Algorithm B.1 The Simplex algorithm.

Note that one extra column is assumed to have been allocated, for x_{m+n} .

```
\textbf{struct} \ simplex\_t \, \{
    int
                                  /* Constraints. */
                 m;
                                  /* Decision variables. */
    int
                 n;
    int
                 var[n+m+1]; /* 0..n-1 are nonbasic. */
    double
                                  /* A. */
                 a[m][n+1];
                                  /* b. */
    double
                 b[m];
                                  /* x. */
    double
                 x[n+1];
    double
                                  /* c. */
                 c[n];
    double
                                  /* y. */
                 y;
}
function init(s, m, n, a, b, c, x, y, var)
begin
    int i,k
    *s = (m,n,a,b,c,x,y,var) // assign each attribute
    if s.var = null then
        s.var = new int [m+n+1]
        for (i = 0; i < m+n; i = i + 1)
             s.var[i] = i
    for (k = 0, i = 1; i < m; i = i + 1)
        if b[i] < b[k] then
             k = i
    return k
\quad \textbf{end} \quad
function select nonbasic(s)
begin
    int i
    for (i = 0; i < s.n; i = i + 1)
        if s.c[i] > \epsilon then
             return i
    return -1
end
```

```
procedure prepare(s, k)
begin
    int
            m = s.m
    int
            n = s.n
    int
            i
    // make room for x_{m+n} at s.var[n] by moving s.var[n..n+m-1] one
    // step to the right.
    for (i = m + n; i > n; i = i - 1)
        s.var[i] = s.var[i-1]
    s.var[n] = m + n
    // add x_{m+n} to each constraint
    n = n + 1
    for (i = 0; i < m; i = i + 1)
        s.a[i][n-1] \leftarrow -1
    s.x = \text{new double } [m+n]
   s.c = \text{new double } [n]
    s.c[n-1] = -1
   s.n = n
    pivot(s, k, n-1)
end
function initial(s, m, n, a, b, c, x, y, var)
begin
    int
            i,j,k
    double w
    k = init(s, m, n, a, b, c, x, y, var)
    if b[k] \ge 0 then
        return 1 // feasible
    prepare(s,k)
    n = s.n
    s.y = xsimplex(m, n, s.a, s.b, s.c, s.x, 0, s.var,1)
    for (i = 0; i < m+n; i = i + 1) {
        if s.var[i] = m+n-1 then
            if |s.x[i]| > \epsilon then
                delete s.x
                delete s.c
                 return 0 // infeasible
            else
                break // This i will be used on the next page.
    }
    // The rest of this function is on the next page.
```

```
if i \ge n then
        // x_{n+m} is basic. find good nonbasic.
        for (j = k = 0; k < n; k = k + 1)
             if |s.a[i-n][k]| > |s.a[i-n][j]| then
                 j = k
        pivot(s,i-n,j)
        i = j
    if i < n-1 then
        // x_{n+m} is nonbasic and not last. swap columns i and n-1
        k = s.var[i]; s.var[i] = s.var[n-1]; s.var[n-1] = k
        for (k = 0; k < m; k = k + 1)
             w = s.a[k][n-1]; s.a[k][n-1] = s.a[k][i]; s.a[k][i] = w
    else
        // x_{n+m} is nonbasic and last. forget it.
    delete s.c
    s.c = c
    s.y = y
    for (k = n-1; k < n+m-1; k = k + 1)
        s.var[k] = s.var[k+1]
    n = s.n = s.n - 1
    t = new double [n]
    for (k = 0; k < n; k = k + 1) {
        for (j = 0; j < n; j = j + 1)
             \textbf{if } k = s.var[j] \textbf{ then }
                 // x_k is nonbasic. add c_k
                 t[j] = t[j] + s.c[k]
                 \textbf{goto} \ next\_k
        // x_k is basic.
        for (j = 0; j < m; j = j + 1)
             if s.var[n+j] = k then
                 // x_k is at row j
                 break
        s.y = s.y + s.c[k] * s.b[j]
        for (i = 0; i < n; i = i + 1)
             t[i] = t[i] - s.c[k] * s.a[j][i]
    next k:;
    for (i = 0; i < n; i = i + 1)
        s.c[i] = t[i]
    \textbf{delete} t and s.x
    return 1
end
```

```
procedure pivot(s, row, col)
begin
    auto
           a = s.a
           b = s.b
    auto
    auto
           c = s.c
    int
            m = s.m
    int
            n = s.n
    int
            i,j,t
    t = s.var[col]
    s.var[col] = s.var[n+row]
    s.var[n+row] = t
    s.y = s.y + c[col] * b[row] / a[row][col]
    for (i = 0; i < n; i = i + 1)
        if i \neq col then
            c[i] = c[i] - c[col] * a[row][i] / a[row][col]
    c[col] = -c[col] / a[row][col]
    for (i = 0; i < m; i = i + 1)
        if i \neq row then
            b[i] = b[i] - a[i][col] * b[row] / a[row][col]
    for (i = 0; i < m; i = i + 1)
        if i \neq row then
            for (j = 0; j < n; j = j + 1)
                 if j \neq col then
                     a[i][j] = a[i][j] - a[i][col] * a[row][j] / a[row][col]
    for (i = 0; i < m; i = i + 1)
        if i \neq row then
            a[i][col] = -a[i][col] / a[row][col]
    for (i = 0; i < n; i = i + 1)
        if i \neq col then
            a[row][i] = a[row][i] / a[row][col]
    b[row] = b[row] / a[row][col]
    a[row][col] = 1 / a[row][col]
end
```

```
function xsimplex(m, n, a, b, c, x, y, var, h)
begin
    simplex t s
                 i,row,col
    int
    if !initial(&s, m, n, a, b, c, x, y, var) then
        delete s.var
        return NaN // not a number
    while ((col \leftarrow select\ nonbasic(\&s)) \ge 0) {
        row ← -1
        for (i = 0; i < m; i = i + 1)
             if a[i][col] > \epsilon and
                 (row < 0 \ \ \textbf{or} \ b[i] \ / \ a[i][col] < b[row] \ / \ a[row][col]) \ \textbf{then}
                 row = i
        if row < 0 then
             delete s.var
             return \infty // unbounded
        pivot(&s,row, col)
    if h = 0 then
        for (i = 0; i < n; i = i + 1)
             if s.var[i] < n then
                 x[s.var[i]] = 0
        for (i = 0; i < m; i = i + 1)
             if s.var[n+i] < n then
                 x[s.var[n+i]] = s.b[i]
         delete s.var
    else
         for (i = 0; i < n; i = i + 1)
             x[i] = 0
        for (i = n; i < n+m; i = i + 1)
             x[i] = s.b[i-n]
    return s.y
end
function simplex(m, n, a, b, c, x, y)
begin
    return xsimplex(m,n,a,b,c,x,y,null,0)
end
```