

# Satisfiability Checking

## The Simplex Algorithm

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Theory of Hybrid Systems  
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# Outline

- 1 Gaussian Elimination
- 2 Satisfiability with Simplex
- 3 General Simplex Form
- 4 Simplex Basics
- 5 The General Simplex Algorithm

# Gaussian Elimination

- Given a linear system  $Ax = b$

$$\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1k} \\ a_{21} & a_{22} & \dots & a_{2k} \\ \vdots & \vdots & \ddots & \vdots \\ a_{k1} & a_{k2} & \dots & a_{kk} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_k \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_k \end{pmatrix}$$

- Manipulate  $A|b$  to obtain an upper-triangular form

$$\left( \begin{array}{cccc|c} a'_{11} & a'_{12} & \dots & a'_{1k} & b'_1 \\ 0 & a'_{22} & \dots & a'_{2k} & b'_2 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & \dots & a'_{kk} & b'_k \end{array} \right)$$

# Gaussian Elimination

Then, solve backwards from  $k$ 's row according to:

$$x_i = \frac{1}{a'_{ii}}(b'_i - \sum_{j=i+1}^k a'_{ij}x_j)$$

## Example

$$\begin{pmatrix} 1 & 2 & 1 \\ -2 & 3 & 4 \\ 4 & -1 & -8 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 6 \\ 3 \\ 9 \end{pmatrix} \quad \left| \begin{array}{ccc|c} 1 & 2 & 1 & 6 \\ -2 & 3 & 4 & 3 \\ 4 & -1 & -8 & 9 \end{array} \right.$$

$$\begin{array}{lcl} R3 & = & (4, -1, -8 \mid 9) \\ -4R1 & = & (-4, -8, -4 \mid -24) \\ R3 + & = & -4R1 \end{array} \quad \left| \begin{array}{ccc|c} 1 & 2 & 1 & 6 \\ -2 & 3 & 4 & 3 \\ 0 & -9 & -12 & -15 \end{array} \right.$$

$$\begin{array}{lcl} R2 & = & (-2, 3, 4 \mid 3) \\ 2R1 & = & (2, 4, 2 \mid 12) \\ R2 + & = & 2R1 \end{array} \quad \left| \begin{array}{ccc|c} 1 & 2 & 1 & 6 \\ 0 & 7 & 6 & 15 \\ 0 & -9 & -12 & -15 \end{array} \right.$$

$$\begin{array}{lcl} R3 & = & (0, -9, -12 \mid -15) \\ \frac{9}{7}R2 & = & (0, 9, \frac{6 \cdot 9}{7} \mid \frac{15 \cdot 9}{7}) \\ R3 + & = & \frac{9}{7}R2 \end{array} \quad \left| \begin{array}{ccc|c} 1 & 2 & 1 & 6 \\ 0 & 7 & 6 & 15 \\ 0 & 0 & -\frac{30}{7} & \frac{30}{7} \end{array} \right.$$

Now:  $x_3 = -1$ ,  $x_2 = 3$ ,  $x_1 = 1$ . Problem solved!

# Satisfiability with Simplex

- Simplex was originally designed for solving the **optimization problem**:

$$\max \vec{c} \vec{x}$$

s.t.

$$A\vec{x} \leq \vec{b}, \quad \vec{x} \geq \vec{0}$$

- We are only interested in the **feasibility problem**  
(= satisfiability problem).

# General Simplex

- We will learn a variant called **general simplex**.
- Very suitable for solving the satisfiability problem fast.
- The input:  $A\vec{x} \leq \vec{b}$ 
  - $A$  is a  $m \times n$  coefficient matrix
  - The problem variables are  $\vec{x} = x_1, \dots, x_n$
- First step: convert the input to *general form*

## Definition (General Form)

$$A\vec{x} = 0 \quad \text{and} \quad \bigwedge_{i=1}^m l_i \leq s_i \leq u_i$$

A combination of

- Linear equalities of the form  $\sum_i a_i x_i = 0$
- Lower and upper bounds on variables

## Transformation to General Form

- Replace  $\sum_i a_i x_i \bowtie b_j$  (where  $\bowtie \in \{=, \leq, \geq\}$ )

with  $\sum_i a_i x_i - s_j = 0$

and  $s_j \bowtie b_j$ .

- Note: no  $>$ ,  $<$ !

- $s_1, \dots, s_m$  are called the *additional variables*

## Example 1

Convert  $x + y \geq 2$ !

Result:

$$x + y - s_1 = 0$$

$$s_1 \geq 2$$

It is common to keep the conjunctions implicit

## Example 2

Convert

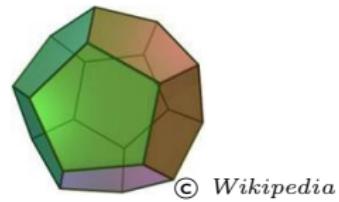
$$\begin{array}{lll} x & +y & \geq 2 \\ 2x & -y & \geq 0 \\ -x & +2y & \geq 1 \end{array}$$

Result:

$$\begin{array}{llll} x & +y & -s_1 & = 0 \\ 2x & -y & -s_2 & = 0 \\ -x & +2y & -s_3 & = 0 \\ & & s_1 & \geq 2 \\ & & s_2 & \geq 0 \\ & & s_3 & \geq 1 \end{array}$$

# Geometrical Interpretation

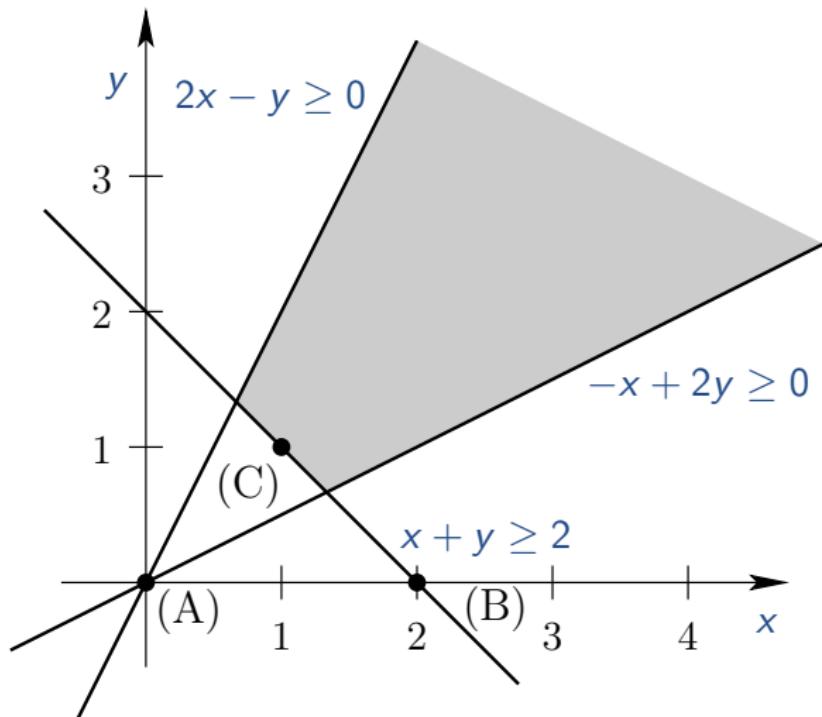
Linear inequality constraints,  
geometrically, define a  
**convex polyhedron**.



# Geometrical Interpretation

Our example from before:

$$\begin{array}{rcl} x & + y & \geq 2 \\ 2x & - y & \geq 0 \\ -x & + 2y & \geq 1 \end{array}$$



# Matrix Form

- Recall the general form:  $A\vec{x} = 0$  and  $\bigwedge_{i=1}^m l_i \leq s_i \leq u_i$
- $A$  is now an  $m \times (n + m)$  matrix due to the additional variables.

$$\begin{array}{rcl} x & +y & -s_1 = 0 \\ 2x & -y & -s_2 = 0 \\ -x & +2y & -s_3 = 0 \\ s_1 & \geq 2 \\ s_2 & \geq 0 \\ s_3 & \geq 1 \end{array} \quad \left( \begin{array}{ccccc} x & y & s_1 & s_2 & s_3 \\ 1 & 1 & -1 & 0 & 0 \\ 2 & -1 & 0 & -1 & 0 \\ -1 & 2 & 0 & 0 & -1 \end{array} \right)$$

# The Tableau

- The diagonal part is inherent to the general form:

$$\begin{array}{ccccc} x & y & s_1 & s_2 & s_3 \\ \left( \begin{array}{ccccc} 1 & 1 & -1 & 0 & 0 \\ 2 & -1 & 0 & -1 & 0 \\ -1 & 2 & 0 & 0 & -1 \end{array} \right) \end{array}$$

- Instead, we can write:

$$\begin{array}{cc} x & y \\ \begin{array}{c} s_1 \\ s_2 \\ s_3 \end{array} & \left( \begin{array}{cc} 1 & 1 \\ 2 & -1 \\ -1 & 2 \end{array} \right) \end{array}$$

# The Tableau

- The tableaux changes throughout the algorithm, but maintains its  $m \times n$  structure
- Distinguish **basic** and **nonbasic** variables

Basic Variables  $\rightarrow$   $\begin{matrix} s_1 \\ s_2 \\ s_3 \end{matrix}$

$$\begin{array}{ccc} & x & y \\ \leftarrow & \begin{pmatrix} 1 & 1 \\ 2 & -1 \\ -1 & 2 \end{pmatrix} & \text{Nonbasic variables} \end{array}$$

- Initially, basic variables = the additional variables

# The Tableau

- Notation:

$\mathcal{B}$  the basic variables

$\mathcal{N}$  the nonbasic variables

- The tableaux is simply a different notation for the system

$$\bigwedge_{s_i \in \mathcal{B}} \left( s_i = \sum_{x_j \in \mathcal{N}} a_{ij} x_j \right)$$

- The basic variables are also called the **dependent variables**.

- Simplex maintains:
  - The tableau,
  - an assignment  $\alpha$  to all variables,
  - an assignment to the bounds.
- Initially,
  - $\mathcal{B}$  = additional variables,
  - $\mathcal{N}$  = problem variables,
  - $\alpha(x_i) = 0$  for  $i \in \{1, \dots, n+m\}$

- Two invariants are maintained throughout:
  - 1  $A\vec{x} = 0$
  - 2 All nonbasic variables satisfy their bounds
- The basic variables **do not need to satisfy their bounds.**
- Can you see why these invariants are maintained initially?

- The initial assignment satisfies  $A\vec{x} = 0$
- If the bounds of all basic variables are satisfied by  $\alpha$ , return “satisfiable”.
- Otherwise... *pivot*.

# Pivoting

- 1 Find a basic variable  $x_i$  that violates its bounds.

Suppose that  $\alpha(x_i) < l_i$ .

- 2 Find a nonbasic variable  $x_j$  such that

- $a_{ij} > 0$  and  $\alpha(x_j) < u_j$ , or
- $a_{ij} < 0$  and  $\alpha(x_j) > l_j$ .

Why? Such a variable is called **suitable**.

- 3 If there is no suitable variable, return “unsatisfiable”.

Why?

# Pivoting $x_i$ and $x_j$ (1)

1 Solve equation  $i$  for  $x_j$ :

$$\text{From: } x_i = a_{ij}x_j + \sum_{k \neq j} a_{ik}x_k$$

$$\text{To: } x_j = \frac{x_i}{a_{ij}} - \sum_{k \neq j} \frac{a_{ik}}{a_{ij}}x_k$$

2 Swap  $x_i$  and  $x_j$ , and update the  $i$ -th row accordingly

$$\text{From: } \boxed{a_{i1} \quad \dots \quad a_{ij} \quad \dots \quad a_{in}}$$

$$\text{To: } \boxed{\frac{-a_{i1}}{a_{ij}} \quad \dots \quad \frac{1}{a_{ij}} \quad \dots \quad \frac{-a_{in}}{a_{ij}}}$$

## Pivoting $x_i$ and $x_j$ (2)

3 Update all other rows:

Replace  $x_j$  with its equivalent obtained from row  $i$ :

$$x_j = \frac{x_i}{a_{ij}} - \sum_{k \neq j} \frac{a_{ik}}{a_{ij}} x_k$$

4 Update  $\alpha$  as follows:

- Increase  $\alpha(x_j)$  by  $\theta = \frac{l_i - \alpha(x_i)}{a_{ij}}$

Now  $x_j$  is a basic variable: it may violate its bounds.

Update  $\alpha(x_i)$  accordingly.

Q: What is  $\alpha(x_i)$  now?

- Update  $\alpha$  for all other basic (dependent) variables.

## Pivoting: Example (1)

- Recall the tableau and constraints in our example:

	$x$	$y$		
$s_1$	1	1	2	$\leq s_1$
$s_2$	2	-1	0	$\leq s_2$
$s_3$	-1	2	1	$\leq s_3$

- Initially,  $\alpha$  assigns 0 to all variables  
 $\implies$  Violated are the bounds of  $s_1$  and  $s_3$
- We will fix  $s_1$ .
- $x$  is a *suitable* nonbasic variable for pivoting.  
It has no upper bound!
- So now we pivot  $s_1$  with  $x$

## Pivoting: Example (2)

	$x$	$y$	
$s_1$	1	1	$2 \leq s_1$
$s_2$	2	-1	$0 \leq s_2$
$s_3$	-1	2	$1 \leq s_3$

- Solve 1<sup>st</sup> row for  $x$ :

$$s_1 = x + y \iff x = s_1 - y$$

- Replace  $x$  in other rows:

$$\begin{aligned} s_2 &= 2(s_1 - y) - y &\iff s_2 = 2s_1 - 3y \\ s_3 &= -(s_1 - y) + 2y &\iff s_3 = -s_1 + 3y \end{aligned}$$

## Pivoting: Example (3)

This results in the following new tableau:

$$\begin{aligned}x &= s_1 - y \\s_2 &= 2s_1 - 3y \\s_3 &= -s_1 + 3y\end{aligned}$$

	$s_1$	$y$	
$x$	1	-1	$2 \leq s_1$
$s_2$	2	-3	$0 \leq s_2$
$s_3$	-1	3	$1 \leq s_3$

What about the assignment?

- We should increase  $x$  by  $\theta = \frac{2-0}{1} = 2$
- Hence,  $\alpha(x) = 0 + 2 = 2$
- Now  $s_1$  is equal to its lower bound:  $\alpha(s_1) = 2$
- Update all the others

## Pivoting: Example (4)

The new state:

	$s_1$	$y$	$\alpha(x) = 2$	$2 \leq s_1$
$x$	1	-1	$\alpha(y) = 0$	$0 \leq s_2$
$s_2$	2	-3	$\alpha(s_1) = 2$	$1 \leq s_3$
$s_3$	-1	3	$\alpha(s_2) = 4$	
			$\alpha(s_3) = -2$	

- Now  $s_3$  violates its lower bound
- Which nonbasic variable is suitable for pivoting?  
That's right...  $y$
- We should increase  $y$  by  $\theta = \frac{1-(-2)}{3} = 1$

## Pivoting: Example (5)

The final state:

	$s_1$	$s_3$
$x$	2/3	-1/3
$s_2$	1	-1
$y$	1/3	1/3

$$\begin{array}{lclclcl} \alpha(x) & = & 1 & & & & \\ \alpha(y) & = & 1 & & 2 & \leq & s_1 \\ \alpha(s_1) & = & 2 & & 0 & \leq & s_2 \\ \alpha(s_2) & = & 1 & & 1 & \leq & s_3 \\ \alpha(s_3) & = & 1 & & & & \end{array}$$

All constraints are satisfied.

# Observations I

The additional variables:

- Only additional variables have bounds.
- These bounds are permanent.
- Additional variables enter the base only on extreme points (their lower or upper bounds).
- When entering the base, they shift towards the other bound and possibly cross it (violate it).

## Observations II

Q: Can it be that we pivot  $x_i, x_j$  and then pivot  $x_j, x_i$  and thus enter a (local) cycle?

A: No.

- For example, suppose that  $a_{ij} > 0$ .
- We increased  $\alpha(x_j)$  so now  $\alpha(x_i) = l_i$ .
- After pivoting, possibly  $\alpha(x_j) > u_j$ , but  $a'_{ij} = 1/a_{ij} > 0$ , hence the coefficient of  $x_i$  is not suitable

# Termination

Is termination guaranteed?

- Not obvious. Perhaps there are bigger cycles.
- In order to avoid circles, we use **Bland's rule**:
  - 1 Determine a total order on the variables
  - 2 Choose the first basic variable that violates its bounds, and the first nonbasic suitable variable for pivoting.
  - 3 It can be shown that this guarantees that no base is repeated, which implies termination.

## General simplex With Bland's Rule

- 1 Transform the system into the general form

$$A\vec{x} = 0 \quad \text{and} \quad \bigwedge_{i=1}^m l_i \leq s_i \leq u_i .$$

- 2 Set  $\mathcal{B}$  to be the set of additional variables  $s_1, \dots, s_m$ .
- 3 Construct the tableau for  $A$ .
- 4 Determine a fixed order on the variables.
- 5 If there is no basic variable that violates its bounds, return "satisfiable". Otherwise, let  $x_i$  be the first basic variable in the order that violates its bounds.
- 6 Search for the first suitable nonbasic variable  $x_j$  in the order for pivoting with  $x_i$ . If there is no such variable, return "unsatisfiable".
- 7 Perform the pivot operation on  $x_i$  and  $x_j$ .
- 8 Go to step 5.