## IEOR 240, Linear Algebra Recap

Fall 2021

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#### Overview

#### VECTORS, MATRICES AND INEQUALITIES

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MAXMIN TRICKS

Absolute Value Tricks

## Vectors

We use the notation  $\mathbb{R}$  for the real numbers, and  $\mathbb{R}^n$  for the *n*-dimensional real vectors:

$$\mathbf{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}.$$

The space  $\mathbb{R}^n$  is one where we can perform addition and scalar multiplication a way that conforms to our intuition from  $\mathbb{R}^3$ .

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$$\mathbf{x}^{\top} = \begin{bmatrix} x_1 & \cdots & x_n \end{bmatrix}.$$

## Matrices

We use the notation  $\mathbb{R}^{m \times n}$  for the  $m \times n$ -real matrices,

$$A = \begin{bmatrix} A_{11} & \cdots & A_{1n} \\ \vdots & \ddots & \vdots \\ A_{m1} & \cdots & A_{mn} \end{bmatrix}$$

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## Matrix Multiplication

For  $A \in \mathbb{R}^{n \times k}$  and  $B \in \mathbb{R}^{k \times m}$ , the result of matrix multiplication is a matrix

$$AB = C \in \mathbb{R}^{n \times m}$$

such that  $C_{ij} = \sum_{l=1}^{k} A_{il} B_{lj}$ 



#### **Inner Products**

The canonical inner product on  $\mathbb{R}^n$ , for  $a, b \in \mathbb{R}^n$ :

$$\mathbf{a}^{ op}\mathbf{b} = \sum_{i=1}^n a_i b_i \in \mathbb{R}.$$

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Geometrically:

$$\mathbf{a}^{\top}\mathbf{b} = \mathbf{a}\cdot\mathbf{b} = |\mathbf{a}||\mathbf{b}|\cos\theta$$

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#### Geometrical sense

Consider  $\mathbf{a}_1, \ldots, \mathbf{a}_m \in \mathbb{R}^n$ ,  $\mathbf{y} \in \mathbb{R}^n$  and  $\mathbf{x} \in \mathbb{R}^m$ . The matrix  $[\mathbf{a}_1 \ldots \mathbf{a}_m] = A \in \mathbb{R}^{n \times m}$ 

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Columns of the matrix in multiplication on the left:

$$\mathbf{y}^{\top} A = \mathbf{y}^{\top} [\mathbf{a}_1 \dots \mathbf{a}_m] = [\mathbf{y}^{\top} \mathbf{a}_1 \dots \mathbf{y}^{\top} \mathbf{a}_m]$$

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Columns of the matrix in multiplication on the right:

$$A\mathbf{x} = [\mathbf{a}_1 \dots \mathbf{a}_m] \begin{bmatrix} x_1 \\ \vdots \\ x_m \end{bmatrix} = x_1 \mathbf{a}_1 + \dots + x_m \mathbf{a}_m = \sum_{j=1}^m x_j \mathbf{a}_j$$

## Examples

Vectors:

$$\mathbf{x}_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, \quad \mathbf{x}_2 = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, \quad \mathbf{x}_1^\top = \begin{bmatrix} 1 & 2 \end{bmatrix}, \quad \mathbf{x}_2^\top = \begin{bmatrix} 1 & 2 & 3 \end{bmatrix}.$$

Matrices:

$$A_1 = \begin{bmatrix} 1 & 2 & 3 \\ 0 & 0 & 1 \end{bmatrix}, \quad A_1^{\top} = \begin{bmatrix} 1 & 0 \\ 2 & 0 \\ 3 & 1 \end{bmatrix}.$$

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#### Examples: inner products

2 × 3 matrix and 3-dimensional vector.

$$A_1 \mathbf{x}_2 = \begin{bmatrix} 1 \times 1 + 2 \times 2 + 3 \times 3 \\ 0 \times 1 + 0 \times 2 + 1 \times 3 \end{bmatrix} = \begin{bmatrix} 14 \\ 3 \end{bmatrix}$$

•  $3 \times 2$  matrix and 2-dimensional vector.

$$A_1^{\top} \mathbf{x}_1 = \begin{bmatrix} 1 \times 1 + 0 \times 2 \\ 2 \times 1 + 0 \times 2 \\ 3 \times 1 + 1 \times 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 5 \end{bmatrix}$$

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Some other products, e.g.,  $x_1^{\top}A_1$ ,  $x_2^{\top}A_1^{\top}$ .

#### Vectors, Matrices and Inequalities

#### Examples: inner products



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Consider  $\mathbf{x} \in \mathbb{R}^m$ ,  $\mathbf{a}_1, \ldots, \mathbf{a}_m \in \mathbb{R}^n$  and  $[\mathbf{a}_1 \ldots \mathbf{a}_m] = A \in \mathbb{R}^{n \times m}$ . The *i*-th component of  $a_j$  is  $a_{ij}$ .

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 $\mathbf{x} = \mathbf{1}$  means  $\begin{cases} x_1 = 1 \\ \vdots \\ x_m = 1 \end{cases}$ 

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 $\mathbf{x} = \mathbf{1}$ means $\begin{cases} x_1 = 1 \\ \vdots \\ x_m = 1 \end{cases}$  $\mathbf{x} < 0$ means $\begin{cases} x_1 < 0 \\ \vdots \\ x_m < 0 \end{cases}$ 

Consider  $\mathbf{x} \in \mathbb{R}^m$ ,  $\mathbf{a}_1, \ldots, \mathbf{a}_m \in \mathbb{R}^n$  and  $[\mathbf{a}_1 \ldots \mathbf{a}_m] = A \in \mathbb{R}^{n \times m}$ . The *i*-th component of  $a_j$  is  $a_{ij}$ .

> $\mathbf{x} = \mathbf{1}$  means  $\begin{cases} x_1 = 1 \\ \vdots \\ x_m = 1 \end{cases}$  $\begin{cases} x_m = 1 \\ x_1 < 0 \\ \vdots \\ x_m < 0 \end{cases}$ means  $\begin{cases} \sum_{j=1}^m x_j a_{1j} \ge 0 \\ \vdots \\ \sum_{j=1}^m x_j a_{nj} \ge 0 \\ \vdots \end{cases}$  $A\mathbf{x} \ge 0$

## Arbitrage idea

The idea can be formulated as:

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\max \{\min \{ Profit_S_1, \ldots, Profit_S_6 \} \}
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Can be re-written as:



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MAXMIN TRICKS

## General linearization of MaxMin (or MinMax)

Given that  $g(y, \mathbf{x})$  is increasing with y for any  $\mathbf{x} \in \mathcal{X}$ ,

$$\max_{\mathbf{x}\in\mathcal{X}} g(\min\{f_1(\mathbf{x}),\ldots,f_m(\mathbf{x})\},\mathbf{x})$$

is equivalent (in some sense) to

$$\begin{array}{ll} \max_{\mathbf{x}\in\mathcal{X}} & g(z,\mathbf{x}) \\ \text{s.t.} & z \leq f_i(\mathbf{x}) \qquad \forall i \in \{1,\ldots,m\} \end{array}$$

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Proof by contradiction

## General linearization of MaxMin (or MinMax)

Similarly, for  $g(y, \mathbf{x})$  increasing with y,

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Note also that

$$\max f(x) = -\min(-f(x))$$

## Example

Suppose we have the problem:

$$\min_{x_1, x_2} |x_1 + 5x_2|$$
s.t.  $x_1 - 3x_2 \ge 2$ 
 $x_1 \ge 0$ 

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How can we convert it into a Linear Program?

### Example

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s.t.  $x_1 - 3x_2 \ge 2$   
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How can we convert it into a Linear Program? Remember  $|x| = \max\{x, -x\}$ .

$$\min_{x_1, x_2} \max\{x_1 + 5x_2, -x_1 - 5x_2\}$$
  
s.t.  $x_1 - 3x_2 \ge 2$   
 $x_1 \ge 0$ 

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#### Form 1

Create a new variable z and make:

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Form 2

Each number can be divided in its positive and negative parts:

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#### Form 2

Using this intuition:

$$\min_{\substack{x_1, x_2, z^+, z^-}} z^+ + z^-$$
  
s.t.  $z^+ - z^- = x_1 + 5x_2$   
 $x_1 - 3x_2 \ge 2$   
 $x_1 \ge 0, z^+ \ge 0, z^- \ge 0$ 

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Why does this work?

#### General linearization of Abs

Given a function  $g(y, \mathbf{x})$  increasing with y for any  $\mathbf{x} \in \mathcal{X}$ ,

 $\min_{\mathbf{x}\in\mathcal{X}} \ g(|f(\mathbf{x})|,\mathbf{x})$ 

is equivalent (in some sense) to

$$\min_{\mathbf{x}\in\mathcal{X}} g(z^+ + z^-, \mathbf{x})$$
s.t.  $z^+ - z^- = f(\mathbf{x})$ 
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Proof by contradiction

## Sketch of proof

We will show that for the optimal solution, either  $z^+ = 0$  or  $z^- = 0$ . Suppose  $\bar{z}^+ > 0$ ,  $\bar{z}^- > 0$  and  $\bar{\mathbf{x}}$  form the optimal solution for the later problem. Then  $\bar{z}^+ - \bar{z}^- = f(\bar{\mathbf{x}})$ . Introduce  $a = \min\{\bar{z}^+, \bar{z}^-\}$  and  $\hat{z}^+ = \bar{z}^+ - a$ ,  $\hat{z}^- = \bar{z}^- - a$ . Observe that  $(\hat{z}^+, \hat{z}^-, \bar{\mathbf{x}})$  is a feasible solution:

$$\hat{z}^+ - \hat{z}^- = \bar{z}^+ - a - \bar{z}^- + a = \bar{z}^+ - \bar{z}^- = f(\bar{\mathbf{x}})$$

and that it is better than the optimal one:

$$ar{z}^++ar{z}^->\hat{z}^+-\hat{z}^-\Longrightarrow g(ar{z}^++ar{z}^-,ar{\mathbf{x}})>g(\hat{z}^++\hat{z}^-,ar{\mathbf{x}}),$$

which is a contradiction with the assumption of optimality.

#### General Form

Problem: We have the following nonlinear problem:

$$\min_{x \in \mathbb{R}^n} \quad \sum_{i=1}^n |x_i|$$
  
s.t.  $A\mathbf{x} = b$ .

where  $A \in \mathbb{R}^{m \times n}$  and  $b \in \mathbb{R}^{m}$ .

Description: The objective is a non-smooth non-linear function which seems very hard to be optimized. However, this is not true!

## Tricks

Two ways of linearizing the absolute value in an optimization problem:

► Trick 1: Introduce new variables z<sub>i</sub> for i = 1, 2, ..., n. Add constraints z<sub>i</sub> ≥ x<sub>i</sub> and z<sub>i</sub> ≥ -x<sub>i</sub> for i = 1, 2, ..., n. Then minimize the function ∑<sup>n</sup><sub>i=1</sub> z<sub>i</sub>.

▶ Trick 2: Introduce new variables  $x_i^+$  and  $x_i^-$  for i = 1, 2, ..., n. Add constraints  $x_i = x_i^+ - x_i^-$  and  $x_i^+ \ge 0$ ,  $x_i^- \ge 0$  for i = 1, 2, ..., n. Then minimize the function  $\sum_{i=1}^n (x_i^+ + x_i^-)$ .

# Thank you for your attention !

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