

# The Simplex Algorithm as a Method to Solve Linear Programming Problems

## Linear Programming Problem

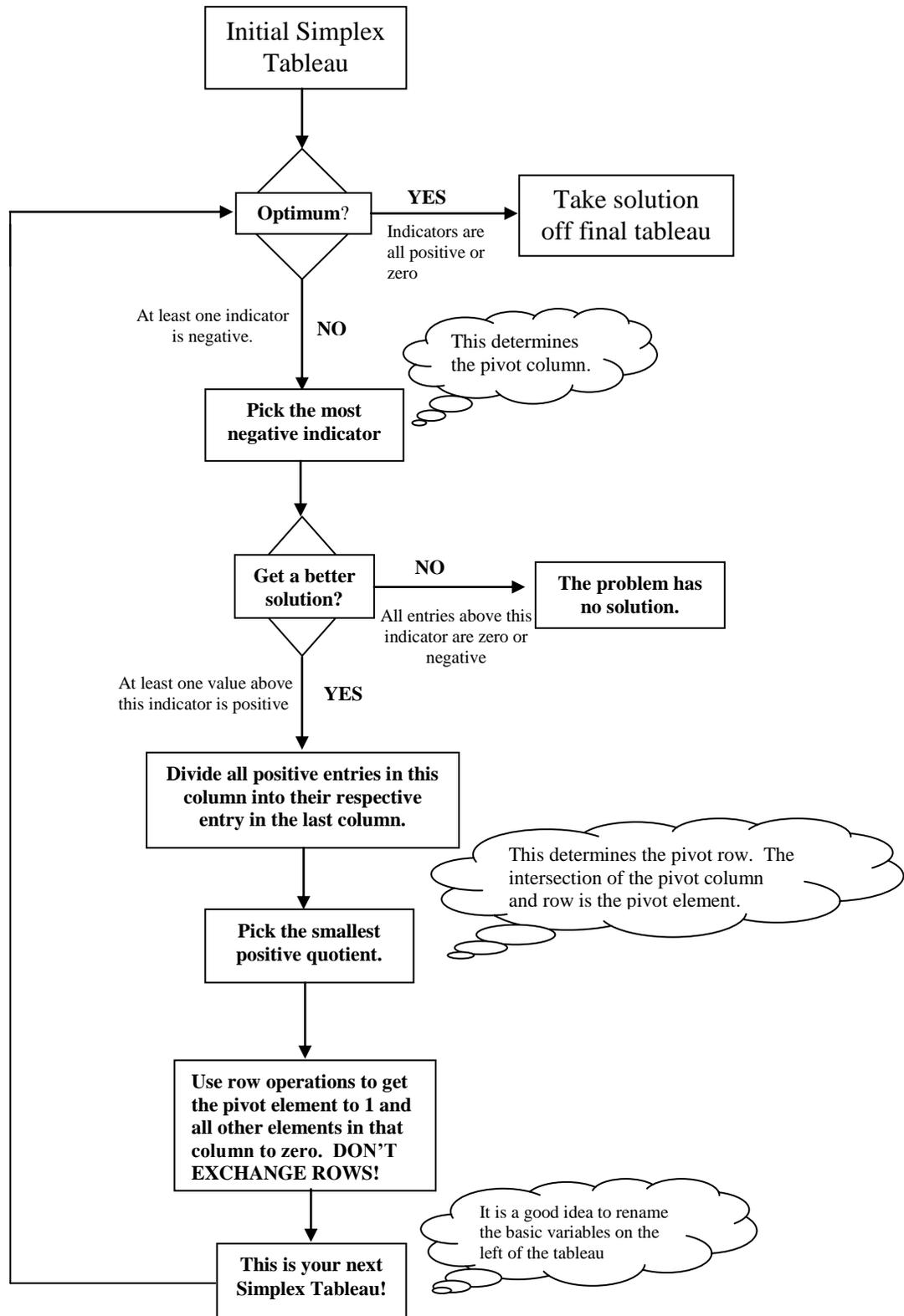
Standard Maximization problem in Standard Form	$x_1 + 2x_2 \leq 10$ $3x_1 + 2x_2 \leq 18$ $x_1, x_2 \geq 0$ Maximize : $P = 20x_1 + 30x_2$	Decision variables: $x_1, x_2, \dots$ Constraints ( $a_1x_1 + a_2x_2 + \dots \leq b_1$ where $b_n \geq 0$ ) Non-zero constraints ( $x_1, x_2, \dots \geq 0$ ) Objective function P
Fundamental Theorem		If an optimum occurs, it will occur at one of the corner points of the feasible region, or along all points of a segment whose endpoints are corner points of the region.

Initial system:  3 basic and 2 non-basic variables	$x_1 + 2x_2 + s_1 = 10$ $3x_1 + 2x_2 + s_2 = 18$ $-20x_1 - 30x_2 + P = 0$ $x_1, x_2, s_1, s_2 \geq 0$	Decision variables: $x_1, x_2$ Slack variables: $s_1, s_2$ Constraints ( $= b$ where $b \geq 0$ ) Non-zero constraints ( $\geq 0$ )
Fundamental Theorem		If an optimum occurs, it will occur at one (or more) of the basic feasible solutions. These are the corner points of the original feasible region.

## Initial Simplex Tableau

$$\begin{array}{c}
 \begin{array}{cc} \text{non - basic} & \text{basic} \\ \hline & \end{array} \\
 \begin{array}{cccccc} & x_1 & x_2 & s_1 & s_2 & P \\ \text{Basic variables } \Rightarrow & s_1 & \left[ \begin{array}{cc|cc|c} 1 & 2 & 1 & 0 & 0 & 10 \\ 3 & 2 & 0 & 1 & 0 & 18 \\ -20 & -30 & 0 & 0 & 1 & 0 \end{array} \right. & & & & \\ & P & & & & & \end{array} \\
 \begin{array}{c} \hline \text{indicators in last row} \end{array}
 \end{array}$$

Initial basic feasible solution:  $x_1 = 0, x_2 = 0, P=0$  ( $s_1 = 10, s_2 = 18$ )



<p>Initial simplex tableau with basic variables <math>s_1, s_2, P</math> and nonbasic variables <math>x_1, x_2</math>. Initial basic feasible solution: <math>x_1 = 0, x_2 = 0, P = 0</math> (<math>s_1 = 10, s_2 = 18</math>)</p>	$\begin{array}{c} x_1 \quad x_2 \quad s_1 \quad s_2 \quad P \\ s_1 \left[ \begin{array}{ccccc c} 1 & 2 & 1 & 0 & 0 & 10 \\ s_2 & 3 & 2 & 0 & 1 & 0 & 18 \\ P & -20 & -30 & 0 & 0 & 1 & 0 \end{array} \right] \end{array}$
<p>Pivot column is <math>x_2</math> column (indicator = -30).  Entering basic variable is <math>x_2</math>  Pivot row is <math>s_1</math> row (smallest positive quotient is 5)  Exiting basic variable is <math>s_1</math>  Pivot element is 2</p>	$\begin{array}{c} x_1 \quad x_2 \quad s_1 \quad s_2 \quad P \\ s_1 \left[ \begin{array}{ccccc c} 1 & 2 & 1 & 0 & 0 & 10 \\ s_2 & 3 & 2 & 0 & 1 & 0 & 18 \\ P & -20 & -30 & 0 & 0 & 1 & 0 \end{array} \right] \end{array}$
<p>Basic feasible solution: <math>x_1 = 0, x_2 = 5, P = 150</math>  (<math>s_1 = 0, s_2 = 8</math>)</p>	$\begin{array}{c} x_1 \quad x_2 \quad s_1 \quad s_2 \quad P \\ x_2 \left[ \begin{array}{ccccc c} .5 & 1 & .5 & 0 & 0 & 5 \\ s_2 & 2 & 0 & -1 & 1 & 0 & 8 \\ P & -5 & 0 & 15 & 0 & 1 & 150 \end{array} \right] \end{array}$
<p>Pivot column is <math>x_1</math> column (indicator = -5).  Entering basic variable is <math>x_1</math>  Pivot row is <math>s_2</math> row (smallest positive quotient is 4)  Exiting basic variable is <math>s_2</math>  Pivot element is 2</p>	$\begin{array}{c} x_1 \quad x_2 \quad s_1 \quad s_2 \quad P \\ x_2 \left[ \begin{array}{ccccc c} .5 & 1 & .5 & 0 & 0 & 5 \\ s_2 & 2 & 0 & -1 & 1 & 0 & 8 \\ P & -5 & 0 & 15 & 0 & 1 & 150 \end{array} \right] \end{array}$
<p>All indicators are positive or zero – STOP  Basic feasible solution: <math>x_1 = 4, x_2 = 3, \max. P = 170</math>  (<math>s_1 = 0, s_2 = 0</math>)</p>	$\begin{array}{c} x_1 \quad x_2 \quad s_1 \quad s_2 \quad P \\ x_2 \left[ \begin{array}{ccccc c} 0 & 1 & .75 & -.25 & 0 & 3 \\ x_1 & 1 & 0 & -.5 & .5 & 0 & 4 \\ P & 0 & 0 & 12.5 & 2.5 & 1 & 170 \end{array} \right] \end{array}$