

This lecture:

Instructor:
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'Approximation algorithms'

based on convex optimization"

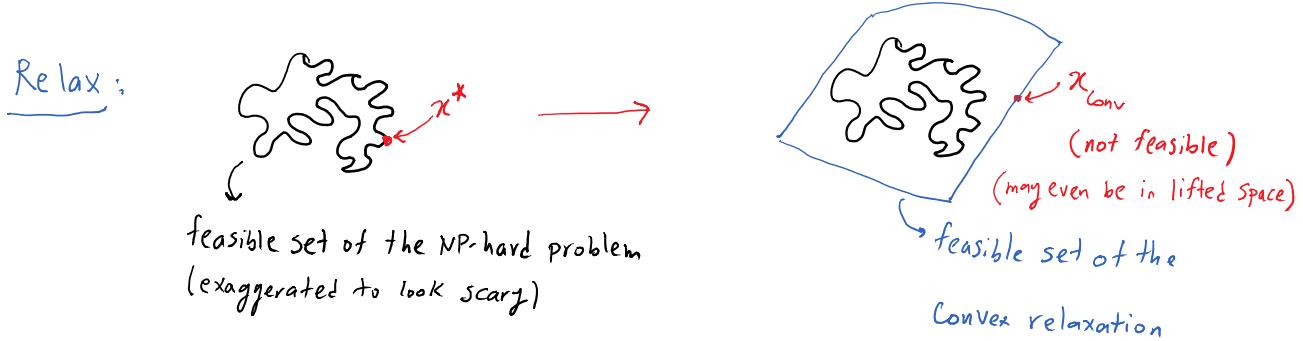
We will cover:

- A 2-approx. alg. for Vertex Cover based on LP (easy and as warmup)
- A .878-approx. alg. for MaxCut based on SDP
(breakthrough result of Goemans and Williamson [GW95])
- Since we know that finding the optimal solution to an NP-hard problem in polynomial time is impossible (unless P=NP), it is natural to ask if we can find (in poly time) a solution whose objective value is guaranteed to be within some multiplicative factor of the optimal value. This is what approx. algs. do.
- For a minimization problem with optimal value f^* , we say that algorithm \mathcal{A} is an α -approximation algorithm, if it runs in polynomial time and produces a solution with objective value \hat{f} , such that $\underline{f^*} \leq \hat{f} \leq \overline{\alpha f^*}$ (where $\alpha > 1$).
- For a maximization problem with optimal value f^* , we say that algorithm \mathcal{A} is an α -approximation algorithm, if it runs in polynomial time and produces a solution with objective value \hat{f} , such that $\underline{\alpha f^*} \leq \hat{f} \leq \overline{f^*}$ (where $0 < \alpha < 1$).

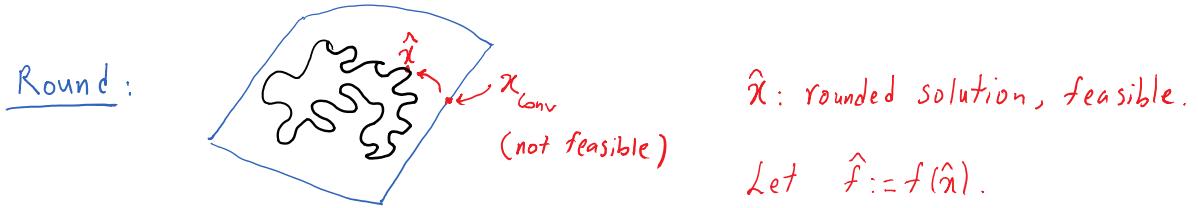
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In both cases, we want α to be as close to 1 as possible. In our definitions, we also allow for "randomized algorithms". The bounds then need to hold in expectation.

o General outline of convex optimization based approximation algorithms.



$$f_{\text{conv}} := f(x_{\text{conv}}) \leq f^* = f(x^*) \quad (\text{for a minimization problem})$$

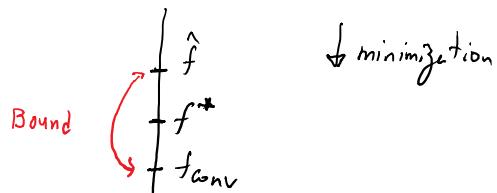


Bound: We know $f^* \leq \hat{f}$ (just b/c \hat{x} is feasible).

Want to bound the gap between f^* and \hat{f} , but we have no idea what's f^* .

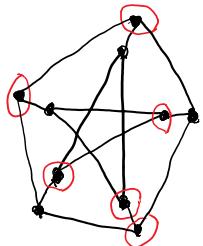
But we know $f_{\text{conv}} \leq f^* \Rightarrow$ Let's instead bound the gap

between f_{conv} and \hat{f} . This would also be a valid bound on the ratio of \hat{f} and f^* .



Vertex Cover

Given an undirected unweighted graph $G(V, E)$, find a set of vertices of minimum size that each edge gets touched.



- Valid vertex cover b/c each edge touches at least one red node.
- In fact of minimum size.

• Finding a minimum vertex cover is NP-hard. Here's why:

• Let $n := |V|$, $\alpha(G) :=$ stability number $\text{vc}(G) :=$ size of minimum vertex cover.

$$\text{Then: } \text{vc}(G) = n - \alpha(G)$$

- why? A set of nodes S is a vertex cover $\Leftrightarrow V \setminus S$ is a stable set
 ↑
 convince yourself.

• We have already proved that finding $\alpha(G)$ is NP-hard.

Vertex Cover as an integer program:

$$\begin{aligned} f^* := \text{vc}(G) &= \min_x \quad \sum_{i=1}^n x_i \\ x_i + x_j &\geq 1 \quad \forall (i, j) \in E \\ x_i &\in \{0, 1\} \quad i=1, \dots, n \end{aligned}$$

LP relaxation:

$$f_{LP} := \min \sum_{i=1}^n x_i$$

$$x_i + x_j \geq 1, \text{ if } (i,j) \in E$$

$$0 \leq x_i \leq 1 \quad i = 1, \dots, n$$

Obviously $f_{LP} \leq f^*$. Denote the optimal solution by x_{LP} .

Rounding: Set $\hat{x}_i = \begin{cases} 1, & \text{if } x_{LP,i} \geq \frac{1}{2}, \\ 0 & \text{otherwise} \end{cases}$

\hat{x} gives a valid vertex cover b/c if edges, one of the two end nodes in the LP solution must be $\geq \frac{1}{2}$.

$$\text{so } f^* \leq \hat{f} := \sum_i \hat{x}_i$$

Bounding:

$$\hat{f} \leq 2 f_{LP}$$

b/c in worst case, we are changing a bunch of " $\frac{1}{2}$'s" to "1's".

$$\Rightarrow \hat{f} \leq 2 f^*$$

$$\text{b/c } f_{LP} \leq f^*$$

Overall:

$$f^* \leq \hat{f} \leq 2 f^*$$

This is the best approximation ratio known to date!

Max Cut

Given an undirected graph $G(V, E)$ with nonnegative edge weights w_{ij} , find a partition of the nodes into two disjoint sets V_1 and V_2 ($V_1 \cap V_2 = \emptyset$, $V_1 \cup V_2 = V$) such that the sum of the edge weights going from V_1 to V_2 is maximized.

- Finding the MaxCut value of a graph is NP-hard (e.g., there's a relatively straight forward reduction from 3SAT).
- Contrast this with MinCut, which we argued can be solved in poly-time by linear programming.
- We will now produce a (randomized) solution for MaxCut (in poly-time), which in expectation is 87% optimal!
- Denote the MaxCut value of your graph by f^* :

$$f^* = \max \frac{1}{4} \sum_{i,j} w_{ij} (1 - x_i x_j) = \frac{1}{4} \sum_{i,j} w_{ij} - \frac{1}{4} \underbrace{\left[\min \sum_{i,j} w_{ij} x_i x_j \right]}_{\text{s.t. } x_i^2 = 1} := f_2^{**}$$

Define a matrix $Q \in \mathbb{S}^{n \times n}$ (where $n = |V|$) as $Q_{ij} = \begin{cases} 0 & i=j \\ w_{ij} & i \neq j \end{cases}$

$$\text{Then, } f_2^* = \min_{\mathbf{x} \in \mathbb{R}^n} \mathbf{x}^T Q \mathbf{x}$$

$$\text{s.t. } x_i^2 = 1.$$

Here's the standard SDP relaxation for this problem:

$$f_{2_{SDP}} := \min_{X \in \mathbb{S}^{nn}} \text{Tr}(QX)$$

$$X_{ii} = 1$$

(with a constraint $\text{rank}(X)=1$, this

$$X \succcurlyeq 0$$

would be an equivalent formulation)

$$\text{Clearly, } f_{2_{SDP}} \leq f_2^*.$$

Rounding Step

- If the optimal solution of the SDP is rank-1, you are happy and you go home.

- If not, take the Cholesky factorization of the optimal solution X :

$$X = V^T V \quad , \quad \text{where } r = \text{rank}(X).$$

- Denote the columns of V by $v_i \in \mathbb{R}^r$: $V = [v_1, \dots, v_n]$

- Observe that $X_{ij} = v_i^T v_j$

- So $\|v_i\| = 1 \quad \forall i$ (b/c $X_{ii} = 1$ must hold).

- So we have n points v_1, \dots, v_n on the unit sphere S^{r-1} in \mathbb{R}^r .

- Generate a point $p \in S^{r-1}$ uniformly at random (e.g., $p = \text{randn}(r, 1)$; $p = p / \|\mathbf{p}\|_2$);

- Set $x_i = \begin{cases} 1 & \text{if } p^T v_i > 0 \\ -1 & \text{if } p^T v_i < 0 \end{cases} \quad i=1, \dots, n.$

- That's it.

Bounding:

Consider the hyperplane $\mathcal{P} := \{x \in \mathbb{R}^n \mid p^T x = 0\}$

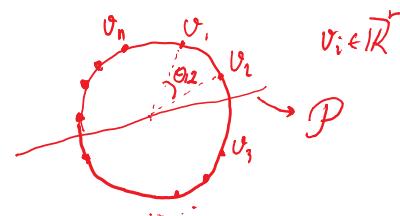
Let \hat{f}_2 denote the expected value of the objective value of our rounded solution:

$$\hat{f}_2 = E \left[\sum_{i,j} w_{ij} x_i x_j \right] = \sum_{i,j} w_{ij} E[x_i x_j]$$

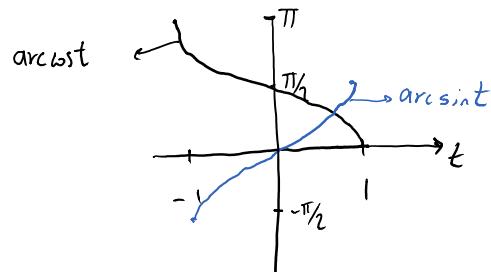
$$\frac{\theta_{ij}}{\pi} = \frac{1}{\pi} \arccos(v_i^T v_j)$$

$$E[x_i x_j] = \underbrace{1 \cdot \Pr_{(i \neq j)} [v_i \text{ and } v_j \text{ on same side of } \mathcal{P}]} - \underbrace{1 \cdot \Pr_{(i \neq j)} [v_i \text{ and } v_j \text{ on different sides of } \mathcal{P}]}_{= 1 - \frac{\theta_{ij}}{\pi}}$$

$$\begin{aligned} &= 1 - \frac{\theta_{ij}}{\pi} - \frac{\theta_{ij}}{\pi} \\ &= 1 - \frac{2}{\pi} \arccos v_i^T v_j \quad \text{Well-defined b/c } X_{ij} \leq 1 \text{ (why?)} \\ &= \frac{2}{\pi} \arcsin v_i^T v_j \\ &\text{arc sin } t + \text{arc cos } t = \frac{\pi}{2} \end{aligned}$$



$$\Rightarrow \boxed{\hat{f}_2 = \frac{2}{\pi} \sum_{i,j} w_{ij} \arcsin X_{ij}}$$



o Recall that $f^* = \frac{1}{4} \left(\sum_{i,j} w_{ij} - f_2^* \right)$

o Let $\hat{f} := \frac{1}{4} \left(\sum_{i,j} w_{ij} - \hat{f}_2 \right) = \frac{1}{4} \left(\sum_{i,j} w_{ij} - \frac{2}{\pi} \sum_{i,j} w_{ij} \arcsin X_{ij} \right)$

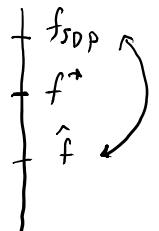
$$= \frac{1}{4} \sum_{i,j} w_{ij} \left[1 - \frac{2}{\pi} \arcsin X_{ij} \right] = \frac{1}{4} \cdot \frac{2}{\pi} \sum_{i,j} w_{ij} \arccos X_{ij}$$

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We want to relate this to the optimal value of the SDP:

$$f_{SDP} := \frac{1}{4} \left(\sum_{i,j} w_{ij} - f_{IDP} \right)$$

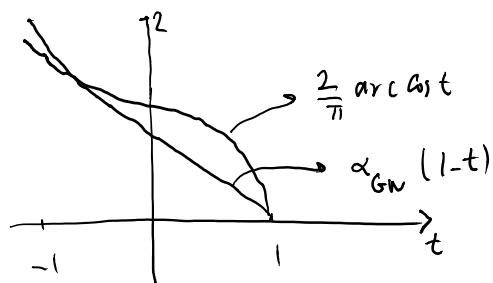
$$= \frac{1}{4} \sum_{i,j} w_{ij} - \frac{1}{4} \sum_{i,j} w_{ij} \chi_{ij} = \frac{1}{4} \sum_{i,j} w_{ij} (1 - \chi_{ij})$$



- Want to argue: $\alpha f_{SDP} \leq \hat{f}$
for α as large as possible.

- We will bound term by term (since $w_{ij} \geq 0$). So we need the largest α for which:

$$\alpha (1-t) \leq \frac{2}{\pi} \arccos t \quad \forall t \in [0,1]$$



Optimal α : $\alpha_{GW} \approx 0.878$



his car
(before the
algorithm)
True
story!



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Notes

Further reading for this lecture can include Chapter 7 of [LV12] and Chapter 3 of [BN01].

References

[GW95] M.X. Goemans and D.P. Williamson. Improved approximation algorithms for maxcut and satisfiability problems using semidefinite programming. *Journal of the ACM*, 1995.

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[BN01] A. Ben-Tal and A. Nemirovski. Lecture Notes on Modern Convex Optimization. MPS/SIAM Series on Optimization, 2001.

[LV12] M. Laurent and F. Vallentin. Lecture Notes on Semidefinite Optimization 2012.