

# Homework: Code the Simplex Algorithm

— Deadline: 23h59 30th November 2018 —

The goal of this homework is for you to code the simplex algorithm and experiment with it. The reference programming language considered in this assignment are: C / C++ / Java / Python. For Python, hints are given concerning the modules you can use to design an efficient implementation while reducing the amount of work. If you want to use another language, please ask us beforehand and indicate explicitly in your report which external libraries your program uses. Moreover, you should add comments on your source code.

## 1 Program Specifications

Your program should accept a linear program in canonical form: the objective is a maximization function; each constraint is in the form of  $\leq$ ; and all variables are non-negative. In other words, your input linear program will be given as follows:

$$\begin{aligned} \max \quad & \sum_{i=1}^n c_i x_i \\ \sum_{j=1}^n a_{ji} x_i & \leq b_j, \quad \forall j \in [1, m], \\ x_i & \geq 0, \quad \forall i \in [1, n]. \end{aligned}$$

The input file must be in the exact format described here:

```
n
m
c1 c2 ... cn
b1 b2 ... bm
a11 a12 ... a1n
a21 a22 ... a2n
...
am1 am2 ... amn
```

**This input file format must be strictly followed since this will allow us to easily test your program.** Your program should be able to handle input files that contain whole numbers and fractions (represented as rational numbers:  $p/q$ ). Input files may also contain negative numbers.

The requirements for the format of the output file are not as strict as in the case of the input file. However, we require that your program provide two output modes. The first is the “concise” output mode. If this option is chosen by a user/tester/grader of your program, the output file must contain the following information:

- Say that the problem is INFEASIBLE, or
- Say that the problem is FEASIBLE but the solution value is UNBOUNDED, or
- If the problem is FEASIBLE and BOUNDED:
  - An optimal solution, i.e. the values of the variables  $\{x_1, \dots, x_n\}$ ;
  - The objective value of the optimal solution.

The second output mode is the “verbose” output mode. If this option is chosen by the user of your program, the output file must contain the following information:

- An optimal solution, i.e. the values of the variables  $\{x_1, \dots, x_n\}$ ;
- The objective value of the optimal solution;
- The number of pivots taken by your program;
- Which pivot rule was used to obtain this output;
- The tableau for each pivot;

- The entering and leaving variables at each pivot.

Even if the input program is infeasible or the solution is unbounded, the verbose mode output should give some evidence for this conclusion: i.e. show tableaus, pivots, etc.

We do not require that you include the input linear program in the output (although you can give the user the option to do this) since the input linear program may be large. Here are some examples of what input files your program must be able to handle and what output your program could return.

### 1.1 Example 1

For the following linear program:

$$\begin{aligned} \max \quad & 5x_1 + 4x_2 + 3x_3 \\ \text{subject to:} \quad & 2x_1 + 3x_2 + x_3 \leq 5 \\ & 4x_1 + x_2 + 2x_3 \leq 11 \\ & 3x_1 + 4x_2 + 2x_3 \leq 8 \\ & x_1, x_2, x_3 \geq 0 \end{aligned}$$

The input file will be formatted as follows:

```
3
3
5 4 3
5 11 8
2 3 1
4 1 2
3 4 2
```

A concise output file may look as in Figure 1.

```

OUTPUT
The input linear program is:

Maximize 5x_1 +4x_2 +3x_3
Such that 2x_1 +3x_2 +1x_3 <= 5
          4x_1 +1x_2 +2x_3 <= 11
          3x_1 +4x_2 +2x_3 <= 8
          x_1, x_2, x_3 are non-negative
An optimal solution is: x_1 = 2, x_2 = 0, x_3 = 1
The objective value for this solution is: 13
The number of pivots is: 2
The pivot rule used: Random
    
```

Figure 1: Concise output mode for Example 1

A verbose output file may look as in Figure 2.

### 1.2 Example 2

For the following linear program:

$$\begin{aligned} \max \quad & 5x_1 + \frac{4x_2}{9} - 3x_3 \\ \text{subject to:} \quad & 2x_1 + 3x_2 + x_3 \leq 5 \\ & 4x_1 + x_2 - \frac{2x_3}{3} \leq 11 \\ & 3x_1 + 4x_2 + 2x_3 \leq 91 \\ & x_1 + x_2 \leq 2 \\ & -x_2 - x_3 \leq -6/7 \\ & -x_1 - x_2 \leq -34 \\ & x_1, x_2, x_3 \geq 0 \end{aligned}$$

```

OUTPUT
The input linear program is:

Maximize 5x_1 +4x_2 +3x_3
Such that 2x_1 +3x_2 +1x_3 <= 5
           4x_1 +1x_2 +2x_3 <= 11
           3x_1 +4x_2 +2x_3 <= 8
           x_1, x_2, x_3 are non-negative

The initial tableau is:

5      4      3      0      0      0      |      0
-----
2      3      1      1      0      0      |      5
4      1      2      0      1      0      |     11
3      4      2      0      0      1      |      8

The entering variable is x_1
The leaving variable is x_4

0      -7/2   1/2   -5/2   0      0      |    -25/2
-----
1      3/2   1/2   1/2   0      0      |     5/2
0      -5    0     -2    1      0      |      1
0      -1/2  1/2   3/2   0      1      |     1/2

The entering variable is x_3
The leaving variable is x_6

0      -3     0     -1     0     -1     |    -13
-----
1      2     0     2     0     -1     |      2
0      -5    0     -2     1     0     |      1
0      -1    1     -3     0     2     |      1

One optimal solution is: x_1 = 2, x_2 = 0, x_3 = 1
The objective value for this solution is: 13
The number of pivots is: 2
The pivot rule used: Random
    
```

Figure 2: Verbose output mode for Example 1

The input file will be formatted as follows:

```

3
6
5 4/9 -3
5 11 91 2 -6/7 -34
2 3 1
4 1 -2/3
3 4 2
1 1 0
0 -1 -1
-1 -1 0
    
```

A concise output file for an infeasible linear program may look as in Figure 3.

OUTPUT  
This linear program is INFEASIBLE.

Figure 3: Concise output mode for an infeasible LP

## 2 Design of Program

Here are some helpful guidelines given for this assignment in previous years. They describe functions, types and variable names that may be useful in designing your program. Note that these specifications were written for a Python program.

1. (*Fractional Numbers Data Structure*) The numerical type you will use for this homework is (reduced) fractional numbers. Python programmers can directly use the `fractions` module. Students using another programming language have to find an equivalent library by their own (and indicate it in their report) or implement their own datatype of fractional numbers. In the latter case, be careful to the type of integers you will use to represent the numerator and the denominator: a fixed precision (e.g. 32 or 64 bit integers) will rapidly lead to overflow errors! Here are the main primitives your datatype (from a library or implemented by yourself) should have to work correctly:

<code>frac_convert(a, b)</code>	Converts a couple of integers <code>a</code> and <code>b</code> into a fraction
<code>frac_opposite(f)</code>	Computes the opposite of <code>f</code>
<code>frac_inverse(f)</code>	Computes the inverse of <code>f</code>
<code>frac_null()</code>	Returns the fractional null element
<code>frac_isnull(f)</code>	Tests if a fractional is null
<code>frac_isneg(f)</code>	Tests if a fractional is negative
<code>frac_ispos(f)</code>	Tests if a fractional is positive
<code>frac_compare(f1, f2)</code>	Returns 0 if $f1 = f2$ , $(f2 - f1)/ f2 - f1 $ otherwise
<code>frac_product(f1, f2)</code>	Returns the product of <code>f1</code> and <code>f2</code>
<code>frac_sum(f1, f2)</code>	Returns the sum of <code>f1</code> and <code>f2</code>
<code>frac_simplify(f)</code>	Simplifies the fraction <code>f</code>
<code>frac_print(f)</code>	Prints on the standard output the fraction <code>f</code>

2. (*Linear Program Data Structure*)
  - a) (*Data Structure*) Write a new class or datatype `lp` representing a linear program and a function to print it on the standard output (`lp_print(prog)`).  
We propose (but you are free to choose differently) a structure of an array of fractions to represent the objective function and the right-hand side of constraints, and a matrix of fractions to represent the left-hand side of the constraints (in Python, the `numpy` or `sympy` module may be used for multidimensional arrays), along with the size of the program, *i.e.* the number of variables and the number of constraints.
  - b) (*Parsing*) Write a function parsing the file given to the program. For example, write the function `lp_parse(filename)` parsing the file `filename` and returning the corresponding problem.  
You can use any library or write your own parser from basic functions (in Python, you may use `parsy`<sup>1</sup>).

3. (*Tableau Data Structure*) Write the class (or datatype) `tableau` representing a tableau, and the corresponding functions or methods. You can choose to represent a tableau with a matrix of `frac` along with a list of basic variables and one of non-basic variables. Here is a possible list of functions or methods:

<code>tableau_convert(prog)</code>	Write the initial tableau of <code>prog</code>
<code>tableau_do_pivot(tb, entering_variable, leaving_variable)</code>	Apply the pivot transformation on <code>tb</code>
<code>tableau_print(tb)</code>	Prints on the standard output <code>tb</code>
<code>tableau_get_basic(tb)</code>	Returns the array of basic variables
<code>tableau_get_nonbasic(tb)</code>	Returns the array of non-basic variables

4. (*One Phase Simplex*) Write the following functions:

<sup>1</sup><https://github.com/jneen/parsy>

```
simplex_choose_entering(tb)
simplex_choose_leaving(tb, entering_var)
simplex_one_phase(tb)
```

This last function should display at each step of the simplex the current tableau.

5. (*Two Phase Simplex*) Write the complete Simplex algorithm, performing the complete algorithm and printing at the end its result: `simplex_solve(prog)`

### 3 Assignment

Your assignment is to program three pivot rules:

- 1a. Maximum Coefficient Rule: At each step the entering variable is chosen such that its coefficient in the objective function is maximized.
- 1b. Bland's Rule.
- 1c. Design your own pivot rule.

After implementing these pivot rules, you should thoroughly test your program on various linear programs. For eventual submission and grading, you should run your problem on the following problems:

- 2a. Exercises from the second exercise sheet:
  - **Lumberjack** problem (TD 1, Exercise 1),
  - **Custom molder** problem (TD 1, Exercise 5),
  - **Fractional knapsack problem** problem (TD 1, Exercise 11).
- 2b. Random linear programs containing  $n$  variables and  $m$  constraints for  $n$  and  $m$  as large as possible.
- 2c. Find some “interesting” linear programs from any source you like (e.g. class, the internet, your friends, yourself) and run your algorithm on these linear programs. Try to find examples that show the limitations of your implementation: i.e. an input linear program that requires many pivots; an input linear program that does very well for one pivot rule but badly for Bland's Rule; an input linear program that cycles on a simple pivot rule, etc.

### 4 Submission

The following files have to be emailed to the TAs by the deadline. You should zip the files (filename: ) and email to:

- `johanna.seif@ens-lyon.fr` and `ni-luh-dewi.sintiari@ens-lyon.fr`

Your submission should include a **makefile** and **readme** file (readme filename: `lastname-README.txt`). This file should specify how to run the program on an input file from the command line. For example,

```
macron-exec -v -r input.dat
```

would be the command to run Mr. Macron's program in verbose mode using a random pivot on the input file `input.dat`.

The readme file should also contain the known limitations of your program that you have determined by thoroughly testing it. For example,

```
macron-simplex runs on inputs containing at most 20 variables and 1000 constraints.
```

The coefficients in the input file must be whole numbers (it does not work with fraction coefficients).

Files to be submitted:

- Readme file: `lastname-README.txt`
- Your plain text source files: `lastname-simplex.py` (or `*.c`, etc.)
- An executable file: `lastname-exec` (for compiled languages)

- A solution for the **Student diet problem** problem: `lastname-student.out`
- A solution for the **Custom molder** problem: `lastname-molder.out`
- A solution for the **Fractional knapsack problem** problem: `lastname-fractional.out`
- Three examples of random linear programs. Include input files and your output files: `lastname-random1.dat`, `lastname-random1.out`
- Other files containing your “interesting” examples: `lastname-example1.dat`, `lastname-example1.out`.
- A discussion file: `lastname-discussion.txt`. It should contain answers to the following questions:
  - Explanation of your choice/design of the third pivot rule.
  - What differing behavior (if any) did you find for the various pivot rules?
  - What were the examples of linear programs that you chose [for 2c.] and why are they interesting? i.e. What notable behaviour did they cause your program to exhibit?
  - To which parameter of the program is your implementation the most sensitive? The number of variables or the number of constraints?

## 5 Evaluation

Your program will be evaluated as follows. 50% of the points will come from your submitted files and the other 50% will be test instances designed by the TAs. The submitted files will be graded roughly as follows:

Solutions for the **Student diet problem**, **Custom molder**, and **Fractional knapsack problem** problems. (*20 points*)

Solutions on the three random instances. (*10 points*)

Discussion of the interesting examples that you found. (*10 points*)

Design of your pivot rule: correctness of implementation/ideas. (*10 points*)

The “surprise” tests run by the TAs will be roughly divided into the following three categories:

Easy instances:  $\leq 5$  variables (*20 points*)

Medium instances:  $\leq 20$  variables (*20 points*)

Hard instances:  $\leq 100$  variables (*10 points*)

The test cases will contain a variety of instances so that you can receive partial credit even if your program does not meet all of the requirements. For example, if your program only works on whole numbers (and not on fractions) or if your program only works when the  $b_j$  values are positive (i.e. you did not implement Phase I of the simplex), then you should still get points for some of the test cases. For late submission, you will lose 1 point/hour.

## 6 Collaboration Policy

You may discuss anything related to this project (e.g. how does the simplex algorithm work, ideas for new pivot rules, how to design an instance requiring a huge number of pivots) with your classmates. However, you must write your own program; you are not allowed to copy code from your classmates or from the internet for the main body of your simplex program.

If you wish to use supplemental functions (e.g. a random number generator for generating random instances, or an algebraic subroutine for your pivot rule), you may use code that you did not write yourself, but you must cite it appropriately (i.e. where did you find it and who wrote it).