leq 110 \\ x_1 &\geq 130 \end{aligned}$$

Confusion (standard, canonical, augmented)

http://en.wikipedia.org/wiki/Linear_programming

Converting to standard form

$$[max] z = c^T x$$

(not necessary for us)

$$\text{s.t. } Ax \leq b$$

(Multiply by -1; replace = by $\leq \& \geq$; $x_{\text{free}} = x^+ - x^-$.)

Converting to canonical form

(following)

(Introduce slack var.s and artificial var.s.)

Introduce (one or more) slack variables (always: if necessary)

	structural	structural	slack	slack	slack	slack		
[max]	$z =$	0,56 x_1	+0,42 x_2	+0 x_3	+0 x_4	+0 x_5	+0 x_6	
s. t.		x_1	+2 x_2	+ x_3	+0 x_4	+0 x_5	+0 x_6	= 240
		1,5 x_1	+ x_2	+0 x_3	+ x_4	+0 x_5	+0 x_6	= 180
		x_1	+0 x_2	+0 x_3	+0 x_4	+ x_5	+0 x_6	= 110
		x_1	+0 x_2	+0 x_3	+0 x_4	+0 x_5	- x_6	= 130

This is not the canonical form, because no immediate solution can be found: there is no identity matrix !

Introduce (one or more) artificial variables (always: if necessary)

This is no longer our problem !! Is it useful ?

(Big) $M = 1,0E+02$

Infinity

	structural	structural	slack	slack	slack	artificial		
[max]	$z =$	0,56 x_1	+0,42 x_2	+0 x_3	+0 x_4	+0 x_5	+0 x_6	- $M x_7$
s. t.		x_1	+2 x_2	+ x_3	+0 x_4	+0 x_5	+0 x_6	+0 x_7
		1,5 x_1	+ x_2	+0 x_3	+ x_4	+0 x_5	+0 x_6	+0 x_7
		x_1	+0 x_2	+0 x_3	+0 x_4	+ x_5	+0 x_6	+0 x_7
($\times M$)		x_1	+0 x_2	+0 x_3	+0 x_4	+0 x_5	- x_6	+ x_7

In order to follow the Simplex Method, the starting solution (here, x_3, x_4, x_5, x_7) must have 0 coefficients in z . Simply, subtract adequately (4.th constraint).

	structural	structural	slack	slack	slack	artificial			
[max]	$z =$	(0,56+ M) x_1	+0,42 x_2	+0 x_3	+0 x_4	+0 x_5	- $M x_6$	+0 x_7	- 130 M
s. t.		x_1	+2 x_2	+ x_3	+0 x_4	+0 x_5	+0 x_6	+0 x_7	= 240
		1,5 x_1	+ x_2	+0 x_3	+ x_4	+0 x_5	+0 x_6	+0 x_7	= 180
		x_1	+0 x_2	+0 x_3	+0 x_4	+ x_5	+0 x_6	+0 x_7	= 110
		x_1	+0 x_2	+0 x_3	+0 x_4	+0 x_5	- x_6	+ x_7	= 130

Giving the problem to Solver

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	
[max] z =	100,56	0,42	0	0	0	-100	0	11067,9
s. t.	1	2	1	0	0	0	0	240
	1,5	1	0	1	0	0	0	180
	1	0	0	0	1	0	0	110
	1	0	0	0	0	-1	1	130
X =	110	15	100	0	0	0	20	

Then, change 130 to 0.

Solver model

11067,9
7
TRUE
100
100

We ALWAYS solve the problem — maybe not our problem.