

# NATIONAL BUREAU OF STANDARDS REPORT

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## THE NATIONAL BUREAU OF STANDARDS' LINEAR AND QUADRATIC PROGRAMMING SUBROUTINES

Technical Report

to

Computer Services Division

Center for Computer Sciences and Technology



U.S. DEPARTMENT OF COMMERCE  
NATIONAL BUREAU OF STANDARDS

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## THE NATIONAL BUREAU OF STANDARDS' LINEAR AND QUADRATIC PROGRAMMING SUBROUTINES

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## ABSTRACT

This report documents one phase of an effort to provide users, of the facility operated by the National Bureau of Standards' Computer Services Division, with reliable, well-tested, clearly-described solution algorithms for selected frequently-arising classes of special mathematical problems. The report presents algorithms for the simplex and revised simplex methods of linear programming, as well as their adaptations to quadratic programming. Set up as subroutines, the present versions of these codes use internal storage only, with resultant limitations on the size of the problems which can be treated.

Key Words: Algorithms, linear programming, nonlinear programming, quadratic programming.





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## 1. INTRODUCTION

The "package" documented in this report consists of two sub-routines: SIMPLX, which is an implementation of the simplex method for linear programming, and RVSMPX, which is an implementation of the revised simplex method for linear programming. In addition, both sub-routines can solve some types of quadratic programming problems.

The primary goal during the development of this package was to provide reliable user-oriented subroutines for solving linear programming problems. Other desirable program attributes, such as efficiency with respect to core usage and time, and the extension of problem size, were considered to be of less importance. An abundance of monitoring prints is available; each is optional and may be printed or suppressed independently of the other outputs. All output appears on unit 6; there are no other references to peripheral devices within the sub-routines. Since each program is a subroutine, there is a return to the calling routine regardless of whether the exit is normal (a solution has been found) or abnormal (the problem is infeasible, unbounded, ill-stated, or numerically unstable). Hence the user must, in his calling routine, test a status parameter upon return from the subroutine to determine the cause of the return.

The calling statements for the subroutines are as similar as possible. In all of these,  $A$  is the augmented constraint matrix,  $X$  is the output vector,  $L$  contains the output switches, etc. In fact, in the interests of standardization, the two subroutines were designed

to be as similar as possible with respect to variable names, error-handling, and output messages, without sacrificing any speed or efficiency intrinsic to the respective algorithms.

It is due to this similarity between SIMPLX and RVSMPX, and to an attempt at avoiding duplication, that the documentation here presented is in a somewhat "factored" form: sections 4, 5, and 6 contain information that is common to both subroutines and would have been duplicated had it not been "factored out" into its own section.

It is well-known [7] that the revised simplex method is faster and more efficient computationally than the original simplex method. The main reason for the inclusion of the simplex method is that since its computations are actually performed in the memory space occupied by the A matrix (the A matrix is the simplex tableau) and there is no need to store separately the inverse of the basis matrix, SIMPLX can solve somewhat larger problems than RVSMPX. This should be advantageous to the user whose problem is slightly too large for RVSMPX but not large enough to warrant the use of peripheral storage.

In the interests of completeness we mention here the rule used by RVSMPX and SIMPLX to break ties for the variable to leave the basis. The variable that is chosen to leave the basis when there is a tie is the variable whose pivot element is largest in magnitude. Although this rule does not guarantee the prevention of cycling, practical experience thus far has shown it to be effective.

This report is intended as a user's manual for RVSMPX and SIMPLX. The reader should have some familiarity with both linear and computer programming. Although some parts of the text do require more than a basic familiarity, the user will normally have no need to understand these sections.

## 2. THE SIMPLEX SUBROUTINE (SIMPLX)

SIMPLX finds, using the simplex method for linear programming, the maximum value of a linear objective function subject to a set of linear constraints with non-negative variables and non-negative right-hand-sides. The problem is:

$$\text{maximize: } \sum_{j=1}^n c_j x_j$$

$$\text{subject to: } \sum_{j=1}^n a_{ij} x_j \leq b_i, \quad i = 1, 2, \dots, \ell$$

$$\sum_{j=1}^n a_{ij} x_j \geq b_i, \quad i = \ell + 1, \ell + 2, \dots, \ell + g$$

$$\sum_{j=1}^n a_{ij} x_j = b_i, \quad i = \ell + g + 1, \ell + g + 2, \dots, \ell + g + e$$

$$x_j \geq 0, \quad j = 1, 2, \dots, n$$

$$b_i \geq 0, \quad i = 1, 2, \dots, m$$

where  $n$  is the number of "real" (i.e., original) variables;  $m$ , which is equal to  $\ell + g + e$ , is the total number of constraints;  $\ell$  is the number of constraints with  $\leq$  signs (LE constraints);  $g$  is the number of constraints with  $\geq$  signs (GE constraints);  $e$  is the number of constraints with  $=$  signs (EQ constraints). Note the requirement that all  $b_i \geq 0$ .

Within the SIMPLX subroutine, the constraint set is transformed into a system of equations with an initial basic feasible solution through the addition of slack variables for the LE constraints, surplus variables for the GE constraints, and artificial variables for the GE and EQ constraints. The subroutine then proceeds with the "Two-Phase Method" for solving the problem.

During Phase I, an artificial objective function is constructed in such a way that when simplex iterations have driven it to zero, the basis contains no non-zero artificial variables, and is a basic feasible solution to the original problem. However, if the maximum of the artificial objective function is not zero, there is no solution to the original problem, and that problem is declared infeasible. On the other hand, if at the end of Phase I one or more artificial variables remain in the solution set (basis) at a zero level, then the constraints associated with those artificial variables are redundant (i.e., they are not needed). These variables will remain in the basis at a zero level throughout Phase II, and will be members of the final solution. Note that this allows an arbitrary relationship between the number of constraints and the number of variables in the original problem. Phase I is not required if all the constraints in the original systems are LE constraints, since the slack variables alone provide an initial basic feasible solution in this case.

A few words need to be said about the redundancy indication mentioned above. At the "textbook" end of Phase I (all the indicators, the " $z_j - c_j$ ," non-positive), the NBS simplex and revised simplex subroutines go one step further. If at that point there are any artificial variables in the basis at an "effectively" zero level (see section 5.9), an attempt is made to remove them by replacing them with any non-basic, non-artificial variable whose indicator is zero. Any artificial variable removed in this way was in the basis as a result of degeneracy, and any artificial variable that remains in the basis at a zero level after this procedure, is present as a result of redundancy.

Phase II consists of simplex iterations whose task is to maximize the real (original) objective function. If no maximum exists, the problem is declared unbounded.

SIMPLX consists of approximately 400 FORTRAN V statements that compile into slightly less than 2,000 computer words. Data storage requires approximately  $mn+6m+5n$  words. With a small main program on the NBS UNIVAC 1108, under the EXEC II operating system,  $mn$  may be as large as 44,000.

The calling statement is as follows:

CALL SIMPLX (A,MA,MT,NT,L,X,TOLP,KQP).

For an explanation of the parameters in the calling statement and a discussion of their meaning on entering and exiting from the subroutine, see Section 5.

For the purpose of illustration, and to give the user an idea of what the output from a run will look like, the output from an example problem is included here. The problem is:

maximize:  $x_1 + 1.5x_2 + 5x_3 + 2x_4$

subject to :  $3x_1 + 2x_2 + x_3 + 4x_4 \leq 6$

$2x_1 + x_2 + 5x_3 + x_4 \leq 4$

$2x_1 + 6x_2 - 4x_3 + 8x_4 = 0$

$x_1, x_2, x_3, x_4 \geq 0$

The A matrix was set up as follows:

3	2	1	4	6
2	1	5	1	4
2	6	-4	8	0
1	1.5	5	2	0
0	0	0	0	0

The other input parameters were:

MA=100    L(1)=2    L(4) through L(14)=1

MT=5    L(2)=0    TOLP=0

NT=5    L(3)=0    KQP = 0

The following page contains the output from this run.



EPSILON = .325000-04 CAPITAL EPSILON = .325000-03 0 NON-ZERO ENTRIES ARE EFFECTIVELY EQUAL TO ZERO.

PHASE 1 ITERATION 1. PIVOT= 8.000000 OBJECTIVE FUNCTION= .00000000 X( 4) ENTERED THE BASIS, A( 1) LEFT.

BASIC VARIABLES

X( 4)= .000000  
S( 1)= 6.000000 S( 2)= 4.000000

\*\*\*\*\*  
\* END OF PHASE 1. OBJECTIVE FUNCTION = .00000000 THERE WERE 1 ITERATIONS. \*  
\* MINIMUM PIVOT WAS 8.000000 AT ITERATION 1. REAL OBJECTIVE FUNCTION = .00000000 \*  
\*\*\*\*\*

BASIC VARIABLES

X( 4)= .000000  
S( 1)= 6.000000 S( 2)= 4.000000

PHASE 2 ITERATION 1. PIVOT= 5.500000 OBJECTIVE FUNCTION= 4.3636363 X( 3) ENTERED THE BASIS, S( 2) LEFT.

BASIC VARIABLES

X( 3)= .727273 X( 4)= .363636  
S( 1)= 3.818182

\*\*\*\*\*  
\* END OF PHASE 2. OBJECTIVE FUNCTION = 4.3636363 THERE WERE 1 ITERATIONS. \*  
\* MINIMUM PIVOT WAS 5.500000 AT ITERATION 1. \*  
\*\*\*\*\*

BASIC VARIABLES

X( 3)= .727273 X( 4)= .363636  
S( 1)= 3.818182

### 3. THE REVISED SIMPLEX SUBROUTINE (RVSMPLX)

The formulation of the problem, restrictions pertaining thereto, and definitions of the variables are the same here as that in section 2 for SIMPLX. The method of solution is, of course, different. The method used is the revised simplex method as presented in chapter 3 of [3], with one important modification. The modification is the provision for re-inverting the basis matrix every  $[m/2]+5$  iterations, in order to reduce round-off error. (The value  $[m/2]+5$  is one that appears in other codes, see [1], and has been shown in practice to be a reasonably good choice. However, if the user feels another value is more appropriate, he may use his value by changing the value of INVC on card number 6 of the subroutine.) A discussion of the advantages of re-inverting the basis matrix appears in section 7-8 of [4]. This provision also allows for the "restart" or "advanced start" capability whereby the user may choose to supply the subroutine with an initial basic feasible solution, if known, in order to speed up the algorithm. For instructions on how to use this advanced start capability, see section 5.10.

RVSMPLX consists of approximately 450 FORTRAN V statements that compile into slightly more than 2,000 computer words. Data storage is approximately  $mn + m^2 + 2n + 3m$  computer words.

The calling statement is:

```
CALL RVSMPLX (A,MA,B,MB,MT,NT,L,X,TOLP,INV,KQP).
```

For an explanation of the parameters in this calling statement and a description of their values on entering and exiting from the subroutines, see section 5.

The output messages that may appear are described in section 6.

#### 4. SOLVING QUADRATIC PROGRAMS.

As was mentioned in the introduction, both RVSMPX and SIMPLX have the capability to solve quadratic programming problems. This is accomplished via the parameter KQP, discussed below in section 5.

A quadratic program is of the following form:

$$\text{maximize: } \sum_{j=1}^n c_j x_j + \sum_{i=1}^n \sum_{j=1}^n d_{ij} x_i x_j$$

subject to the same set of constraints that appears in section 2.

There is, however, one important additional restriction--the objective function above must be concave. If it is not concave, although a feasible solution to the quadratic program may be found, there is no guarantee that this solution will be optimal.

The objective function above is concave if

$$\sum_{i=1}^n \sum_{j=1}^n d_{ij} x_i x_j \leq 0,$$

for all  $x_i$ , where  $i=1,2,\dots,n$ . This is equivalent to saying that the matrix of the  $d_{ij}$  is negative semi-definite. The quadratic form above may be shown to be concave by showing that it can be written as the negative of a sum of linear forms,

$$\sum_{i=1}^n \sum_{j=1}^n d_{ij} x_i x_j = -\sum_k [\mathbf{L}_k(x)]^2;$$

in many applications (e.g., least squares estimation) this is known a priori. Equivalently, one could attempt to diagonalize the matrix of the  $d_{ij}$  and check the resulting diagonal elements (the eigenvalues of the  $d_{ij}$  matrix). If all are non-positive, the matrix is negative semi-definite. See chapter 8 of [2] for more on this.

The method of solution that is used was originally developed by Wolfe [9]. He noted that the Kuhn-Tucker conditions (see Appendix A and [6]) for the quadratic programming problem are "almost linear", and that, under the concavity assumption mentioned above, they are necessary and sufficient--which means that if one can find a set of  $x_j$ ,  $j=1,2\dots n$ , that satisfy the Kuhn-Tucker conditions, then those  $x_j$  are the optimal  $x_j$  for the original problem. Thus, the emphasis was shifted to solving a set of "almost linear" equations. This was accomplished in [9] by utilizing Phase I of the simplex method for linear programming with one modification. That modification is that certain pairs of variables cannot simultaneously be in the basis; it is implemented by restricting the choice of the entering basic variable. This approach is used in both RVSMPX and SIMPLX.

All that is necessary to solve a quadratic program is to set KQP to n, where n is as defined in this section, and to set up the constraint matrix as follows:

$A_1$	0	0	0	0	0	
$A_2$	0	0	0	0	0	b
$A_3$	0	0	0	0	0	
-2D	$A_1^T$	$-A_2^T$	$A_3^T$	$-A_3^T$	$-I_n$	c
0	0	0	0	0	0	*
*	*	*	*	*	*	*

where the original constraint matrix has been partitioned into  $A_1$ ,  $A_2$  and  $A_3$ , consisting of the LE, GE, and EQ constraint coefficients respectively.  $A^T$  indicates the transpose of the matrix  $A$ ,  $D$  is the matrix of the  $d_{ij}$ , and  $I_n$  is an  $n \times n$  identity matrix. The solution to the quadratic programming problem will be found in  $X(1)$  through  $X(N)$  where  $N$  is the number of real variables in the original problem.

For a more rigorous development of the algorithm and an explanation of some of the information that might be gleaned from the solution, see appendix A.

## 5. THE PARAMETERS.

Listed below are the parameters that appear in either one or both of the subroutines. After the name of each variable appears an (R) if the variable is a parameter of RVSMPX; an (S) if the variable is a parameter of SIMPLX; and an (RS) if the variable is a parameter of both RVSMPX and SIMPLX. All variables conform to the FORTRAN implicit naming conventions regarding mode.

### 1. A (RS)

A is the constraint matrix augmented by a right-hand-side column, an objective function row, and in the case of SIMPLX, a row to be used (by the subroutine) for the coefficients of the artificial objective function. The first  $l$  rows of A contain the LE constraint coefficients, the next  $g$  rows contain the GE constraint coefficients, and the next  $e$  rows contain the EQ constraint coefficients. Row  $m+1$  contains the coefficients of the real objective function; row  $m+2$ , whose values are not supplied by the user, contains the artificial objective function coefficients for SIMPLX, and column  $n+1$  contains the non-negative right-hand-sides. Hence, A must be dimensioned at least  $(m+1) \times (n+1)$  for RVSMPX and  $(m+2) \times (n+1)$  for SIMPLX. Pictorially, where "\*" indicates a value that is not supplied by the user, A is:

$a_{11}$	$a_{12}$	.	.	.	$a_{1n}$	$b_1$
$a_{l+1,1}$	$a_{l+1,2}$	.	.	.	$a_{l+1,n}$	$b_{l+1}$
$a_{l+g+1,1}$	$a_{l+g+1,2}$	.	.	.	$a_{l+g+1,n}$	$b_{l+g+1}$
$a_{m1}$	$a_{m2}$	.	.	.	$a_{mn}$	$b_m$
$c_1$	$c_2$	.	.	.	$c_n$	*
*	*	.	.	.	*	*

We note, again, that the last row is not needed for RVSMPX.

Since the A matrix is used by SIMPLX as explicit storage for the condensed simplex tableau (see pp. 119 of [8]), the original values in the A matrix will have been completely destroyed by the time SIMPLX returns to the main program. In most cases there is nothing in the A matrix of value to the user at this point. For RVSMPX, however, the A matrix is completely unchanged during the course of the algorithm.

## 2. MA (RS)

This variable contains the value of the first dimension of A, as A is dimensioned in the calling routine; e.g., if A is dimensioned as A(20,50), then MA should be set to 20 in the main program before the subroutine is called.

This parameter is unchanged by either of the subroutines.

3. B (R)

This parameter is a matrix whose dimensions must be at least  $(m+2) \times (m+2)$ . Upon exiting from RVSMPX, B will contain the inverse of the matrix of the current basic columns in  $((B(I,J), J=1,M), I=1,M)$ ; the negatives of the current values of the dual variables in  $(B(M+1,J), J=1,M)$ ; the current values of the basic variables in  $(B(I,M+2), I=1,M)$ , in an order specified by a portion of the L vector to be explained later; the negative of the value of the real objective function in  $B(M+1,M+2)$ ; and the negative of the value of the artificial objective function in  $B(M+2,M+2)$ .

4. MB (R)

This contains the value of the first dimension of the B matrix as it is dimensioned in the calling routine. It too is unchanged by the subroutine.

5. MT (RS)

MT is the number of rows of information in the A matrix, which is  $m+2$  for SIMPLX and  $m+1$  for RVSMPX. Note that MT is less than or equal to MA. This variable is not changed by the subroutines.

6. NT (RS)

The value of this variable is the number of columns in A, i.e.,  $n+1$ . It too is unchanged by SIMPLX or RVSMPX.

7. L (RS)

L is a multipurpose vector that provides storage space for a number of distinct working vectors constructed by the subroutines, in addition to providing indicators and constants for both entry and exit. It also contains output switches which are used to determine how



much (if any) output from the subroutines is given. For RVSMPX, L must be dimensioned at least  $l+2m+n+g$ ; for SIMPLX,  $l+2(m+n)+g$ . The meaning of L(1) through L(14) is the same for both subroutines for both entry and exit; the differences in the use of the L vector by RVSMPX and SIMPLX occur beyond L(14). Although the typical user need not understand what happens to this latter portion of the L vector, a description is included here for the user who may wish to modify the subroutines.

L(1): For entry, this must contain the number of LE constraints, or  $l$ . The exit value of L(1) is the number of non-zero elements in the original A matrix that are between (-EPS) and EPS and are, therefore, considered by the subroutines to be equal to zero [see 9 below]. If the exit value of L(1) is positive, the user is providing the subroutine with information it does not use. If the exit value of L(1) is large, it is suggested that the user either force the subroutine to use the enumerated small matrix entries by making EPS smaller (see 9 below), or else not provide these numbers (set them to zero). If one of these actions is not taken, numerical problems might arise.

L(2): This should contain the number of GE constraints, or  $g$ , when entering the subroutine. The exit value of this variable is the total number of iterations the subroutine performed before termination. It includes the iterations for both phases.

L(3): When entering the subroutines, this is a default print switch. If L(3) is non-zero, the subroutine sets L(4), L(5), L(8), L(12), L(13), and L(14) to 1, and L(6), L(7), L(9), L(10), and L(11) to 0. If L(3) is zero, the user sets L(4) through L(14) to obtain the desired outputs. When leaving the subroutine, the value of L(3) is very important -- it indicates what caused the termination. A value of 0 indicates an

optimal basic feasible solution has been obtained; 1 indicates that an optimal basic feasible solution has been obtained but that numerical difficulties arose during the course of the algorithm, and that the user should question the results; 2 indicates that the problem is infeasible; 3 indicates the problem is unbounded; and 4 indicates a system error.

L(4): If this parameter is non-zero when the subroutines are entered, the values of EPS, CEPS, and L(1) are printed. The value of L(4) remains unchanged by the subroutine.

L(5): For entry, if L(5) is non-zero, a warning message will be printed if necessary. This variable, too, is untouched by the subroutine.

L(6): If L(6) is greater than zero when entering RVSMPX or SIMPLX, the iteration summary will be printed after every L(6) iterations in Phase I. Neither of the subroutines changes the value of L(6).

L(7): If L(7) is greater than zero when entering the subroutines, the basic variables and their values will be printed after every L(7) iterations in Phase I. Neither RVSMPX nor SIMPLX changes this variable.

L(8): If this switch is non-zero when the subroutines are entered, the final summary for Phase I will be printed. No change occurs in the value of this switch.

L(9): This switch, if non-zero when entry occurs, will cause the basic variables and their values to be printed at the end of Phase I. Again, no change occurs in the value of this variable.

L(10) through L(13): These variables perform the same task as L(6) through L(9), except that they refer to Phase II.

L(14): When entering the subroutine, if L(14) is non-zero, error messages will be printed if errors occur. No change in the value of L(14) occurs.

Values for the remaining portions of the L vector are not supplied by the user, and, as was mentioned earlier, the exit values of these variables will probably not be of any importance to the casual user of these subroutines. Nevertheless, in the interests of completeness, their descriptions are provided here.

RVSMPX and SIMPLX use this storage space differently. The description of the manner in which RVSMPX uses this space is provided first. To facilitate the discussion, let

$$\begin{aligned} M &= m \\ N &= n \\ MG &= g \\ L1\emptyset FF &= 14 \\ L2\emptyset FF &= L1\emptyset FF + n + \ell + g + g + e \\ &= 14 + n + m + g \end{aligned}$$

Then, for  $J = 1$  through  $N + M + MG$ , if  $L(L1\emptyset FF + J)$  equals 0,  $X(J)$  is a real variable; if 1,  $X(J)$  is a slack variable; if 2,  $X(J)$  is a surplus variable; if 3,  $X(J)$  is an artificial variable; if 4,  $X(J)$  is an artificial variable that has been removed from the basis, and, therefore, from future consideration (see p. 119 of [4]); if 5,  $X(J)$  is an artificial variable that is in the basis at a zero level and cannot be removed. For  $J = 1$  through  $M$ , if  $L(L2\emptyset FF + J) = K$ ,  $X(K)$  is the  $J^{\text{th}}$  basic variable, and its value appears in  $B(J, M + 2)$ .

To facilitate the discussion of the manner in which SIMPLX uses this space, let

$$L1\emptyset FF = 14$$

$$L2\emptyset FF = L1\emptyset FF + n = 14 + n,$$

$$L3\emptyset FF = L2\emptyset FF + m = 14 + n + m$$

$$IN\emptyset FF = L3\emptyset FF + g = 14 + n + m + g,$$

$$N\emptyset T\emptyset FF = IN\emptyset FF + m = 14 + n + m + g + m$$

L10 = the number of columns in the A matrix after the artificial variables have been removed by the subroutine,

L20 = the number of rows in the A matrix after redundant constraints have been implicitly removed by the subroutine.

Then, for  $J = 1$  through L10, if  $L(L1\emptyset FF + J) = K$ , the  $J^{\text{th}}$  column of the current A matrix is the  $K^{\text{th}}$  column of the original A matrix. Also,

for  $J = 1$  through L20, if  $L(L2\emptyset FF + J) = K$ , the  $J^{\text{th}}$  row of the current A matrix is the  $K^{\text{th}}$  row of the original A matrix. Since the surplus

and artificial variables for each GE constraint are never needed at the same time,  $L(L3\emptyset FF + J)$  for  $J = 1$  through MG is set up as follows:

if  $L(L3\emptyset FF + J)$  equals 1, the artificial variable for the  $J^{\text{th}}$  GE constraint is still in the basis; if  $L(L3\emptyset FF + J)$  equals 0, the artificial variable for the  $J^{\text{th}}$  GE constraint has been removed from the basis,

and the storage space previously occupied by it is occupied by the surplus

variable for that constraint. For  $J = 1$  through M, if  $L(IN\emptyset FF + J) = K$ ,

the  $J^{\text{th}}$  basic variable is  $X(K)$ . Finally, for  $J = 1$  through N, if

$L(N\emptyset T\emptyset FF + J) = K$ , the  $J^{\text{th}}$  non-basic variable is  $X(K)$ .

#### 8. X (RS)

This vector is the solution vector. Its dimension should be at least  $n + l + g + g + e + 1$ , or equivalently,  $n + m + g + 1$ . For

the SIMPLX subroutines, the values in the X vector when entry occurs

have no effect on the subroutine, since SIMPLX initializes X to zero.

For RVSMPX, however, the initial values in the X vector are important

when the advanced start option (see 10 below) is used, and unimportant

otherwise.

When termination occurs, X contains the terminal values of the variables in the original problem, including any slack, surplus, or artificial variables that were added by the subroutine. The first n elements of X contain the values of  $x_1$  through  $x_n$ . Next in order are the slack variables for the LE constraints, then the surplus variables for the GE constraints, the artificial variables for the GE constraints, the artificial variables for the EQ constraints, and finally, in  $X(N + ML + 2*MG + ME + 1)$ , the value of the objective function when termination occurs.

The scheme by which values are stored in X is as follows: for each  $x_i$  that is not in the basis,  $X(I) = -EPS/100$ ; hence, for each I for which  $X(I)$  is non-negative,  $x_i$  is in the basis at its given level. This scheme was employed so as to permit both easy identification of the basic variables and immediate use of the solution vector at the same time, with no undue round-off error.

X will contain these values according to the scheme noted above regardless of the reason for termination. Of course, if termination is with  $L(3)$  greater than 1, all the values in X will be the current ones and not necessarily optimal or even feasible.

#### 9. TØLP (RS)

This is a parameter which is used in the construction of epsilon (EPS) and capital epsilon (CEPS), variables that are used as tolerance parameters. Within the subroutines,  $|a| < EPS$  is equivalent to  $a=0$ . The user has the following options regarding the value of EPS:

If TØLP is less than zero,  $EPS = \frac{|TØLP| \sum_j |a_{i,j}|}{m * n}$

$$\text{If } T\emptyset LP \text{ equals } 0, \text{ EPS} = \frac{10^{-5} \sum_{i,j} |a_{i,j}|}{m * n} .$$

If  $T\emptyset LP$  is greater than 0,  $\text{EPS} = T\emptyset LP$ .

Tests have shown the default choice ( $T\emptyset LP=0$ ) to be reasonably effective. The word "reasonably" is used here since there are cases when this choice is inappropriate. It is for this reason that the two other choices for  $T\emptyset LP$  and EPS have been provided. Furthermore, to aid the user in determining when an inappropriate value of EPS has been selected, warning messages have been provided (see section 6) that indicate that numerical problems have arisen. This may possibly be overcome by changing the value of EPS.

In any case, CEPS is set to  $10 * \text{EPS}$  and is used solely to determine when a number is "close to zero".

The value of  $T\emptyset LP$  is not changed within either of the subroutines.

#### 10. INV (R)

This is a switch that allows the user to provide RVSMPX with an initial basic feasible solution. If INV is non-zero, an initial basic feasible solution will be expected. If INV equals zero, the subroutine will start from scratch with Phase I.

The initial basis is passed via the X vector as follows: for  $i=1$  through  $n + l + g + g + e$ , if  $x_i$  is a member of the basis, then  $X(I)$  is greater than or equal to zero; if  $x_i$  is not a member of the basis, then  $X(I)$  is less than zero. The actual values are irrelevant so long as the signs are correct. RVSMPX will form a basis with these variables and proceed with Phase I or Phase II, depending on whether or not the basis contains any artificial variables.

When RVSMPX terminates, INV may have a value of 0,1, or 2.

In any event, its value is irrelevant.

11. KQP (RS)

This is a switch that allows the user to solve quadratic programming problems. If KQP is zero, the subroutines will consider the problem being solved to be a linear programming problem. In order to solve a quadratic programming problem, KQP must be set to n, the number of real variables in the original quadratic programming problem. For a discussion of the quadratic programming algorithm that is used, the method of setting up the problem, and the interpretation of the results, see section 4.

The value of this switch remains unchanged throughout the subroutine.

## 6. OUTPUT

As indicated in section 5.7, the output messages are controlled (with one exception) by the values of L(3) through L(14), which are parameters in the subroutine call. This section discusses the output messages that may result from the use of RVSMPLX or SIMPLX. Since there are a few messages that are indigenous to one or the other of the two subroutines, the same notational scheme that was used in section 5 will be used here; i.e., if the message can result from RVSMPLX, an (R) will appear after the name of the message; if the message can result from SIMPLX, an (S) will appear after the name of the message; and if the message can result from either one, an (RS) will appear.

### 1. The Negative Right Hand Side Message (RS).

\* \* AT LEAST ONE ELEMENT OF THE RIGHT HAND SIDE COLUMN IS LESS THAN ZERO. SUBROUTINE TERMINATES.

This message is exceptional in that it is not under control of any switch in the L vector. Immediately upon entry, the subroutines examine the problem data. If any entry in column NT of matrix A (i.e., the right hand sides) is negative, this message is printed, the value of L(3) becomes 2, and the subroutine returns to the calling routine. The problem should be reformulated so that all right hand sides are non-negative.

### 2. The Epsilon Print (RS).

EPSILON = .964732-02 CAPITAL EPSILON = .964732-01 0 NON-ZERO ENTRIES ARE EFFECTIVELY EQUAL TO ZERO.



This message is printed whenever L(4) is non-zero. The values of epsilon and capital epsilon are based on TOLP, a parameter in the calling sequence (see section 5.9). Major ways in which these values are used are discussed in 5, 9, and 11 below, and in the discussion of L(1) in section 5.7. The number of non-zero entries in the A matrix that are "effectively" equal to zero is stored in L(1). For a discussion of this value see section 5.7.

3. The "Infeasible Initial Basis" Message (R).

```

*****
* ERROR - THE VARIABLES SPECIFIED AS COMPRISING AN INITIAL SOLUTION DO NOT FORM A BASIC FEASIBLE SOLUTION.
*
* THE ERROR WAS DETECTED AT ITERATION 0 OF PHASE 1. AT THAT TIME THE OBJECTIVE FUNCTION VALUE WAS -21.000000
* AND THE FOLLOWING VARIABLES WERE BASIC.
*
*****

```

BASIC VARIABLES

```

X( 6)= 2.000000  X( 8)= 1.000000  X(10)= 3.000000  X(12)= 2.000000  X(14)= 6.000000
S( 2)= 5.000000
A( 5)= 11.000000  A( 6)= 10.000000

```

If the advanced start feature is used (INV non-zero), and the variables specified in the X vector as forming a basis do not form a feasible basis, this message is printed, (if L(14) is non-zero), L(3) is set to 2, and RVSMPX returns to the calling routine. The basic variables that are printed are the variables that had been put into the basis before the error was detected.

There are two ways in which this error may occur:

- (i) The number of non-negative variables passed in the X vector is not equal to m. However, in some cases when the number is greater than m, no error will occur. That is, if the m variables that are the first to enter the basis do form a feasible basis, then they are used as the basis and no error is recorded.

(ii) The number of non-negative variables passed in the X vector is equal to m, but these variables do not form a feasible basis. In this case, at least one of the m basic variables printed will be negative.

(Note: if a case (i) error occurs, there may be negative basic variables. There is no cause for alarm; the basis forming procedure (actually a matrix inversion) allows basic variables to become negative during its course since, if the variables do form a feasible basis all the variables will be non-negative at the end of this procedure.)

4. The "Small Pivot" Message (RS):

\* \* WARNING \* \* SMALL PIVOT ELEMENT AT ITERATION 10 OF PHASE 1. PIVOT = .1234568-06

This message is printed if the chosen pivot element is between EPS and CEPS and if L(5) is non-zero. This is considered a warning message; computations continue, but the user is strongly advised to view the results critically.

5. The alternate Pivot Element Message (S):

\* \* WARNING \* \* IN PHASE 1, THERE HAVE BEEN 10 ATTEMPTS TO FIND AN ALTERNATE PIVOT ELEMENT.  
OF THESE, 6 FOUND NO ALTERNATE ELEMENT GREATER THAN CAPITAL EPSILON.

This warning message requires a rather detailed explanation. If the pivot element that is chosen using the standard simplex criterion is "close to zero" (between EPS and CEPS), SIMPLX goes into the alternate pivot selection routine. This routine scans the A matrix in

ascending order of the column number, checking the non-basic variables (including the one chosen by the standard simplex criterion, if necessary) for one which has a pivot element greater than CEPS. If one is found, it is used (without scanning the remaining columns) in lieu of the one found by the standard simplex criterion. If none greater than CEPS is found, the largest one is kept. (This may be the one originally found by standard simplex.) If that one is between EPS and CEPS, it is used, and if  $L(5)$  is non-zero, the "small pivot" message (number 4 above) is printed. If the largest is less than EPS, the subroutine returns to the column that contained the standard simplex pivot, and sets that pivot element to zero. That column is then scanned and quotients are again formed to get a new minimum quotient, thus determining a new pivot candidate. If this new pivot candidate is acceptable (greater than EPS), Simplex continues and performs the operation. If it is not acceptable, it too is set to zero and this latter process is repeated until either an acceptable pivot element is found or until each element in that column is non-positive and the problem is declared unbounded.

As for the warning message itself, it appears at the end of a phase and gives the number of times the subroutines left the standard simplex pivot and went to the alternate pivot selection routine, and the number of times it returned to the standard simplex pivot from the alternate routine without having found an acceptable pivot.

6. The Iteration Summary (RS):

ITERATION 16. PIVOT= 14.7880 OBJECTIVE FUNCTION= .27186017-04 S( 4) ENTERED THE BASIS, A( 16) LEFT.

This message is printed after every L(6)<sup>th</sup> iteration in Phase I if L(6) is positive, and after every L(10)<sup>th</sup> iteration in Phase II if L(10) is positive. It is useful in tracing the progress of the algorithm.

7. The Basis Print (RS).

BASIC VARIABLES

X( 1)=	.821861	X( 2)=	.367047	X( 3)=	.002276	X( 4)=	.011832	X( 5)=	.606050
X( 6)=	.751616	X( 7)=	.607440	X( 8)=	.684551	X( 9)=	.605375	X( 10)=	.129697
S( 1)=	5.951955	S( 2)=	.234925	S( 3)=	13.179356	S( 4)=	.000000		
A( 5)=	.000000	A( 7)=	.000000	A( 9)=	.000000	A( 10)=	.000000	A( 15)=	.000000
A( 15)=	.000000								

This print occurs after every L(7)<sup>th</sup> iteration in Phase I if L(7) is positive, after every L(11)<sup>th</sup> iteration in Phase II if L(11) is positive, at the end of Phase I if L(9) is non-zero, and at the end of Phase II if L(13) is non-zero. It is also printed if the problem is determined to be infeasible or unbounded and L(14) is non-zero.

This print simply gives the indices and values of the basic variables. The letter X refers to real variables with indices between 1 and n. The letter S refers to slack or surplus variables with indices between 1 and l + g. The letter A refers to artificial variables, with indices between 1 and g + e.

8. The End-of-Phase Summary (RS).

```

*****
*
*   END OF PHASE 1.   OBJECTIVE FUNCTION =      .27136017-04   THERE WERE 17 ITERATIONS.
*   MINIMUM PIVOT WAS  .20277   AT ITERATION 12.   REAL OBJECTIVE FUNCTION =  -24.318439
*
*****

```

This message is printed at the end of Phase I if L(8) is non-zero, and at the end of Phase II if L(12) is non-zero. The phrase "REAL OBJECTIVE FUNCTION =" is printed only at the end of Phase I, since at that point the objective function is the artificial objective function.

9. The Infeasible Message (RS).

```
*****
* ERROR - THE PROBLEM IS INFEASIBLE. THE CONSTRAINTS ASSOCIATED WITH THE ARTIFICIAL VARIABLES BELOW ARE INCONSISTENT. *
* IF NO. 12 APPEARS NUMERICAL DIFFICULTIES HAVE BEEN ENCOUNTERED. THE LARGEST ENTRY IN THE OBJECTIVE FUNCTION ROW *
* IS -5.3214 *
* *
* THE ERROR WAS DETECTED AT ITERATION 10 OF PHASE 1. AT THAT TIME THE OBJECTIVE FUNCTION VALUE WAS -21.000000 *
* AND THE FOLLOWING VARIABLES WERE BASIC. *
*****
```

This is printed when the problem is infeasible and L(14) is non-zero. A problem is said to be infeasible when it is impossible to satisfy one or more constraints. It is detected in the subroutine when all the indicator variables (the  $z_j - c_j$ ) are less than EPS and either one or both of the following is true: The value of the artificial objective function is greater than  $(g + e) * CEPS$ , or one or more artificial variables which cannot be made non-basic have value greater than CEPS.

If the maximum value in the objective function row (the indicators) is "close to" EPS and/or the objective function is "close to" CEPS and/or the artificial variables in the basis are "close to" CEPS, then the infeasibility may result from numerical instability. In this case, it may be possible to "achieve" feasibility by changing the value of EPS (see section 5.9). It should be noted, however, that a different value of EPS could cause the algorithm to follow a different path toward the solution. Thus it is not obvious what the direction and magnitude of the change should be.

If this message is printed, it is always followed by a print of the

variables which are basic at the time the error was detected.

Whether or not this message is printed, L(3) is set to 2 and the subroutine returns to the calling routine.

10. The "Re-inversion Infeasibility" Message (R) .

```

*****
* ERROR - THE PROBLEM IS INFEASIBLE. INFEASIBILITY INDICATED DURING RE-INVERSION OF THE BASIS MATRIX.
*
* THE ERROR WAS DETECTED AT ITERATION 10 OF PHASE 1. AT THAT TIME THE OBJECTIVE FUNCTION VALUE WAS -21.000000
* AND THE FOLLOWING VARIABLES WERE BASIC.
*****

```

This message is printed, when L(14) is non-zero, if one or more basic variables became negative as a result of re-inverting the basis matrix. This error, in every case, is a result of numerical difficulties and is an indication that the problem, as it is posed, is just not numerically tractable. To overcome this problem, one might try changing the value of EPS (see section 5.9) or even INVC (see section 3); however, it is suggested that the user modify his problem to make it more numerically stable. Techniques such as normalization, scaling values, removing redundancies, etc. can be used to accomplish this.

11. The "Unbounded" Message (RS).

```

*****
* ERROR - THE PROBLEM IS UNBOUNDED. THE VARIABLE X( 13) CAN ASSUME AN ARBITRARILY LARGE VALUE, THEREBY YIELDING
* AN ARBITRARILY LARGE VALUE OF THE OBJECTIVE FUNCTION.
*
* THE ERROR WAS DETECTED AT ITERATION 4 OF PHASE 2. AT THAT TIME THE OBJECTIVE FUNCTION VALUE WAS 43138.569
* AND THE FOLLOWING VARIABLES WERE BASIC.
*****

```

This error message is printed, when L(14) is non-zero, if the problem is found to be unbounded. A problem is unbounded when at least one variable, together with the objective function, can assume an arbitrarily large value without violating any of the constraints. Unboundedness is detected in the subroutines when all the entries in the column associated with the variable that is about to enter the basis are

less than EPS. It is this variable that is identified as "causing" the unboundedness.

In some problems (those that are numerically unstable), this situation might be alleviated by changing the value of EPS (see section 5.9). However, as was mentioned in 9 above, the direction and magnitude of the required change are not obvious.

If this message is printed, it is always followed by a print of the variables that were in the basis at the time the error was detected.

Whether or not this message is printed, L(3) is set to 3 and the subroutine returns to the calling routine.

12. The "Computational Inconsistency" Message (RS).

```
*****  
* WARNING - COMPUTATIONAL INCONSISTENCY INDICATED AT THE END OF PHASE 1. THE ALGORITHM WILL CONTINUE WITH PHASE 2,  
* BUT THE USER IS ADVISED TO CRITICIZE THE RESULTS. *  
*****
```

If L(14) is non-zero, this message is printed at the end of Phase I if one or more artificial variables which cannot be removed from the basis is between EPS and CEPS, or if the artificial objective function is between EPS and CEPS. This situation is an indication of possible numerical difficulties. The user is advised at least to check the solution for feasibility.

## 7. ADDITIONAL WORK AND FUTURE PLANS

The subroutines described in this report are part of a longer-term effort, in which the goal of the Applied Mathematics Division's Operations Research Section is to provide reliable user-oriented solution algorithms for those mathematical optimization problems which are of particular importance for operations-research applications (they often arise in other contexts as well). In addition to SIMPLX and RVSMPX, we also have operational on the NBS computer:

- (a) a 0-1 integer programming routine acquired from the RAND Corporation;
- (b) a subroutine to solve transportation problems, obtained from the Carnegie-Mellon University;
- (c) a prototype code implementing the Dantzig-Wolf decomposition principle for linear programming;
- (d) a quadratic programming algorithm, limited to "separable" objective functions (no cross-products of variables), that solves larger problems than SIMPLX or RVSMPX,
- (e) a univariate dynamic programming algorithm, developed at Johns Hopkins University and supported by the National Bureau of Standards under Contract CST-1279,
- (f) a multivariate dynamic programming algorithm, obtained from Johns Hopkins University, and
- (g) several algorithms for finding shortest paths between pairs of nodes in networks.



Except perhaps for (e) and (g), these items have not been tested or documented to the standards set for SIMPLX and RVSMPX. Future work, in addition to such "completion" efforts for selected items from the above list, may include:

- (A) testing of the new UNIVAC mathematical programming package (Functional Mathematical Programming System),
- (B) as appropriate, extension of preceding items (quite likely beginning with RVSMPX) to handle much larger problems through use of peripheral storage,
- (C) provision of capability for parametric and sensitivity analyses,
- (D) extension of (d), above, to more general separable nonlinear problems, and
- (E) provision of a mixed-integer programming capability.

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APPENDIX A: THE "ALMOST LINEAR" KUHN-TUCKER  
CONDITIONS FOR QUADRATIC PROGRAMMING

One form (see section 6-3 of [4]) of the Kuhn-Tucker necessary conditions for the quadratic programming problem given in section 4 to have a solution at  $x_j$  ( $j = 1$  through  $n$ ) is:

$$1. \quad c_j + 2 \sum_{k=1}^n d_{jk} x_k - \sum_{i=1}^m \lambda_i a_{ij} = 0, \text{ if } x_j > 0, \text{ for } j = 1 \text{ through } n$$

$$c_j + 2 \sum_{k=1}^n d_{jk} x_k - \sum_{i=1}^m \lambda_i a_{ij} \leq 0, \text{ if } x_j = 0, \text{ for } j = 1 \text{ through } n$$

$$2. \quad \sum_{j=1}^n a_{ij} x_j = b_i, \text{ if } \lambda_i > 0, \text{ } i = 1 \text{ through } \ell$$

$$\sum_{j=1}^n a_{ij} x_j \leq b_i, \text{ if } \lambda_i = 0, \text{ } i = 1 \text{ through } \ell$$

$$\sum_{j=1}^n a_{ij} x_j = b_i, \text{ if } \lambda_i < 0, \text{ } i = \ell + 1 \text{ through } \ell + g$$

$$\sum_{j=1}^n a_{ij} x_j \geq b_i, \text{ if } \lambda_i = 0, \text{ } i = \ell + 1 \text{ through } \ell + g$$

$$\sum_{j=1}^n a_{ij} x_j = b_i, \quad , \text{ } i = \ell + g + 1 \text{ through } m$$

$$3. \quad \lambda_i \geq 0, \text{ } i = 1 \text{ through } \ell$$

$$\lambda_i \leq 0, \text{ } i = \ell + 1 \text{ through } \ell + g$$

$$\lambda_i \text{ unrestricted, } i = \ell + g + 1 \text{ through } m$$

$$x_j \geq 0, \text{ } j = 1 \text{ through } n$$

As was noted earlier, these conditions are also sufficient when the objective function is concave. Therefore, the problem reduces to one of finding  $x_j$  ( $j = 1$  through  $n$ ) that satisfy conditions 1-3 above for some set of  $\lambda_i$  ( $i = 1$  through  $m$ ).

These conditions may be written as:

$$1'. \quad c_j + 2 \sum_{k=1}^n d_{ik} x_k - \sum_{i=1}^m \lambda_i a_{ij} + y_i = 0, \quad j = 1 \text{ through } n$$

$$x_j y_j = 0, \quad j = 1 \text{ through } n$$

$$2'. \quad \sum_{j=1}^n a_{ij} x_j + s_i = b_i, \quad i = 1 \text{ through } \ell$$

$$\sum_{j=1}^n a_{ij} x_j - s_i = b_i, \quad i = \ell + 1 \text{ through } \ell + g$$

$$\sum_{j=1}^n a_{ij} x_j = b_i, \quad i = \ell + g + 1 \text{ through } m$$

$$\lambda_i s_i = 0, \quad i = 1 \text{ through } \ell + g$$

$$3'. \quad \lambda_i \geq 0, \quad i = 1 \text{ through } \ell$$

$$\lambda_i \leq 0, \quad i = \ell + 1 \text{ through } \ell + g$$

$$\lambda_i \text{ unrestricted, } i = \ell + g + 1 \text{ through } m$$

$$x_j \geq 0, \quad j = 1 \text{ through } n$$

$$y_j \geq 0, \quad j = 1 \text{ through } n$$

$$s_i \geq 0, \quad i = 1 \text{ through } \ell + g$$

With the exception of the requirements  $x_j y_j = 0$  and  $\lambda_i s_i = 0$ , these conditions form a set of simultaneous linear equations. Furthermore, the variables either are, or can be made to be, non-negative. In order to make all the variables non-negative, substitute  $\lambda_i = y_i$ ,  $i = 1$  through  $\ell$ ;  $\lambda_i = -u_i$ ,  $i = \ell + 1$  through  $\ell + g$ ;  $\lambda_i = u_i - v_i$ ,  $i = \ell + g + 1$  through  $m$ , into (1')-(3') to get:

$$1'' \quad c_j + 2 \sum_{k=1}^n d_{jk} x_k - \sum_{i=1}^{\ell} u_i a_{ij} + \sum_{i=\ell+1}^{\ell+g} u_i a_{ij}$$

$$- \sum_{i=\ell+g+1}^m u_i a_{ij} + \sum_{i=\ell+g+1}^m v_i a_{ij} + y_j = 0, \quad j = 1 \text{ through } n$$

$$2'' \quad \sum_{j=1}^n a_{ij} x_j + s_i = b_i, \quad i = 1 \text{ through } \ell$$

$$\sum_{j=1}^n a_{ij} x_j - s_i = b_i, \quad i = \ell + 1 \text{ through } \ell + g$$

$$\sum_{j=1}^n a_{ij} x_j = b_i, \quad i = \ell + g + 1 \text{ through } m$$

$$3'' \quad u_i \geq 0, \quad i = 1 \text{ through } m$$

$$v_i \geq 0, \quad i = \ell + g + 1 \text{ through } m$$

$$x_j \geq 0, \quad y_j \geq 0, \quad j = 1 \text{ through } n$$

$$x_j y_j = 0, \quad j = 1 \text{ through } n$$

$$s_i \geq 0, \quad i = 1 \text{ through } \ell + g$$

$$u_i s_i = 0, \quad i = 1 \text{ through } \ell + g$$

These conditions are a set of simultaneous "almost linear" equations in non-negative variables. The solution to these equations can be found with Phase I of the simplex method with a modification to account for the nonlinear equations above. That modification is that  $x_j$  and  $y_j$  are not allowed to be simultaneously in the basis; nor are  $s_i$  and  $u_i$ .

This modification has been made to both SIMPLX and RVSMPX and is available with the use of the parameter KQP (see section 5.11). Note that in the discussion of this option in section 4, the  $s_i$  do not appear. This is so because RVSMPX and SIMPLX store slack and surplus variables implicitly. Therefore it is necessary only to put the original constraint coefficients in this part of the matrix.

APPENDIX B:

LISTING OF RV SMPX

JIT FOR REV,REV UNIVAC 1103 FORTRAN V LEVEL 2206 0018 F5018P THIS COMPILATION WAS DONE ON 17 AUG 71 AT 19:51:16

SUBROUTINE RVSMPX ENTRY POINT 004300

STORAGE USED (BLOCK, NAME, LENGTH)

0001 \*CODE 004372
0000 \*DATA 000770
0002 \*BLANK 000000

EXTERNAL REFERENCES (BLOCK, NAME)

0003 NW00\$
0004 NI02\$
0005 NKP1\$
0006 NI01\$
0007 NKR2\$
0010 NKR3\$

STORAGE ASSIGNMENT FOR VARIABLES (BLOCK, TYPE, RELATIVE LOCATION, NAME)

Table with columns: Block, Type, Relative Location, Name. Contains storage assignment data for variables like 0001, 0002, 0003, etc., with their respective block numbers and relative locations.

```

0000 I 000022 I
0000 I 000005 Ip
0000 I 000035 Irc
0000 I 000065 I2
0000 I 000056 J5
0000 I 000064 K
0000 I 000026 M6
0000 I 000025 MSX
0000 R 000054 O3J
0000 I 000053 Ivp
0000 I 000071 Iq1
0000 I 000067 IX
0000 I 000074 I5
0000 I 000062 J3
0000 I 000017 V
0000 I 000027 vP4
0000 I 000045 NA
0000 R 000037 XY
0000 I 000021 INVc
0000 I 000063 IP
0000 I 000045 I1
0000 I 000041 J
0000 I 000057 J5
0000 I 000031 ME
0000 I 000030 MP1
0000 I 000032 NMAX
0000 R 000040 Y

```

```

0000 I 000055 ICPSX
0000 I 000070 Iq
0000 I 000034 ITP
0000 I 000073 I4
0000 I 000061 J2
0000 I 000044 L20FF
0000 I 000050 M03J
0000 I 000023 N
0000 R 000012 PR

```

```

0000 I 000000 IB
0000 I 000047 IPHASE
0000 I 000051 ITER
0000 I 000072 I3
0000 I 000060 J1
0000 I 000043 L10FF
0000 I 000024 ML
0000 I 000020 M2
0000 R 000052 p1VM

```

```

SUBROUTINE RVSMPX (A,MA,B,MB,MT,NT,L,X,TOLP,INV,KQP)
DIMENSION A(MA,1),B(MB,1),L(1),X(1),IB(5),IP(5),PR(5)
M=-J-1
M2=M+2
INVC=M/2+5

```

```

1* 00101
2* 00103
3* 00104
4* 00105
5* 00106
6* 00106
7* 00106
8* 00106
9* 00107
10* 00112
11* 00114
12* 00116
13* 00117
14* 00120
15* 00122
16* 00123
17* 00124
18* 00125
19* 00126
20* 00127
21* 00130
22* 00131
23* 00132
24* 00133
25* 00134
26* 00135
27* 00136
28* 00136
29* 00136
30* 00136
31* 00140
32* 00141
33* 00143
34* 00144
35* 00146
36* 00147
37* 00152
38* 00155
39* 00156
40* 00150
41* 00153
42* 00154
43* 00156
44* 00171
45* 00173

```

```

C * * CHECK FOR NEGATIVE RIGHT HAND SIDES.
C
DO 4 I=1,M
IF (A(I,NT).GE.0) GO TO 4
WRITE(6,9020)
L(3)=2
RETURN
4 CONTINUE
N=NT-1
ML=L(1)
MSMX=14
MPN=M+N
MP1=M+1
ME=M-ML-M6
NMAX=N+ML+ME+2*MG
ASTAR=**
ITP=N-KQP
ITC=KQP+ML+MG
L(2)=0
IF (INV.GT.0) INV=1

```

```

R10000
R10100
R10200
R10300
R10400
R10500
R10600
R10700
R10800
R10900
R11000
R11100
R11200
R11300
R11400
R11500
R11600
R11700
R11800
R11900
R12000
R12100
R12200
R12300
R12400
R12500
R12600
R12700
R12800
R12900
R13000
R13100
R13200
R13300
R13400
R13500
R13600
R13700
R13800
R13900
R14000
R14100
R14200
R14300
R14400

```

```

C * * COMPUTE EPSILON AND CAPITAL EPSILON.
C
EPS=TOLP
IF (EPS.GT.0.0) GO TO 10
XX=1.0E-5
IF (EPS.LT.0.0) XX=-EPS
Y=0.0
DO 5 I=1,M
DO 5 J=1,N
EPS=A(I,J)
IF (EPS.LT.0.0) EPS=-EPS
5 Y=Y+EPS
EPS=XX*Y/(M*N)
1) IF (L(3).EQ.0) GO TO 16
14 DO 15 I=3,MSMX
15 L(I)=0
L(4)=1

```



```

00174 40* L(5)=1
00175 47* L(6)=1
00176 48* L(12)=1
00177 49* L(13)=1
00200 50* L(15,16)=1
00201 51* CEPS=10.0*EPS
00202 52* L(1)=0
00203 53* DO 17 I=1,M
00206 54* DO 17 J=1,N
00211 55* XX=ABS(A(I,J))
00212 56* IF (XX.LT.EPS.AND.XX.GT.0.0) L(1)=L(1)+1
00216 57* IF (L(4).NE.0) WRITE (6,9000) FPS,CEPS,L(1)
C * * SET UP L1(.)-VARIABLE TYPE INDICATOR.
C *
C *
L1OFF=MS*IX
L2OFF=L1OFF+NMAX
I=1
DO 20 J=1,N
L(L1OFF+I)=0
20 I=I+1
IF (ML.EQ.0) GO TO 211
DO 21 J=1,ML
L(L1OFF+I)=1
21 I=I+1
211 IF (MG.EQ.0) GO TO 221
DO 22 J=1,MG
L(L1OFF+I)=2
L(L1OFF+I+MG)=3
22 I=I+1
221 IF (ME.EQ.0) GO TO 231
DO 23 J=1,ME
L(L1OFF+I+MG)=3
23 I=I+1
C * * INITIALIZE B(.,.), THE BASIS INVERSE, TO THE IDENTITY MATRIX.
C *
C *
231 DO 26 I=1,M2
DO 25 J=1,M2
B(I,J)=0.0
IF (I.JI)=0 GO TO 26
B(I,I)=1.0
25 CONTINUE
26 IF (INV.GT.0) GO TO 241
C * * INITIALIZE THE X'S, B(M2,.)-THE MULTIPLIERS, B(.,M2)-THE VALUES
C * * OF THE BASIC VARIABLES, AND B(M2,M2)-THE ARTIFICIAL OBJ. VALUE.
C *
DO 28 I=1,NMAX
28 X(I)=-EPS/100.0
241 J=1
DO 32 I=1,NMAX
I=L(L1OFF+I)
IF (I1.EQ.0).OR.(I1.EQ.2) GO TO 32
IF (I.V.GT.0) GO TO 29
X(I)=A(J,I)
L(L2OFF+J)=I
29 B(J,M2)=A(J,NT)
105*
00225 105*
00226 106*
00227 107*
00228 108*
00229 109*
00230 110*
00231 111*
00232 112*
00233 113*
00234 114*
00235 115*
00236 116*
00237 117*
00238 118*
00239 119*
00240 120*
00241 121*
00242 122*
00243 123*
00244 124*
00245 125*
00246 126*
00247 127*
00248 128*
00249 129*
00250 130*
00251 131*
00252 132*
00253 133*
00254 134*
00255 135*
00256 136*
00257 137*
00258 138*
00259 139*
00260 140*
00261 141*
00262 142*
00263 143*
00264 144*
00265 145*
00266 146*
00267 147*
00268 148*
00269 149*
00270 150*
00271 151*
00272 152*
00273 153*
00274 154*
00275 155*
00276 156*
00277 157*
00278 158*
00279 159*
00280 160*
00281 161*
00282 162*
00283 163*
00284 164*
00285 165*
00286 166*
00287 167*
00288 168*
00289 169*
00290 170*
00291 171*
00292 172*
00293 173*
00294 174*
00295 175*
00296 176*
00297 177*
00298 178*
00299 179*
00300 180*
00301 181*
00302 182*
00303 183*
00304 184*
00305 185*
00306 186*
00307 187*
00308 188*
00309 189*
00310 190*
00311 191*
00312 192*
00313 193*
00314 194*
00315 195*
00316 196*
00317 197*
00318 198*
00319 199*
00320 200*
00321 201*
00322 202*
00323 203*
00324 204*
00325 205*

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```

00326 104* IF (I1.LT.3) GO TO 30
00330 105* B(M2,J)=1.0
00331 106* B(M2,M2)=3(M2,M2)+B(J,M2)
00332 107* 30 J=J+1
00333 108* 32 CONTINUE
00335 109* IF (INV.EQ.2) GO TO 1900
00335 110* C * INITIALIZATIONS FOR PHASE I.
00335 111* C
00337 112* MA=0
00340 113* IPHASE=1
00341 114* M3J=M2
00342 115* ITER=0
00343 116* PIVM=1.0E28
00344 117* IMP=0
00345 118* OBJ=-3(M3J,M2)
00346 119* IF (INV.EQ.1) GO TO 1900
00346 120* C * CHECK FOR IMMEDIATE BASIC FEASIBLE SOLUTION.
00346 121* C
00346 122* IF (ML.LT.4) GO TO 1100
00346 123* C * INITIALIZATIONS FOR PHASE II.
00346 124* C
00346 125* 1050 M3J=MP1
00346 126* IPHASE=2
00346 127* ITER=0
00346 128* PIVM=1.0E28
00346 129* IMP=0
00346 130* OBJ=-B(M3J,M2)
00346 131* C
00346 132* C *****
00346 133* C *** STEPS 1 AND 2-COMPUTE THE C' TO GET S.***
00346 134* C *****
00346 135* C *****
00346 136* 1100 ICPSX=0
00346 137* 1105 NA=0
00346 138* IF (INV.GT.0) GO TO 1110
00346 139* JS=0
00346 140* IF (L(2).EQ.0) GO TO 1110
00346 141* IF (L(2)/INVC*INVC.EQ.L(2)) INV=2
00346 142* IF (INV.EQ.2) GO TO 231
00346 143* C * CALCULATE THE INDICATORS-C'.
00346 144* C
00346 145* 1110 B(M3J,MP1)=0.0
00346 146* 00 1160 J5=1,NMAX
00346 147* IF (INV.EQ.0) GO TO 1120
00346 148* J=J5
00346 149* 60 TO 1130
00346 150* 1120 J=J5
00346 151* IF (X(J).GE.0.0) GO TO 1160
00346 152* IF (KOP.EQ.0) GO TO 1130
00346 153* IF (J.LE.ITC.AND.X(ITP+J).GE.0.0) GO TO 1160
00346 154* IF (J.GT.ITP.AND.J.LE.ITP+ITC.AND.X(J-ITP).GE.0.0) GO TO 1160
00346 155* J=L(L1OFF+J)
00346 156* IF (J1.EQ.4) GO TO 1160
00346 157* IF (J1.EQ.0) GO TO 1140
00346 158* 161*
00346 159*
00346 160*
00346 161*

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R20300
R20400
R20500
R20600
R20700
R20800
R20900
R21000
R21100
R21200
R21300
R21400
R21500
R21600
R21700
R21800
R21900
R22000
R22100
R22200
R22300
R22400
R22500
R22600
R22700
R22800
R22900
R23000
R23100
R23200
R23300
R23400
R23500
R23600
R23700
R23800
R23900
R24000
R24100
R24200
R24300
R24400
R24500
R24600
R24700
R24800
R24900
R25000
R25100
R25200
R25300
R25400
R25500
R25600
R25700
R25800
R25900
R26000

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00421 162* J2=J-N
00422 163* IF (J.GT.N+ML+M6) J2=J2-M6
00422 164*
00422 165* C * * COMPUTE C* FOR SLACK, SURPLUS, OR ARTIFICIAL VARIABLES.
00422 166*
00424 167* XX=(-1)**(J1+1)*B(M0BJ,J2)
00425 168* IF (J1.EQ.3) XX=XX-1.0
00427 169* GO TO 1142
00427 170*
00427 171* C * * COMPUTE C* FOR REAL VARIABLES.
00427 172*
00430 173* 1140 XX=0.0
00431 174* IF (IPHASE.EQ.2) XX=A(MP1,J)
00433 175* DO 1141 I=1,M
00436 176* 1141 XX=XX+B(M0BJ,I)*A(I,J)
00436 177*
00436 178* C * * TRANSFER IF INVERTING OR PIVOTING OUT ARTIFICIALS.
00436 179*
00440 180* 1142 IF (INV.GT.0.OR.ICPSX.EQ.1) GO TO 1143
00440 181*
00440 182* C * * TEST FOR MINIMUM C* IF DOING A NORMAL PIVOT.
00440 183*
00442 184* IF (XX.LE.B(M0BJ,MP1)) GO TO 1150
00445 185* JS=J
00445 186* JS=J2
00447 187* IF (INV.GT.0) GO TO 1200
00451 188* IF (ICPSX.EQ.0) GO TO 1150
00451 189*
00451 190* C * * IF TRYING TO PIVOT OUT ARTIFICIALS, CHECK THIS COLUMN. IF OK TO
00451 191* C * * ENTER, COMPUTE PIVOT ELEMENT. IF PIVOT IS BIG ENOUGH, PIVOT.
00451 192* C * * OTHERWISE, CONTINUE ON TO NEXT COLUMN.
00451 193*
00451 194*
00453 195* 1145 IF (XX.LT.-EPS) GO TO 1150
00455 196* JS=J
00455 197* IF (J1.EQ.0) GO TO 1150
00456 198* B(IR,MP1)=(-1)**(J1+1)*B(IR,J2)
00456 199* GO TO 1153
00451 200* 1150 B(IR,MP1)=0.0
00453 201* DO 1151 K=1,M
00456 202* 1151 B(IR,MP1)=B(IR,MP1)+B(IR,K)*A(K,JS)
00470 203* 1153 IF (B(IR,MP1).GT.EPS) GO TO 1200
00472 204* IF (B(IR,MP1).GT.-EPS) GO TO 1160
00474 205* GO TO 1200
00475 206* 1160 CONTINUE
00477 207* IF (ICPSX.EQ.1) GO TO 1635
00501 208* IF (B(M0BJ,MP1).LT.EPS) GO TO 1600
00501 209*
00501 210* C *****
00501 211* C *** STEP 3-CALCULATE A(I,S). ***
00501 212* C *****
00501 213* C
00503 214* 1200 I1=L(L1OFF+JS)
00504 215* B(1)=X(
00505 216* IP(1)=JS
00506 217* IF (I1.EQ.0) GO TO 1203
00510 218* B(1)=S(
00511 219* IP(1)=JS-N

```

```

R26100
R26200
R26300
R26400
R26500
R26600
R26700
R26800
R26900
R27000
R27100
R27200
R27300
R27400
R27500
R27600
R27700
R27800
R27900
R28000
R28100
R28200
R28300
R28400
R28500
R28600
R28700
R28800
R28900
R29000
R29100
R29200
R29300
R29400
R29500
R29600
R29700
R29800
R29900
R30000
R30100
R30200
R30300
R30400
R30500
R30600
R30700
R30800
R30900
R31000
R31100
R31200
R31300
R31400
R31500
R31600
R31700
R31800

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```

00512 220* IF (I1.LT.3) GO TO 1203
00514 221* IJ(1)=I AC
00515 222* IP(1)=IP(1)-ML*MG
00516 223* 1203 DO 1225 I=1,MP1
00516 224* C * * COMPUTE REAL OBJECTIVE COST IF NOT ALREADY COMPUTED.
00516 225* C
00521 226* IF (I.LT.MP1) GO TO 1205
00523 227* IF (IPHASE.EQ.2) GO TO 1225
00525 228* B(I,MP1)=0.0
00526 230* IF (I1.EQ.0) B(I,MP1)=A(MP1,JS)
00530 231* IF (I1.EQ.3) B(I,MP1)=-1.0
00532 232* GO TO 1215
00532 233* C
00532 234* C * * GENERATE THE REST OF THE COLUMN.
00532 235* C
00533 1205 B(I,MP1)=0.0
00534 1207 I2=L(L2OFF+I)
00535 236* IF (I2.EQ.-1) GO TO 1215
00537 239* IF (L(L1OFF+I2).EQ.5) GO TO 1225
00541 240* IF (I1.EQ.0) GO TO 1220
00543 241* B(I,MP1)=B(I,MP1)+(-1)**(I1+1)*B(I,JS)
00544 242* GO TO 1225
00545 1221 DO 1223 K=1,M
00550 243* 1223 B(I,MP1)=B(I,MP1)+B(I,K)*A(K,JS)
00552 245* 1225 CONTINUE
00552 246* C
00552 247* C * * IF PIVOTING OUT AN ARTIFICIAL, SET THE VALUE OF THIS ARTIFICIAL
00552 248* C * * TO ZERO. IF IT IS GT EPS SET L(3)=1 (COMPUTATIONAL INCONSISTENCY)
00552 249* C
00554 250* IF (ICPSX.EQ.0) GO TO 1230
00555 251* IF (B(IR,M2).GT.EPS) L(3)=1
00556 252* B(IR,M2)=0.0
00556 253* GO TO 1300
00556 254* C
00556 255* C *****
00556 256* C *** STEP 4-FORM QUOTIENTS TO GET R. ***
00556 257* C *****
00556 258* C *****
00556 259* 1230 IR=0
00563 260* APS=1.0E28
00564 261* IF (INV.GT.0) APS=0.0
00566 262* DO 1260 I=1,M
00571 263* IF (INV.GT.0) GO TO 1240
00573 264* IF (B(I,MP1).LE.0.0) GO TO 1260
00575 265* XX=B(I,M2)/B(I,MP1)
00576 266* IF (XX.GT.APS) GO TO 1260
00600 267* IF (XX.LT.APS.0R.IR.EQ.0) GO TO 1250
00602 268* IF (B(IR,MP1).GE.B(I,MP1)) GO TO 1260
00604 269* GO TO 1250
00604 270* C
00604 271* C * * IF INVERTING, FIND THE LARGEST ABSOLUTE ELEMENT AMONG
00604 272* C * * THOSE ROWS NOT ALREADY PIVOTED IN.
00604 273* C
00605 1240 IF (L(L2OFF+I).NE.-1) GO TO 1260
00607 274* XX=ABS(B(I,MP1))
00610 275* IF (XX.LE.APS) GO TO 1260
00612 276* 1250 IR=I
00612 277*
R31900
R32000
R32100
R32200
R32300
R32400
R32500
R32600
R32700
R32800
R32900
R33000
R33100
R33200
R33300
R33400
R33500
R33600
R33700
R33800
R33900
R34000
R34100
R34200
R34300
R34400
R34500
R34600
R34700
R34800
R34900
R35000
R35100
R35200
R35300
R35400
R35500
R35600
R35700
R35800
R35900
R36000
R36100
R36200
R36300
R36400
R36500
R36600
R36700
R36800
R36900
R37000
R37100
R37200
R37300
R37400
R37500
R37600

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```

00513 275* AP5=XX
00514 279* CONTINUE
00516 280* IF (IR.GT.0) GO TO 1270
C 281* * IF INVERTING, AND THERE IS NO PLACE TO PUT THIS
C 282* * VARIABLE, SKIP IT AND TRY AGAIN LATER.
C 283* *
C 284* IF (INV.GT.0) GO TO 1940
C 285*
C 286* * THE PROBLEM IS UNBOUNDED.
C 287*
C 288* L(3)=3
C 289* IX=1
C 290* IF (L(MSX).EQ.0) RETURN
C 291* WRITE(6,9015) (ASTAR,I=1,120),JS
C 292* WRITE(6,9018) ITER,IPHASE,OBJ,(ASTAR,I=1,120)
C 293* GO TO 1735
C 294*
C 295* 1270 XX=ABS(3(IR,MPI))
C 296* IF (XX.GT.CEPS) GO TO 1300
C 297*
C 298* * IF PIVOT IS TOO SMALL, SET TO ZERO AND TRY AGAIN.
C 299*
C 300* IF (XX.LT.EPS) GO TO 1280
C 301*
C 302* * IF EPS.LT.PIVOT.LT.CEPS, PRINT WARNING AND CONTINUE.
C 303*
C 304* IF (L(5).NE.0) WRITE(6,9005) ITER,IPHASE,B(IR,MPI)
C 305* GO TO 1300
C 306* 1280 B(IR,MPI)=0.0
C 307* GO TO 1230
C 308*
C 309* *****
C 310* * STEP 5-CALCULATE NEW B(,MT) AND X. ***
C 311* *****
C 312*
C 313* 1300 IF (INV.GT.0) GO TO 1302
C 314* I1=L(L2OFF+IR)
C 315* I2=L(L1OFF+I1)
C 316* X(I1)=-EPS/100.0
C 317* IF (L(L1OFF+I1).EQ.3) L(L1OFF+I1)=4
C 318* I4(2)=X
C 319* IP(2)=I1
C 320* IF (I2.EQ.0) GO TO 1302
C 321* I4(2)=S
C 322* IP(2)=I1-N
C 323* IF (I2.LT.3) GO TO 1302
C 324* I3(2)=A
C 325* IP(2)=IP(2)-ML-M6
C 326* L(L2OFF+IR)=JS
C 327* B(IR,M2)=3(IR,M2)/B(IR,MPI)
C 328* DO 1310 I=1,M2
C 329* IF (I.E3.IR) GO TO 1305
C 330* B(I,M2)=3(I,M2)-B(IR,M2)*B(I,MPI)
C 331* IF (I.GT.M) GO TO 1310
C 332* IF (INV.GT.0) GO TO 1310
C 333* I1=L(L2OFF+I)
C 334* X(I1)=B(I,M2)
C 335* 1310 CONTINUE

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```

R37700
R37800
R37900
R38000
R38100
R38200
R38300
R38400
R38500
R38600
R38700
R38800
R38900
R39000
R39100
R39200
R39300
R39400
R39500
R39600
R39700
R39800
R39900
R40000
R40100
R40200
R40300
R40400
R40500
R40600
R40700
R40800
R40900
R41000
R41100
R41200
R41300
R41400
R41500
R41600
R41700
R41800
R41900
R42000
R42100
R42200
R42300
R42400
R42500
R42600
R42700
R42800
R42900
R43000
R43100
R43200
R43300
R43400

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```

00720 350* IF (INV.EQ.2) GO TO 1400
00730 357* X(NMAX+1)=-3(MP1,M2)
00731 358* O3J=-3(MO3J,M2)
00731 359* C
00731 340* C *****
00731 341* C *** STEPS 6 AND 7-UPDATE THE INVERSE AND THE MULTIPLIERS. ***
00731 342* C *****
00731 343* C
00732 344* 1400 DO 1402 K=1,M
00735 345* 9(IR,K)=3(IR,K)/3(IR,MP1)
00736 346* 1402 CONTINUE
00740 347* DO 1420 I=1,M2
00743 348* IF (I.EQ.1,K) GO TO 1420
00745 349* IF (I.EQ.12.AND.IPHASE.EQ.2) GO TO 1420
00747 350* DO 1410 K=1,M
00752 351* 9(I,K)=3(I,K)-R(I,MP1)*R(IR,K)
00753 352* 1410 CONTINUE
00755 353* 1420 CONTINUE
00757 354* IF (INV.GT.0) GO TO 1930
00761 355* ITER=ITER+1
00762 356* L(2)=L(2)+1
00762 357* C * STORE THE MINIMUM PIVOT.
00762 358* C
00762 359* C
00763 360* IF (3(IR,MP1).GT.PIVM) GO TO 1520
00765 361* PIVM=3(IR,MP1)
00765 362* ITER=ITER
00767 363* 1520 I1=5+(IPHASE-1)*4
00767 364* C * CHECK TO PRINT ITERATION SUMMARY.
00767 365* C
00767 366* C
00770 367* IF (L(I1+1).EQ.0) GO TO 1530
00772 368* IF (ITER/L(I1+1)*L(I1+1).NE.ITER) GO TO 1530
00774 369* WRITE(6,9)I0 IPHASE,ITER,3(IR,MP1),OBJ,(IR(I),IP(I),I=1,2)
00774 370* C * CHECK TO PRINT ITERATION BASIS.
00774 371* C
00774 372* C
01007 373* 1530 IF(L(I1+2).EQ.0) GO TO 1100
01011 374* IF (ITER/L(I1+2)*L(I1+2).NE.ITER) GO TO 1100
01013 375* IX=2
01014 376* GO TO 1735
01014 377* C
01014 378* C *****
01014 379* C *** END OF PHASE. ***
01014 380* C *****
01014 381* C
01015 382* 1600 IX=3
01016 383* IF ( IPHASE.EQ.2) GO TO 1700
01020 384* I3=0
01020 385* C * COMPUTE THE NUMBER OF ARTIFICIALS STILL IN THE BASIS.
01020 386* C
01022 387* C
01022 388* NA=0
01022 389* DO 1601 J=1,NMAX
01025 390* IF (L(L10FF+J).NE.3) GO TO 1601
01027 391* IF (X(J).GT.CEPS) GO TO 1602
01031 392* NA=NA+1
01032 393* 1601 CONTINUE

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R43500
R43600
R43700
R43800
R43900
R44000
R44100
R44200
R44300
R44400
R44500
R44600
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R44800
R44900
R45000
R45100
R45200
R45300
R45400
R45500
R45600
R45700
R45800
R45900
R46000
R46100
R46200
R46300
R46400
R46500
R46600
R46700
R46800
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R47000
R47100
R47200
R47300
R47400
R47500
R47600
R47700
R47800
R47900
R48000
R48100
R48200
R48300
R48400
R48500
R48600
R48700
R48800
R48900
R49000
R49100
R49200

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01034 394*
01034 395*
01034 396*
01034 397*
01034 398*
01036 399*
01036 400*
01036 401*
01036 402*
01036 403*
01040 404*
01042 405*
01042 407*
01042 403*
01043 409*
01044 410*
01046 411*
01055 412*
01056 413*
01057 414*
01070 415*
01077 416*
01100 417*
01100 419*
01100 420*
01101 421*
01102 422*
01105 423*
01106 424*
01110 425*
01112 426*
01114 427*
01115 428*
01120 429*
01121 430*
01122 431*
01122 432*
01122 433*
01122 434*
01123 435*
01126 436*
01127 437*
01131 438*
01133 439*
01133 440*
01133 441*
01133 442*
01134 443*
01135 444*
01135 445*
01135 446*
01135 447*
01135 448*
01136 449*
01137 450*
01137 451*

C
C * * IF (B(M03J,M2).GT.CEPS) GO TO 1602
C * * IF THE ARTIFICIAL OBJECTIVE FUNCTION IS ACCEPTABLE BUT ARTIFICIALS
C * * ARE STILL IN THE BASIS, GO TRY TO PIVOT THEM OUT.
C
C IF (NA.GT.0) GO TO 1612
C
C * * IF NO ARTIFICIALS ARE IN THE BASIS AND THE ARTIFICIAL OBJECTIVE
C * * FUNCTION IS NOT QUITE ZERO, PRINT WARNING OF ROUND-OFF ERROR.
C
C IF (B(M03J,M2).GT.EPS) GO TO 1605
GO TO 1700
C
C * * THE PROBLEM IS INFEASIBLE.
C
1602 L(3)=2
IF(L(M5MX).EQ.0) RETURN
WRITE(6,9014) (ASTAR,I=1,120),B(M03J,MP1)
WRITE(6,9018) ITER,IPHASE,OBJ,(ASTAR,I=1,120)
IX=1
GO TO 1735
1605 IF (L(M5MX).NE.0) WRITE(6,9019) (ASTAR,I=1,240)
L(3)=1
GO TO 1700
C
C * * FIND THE ARTIFICIAL STILL IN THE BASIS.
C
1612 IJ1=0
DO 1615 J=1,NMAX
J1=L(L1OFF+J)
IF (J1.EQ.3) IJ1=IJ1+1
IF (I01.GT.I0) GO TO 1621
1615 CONTINUE
1616 L(3)=4
IF (L(M5MX).NE.0) WRITE (6,913)
913 FORMAT ('SYSTEM ERROR- COMPUTATIONAL IMPOSSIBILITY,')
IX=1
GO TO 1735
C
C * * DETERMINE WHICH BASIC VARIABLE IT IS.
C
1621 DO 1625 IR=1,M
I=L(L2OFF+IR)
IF (I.EQ.J) GO TO 1630
1625 CONTINUE
GO TO 1616
C
C * * SET ARTIFICIALS IN AT ZERO SWITCH, AND GO TRY TO PIVOT IT OUT.
C
1630 ICPSX=1
GO TO 1105
C
C * * INCREMENT I0, THE COUNTER FOR CURRENT NUMBER OF ARTIFICIALS THAT
C * * CANNOT BE PIVOIED OUT.
C
1635 I0=I0+1
IF (NA.GT.I0) GO TO 1612
C

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R49300  
R49400  
R49500  
R49600  
R49700  
R49800  
R49900  
R50000  
R50100  
R50200  
R50300  
R50400  
R50500  
R50600  
R50700  
R50800  
R50900  
R51000  
R51100  
R51200  
R51300  
R51400  
R51500  
R51600  
R51700  
R51800  
R51900  
R52000  
R52100  
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R54100  
R54200  
R54300  
R54400  
R54500  
R54600  
R54700  
R54800  
R54900  
R55000

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01137 452*
01137 453*
01141 454*
01142 455*
01145 456*
01146 457*
01150 458*
01150 459*
01150 460*
01150 461*
01151 462*
01153 463*
01155 464*
01155 465*
01157 466*
01150 467*
01151 468*
01153 469*
01155 470*
01155 471*
01155 472*
01155 473*
01155 474*
01155 475*
01167 476*
01170 477*
01172 478*
01203 479*
01205 480*
01211 481*
01215 482*
01215 483*
01215 484*
01215 485*
01215 486*
01215 487*
01223 488*
01225 489*
01227 490*
01232 491*
01233 492*
01234 493*
01235 494*
01237 495*
01240 496*
01241 497*
01244 498*
01246 499*
01250 500*
01252 501*
01254 502*
01256 503*
01257 504*
01260 505*
01261 506*
01263 507*
01264 508*
01265 509*

R55100
R55200
R55300
R55400
R55500
R55600
R55700
R55800
R55900
R56000
R56100
R56200
R56300
R56400
R56500
R56600
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R56800
R56900
R57000
R57100
R57200
R57300
R57400
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R57800
R57900
R58000
R58100
R58200
R58300
R58400
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R58800
R58900
R59000
R59100
R59200
R59300
R59400
R59500
R59600
R59700
R59800
R59900
R60000
R60100
R60200
R60300
R60400
R60500
R60600
R60700
R60800

C * * COJNT AND CHECK THE ARTIFICIALS STILL IN THE BASIS.
C
C JS=0
C D0 1645 I=1,M
C I1=L(L10FF+I1)
C IF (L(L10FF+I1).NE.3) GO TO 1645
C JS=JS+1
C
C * * IF IN AND GT EPSILON, INFEASIBLE. OTHERWISE SET TO 0 AND CONTINUE.
C
C IF (B(I,M2).GT.CEPS) GO TO 1602
C IF (B(I,M2).GT.EPS) L(3)=1
C X(I1)=0.0
C L(L10FF+I1)=5
C B(I,M2)=0.0
C
C 1640 CONTINUE
C 1645 CONTINUE
C IF (JS.EQ.0) GO TO 1616
C IF (L(3).EQ.1) GO TO 1605
C
C *****
C *** SUMMARY PRINT. ***
C *****
C *****
C
C 1700 I1=5+(IPHASE-1)*4
C IF (L(I1+3).EQ.0) GO TO 1730
C WRITE(6,9008) (ASTAR,I=1,I20),IPHASE,OBJ,ITER
C IF (ITER.EJ.0) PIVM=0.0
C WRITE(6,9001) PIVM,IMP
C 1710 IF (IPHASE.EQ.1) WRITE(6,9003) X(NMAX+1)
C WRITE(6,9006) (ASTAR,I=1,I20)
C
C *****
C *** BASIS PRINT. ***
C *****
C *****
C
C 1730 IF (L(I1+4).EQ.0) GO TO 1810
C 1735 WRITE(6,9012)
C D0 1737 I2=1,5
C I8(I2)=1
C PR(I2)=0.0
C 1737 IP(I2)=0
C I3=0
C I4=0
C I91=0
C D0 1800 I2=1,NMAX
C IF (X(I2).LT.0.0.AND.X(I2).GT.-EPS) GO TO 1800
C IF (I4.EQ.L(L10FF+I2)) GO TO 1740
C IF (I4.EQ.1.AND.L(L10FF+I2).EQ.2) GO TO 1740
C IF (I4.EQ.3.AND.L(L10FF+I2).EQ.5) GO TO 1740
C IF (L(L10FF+I2).EQ.4) GO TO 1780
C I91=1
C GO TO 1790
C 1740 I4=L(L10FF+I2)
C IF (I3.EQ.5) GO TO 1790
C I3=I3+1
C PR(I3)=X(I12)
C I5=I4+1

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01266 510*   GO TO (1750,1760,1750,1770,1780,1770),I5
01267 511*   1750 IB(I3)=X
01270 512*   IP(I3)=I2
01271 513*   GO TO 1900
01272 514*   1760 IB(I3)=S
01273 515*   IP(I3)=I2-Y
01274 516*   GO TO 1800
01275 517*   1770 IB(I3)=A
01276 518*   IP(I3)=I2-N-ML-M5
01277 519*   GO TO 1900
01300 520*   L(3)=4
01301 521*   IX=1
01302 522*   WRITE(6,913)
01304 523*   GO TO 1900
01305 524*   1790 IF (I3.EQ.0) GO TO 1740
01307 525*   WRITE(6,9011) (IB(J),IP(J),PR(J),J=1,I3)
01317 526*   IF (I01.EQ.1) WRITE(6,9017)
01322 527*   I01=0
01323 528*   I3=0
01324 529*   GO TO 1740
01325 530*   1800 CONTINUE
01327 531*   IF (I3.GT.0) WRITE(6,9011) (IB(J),IP(J),PR(J),J=1,I3)
01340 532*   1810 IF (IX.EQ.1) RETURN
01342 533*   IF (IX.EQ.2) GO TO 1100
01344 534*   IF (IPHASE.EQ.2) RETURN
01346 535*   GO TO 1050
01346 536*   C *****
01346 537*   C *** TOTAL INVERSION ROUTINE. ***
01346 538*   C *****
01346 539*   C *****
01346 540*   C *****
01347 541*   1900 DO 1910 I=1,M
01352 542*   I1=L(L2OFF+I)
01353 543*   IF (L(L10FF+I1).NE.5) GO TO 1905
01355 544*   R(I,M2)=0.0
01356 545*   GO TO 1910
01357 546*   1905 L(L2OFF+I)=-1
01360 547*   1910 CONTINUE
01362 548*   1920 I4=0
01363 549*   J5=0
01364 550*   GO TO 1940
01364 551*   C * * I4=1 INDICATES THAT A PIVOT WAS PERFORMED.
01364 552*   C * *
01364 553*   C
01365 554*   1930 I4=1
01365 555*   X(J5)=-EPS/100.0
01367 556*   1940 I5=J5
01370 557*   IF (I5.EQ.NMAX) GO TO 1955
01370 558*   C
01370 559*   C * * FOR EACH X(I) THAT IS NON-NEGATIVE AND NOT AN ARTIFICIAL IN AT
01370 560*   C * * A ZERO LEVEL, GO TRY TO PUT IT IN THE BASIS. DON'T DO ANYTHING
01370 561*   C * * FOR AN ARTIFICIAL IN AT A ZERO LEVEL.
01370 562*   C
01372 563*   I5=I5+1
01373 564*   DO 1950 J5=I5,NMAX
01375 565*   IF (X(J5).LT.0.0) GO TO 1950
01400 566*   IF (L(L10FF+J5).EQ.5) GO TO 1930
01402 567*   GO TO 1100

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R60900
R61000
R61100
R61200
R61300
R61400
R61500
R61600
R61700
R61800
R61900
R62000
R62100
R62200
R62300
R62400
R62500
R62600
R62700
R62800
R62900
R63000
R63100
R63200
R63300
R63400
R63500
R63600
R63700
R63800
R63900
R64000
R64100
R64200
R64300
R64400
R64500
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R64700
R64800
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R65700
R65800
R65900
R66000
R66100
R66200
R66300
R66400
R66500
R66600

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R66700
R66800
R66900
R67000
R67100
R67200
R67300
R67400
R67500
R67600
R67700
R67800
R67900
R68000
R68100
R68200
R68300
R68400
R68500
R68600
R68700
R68800
R68900
R69000
R69100
R69200
R69300
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R69500
R69600
R69700
R69800
R69900
R70000
R70100
R70200
R70300
R70400
R70500
R70600
R70700
R70800
R70900
R71000
R71100
R71200
R71300
R71400
R71500
R71600
R71700
R71800
R71900
R72000
R72100
R72200
R72300
R72400

1950 CONTINUE
C * * IF AT LEAST ONE PIVOT OPERATION WAS DONE, GO THROUGH X AGAIN.
1955 IF (I4.EQ.1) GO TO 1920
DO 1957 J=1,NMAX
1957 X(J)=-EPS/100.0
C * * SET X TO PROPER VALUES AND CHECK FOR FEASIBILITY.
C
      IS=0
      DO 1970 I=1,M
        IF (B(I,M2).LT.-EPS) IS=1
        IF (B(I,M2).LT.0.0.AND.B(I,M2).GE.-EPS) B(I,M2)=0.0
        I1=L(L2OFF+I)
        IF (I1.LT.0) GO TO 1960
        X(I1)=3(I,M2)
        GO TO 1970
      1960 IS=1
      1970 CONTINUE
      IF (IS.EQ.0) GO TO 1980
C * * INFEASIBLE AFTER INVERSION.
C
      L(3)=2
      IF (L(MS4K).EQ.0) RETURN
      IF (INV.EJ.1) WRITE(6,9007) (ASTAR,I=1,120)
      IF (INV.EQ.2) WRITE(6,9002) (ASTAR,I=1,120)
      WRITE(6,9018) ITER,IPHASE,OBJ,(ASTAR,I=1,120)
      IK=1
      GO TO 1735
C * * IF INVERTING BECAUSE OF INITIAL BASIS, FIX UP L1(.).
C
      1980 IF (INV.EQ.2) GO TO 1997
      IS=ML+M3+1
      IF (IS.GT.NMAX) GO TO 1995
      DO 1985 J=IS,NMAX
        L(L1OFF+J)=4
      1985 L(L1OFF+J)=4
      IS=0
      DO 1990 J=1,M
        J1=L(L2OFF+J)
        IF (L(L1OFF+J1).NE.4) GO TO 1990
        L(L1OFF+J1)=3
      1990 CONTINUE
      1995 INV=0
      1997 INV=0
      GO TO 1110
C
      9000 FORMAT(' EPSILON = 'G13.6,' CAPITAL EPSILON = 'G13.6,' '15,' NON
        *-ZERO ENTRIES ARE EFFECTIVELY EQUAL TO ZERO.')
      9001 FORMAT(' *14X*MINIMUM PIVOT WAS'G12.5,' AT ITERATION'14,'*57X*'
        *)
      9002 FORMAT('////// '120A1/' *11B'*/' * ERROR - THE PROBLEM IS INFEA

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01527 *S1BLE. INFEASIBILITY INDICATED DURING RE-INVERSION OF THE BASIS M
01527 *MATRIX(16X**))
01530 9003 FORMAT(14+65X'REAL OBJECTIVE FUNCTION =G15.8)
01531 9005 FORMAT(0* * WARNING* * * SMALL PIVOT ELEMENT AT ITERATION'I4,' OF
01531 * PHASE'I2,'. PIVOT =G14.7)
01532 9006 FORMAT(0**118X**//, '120A1)
01533 9007 FORMAT(////, '120A1// *118X**// * ERROR - THE VARIABLES SPECIF
01533 *IED AS COMPRISING AN INITIAL SOLUTION DO NOT FORM A BASIC FEASIBLE
01533 * SOLUTION.'12X**))
01534 9003 FORMAT(////, '120A1// *118X**// *114X'END OF PHASE'I2,'. OBJ
01534 *ECTIVE FUNCTION =G18.8'4X'THERE WERE'I4,' ITERATIONS.'17X**))
01535 9010 FORMAT (////0PHASE'I2,' ITERATION'I4,'. PIVOT=,G13.6,' ORJEC
01535 *TIVE FUNCTION=G15.9,' 'A3,I3,') ENTERED THE BASIS,'A3,I3,') LE
01535 *FT.))
01536 9011 FORMAT(5(3X'3,I3,')=F12.6))
01537 9012 FORMAT(0JASIC VARIABLES//)
01540 9014 FORMAT(////, '120A1// *118X**// * ERROR - THE PROBLEM IS INFEA
01540 *SIBLE. THE CONSTRAINTS ASSOCIATED WITH THE ARTIFICIAL VARIABLES RE
01540 *LAX ARE INCONSTEIVT. **// * IF NONE APPEAR, NUMERICAL DIFFICULTI
01540 *ES HAVE BEEN ENCOUNTERED. THE LARGEST ENTRY IN THE OBJECTIVE FUNCT
01540 *ION R01,7X,**//, * IS ,G12.5,101X,**))
01541 9015 FORMAT(////, '120A1// *118X**// * ERROR - THE PROBLEM IS UNROU
01541 *NDED. THE VARIABLE X(I3,) CAN ASSUME AN ARBITRARILY LARGE VALUE,
01541 * THEREBY YIELDING 7X**// * AN ARBITRARILY LARGE VALUE OF THE OBJ
01541 *ECTIVE FUNCTION.'63X**))
01542 9016 FORMAT (1H1)
01543 9017 FORMAT (1H)
01544 9013 FORMAT(0**118X**// * THE ERROR WAS DETECTED AT ITERATION'I4,' 0
01544 *F PHASE'I2,'. AT THAT TIME THE OBJECTIVE FUNCTION VALUE WAS'G15.8'
01544 *4X**// * AND THE FOLLOWING VARIABLES WERE BASIC.'77X**// *118X
01544 * **//, '120A1)
01545 9019 FORMAT(////, '120A1// *118X**// * WARNING - COMPUTATIONAL INCONS
01545 *ISTENCY INDICATED AT THE END OF PHASE 1. THE ALGORITHM WILL CONTIN
01545 *UE WITH PHASE 2.'4X**// * BUT THE USER IS ADVISED TO CRITICIZE T
01545 *HE RESULTS.'67X**// *118X**//, '120A1)
01546 9020 FORMAT(0* * AT LEAST ONE ELEMENT OF THE RIGHT HAND SIDE COLUMN I
01547 *S LESS THAN ZERO. SUBROUTINE TERMINATES.))
END

```

END OF UNIVAC 1108 FORTRAN V COMPILATION. 0 \*DIAGNOSTIC\* MESSAGE(S)

```

PHASE 1 TIME = 1 SEC.
PHASE 2 TIME = 0 SEC.
PHASE 3 TIME = 3 SEC.
PHASE 4 TIME = 0 SEC.
PHASE 5 TIME = 2 SEC.
PHASE 6 TIME = 1 SEC.

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TOTAL COMPILATION TIME = 7 SEC

APPENDIX C :  
LISTING OF SIMPLX

BIT FOR SIMPLX, SIMPLX 2206 001A F5018P  
 JMWAC 1105 FORTRAN V LEVEL THIS COMPILATION WAS DONE ON 19 AUG 71 AT 08:46:50

SUBROUTINE SIMPLX ENTRY POINT 003540

STORAGE USED (BLOCK, NAME, LENGTH)

0001 \*CJDE 005704  
 0000 \*DATA 000763  
 0002 \*BLANK 000000

EXTERNAL REFERENCES (BLOCK, NAME)

0003 JMWJ6  
 0004 NI028  
 0005 NI015  
 0006 NERX28  
 0007 NERX38

STORAGE ASSIGNMENT FOR VARIABLES (BLOCK, TYPE, RELATIVE LOCATION, NAME)

0001	000262	10L	0001	002373	10236	0001	002423	10316	0001	002517	10516	000120	11L
0001	002653	11136	0001	000074	1126	0001	003004	11476	0001	000324	12L	003173	12266
0001	003201	12336	0001	003262	12576	0001	003276	12706	0001	003343	13056	000134	1326
0001	003400	13246	0001	003413	13346	0001	003462	13516	0001	003515	13706	003530	14006
0001	003577	14156	0001	000214	1616	0001	000217	1646	0001	001106	2000L	001126	2001L
0001	001140	2002L	0001	001141	2005L	0001	001177	2005L	0001	001155	2007L	001120	2008L
0001	001246	2009L	0001	001276	2010L	0001	001321	2012L	0001	001324	2015L	000302	2026
0001	001347	2025L	0001	000303	2056	0001	000405	2026	0001	000421	2406	000446	2546
0001	000473	2036	0001	000475	2676	0001	000532	3026	0001	000451	32L	000634	3256
0001	000677	3406	0001	000751	3516	0001	001025	3656	0001	000145	4L	001053	4026
0001	001071	4146	0001	001225	4676	0001	000237	5L	0001	000515	50L	001164	5000L
0001	001454	5105L	0001	001476	5010L	0001	001511	5020L	0001	001521	5025L	001524	5030L
0001	001527	5100L	0001	001572	5110L	0001	001272	5136	0001	001667	5150L	001713	5155L
0001	001722	5170L	0001	001724	5175L	0001	001725	5300L	0001	002023	5305L	002045	5310L
0001	002066	5315L	0001	002140	5320L	0001	002206	5330L	0001	002216	5335L	002232	5344L
0001	002300	5345L	0001	002322	5350L	0001	002326	5400L	0001	002354	5401L	002453	5410L
0001	002503	5415L	0001	002603	5425L	0001	002624	5428L	0001	002700	5440L	002730	5445L
0001	002752	5448L	0001	003007	5460L	0001	003573	55L	0001	003016	5500L	003071	5530L
0001	003073	5535L	0001	001415	5546	0001	003134	5540L	0001	003135	5550L	003147	5600L
0001	003233	5608L	0001	003241	5609L	0001	003245	5610L	0001	003313	5620L	003352	5625L
0001	003452	5639L	0001	003471	5635L	0001	003474	5637L	0001	003547	5640L	003606	5645L
0001	001301	5746	0001	000242	5L	0001	000643	60L	0001	001552	6156	001534	6346
0001	000737	69L	0001	001761	6636	0001	002050	7056	0001	002066	7146	001000	75L
0001	002255	7336	0001	002273	7756	0001	001030	85L	0001	001041	90L	000125	9000F
0001	000130	9001F	0000	000154	9003F	0000	000173	9005F	0000	000213	9006F	000220	9007F
0001	000250	9008F	0000	000310	9010F	0000	000340	9011F	0000	000344	9012F	000350	9014F
0001	000435	9015F	0000	000504	9016F	0000	000505	9017F	0000	000506	9018F	000554	9019F
0001	000626	9320F	0001	001075	91L	0000	R 000040	AA	0000	R 000021	A5TAR	000037	CFPS
0001	000033	E45	0000	I 000026	I	0000	I 000071	IABC	0000	I 000072	IARC1	000000	IA
0001	I 000107	I0J4J	0000	I 000167	IC1	0000	I 000070	IC2	0000	I 000115	IENJ	000050	IC
0001	I 000103	IL00K	0000	I 000116	ILVE	0000	I 000074	IMP	0000	I 000121	INV	000004	INOFF

```

0000 I 000005 IP
0000 I 000100 IPIV
0000 I 000020 IWARJ
0000 I 000111 IIX
0000 I 000112 JCPV
0000 I 000002 JI
0000 I 000042 L2OFF
0000 I 000025 V5
0000 I 000045 JTOFF
0000 R 000076 PIV
0000 R 000105 v1

0000 I 000051 IP-HASE
0000 I 000031 ITC
0000 I 000032 IX
0000 I 000050 IP
0000 I 000054 JPIV
0000 I 000017 KFLAG
0000 I 000047 L20
0000 I 000024 VL
0000 I 000122 VQX
0000 R 000073 PIVM
0000 R 000075 R03J

0000 I 000063 IPIV
0000 I 000065 ITER
0000 I 000104 IY
0000 I 000057 I3
0000 I 000101 JSPV
0000 I 000117 KH
0000 I 000043 L3OFF
0000 I 000053 M03J
0000 I 000123 N1
0000 R 000113 PIVX
0000 R 000110 SPIV
    
```

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0000 I 000054 IPRINT
0000 I 000120 ITER1
0000 I 000106 I7
0000 I 000055 I4
0000 I 000102 JTRUUE
0000 I 000041 L1OFF
0000 I 000022 v4
0000 I 000052 VX
0000 I 000124 N2
0000 R 000012 P2
0000 R 000034 XMAX
    
```

```

0000 I 000114 I5
0000 I 000030 ITP
0000 I 000055 I1
0000 I 000036 J
0000 I 000061 JY
0000 I 000046 L1N
0000 I 000023 MF
0000 I 000027 v4
0000 R 000066 OPJ
0000 R 000107 v
0000 R 000035 Y
    
```

```

SUBROUTINE SIMPLX (A,M,N,MT,NT,L,X,TOLP,KOP)
DIMENSION A(MA,1),L(1),X(1),IB(S),IP(S),PR(5)
KFLAG = 0
IWARJ = 0
ASTAR = **
NENT=2
ME = A-ML-VIG
DO 11 I=1,4
IF (A(I,NT) .SE. 0.) GO TO 11
WRITE (6,9020)
L(3) = 2
RETURN
11 CONTINUE
MLE=L(1)
VSEL(2)
L(2) = 0
IF (L(3) .EQ. 0) GO TO 4
DO 1 I=3,13
1 L(I)=0
L(4)=1
L(5)=1
L(R) = 1
L(12) = 1
L(13)=1
L(14)=1
4 NENT=1
IF(N=KOP
ITC=KOP+ML+MG
K=1
IF (L(14) .GT. 0) WRITE(6,9016)
L(3)=0
EPS=TOLP
IF (EPS.GT.0.0) GO TO 10
XMAX=1.0E-5
IF (EPS.LT.0) XMAX=-EPS
Y=0.0
DO 6 I=1,N
DO 5 J=1,N
IF (A(I,J) .LT. 0.) GO TO 5
Y = Y + A(I,J)
GO TO 6
5 Y = Y-A(I,J)
5 CONTINUE
    
```

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S10000
S10100
S10200
S10300
S10400
S10500
S10600
S10700
S10800
S10900
S11000
S11100
S11300
S11400
S11500
S11600
S11700
S11800
S11900
S12000
S12100
S12200
S12300
S12400
S12500
S12600
S12700
S12800
S12900
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S13300
S13400
S13500
S13600
S13700
S13800
S13900
S14000
S14100
S14200
    
```

```

44* EPS=XMAX*Y/(4*N)
45* CEPS = 10.*EPS
46* L(1) = 0
47* DO 12 I=1,M
48* DO 12 J=1,N
49* AA = ABS(A(I,J))
50* IF (AA .LE. 0 .OR. AA .GT. EPS) GO TO 12
51* L(1) = L(1) + 1
52* 12 CONTINUE
53* IF (L(4) .NE. 0) WRITE (6,2000) EPS,CEPS,L(1)
54*
55* C * * CALCULATE L VECTOR OFFSETS AND INITIALIZE L VECTOR.
56* C
57* L1OFF=14
58* L2OFF=L1OFF+N
59* L3OFF=L2OFF+A
60* L4OFF=L3OFF*MG
61* NOTOFF=1*NDFF+M
62* DO 20 J=1,N
63* L(L1OFF+J)=J
64* 20 L(NOTOFF+J)=J
65*
66* 25 L(L2OFF+I)=I
67* L(L3OFF+I)=I+N
68* L10=N
69* L20=M
70* IF (AL.EQ.0) GO TO 2000
71* IF (MG.EQ.0) GO TO 32
72* DO 30 I=1,M
73* 3) L(L3OFF+I)=I
74* 32 IPHASE=1
75*
76* C * * CONSTRUCT ARTIFICIAL OBJECTIVE FUNCTION.
77* C
78* MX=ML+1
79* DO 35 J=1,NT
80* A(MT,J)=0.0
81* DO 35 I=1,M
82* 35 A(MT,J)=A(MT,J)+A(I,J)
83* MURJEM=2
84* IPRINT=6
85* GO TO 2001
86*
87* C * * THE FOLLOWING SECTION IS ENTERED IN PHASE 1 WHEN ALL COEFFICIENTS
88* C * * IN THE OBJECTIVE FUNCTION ROW ARE NON-POSITIVE. FEASIBILITY AND
89* C * * POSSIBLE COMPUTATIONAL INCONSISTENCIES ARE INVESTIGATED.
90* C
91* 50 IF (A(MT,NT) .GT. CEPS) GO TO 90
92* DO 55 I=1,L20
93* 14=I1
94* I3=L(L2OFF+I1)
95* IFL(INOFF+I3)
96* IF (I.GT. J+ML+MG) GO TO 60
97* IF (I.LE. N+ML) GO TO 55
98* I2=L(L3OFF+I-N*ML)
99* IF (I2.EQ.1) GO TO 60
100* 55 CONTINUE
101* IF (A(MT,NT) .GT. EPS .OR. IWARN .EQ. 1) L(3) = 1

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S14300
S14400
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S14700
S14800
S14900
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S15900
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S19900
S20000

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00322 102* IF (L(3) .EQ. 1 .AND. L(14) .NE. 0) WRITE (6,9019) (ASTAR,
00323 103* * I=1,240)
00324 104*
00325 105* * * COMPUTATIONAL INCONSISTENCY IMPLIES THE ARTIFICIAL OBJECTIVE
00326 106* * * FUNCTION AND/OR AT LEAST ONE ARTIFICIAL VARIABLE HAVE ABSOLUTE
00327 107* * * VALUE BETWEEN EPS AND CEPS.
00328 108*
00329 109* IA=4
00330 110* GO TO 2007
00331 111* BU IF (A(I3,IT) .GT. CEPS .OR. A(I3,NT) .LT. -CEPS) GO TO 90
00332 112* IF (L(10) .LE. 0) GO TO 56
00333 113*
00334 114* * * THERE IS AN ARTIFICIAL VARIABLE IN THE BASIS WITH
00335 115* * * A VALUE LESS THAN OR EQUAL TO CAPITAL EPSILON.
00336 116* * * THERE WILL BE AN ATTEMPT TO FIND AN ACCEPTABLE
00337 117* * * PIVOT ELEMENT.
00338 118*
00339 119* 61 DO 65 J=1,L10
00340 120* JX=L(L10FF+J)
00341 121* IF (A(I3,JX) .GT. EPS .OR. A(I3,JX) .LT. -EPS) GO TO 75
00342 122* 65 CONTINUE
00343 123*
00344 124* * * IF THERE EXISTS NO ENTRY GREATER IN MAGNITUDE THAN EPSILON, ROW I3
00345 125* * * REPRESENTS A REDUNDANT CONSTRAINT.
00346 126*
00347 127* 66 L20=L20-1
00348 128* DO 70 I1=1,L20
00349 129* L(L20FF+I1)=L(L20FF+I1+1)
00350 130* 70 CONTINUE
00351 131* IF (A(I3,NT) .GT. EPS) I4=NT+1
00352 132* A(I3,NT)=0.0
00353 133* GO TO 50
00354 134* 75 IF (A(I3,JX) .GT. 0.0) GO TO 85
00355 135* DO 80 J1=1,N
00356 136* A(I3,J1)=-A(I3,J1)
00357 137* 80 CONTINUE
00358 138* 85 A(I3,NT) = 0.
00359 139*
00360 140* * * THE ARTIFICIAL CAN AND WILL BE REMOVED FROM THE BASIS.
00361 141*
00362 142* IPIV = J3
00363 143* JPIV=JX
00364 144* GO TO 5400
00365 145*
00366 146* * * THE PROBLEM IS INFEASIBLE.
00367 147*
00368 148* 90 IF (L(14) .EQ. 0) GO TO 91
00369 149* WRITE (6,9014) (ASTAR,I=1,120),XMAX
00370 150* WRITE (6,9018) ITER,IPHASE,^(MORJ,NT), (ASTAR,I=1,120)
00371 151* 91 L(3) = 2
00372 152* IX=3
00373 153* IF (L(14) .NE. 0) KFLAG = 1
00374 154* GO TO 5600
00375 155* 2000 IPHASE=2
00376 156* IA=1
00377 157* OJJ=-A(I1+1,NT)
00378 158* M3J=4+1
00379 159* IPRINT=10

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S20100
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S25800

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J0432      L(2) = L(2)+ 1
00433      2001 ITER=0
00434      IC1=1
00435      IC2=1
00436      IARC=0
00437      IAJC1=0
00440      PIV=1.0 L 8
00441      IMP=10000
00442      2002 GO TO 5000
00443      2003 IF (X*MAX.GE.EPS) GO TO 5100
00445      IX=IPHASE+1
00446      2004 IF (IPHASE.EQ. 1) GO TO 50
00447      IF (IARC.EQ.0.AND.IABC1.EQ.0) GO TO 2006
00450      1724 IF (L(5).EQ. 0) GO TO 2005
00452      1735 IF (L(14).EQ. 0) GO TO 2008
00453      1746 IF (L(14).EQ. 0) GO TO 2010
00455      1777 WRITE (6,9007) IPHASE,IARC,IABC1
00475      2004 WRITE (6,9004) (ASTAR,I=1,120),IPHASE,ORJ,ITER
00500      1788 IF (ITER.EQ. 0) GO TO 2009
00504      2009 WRITE (6,9001) PIV,IMP
00509      1804 ROBJ = -A(I+1,NT)
00511      1821 IF (IPHASE.EQ. 1) WRITE (6,9003) ROBJ
00517      1833 WRITE (6,9006) (ASTAR,I=1,120)
00521      2010 IF (L(IPRINT+3).NE. 0) KFLAG = 1
00523      1844 IF (IPHASE.EQ.1.AND.<FLAG.EQ.0) GO TO 5550
00524      1868 GO TO 5600
00527      2012 RETURN
00531      1897 IF (PIV.EQ. 0) GO TO 5344
00533      1906 IF (PIV.GT.CEPS) GO TO 5400
00535      1911 IF (IJOB).EQ. 0) GO TO 5300
00536      1921 IF (PIV.GT.EPS) GO TO 5400
00537      1931 ISPIV = IPIV
00540      1944 JSPIV = JPIV
00541      1954 GO TO 5335
00542      2025 ITER=ITER+1
00543      L(2) = L(2)+ 1
00544      IC1=IC1+1
00545      IC2=IC2+1
00547      2002 GO TO 2002
00549      1998 C*****
00551      200 C FIND THE MAXIMUM COEFFICIENT IN THE OBJECTIVE FUNCTION ROW.
00552      201 C *****
00553      202 C *****
00554      203 C *****
00555      5000 XMAX=0.0
00557      JPIV=0
00558      IF (L(10).LT.1) GO TO 5030
00559      XMAX=-1.0E35
00561      207 IBOUND=0
00562      208 DO 5025 J=1,LI0
00563      210 JX=L(LIOFF+J)
00564      211 IF (A(IJOB,J).LE.XMAX) GO TO 5025
00565      212 IF (KSP.LE.0) GO TO 5020
00566      213 JTRJ=L(NJTOFF+JX)
00567      214 IF (JTRJ.GT.ITC) GO TO 5005
00568      215 ILOOK=ITP+JTRJ
00569      216 GO TO 5010
00570      217 5005 IF (JTRJ.LE.ITP.OR.JTRJ.GT.ITP+ITC) GO TO 5020

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S25900
S26000
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S26400
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S29900
S30000
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S31000
S31100
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S31500
S31600

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00572 216*      ILOOK=JTRUE-IIP
00573 219*      5010 DO 5015 I=1,N
00575 220*      IF (L(LIMOFF+I).EQ.ILOOK) GO TO 5025
00600 221*      5015 CONTINUE
00602 222*      5020 JPIV=JX
00603 223*      X=MAX(A(I:J),JX)
00604 224*      5025 CONTINUE
00605 225*      5030 JSPIV=JPIV
00607 226*      GO TO 2005
00607 227*      C*****
00607 228*      C      FIND THE MINIMUM QUOTIENT.
00607 229*      C
00607 230*      C*****
00607 231*      C*****
00610 232*      5100 IPIV=0
00611 233*      PIV=0
00612 234*      IF (L20.L1.1) GO TO 5175
00614 235*      DO 5105 I=1,L20
00617 236*      IY = L(L2OFF+I)
00620 237*      IF (A(IY,JPIV) .GT. 0.0) GO TO 5110
00622 238*      5105 CONTINUE
00624 239*      GO TO 5175
00625 240*      5110 Q1 = A(IY,N)/A(IY,JPIV)
00626 241*      IPIV = IY
00627 242*      PIV=A(IPIV,JPIV)
00630 243*      IZ=I+1
00631 244*      IF (I2.GT.L20) GO TO 5175
00633 245*      DO 5170 I=IZ,L20
00636 246*      IY = L(L2OFF+I)
00637 247*      IF (A(IY,JPIV) .LE. 0.0) GO TO 5170
00641 248*      Q = A(IY,N)/A(IY,JPIV)
00642 249*      IF (Q.GE.Q1) GO TO 5150
00644 250*      Q1=Q
00645 251*      GO TO 5150
00646 252*      5150 IF (Q.GT.Q1) GO TO 5170
00650 253*      IF (A(IY,JPIV) .LE. A(IPIV,JPIV)) GO TO 5170
00652 254*      5155 IPIV = IY
00653 255*      PIV=A(IPIV,JPIV)
00654 256*      5170 CONTINUE
00656 257*      5175 GO TO 2015
00656 258*      C*****
00656 259*      C
00656 260*      C      FIND AN ALTERNATE PIVOT ELEMENT GREATER THAN QP.
00656 261*      C
00656 262*      C*****
00657 263*      5300 SPIV=PIV
00660 264*      ISPIV=IPIV
00661 265*      JSPIV=JPIV
00662 266*      DO 5330 J=1,L10
00665 267*      JI=L(L1OFF+J)
00666 268*      IIX=0
00667 269*      QI=1.0E20
00670 270*      IF (A(MQ3J,J1).LE.EPS) GO TO 5330
00672 271*      IF (QIP.LE.0) GO TO 5315
00674 272*      JI=FL(NJTOFF+J1)
00675 273*      IF (JTRUE.GT.IIC) GO TO 5305
00677 274*      ILOOK=IIP+JTRJE
00700 275*      GO TO 5310

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00701 270* IF (JTRJE,LE,IIP,OR,JTRJE,GT,IIP*ITC) GO TO 5315
00703 277* IL00K=JTRJE-IIP
00704 276* DO 5312 I=1,M
00707 279* IF (L(I*OFF+I),EQ,IL00K) GO TO 5330
00711 280* CONTINUE
00713 281* DO 5320 I=1,L20
00715 282* I1=L(L20FF+I)
00721 284* IF (A(I1,J1),LE,0.0) GO TO 5320
00722 285* O=A(I1,N)/A(I1,J1)
00724 286* IF (O,GT,0.1) GO TO 5320
00725 287* IF (O,GE,0.1,AND,A(I1,J1),LE,PIV) GO TO 5320
00727 288* Q1=O
00730 289* IIX=I1
00732 290* IF (IIX,EI,0,OR,A(IIX,J1),LE,PIV) GO TO 5330
00734 291* PIV=A(IIX,J1)
00735 292* IPIV=IIX
00737 293* JPIV=J1
00740 294* Y=PIV/EPS
00742 295* IF (PIV,GT,CEPS) GO TO 5350
00744 296* CONTINUE
00746 297* IF (PIV,GT,EPS) GO TO 5345
00747 298* A(ISPIV,JSPIV) = 0.
00750 299* IBOUND = 1
00751 300* JPIV = JSPIV
00751 301* GO TO 5100
00751 302*
00751 303* C * THE PROBLEM IS UNBOUNDED.
00751 304*
00752 305* C
00753 306* 5344 L(J) = 3
00754 307* IX=3
00755 308* JPIV = JSPIV
00756 309* JCPIV = L(NOTOFF+JPIV)
00758 310* IF (L(IIX),EQ,0) GO TO 5600
00760 311* KFLAG = 1
00761 312* WRITE (6,9015) (ASTAR,I=1,120),JCPIV
00770 313* WRITE (6,9018) ITER,IPHASE,OBJ,(ASTAR,I=1,120)
01001 314* GO TO 5600
01002 315* 5345 IF (PIV,GT,CEPS) GO TO 5350
01004 316* IF (L(5),NE,0) WRITE (6,9005) ITER,IPHASE,PIV
01012 317* IABC1=IABC1+1
01013 318* IABC = IABC+1
01014 319* GO TO 5400
01014 320* C*****
01014 321* C EXCHANGE A BASIC AND A NON-BASIC VARIABLE, I.E. PIVOT.
01014 322* C *****
01014 323* C *****
01015 324* 5400 PIVX=1.0/A(IPIV,JPIV)
01016 325* IF (A(IPIV,JPIV),GE,PIVM) GO TO 5401
01020 326* PIVM=A(IPIV,JPIV)
01021 327* IMP=ITER+1
01022 328* 5401 DO 5415 I=1,MORJ
01023 329* IF (I,EQ,IPIV) GO TO 5415
01027 330* A(I,JPIV) = -PIVX*A(I,JPIV)
01030 331* DO 5410 JA = 1,L10
01033 332* J = L(L10FF+JA)
01034 333* IF (J,EQ,JPIV) GO TO 5410
01034 334* DO

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541600
541700
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542500
542600
542700
542800
542900
543000
543100
543200

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01036 334* A(I,J) = A(I,J)+A(I,JPIV)*A(IPIV,J)
01037 335* CONTINUE
01041 336* A(I,NT) = A(I,NT) + A(I,JPIV)*A(IPIV,NT)
01042 337* IF (A(I,NT).GE.0.0) GO TO 5415
01044 338* IF (I.LE.N) A(I,NT)=0.0
01046 339* 5415 CONTINUE
01050 340* DO 5429 JX = 1,L10
01053 341* J = L(L10FF+JX)
01054 342* IF (J.NE.JPIV) A(IPIV,J) = PIVX*A(IPIV,J)
01056 343* 5420 CONTINUE
01058 344* A(IPIV,NT) = PIVX*A(IPIV,NT)
01061 345* OJ=A(03J,4F)
01062 346* A(IPIV,JPIV)=PIVX
01063 347* ISEL(I,OFF+IPIV)
01064 348* L(I,OFF+IPIV)=L(NOTOFF+JPIV)
01065 349* L(NOTOFF+JPIV)=IS
01066 350* IENT = L(L10FF+IPIV)
01067 351* ILVE = IS
01070 352* IB(1) = ' X(
01071 353* IF (IENT .LE. N) GO TO 5425
01073 354* IB(1) = ' S(
01074 355* IENT = IENT-N
01075 356* 5425 IF (IPVASE .EQ. 1) GO TO 5428
01077 357* IB(2) = ' X(
01100 358* IF (ILVE .LE. N) GO TO 5460
01102 359* IB(2) = ' S(
01104 360* ILVE = ILVE-N
01105 361* GO TO 5460
01105 362* 5428 IF (IS .LE. N+VL+MG) GO TO 5440
01105 363* C * * TRANSFER FOR NON-EQUALITY CONSTRAINT.
01105 364* C
01105 365* C
01107 366* IB(2) = ' A(
01110 367* ILVE = ILVE-N+VL
01111 368* JE1
01112 369* DO 5439 I=1,L10
01115 370* I=L(L10FF+I)
01116 371* IF (I.LE.O.JPIV) J=J+1
01120 372* L(L10FF+I)=L(L10FF+J)
01121 373* J=J+1
01123 374* L10=L10-1
01124 375* GO TO 5460
01125 376* 5440 IB(2) = ' S(
01126 377* IF (IS .LE. N) IB(2) = ' X(
01130 378* IF (IS .GT. N+VL) GO TO 5445
01132 379* IF (IS .GT. N) ILVE = ILVE-N
01134 380* GO TO 5460
01134 381* C * * TRANSFER FOR SLACK.
01134 382* C
01134 383* C
01135 384* 5445 KH = L(NOTOFF+JPIV)-VL-'J
01136 385* IF (L(L30FF+KH) .NE. 0) GO TO 5448
01140 386* ILVE = ILVE-N
01141 387* GO TO 5460
01142 388* 5448 IB(2) = ' A(
01143 389* ILVE = ILVE-N+VL
01144 390* L(L30FF+KH)=0
01145 391* A(NT,JPIV)=A(4T,JPIV)+1

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548000
548100
548200
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548500
548600
548700
548800
548900
549000

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01140 392* DO 5450 I=1,MT
01151 393* A(I,JPIV)=-A(I,JPIV)
01152 394* 540) CONTINUE
01154 395* 540) IF (IX.NL. 2) IX = 1
01156 396* 60 TO 5500
01158 397* C*****
01159 398* C PRINT ITERATION SUMMARIES.
01160 399*
01161 400* C
01162 401* C*****
01163 402* 550) IF (L(IPRINT) + L(IPRINT+1) .EQ. 0) GO TO 5550
01164 403* ITER1 = ITER+1
01165 404* IND=0
01166 405* IF (IC1 .LT. L(IPRINT) .OR. L(IPRINT) .EQ. 0) GO TO 5530
01167 406* IC1=0
01168 407* WRITE (6,9010) IPHASE,ITER1,PIV,OBJ,IB(1),IENT,IB(2),ILVE
01169 408* 60 TO 5535
01170 409* 553) IND=1
01171 410* 5535 IF (IC2 .LT. L(IPRINT+1) .OR. L(IPRINT+1) .EQ. 0) GO TO 5550
01172 411* KFLAG = 1
01173 412* IC2=0
01174 413* IF (IND.EQ.0) GO TO 5540
01175 414* 553) WRITE (6,9010) IPHASE,ITER1,PIV,OBJ,IB(1),IENT,IB(2),ILVE
01176 415* 5540 GO TO 5600
01177 416* 555) GO TO (2025,50,2012+2000),IX
01178 417* C*****
01179 418* C
01180 419* C GET X AND PRINT BASIS IF KFLAG NE 0.
01181 420* C
01182 421* C*****
01183 422* 5600 NOX = N+M+MG
01184 423* DO 5605 I2=1,NOX
01185 424* 5605 X(I2) = T-.001*EPS
01186 425* DO 5610 I2=1,M
01187 426* IND = L(INDOFF+I2)
01188 427* IF (IND .LE. N+ML) GO TO 5609
01189 428* IF (IND .GT. N+ML+MG) GO TO 5608
01190 429* KH = IND-N-ML
01191 430* IF (L(L3OFF+KH) .EQ. 0) GO TO 5609
01192 431* 5603 X(IND+MG) = A(I2,NT)
01193 432* 60 TO 5610
01194 433* 5609 X(I2) = A(I2,NT)
01195 434* 5610 CONTINUE
01196 435* X(NOX+1) = OBJ
01197 436* IF (KFLAG .EQ. 0) GO TO 5550
01198 437* KFLAG = 0
01199 438* DO 5606 I=1,5
01200 439* I3(I) = X(I)
01201 440* 5603 CONTINUE
01202 441* WRITE (6,9012)
01203 442* I3 = 0
01204 443* DO 5625 I2=1,M
01205 444* IF (X(I2) .LT. 0.) GO TO 5620
01206 445* I3 = I3+1
01207 446* PR(I3) = X(I2)
01208 447* IP(I3) = I2
01209 448* IF (I3 .LT. 5 .AND. I2 .LT. N) GO TO 5625
01210 449* IF (I3 .EQ. 0) GO TO 5625
01211 450*
01212 451*
01213 452*
01214 453*
01215 454*
01216 455*
01217 456*
01218 457*
01219 458*
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01221 460*
01222 461*
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01226 465*
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01759 998*
01760 999*
01761 1000*

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01303 450* WRITE (5,9011) (IB(J),IP(J),PR(J),J=1,I3)
01313 451* I3 = 0
01314 452* CONTINUE
01316 453* N1 = N+1
01317 454* N2 = N+NL+1G
01320 455* IF (N2.LT. N1) GO TO 5637
01322 456* I3 = 0
01323 457* DO 5629 I=1,5
01326 458* IB(I) = 5
01327 459* CONTINUE
01331 460* WRITE (6,9017)
01333 461* DO 5635 I2=N1,N2
01336 462* IF (X(I2).LT. 0.) GO TO 5630
01340 463* I3 = I3+1
01341 464* PR(I3) = X(I2)
01342 465* IP(I3) = I2-N1+1
01343 466* IF (I3.LT. 5.AND. I2.LT. N2) GO TO 5635
01345 467* IF (I3.EQ. 0) GO TO 5635
01347 468* WRITE (5,9011) (IB(J),IP(J),PR(J),J=1,I3)
01357 469* I3 = 0
01360 470* CONTINUE
01362 471* N1 = N2+1
01363 472* N2 = NDX
01364 473* IF (N2.LT. N1) GO TO 5550
01366 474* I3 = 0
01367 475* DO 5638 I=1,5
01372 476* IB(I) = A
01373 477* CONTINUE
01375 478* WRITE (6,9017)
01377 479* DO 5645 I2=N1,N2
01402 480* IF (X(I2).LT. 0.) GO TO 5640
01404 481* I3 = I3+1
01405 482* PR(I3) = X(I2)
01406 483* IP(I3) = I2-N1+1
01407 484* IF (I3.LT. 5.AND. I2.LT. N2) GO TO 5645
01411 485* IF (I3.EQ. 0) GO TO 5645
01413 486* WRITE (6,9011) (IB(J),IP(J),PR(J),J=1,I3)
01423 487* I3 = 0
01424 488* CONTINUE
01426 489* GO TO 5550
01427 490* 9000 FORMAT(' EPSILON = 'G13.6,' CAPITAL EPSILON = 'G13.6,' 'I5,' NO')
01427 491* *-ZERO ENTRIES ARE EFFECTIVELY EQUAL TO ZERO.')
01430 492* 9001 FORMAT(' *I4X*MINIMUM PIVOT WAS'G12.5,' AT ITERATION'I4,' *I57X*')
01430 493* *)
01431 494* 9003 FORMAT('H+65X*REAL OBJECTIVE FUNCTION = 'G15.8)
01432 495* 9005 FORMAT('0* * WARNING * * SMALL PIVOT ELEMENT AT ITERATION'I4,' OF
01433 496* * PHASE'I2,' PIVOT = 'G14.7)
01434 497* 9006 FORMAT(' *I18X*','I20A1)
01434 498* 9007 FORMAT('//0* * WARNING * * IN PHASE'I2,' THERE HAVE BEEN'I3,' AT
01434 499* *TEMPTS TO FIND AN ALTERNATE PIVOT ELEMENT.//I9X*OF THESE'I3,' FO
01434 500* *UND NO ALTERNATE ELEMENT GREATER THAN CAPITAL EPSILON.')
01435 501* 9003 FORMAT('////,'I20A1/,' *I18X*',' *I14X*END OF PHASE'I2,' ORJ
01435 502* *EFFECTIVE FUNCTION = 'G18.4X* THERE WERE'I4,' ITERATIONS.'I7X*')
01436 503* 9010 FORMAT('////UPHASE'I2,' ITERATION'I4,' PIVOT = 'G13.6,' ORJFC
01436 504* *TIVE FUNCTION = 'G15.3,' 'A3,I3,') ENTERED THE BASIS,'A3,I3,') LE
01437 505* *F1,')
01437 506* 9011 FORMAT(5(XA3,I3,)=F12.6))
01440 507* 9012 FORMAT('0 BASIC VARIABLES')

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APPENDIX D: TIMING CONSIDERATIONS

In order to provide the reader with some idea of the time involved in solving linear programming problems with RVSMPX and SIMPLX, we include the following table of problems that were run on the National Bureau of Standards' UNIVAC 1108. Each of the problems was randomly generated in such a way as to be bounded and feasible; and for each problem, all constraints were "greater than" constraints, so that a full Phase I was required.

Note that, as  $n$  increases from 20 to 120 while  $m$  is held fixed at 20, RVSMPX becomes faster than SIMPLX. The same is true for  $m$  held fixed at 50 and  $n$  increasing from 75 to 200. This illustrates the concept alluded to in section 1, and discussed at length in [7]. Basically, the concept is that for  $n > 3m$ , the revised simplex method unequivocally appears to be better computationally. Furthermore, in [7], Wagner argues that even for smaller  $n$  the revised simplex method is more desirable than the standard simplex method.



TABLE I: RESULTS OF SAMPLE RUNS

		<u>RV SMPX</u>		<u>SIMPLX</u>				
<u>m</u>	<u>n</u>	<u>Elapsed Time</u>	<u>Number of Iterations</u>	<u>Time per Iteration</u>	*	<u>Elapsed Time</u>	<u>Number of Iterations</u>	<u>Time per Iterations</u>
10	20	.3984	29	.0137	*	.3686	29	.0127
10	20	.3876	28	.0138		.3338	28	.0119
15	20	.5826	29	.0201	*	.4580	29	.0158
20	20	1.0838	44	.0246	*	.7898	44	.0180
20	30	1.9954	74	.0270	*	1.6608	74	.0224
20	60	2.5174	74	.0340	*	2.9472	74	.0398
20	80	4.3960	112	.0393	*	5.6848	112	.0508
20	120	3.3164	66	.0502	*	5.0066	66	.0759
50	75	43.5036	322	.1351		37.1222	329	.1128
50	150	58.7630	335	.1754	*	73.0950	339	.2156
50	200	87.8642	459	.1914	*	133.0888	474	.2808

Note: the times listed above are in seconds.





