

Problem from last time continued:

Find all solutions of  $Ax=b$  for  $A$  a wide matrix.

Example:  $A = \begin{pmatrix} 1 & 3 & 1 & 1 \\ 2 & 6 & 0 & -1 \end{pmatrix}$ ,  $b = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$

Last time: We reduced the augmented matrix  $\left( \begin{array}{cccc|c} 1 & 3 & 1 & 1 & 2 \\ 2 & 6 & 0 & -1 & 1 \end{array} \right)$  to reduced row echelon form  $\left( \begin{array}{cccc|c} 1 & 3 & 0 & -\frac{1}{2} & \frac{1}{2} \\ 0 & 0 & 1 & \frac{3}{2} & \frac{3}{2} \end{array} \right)$  by using Gaussian elimination.

$\Rightarrow$  This corresponds to the two equations:  $x_1 + 3x_2 - \frac{1}{2}x_4 = \frac{1}{2}$   
 $x_2 + \frac{3}{2}x_4 = \frac{3}{2}$

$\Rightarrow$  We have two "free" variables, e.g.,  $x_4 = -\mu$ ,  $x_2 = -\lambda$

$\rightarrow$  2 (linearly independent) eq.s for 4 variables, i.e.,  $4-2=2$  variables can be chosen freely

$\Rightarrow x_3 = \frac{3}{2} + \frac{3}{2}\mu$ ,  $x_1 = \frac{1}{2} + 3\lambda - \frac{1}{2}\mu$

The solution to  $Ax=b$  in this example is:

$\Rightarrow x = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} \frac{1}{2} + 3\lambda - \frac{1}{2}\mu \\ -\lambda \\ \frac{3}{2} + \frac{3}{2}\mu \\ -\mu \end{pmatrix} = \begin{pmatrix} \frac{1}{2} \\ 0 \\ \frac{3}{2} \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 3 \\ -1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} -\frac{1}{2} \\ 0 \\ \frac{3}{2} \\ -1 \end{pmatrix}$

called  
**basic solution**

the two vectors span the space of solutions to the homogeneous equation  $Ax=0$

$(\Rightarrow x = x^{\text{basic}} + x^{\text{hom}}$ , where  $x^{\text{hom}}$  solves  $Ax^{\text{hom}} = 0$ )

We can use the following trick to immediately read off the solution:

$$\left( \begin{array}{cccc|c} 1 & 3 & 0 & -\frac{1}{2} & \frac{1}{2} \\ 0 & -1 & 0 & 0 & 0 \\ 0 & 0 & 1 & \frac{2}{3} & \frac{2}{3} \\ 0 & 0 & 0 & -1 & 0 \end{array} \right) \begin{array}{l} \leftarrow \text{add zero row} \\ \\ \leftarrow \text{add zero row} \end{array}$$

replace 0's on diagonal by -1

$$\Rightarrow \text{solution} = \begin{pmatrix} \text{blue} \\ \text{blue} \\ \text{blue} \\ \text{blue} \end{pmatrix} + \lambda \begin{pmatrix} \text{purple} \\ \text{purple} \\ \text{purple} \\ \text{purple} \end{pmatrix} + \mu \begin{pmatrix} \text{green} \\ \text{green} \\ \text{green} \\ \text{green} \end{pmatrix}$$

Recipe to get solutions directly from augmented matrix in row echelon form:

- add zero rows s.t. pivots, i.e., leading 1's, are on diagonal
- put -1 on diagonal in the zero rows
- read off solution as above

We call  $B$  the set of basic solution columns, i.e., the set containing the index of each column with a pivot. Here,  $B = \{1, 3\}$ .

For the basic solution  $x^{\text{basic}}$  we have  $x_j^{\text{basic}} = 0$  for  $j \notin B$ .

But note: there are many ways to parametrize the solutions, e.g., also:

pivot columns

$$\left( \begin{array}{cccc|c} -1 & 0 & 0 & 0 & 0 \\ \frac{1}{3} & 1 & 0 & -\frac{1}{6} & \frac{1}{6} \\ 0 & 0 & 1 & \frac{2}{3} & \frac{2}{3} \\ 0 & 0 & 0 & -1 & 0 \end{array} \right) \begin{array}{l} \downarrow \quad \downarrow \\ \text{pivot columns} \end{array} \quad \left( R_1 \text{ above } / 3 \right) \quad \text{i.e., } B = \{2, 3\}$$

$$\Rightarrow x = \begin{pmatrix} 0 \\ \frac{1}{6} \\ \frac{2}{3} \\ 0 \end{pmatrix} + \tilde{\lambda} \begin{pmatrix} -1 \\ \frac{2}{3} \\ 0 \\ 0 \end{pmatrix} + \tilde{\mu} \begin{pmatrix} 0 \\ -\frac{1}{6} \\ \frac{2}{3} \\ -1 \end{pmatrix}$$

Another possibility:

$$\left( \begin{array}{cccc|c} \frac{1}{3} & 1 & 0 & -\frac{1}{6} & \frac{1}{6} \\ 0 & 0 & \frac{2}{3} & 1 & 1 \end{array} \right)$$

$\frac{1}{6} R_2 + R_1 \rightarrow R_1$

$$\left( \begin{array}{cccc|c} \frac{1}{3} & 1 & \frac{1}{3} & 0 & \frac{1}{3} \\ 0 & 0 & \frac{2}{3} & 1 & 1 \end{array} \right)$$

$\Rightarrow B = \{2, 4\}$ , read off solution:

$$\left( \begin{array}{cccc|c} -1 & 0 & 0 & 0 & 0 \\ \frac{1}{3} & 1 & 0 & 0 & \frac{1}{3} \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & \frac{2}{3} & 1 & 1 \end{array} \right)$$

put -1 ↓ put -1 ↘

$$\Rightarrow x = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 1 \end{pmatrix} + \lambda \begin{pmatrix} -1 \\ \frac{1}{3} \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 0 \\ 1 \\ \frac{2}{3} \end{pmatrix}$$

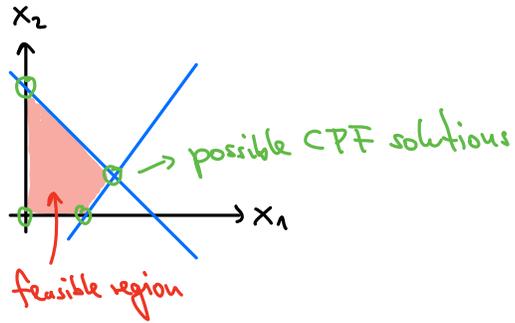
Conclusion: We know how to compute all solutions to  $Ax = b$ ,  $A$  a wide matrix, in the specific form  $x = x^{\text{basic}} + x^{\text{hom}}$ , where  $x^{\text{hom}}$  solves  $Ax^{\text{hom}} = 0$ , and  $x^{\text{basic}}$  has at least as many 0 entries as "number of columns" minus "number of pivots".

Now back to the standard form of LP problems:

- minimize  $z = c^T x$
- constraints:  $Ax = b$  and  $x \geq 0$

How does the feasible region look like?

- In our first examples (not standard form): polygon



Intuition: if there is an optimal solution, there is at least one which is CPF.

= "Corner Point Feasible", i.e., a solution that is at a corner point of the feasible region

- In standard form? Next time!