Recall: The simplex method works under the following assumptions:

1) The program is in the equality form: we want to maximize

$$z = c_1 x_1 + \ldots + c_n x_n$$

subject to the constraints

$$a_{11}x_1 + \ldots + a_{1n}x_n = b_1$$

$$\ldots \qquad \ldots$$

$$a_{m1}x_1 + \ldots + a_{mn}x_n = b_m$$

$$x_1, x_2, \ldots, x_n \ge 0$$

2) The coefficient matrix

$$A = \left[\begin{array}{ccc} a_{11} & \dots & a_{1n} \\ \vdots & & \vdots \\ a_{m1} & \dots & a_{mn} \end{array} \right]$$

is in the basic form.

3)
$$b_i \ge 0$$
 for $i = 1, ..., m$.

- These assumptions assure that the program has a basic feasible solution.
- Phase I of the simplex method finds some basic feasible solution or verifies that no feasible solutions exists.

Example. Maximize

$$z = x_1 + 2x_2$$

subject to:

$$x_1 + 3x_2 + x_3 = 2$$
$$-x_2 - x_3 = -1$$
$$x_1, x_2, x_3 \ge 0$$

To get started we need some basic feasible solution

Attempt 1: Use x1, x2 as basic variables:

Solution: free $1 \le x_3 = 0$ basic $\begin{vmatrix} x_1 = -1 \\ x_2 = 1 \end{vmatrix}$

Not fearible since x, < 0.

Attempt 2: Use x, and x3 as free variables.

$$(-1) \cdot \begin{bmatrix} \times_{1} & \times_{2} & \times_{3} \\ 3 & 1 & 2 \\ 0 & -1 & -1 \\ -1 \end{bmatrix} \longrightarrow \begin{bmatrix} 1 & 3 & 1 & 2 \\ 0 & 1 & 1 & 1 \end{bmatrix} \xrightarrow{R} (-1) \longrightarrow \begin{bmatrix} \times_{1} & \times_{2} & \times_{3} \\ 1 & 3 & 0 & 1 \\ 0 & 1 & 1 & 1 \end{bmatrix}$$

Solution:

free
$$\begin{cases} x_3 = 0 \\ x_1 = 1 \\ x_2 = 1 \end{cases}$$

This is a basic feasible solution, so we can use it to get the simplex method started.

Phase I of the simplex method

Assumption: The linear program is in the equality form with constraints

$$a_{i1}x_1 + \ldots + a_{in}x_n = b_i$$

for i = 1, ..., m.

1) Modify the constraints, if needed, so that $b_i \ge 0$ for i = 1, ..., m.

$$x_1 + 3x_2 + x_3 = 2$$

 $(-1)\cdot(-x_2 - x_3 = -1)$
 $x_1 + 3x_2 + x_3 = 2$
 $x_2 + x_3 = 1$

2) Add an additional variable s_i to the *i*-th constraint for i = 1, ..., m.

$$x_1 + 3x_2 + x_3 = 2$$

 $x_2 + x_3 = 1$
 $x_1 + 3x_2 + x_3 + s_1 = 2$
 $x_2 + x_3 + s_2 = 1$

Note. The augmented matrix of the new constraints is in the basic form.

$$\begin{bmatrix} x_1 & x_2 & x_3 & s_1 & s_2 \\ 1 & 3 & 1 & 1 & 0 & 2 \\ 0 & 1 & 1 & 0 & 1 & 1 \end{bmatrix}$$

3) Use the simplex method to minimize the function

$$z = s_1 + \cdots + s_m$$

with the new constraints. If the minimum is non-zero, then the original linear program has not feasible solutions.

If the minimum is z = 0, then the solution that gives the minimum has $s_i = 0$ for i = 1, ..., m. In such case, values of the variables $x_1, ..., x_n$ give a basic feasible solution of the original linear program.