

Absolute Value Equation Solution via Linear Programming

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Abstract

By utilizing a dual complementarity property, we propose a new linear programming method for solving the NP-hard absolute value equation (AVE): $Ax - |x| = b$, where A is an $n \times n$ square matrix. The algorithm makes no assumptions on the AVE other than solvability and consists of solving a few linear programs, typically less than four. The algorithm was tested on 500 consecutively generated random solvable instances of the AVE with $n = 10, 50, 100, 500$ and $1,000$. The algorithm solved 100% of the test problems to an accuracy of 10^{-8} by solving an average of 3.3 linear programs per AVE problem.

Keywords: absolute value equation, complementarity, linear programming

1 Introduction

We consider the absolute value equation (AVE):

$$Ax - |x| = b, \tag{1.1}$$

where $A \in \mathbb{R}^{n \times n}$ and $b \in \mathbb{R}^n$ are given, and $|\cdot|$ denotes absolute value. A slightly more general form of the AVE, $Ax + B|x| = b$ was introduced in [16] that was investigated algorithmically in [17] and in a more general context in [8]. The AVE (1.1) was investigated in detail theoretically in [13], and a bilinear program in the *primal* space of the problem was prescribed there for the special case when the singular values of A are not less than one. No computational results were given in either [13] or [8]. In contrast in [7], computational results were given for a linear-programming-based successive linearization algorithm utilizing a concave minimization model and a primal-dual bilinear model in [11]. As shown in [13], the general NP-hard linear complementarity problem (LCP) [2, 3, 1], which subsumes many mathematical programming problems, can be formulated as an AVE (1.1). This implies that (1.1) is NP-hard in its general form. More recently a generalized Newton method was proposed for solving the AVE (1.1) [9], while a uniqueness result for the AVE (1.1) is presented in [18] and for a more general version of the AVE (1.1) in [19]. Finally, existence and convexity results are given in [4], while an algorithm for computing all solutions of an AVE (1.1) is given in [20], and equivalent formulations of the AVE (1.1) are given in [15].

Our present approach consists of formulating the AVE (1.1) as a linear program, which is completely different from that of [10], where a different dual complementarity condition was employed to generate the objective function of the linear program. However, here we also utilize a dual complementarity condition, which is different from that of [10], that enables a few iterations of our linear program to solve the AVE (1.1). This dual complementarity requirement is achieved by successively modifying the primal linear program based on a prior dual program. In most instances this approach eventually obtains a solution to the AVE (1.1) in less than four iterations. In Section 2 we outline the theory behind

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our approach and in Section 3 we state our iterative algorithm that consists of solving a succession of linear programs with modified objective functions. In Section 4 we give computational results that show the effectiveness of our approach by solving 100% of a sequence of 500 randomly generated consecutive AVEs in \mathbb{R}^{10} to $\mathbb{R}^{1,000}$ to an accuracy of 10^{-8} . In contrast only 90.2% of the 500 AVEs attempted in [10] were solved by the linear programming approach proposed there. Section 5 concludes the paper.

We describe our notation now. All vectors will be column vectors unless transposed to a row vector by a prime $'$. For a vector $x \in \mathbb{R}^n$ the notation x_j will signify the j -th component. The scalar (inner) product of two vectors x and y in the n -dimensional real space \mathbb{R}^n will be denoted by $x'y$. For $x \in \mathbb{R}^n$, $\|x\|_\infty$ will denote the ∞ -norm: $\max_{i=1,\dots,n} |x_i|$. The notation $A \in \mathbb{R}^{m \times n}$ will signify a real $m \times n$ matrix. For such a matrix, A' will denote the transpose of A . A vector of ones in a real space of arbitrary dimension will be denoted by e , while I will denote the identity matrix. Thus for $e \in \mathbb{R}^m$ and $y \in \mathbb{R}^m$ the notation $e'y$ will denote the sum of the components of y . A vector of zeros in a real space of arbitrary dimension will be denoted by 0 . The abbreviation “s.t.” stands for “subject to”.

2 AVE Solution via Dual Complementarity

We begin with the linear program:

$$\min_{x,y} h'y \quad \text{s.t.} \quad Ax - y = b, \quad x + y \geq 0, \quad -x + y \geq 0, \quad (2.2)$$

and its dual:

$$\max_{u,v,w} b'u \quad \text{s.t.} \quad A'u + v - w = 0, \quad -u + v + w = h, \quad v \geq 0, \quad w \geq 0. \quad (2.3)$$

Here h is an appropriately chosen vector in \mathbb{R}^n that will play a key role in our linear programming formulation. We note immediately that the following proposition gives sufficient conditions for the choice of h , in terms of an optimal dual variable u , that will ensure that a solution of the linear program (2.2) indeed solves AVE (1.1).

PROPOSITION 2.1. *Let (x, y) be a solution of the primal problem (2.2) and (u, v, w) be a solution of the corresponding dual problem (2.3). Then:*

$$h + u > 0 \implies Ax - |x| = b. \quad (2.4)$$

Proof From the dual complementarity condition we have that:

$$v'(x + y) + w'(-x + y) = 0. \quad (2.5)$$

Hence, if $h + u > 0$, then $v + w = h + u > 0$, which by (2.5) implies that either $y_i = -x_i$, or $y_i = x_i$, for $i = 1, \dots, n$. Consequently since $y \geq 0$, which follows by adding the last two constraints of (2.2), we have that $y = |x|$. Hence by the first constraint of (2.2) we have that $Ax - |x| = b$. \square

We note that Proposition 2.1 is based on a fundamental idea first utilized in [6, Lemma 1] for solving a general linear complementarity problem by a single linear program.

Based on Proposition 2.1 we have that if $h + u > 0$ then x solves AVE (1.1). This leads to the following choice for h :

$$h = \max\{-u + \epsilon e, \epsilon e\} > 0, \quad (2.6)$$

for some small positive ϵ . The inclusion of the last ϵe term in the above expression ensures against the possibility that the term $-u + \epsilon e$ includes some negative components which may lead to a primal linear program (2.2) that is unbounded below. Since condition (2.6) cannot be imposed *a priori* because of the lack of knowledge of what the optimal dual variable u will be, this leads us immediately to the iterative procedure that we are proposing in the next section, where u is a dual optimal u of a previous linear programming iteration.

3 AVE Solution via Linear Programming

We begin by stating our successive linear programming algorithm as follows.

ALGORITHM 3.1. Choose parameter value ϵ for the constraint of (2.6) (typically $\epsilon = 10^{-6}$), tolerance (typically $tol=10^{-8}$), and maximum number of iterations $itmax$ (typically $itmax=10$).

(I) Initialize the algorithm by determining an initial optimal primal (x^0, y^0) and its corresponding dual solution (u^0, v^0, w^0) by solving the following linear program:

$$\begin{aligned} \min_{x,y} \quad & e'y \\ \text{s.t.} \quad & Ax - y = b, \\ & x + y \geq 0, \\ & -x + y \geq 0. \end{aligned} \tag{3.7}$$

Set iteration number $i = 0$.

(II) If the number of components satisfying $\|Ax^i - |x^i| - b\|_\infty > tol$ is 0 or if $i = itmax$ stop.

(III) Obtain a dual optimal variable variables $u^{i+1}, v^{i+1}, w^{i+1}$, by solving the following primal linear program:

$$\begin{aligned} \min_{x,y} \quad & \max\{-u^i + \epsilon, \epsilon e\}'y \\ \text{s.t.} \quad & Ax - y = b \\ & x + y \geq 0, \\ & -x + y \geq 0. \end{aligned} \tag{3.8}$$

(IV) Set $i = i + 1$ and go to Step (II).

We note that since the feasible region of (3.8) has a finite number of vertices, then for an infinite sequence $\{u^i\}$ in the above algorithm, one such vertex of (3.8) must appear an infinite number of times if $itmax = \infty$. Hence the corresponding $u^{\bar{i}}$ to that vertex is repeated an infinite number of times also. Thus $u^{\bar{i}}$ is an accumulation of the sequence $\{u^i\}$. This fact in itself does not necessarily ensure that $u^{\bar{i}}$ leads to a solution of AVE (1.1). However, if at any iteration i in the above algorithm, including \bar{i} , $u^{i+1} = u^i$, then x^{i+1} solves AVE (1.1). This is so because for $h = \max\{-u^i + \epsilon e, \epsilon e\}$, we have that:

$$h + u^{i+1} = \max\{-u^i + \epsilon e, \epsilon e\} + u^i \geq \epsilon e > 0. \tag{3.9}$$

Hence it follows by Proposition 2.1 that x^{i+1} solves AVE (1.1). We thus have the following proposition.

PROPOSITION 3.2. If for some i in Algorithm 3.1, $u^{i+1} = u^i$, then x^{i+1} solves AVE (1.1) and Algorithm 3.1 terminates at this solution.

This proposition does not always guarantee termination of Algorithm 3.1 at an AVE (1.1) solution. However, computationally this appears to be the case in most instances, as demonstrated in the next section where exact solutions are obtained for 100% of 500 randomly generated problems to an accuracy of 10^{-8} .

4 Computational Results

We implemented our algorithm by solving 500 solvable random instances of the absolute value equation (1.1) consecutively generated. Elements of the matrix A were random numbers picked from a uniform distribution in the interval $[-5, 5]$. A random solution x with random components from $[-.5, .5]$ was generated and the right hand side b was computed as $b = Ax - |x|$. All computation was performed on 4 Gigabyte machine with a 3159MHz CPU running amd64-rhe16 Linux. We utilized the CPLEX linear programming code [5] within MATLAB [14] to solve our linear programs.

Of the 500 test problems, 100% were solved exactly to an ∞ -norm tolerance of 10^{-8} . The maximum number of iterations was set at 10 for $n = 10, 50, 100, 500, 1000$. The computational results are summarized in Table 1 and are better in the number of problems solved accurately and in total solution time than those given in [11] for a similar set of problems where a bilinear minimization approach was used but only 88.6% of the problems were solved to a lower accuracy of 10^{-6} . The present results are also better than those of [10] where a different complementarity-based method was utilized to solve only 90.2% of the problems attempted. Furthermore, the present approach is much more general than that of [9] which is applicable only to AVEs with singular values of A greater than 1.

It is interesting to note that 100% solution rate was achieved among the 500 problems described in Table 1 even though Proposition 3.2 does not guarantee a solution of AVE (1.1) by Algorithm 3.1 unless $u^{i+1} = u^i$. One possible justification for our solution rate is that all our test problems have a solution and it is not a simple matter to generate an AVE (1.1) that has *no* solution, to test our algorithm on, nor can our algorithm determine with any certainty that no solution exists for such a problem.

Problem Size n	Number of AVEs out of 100 Solved with ∞ -Norm Error $\leq tol = 10^{-8}$	Average # of Iterations per Problem	Time in Seconds for Solving 100 AVEs
10	100	2.11	0.1329
50	100	2.94	0.8799
100	100	3.46	5.5480
500	100	4.15	799.75
1,000	100	3.97	9297.9

Table 1: Computational Results for 500 Randomly Generated Consecutive AVEs

We note in conclusion that the linear complementarity problem (LCP): $Mz + q \geq 0, z \geq 0, z'(Mz + q) = 0$ is also equivalent to an absolute value equation (AVE) $(M + I)z + q = |(M - I)z + q|$ as shown in [12]. This AVE can also be effectively solved by similar linear programming techniques as demonstrated in [12]. That linear programming based AVE algorithm was also tested on 500 consecutively generated random solvable instances of the LCP with $n = 10, 50, 100, 500$ and 1,000. The algorithm solved 100% of the test problems to an accuracy of 10^{-8} by solving 2 or less linear programs per LCP problem.

5 Conclusion and Outlook

We have proposed a dual-complementarity-based linear programming formulation for solving the NP-hard absolute value equation. The method consists of solving a succession of linear programs. In 100% of 500 consecutive instances of solvable random test problems, the proposed algorithm solved the problem to an accuracy of 10^{-8} . Possible future work may consist of precise sufficient conditions under which the proposed formulation and solution method is guaranteed to terminate in a finite number of steps.

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