If I is already a submatrix of A, then
we can start the algorithm

Else if not, we find out which columns
of I are missing. We force these columns
into the system by using additional >0

variables called artificial variables.

In order to get rid of these variables quickly, we modify the objective func Suppose me aim max z = cTn - mna S.t. Ant narb na artificial variable # of na Em by attaining a high be value in the obj. fund, M>>>0. Result: max Z = cn (we have ronverted it into eg)s =

L. to. n + S equation forms)

(added Slack + artificial variable). $J = \{An = b, n \geq 0\}$ equivalent to nts = {atkn, An \le b, a \ge 0} c=(c₁, -, c_k, D, -, D, -m, -, -m)

original Slack artificial let n = (ng) is the coverent BFS & some of iter of algo. let B = [d1, d2, -, dm] mxm where each di is some column of A matrix.

let of EA (column of A) Which is not in B i.e. of & B.
le. dj&B.
$aj: m \times 1 \Rightarrow aj \in \mathbb{R}^m$.
2 Edy, da, -, don } is a basis of RM.
$\frac{1}{2}$
Me can write m
oj = \(\geq \text{yij} \) di, for some scalars (unique combination)
(unique combination)
Assumption: At least one you >0 in the combination = x ≤n.
$\frac{7}{3}$ $\frac{1}{3}$ $\frac{1}$
$7) d_{x} = \underbrace{\sum_{i \neq x} y_{ij} d_{i} + 1}_{i \neq x} a_{j}$ $i = 1$
substitute this dr in the egh
Bng = 6.
- J dy ng + - + dn ngm -b.
\sim
∑ ding; =6.
· 기 · · · · · · · · · · · · · · · · · ·
$\frac{m}{m}$
$\frac{\rightarrow}{i=1}$ $\frac{2}{i=1}$ $\frac{2}$
itr () by
m Win and Man and in
in (or
i ± r Jy

⇒ ≥ nBi di + nBi aj = b.
→ B is changed as aj enters into B and dr leaves B.
and de liaves B.
So, new matrix,
B= (dy, -, dr-1, aj, dr+1, -, dm) mxm