

Experiments on Komlós conjecture

Thoughts, Ideas and Experiments

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Conjecture

Statement

Given n , let $K(n)$ denote the infimum over all real numbers such that: for all set of n vectors $u_1 \cdots u_n \in \mathbb{R}^n$ satisfying $\|u_i\|_2 \leq 1$, there exist signs $\epsilon_i = \pm 1$ such that

$$\|\epsilon_1 u_1 + \cdots + \epsilon_n u_n\|_\infty \leq K(n)$$

There exists a **universal constant** K such that $K(n) \leq K$ for all n .

What is it saying?

Statement

$$\min \|A\epsilon\|_{\infty} \leq K(n) \leq K$$

Consider this as a two player game, where Player 1 picks matrix A , and Player 2 picks vector ϵ in such a way as to minimize $\|A\epsilon\|_{\infty}$. Since Player 2's universe of game choices is known, $\pm 1^n$, we could simply take the position of Player 1 and ask ourselves how do we create a matrix A so as to maximize $A\epsilon$'s infinity norm?

\mathbb{R}^2

$$\left\| \begin{bmatrix} a & u \\ b & v \end{bmatrix} \begin{bmatrix} \pm 1 \\ \pm 1 \end{bmatrix} \right\|_{\infty} \leq K(2) \leq K; \quad a^2 + b^2 \leq 1; \quad u^2 + v^2 \leq 1$$

 \mathbb{R}^3

$$\left\| \begin{bmatrix} a & p & u \\ b & q & v \\ c & r & w \end{bmatrix} \begin{bmatrix} \pm 1 \\ \pm 1 \\ \pm 1 \end{bmatrix} \right\|_{\infty} \leq K(3) \leq K;$$

$$a^2 + b^2 + c^2 \leq 1; \quad p^2 + q^2 + r^2 \leq 1; \quad u^2 + v^2 + w^2 \leq 1$$

Propositions

Trivially, we can assert that $K(1) = 1$

$$u_1 = [1]$$

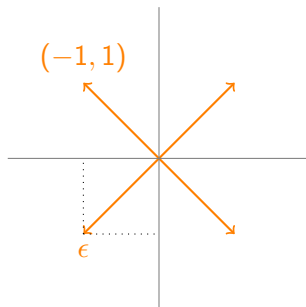
$\epsilon_1 = \pm 1$ yields $K(1) = 1$

One could think of vectors in \mathbb{R}^2 that yield the maximal infinity norms. One might naturally attempt the orthogonal basis vectors e_1, e_2 . That would yield us

$$\left\| 1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} \pm 1 \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\|_{\infty} = 1$$

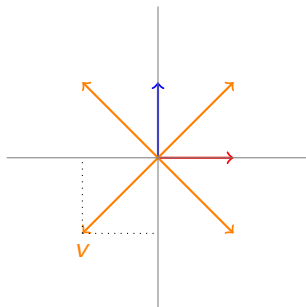
Can one do better?

Corners of a cube, ϵ



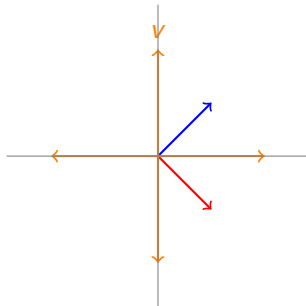
$\|\cdot\|_\infty$ is only 1
(Matrix $A_n : \mathbb{R}^n \rightarrow \mathbb{R}^n$)

Plotting in \mathbb{R}^2



Rotation?

Rotated in \mathbb{R}^2



Rotation Matrix (by $\frac{\pi}{4}$): $\begin{bmatrix} \cos \frac{\pi}{4} & -\sin \frac{\pi}{4} \\ \sin \frac{\pi}{4} & \cos \frac{\pi}{4} \end{bmatrix}$

$\|\cdot\|_{\infty}$ is now $\sqrt{2} \approx 1.414$

$$K(2) = \sqrt{2}$$

Lemma

For $n = 2$, Komlós constant $K(n) = \sqrt{2}$

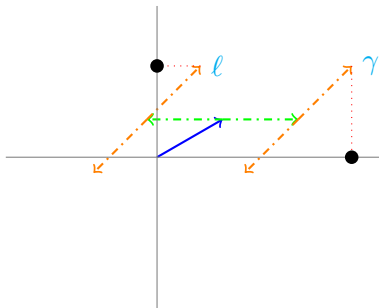
Proof.

$\begin{bmatrix} \cos \theta & \cos \alpha \\ \sin \theta & \sin \alpha \end{bmatrix}$ can be used to represent a 2D matrix with unit norm columns. By symmetry, there are only two unique vector assignments possible $[1, 1]$ and $[-1, 1]$. Assuming equal maximums for these assignments $\cos \theta + \cos \alpha = \sin \theta - \sin \alpha$, and setting the first order derivatives to 0, we arrive at $\frac{d\alpha}{d\theta} = -\frac{\sin \theta}{\sin \alpha}$, and $\frac{d\theta}{d\alpha} = \frac{\cos \alpha}{\cos \theta}$. Simplifying, $\theta = -\alpha = \frac{\pi}{4}$. We have intentionally ignored the case of vectors with norm strictly less than 1, because vectors with norm = 1 strictly dominate in \mathbb{R}^2 □

Turn based Analogy

Sequential Turns

Imagine each player takes turns. Player 1 selects a vector from A at each time step t . Player 2 picks the corresponding ϵ_t . Define the loss accrued by Player 2 as $\|\sum_t A_t \epsilon_t\|_\infty$. Obviously she wishes to minimize the loss.



Minimize $\|\cdot\|_\infty$ at each step

Proposition

$K(n)$ is upper bounded by $O(\sqrt{n})$

- 1 At each turn, Player 2 could choose a ± 1 assignment that greedily minimizes $\|\cdot\|_\infty$ of the running sum $\sum_t A_t \epsilon_t$
- 2 In order to counter that, Player 1 starts by picking A_1 so that it is equally distant from all coordinate axes, thus projecting $\frac{1}{\sqrt{n}}$ on each
- 3 Player 2 is indifferent to ± 1 here
- 4 For the subsequent vectors, Player 1 picks a vector, A_t , orthogonal to all previously chosen vectors, $A_{1:t-1}$
- 5 Player 1 accrues, in a best case, $\frac{1}{\sqrt{n}}$ at each pick along at least one coordinate axis, thus summing to $O(\sqrt{n})$
- 6 *Note that this is a very loose upper bound*

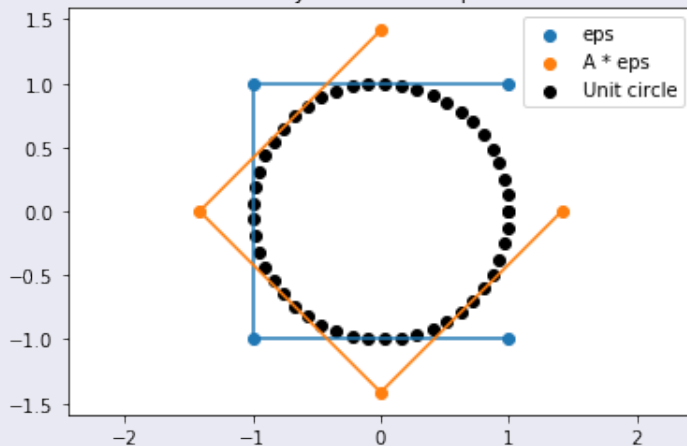
Results

n	$K(n)$ estimation observations	Repetitions
3	1.5559	10 million
4	1.6206	400 million
5	1.4799	12 million
6	1.3885	12 million
7	n/a	n/a
8	1.1649	120 thousand
9	1.0828	120 thousand
10	0.9564	1200
11	0.9850	1200

Reading the Results

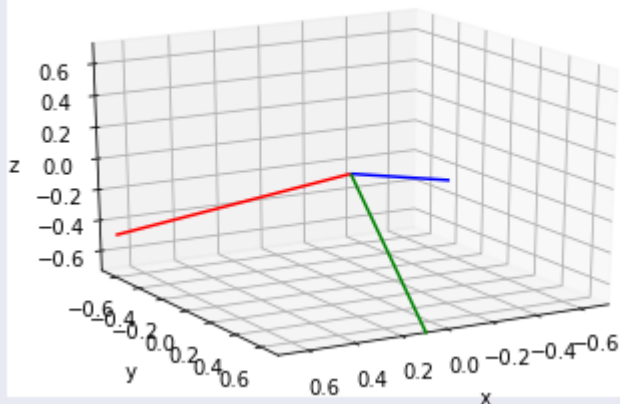
Results from \mathbb{R}^2

Translations by a Max Discrepant Matrix 2D



Reading the Results

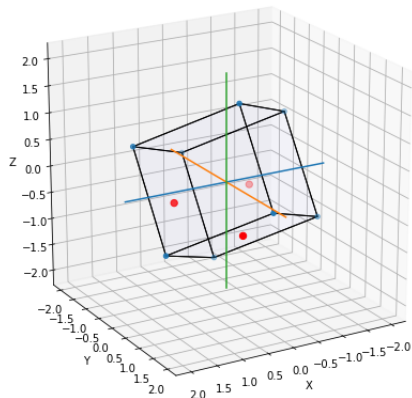
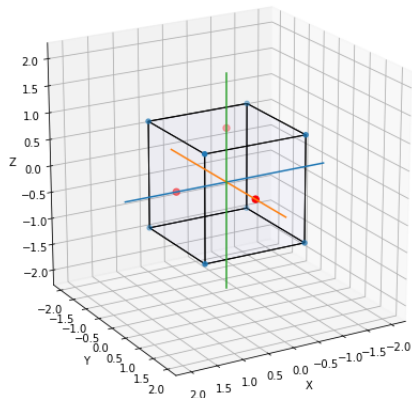
Empirical best in \mathbb{R}^3



Transformed unit vectors. Angular separations of: 86.96°, 102.72°, and 90.55°

Reading the Results

Empirical best in \mathbb{R}^3



Pertinent for future work

- Ideas from the Lévy-Steinitz Theorem and Polygonal Confinement Theorem
- On-line learning and regret bounds in a bandit setting, with regrets defined as $\frac{1}{T}(\sum_{i=1}^T v_t^T A_t - \inf_{i_t} \sum_{t=1}^T v_{i_t}^T A_t)$
- Relax ϵ_i to be a vector in \mathbb{R}^n , along the lines of work by A. Nikolov on vector colorings

Thank you for your attention!

ML

Imagine each player takes turns. Player 1 select a vector of A at each time step t . Player 2 sees all the previous choices made and accordingly picks $\epsilon_t = \pm 1$. This is exactly the same as regret bounds in On-line Machine Learning and the bounds are $O(\sqrt{T})$ (in a generic setting), where T is the total rounds played. The regret to Player 2 in such a setting is typically defined as $\frac{1}{T}(\sum_{t=1}^T v_t^T A_t - \inf_{i_t} \sum_{t=1}^T v_{i_t}^T A_t)$. It is as if Player 2 has the opportunity to look at all possible combinations of v_{i_t} assignments and then choose the one with the minimum regret (loss). Here the relaxation is that $v_t \in \mathbb{R}^n$, so that $v_t^T A_t \in \mathbb{R}$