

# 空なる証明の道

Ku naru shoh-mei no michi

The way of the empty proof

L'art de la preuve vide

If you have the right definition you  
have a simpler proof.

If you have the right data structures,  
you have a simpler algorithm.

If you have the right.....

# Power of Elimination

## 除去の力

### Tarski's Meta-theorem

To any formula  $\Phi(X_1, X_2, \dots, X_m)$  in the vocabulary  $\{0, 1, +, \cdot, =, <\}$  one can effectively associate two objects:

- (i) a quantifier free formula  $\theta(X_1, \dots, X_m)$  in the same vocabulary and
- (ii) a proof of the equivalence  $\Phi \leftrightarrow \theta$  that uses the axioms for real closed fields.

$$\exists x \quad ax^2 + b + c = 0$$

If and only if

$$b^2 - 4ac > 0$$

# Resolution: Tarski's Meta-theorem for Logic

Elimination not restricted to algebra and geometry

$$\begin{array}{r} 3(2x - 9y \leq 55) \\ 2(-6x + 2y \leq -1) \\ \hline 0x - 7y \leq 13 \end{array}$$

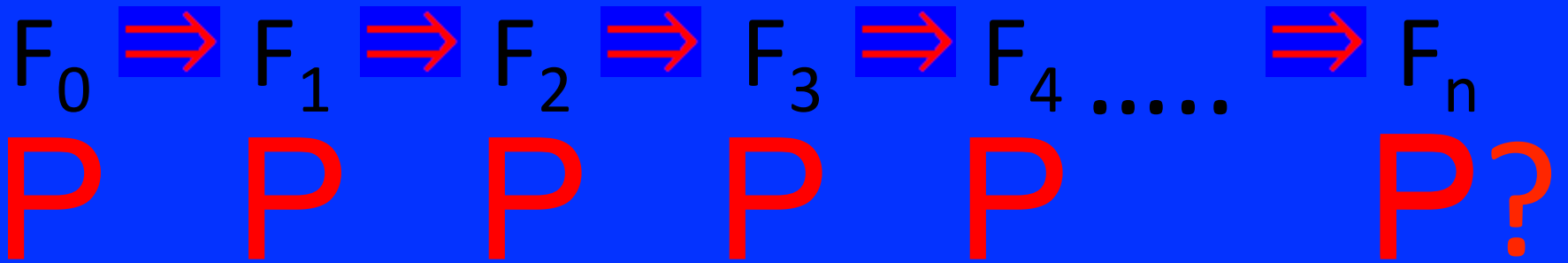
$$\begin{array}{r} P(a) \vee Q(x) \\ \neg P(a) \vee R(y) \\ \hline \exists x (P(a) \vee Q(x)) \vee R(y) \end{array}$$

Used in **automated** theorem proving (algebra, geometry & logic)

**But...**

However...

Can be used in special cases to **prove theorems by hand**



The elimination of the proof is an **ideal**  
seldom reached

Elimination gives us the **heart** of the proof

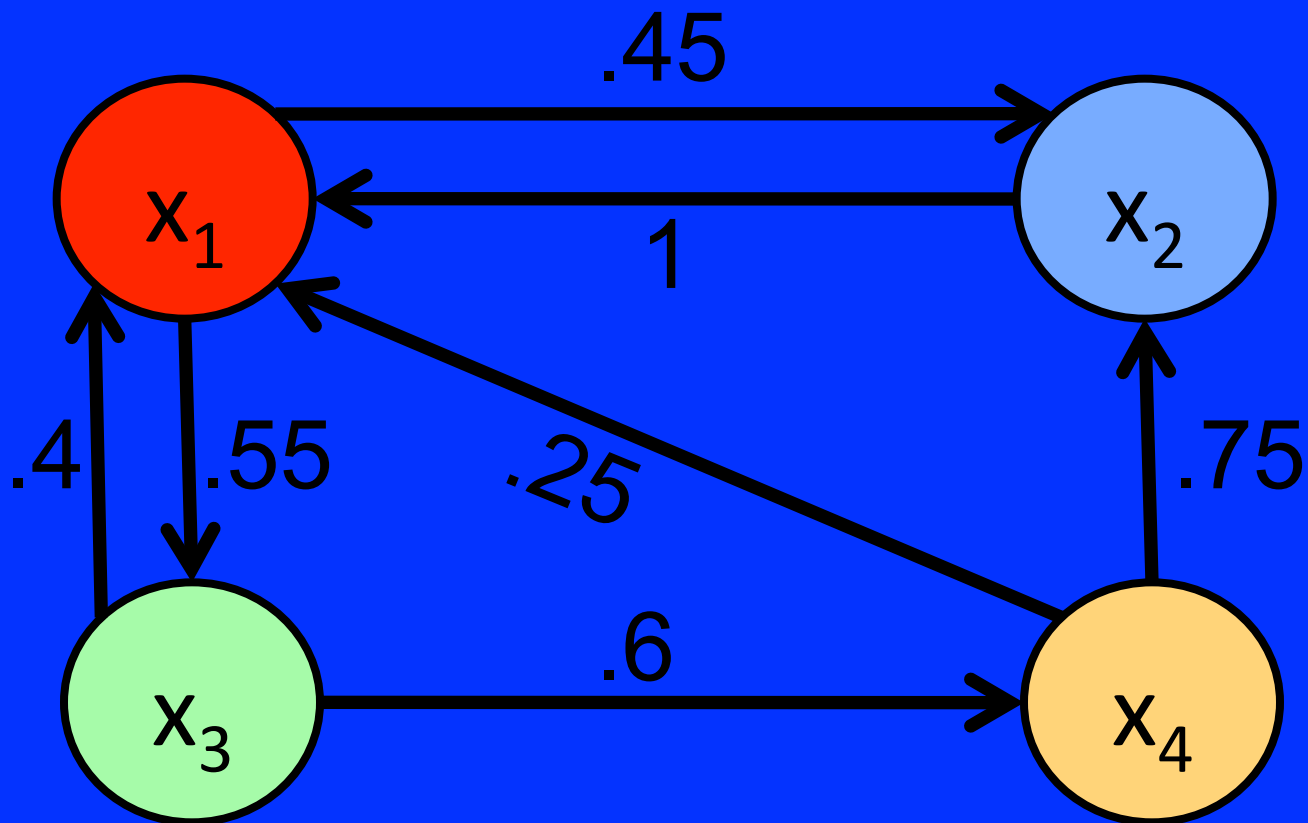


# Markov's Ergodic Theorem (1906)

Any irreducible, finite, aperiodic Markov Chain has all states Ergodic (reachable at any time in the future) and has a unique stationary distribution, which is a probability vector.

# Probabilities

after 15 steps	30 steps	100 steps	500 steps	1000 steps
$X_1 = .33$	$X_1 = .33$	$X_1 = .37$	$X_1 = .38$	$X_1 = .38$
$X_2 = .26$	$X_2 = .26$	$X_2 = .29$	$X_2 = .28$	$X_2 = .28$
$X_3 = .26$	$X_3 = .23$	$X_3 = .21$	$X_3 = .21$	$X_3 = .21$
$X_4 = .13$	$X_4 = .16$	$X_4 = .13$	$X_4 = .13$	$X_4 = .13$



## Probabilities

after 15 steps

$$X_1 = .46$$

$$X_2 = .20$$

$$X_3 = .26$$

$$X_4 = .06$$

30 steps

$$X_1 = .36$$

$$X_2 = .26$$

$$X_3 = .23$$

$$X_4 = .13$$

100 steps

$$X_1 = .38$$

$$X_2 = .28$$

$$X_3 = .21$$

$$X_4 = .13$$

500 steps

$$X_1 = .38$$

$$X_2 = .28$$

$$X_3 = .21$$

$$X_4 = .13$$

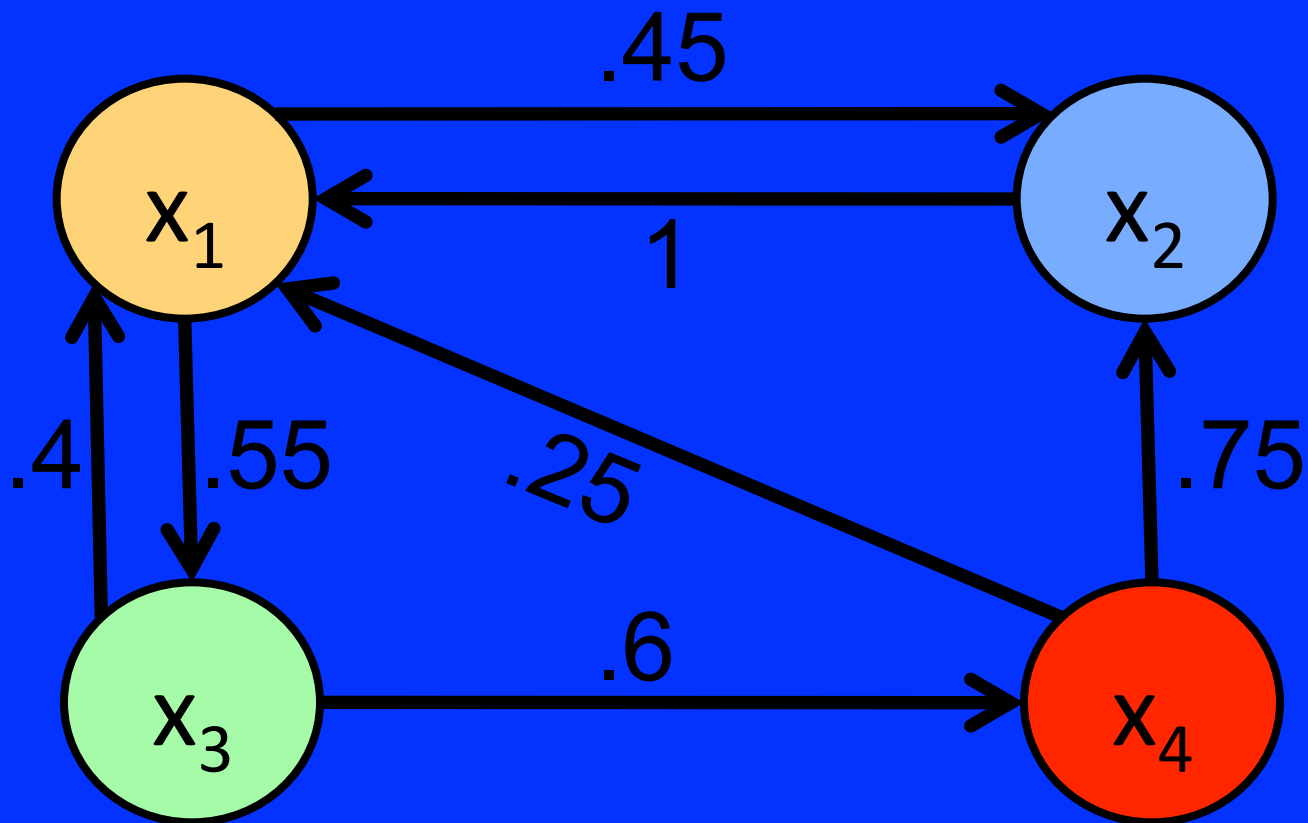
1000 steps

$$X_1 = .38$$

$$X_2 = .28$$

$$X_3 = .21$$

$$X_4 = .13$$



$$p_{11}x_1 + p_{21}x_2 + p_{31}x_3 = x_1$$

$$p_{12}x_1 + p_{22}x_2 + p_{32}x_3 = x_2$$

$$p_{13}x_1 + p_{23}x_2 + p_{33}x_3 = x_3$$

$$\sum x_i = 1$$

$$x_i \geq 0$$

You can view the problem in three different ways:

- Principal eigenvector problem
- Classical Linear Programming problem
- Elimination problem

# Difficulties as an Eigenvector Problem

- Notion of convergence
- Deal with complex numbers
- Uniqueness of solution
  
- Need to use theorems: Perron-Frobenius, Chapman, Kolmogoroff, Cauchy... and/or restrictive hypotheses....

# Symbolic Gaussian Elimination

System of two variables:

$$p_{11}x_1 + p_{21}x_2 = x_1$$

$$p_{12}x_1 + p_{22}x_2 = x_2$$

$$\sum x_i = 1$$

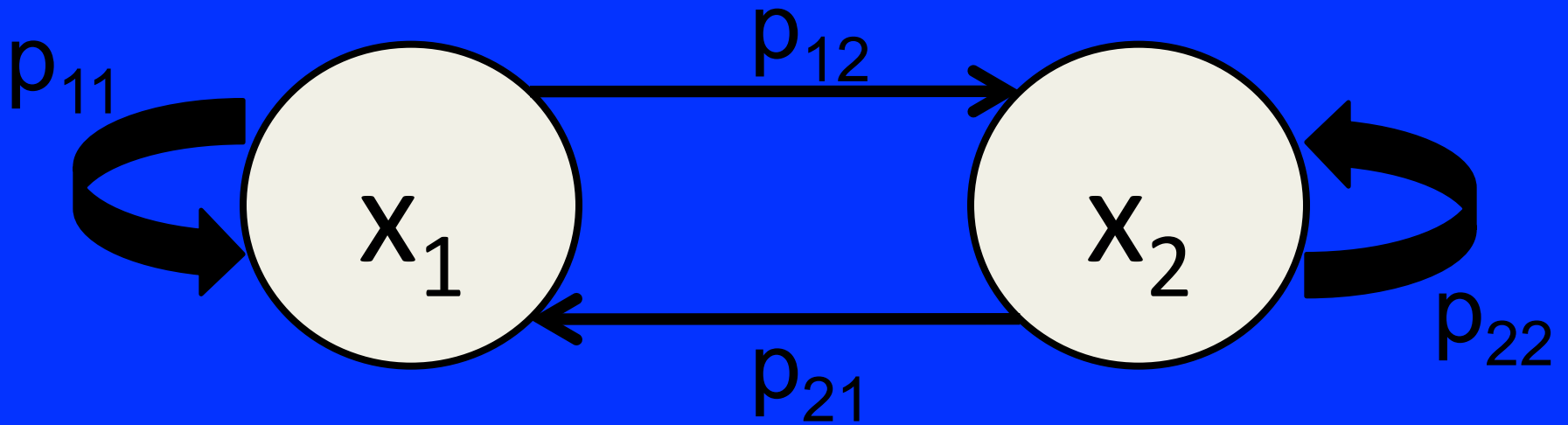
With Maple we find:

$$x_1 = p_{21}/(p_{21} + p_{12})$$

$$x_2 = p_{12}/(p_{21} + p_{12})$$

$$x_1 = p_{21} / (p_{21} + p_{12})$$

$$x_2 = p_{12} / (p_{21} + p_{12})$$



# Symbolic Gaussian Elimination

Three variables:

$$p_{11}x_1 + p_{21}x_2 + p_{31}x_3 = x_1$$

$$p_{12}x_1 + p_{22}x_2 + p_{32}x_3 = x_2$$

$$p_{13}x_1 + p_{23}x_2 + p_{33}x_3 = x_3$$

$$\sum x_i = 1$$

With Maple we find:

$$x_1 = (p_{31}p_{21} + p_{31}p_{23} + p_{32}p_{21}) / \Sigma$$

$$x_2 = (p_{13}p_{32} + p_{12}p_{31} + p_{12}p_{32}) / \Sigma$$

$$x_3 = (p_{13}p_{21} + p_{12}p_{23} + p_{13}p_{23}) / \Sigma$$

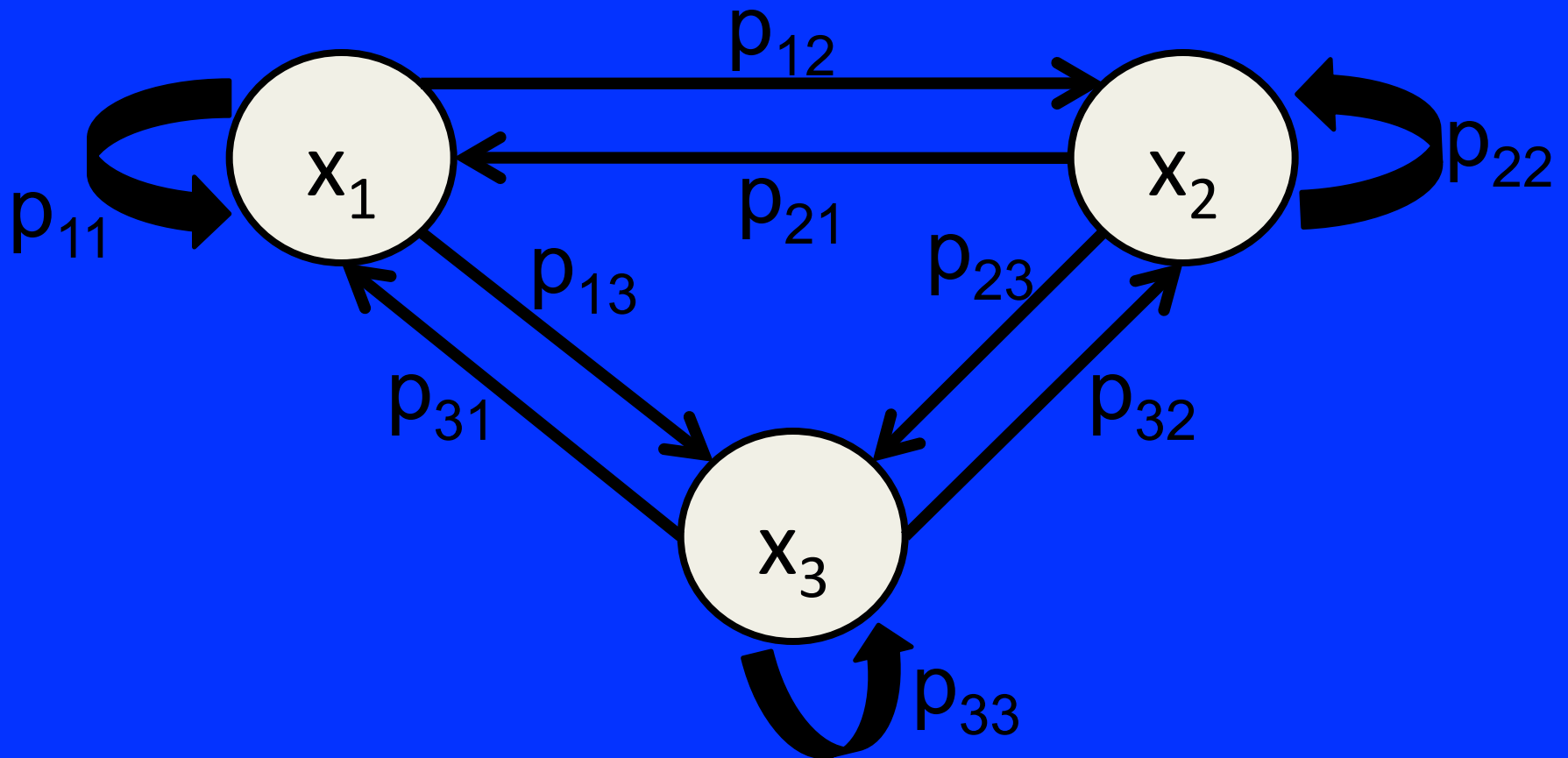
$$\Sigma = (p_{31}p_{21} + p_{31}p_{23} + p_{32}p_{21} + p_{13}p_{32} + p_{12}p_{31} + p_{12}p_{32} + p_{13}p_{21} + p_{12}p_{23} + p_{13}p_{23})$$



$$x_1 = (p_{31}p_{21} + p_{23}p_{31} + p_{32}p_{21}) / \Sigma$$

$$x_2 = (p_{13}p_{32} + p_{31}p_{12} + p_{12}p_{32}) / \Sigma$$

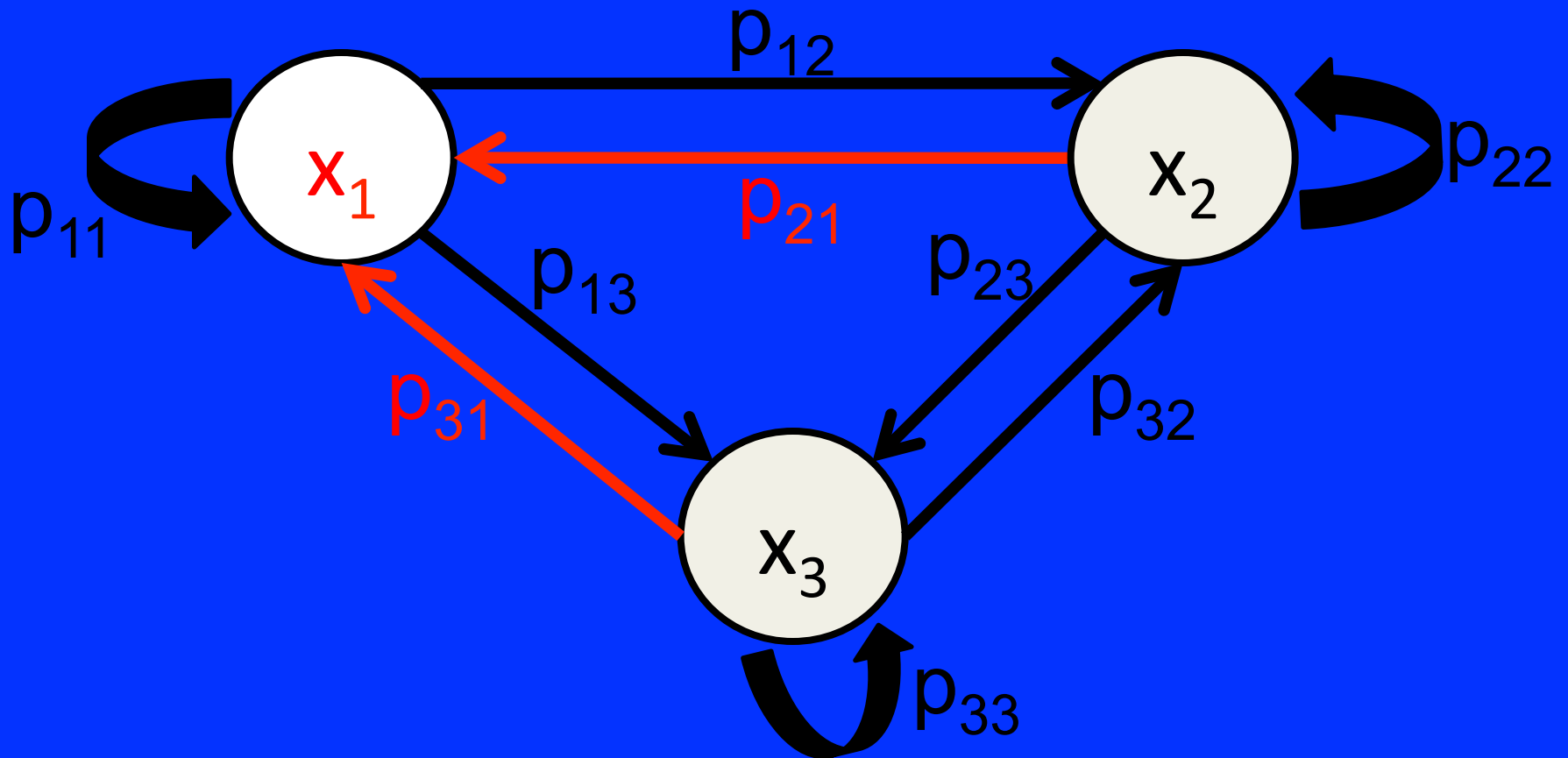
$$x_3 = (p_{21}p_{13} + p_{12}p_{23} + p_{13}p_{23}) / \Sigma$$



$$x_1 = (p_{31}p_{21} + p_{23}p_{31} + p_{32}p_{21}) / \Sigma$$

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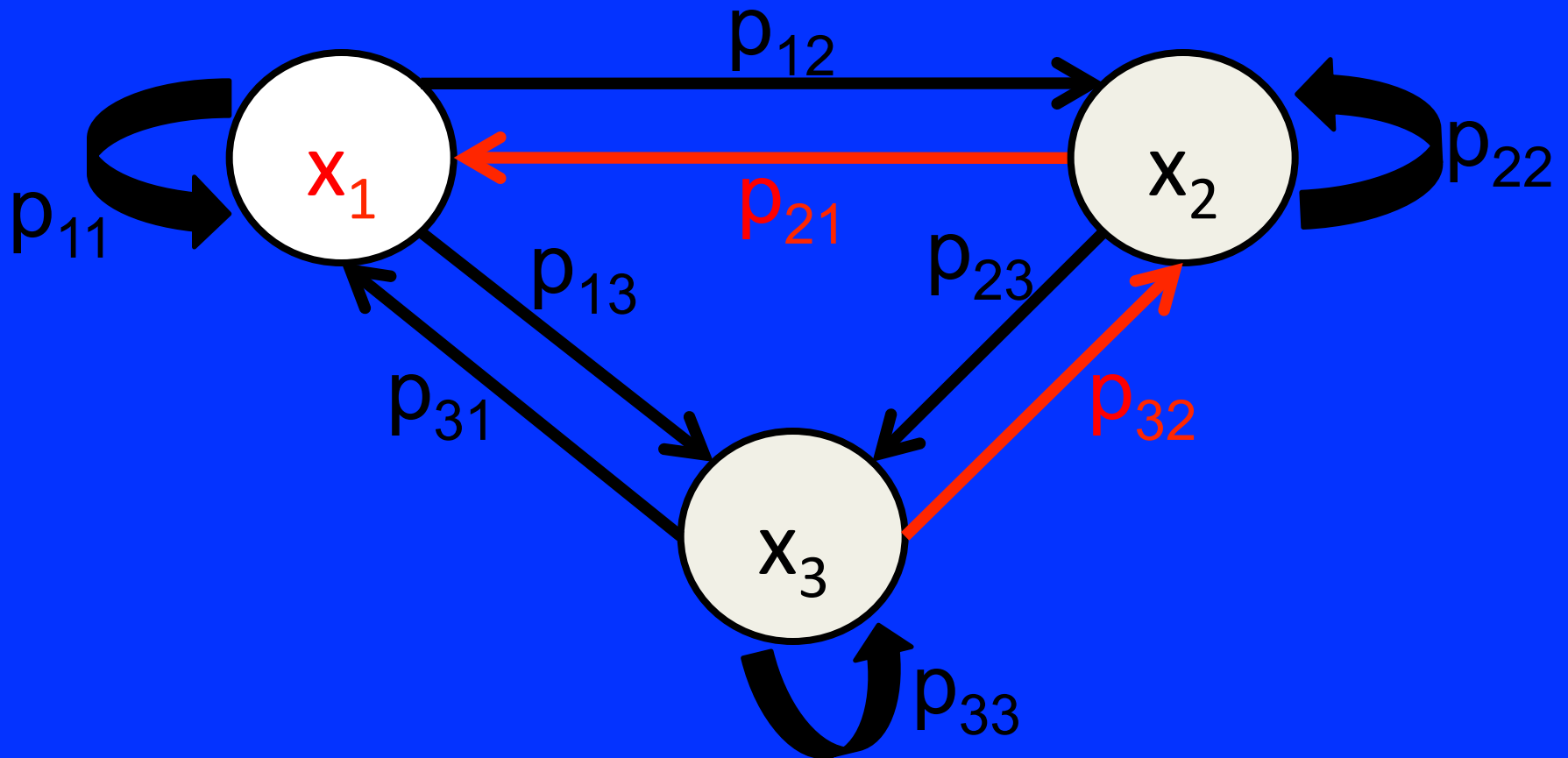
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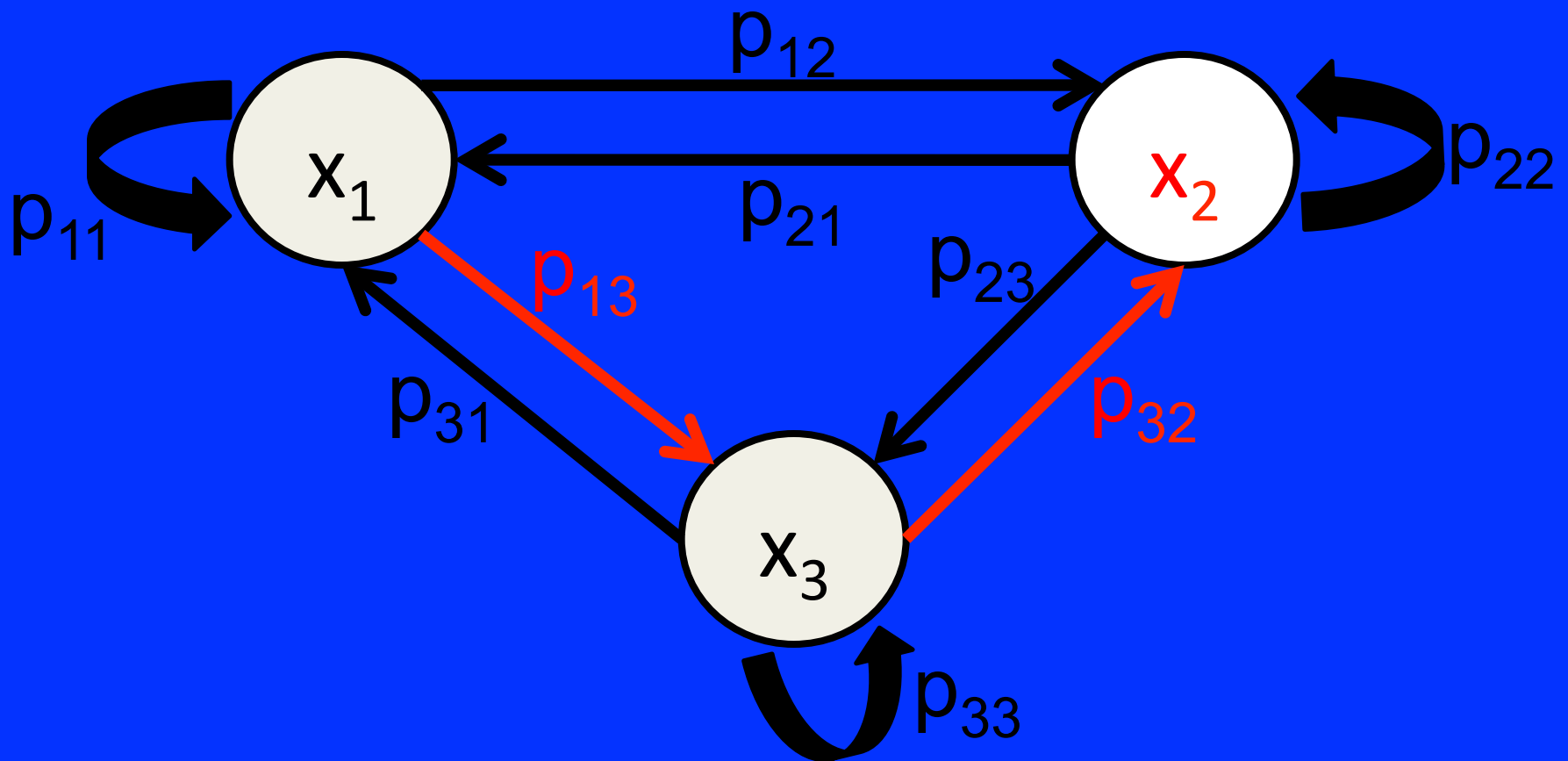
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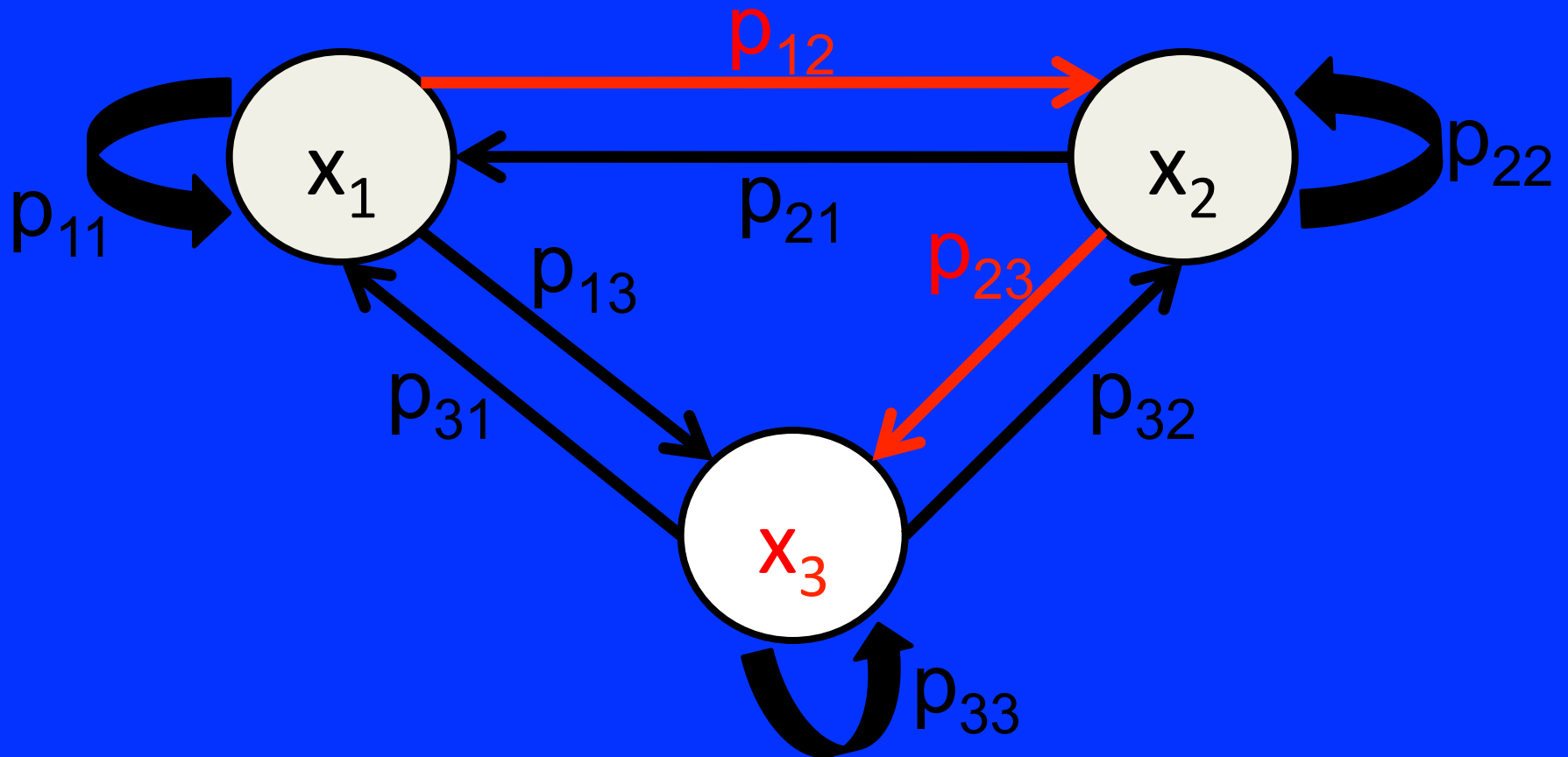
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$$x_3 = (p_{21}p_{13} + p_{12}p_{23} + p_{13}p_{23}) / \Sigma$$



Do you see the **LIGHT**?

James Brown (The Blues Brothers)

# Symbolic Gaussian Elimination

System of four variables:

$$p_{21}x_2 + p_{31}x_3 + p_{41}x_4 = x_1$$

$$p_{12}x_1 + p_{42}x_4 = x_2$$

$$p_{13}x_1 = x_3$$

$$p_{34}x_3 = x_4$$

$$\sum x_i = 1$$

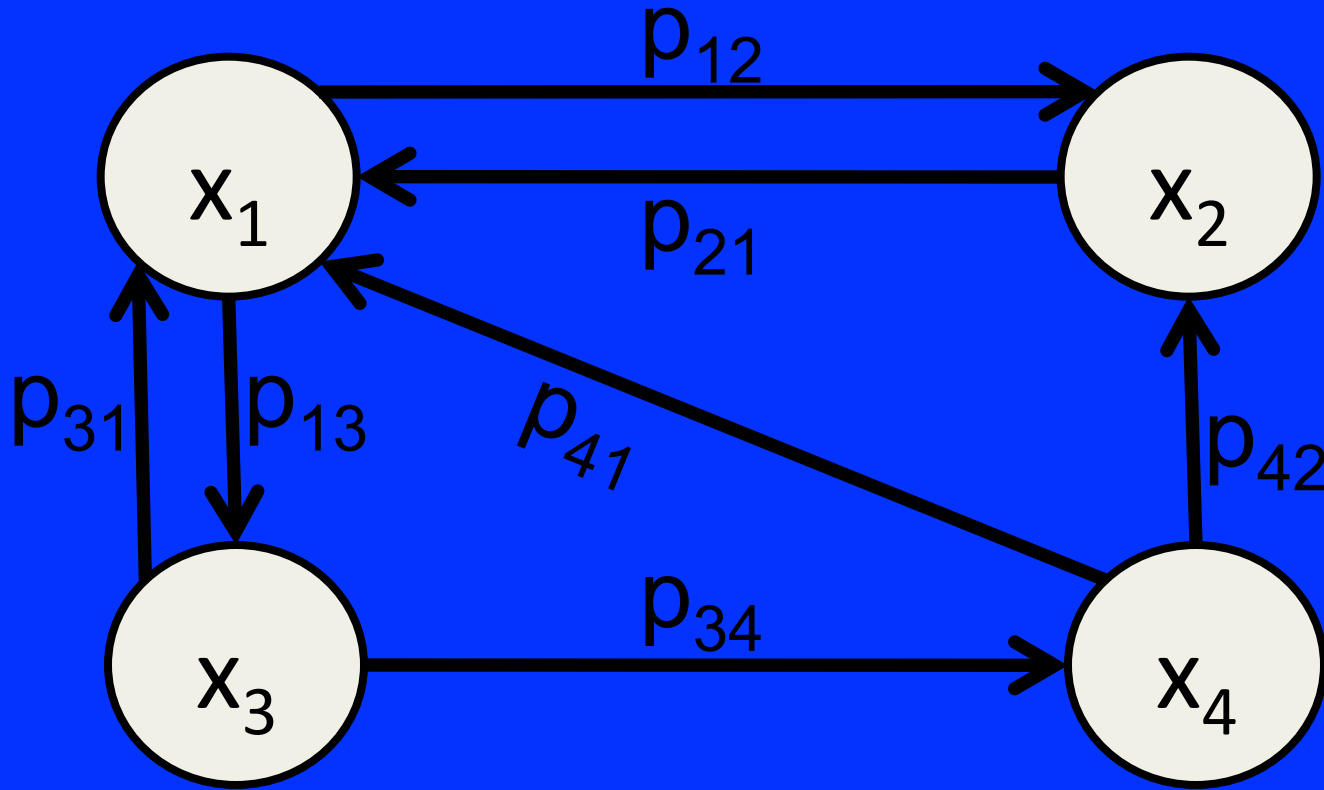
With Maple we find:

$$x_1 = p_{21}p_{34}p_{41} + p_{34}p_{42}p_{21} + p_{21}p_{31}p_{41} + p_{31}p_{42}p_{21} / \Sigma$$

$$x_2 = p_{31}p_{41}p_{12} + p_{31}p_{42}p_{12} + p_{34}p_{41}p_{12} + p_{34}p_{42}p_{12} + p_{13}p_{34}p_{42} / \Sigma$$

$$x_3 = p_{41}p_{21}p_{13} + p_{42}p_{21}p_{13} / \Sigma$$

$$x_4 = p_{21}p_{13}p_{34} / \Sigma$$



$$\Sigma = p_{21}p_{34}p_{41} + p_{34}p_{42}p_{21} + p_{21}p_{31}p_{41} + p_{31}p_{42}p_{21} + p_{31}p_{41}p_{12} + p_{31}p_{42}p_{12} + p_{34}p_{41}p_{12} + p_{34}p_{42}p_{12} + p_{13}p_{34}p_{42} + p_{41}p_{21}p_{13} + p_{42}p_{21}p_{13} + p_{21}p_{13}p_{34}$$

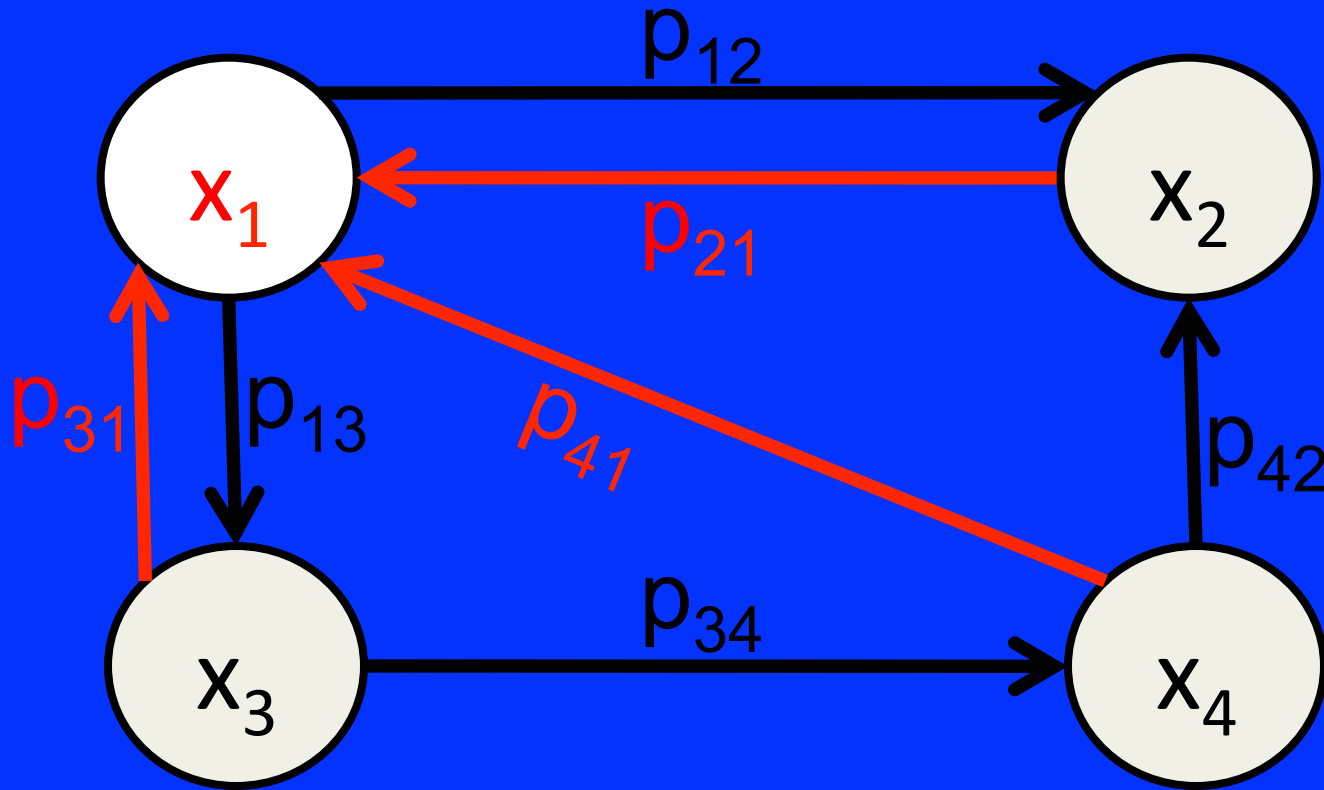


$$x_1 = p_{21}p_{34}p_{41} + p_{34}p_{42}p_{21} + p_{21}p_{31}p_{41} + p_{31}p_{42}p_{21} / \Sigma$$

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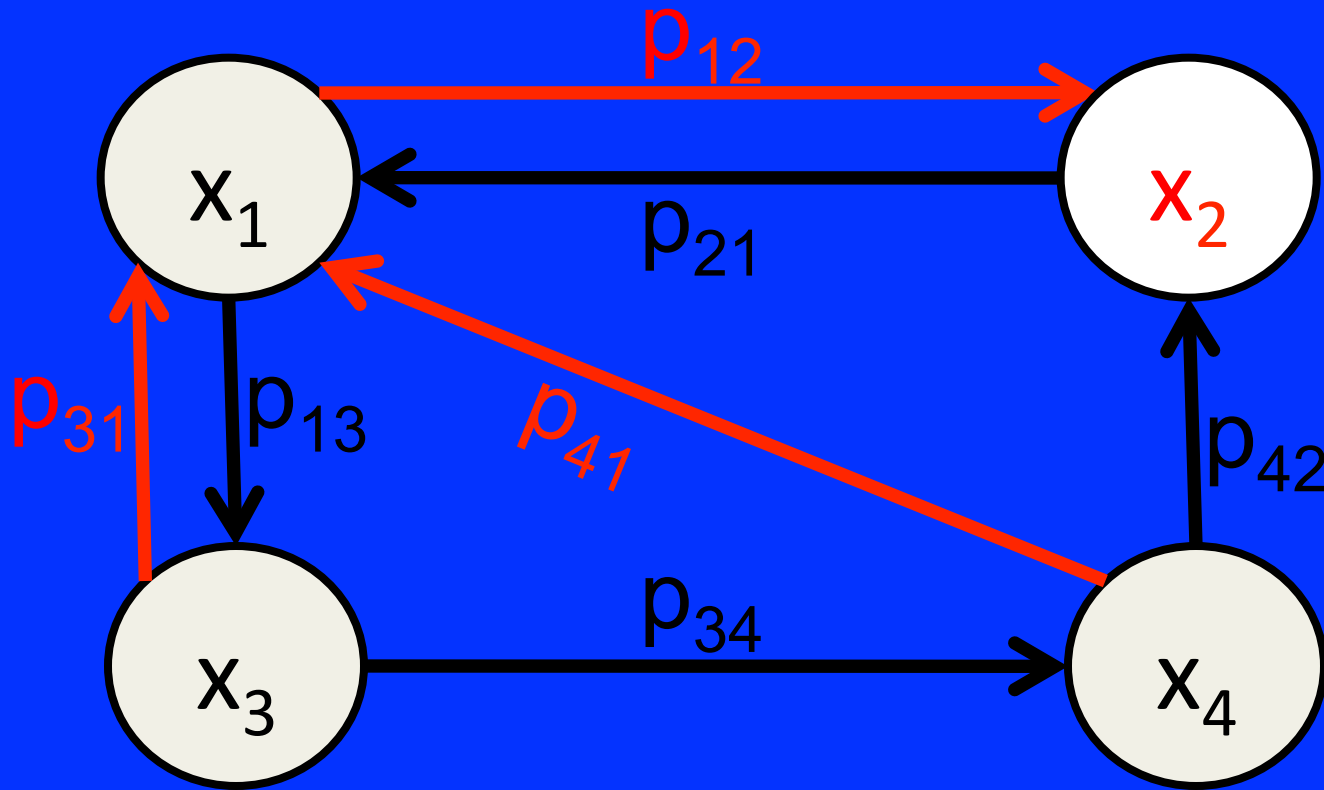
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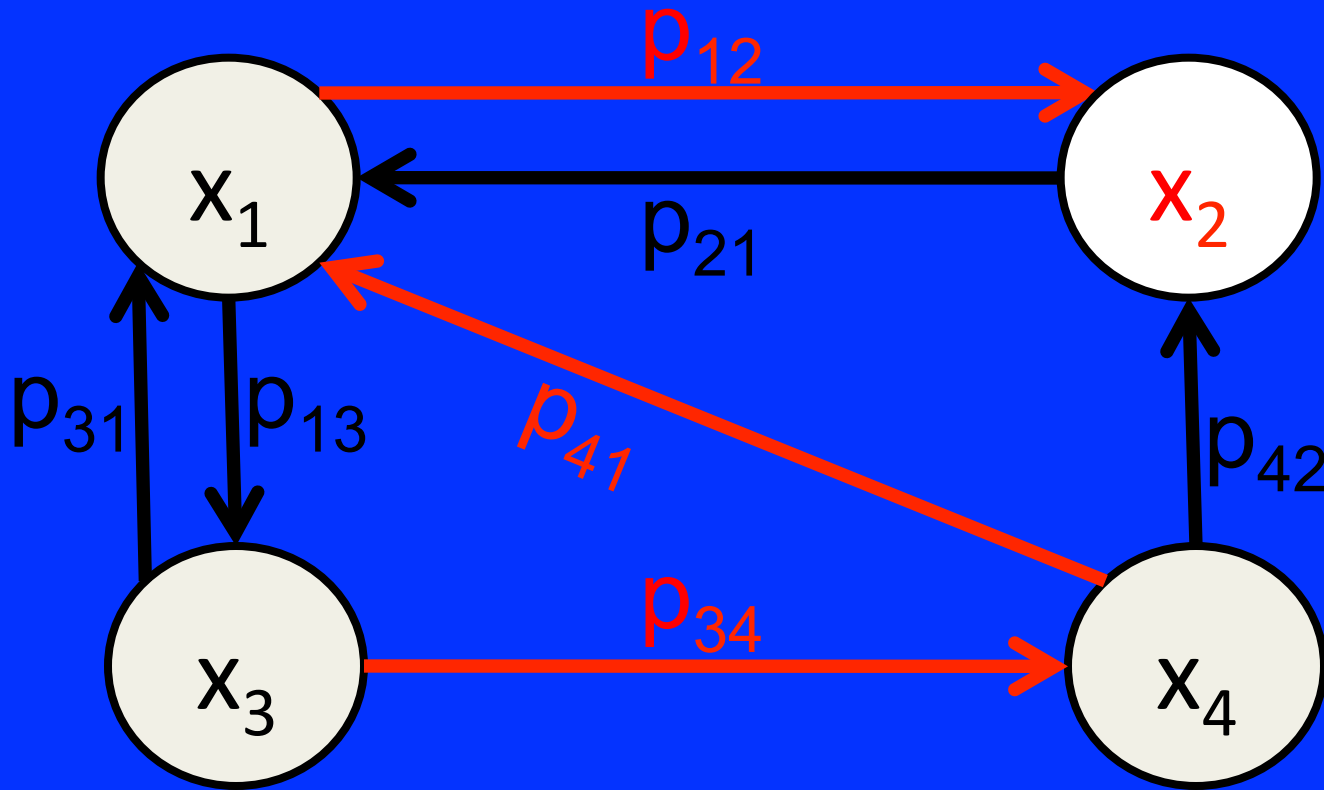
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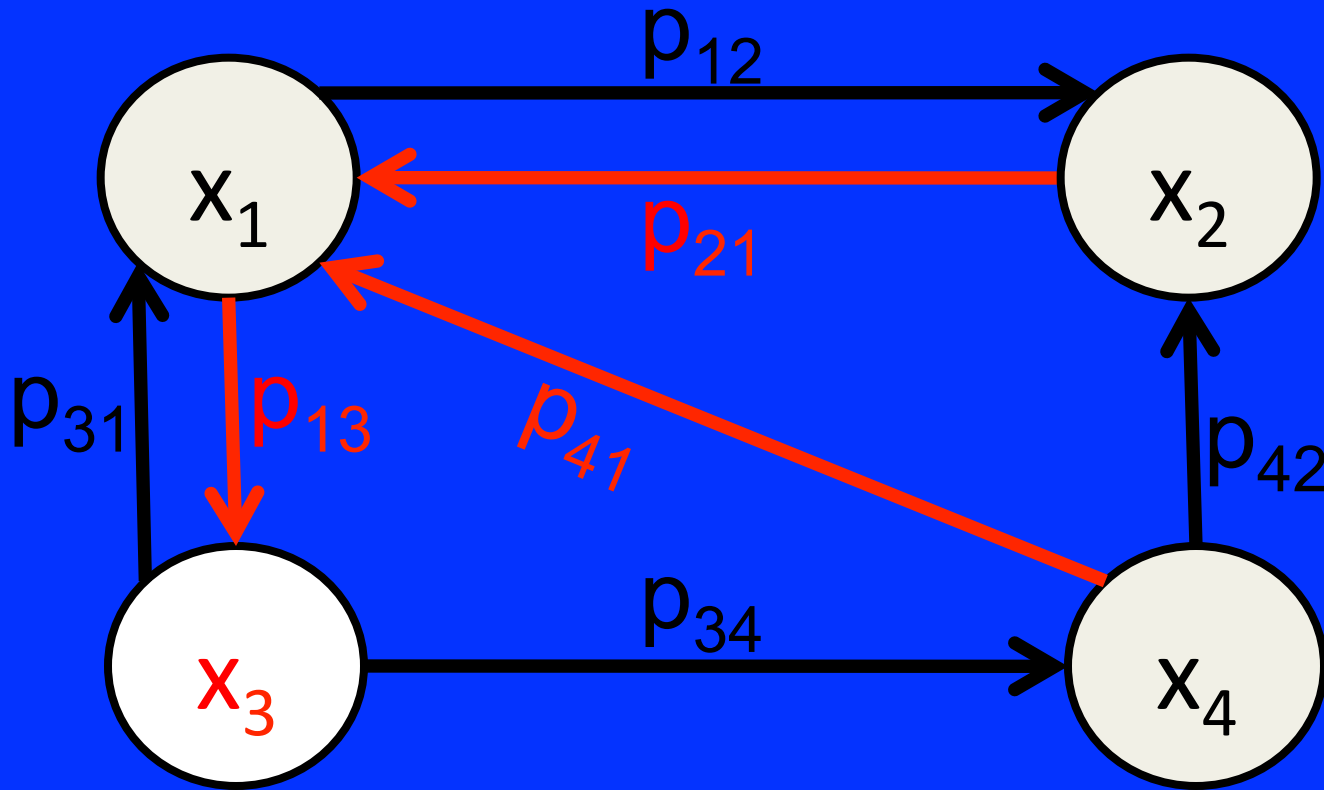
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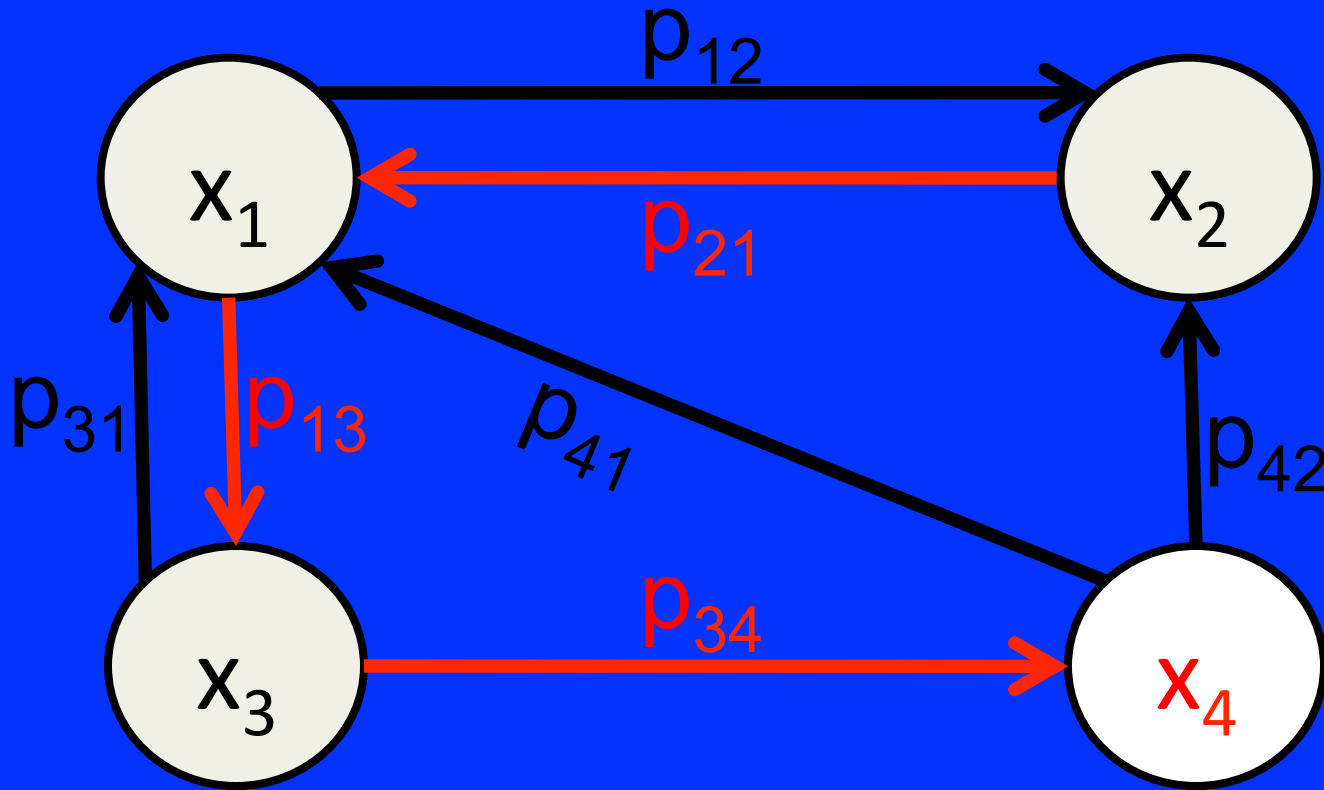
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# Ergodic Theorem Revisited

If there exists a reverse spanning tree in a graph of the Markov chain associated to a stochastic system, then:

(a) the stochastic system admits the following probability vector as a solution:

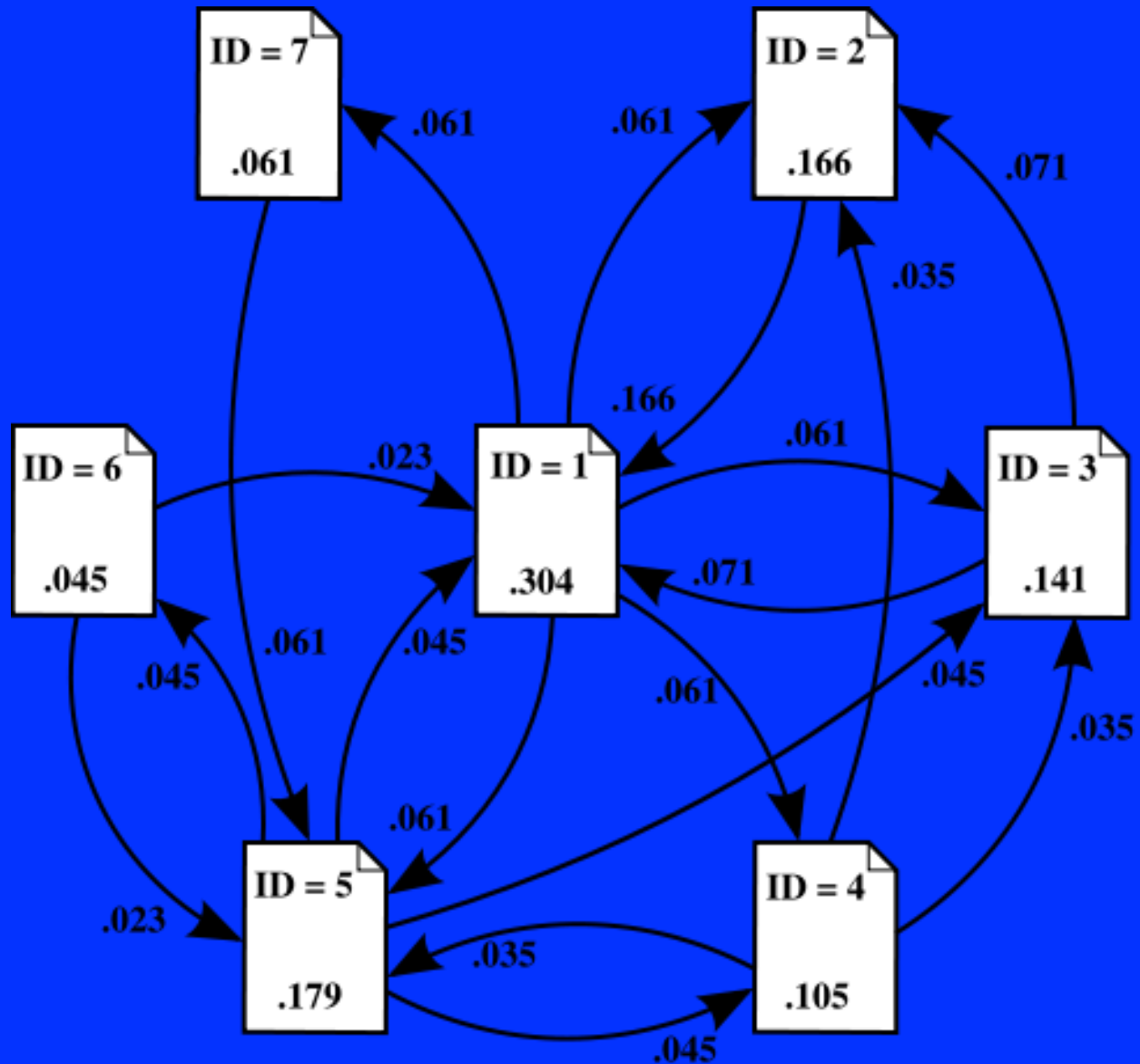
$$\left\{ x_i = \frac{W(i)}{\sum_j W(j)} \right\}_{i=1, n}$$

(b) the solution is unique.

(c) the conditions  $\{x_i \geq 0\}_{i=1, n}$  are redundant and the solution can be computed by Gaussian elimination.

# Internet Sites

- Kleinberg
- Google
- SALSA
  
- In degree heuristic

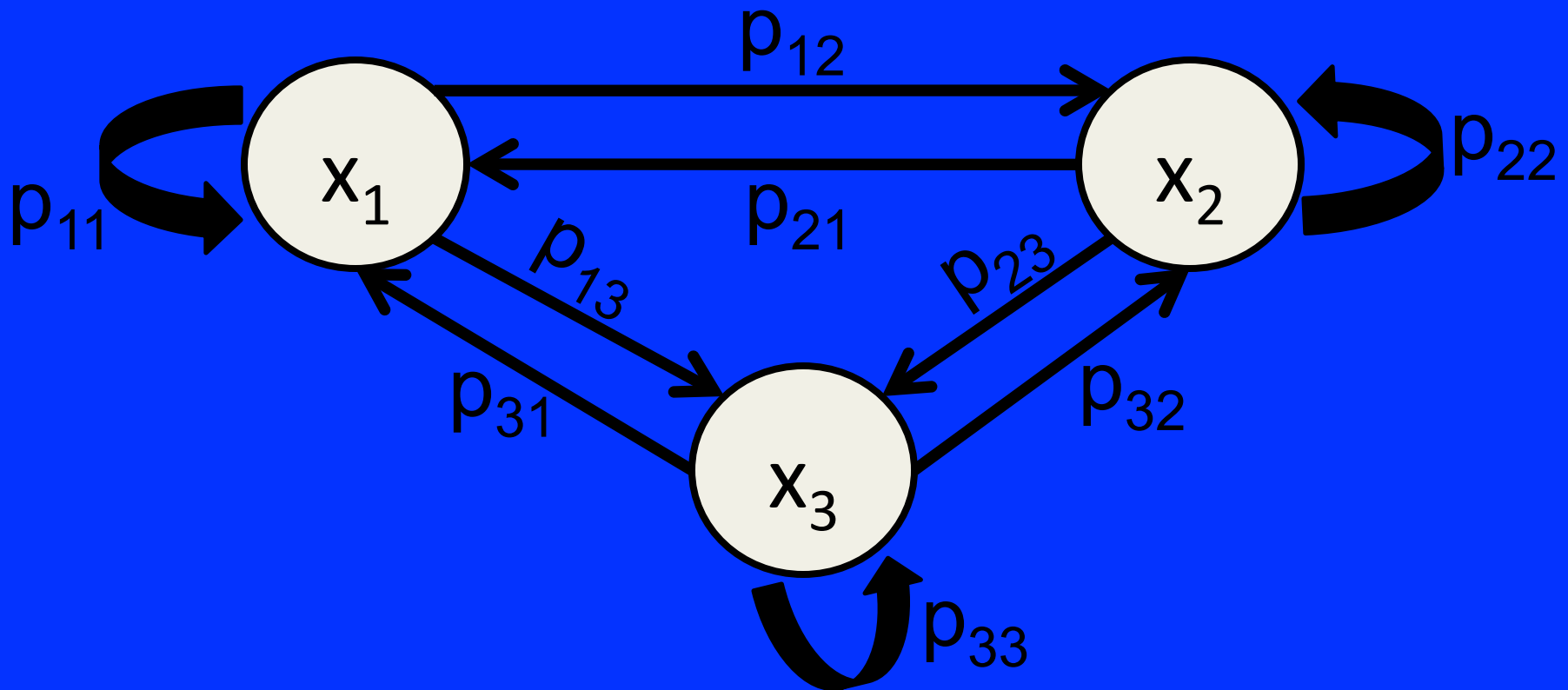


# Markov Chain as a Conservation System

$$p_{11}x_1 + p_{21}x_2 + p_{31}x_3 = x_1(p_{11} + p_{12} + p_{13})$$

$$p_{12}x_1 + p_{22}x_2 + p_{32}x_3 = x_2(p_{21} + p_{22} + p_{23})$$

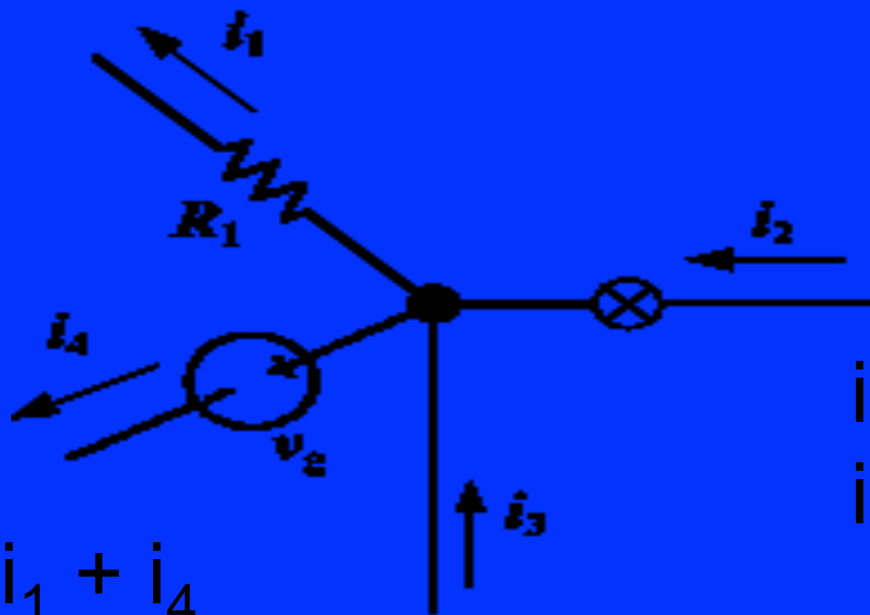
$$p_{13}x_1 + p_{23}x_2 + p_{33}x_3 = x_3(p_{31} + p_{32} + p_{33})$$



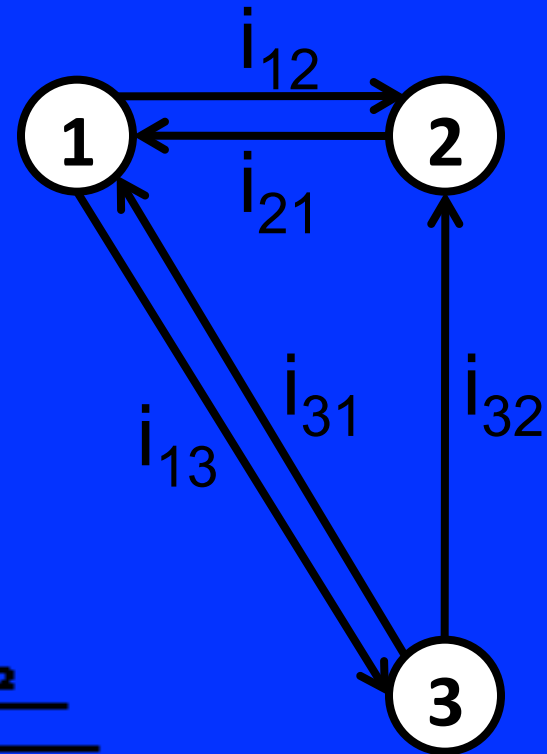


# Kirchoff's Current Law

- The sum of currents flowing **towards** a node is equal to the sum of currents flowing **away** from the node.



$$i_3 + i_2 = i_1 + i_4$$



$$i_{31} + i_{21} = i_{12} + i_{13}$$

$$i_{32} + i_{12} = i_{21}$$

$$i_{13} = i_{31} + i_{32}$$

# Kirchoff's Matrix Tree Theorem (1847)

For an  $n$ -vertex digraph, define an  $n \times n$  matrix  $A$  such that  $A[i,j] = 1$  if there is an edge from  $i$  to  $j$ , for all  $i \neq j$ , and the diagonal entries are such that the row sums are 0.

Let  $A(k)$  be the matrix obtained from  $A$  by deleting row  $k$  and column  $k$ . Then the absolute value of the determinant of  $A(k)$  is the number of spanning trees rooted at  $k$  (edges directed towards vertex  $k$ )

# Two theorems for the price of one!!

## Differences

- Kirchoff theorem perform  $n$  gaussian eliminations
- Revised version – only two gaussian

# Minimax Theorem

- Fundamental Theorem in Game Theory
- Von Neumann & Kuhn
- Minimax Theorem brings certainty into the world of probabilistic game theory.
- Applications in Computer Science, Economics & Business, Biology, etc.

# Minimax Theorem

$$\max(x + 2y)$$

$$-3z \leq 2/2 \quad 2$$

$$2z \leq 8/3 \quad 4$$

$$4x - 5y \leq 1$$

$$10z \leq 19/10$$

$$11z \leq 30/11$$

$$-2z \leq 2$$

$$0 \leq z \leq 1$$

max value z can take is min value of the right hand side

min value z can take is max value of the left hand side

# Duality Theorem

If the primal problem has an optimal solution,

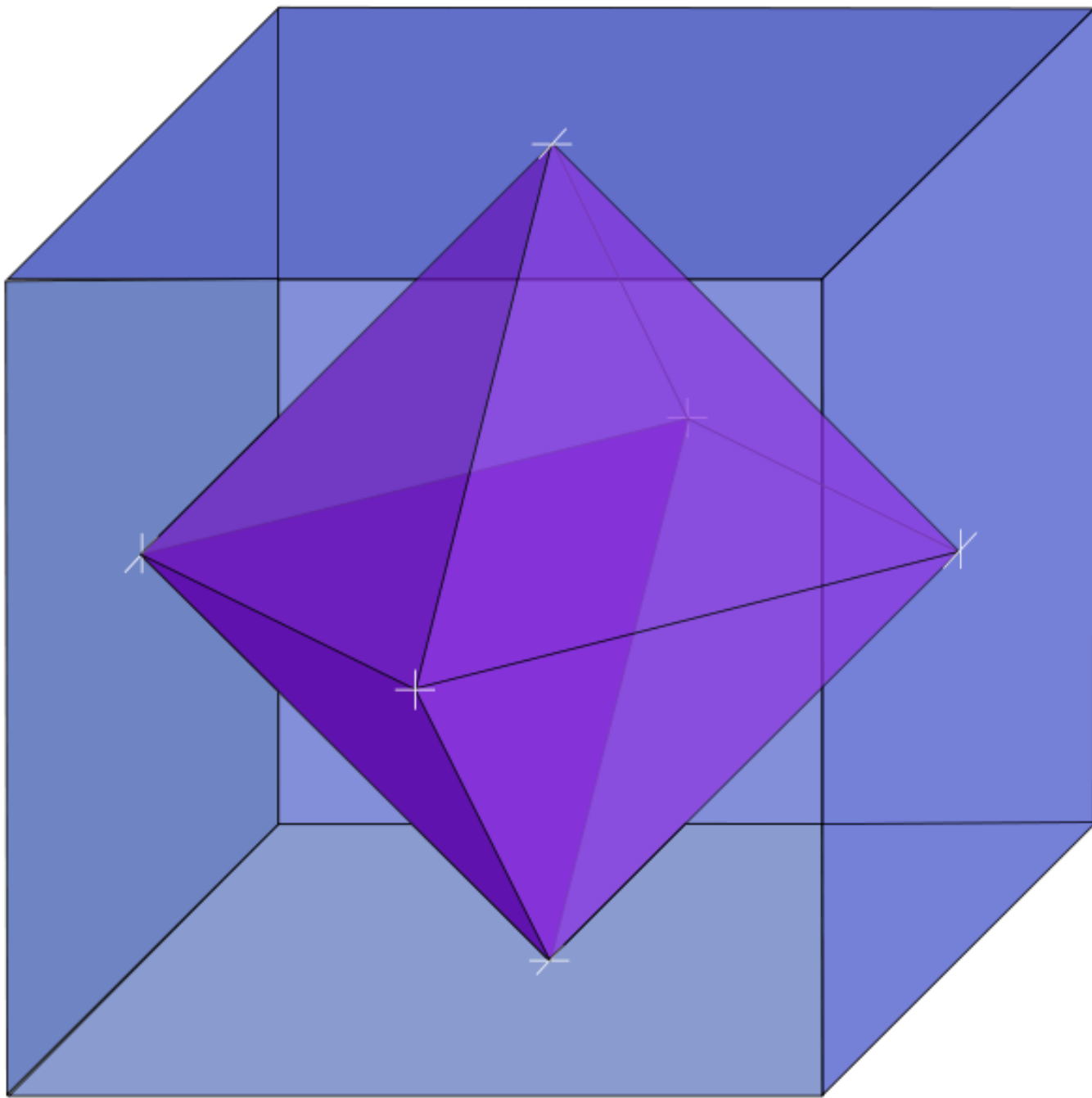
$$x^* = (x_1^*, x_2^*, \dots, x_n^*)$$

then the dual also has an optimal solution,

$$y^* = (y_1^*, y_2^*, \dots, y_m^*)$$

and

$$\max \sum_j c_j x_j = \min \sum_i b_i y_i$$



幾何学

Γεωμετρία

Géométrie

Geometry



Κανένας δεν εισάγει εκτός αν  
ξέρει τη γεωμετρία

*Πλάτων*

Nobody enters unless he knows  
Geometry

*Plato*

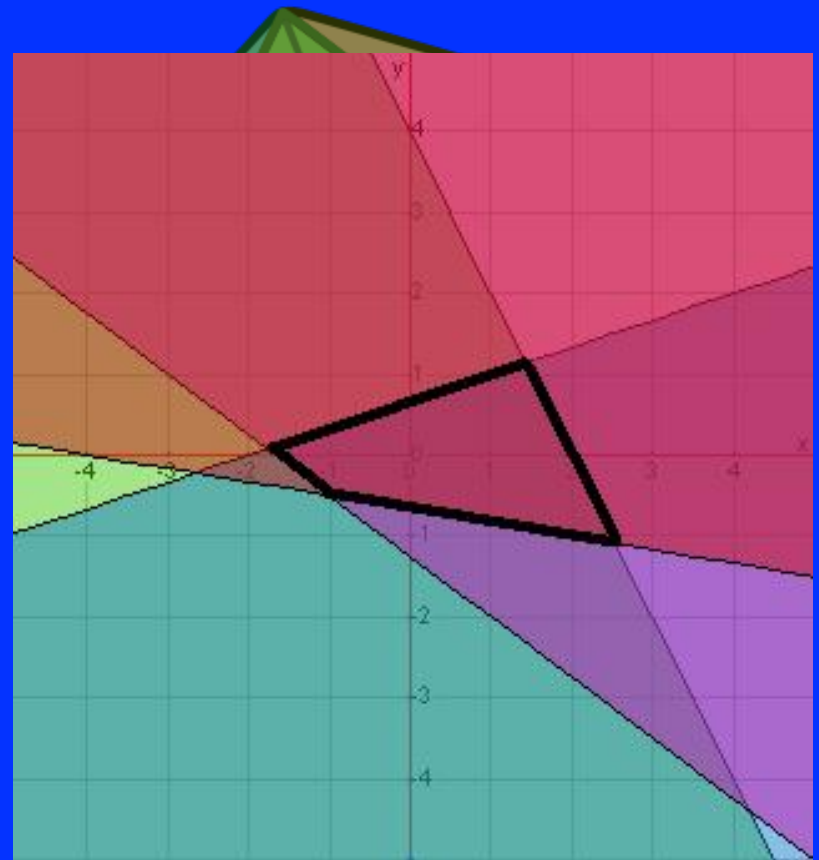
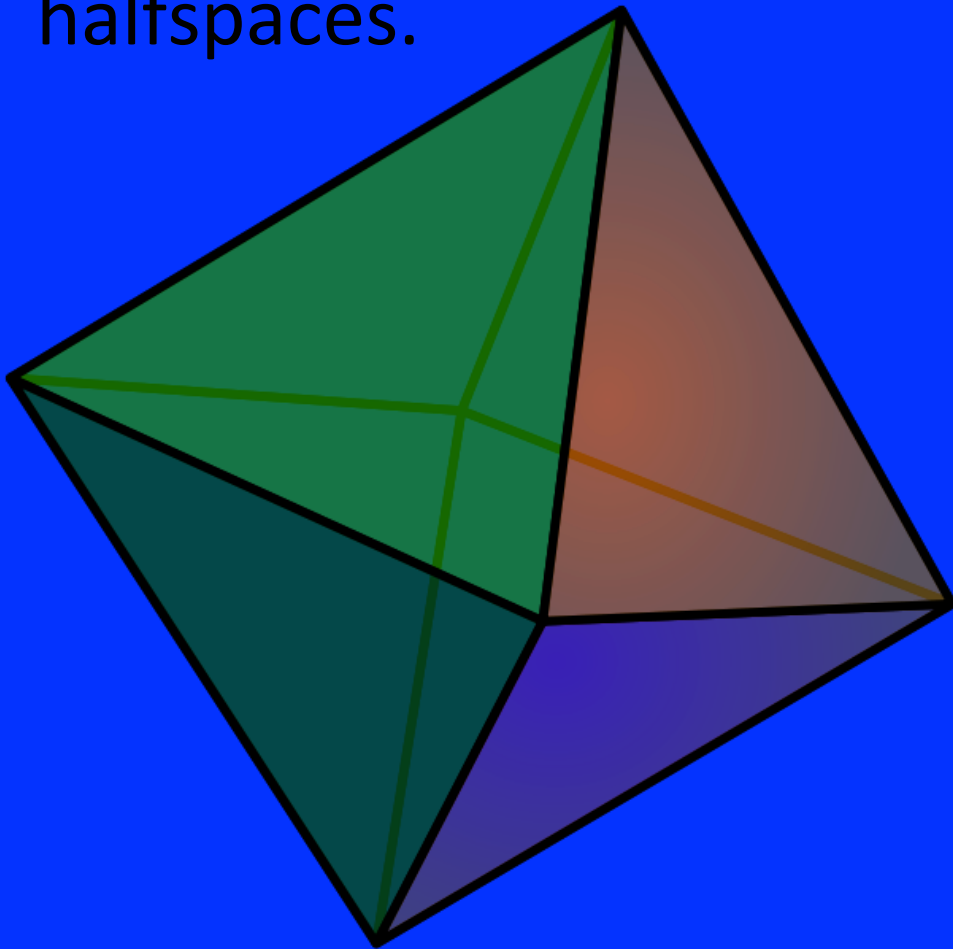
κανένας δεν **παίρνει** από εδώ εκτός αν  
ξέρει τη γεωμετρία  
*Jean-Louis L.*

彼が幾何学を知っていなければだれも出ない

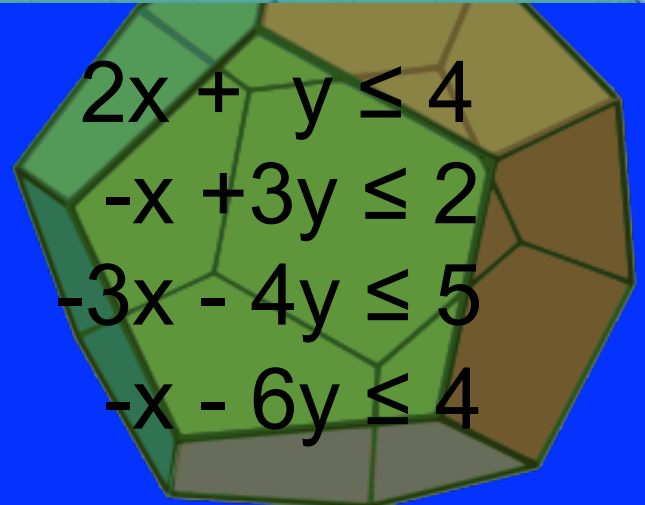
Personne ne **sort** s' il ne connait la  
Géométrie

Nobody gets **out** unless he knows  
Geometry

A **polyhedron** is defined as the intersection of a finite number of linear halfspaces.



$$\begin{aligned} 2x + y &\leq 4 \\ -x + 3y &\leq 2 \\ -3x - 4y &\leq 5 \\ -x - 6y &\leq 4 \end{aligned}$$



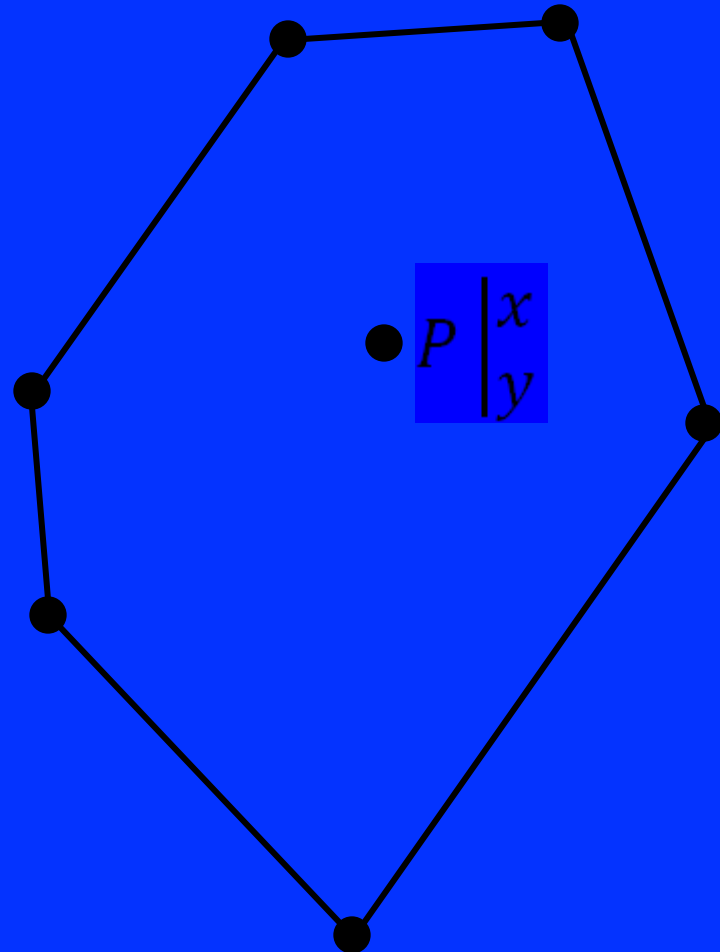
A **polytope**  $Q$  is defined as a convex hull of a finite collection of points.

$$x = \sum \lambda_i x_i$$

$$y = \sum \lambda_i y_i$$

$$\sum \lambda_i = 1$$

$$\lambda_i \geq 0$$



# Minkowski(1896)-Steinitz(1916)- Farkas(1906)-Weyl(1935) Theorem

$Q$  is a polytope if and only if  
it is a bounded polyhedron.

- Extension by Charnes & Cooper (1958)

“This classical result is an outstanding example of a fact which is completely obvious to geometric intuition, but wields important algebraic content and is not trivial to prove.”

*R.T. Rockafeller*

A **polytope**  $Q$  is defined as a convex hull of a finite collection of points.

$$\lambda_3 = \lambda_1(1 - \lambda_2) - \lambda_2$$

$$\lambda_1 + 2\lambda_2 + 2\lambda_3 \geq 0$$

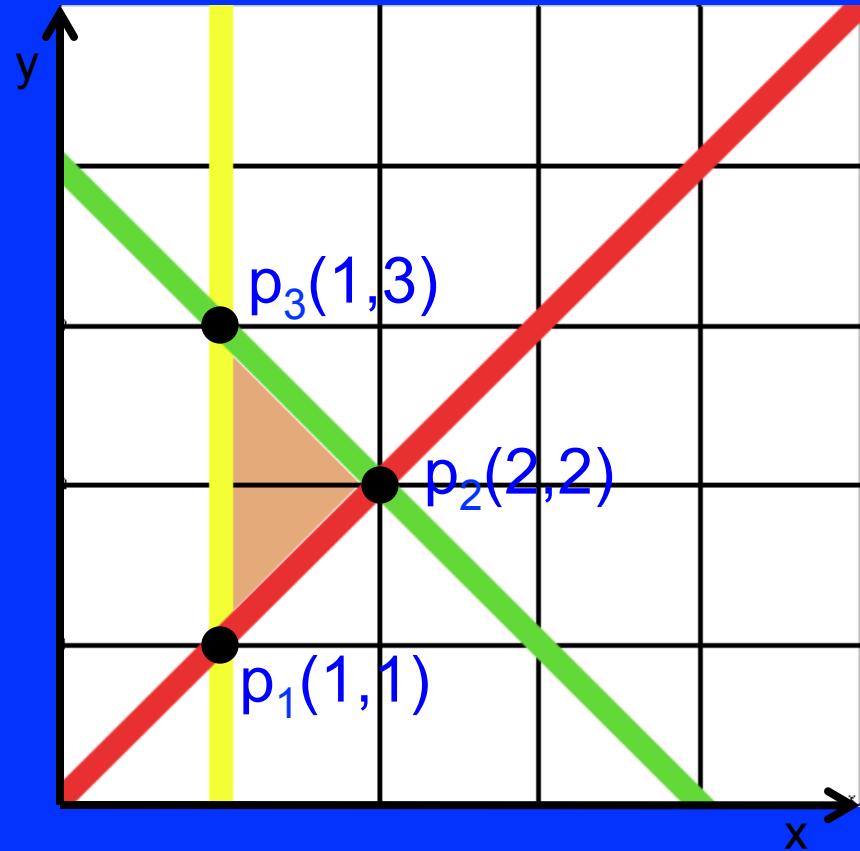
$$\lambda_1 + 2\lambda_2 + 2\lambda_3 \geq 0$$

$$\lambda_1 x + \lambda_2 y + \lambda_3 \geq 0$$

$$\lambda_1 \geq 0 \quad \lambda_2 \geq 0 \quad \lambda_3 \geq 0$$

$$y \geq x \quad \lambda_3 \geq 0$$

$$\lambda_3 \geq 0$$



A **polyhedron** is defined as the intersection of a finite number of linear halfspaces.

# References

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