

If we don't need all of

$$A_N, \left(\vec{C}_B^T A_B^{-1} - A_N \right) \vec{x}_N$$

i.e. don't need all the non-basic coefficients in z-row -- 😊

First: $\left(\begin{matrix} \vec{C}_B^T \\ \hline \end{matrix} \begin{matrix} A_B^{-1} \\ \hline \end{matrix} \right) \dots$

row vector

subtle issue as to how you can speed this

$A_B: m \times m$
naive inv: m^3 operations

cp

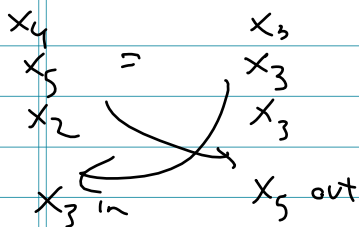
$$A_B = \begin{bmatrix} 1 & 4 & -2 \\ 2 & 5 & 1 \\ 3 & 7 & 5 \end{bmatrix} \begin{bmatrix} x_4 \\ x_5 \\ x_2 \end{bmatrix}$$

$m \times m$

\vec{x}_B

$$\left(\begin{matrix} \vec{C}_B^T A_B^{-1} \\ \hline \end{matrix} \right) \dots$$

Next step



$$\begin{bmatrix} 1 & \alpha & -2 \\ 2 & \beta & 1 \\ 3 & \gamma & 5 \end{bmatrix} \begin{bmatrix} x_4 \\ x_3 \\ x_2 \end{bmatrix}$$

Revised Simplex:

blah blah blah blah blah

" " " $\left(\vec{C}_B^T A_B^{-1} A_N \right)$ blah...

main obstacle

$$\left(\begin{matrix} \vec{C}_B^T A_B^{-1} \\ \hline \end{matrix} \begin{matrix} A_B^{-1} \\ \hline \end{matrix} A_N \right) \vec{x}_N \dots$$

first

just this, for an A_N

$m \times n$ can cost $O(mn)$

operations w/o some assumption on A_N

$n = \# \text{dec}$
 $m = \# \text{slack}$

Last time! If A_N is sparse 😊

Fast ways to invert A_B ?

- Not generally

- In some applications yes...

Eta matrices: Described Chvatl.

$$\vec{x}_B \begin{cases} x_4 = \\ x_5 = \\ x_2 = \\ z = \end{cases}$$

$$A_B \vec{x}_B = \vec{b} - A_N \vec{x}_N$$

$$\begin{bmatrix} 1 & \alpha & -2 \\ 2 & \beta & 1 \\ 3 & \gamma & 5 \end{bmatrix} = \begin{bmatrix} 1 & ? & -2 \\ 2 & ? & 1 \\ 3 & ? & 5 \end{bmatrix} \begin{bmatrix} 1 & & \\ 0 & & \\ 0 & & \end{bmatrix}$$

$$\begin{bmatrix} 1 & & \\ 2 & & \\ 3 & & \end{bmatrix}$$

vs.

$$\begin{bmatrix} 1 & u & -2 \\ 2 & v & 1 \\ 3 & w & 5 \end{bmatrix}$$

$$\begin{bmatrix} 1 & \alpha & -2 \\ 2 & \beta & 1 \\ 3 & \gamma & 5 \end{bmatrix}$$

$A_{B_{now}}$

$A_{B_{next}}$

$$\begin{bmatrix} 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 3 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

↑
good start

$$\begin{bmatrix} -2 \\ 1 \\ 5 \end{bmatrix} = \begin{bmatrix} -2 \\ 1 \\ 5 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & \alpha & -2 \\ 2 & \beta & 1 \\ 3 & \gamma & 5 \end{bmatrix} = \begin{bmatrix} 1 & u & -2 \\ 2 & v & 1 \\ 3 & w & 5 \end{bmatrix} \begin{bmatrix} \\ \\ \end{bmatrix}$$

$$\begin{bmatrix} 1 & -2 \\ 2 & 1 \\ 3 & 5 \end{bmatrix} = \begin{bmatrix} 1 & u & -2 \\ 2 & v & 1 \\ 3 & w & 5 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 1 \end{bmatrix}$$

$A_{B_{next}}$

$A_{B_{now}} \rightarrow E$
eta matrix

$$\begin{bmatrix} s \\ t \\ r \end{bmatrix} = A_{B_{now}}^{-1} \begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix}$$

assuming A_B^{-1} can be applied to vectors

x3 part of A



$$C_{B_{next}}^T A_{B_{next}}^{-1}$$

$$C_{B_{next}}^T (A_{B_{now}} E)^{-1}$$

$$\begin{bmatrix} 1 & \alpha & -2 \\ 2 & \beta & 1 \\ 3 & \gamma & 5 \end{bmatrix} = \begin{bmatrix} 1 & u & -2 \\ 2 & v & 1 \\ 3 & w & 5 \end{bmatrix} \begin{bmatrix} 1 & s & 0 \\ 0 & t & 0 \\ 0 & r & 1 \end{bmatrix}$$

$A_{B_{next}}$

$A_{B_{now}}$

E

$$\text{sit. } A_{B_{now}} \begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix} = \begin{bmatrix} 1 & u & -2 \\ 2 & v & 1 \\ 3 & w & 5 \end{bmatrix} \begin{bmatrix} s \\ t \\ r \end{bmatrix}$$

$$\dots C_{B_{now}}^T A_{B_{now}}^{-1} \dots \left. \vphantom{C_{B_{now}}^T A_{B_{now}}^{-1}} \right\} C_{B_{next}}^T A_{B_{next}}^{-1}$$

$$C_{B_{2^{nd} \text{ next}}}^T (A_{B_{\text{now}}} E E_2)^{-1}$$

$$= C_B^T E_2^{-1} E_1^{-1} A_{B_{\text{now}}}^{-1}$$

Eventually

$$C_B^T E_k^{-1} E_{k-1}^{-1} \dots E_2^{-1} E_1^{-1} A_{B_{\text{now}}}^{-1}$$

too expensive
too much error

$$(A_{B_{\text{now}}} E)^{-1} = E^{-1} A_{B_{\text{now}}}^{-1}$$

$$\left(C_{B_{\text{next}}}^T E^{-1} \right) \cdot A_{B_{\text{now}}}^{-1}$$

quick

$$\left([4 \ 5 \ 6] \begin{bmatrix} 1 & 7 & 0 \\ 0 & 9 & 0 \\ 0 & 2 & 1 \end{bmatrix}^{-1} \right)$$

quick

$$A_{B_{2^{nd} \text{ next}}} = A_{B_{\text{next}}} E_2$$

$$= A_{B_{\text{now}}} E E_2$$

$$[4 \ 5 \ 6] = [x \ y \ z] \cdot \begin{bmatrix} 1 & 7 & 0 \\ 0 & 9 & 0 \\ 0 & 2 & 1 \end{bmatrix}$$

$$[4 \ 5 \ 6] = [x \ 7x + 9y + 2z \ z]$$

4 = x ☺
6 = z ☺

$$5 = 7x + 9y + 2z$$

$$5 = 28 + 9y + 12$$

$$y = \frac{5 - 28 - 12}{9}$$

Say

$$[4 \ 5 \ 6] \begin{bmatrix} 1 & 7 & 0 \\ 0 & 9 & 0 \\ 0 & 2 & 1 \end{bmatrix}^{-1} = ?$$

Do we invert ... no.

$$[4 \ 5 \ 6] \left[\right]^{-1} = [x \ y \ z]$$