Local Search

Solve problems *approximately*

—— **aims at a local optimum**

Guess

Neighborhood

Global Minimum

Can the algorithm terminate in a finite number of steps?
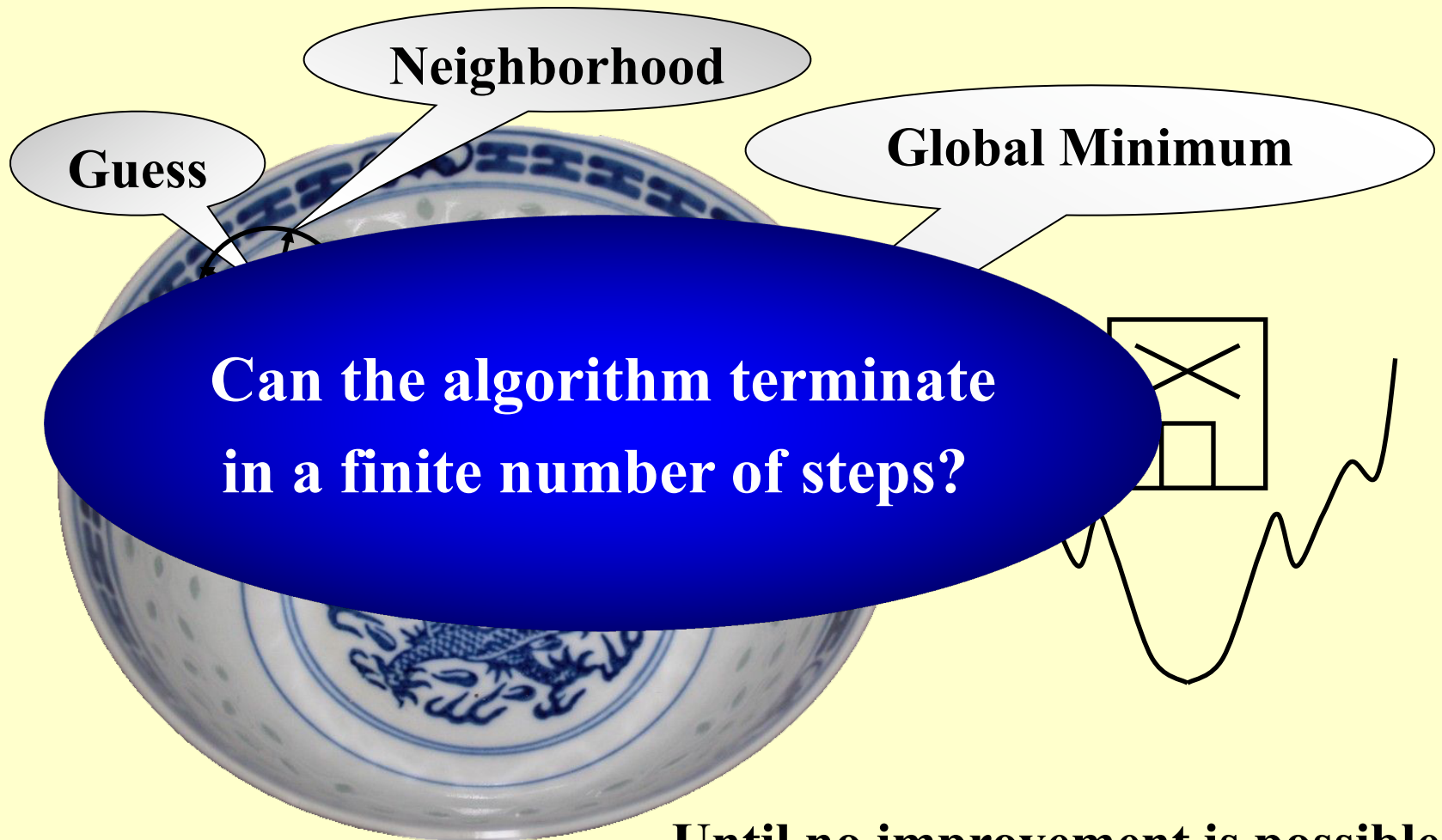
Until no improvement is possible

Framework of Local Search

☞ **Local**

- **Define *neighborhoods* in the feasible set**

- **A local optimum is a best solution in a neighborhood**

☞ **Search**

- **Start with a feasible solution and search a better one within the neighborhood**

- **A local optimum is achieved if no improvement is possible**

Neighbor Relation

☞ S ~ S' : S' is a *neighboring solution* of S – S' can be obtained by a small modification of S.

☞ N(S): *neighborhood* of S – the set { S': S ~ S' }.

```
SolutionType Gradient_descent()
{   Start from a feasible solution S ∈ 𝓕𝓢;
    MinCost = cost(S);
    while (1) {
       S' = Search( N(S) ); /* find the best S' in N(S) */
       CurrentCost = cost(S');
       if ( CurrentCost < MinCost ) {
          MinCost = CurrentCost;    S = S';
       }
       else  break;
    }
    return S;
}
```

〖**Example**〗 The **Vertex Cover Problem.**

❖ **Vertex cover problem: Given an undirected graph G = (V, E) and an integer K, does G contain a subset V' ⊆ V such that |V'| is (at most) K and every edge in G has a vertex in V' (*vertex cover*)?**

❖ **Vertex cover problem: Given an undirected graph G = (V, E). Find a *minimum* subset S of V such that for each edge (*u, v*) in E, either *u* or *v* is in S.**

☞ **Feasible solution set $\mathcal{FS}$: all the vertex covers.**

☞ **cost(S) = | S |**

☞ **S ~ S':**

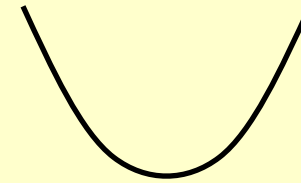**Each vertex cover S has at most |V| neighbors.**

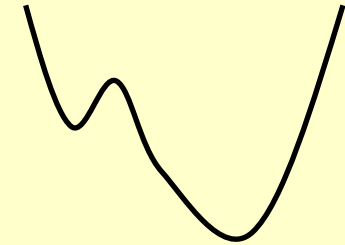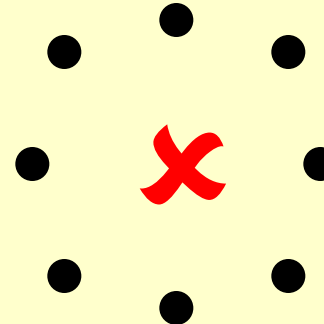☞ **Search: Start from S = V; delete a node and check if S' is a vertex cover with a smaller cost.**
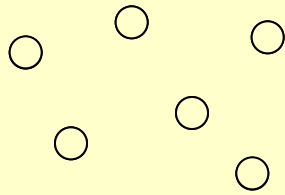
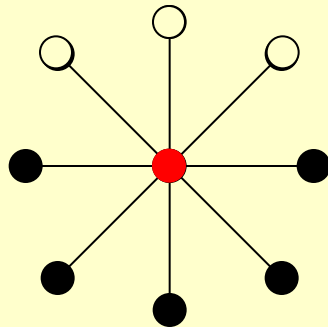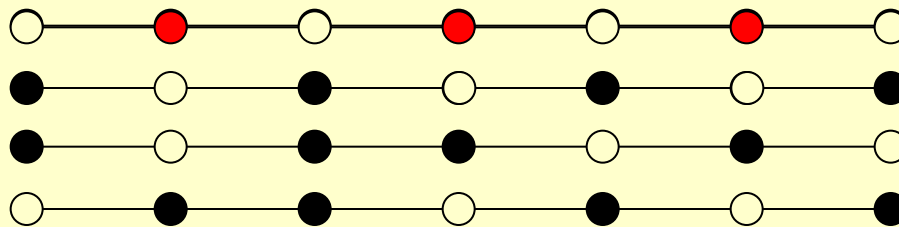**Case 0:** $\Rightarrow$ $S = \varnothing$ ✓
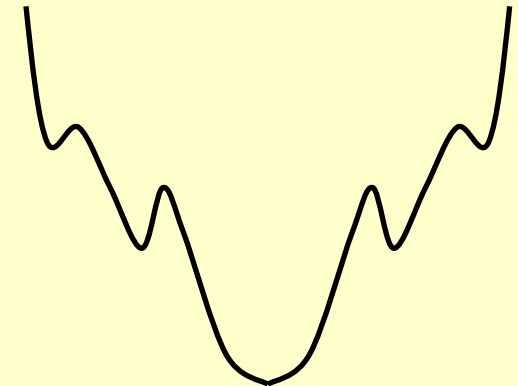
Case 1: $\Rightarrow$ ✗

Case 2:

············

Discussion 17:
Can you give another case in which gradient descent doesn't work?

Try to improve …

☞ The Metropolis Algorithm

```
SolutionType Metropolis()
{   Define constants k and T;
    Start from a feasible solution S ∈ 𝓕𝓢;
    MinCost = cost(S);
    while (1) {
       S' = Randomly chosen from N(S);
       CurrentCost = cost(S');
       if ( CurrentCost < MinCost ) {
          MinCost = CurrentCost;    S = S';
       }
       else {
          With a probability e^{-Δcost/(kT)} , let S = S';
          else  break;
       }
    }
    return S;
}
```

> Adding is allowed

☞ **Simulated Annealing**

The material is cooled *very gradually* from a high temperature, allowing it enough time to reach equilibrium at a succession of intermediate lower temperatures.

Cooling schedule: $T = \{ T_1 , T_2 , \dots \}$

〖**Example**〗 **Hopfield Neural Networks**

Graph G = (V, E) with integer edge weights w (positive or negative).

**If $w_e < 0$, where $e = (u, v)$, then u and v want to have the *same state*;
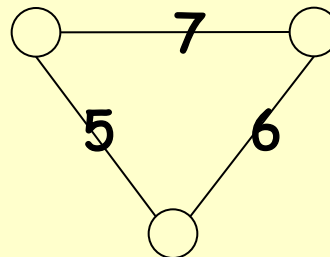if $w_e > 0$ then u and v want *different states*.**

The absolute value $|w_e|$ indicates the *strength* of this requirement. $\pm\ 1$

**Output: A *configuration S* of the network –
an assignment of the state s_u to each node u**

*There may be no configuration that respects the requirements
imposed by all the edges.*

☞ **Find a configuration
that is *sufficiently good*.**

〖**Definition**〗 In a configuration S, edge $e = (u, v)$ is *good* if $w_e \, s_u \, s_v < 0$ ($w_e < 0$ iff $s_u = s_v$); otherwise, it is *bad*.

〖**Definition**〗 In a configuration S, a node u is *satisfied* if the weight of incident good edges $\geq$ weight of incident bad edges.

$$\sum_{v:\, e=(u,v)\in E} w_e \, s_u \, s_v \leq 0$$

〖**Definition**〗 A configuration is *stable* if all nodes are satisfied.

4

-1

-10

-4-1-1+5

-5

-1

-10+5

✓
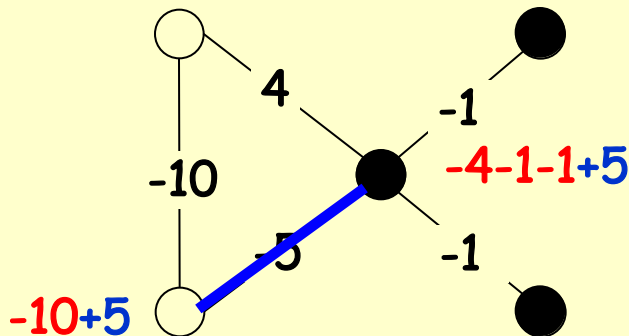
Does a Hopfield network always have a stable configuration, and if so, how can we find one?

☞ **State-flipping Algorithm**

```
ConfigType State_flipping()
{
    Start from an arbitrary configuration S;
    while ( ! IsStable(S) ) {
        u = GetUnsatisfied(S);
        s_u = - s_u;
    }
    return S;
}
```
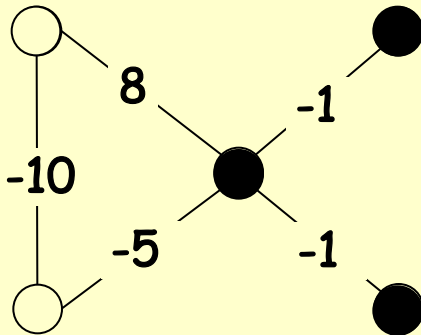

Will it *always* terminate?

Claim: **The state-flipping algorithm terminates at a stable configuration after *at most* $W = \Sigma_e |w_e|$ iterations.**

Proof: **Consider the measure of progress**

$$\Phi(S) = \Sigma_{e \text{ is } good} \; |w_e|$$

When *u* flips state (*S* becomes *S'*):
- **all good edges incident to *u* become bad**
- **all bad edges incident to *u* become good**
- **all other edges remain the same**

$$\Phi(S') = \Phi(S) - \sum_{\substack{e:\, e=(u,v)\in E \\ e \text{ is bad}}} |w_e| + \sum_{\substack{e:\, e=(u,v)\in E \\ e \text{ is good}}} |w_e|$$

Clearly $0 \le \Phi(S) \le W$ ∎

Related to Local Search

☞ **Problem: To *maximize* Φ.**

☞ **Feasible solution set $\mathscr{FS}$: configurations**

☞ **S ~ S': S' can be obtained from S by flipping a single state**

**Claim: Any local maximum in the state-flipping algorithm to maximize Φ is a stable configuration.**

Is it a polynomial time algorithm?

Still an open question: to find an algorithm that constructs stable states in time polynomial in *n* and logW (rather than *n* and W), or in a number of primitive arithmetic operations that is polynomial in *n* alone, independent of the value of W.

〖Example〗 The **Maximum Cut Problem.**

❖ **Maximum Cut problem:** **Given an undirected graph G = (V, E) with positive integer edge weights w_e, find a node partition (A, B) such that the total weight of edges crossing the cut is maximized.**

$$w(A, B) := \sum_{u \in A, v \in B} w_{uv}$$
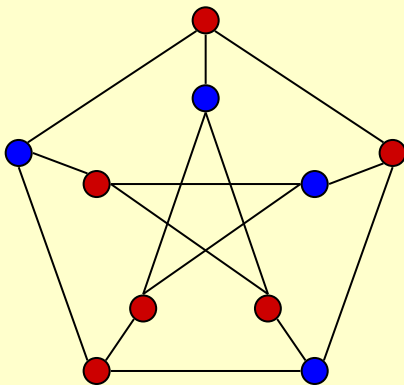
- **Toy application**
  - *n* activities, *m* people.
  - **Each person wants to participate in two of the activities.**
  - **Schedule each activity in the morning or afternoon to maximize number of people that can enjoy both activities.**
- **Real applications** **Circuit layout, statistical physics**

Related to Local Search

Single-flip neighborhood

☞ **Problem: To *maximize* $\Phi(S) = \Sigma_{e \text{ is } good}\ |w_e|$**

☞ **Feasible solution set $\mathcal{FS}$: any partition (A, B)**

☞ **$S \sim S'$: S' can be obtained from S by moving one node from A to B, or one from B to A.**

☝ **A special case of Hopfield Neural Network – with w_e all being positive!**

```
ConfigType State_flipping()
{
    Start from an arbitrary configuration S;
    while ( ! IsStable(S) ) {
        u = GetUnsatisfied(S);
        s_u = - s_u;
    }
    return S;
}
```

May NOT in polynomial time

• **How good is this local optimum?**

• **Try a better *local*?**

- **How good is this local optimum?**

Claim: **Let (A, B) be a local optimal partition and let (A^*, B^*) be a global optimal partition. Then $w(A, B) \geq \frac{1}{2} w(A^*, B^*)$.**

Proof: **Since (A, B) is a local optimal partition, for any $u \in A$**

$$\sum_{v \in A} w_{uv} \leq \sum_{v \in B} w_{uv}$$

Summing up for *all* $u \in A$

$$2 \sum_{\{u,v\} \subseteq A} w_{uv} = \sum_{u \in A} \sum_{v \in A} w_{uv} \leq \sum_{u \in A} \sum_{v \in B} w_{uv} = w(A, B)$$

$$2 \sum_{\{u,v\} \subseteq B} w_{uv} \leq w(A, B)$$

$$w(A^*, B^*) \leq \sum_{\{u,v\} \subseteq A} w_{uv} + \sum_{\{u,v\} \subseteq B} w_{uv} + w(A, B) \leq 2w(A, B)$$

☞ **[Sahni-Gonzales 1976] There exists a 2-approximation algorithm for MAX-CUT.**

$$\min_{0 \le \theta \le \pi} \frac{\pi}{2} \frac{1 - \cos \theta}{\theta}$$

☞ **[Goemans-Williamson 1995] There exists a 1.1382-approximation algorithm for MAX-CUT.**

☞ **[Håstad 1997] Unless P = NP, no 17/16 approximation algorithm for MAX-CUT.**

1.0625

- **May NOT in polynomial time**

☞ **stop the algorithm when there are no "*big enough*" improvements.**

Big-improvement-flip: Only choose a node which, when flipped, increases the cut value by at least

$$\frac{2\varepsilon}{|V|}\, w(A, B)$$

Claim: Upon termination, the big-improvement-flip algorithm returns a cut (A, B) so that
$$(2 + \varepsilon)\, w(A, B) \geq w(A^*, B^*)$$

Claim: The big-improvement-flip algorithm terminates after at most O(n/ε log W) flips.

• **Try a better *local* ?**

☞ **The neighborhood of a solution should be rich enough that we do not tend to get stuck in bad local optima; but** ☞ **the neighborhood of a solution should not be too large, since we want to be able to efficiently search the set of neighbors for possible local moves.**

Single-flip ➡ k-flip ➡ $\Theta(n^k)$ for searching in neighbors

[Kernighan-Lin 1970] *K-L heuristic*

   Step 1: make 1-flip as good as we can – O(n) ➡ (A_1, B_1) and v_1

   Step k: make 1-flip of an *unmarked* node as good as we can – O(n-k+1) ➡ (A_k, B_k) and $v_1 \ldots v_k$

   Step n: $(A_n, B_n) = (B, A)$

   Neighborhood of $(A, B) = \{ (A_1, B_1), \ldots, (A_{n-1}, B_{n-1}) \}$ $O(n^2)$

Reference:

Algorithm Design： **Ch.12，p.661-706；** *Jon Kleinberg, Eva Tardos, Addison Wesley, 2005*