Example 46.2. Let (P) be the following linear program in standard form.

$$\begin{aligned} &\text{maximize} \quad x_1 + x_2 \\ &\text{subject to} \\ &\qquad -x_1 + x_2 + x_3 = 1 \\ &\qquad x_1 + x_4 = 3 \\ &\qquad x_2 + x_5 = 2 \\ &\qquad x_1 \geq 0,\ x_2 \geq 0,\ x_3 \geq 0,\ x_4 \geq 0,\ x_5 \geq 0. \end{aligned}$$

The matrix A and the vector b are given by

$$A = \begin{pmatrix} -1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \end{pmatrix}, \quad b = \begin{pmatrix} 1 \\ 3 \\ 2 \end{pmatrix}.$$

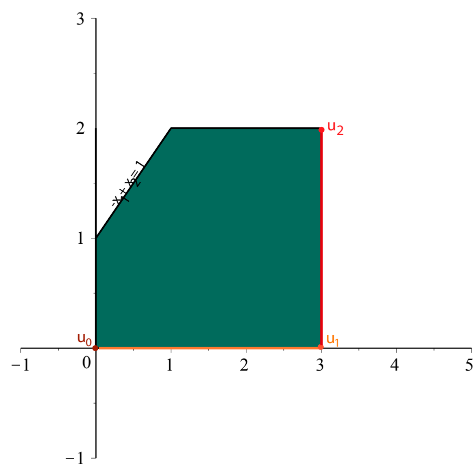

Figure 46.1: The planar $\mathcal{H}$-polyhedron associated with Example 46.2. The initial basic feasible solution is the origin. The simplex algorithm first moves along the horizontal orange line to feasible solution at vertex u_1. It then moves along the vertical red line to obtain the optimal feasible solution u_2.

The vector $u_0 = (0, 0, 1, 3, 2)$ corresponding to the basis $K = \{3, 4, 5\}$ is a basic feasible solution, and the corresponding value of the objective function is $0 + 0 = 0$. Since the columns (A^3, A^4, A^5) corresponding to $K = \{3, 4, 5\}$ are linearly independent we can express A^1 and A^2 as

$$\begin{aligned} A^1 &= -A^3 + A^4 \\ A^2 &= A^3 + A^5. \end{aligned}$$