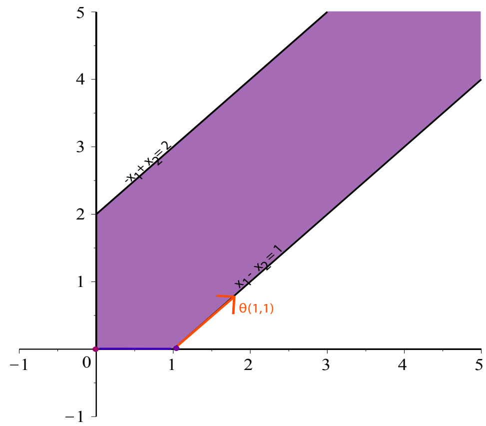

Figure 46.3: The planar $\mathcal{H}$-polyhedron associated with Example 46.3. The initial basic feasible solution is the origin. The simplex algorithm first moves along the horizontal indigo line to basic feasible solution at vertex $(1, 0)$. Any optimal feasible solution occurs by moving along the boundary line parameterized by the orange arrow $\theta(1, 1)$.

In the first case, the point $(\theta, 0, 1-\theta, 2+\theta)$ is a feasible solution iff $0 \leq \theta \leq 1$ and the value of the objective function is θ, and in the second case, the point $(0, \theta, 1+\theta, 2-\theta)$ is a feasible solution iff $0 \leq \theta \leq 2$ and the value of the objective function is 0. In order to increase the objective function we must choose the first case, and we pick $\theta = 1$. We get the feasible solution $u_1 = (1, 0, 0, 3)$ corresponding to the basis (A^1, A^4), so it is a basic feasible solution, and the value of the objective function is 1.

The vectors A^2 and A^3 are given in terms of the basis (A^1, A^4) by

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

Repeating the process with $u_1 = (1, 0, 0, 3)$, we get

$$\begin{aligned} b &= A^1 + 3A^4 - \theta A^2 + \theta A^2 \\ &= A^1 + 3A^4 - \theta(-A^1) + \theta A^2 \\ &= (1+\theta)A^1 + \theta A^2 + 3A^4, \end{aligned}$$

and

$$\begin{aligned} b &= A^1 + 3A^4 - \theta A^3 + \theta A^3 \\ &= A^1 + 3A^4 - \theta(A^1 + A^4) + \theta A^3 \\ &= (1-\theta)A^1 + \theta A^3 + (3-\theta)A^4. \end{aligned}$$