

§4.11 (PART 1): DEGENERACY AND CONVERGENCE OF SIMPLEX METHOD

1.] Consider the following two variable LP below:

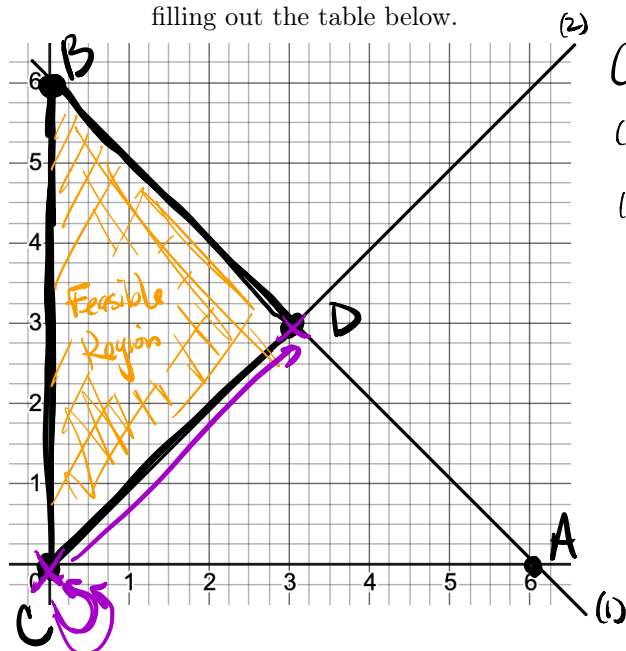
$$\text{Maximize: } z = 5x_1 + 2x_2$$

$$\text{Subject to: } x_1 + x_2 \leq 6 \quad (1)$$

$$x_1 - x_2 \leq 0 \quad (2)$$

$$x_1, x_2 \geq 0$$

Sketch the feasible space on the graph below, labeling the corner points of the feasible space. Convert the LP to standard form and identify all basic solutions with their corresponding objective values by filling out the table below.



Constraints: Standard form:

$$(1) \quad y = 6 - x$$

$$(2) \quad y = x$$

$$x_1 + x_2 + s_1 = 6$$

$$x_1 - x_2 + s_2 = 0$$

$$\begin{matrix} n=4 \\ m=2 \end{matrix} \Rightarrow nCm = {}_4C_2 = 6 \text{ total basic sols}$$

But there are only 4 intersections!
(and 3 corner points)

Nonbasic Variables	Basic Variables	Basic Solution	Corner Point	Feasible?	Obj Value (z)
x_1, x_2	s_1, s_2	$s_1=6, s_2=0$	C	Yes	0 (degenerate)
x_1, s_1	x_2, s_2	$x_2=6, s_2=6$	B	Yes	12
x_1, s_2	s_1, x_2	$x_2=0, s_1=6$	C	Yes	0 (degenerate)
x_2, s_1	x_1, s_2	$x_1=6, s_2=-6$	A	No	—
x_2, s_2	x_1, s_1	$x_1=0, s_1=6$	C	Yes	0 (degenerate)
s_1, s_2	x_1, x_2	$x_1=3, x_2=3$	D	Yes	21 optimal.

→ Cycling: It is possible that when choosing the next entering variable, the algorithm will select a lbf that is still at C instead of moving to another corner!

2.] Show that even though the initial tableau is not degenerate, later iterations may exhibit degeneracy.

Maximize: $z = 5x_1 + 3x_2$

Subject to: $4x_1 + 2x_2 \leq 12$

$4x_1 + x_2 \leq 10$

$x_1 + x_2 \leq 4$

$x_1, x_2 \geq 0$

↓

Row	Basic	z	x_1	x_2	s_1	s_2	s_3	RHS
0	z	1	-5	-3	0	0	0	0
1	s_1	0	4	2	1	0	0	12
2	s_2	0	4	1	0	1	0	10
3	s_3	0	1	1	0	0	1	4

$12/4 = 3$
 $10/4 = 2.5 \leftarrow$
 $4/1 = 4$

↓

Row	Basic	z	x_1	x_2	s_1	s_2	s_3	RHS
0'	z	1	0	$-7/4$	0	$5/4$	0	$25/2$
1'	s_1	0	0	1	1	-1	0	2
2'	x_1	0	1	$1/4$	0	$1/4$	0	$5/2$
3'	s_3	0	0	$3/4$	0	$-1/4$	1	$3/2$

$2/1 = 2 \leftarrow$
 $5/2 / 1/4 = 10$ (Tie!)
 $3/2 / 3/4 = 2$

↓

Row	Basic	z	x_1	x_2	s_1	s_2	s_3	RHS
0''	z	1	0	0	$7/4$	$-1/2$	0	16
1''	x_2	0	0	1	1	-1	0	2
2''	x_1	0	1	0	$-1/4$	$1/2$	0	2
3''	s_3	0	0	0	$-3/4$	1/2	1	0

$2/1 = 2$
 $2/2 = 1$
 $0/1/2 = 0 \leftarrow$

Degenerate!
 $s_3 = 0$

Row	Basic	z	x_1	x_2	s_1	s_2	s_3	RHS
0'''	z	1	0	0	1	0	1	16
1'''	x_2	0	0	1	$-1/2$	0	2	2
2'''	x_1	0	1	0	$1/2$	0	-1	2
3'''	s_2	0	0	0	$-3/2$	1	2	0

Optimal!

$x_1 = 2, x_2 = 2, s_2 = 0$
 $s_1 = s_3 = 0$
 $\text{Max } z = 16$