

# LINEAR PROGRAMMING

[V. CH4]: EFFICIENCY OF THE SIMPLEX METHOD

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## PERFORMANCE MEASURES

WORST-CASE ANALYSIS OF THE SIMPLEX METHOD

EMPIRICAL AVERAGE PERFORMANCE

We saw that the simplex method (equipped with anti-cycling rules) will solve any linear programming problem for which an optimal solution exists. The question, now, is *how fast* it will solve such a problem.

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Performance measures are:

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looks at all problems of a *given "size"* and asks how much effort is needed to solve the *hardest*.
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- **average case**  
looks at the average amount of effort needed to solve all.

↪ Worst-case analyses are generally easier.

It needs to provide an upper bound on how much effort required + a specific example attaining this bound.

↪ On an average case analysis, one needs a stochastic model of random problems and evaluate the amount of effort required to solve every problem in the sample space.

**worst-case is more tractable, but less relevant while dealing with real problems**

Before looking at the worst case, we must discuss:

**First:** how do we specify the size of a problem?

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- number of non-zero elements
- the number of bits needed to store all data

Even with the last one, "size" of data might still be ambiguous. (why?)

we shall simply focus on  $m$  and  $n$  to characterize the size of a problem.

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*time to solve a problem = number of iterations  $\times$  time required to do each iteration*

First factor is platform-independent and so a *reasonable surrogate* for the actual time (not when different algorithms are compared!)

We simply count the number of iterations (pivots).

PERFORMANCE MEASURES

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Since the simplex method operates by moving from one dictionary to another (without cycling), an upper bound on the number of iterations is simply the number of possible dictionaries:

$$\binom{n+m}{m}$$

For a fixed value of the sum  $n + m$ , this expression is **maximized** when  $m = n$ .



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How big is it? Not hard to show:

$$\frac{1}{2n} 2^{2n} \leq \binom{2n}{n} \leq 2^{2n}$$

For  $n=25$ :

$$2^{50} = 1.1259 \times 10^{15}$$

Our best chance for finding a **bad example** is to look at the case where  $m=n$ .

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lets look at the generic example:

Given constants  $1 = \beta_1 \ll \beta_2 \ll \dots \ll \beta_n$

$$\begin{aligned} \max_x \quad & \sum_{j=1}^n 2^{n-j} x_j - \frac{1}{2} \sum_{j=1}^n 2^{n-j} \beta_j \\ \text{s.t.} \quad & 2 \sum_{j=1}^{i-1} 2^{i-j} x_j + x_i \leq \sum_{j=1}^{i-1} 2^{i-j} \beta_j + \beta_i \quad i = 1, 2, \dots, n \\ & x_j \geq 0 \quad i = 1, 2, \dots, n \end{aligned}$$

For  $n = 3$

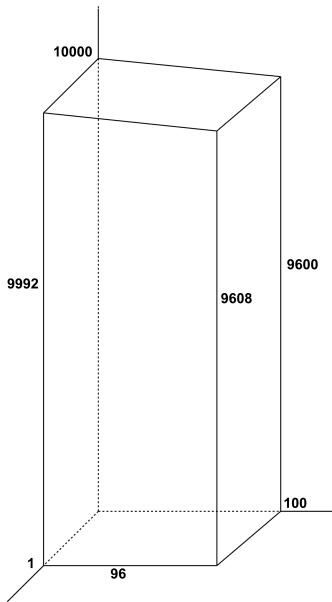
$$\begin{array}{llll}
 \max_x & 4x_1 + & 2x_2 + & 1x_3 - 2\beta_1 - \beta_2 - \frac{1}{2}\beta_3 \\
 \text{s.t.} & 1x_1 + & & \leq \beta_1 \\
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 \end{array}$$

Assuming  $\beta_2 = 98, \beta_3 = 9800$ , the feasible region looks like :

$$\begin{array}{lll}
 1x_1 & & \leq 1 \\
 4x_1 + & 1x_2 & \leq 100 \\
 8x_1 + & 4x_2 + & 1x_3 \leq 10000 \\
 x_1, & x_2, & x_3 \geq 0
 \end{array}$$



Constraints represent a “minor” distortion to an 3-dimensional hypercube:

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This region has  $2^{n=3}$  vertices and the idea is to trick the pivot rule so as to visit all of them.



Back to the generic Klee-Minty example ( $n = 3$ ), the first dictionary is

$$\begin{array}{r}
 \zeta = - \quad 2\beta_1 - \quad 1\beta_2 - \quad 0.5\beta_3 + \quad 4x_1 + \quad 2x_2 + \quad 1x_3 \\
 \hline
 w_1 = + \quad 1\beta_1 \quad \quad \quad - \quad 1x_1 \\
 w_2 = + \quad 2\beta_1 + \quad 1\beta_2 \quad \quad \quad - \quad 4x_1 - \quad 1x_2 \\
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which is feasible.

Using the **largest-coefficient rule**:  $(x_1, w_1)$  are the entering, leaving pair.

Corresponding vertex on the Klee-Minty cube is:  $(0, 0, 0)$

After the first pivot

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for the next pivot:  $(x_2, w_2)$

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Corresponding vertex on the Klee-Minty cube is:  $(\beta_1, 0, 0)$

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for the next pivot:  $(x_3, w_3)$

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Corresponding vertex on the Klee-Minty cube is:  $(0, 2\beta_1 + 1\beta_2, -4\beta_1 - 2\beta_2 + 1\beta_3)$

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Corresponding vertex on the Klee-Minty cube is:  $(1\beta_1, -2\beta_1 + 1\beta_2, +4\beta_1 - 2\beta_2 + 1\beta_3)$

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Corresponding vertex on the Klee-Minty cube is:  $(1\beta_1, 0, -4\beta_1 + 2\beta_2 + 1\beta_3)$

And finally after the seventh pivot

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The optimal dictionary.

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The optimal dictionary.

Corresponding vertex on the Klee-Minty cube is:  $(0, 0, +4\beta_1 + 2\beta_2 + 1\beta_3)$



Observations:

- It took  $7 = 2^3 - 1$  iterations.

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Yet, problems with 10,000 to 100,000 variables/constraints are solved routinely every day.  
(Worst case analysis!)

## Observations:

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- However, For linear programs, we have other algorithm (called *interior point* methods) with *polynomial worstcase performance*. In contrast to the simplex algorithm, which finds an optimal solution by traversing the edges between vertices on a polyhedral set, interior-point methods move through the interior of the feasible region.

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These are the necessary steps needed to take toward a proof of worst case exapontial time of the generic Klee-Minty example. (Left as part of to the third homework)

PERFORMANCE MEASURES

WORST-CASE ANALYSIS OF THE SIMPLEX METHOD

EMPIRICAL AVERAGE PERFORMANCE

Lets again consider the simple simplex implementation discussed previous week.



