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An Algorithm for Solving the System
 $-e \leq Ax \leq e, \|x\|_1 \geq 1$

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Technical report No. V-1149

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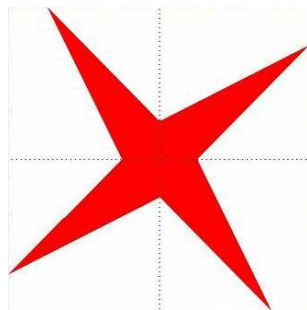
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Abstract:

We describe a not-a-priori-exponential algorithm for solving the system $-e \leq Ax \leq e, \|x\|_1 \geq 1$. This system, despite its apparent simplicity, can be considered the basic NP-complete problem of interval computations.²



Keywords:

Linear inequalities, absolute value, NP-completeness, algorithm.

¹This work was supported by the Institutional Research Plan AV0Z10300504.

²Above: logo of interval computations and related areas (depiction of the solution set of the system $[2, 4]x_1 + [-2, 1]x_2 = [-2, 2]$, $[-1, 2]x_1 + [2, 4]x_2 = [-2, 2]$ (Barth and Nuding [1])).

1 Introduction

In this paper we describe an algorithm for solving the system of inequalities

$$-e \leq Ax \leq e, \tag{1.1}$$

$$\|x\|_1 \geq 1, \tag{1.2}$$

where $A \in \mathbb{R}^{n \times n}$, $e = (1, 1, \dots, 1)^T \in \mathbb{R}^n$ and $\|x\|_1 = \sum_i |x_i| = e^T|x|$, which can also be written in the equivalent “shorthand” form

$$|Ax| \leq e, \quad \|x\|_1 \geq 1. \tag{1.3}$$

The choice of the system may seem surprising: why just this system, and why such a specific form (using e and 1)? There are three reasons for this formulation.

First, in [2], Theorem 2.3 it was proved that *the problem of checking solvability of the system (1.1), (1.2) is NP-complete for nonnegative symmetric positive definite rational matrices*, and this result was further used there for proving NP-hardness or (co-)NP-completeness of nine other problems (see Theorems 2.12, 2.15, 2.18, 2.21, 2.30, 2.33, 2.38, 3.15 and 3.17 in [2]), thus having demonstrated that it is an ideal tool for establishing complexity results for problems with interval data. This is why this problem was called “the basic NP-complete problem of interval computations” in [4].

Second, it turns out that one of the basic NP-complete problems termed as such by Garey and Johnson [3] can be transformed to our problem.

And third – and this the topic of the present paper – there exists a not-a-priori-exponential algorithm for solving (1.1), (1.2) which, in turn, yields a not-a-priori-exponential algorithm for solving one of the basic NP-hard problems mentioned in the previous paragraph; formulation of the latter algorithm will possibly appear elsewhere.

The algorithm for solving (1.1), (1.2), which in a finite number of steps either finds a solution to (1.1), (1.2) or proves its nonexistence, is listed in the form of several interconnected MATLAB-like functions in the last Section 4. The preceding two sections bring the theoretical background and some examples.

2 Description

In order that the algorithm, whose description stretches over several pages, could be presented as a whole and not intertwined with the text, it is given in the last Section 4.

Theorem 1. *For each square matrix A the algorithm **basintnpprob** (Fig. 4.1) in a finite, but not-a-priori-exponential number of steps either finds a solution x of the system (1.1), (1.2) (the case of $x \neq []$), or proves that no such a solution exists (the case of $x = []$).*

Proof. As proved in [5], the algorithm **singreg** (Fig. 4.2), when applied to the interval matrix $[A - ee^T, A + ee^T]$ (Fig. 4.1, lines (06)-(07)) in a finite, but not-a-priori-exponential number of steps either yields a singular matrix S satisfying $|A - S| \leq ee^T$ (the case of $S \neq []$), or states that such a singular matrix S does not exist (the case of $S = []$).

In the first case, taking an arbitrary $x \neq 0$ satisfying $Sx = 0$ (which exists because S is singular), we have

$$|Ax| = |(A - S)x| \leq |A - S||x| \leq ee^T|x| = \|x\|_1 e$$

so that for $x' = x/\|x\|_1$ we have $|Ax'| \leq e$ and $\|x'\|_1 = 1$, which means that x' solves (1.3) (Fig. 4.1, lines (09)-(10)).

In the second case there does not exist a singular matrix S satisfying $|A - S| \leq ee^T$. We shall prove that in this case the system (1.3) has no solution. Suppose to the contrary that (1.3) has a solution x . Then

$$|Ax| \leq e \leq e\|x\|_1 = ee^T|x|,$$

so that the interval matrix $[A - ee^T, A + ee^T]$ is singular, i.e., there exists a singular matrix S satisfying $|A - S| \leq ee^T$, a contradiction (Fig. 4.1, line (08)). \square

3 Examples

In this section we give two examples with 100×100 matrices. In the first one a solution is found, whereas the second one has no solution.

```
>> tic, rand('state',1); n=100; A=rand(n,n); x=basintnpprob(A);
>> x', min(ones(n,1)-abs(A*x)), norm(x,1), toc
ans =
  Columns 1 through 10
-0.0293 -0.0154 -0.0091  0.0138  0.0099 -0.0185  0.0186 -0.0082 -0.0076  0.0213
  Columns 11 through 20
 0.0074 -0.0204 -0.0157  0.0054  0.0303  0.0005  0.0155 -0.0003  0.0026 -0.0037
  Columns 21 through 30
-0.0023  0.0111  0.0045 -0.0043  0.0043 -0.0027  0.0032 -0.0157  0.0070 -0.0069
  Columns 31 through 40
-0.0067  0.0135  0.0097  0.0004 -0.0200  0.0013  0.0137 -0.0030 -0.0003  0.0033
  Columns 41 through 50
 0.0009 -0.0148 -0.0051  0.0008  0.0059 -0.0047  0.0054  0.0229 -0.0133  0.0294
  Columns 51 through 60
 0.0103  0.0101  0.0036  0.0028  0.0146  0.0215 -0.0288 -0.0113  0.0229 -0.0021
  Columns 61 through 70
-0.0035 -0.0065  0.0161  0.0094  0.0051 -0.0048  0.0053 -0.0094 -0.0082 -0.0002
  Columns 71 through 80
 0.0046 -0.0094 -0.0128  0.0062 -0.0271 -0.0053  0.0013 -0.0169  0.0014 -0.0203
  Columns 81 through 90
 0.0225 -0.0145 -0.0092 -0.0110 -0.0008  0.0045 -0.0143  0.0081  0.0115  0.0201
  Columns 91 through 100
-0.0168  0.0108  0.0026  0.0143  0.0050  0.0055 -0.0094 -0.0123 -0.0028 -0.0111
ans =
 0.9981
```

```

ans =
    1.0000
Elapsed time is 0.804711 seconds.

>> tic, rand('state',1); n=100; A=10000*rand(n,n); x=basintnpprob(A);
>> x', min(ones(n,1)-abs(A*x)), norm(x,1), toc
x =
    []
ans =
    []
ans =
    []
Elapsed time is 0.407147 seconds.

```

4 The algorithm

```

(01) function  $x = \text{basintnpprob}(A)$ 
(02) % BASic INTerval NP PROBLEM.
(03) %  $x \neq []$ :  $x$  solves  $-e \leq Ax \leq e$ ,  $\|x\|_1 \geq 1$ .
(04) %  $x = []$ :  $-e \leq Ax \leq e$ ,  $\|x\|_1 \geq 1$  has no solution.
(05)  $n = \text{size}(A, 1)$ ;  $e = \text{ones}(n, 1)$ ;
(06)  $\mathbf{A} = [A - ee^T, A + ee^T]$ ;
(07)  $S = \text{singreg}(\mathbf{A})$ ;
(08) if  $S = []$ ,  $x = []$ ; return, end
(09) find an  $x \neq 0$  satisfying  $Sx = 0$ ;
(10)  $x = x/\|x\|_1$ ;

```

Figure 4.1: An algorithm for solving the basic interval NP-complete problem.

```

(01) function  $S = \text{singreg}(\mathbf{A})$ 
(02) %  $S \neq []$ :  $S$  is a singular matrix in  $\mathbf{A}$ .
(03) %  $S = []$ : no singular matrix in  $\mathbf{A}$  exists.
(04)  $S = []$ ;  $n = \text{size}(\mathbf{A}, 1)$ ;  $e = (1, \dots, 1)^T \in \mathbb{R}^n$ ;
(05) if  $A_c$  is singular,  $S = A_c$ ; return, end
(06)  $R = A_c^{-1}$ ;  $D = \Delta|R|$ ;
(07) if  $D_{kk} = \max_j D_{jj} \geq 1$ 
(08)    $x = R_{\bullet k}$ ;
(09)   for  $i = 1 : n$ 
(10)     if  $(\Delta|x|)_i > 0$ ,  $y_i = (A_c x)_i / (\Delta|x|)_i$ ; else  $y_i = 1$ ; end
(11)     if  $x_i \geq 0$ ,  $z_i = 1$ ; else  $z_i = -1$ ; end
(12)   end
(13)    $S = A_c - T_y \Delta T_z$ ; return
(14) end
(15) if  $\rho(D) < 1$ , return, end
(16)  $b = e$ ;
(17)  $x = Rb$ ;  $\gamma = \min_k |x_k|$ ;
(18) for  $i = 1 : n$ 
(19)   for  $j = 1 : n$ 
(20)      $x' = x - 2b_j R_{\bullet j}$ ;
(21)     if  $\min_k |x'_k| > \gamma$ ,  $\gamma = \min_k |x'_k|$ ;  $x = x'$ ;  $b_j = -b_j$ ; end
(22)   end
(23) end
(24)  $[\mathbf{x}, S] = \text{intervalhull}(\mathbf{A}, [b, b])$ ;

```

Figure 4.2: An algorithm for finding a singular matrix in an interval matrix.

```

(01) function [x, S] = intervalhull (A, b)
(02) % Computes either the interval hull x
(03) % of the solution set of  $\mathbf{A}x = \mathbf{b}$ ,
(04) % or a singular matrix  $S \in \mathbf{A}$ .
(05) x = []; S = [];
(06) if  $A_c$  is singular,  $S = A_c$ ; return, end
(07)  $x_c = A_c^{-1}b_c$ ;  $z = \text{sgn}(x_c)$ ;  $\underline{x} = x_c$ ;  $\bar{x} = x_c$ ;
(08)  $Z = \{z\}$ ;  $D = \emptyset$ ;
(09) while  $Z \neq \emptyset$ 
(10)   select  $z \in Z$ ;  $Z = Z - \{z\}$ ;  $D = D \cup \{z\}$ ;
(11)    $[Q_z, S] = \text{qzmatrix}(\mathbf{A}, z)$ ;
(12)   if  $S \neq []$ ,  $\mathbf{x} = []$ ; return, end
(13)    $[Q_{-z}, S] = \text{qzmatrix}(\mathbf{A}, -z)$ ;
(14)   if  $S \neq []$ ,  $\mathbf{x} = []$ ; return, end
(15)    $\bar{x}_z = Q_z b_c + |Q_z| \delta$ ;
(16)    $\underline{x}_z = Q_{-z} b_c - |Q_{-z}| \delta$ ;
(17)   if  $\underline{x}_z \leq \bar{x}_z$ 
(18)      $\underline{x} = \min(\underline{x}, \underline{x}_z)$ ;  $\bar{x} = \max(\bar{x}, \bar{x}_z)$ ;
(19)     for  $j = 1 : n$ 
(20)        $z' = z$ ;  $z'_j = -z'_j$ ;
(21)       if  $((\underline{x}_z)_j (\bar{x}_z)_j \leq 0$  and  $z' \notin Z \cup D$ )
(22)          $Z = Z \cup \{z'\}$ ;
(23)       end
(24)     end
(25)   end
(26) end
(27)  $\mathbf{x} = [\underline{x}, \bar{x}]$ ;
(01) function  $[Q_z, S] = \text{qzmatrix}(\mathbf{A}, z)$ 
(02) % Computes either a solution  $Q_z$ 
(03) % of the equation  $QA_c - |Q|\Delta T_z = I$ ,
(04) % or a singular matrix  $S \in \mathbf{A}$ .
(05) for  $i = 1 : n$ 
(06)    $[x, S] = \text{absvaleqn}(A_c^T, -T_z \Delta^T, e_i)$ ;
(07)   if  $S \neq []$ ,  $S = S^T$ ;  $Q_z = []$ ; return
(08)   end
(09)    $(Q_z)_{i\bullet} = x^T$ ;
(10) end
(11)  $S = []$ ;

```

Figure 4.3: An algorithm for computing the interval hull.

```

(01) function [x, S] = absvaleqn (A, B, b)
(02) % Finds either a solution x to Ax + B|x| = b, or
(03) % a singular matrix S satisfying |S - A| ≤ |B|.
(04) x = []; S = []; i = 0; r = 0 ∈ ℝn; X = 0 ∈ ℝn×n;
(05) if A is singular, S = A; return, end
(06) z = sgn(A-1b);
(07) if A + BTz is singular, S = A + BTz; return, end
(08) x = (A + BTz)-1b;
(09) C = -(A + BTz)-1B;
(10) while zjxj < 0 for some j
(11)     i = i + 1;
(12)     k = min{j | zjxj < 0};
(13)     if 1 + 2zkCkk ≤ 0
(14)         S = A + B(Tz + (1/Ckk)ekekT);
(15)         x = []; return
(16)     end
(17)     if ((k < n and rk > maxk<j rj) or (k = n and rn > 0))
(18)         x = x - X•k;
(19)         for j = 1 : n
(20)             if (|B||x|)j > 0, yj = (Ax)j/(|B||x|)j; else yj = 1; end
(21)         end
(22)         z = sgn(x);
(23)         S = A - Ty|B|Tz;
(24)         x = []; return
(25)     end
(26)     rk = i;
(27)     X•k = x;
(28)     zk = -zk;
(29)     α = 2zk/(1 - 2zkCkk);
(30)     x = x + αxkC•k;
(31)     C = C + αC•kCk•;
(32) end

```

Figure 4.4: An algorithm for solving an absolute value equation.

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