Information theory

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Chapter 1

LP-relaxation

We know that $z_{\text{IP}}^* \leqslant z_{\text{LP}}^*$. We can solve an LPproblem using a solver.

1.1 Bipartite Matching

Let $G \equiv (V \equiv X \cup Y, E \subset V \times V, w : E \rightarrow \mathbb{R})$. Graph is:

- Undirected, so $(x,y) \in E \iff (y,x) \in E$, w((v,v')) = w((v',v)).
- Bipartite, so that $(v, v') \in E \implies (v \in X \land v' \in Y) \lor (v \in Y \land v' \in X)$
- It's a little annoying to write the condition, but basically, for every edge, there's a unique weight which we adjust, even though the graph is undirected.

We wish to find $M \subseteq E$ such that:

$$\max_{e \in M} w_e$$

Can be transformed to:

$$\max_{e \in E} x_e w_e \qquad x_e \in \{0, 1\}$$

$$\sum_{e \in E, e = (v, v')} x_e = 1 \qquad \forall v \in V$$

Where the x_e are variables to be discovered. We can now LP relax this, where $x_e \in [0, 1]$:

$$\max_{e \in E} x_e w_e \qquad x_e \in [0, 1]$$

$$\sum_{e \in E, e = (v, v')} x_e = 1 \qquad \forall v \in V$$

How do we go from the optimal solution to this problem, to an integer solution?

- Assume the LP is infeasible. This means that we have a vertex u such that $\sum_{e \in E, e = (u, v)} x_e = 1$ fails. that is, there's a vertex in u that is not connected to v. In this case, the IP is also infeasible.
- Now, we know that the LPis feasible. $a_1 \to b_1$ is not saturated means that $b_1 \to a_2$ is not saturated which implies that $a_2 \to b_2$ is not saturated, hence $b_2 \to a_1$ is not saturated. (TODO: add tikz picture). We can get a full cycle of edges with:

$$\begin{aligned} x_{e_i} &< 1 \\ x_{e_i} &\in a_1 \xrightarrow{e_1} b_1 \xrightarrow{e_2} a_2 \xrightarrow{e_3} b_2 \xrightarrow{\dots} \xrightarrow{e_{i-1}} b_n \xrightarrow{e_i} a_1 \end{aligned}$$

The number of edges here will be *even*. We can now pick a value $\epsilon \in (0,1)$ such that:

$$y_e \equiv \begin{cases} x_e^* + \epsilon & \text{i is even, } x_e \text{ is in the cycle} \\ x_e^* - \epsilon & \text{i is odd, } x_e \text{ is in the cycle} \\ x_e^* & \text{otherwise} \end{cases}$$

Note that y_e is a valid solution, since we can set e to be smaller than the slack we had in the smallest value of x_i . We can show that the $cost(y) \equiv \sum_{e \in E} w_e y_e$ is equal to:

$$cost(y) = cost(x_e^*) + \epsilon \left(\Delta \equiv \sum_{i=1}^n (-1)^i w(e_i)\right)$$

Remember that x_e^* is the best solution, so we can have nothing better than $cost(x_e^*)$. Hence, $cost(y_e^*) \le cost(x_e^*)$, and hence, we are forced to conclude that $\Delta = 0$ (If $\Delta > 0$, pick $\varepsilon > 0$, if $\Delta < 0$, pick $\varepsilon < 0$).

Hence, we can keep moving ε till an even edge becomes 1 (alternatively, and odd edge becomes 0). Hence, we can *keep rounding* till all our edges become $\{0,1\}$.

So, we managed to start from an LP solution, and then *unrelax* it to construct an IP solution from it!

1.2 Min vertex cover

 $G \equiv (V, E)$. We want to pick the smallest $F \subseteq V$, such that one end of all edges is in this cover.

$$\forall (u,v) \in E, u \in F \lor v \in F$$

Intuitively, these vertices $f \in F$ are watching over the edges, and each edge must be watched by at least one vertex.

TODO: add tikz picture

Integer program for the problem:

$$x_{\nu} \in \{0,1\} \ \forall \nu \in V \qquad \ \min \sum x_{\nu} \qquad \ \forall (u,\nu) \in E, x_{u} + x_{\nu} \geqslant 1$$

LP relaxed program for the problem:

$$x_{\nu} \in [0,1] \ \forall \nu \in V$$
 $\min \sum x_{\nu} \ \forall (u, v) \in E, x_{u} + x_{\nu} \geqslant 1$

From the LP, we construct:

$$S_{LP} \equiv \left\{ u \mid x_u^* \geqslant \frac{1}{2} \right\}$$
 Claim: S_{LP} is a vertex cover

For each edge $(u,v) \in E$, since $u+v \geqslant 1$, we cannot have that $x_u < 0.5 \land x_v < 0.5$, since then $x_u + x_v < 1$. Hence, each edge will have one of its vertices with $x_{vertex} \geqslant 0.5$, and thus S_{LP} is a vertex cover.

We now show **optimality** of S_{LP} .

 $LP \leqslant IP$ since the problem is a minimization problem

$$\sum_{u \in V} x_u \leqslant \sum_{u \in V} y_u \qquad \text{x is LP solution, y is IP} \ \ \text{solution}$$

$$|S_{LP}| = \sum_{x \in S_{LP}} 1(counting) \leqslant \sum_{u \in S_{LP}} 2x_u(definition \ of \ S_{LP}) \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2y_u = 2|s_{opt}| \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{LP} \ to \ V) \leqslant \sum_{u \in V} 2x_u(enlarging \ S_{$$

$$|S_{opt}| \leqslant S_{LP} \leqslant 2|S_{opt}|$$

So, we are at worst twice the size of the best vertex cover.

1.3 Maximum independent set

HOMEWORK: read how this can be phrased as LP