

Large-Scale Knowledge Processing

Optimization Techniques (2)



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Prev. class + α : Linear Programming Problem

Standard form

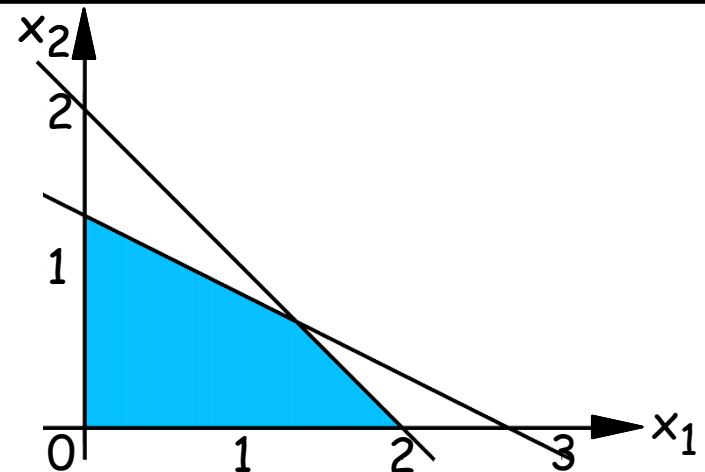
$$\begin{aligned} \blacksquare \quad & \text{minimize} \quad z = -4x_1 - 5x_2 \\ & \text{subject to} \quad \begin{aligned} 2x_1 + 2x_2 + x_3 &= 4 \\ 3x_1 + 6x_2 + x_4 &= 8 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned} \end{aligned}$$

Transformation to
its standard form

$$\begin{aligned} \text{maximize} \quad & z = 4x_1 + 5x_2 \\ \text{subject to} \quad & \begin{aligned} 2x_1 + 2x_2 &\leq 4 \\ 3x_1 + 6x_2 &\leq 8 \\ x_1, x_2 &\geq 0 \end{aligned} \end{aligned}$$

Intuitive observation :

- By checking the **extreme points** (vertices) of the feasible region, we can find the optimal solution
- How can we find **extreme points** of the feasible region ?
(The standard form gives a good hint)



Ex.) Standard form (Vector representation)

$$\begin{aligned} \blacksquare \quad & \text{minimize} \quad z = -4x_1 - 5x_2 \\ & \text{subject to} \quad 2x_1 + 2x_2 + x_3 = 4 \\ & \quad \quad \quad 3x_1 + 6x_2 + 4x_4 = 8 \\ & \quad \quad \quad x_j \geq 0 \quad (j = 1, 2, \dots, 4) \end{aligned}$$

$$\blacksquare \quad \text{minimize} \quad z = (-4 \ -5 \ 0 \ 0) \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix}$$

$$\text{subject to} \quad \begin{pmatrix} 2 & 2 & 1 & 0 \\ 3 & 6 & 0 & 4 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} 4 \\ 8 \end{pmatrix} \quad \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} \geq \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Standard form (Vector representation)

$$A = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \dots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{pmatrix}$$

■ minimize $z = \sum_{j=1}^n c_j x_j$
subject to $\sum_{j=1}^n a_{ij} x_j = b_i \quad (i = 1, 2, \dots, m)$
 $x_j \geq 0 \quad (j = 1, 2, \dots, n)$

■ minimize $z = c^T x$
subject to $A x = b$
 $x \geq 0$

$c^T = (c_1, c_2, \dots, c_n)$
 $A = (a_{ij}) \quad m \times n \text{ matrix}$
 $b = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix} \quad x = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix}$

Standard form (Vector representation)

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \dots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}$$

$$\begin{bmatrix} a_{11} \\ a_{21} \\ \vdots \\ a_{m1} \end{bmatrix} \begin{bmatrix} a_{12} \\ a_{22} \\ \vdots \\ a_{m2} \end{bmatrix} \dots \begin{bmatrix} a_{1n} \\ a_{2n} \\ \vdots \\ a_{mn} \end{bmatrix}$$

A can be regarded as $(A_1 \ A_2 \ \dots \ A_n)$
(i.e., concatenation of n vertical vectors)

■ minimize $z = c^T x$
subject to $Ax = b$
 $x \geq 0$

$$c^T = (c_1, c_2, \dots, c_n)$$

$$A = (a_{ij}) \quad m \times n \text{ matrix}$$

$$b = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{bmatrix} \quad x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

Ex.) Basis

$$\begin{bmatrix} 2 & 2 & 1 & 0 \\ 3 & 6 & 0 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 4 \\ 8 \end{bmatrix}$$

- Infinitely many assignments to (x_1, x_2, x_3, x_4) satisfying the 2 conditions

- In case $(x_3, x_4) = (0, 0)$?

$$\begin{bmatrix} 2 & 2 & 1 & 0 \\ 3 & 6 & 0 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 4 \\ 8 \end{bmatrix}$$

- i.e., if we **focus on x_1, x_2**

→ (x_1, x_2, x_3, x_4) is uniquely obtained

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 2 & 2 \\ 3 & 6 \end{pmatrix}^{-1} \begin{pmatrix} 4 \\ 8 \end{pmatrix} = \begin{pmatrix} 4/3 \\ 2/3 \end{pmatrix}$$

- **Basic vectors**: $\left\{ \begin{pmatrix} 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 2 \\ 6 \end{pmatrix} \right\}$

- **Basic matrix**: $\begin{pmatrix} 2 & 2 \\ 3 & 6 \end{pmatrix}$

- **Basic variables**: x_1, x_2 , **Nonbasic variables**: x_3, x_4

- **Basic solution**

for basic vectors $\left\{ \begin{pmatrix} 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 2 \\ 6 \end{pmatrix} \right\}$: $\hat{x} = (4/3, 2/3, 0, 0)$

Ex.) Basis

- Try another base vector

$$\begin{bmatrix} 2 & 2 & 1 & 0 \\ 3 & 6 & 0 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 4 \\ 8 \end{bmatrix}$$

$$\begin{bmatrix} 2 & 2 & 1 & 0 \\ 3 & 6 & 0 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 4 \\ 8 \end{bmatrix}$$

$$\begin{pmatrix} x_1 \\ x_3 \end{pmatrix} = \begin{pmatrix} 2 & 1 \\ 3 & 0 \end{pmatrix}^{-1} \begin{pmatrix} 4 \\ 8 \end{pmatrix} = \begin{pmatrix} 8/3 \\ -4/3 \end{pmatrix}$$

Basic vectors: $\left\{ \begin{pmatrix} 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \end{pmatrix} \right\}$

Basic matrix: $\begin{pmatrix} 2 & 1 \\ 3 & 0 \end{pmatrix}$

Basic variables: x_1, x_3 , Nonbasic variables: x_2, x_4

Basic solution

for basic vectors $\left\{ \begin{pmatrix} 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \end{pmatrix} \right\}$: $\hat{x} = (8/3, 0, -4/3, 0)$

Supplementary information

- Some basic matrix **may not have the inverse matrix**

$\begin{bmatrix} 1 & 2 \\ 3 & 6 \end{bmatrix}$ $\begin{bmatrix} 1 \\ 3 \end{bmatrix}$ and $\begin{bmatrix} 2 \\ 6 \end{bmatrix}$ are linear dependent
(not independent)

- $A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \dots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}$

- Assumption 1: $n \geq m$
- Assumption 2: the rank of A is m
- Assumption 3: optimal solution exists

} We can relax these assumptions (later)

Basic vector

Basic matrix

$$A = \begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \cdots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{pmatrix} = (A_1 \quad A_2 \quad \cdots \quad A_n)$$

Basic vector

Their combination is not unique

- m linear independent vectors in A
Basis $\mathcal{B} = \{A_{i_1}, A_{i_2}, \dots, A_{i_m}\}$

$$\begin{pmatrix} 2 & 2 & 1 & 0 \\ 3 & 6 & 0 & 4 \end{pmatrix}$$

$$\mathcal{B} = \left\{ \begin{pmatrix} 2 \\ 3 \end{pmatrix}, \begin{pmatrix} 2 \\ 6 \end{pmatrix} \right\}$$

Non basic vector

- Other $(n - m)$ vectors

Basic matrix B

- $m \times m$ square matrix with m basic vectors

$$B = (A_{i_1} \quad A_{i_2} \quad \cdots \quad A_{i_m})$$

$$\begin{pmatrix} 2 & 2 \\ 3 & 6 \end{pmatrix}$$

Nonbasic matrix N

- $m \times (n - m)$ matrix with $(n - m)$ Nonbasic vectors

Basic variable

$$x_B = (x_1, x_2)$$

Basic solution

$$x_N = (x_3, x_4)$$

$$\hat{x} = (8/3, 2/3, 0, 0)$$

■ Basic variable

- **m** basic variables $x_{i_1}, x_{i_2}, \dots, x_{i_m}$ corresponding to m basic vectors $A_{i_1}, A_{i_2}, \dots, A_{i_m}$
- m -dimensional vector $x_B = (x_{i_1}, x_{i_2}, \dots, x_{i_m})$

■ Nonbasic variable

- Other **(n-m)** variables
- $(n-m)$ -dimensional vector x_N

■ Basic solution \hat{x} for basis $\mathcal{B} = \{A_{i_1}, A_{i_2}, \dots, A_{i_m}\}$

$$x_j = \begin{cases} 0 & (A_j \notin \mathcal{B}) \\ \ell\text{-th element of } B^{-1}b & (A_j \in \mathcal{B}, x_j = x_{i_\ell}) \end{cases}$$

Solution of $Bx = b$

practice: Basic solution

- minimize $z = -4x_1 - 5x_2$
 subject to $2x_1 + 2x_2 + x_3 = 4$
 $3x_1 + 6x_2 + x_4 = 8$
 $x_j \geq 0 \ (j = 1, 2, \dots, 4)$
- $A_1 = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$, $A_2 = \begin{pmatrix} 2 \\ 6 \end{pmatrix}$, $A_3 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$, $A_4 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$
- A_1, A_2 independent: $\text{rank}(A_1 A_2) = m$ (determinant $\neq 0$)
- Solve $(A_1 \ A_2) \begin{pmatrix} 4 \\ 8 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$: we have $x_1 =$, $x_2 =$
- Basic solution for A_1, A_2 is $x^T = (\ , \ , \ , \)$
- All basic elements (elements of basic solution) are non-negative \rightarrow **basic feasible solution**

practice: Basic solution

- From the conditions of the problem in p. 3, we have 4 vectors $A_1 \sim A_4$. We have 6 ways for choosing 2 basic vectors A_i and A_j . For each of them, find basic solutions.
- From each of the above basic solutions, obtain the coordinate (x_1, x_2) . Find such coordinates in the graph of the original optimization problem.

Original
optimization prob.

$$\begin{array}{ll} \text{maximize} & 4x_1 + 5x_2 \\ \text{subject to} & 2x_1 + 2x_2 \leq 4 \\ & 3x_1 + 6x_2 \leq 8 \\ & x_1 \geq 0, x_2 \geq 0 \end{array}$$

Standard form, basic solution

$$\begin{array}{l} Ax = b \\ x \geq 0 \end{array}$$

$$\begin{array}{ll} \blacksquare \text{ minimize } & z = -4x_1 - 5x_2 \\ \text{subject to} & 2x_1 + 2x_2 + x_3 = 4 \\ & 3x_1 + 6x_2 + x_4 = 8 \\ & x_1, x_2, x_3, x_4 \geq 0 \end{array}$$

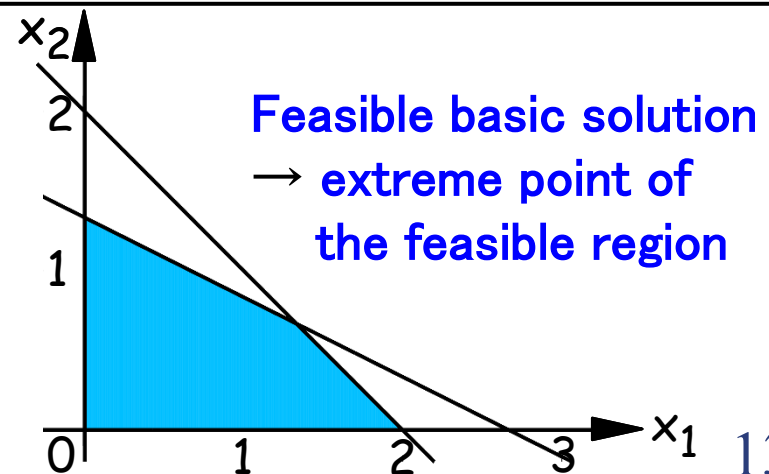
$$\begin{array}{cccc} A_1 & A_2 & A_3 & A_4 \\ \left(\begin{smallmatrix} 2 \\ 3 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 2 \\ 6 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 1 \\ 0 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 0 \\ 1 \end{smallmatrix}\right) \end{array}$$

Transformation to its standard form

basic solutions for

■ A_1, A_2	$\left(\frac{4}{3}, \frac{2}{3}, 0, 0\right)$
■ A_1, A_3	$\left(\frac{8}{3}, 0, -\frac{4}{3}, 0\right)$
■ A_1, A_4	$(2, 0, 0, 2)$
■ A_2, A_3	$\left(0, \frac{4}{3}, \frac{4}{3}, 0\right)$
■ A_2, A_4	$(0, 2, 0, -4)$
■ A_3, A_4	$(0, 0, 4, 8)$

$$\begin{array}{ll} \text{maximize } & z = 4x_1 + 5x_2 \\ \text{subject to} & 2x_1 + 2x_2 \leq 4 \\ & 3x_1 + 6x_2 \leq 8 \\ & x_1, x_2 \geq 0 \end{array}$$



Degeneration of feasible basic solutions

- Feasible basic solution x is **degenerate**
 - x has more 0's than $n-m$
- Two different basis correspond to the same basic solution x
 - x is degenerate

practice: **Degeneration**

- For the problems in "Optimization Techniques (1)" slides p. 20 (a), p. 21
 - (1) Transform them into their standard forms
 - (2) Check whether they have degenerate feasible basic solution

Degeneration of feasible basic solutions

$$\begin{aligned}
 & \blacksquare \text{ minimize } z = -4x_1 - 5x_2 \\
 & \text{subject to} \quad \begin{aligned} 2x_1 + 2x_2 + x_3 &= 4 \\ 3x_1 + 6x_2 + x_4 &= 8 \\ x_1 + 4x_2 + x_5 &= 4 \end{aligned} \\
 & \quad x_1, x_2, x_3, x_4, x_5 \geq 0
 \end{aligned}$$

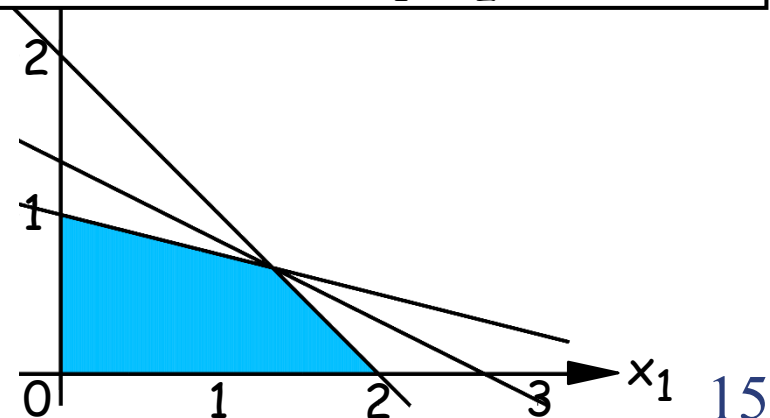
$$\begin{array}{ccccc}
 A_1 & A_2 & A_3 & A_4 & A_5 \\
 \left(\begin{smallmatrix} 2 \\ 3 \\ 1 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 2 \\ 6 \\ 4 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 1 \\ 0 \\ 0 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 0 \\ 1 \\ 0 \end{smallmatrix}\right) & \left(\begin{smallmatrix} 0 \\ 0 \\ 1 \end{smallmatrix}\right)
 \end{array}$$

basic solutions for

$$\begin{aligned}
 & \blacksquare A_1, A_2, A_3 \quad \left(\frac{4}{3}, \frac{2}{3}, 0, 0, 0\right) \\
 & \blacksquare A_1, A_2, A_4 \quad \left(\frac{4}{3}, \frac{2}{3}, 0, 0, 0\right) \\
 & \blacksquare A_1, A_2, A_5 \quad \left(\frac{4}{3}, \frac{2}{3}, 0, 0, 0\right)
 \end{aligned}$$

⋮

$$\begin{aligned}
 & \text{maximize } z = 4x_1 + 5x_2 \\
 & \text{subject to} \quad \begin{aligned} 2x_1 + 2x_2 &\leq 4 \\ 3x_1 + 6x_2 &\leq 8 \\ x_1 + 4x_2 &\leq 4 \\ x_1, x_2 &\geq 0 \end{aligned}
 \end{aligned}$$

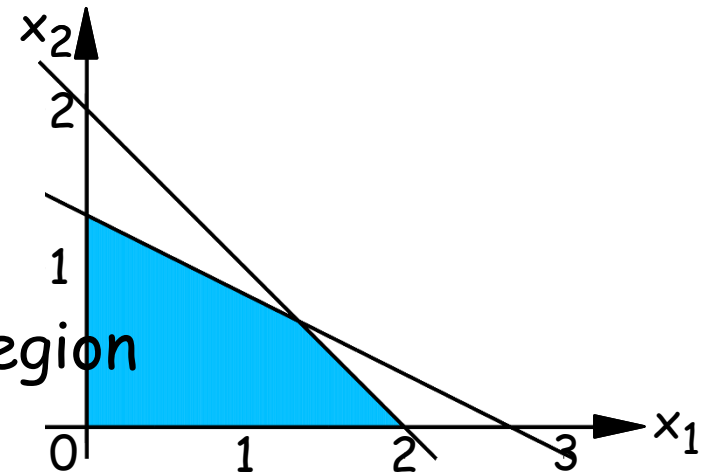


practice: Basic solution

- Enumerate all basic solutions for the problem in p. 15
 - We have 5 basic vectors A_1, A_2, A_3, A_4, A_5
 - Choose any 3 from these 5

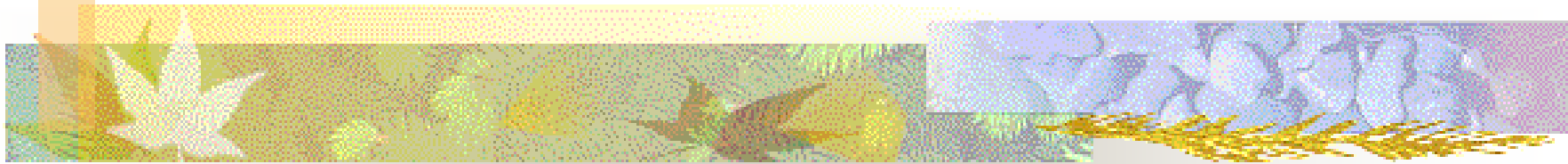
Summary (1st half)

- Feasible basic solution
→ extreme point of feasible region
- Basis → basic solution
- We can find the optimal solution by checking **all** basic solutions for **all** basis



Linear programming

Simplex method (Simplex algorithm)



- Check all basic solutions ?
- Better ways ?
 - Walk through feasible basic solutions with improving the objective value

preliminaries: Feasible region, extreme point

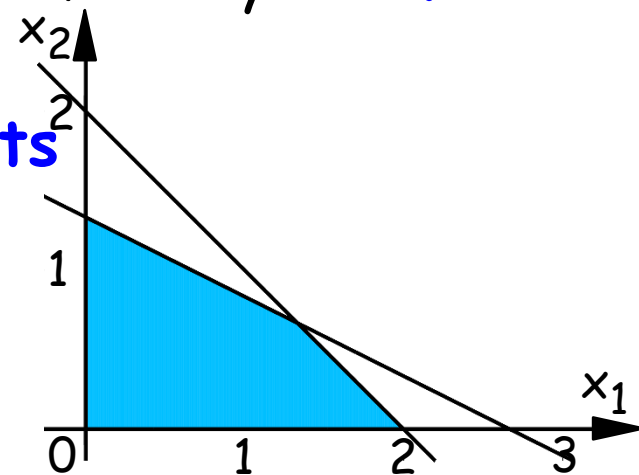
- Lemma: Feasible region F is convex
- Definition: $x \in F$ is an **extreme point**
 - The point that cannot be a convex combination of two different points $x', x'' \in F$
- Properties:
 - The number of **extreme point** for any F is **finite**
 - F can be represented as a **convex hull** of **extreme points**

■ S is convex

- $\forall x', x'' \in S, \forall \alpha (0 \leq \alpha \leq 1)$
 $x' + (1 - \alpha)x'' \in S$

■ Convex hull of point set S'

- Minimum convex region containing S'



Simplex dictionary (Dictionary)

$$\begin{aligned}
 & \blacksquare \text{ minimize } z = -2x_1 + x_2 + x_3 - x_4 \\
 & \text{subject to} \quad \begin{aligned} x_1 + 2x_2 - x_3 + x_4 &= 0 \\ 2x_1 - 2x_2 + 3x_3 + 4x_4 &= 9 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}
 \end{aligned}$$

- Basic solution for $A_2 \ A_3$
 $(0, \frac{9}{4}, \frac{9}{2}, 0) \cdots$ feasible solution

■ Dictionary

- Solve the conditions for **basic variables**
 + substitute them in the **objective function**

Current
objective value

$$\begin{aligned}
 \blacksquare \quad z &= 27/4 - 19/4 x_1 - 21/4 x_4 \\
 \blacksquare \quad x_2 &= 9/4 - 5/4 x_1 - 7/4 x_4 \\
 \blacksquare \quad x_3 &= 9/2 - 3/2 x_1 - 5/2 x_4
 \end{aligned}$$

Basic variables

Values in
basic solution

Nonbasic variables

Basis exchange (Pivot operation)

- $z = 27/4 - 19/4 x_1 - 21/4 x_4$
- $x_2 = 9/4 - 5/4 x_1 - 7/4 x_4$
- $x_3 = 9/2 - 3/2 x_1 - 5/2 x_4$

- $x_1 = x_4 = 0$ holds in the current basic solution
- The coefficients of x_1, x_4 in the objective function are $-19/4, -21/4$, respectively
- If we increase x_4 by Δ
 - the objective value decreases: $27/4 - 21/4 \Delta$
 - If x_4 increases by itself (other variables are fixed), the constraints are not satisfied
→ **change basic variables** (x_2, x_3)
with fixing other nonbasic variables ($x_1 = 0$)

Basis exchange (Pivot operation)

- $z = 27/4 - 21/4 x_4$
- $x_2 = 9/4 - 7/4 x_4$
- $x_3 = 9/2 - 5/2 x_4$

- **Fix other nonbasic variables** ($x_1 = 0$)
- Increase x_4 from 0
 - x_2 decreases (when $x_4 = 9/7$, we have $x_2 = 0$)
 - x_3 decreases (when $x_4 = 9/5$, we have $x_3 = 0$)
- Stop at $x_4 = 9/7$ to keep the **feasibility** ($x_i \geq 0$)
 - $x_2 = 0$, i.e., " x_2 becomes a nonbasic variable"
 - x_4 becomes a basic variable

Basis exchange (Pivot operation)

- $z = 27/4 - 19/4 x_1 - 21/4 x_4$
- $x_2 = 9/4 - 5/4 x_1 - 7/4 x_4$
- $x_3 = 9/2 - 3/2 x_1 - 5/2 x_4$



Update a dictionary

- x_2 becomes a nonbasic variable,
 x_4 becomes a basic variable
- Transform eq. $x_2 = \dots$ as eq. $x_4 = \dots$
& Substitute x_4 in other equations

- $z = -9/4 + 19/5 x_1 + 7/5 x_2$
- $x_4 = 9/7 - 5/7 x_1 - 4/7 x_2$
- $x_3 = 9/5 + 6/5 x_1 - 2/5 x_2$

practice: Pivot operation

- Update the following simplex dictionary so that x_2, x_3 are basic variables and x_1, x_4 are nonbasic variables

$$z = -4x_1 - 6x_2$$

$$x_3 = 4 - 2x_1 - 2x_2$$

$$x_4 = 9 - 3x_1 - 6x_2$$

Optimal dictionary

- All coefficients (of nonbasic variables) in the objective function are positive
 - We cannot decrease objective value

- For all feasible solution,
 $x_2, x_4 \geq 0$ implies $z \geq -9/4$
- $x^T = (9/5, 0, 9/5, 0)$ is **optimal**
with $z = -9/4$

Optimal dictionary

Optimal value

Optimal solution $x^T = (9/5, 0, 9/5, 0)$

- $z = -9/4 + 19/5 x_2 + 7/5 x_4$
- $x_1 = 9/5 - 4/5 x_2 - 7/5 x_4$
- $x_3 = 9/5 + 6/5 x_2 - 2/5 x_4$

Simplex tableau

$$\begin{aligned} z &= 27/4 - 19/4 x_1 - 21/4 x_4 \\ x_2 &= 9/4 - 5/4 x_1 - 7/4 x_4 \\ x_3 &= 9/2 - 3/2 x_1 - 5/2 x_4 \end{aligned}$$

- Represent a dictionary by a **simplex tableau**

Current objective function z

Basic variables x_2, x_3

Nonbasic variables x_1, x_4

Relative cost coefficients

Rates of change of the objective value with respect to the nonbasic variables

		x_1	x_4
z	$27/4$	$-19/4$	$-21/4$
x_2	$9/4$	$-5/4$	$-7/4$
x_3	$9/2$	$-3/2$	$-5/2$

Values in basic solution

- **Pivot operation**

- Pivot (r, s) : r -th row & s -th column
- Exchange the r -th basic var. & the s -th nonbasic var.
- Ex.: Pivot $(1, 1)$ to the above tableau

- Transform eq. $x_2 = \dots$ as eq. $x_1 = \dots$ & Substitute x_1 in other equations
- Pivot in variable (Variable entering the basis)
- Pivot out variable (Variable exiting from the basis)

Simplex method

		x_1	x_2
z	0	-4	-6
x_3	4	-2	-2
x_4	9	-3	-6

		x_1	x_4
z	-9	-1	1
x_3	1	-1	1/3
x_2	3/2	-1/2	-1/6

z		

$$\begin{aligned}
 &\text{minimize } z = -4x_1 - 6x_2 \\
 &\text{subject to } \begin{aligned} 2x_1 + 2x_2 + x_3 &= 4 \\ 3x_1 + 6x_2 + x_4 &= 9 \end{aligned} \\
 &\quad x_1, x_2, x_3, x_4 \geq 0
 \end{aligned}$$

Pivot (2, 2)

Pivot the 2nd row and 2nd column

Pivot (,)

Summary (2nd half)

- Represent a feasible basic solution
(an extreme point of the feasible region)
by a simplex tableau
- Overview of Simplex method
 - Find a starting point:
Find a feasible basic solution (given in the next class)
 - Pivot operation:
Exchange the r -th basic var. & the s -th nonbasic var.
→ Walk through the extreme points
(until we cannot improve
the objective function)

