

Polynomial Pivoting for K-LCP

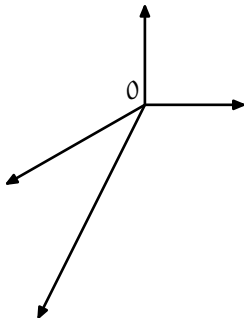
A Proof Using Unique-Sink Orientations

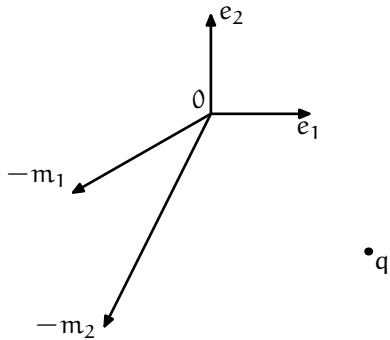
Jan Foniok

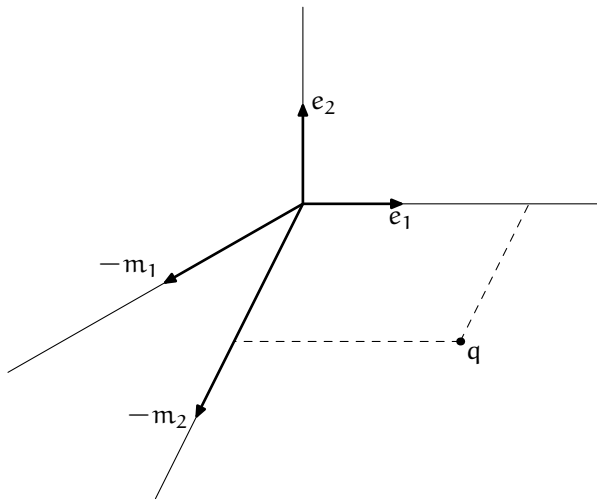
joint work with Komei Fukuda, Bernd Gärtner, Hans-Jakob Lüthi

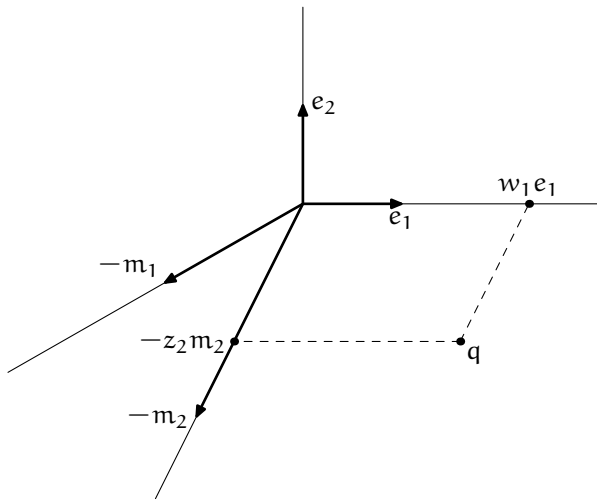
Sixth Joint Operations Research Days, Lausanne











Linear Complementarity Problem (LCP)

Given

- an $n \times n$ real matrix M ,
- a real n -dimensional vector q ,

find

- two non-negative real n -dimensional vectors w, z such that

$$w - Mz = q$$

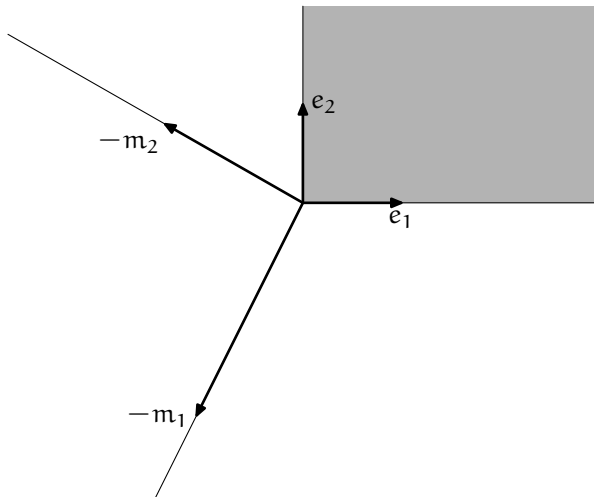
$$w^T z = 0$$

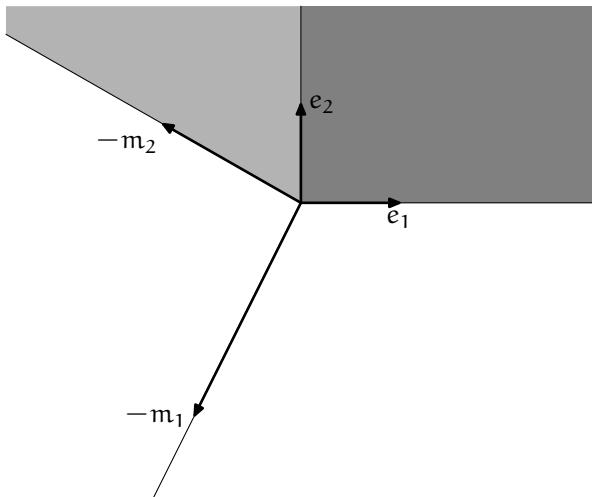
Applications

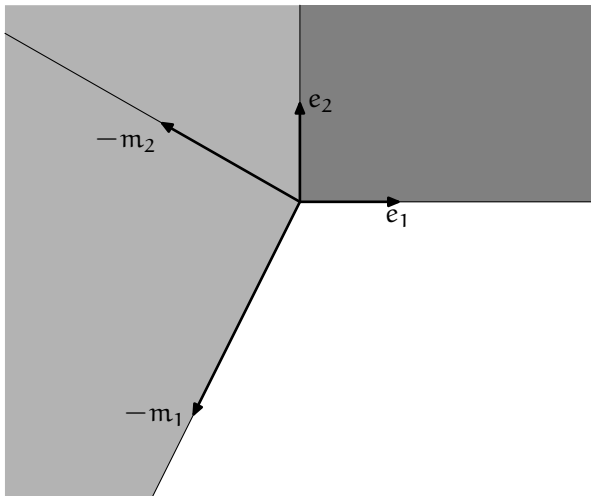
- quadratic programming
- bimatrix games
- control problems (parametric LCP)

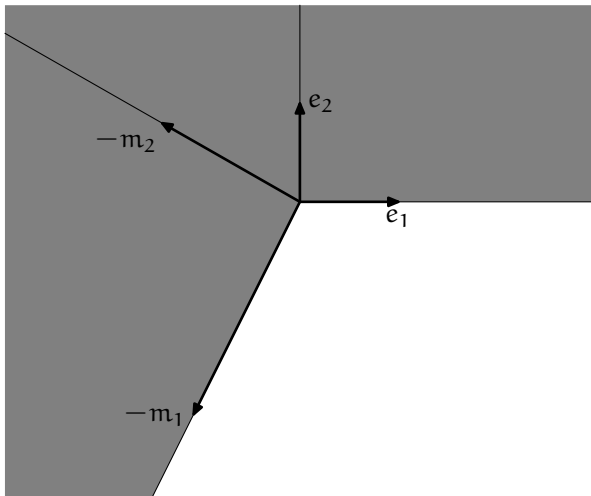
Complexity

In general, LCP is NP-hard; it is NP-complete to decide whether a solution exists.









Complexity

In general, LCP is NP-hard; it is NP-complete to decide whether a solution exists.

Unsolved case: P-matrices (P-LCP)

A **P-matrix** is a matrix whose principal minors are all positive.

Is there a polynomial-time algorithm for solving P-LCP?

Complexity

In general, LCP is NP-hard; it is NP-complete to decide whether a solution exists.

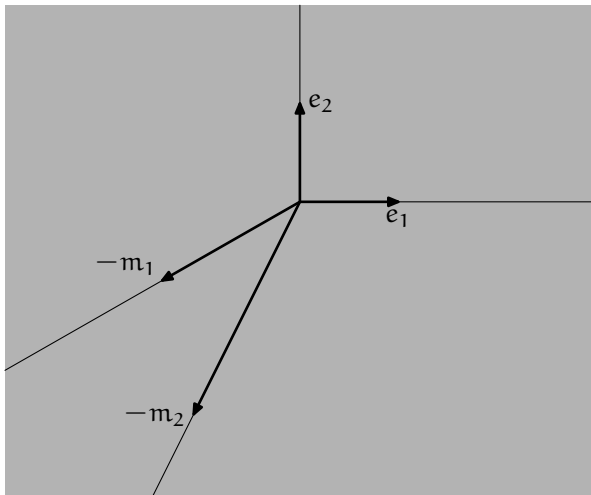
Unsolved case: P-matrices (P-LCP)

A **P-matrix** is a matrix whose principal minors are all positive.

Is there a polynomial-time algorithm for solving P-LCP?

Theorem (Samelson, Thrall, Wesler 1958; Ingleton 1966)

A matrix M is a P-matrix if and only if $\text{LCP}(M, q)$ has a unique solution for every vector q .



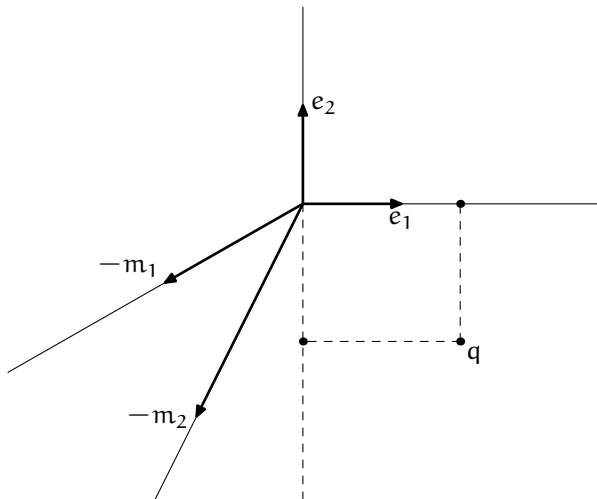
LCP Equations

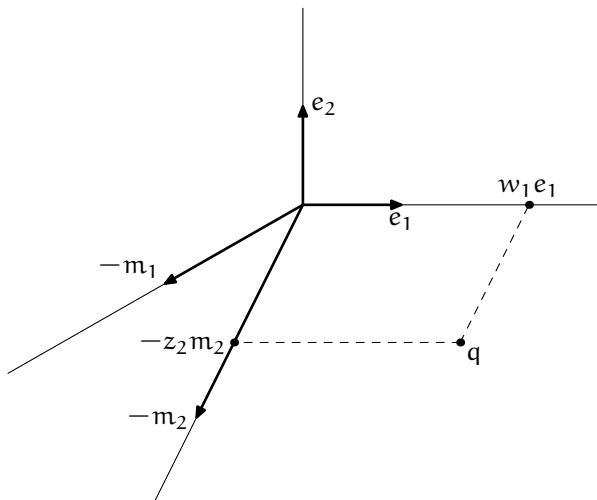
$$q = w - Mz$$
$$w^T z = 0$$

Problem reduction

The hard part: determine whether $w_i = 0$ or $z_i = 0$ for each i .

The rest is a system of linear equations.





Problem reduction

The hard part: determine whether $w_i = 0$ or $z_i = 0$ for each i .

Simple principal pivoting methods

- start with an arbitrary **complementary basis**
- if not feasible, do a **principal pivot**:
 - insert a (negative) variable into the basis (**pivot rule!**)
 - remove the complementary variable from the basis
- repeat until solution is reached

Problem reduction

The hard part: determine whether $w_i = 0$ or $z_i = 0$ for each i .

Simple principal pivoting methods

- start with an arbitrary **complementary basis**
- if not feasible, do a **principal pivot**:
 - insert a (negative) variable into the basis (**pivot rule!**)
 - remove the complementary variable from the basis
- repeat until solution is reached

Goal

A **polynomial number** of principal pivots (iterations).

Simple principal pivoting methods

- start with an arbitrary **complementary basis**
- if not feasible, do a **principal pivot**:
 - insert a (negative) variable into the basis (**pivot rule!**)
 - remove the complementary variable from the basis
- repeat until solution is reached

Simple principal pivoting methods

- start with an arbitrary **complementary basis**
- if not feasible, do a **principal pivot**:
 - insert a (negative) variable into the basis (**pivot rule!**)
 - remove the complementary variable from the basis
- repeat until solution is reached

Cube orientations

- represent each complementary basis with an n -dimensional $0, 1$ -vector
- $0, 1$ -vectors are vertices of the n -dimensional cube
- orient the edges in the direction of potential pivot steps

Cube orientations

- represent each complementary basis with an n -dimensional $\{0, 1\}$ -vector
- $\{0, 1\}$ -vectors are vertices of the n -dimensional cube
- orient the edges in the direction of potential pivot steps

Theorem (Stickney, Watson 1978)

*The induced cube orientation for a non-degenerate P-LCP problem is a **unique-sink orientation**.*

Cube orientations

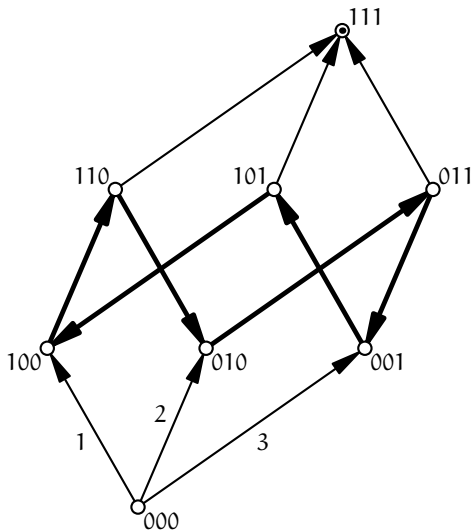
- represent each complementary basis with an n -dimensional $\{0, 1\}$ -vector
- $\{0, 1\}$ -vectors are vertices of the n -dimensional cube
- orient the edges in the direction of potential pivot steps

Theorem (Stickney, Watson 1978)

*The induced cube orientation for a non-degenerate P-LCP problem is a **unique-sink orientation**.*

Unique-sink orientation (USO)

An orientation of the n -dimensional cube is a **unique-sink orientation** if every subcube has exactly one sink.



K-matrices

A **K-matrix** is a P-matrix whose off-diagonal elements are all non-positive. (**K-LCP**, **K-USO**)

K-matrices

A **K-matrix** is a P-matrix whose off-diagonal elements are all non-positive. (**K-LCP**, **K-USO**)

Theorem (F, Fukuda, Gärtner, Lüthi 2008)

In a K-USO:

- *There are no directed cycles.*
- *Every directed path from $00 \dots 0$ to the sink has length at most n .*
- *Every directed path has length at most $2n$.*

K-matrices

A **K-matrix** is a P-matrix whose off-diagonal elements are all non-positive. (**K-LCP**, **K-USO**)

Theorem (JF, Fukuda, Gärtner, Lüthi 2008)

In a K-USO:

- *There are no directed cycles.*
- *Every directed path from $00 \dots 0$ to the sink has length at most n .*
- *Every directed path has length at most $2n$.*

Corollary

The simple principal pivoting method with any pivot rule solves K-LCP in at most $2n$ iterations.

Deterministic vs. randomised pivot rules

- There tends to be a “bad example” for any studied deterministic pivot rule.
- Therefore examine **randomised pivot rules**, analyse **expected** running time.

Deterministic vs. randomised pivot rules

- There tends to be a “bad example” for any studied deterministic pivot rule.
- Therefore examine **randomised pivot rules**, analyse **expected** running time.

Open problems

- Is there a polynomial-time algorithm for P-LCP?
- Is there a deterministic pivot rule with which simple principle pivoting needs a polynomial number of iterations?
- Is there a randomised pivot rule with a polynomial expected number of iterations?
- In particular, is RANDOM PERMUTATION such a rule?