

<p>Linear Least Squares:</p>	<p>Setting: $A: (m, n) m > n$ overdetermined system, $b: (m, 1), x: (n, 1)$</p> <p>Objective Function: $\min_x \ b - Ax\ ^2 = \min_{r,x} \left\{ \ r\ ^2 \mid Ax + r = b \right\}$</p> <ol style="list-style-type: none"> r can be treated as residuals such that $r \notin \text{Range}(A)$ In general, there is no solution to the system unless $r = 0$ or $Ax = b$ If $\text{Rank}(A) \neq n$, namely, A has linearly dependent columns, then the solution will not be unique (but the min value will be unique) <p>Solving the Linear System:</p> <ol style="list-style-type: none"> Normal Equations: $A^T Ax_{ls} = A^T b \rightarrow x_{ls} = A^T A \setminus A^T b$ OR $x_{ls} = (A^T A)^{-1} A^T b$ <ol style="list-style-type: none"> A is assumed to be a non-singular matrix, in other words, A is assumed to be full rank. Issues: $\text{Cond}(A^T A) = \frac{\lambda_{\max}(A^T A)}{\lambda_{\min}(A^T A)}$ might be big causing huge errors: $\text{Precision} = 16 - \log(\text{Cond}(A^T A))$ Using QR decomposition: $A = QR = (Q_1 \quad Q_2) \begin{pmatrix} R_1 \\ 0 \end{pmatrix}, \quad R_1 x_{ls} = Q_1^T b \rightarrow x_{ls} = R_1^{-1} Q_1^T b$ <ol style="list-style-type: none"> $Q_1: (m, n)$ is the orthogonal basis of $\text{Range}(A)$, found using the gramma-Schmidt. $Q_2: (m, m - n)$ is the orthogonal basis of $\text{Null}(A^T)$, use gramma-Schmidt to enforce orthogonality. $R_1: (n, n), R: (m, n)$ are both upper-triangular matrices. $A = Q_1 R_1$ Better than normal equation because the solution has $\text{cond}(R_1)$ which has less errors. $\text{Precision} = 16 - \log(\text{Cond}(R_1)), \text{cond}(R_1) = \text{cond}(A) = \frac{\lambda_{\max}(A)}{\lambda_{\min}(A)}$
<p>Regularized Least Squares:</p>	<p>Regularization: using prior knowledge (smoothness here) to regularize data:</p> <p>Objective Function: $\min_x \frac{1}{2} \ Ax - b\ ^2 - \lambda f_2(x)$</p> <p>Pareto Frontier: the points below the frontier are possible & the points above are not.</p> <p>Tikhonov Regularization: to promote smoothness & reduce noise.</p> <ol style="list-style-type: none"> Objective Function: $\min_x \ Ax - b\ ^2 + \lambda \ Dx\ ^2 = \left\ \begin{pmatrix} A \\ \sqrt{\lambda} D \end{pmatrix} x - \begin{pmatrix} b \\ 0 \end{pmatrix} \right\ ^2, \quad Dx = \begin{pmatrix} x_1 - x_2 \\ \vdots \\ x_{n-1} - x_n \end{pmatrix}, D = \begin{pmatrix} 1 & -1 & \dots \\ 0 & 1 & -1 \\ \vdots & \vdots & \vdots \\ 0 & 0 & 1 \end{pmatrix}$ Solution to Tikhonov Regularization: $\nabla f(x) = 2 * \left(\begin{pmatrix} A \\ \sqrt{\lambda} D \end{pmatrix} x - \begin{pmatrix} b \\ 0 \end{pmatrix} \right) * \begin{pmatrix} A \\ \sqrt{\lambda} D \end{pmatrix}^T$ $\nabla f(x) = 2 * (A^T Ax + \lambda D^T Dx - A^T b)$ $A^T Ax + \lambda D^T Dx - A^T b = 0$ $A^T Ax + \lambda D^T Dx = A^T b$ $x = (A^T A + \lambda D^T D)^{-1} A^T b$
<p>Gradient</p>	<p>Directional Derivatives:</p> <ol style="list-style-type: none"> $f'(x, d) = \nabla f(x) * d$ $f'(x, ad) = a \nabla f(x) * d$ Suppose e_i are the unit directions in $R^n, f'(x, e_i) = [\nabla f(x)]_i$ is the ith element in the gradient.
<p>Nonlinear Least Squares</p>	<ol style="list-style-type: none"> Objective Function: $\min_x \frac{1}{2} \ r(x)\ ^2, r(x) = Ax - b$ Using the Gauss-Newton Method to solve: <ol style="list-style-type: none"> Start from an arbitrary point: x_0 For $k = 0, 1, 2, \dots, n$: <ol style="list-style-type: none"> Linearize the residuals at kth iteration: $r^k(x) = r(x_k) + J(x_k)(x - x_k) + o(\ x - x_k\)$ Find x_{k+1} by minimising the linearized residuals:

$$x_{k+1} = \operatorname{argmin}_x \left(\frac{1}{2} \|r^k(x)\|^2 \right) = \operatorname{argmin}_x \left(\frac{1}{2} \|r(x_k) + J(x_k)(x - x_k)\|^2 \right)$$

$$J(x_k)x = r(x_k) - J(x_k)x_k$$

$$x_{k+1} = J(x_k) \setminus (r(x_k) - J(x_k)x_k), J(x_k) = \nabla r(x_k)^T$$

$$\text{OR } x_{k+1} = A_k \setminus b_k, A_k = J(x_k), b_k = r(x_k) - J(x_k)x_k$$

c. If $\|x_{k+1} - x_k\|^2 < \varepsilon$, exit the loop.

iii. Return x_{k+1} .

3. Optimality: x^* is a local min if

i. Necessary conditions: 1. $\nabla f(x^*) = 0$, 2. $\nabla_2 f(x^*) \geq 0$ (Hessian is semi-positive definite)

ii. Sufficient conditions: 1. $\nabla f(x^*) = 0$, 2. $\nabla_2 f(x^*) > 0$ (Hessian is positive definite)

4. Coerciveness & Unboundedness:

i. Coerciveness: $\lim_{\|x\| \rightarrow \infty} f(x) = \infty$, this implies that there is a minimum.

ii. Unboundedness: $\lim_{\|x\| \rightarrow \infty} f(x) = -\infty$, this implies that there is no minimum.

Gradient Descent:

Step Size Selection:

i. Constant Step Size

a. Using Lipschitz Community of Gradient:

$$\|\nabla f(x) - \nabla f(y)\| < L\|x - y\|$$

b. $L = \|A\| = \lambda_{MAX}(A)$

c. $\alpha \in \left[0, \frac{2}{L} = \frac{2}{\lambda_{MAX}(A)} \right]$

ii. Exact Line Search

a. May not always work but always work for quadratic functions.

b. $\alpha = \frac{-\nabla f(x)^T d}{d^T A d}$

iii. Backtracking Line Search:

a. Choose α such that $f(x_k) - f(x_k + \alpha d_k) \geq -\mu \alpha \nabla f(x_k)^T d_k$

Algorithm: While $(x_k) - f(x_k + \alpha d_k) < -\mu \alpha \nabla f(x_k)^T d_k$: $\alpha = \beta \alpha$

Search Directions: $\nabla f(x, d) < 0$, Steepest Descent: $d = -\nabla f(x, d)$

Descent Algorithm:

1. start from x_0

2. For $k = 0, 1, \dots, n$:

i. Compute search direction d_k

ii. Choose Step size α_k using one of the three methods above.

iii. $x_{k+1} = x_k + \alpha d_k = x_k - \alpha \nabla f(x_k)$ (If using steepest descent).

iv. Exit when $\|\nabla f(x_{k+1})\| < \varepsilon$

3. Return x_{k+1} .

Newton's Method:

1. start from x_0

2. For $k = 0, 1, \dots, n$:

i. Compute search direction d_k , $\nabla_2 f(x)d = -f(x_k)$ (using Newton's direction, convergence require $\nabla_2 f(x) > 0$)

ii. Choose Step size α_k using one of the three methods above.

iii. $x_{k+1} = x_k + \alpha d_k$

iv. Exit when $\|\nabla f(x_{k+1})\| < \varepsilon$

3. Return x_{k+1} .

Scaled Descent:

1. start from x_0

2. For $k = 0, 1, \dots, n$:

i. Choose Step size α_k using one of the three methods above.

	<p>ii. $x_{k+1} = x_k - \alpha D \nabla f(x_k)$, $D = SS^T$, $S = \begin{pmatrix} S_1 & 0 & 0 \\ 0 & \ddots & 0 \\ 0 & 0 & S_n \end{pmatrix}$, $x = sy$</p> <p>iii. Exit when $\ \nabla f(x_{k+1})\ < \varepsilon$</p> <p>3. Return x_{k+1}.</p>
<p>Positive definiteness & Cholesky Factorization</p>	<p>Positive definite matrix: Matrix $A: (n, n)$ is positive definite if for all column vectors x: $x^T A x > 0$</p> <p>Properties of Positive Definite Matrices:</p> <ol style="list-style-type: none"> For any full rank matrix X, if A is positive definite, then $X^T A X$ is also positive definite. If a matrix has all positive eigenvalues \leftrightarrow the matrix is positive definite. A is positive definite $\leftrightarrow A$ has Cholesky Factorization. A is positive definite \rightarrow the first entry a_{11} of A is positive: $a_{11} > 0$ <p>Cholesky Factorization:</p> <ol style="list-style-type: none"> $A = \begin{pmatrix} a_{11} & w^T \\ w & k \end{pmatrix}$, a_{11} is the first top left entry of A, w is the remainder of the first column. $A = \begin{pmatrix} \alpha & 0 \\ w/\alpha & I \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & k - \frac{ww^T}{a_{11}} \end{pmatrix} \begin{pmatrix} \alpha & w^T/\alpha \\ 0 & I \end{pmatrix}$, $k - \frac{ww^T}{a_{11}}$ is also positive definite.
<p>Linear Constraint</p>	<p>Setting: $A: (m, n)$, $m < n$: underdetermined system, fewer equations than variables</p> <p>Objective Function: $\min_{x \in R^n} f(x)$ subj to $Ax = b$</p> <p>Feasible Sets: $F = \{x Ax = b\} = \{\bar{x} + zp p \in R^{n-m}\}$</p> <ol style="list-style-type: none"> \bar{x} is a particular solution such that $A\bar{x} = b$, $Az = 0$, $\langle A^T, z \rangle = 0 \rightarrow z \in Null(A)$ $Range(z) = Null(A) \perp Range(A^T)$, $Null(z^T) = Range(A^T)$ <p>Reduced Problem: $\min_{p \in R^{n-m}} f(\bar{x} + zp)$, suppose p^* is the optimal solution, $x^* = \bar{x} + zp^*$:</p> <ol style="list-style-type: none"> Optimality condition: $\nabla_p f(\bar{x} + zp^*) = 0 \rightarrow 0 = z^T \nabla f(x^*) \rightarrow 0 = \langle z, x^* \rangle \rightarrow x^* \in Null(z^T) = Range(A^T)$ <p>First-Order Necessary Conditions: A point x^* is a local min of $\min_{x \in R^n} f(x)$ subj to $Ax = b$ only if there exists a vector $y \in R^n$:</p> <ol style="list-style-type: none"> Optimality: $\nabla f(x^*) = A^T y \leftrightarrow \nabla f(x^*) \in Range(A^T) \leftrightarrow z^T \nabla f(x^*) = 0 \leftrightarrow \nabla f(x^*)^T p = 0, \forall p \in Null(z)$ Feasibility: $Ax^* = b$ <p>Second-order Optimality:</p> <ol style="list-style-type: none"> Second-order necessary conditions: <ol style="list-style-type: none"> Optimality: $\nabla f(x^*) = A^T y \leftrightarrow \nabla f(x^*) \in Range(A^T) \leftrightarrow z^T \nabla f(x^*) = 0 \leftrightarrow \nabla f(x^*)^T p = 0, \forall p \in Null(z)$ Feasibility: $Ax^* = b$ $z^T \nabla_2 f(x^*) z \geq 0 \leftrightarrow p^T \nabla_2 f(x^*) p \geq 0, \forall p \in Null(z)$ Sufficient conditions: all the same except for: $z^T \nabla_2 f(x^*) z > 0 \leftrightarrow p^T \nabla_2 f(x^*) p > 0, \forall p \in Null(z)$. Conditions changed from semi-positive definite to strictly positive definite.
<p>Convexity</p>	<p>Convex Sets: A set $C \in R^n$ is convex if for any points $x, y \in C$ and any $\lambda \in [0, 1]$, $\lambda x + (1 - \lambda)y \in C$</p> <p>Examples of Convex Sets:</p> <ol style="list-style-type: none"> Affine/line is convex: $L = \{z + td t \in R\}$, $z \in R^n, d \neq 0 \in R^n$ Hyperplane: $H_{\alpha, \beta} = \{x \in R^n \alpha^T x = \beta\}$, $\alpha \in R^n \neq 0, \beta \in R$ Half-space: $H_{\alpha, \beta}^- = \{x \in R^n \alpha^T x \leq \beta\}$, $\alpha \in R^n \neq 0, \beta \in R$ Norm Ball: $\{x \in R^n \ x - c\ \leq r\}$, $c \in R^n$ is the center, $r \in R$ is the radius. Convex Hulls of a set: $Conv(S) = \{\sum_{i=1}^k \lambda_i x_i x_i \in S, \sum_i \lambda_i = 1, k \in N\}$

6. Simplex: $\Delta_n = \{x \in R^n \mid \sum_{i=1}^n x_i \leq 1, k \in N\}$
 7. Unit Simplex: $\bar{\Delta}_n = \{x \in R^n \mid \sum_{i=1}^n x_i = 1, k \in N\}$

Set Operations that Preserve Convexity:

1. intersections of convex sets are convex
2. Additions of Convex sets are convex
3. Image: If $C \in R^n$ is a convex set & matrix $A: (m, n)$, then $A(C) = \{Ax \mid x \in C\}$ is also convex.

Convex Functions:

A function: $f: C \in R^n \rightarrow R$, C is convex, is convex if:

$$f(\lambda x + (1 - \lambda)y) \leq \lambda f(x) + (1 - \lambda)f(y)$$

Strict convex: $f(\lambda x + (1 - \lambda)y) < \lambda f(x) + (1 - \lambda)f(y)$

Common Convex Functions:

1. Affine/line function: $a^T x + \beta$ for some $a \in R^n, \beta \in R$ (convex & concave)
2. Exponential: e^{ax} for any $a \in R$
3. Powers: x^a on R_{++} for all $a \geq 1$ or $a \leq 0$, Note that when $0 < a < 1$ the function is concave
4. absolute value: $|x|^p, p \geq 1$
5. Negative entropy: $x \log(x)$ when $x \in R_{++}$
6. Norms: all the norms are convex; proved using the triangular inequality: $\|x + y\| \leq \|x\| + \|y\|$

Function Operations that Preserve Convexity:

1. Non-negative multiplies.
2. Sum of the convex functions are also convex
3. Composition of convex functions with an affine function is also convex: i.e. $e^{a^T x + \beta}$

Theorems to Prove Convexity of Functions:

1. Let $f: C \rightarrow R$ be continuously differentiable over $C \in R^n$, then f is convex iff:

$$f(x) + \nabla f(x)(z - x) \leq f(z), \forall x, z \in C$$
2. Let $f: C \rightarrow R$ be continuously twice differentiable over $C \in R^n$, then f is convex iff:

$$\nabla_2 f(x) \geq 0 \rightarrow \text{Pos. def}$$

Convex Optimality:

1. For a convex function, if x^* is a local min, then it's a global min.
2. Unconstraint case: Optimal $\rightarrow \nabla f(x^*) = 0$
3. Constraint case: $\nabla f(x^*)^T(x - x^*) \geq 0, x \in C$ (all feasible directions are non-decreasing).
 - i. In other words: $-\nabla f(x^*) \in N_C(x^*), N_C(x^*) = \{g \in R^n \mid g^T(z - x^*) \leq 0, z \in C\}$
 - ii. $\leftrightarrow -\nabla f(x^*) \in \text{Range}(A^T)$

Projection

Projection Theorem: $proj_C(x) = g(z) = \min_{z \in C} \frac{1}{2} \|z - x\|^2$

1. If the objective function is convex then projection is unique.
2. If $x \in C$, then $proj_C(x) = x$
3. $-\nabla g(z) = -(z - x) = x - z \in N_C(z), N_C(z) = \{g \in R^n \mid g^T(c - z) \leq 0, z \in C\}$

Projected Gradient Method:

1. start from x_0
2. For $k = 0, 1, \dots, n$:
 - i. Choose Step size α_k using one of the three methods above.
 - ii. $x_{k+1} = proj_C(x_k - \alpha_k * \nabla f(x_k))$
 - iii. Exit when $\|x_k - x_{k+1}\| < \epsilon$
3. Return x_{k+1} .

Stationarity of Projected Gradient:

$x^* \in \text{argmin}_{x \in C} f(x)$ with C closed & convex, the $f: R^n \rightarrow R$ is convex differentiable if and only if:

$$x^* = proj_C(x^* - \alpha_k * \nabla f(x^*))$$

Convergence of Gradient Descent:

Linear Programming

Geometry of Linear Programming:

Suppose we have a polyhedron: $P = \{x \mid Ax \leq b\}$, $A = \begin{pmatrix} a_1^T \\ \vdots \\ a_m^T \end{pmatrix}$, $A: (m, n)$ $m < n$. Polyhedrons are convex

because they are intersections of half-spaces.

1. Equivalent Concepts:

i. Extreme points: $x \in P$ is an extreme point of P if there does not exist two vectors $y, z \in P$ such that:

$$x = \lambda y + (1 - \lambda)z$$

ii. $x \in P$ is a vertex of P if there exists a vector $c \neq 0$ such that:

$$c^T x < c^T y, \quad \forall y \in P, y \neq x$$

iii. x^* is a basic solution if $a_{i_1,1}, \dots, a_{i_k,n}$ are linearly independent $\leftrightarrow Bx^* = b_B \leftrightarrow Rank(B) = n$

Settings: $A = (B \quad N)$ where $B: (m, m)$ is a basis of A , let the indices in B be $\beta = \{i_1, \dots, i_k\}$, $b_B =$

$$\begin{pmatrix} b_{i_1} \\ \vdots \\ b_{i_k} \end{pmatrix}$$

- a. Active Constraints: $a_i^T x^* = b_i, i \in \beta$
- b. Inactive feasible constraints: $a_i^T x^* < b_i, i \in N$
- c. Inactive infeasible constraints: $a_i^T x^* > b_i, i \notin B \cup N$

Properties of Polyhedron:

- 1. P contains a full line $\leftrightarrow P$ has no extreme points
- 2. P is unbounded $\leftrightarrow P$ contains a half-line.

Converting Generic Polyhedron to Standard Form:

Suppose we have a generic polyhedron $P = \{x \mid Ax = b, Cx \leq d\}$ & we want to convert it to standard form: $p = \{x \mid Ax = b, x \geq 0\}, b \geq 0$, the following steps should be taken:

1. Ensure that all converted $b_i \in b$ are positive:

- i. For any $b_i < 0$ in generic form $Ax = b$, replace $a_i x_i = b_i \rightarrow (-a_i)x = (-b_i)$
- ii. For $d_i < 0$, replace $c_i^T x \leq d_i \rightarrow -c_i^T x \geq -d_i, c_i^T x \geq d_i \rightarrow -c_i^T x \leq -d_i$

2. Converting Free Variables x_i (x_i has no constraints):

$$x_i = x_i' - x_i'', x_i' \geq 0 \text{ \& } x_i'' \geq 0$$

- i. x_i' encodes positive part of x_i , x_i'' encodes the negative part of x_i
- ii. Optimal solution must have $x_i' * x_i'' = 0$

3. Using Slack & Surplus to Convert Inequality Constraints:

- i. Replace $c_i^T x \leq d_i \rightarrow c_i^T x + s_i = d_i, s_i \geq 0$
- ii. Replace $c_i^T x \geq d_i \rightarrow c_i^T x - s_i = d_i, s_i \geq 0$

Basic Solution in Standard Form:

- 1. Setting: n variables, $m + n$ constraints (m equality constraints from $Ax = b$, n inequality constraints $x \geq 0$)
- 2. $\bar{A}x = \begin{pmatrix} B & N \\ 0 & I \end{pmatrix} \begin{pmatrix} x_B \\ x_N \end{pmatrix} = \begin{pmatrix} b \\ 0 \end{pmatrix}, x_N = 0, Bx_B = b, B: (m, m), A = (n, n), N = (n - m, n - m)$
- 3. Solution is degenerate if some elements in x_B is also 0.

Simplex Method:

Assumptions: problem in LP standard Form:

$$\min_x c^T x \text{ subj } Ax = b, x \geq 0$$

Simplex Method:

Start with basic variables with indices $B = \{\beta_1, \dots, \beta_m\}$ ($x_{i \in B}$ are nonzero) and non-basic variables $N = \{n_1, \dots, n_{n-m}\}$ such that $A = [B, N]$, $c = \begin{pmatrix} c_B \\ c_N \end{pmatrix}$

1. For each iteration: $k = 0, \dots, n$:

- i. Compute $Bx_B = b \rightarrow x_B$
- ii. Compute y such that $B^T y = c_B \rightarrow y$
- iii. Calculate reduced cost: $z_N = c_N - N^T y \rightarrow Z_n$, choose the most negative entry n_k in Z_n to enter the basis.
- iv. Solve $Bd_B = -a_{n_k}$
- v. Kick the basic variable with index: $q = \operatorname{argmin}_{q \in \{1, \dots, m\} \& d_{\beta q} < 0} -\frac{x_{\beta q}}{d_{\beta q}}$
- vi. Form the new basic & non-basic basis & start over again.

Optimality: No improving directions exists for each $j = 1, \dots, n$ such that

$$x_j = 0 \& z_j \geq 0 \text{ OR } x_j \geq 0 \& z_j = 0 \text{ (Must hold for basics)}$$

Duality

Primal Problem:

$$\min_x c^T x \text{ subj to } Ax = b, x \geq 0$$

- i. n variables, m constraints (because A is $m \times n$, $n > m$, underdetermined)
- ii. Suppose optimal x^* , then the unique optimal value would be $p^* = c^T x^*$

Dual of the Linear Problem:

$$\max_y b^T y \text{ subj to } c - A^T y \geq 0$$

In standard form:

$$\max_{y,z} b^T y \text{ subj to } A^T y + z = c, z \geq 0$$

- i. We applied "slack & surplus method" to obtain the value of z such that $z = c - A^T y$

Derivation of the Dual of the Linear Problem:

1. Consider the relaxed version of the primal problem (by converting the constraint to a price of violation)

$$\text{Relaxed Problem: } \min_x c^T x + y^T (b - Ax) \text{ subj to } x \geq 0, y: \text{ price of violating constraints}$$

- i. Relaxed problem provides a lower bound for optimal value p^* (by definition)
- ii. Dimensions: $A = (m, n)$, $x = (n, 1)$, $b = (m, 1)$, $y = (m, 1)$
- iii. $g(y) = \min_{x \geq 0} \{c^T x + y^T (b - Ax)\} \leq c^T x^* + y^T (b - Ax^*) = c^T x^* = p^*$
- iv. $y^T (b - Ax^*)$ cancelled out because $Ax^* = b$ by constraint.

2. Then by simplifying $g(y)$ as a function of y , we obtain:

$$\begin{aligned} g(y) &= \min_{x \geq 0} \{c^T x + y^T (b - Ax)\} \\ &= \min_{x \geq 0} \{c^T x + y^T b - y^T Ax\} \\ &= y^T b + \min_{x \geq 0} \{c^T x - y^T Ax\} \\ &= b^T y + \min_{x \geq 0} \{x^T (c - A^T y)\}, \text{ dimension of two parts here are } (1,1) \\ &= b^T y + \min_{x \geq 0} \{x^T (c - A^T y)\} \\ &= \begin{cases} b^T y & \text{if } c - A^T y \geq 0 \\ -\infty & \text{otherwise} \end{cases} \end{aligned}$$

If $c - A^T y < 0$, then I can choose x arbitrarily such that $g(y) \rightarrow -\infty$

Weak Duality:

Suppose x is primal feasible (constraints for primal problem satisfied: $Ax = b, x \geq 0$) and (y, z) is dual feasible (constraints for dual problem satisfied: $A^T y + z = c, z \geq 0$), then the primal objective is bounded below by the dual objective:

$$c^T x = (A^T y + z)x = y^T Ax + z^T x = y^T b + z^T x \geq y^T b, z \geq 0$$

Weak Duality Theorem:

If (x, y, z) is primal/dual feasible, then for value p :

- i. the primal value is an upper bound for the dual value.
- ii. the dual value is a lower bound for the primal value.

Complementarity:

The bound is tight (primal value = dual value) when x & y are complementary, namely $x^T z = 0$:
 $x_j = 0 \text{ \& } z_j \geq 0 \text{ or } x_j \geq 0 \text{ \& } z_j = 0$

Optimal Conditions:

1. Simplex maintains primal feasibility at every iteration: $Ax = b, x \geq 0$
2. Method defines y via $B^T y = c_B, z = c - A^T y$ & maintains complementarity: $x_B \geq 0 \text{ \& } z_B = 0$ and $x_N = 0 \text{ \& } z_N \geq 0$.
3. Exit when $z \geq 0$ such that (y, z) is dual feasible: $A^T y + z = c, z \geq 0$

Strong Duality Theorem: if an LP has an optimal solution, so does it dual, and then optimal values for dual & primal problems are equal.

Theorem: the primal-dual triple (x, y, z) is optimal iff

1. Primal Feasible: $Ax = b, x \geq 0$
2. Dual Feasible: $A^T y + z = c, z \geq 0$
3. Complementarity: $x^T z = 0$

Matrix Game:

Let matrix A denotes to the amounts that Y pays X such that a_{ij} represents the specific amount by X taking strategy j & Y taking strategy i .

$$A = \begin{pmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \dots & a_{nm} \end{pmatrix}, A = (m, n)$$

X strategy: Choose x subject to $e^T x = 1$ OR $\sum_{j=1}^n x_j = 1$

Y strategy: Choose y subject to $e^T y = 1$ OR $\sum_{i=1}^m y_i = 1$

Total Expected Payoff: $y^T Ax = \sum_{i=1}^m \sum_{j=1}^n a_{ij} x_j y_i$

Player Y 's analysis:

Suppose Y chooses y as his strategy, then X will best defend by choosing x to maximise the expected payoff:

$$\max_x y^T Ax \text{ subj to } e^T x = 1, e^T y = 1, y \geq 0, x \geq 0$$

Then, Y should choose y to protect against the worst possible case when X knows what Y will do: given y ,

$$\min_y (\max_x y^T Ax) \leftrightarrow \max_j (y^T A)_j$$

1. Solving for Y 's strategy:

- i. From LP theory, a basic optimal solution exists implies that x^* only has 1 nonzero component = 1. (Because there is only 1 equality constraint for inner problem x)
- ii. Original Problem: $\min_y (\max_x y^T Ax) \text{ subj to } e^T y = 1, y \geq 0$
- iii. Reformulate as an LP: $\min_{y,v} v \text{ subj to } ve \geq A^T y, e^T y = 1, y \geq 0$

Player X 's strategy: $\max_x (\min_y y^T Ax) \text{ subj to } e^T x = 1, e^T y = 1, y \geq 0, x \geq 0$

- i. Similarly, y^* only has 1 nonzero component (=1)
- ii. Reformulated problem: $\max_{x,\lambda} \lambda \text{ subj to } \lambda e \leq Ax, e^T x = 1, x \geq 0$

MiniMax Theorem: $\lambda = v$, namely X 's worst-case expected win = Y 's worst-case expected loss.

- i. X & Y analysis are dual pairs such that their optimal values should be the same (by strong duality). X 's the primal problem & Y is the dual problem.