

On the Approximability of Multistage Min-Sum Set Cover

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16/07/2021

1 Introduction

2 Previous Work

- The Static Version of MSSC
- The generalized Version
- The Online Version of MSSC

3 Multistage Min Sum Set Cover

- Move To Front
- Randomized Rounding Algorithm
- Deterministic Rounding for r -bounded Sequences

4 Concluding Remarks

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- In this example S_1, S_2, \dots, S_m model the users' interests and π is the ordering we're looking for.

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- This is optimal unless $P=NP$ (NP-Hard to approximate with factor $4 - \epsilon$).

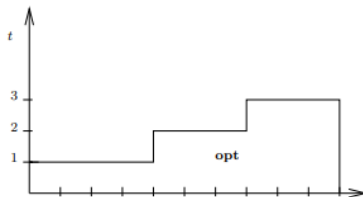
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- Map Greedy and Optimal Solution to Histograms.

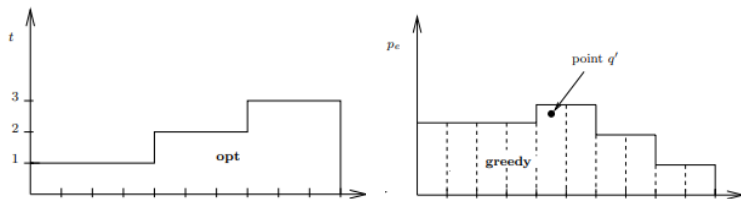
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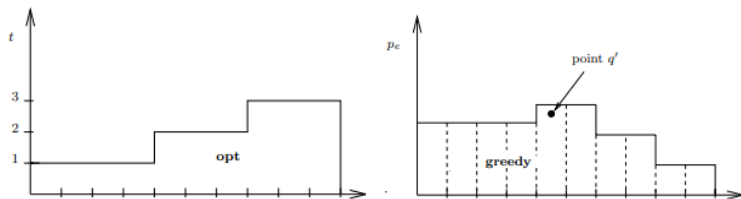
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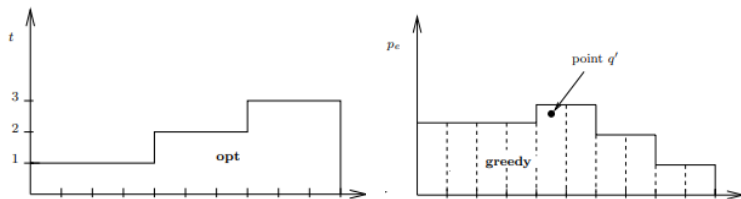
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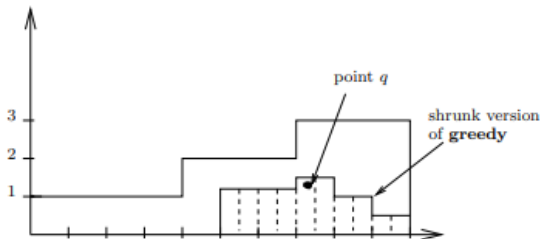
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- LP-Rounding Approach, Skutella and Williamson [6] improve it to 28-apx.

GMSSC - Fractional LP

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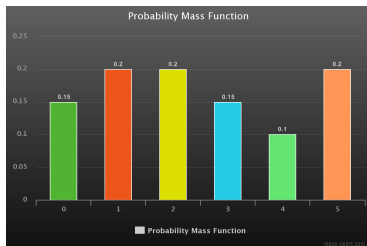
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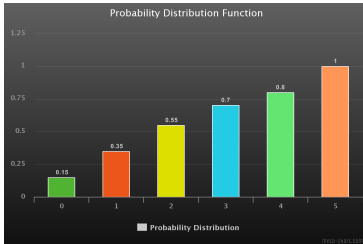
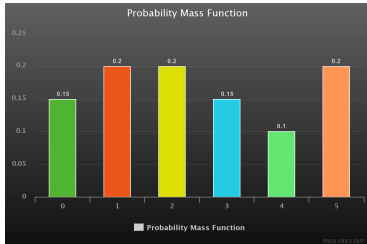
Use $x_{e,t}$ to order the elements and construct π .

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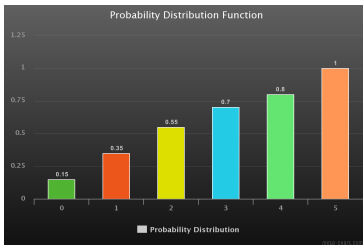
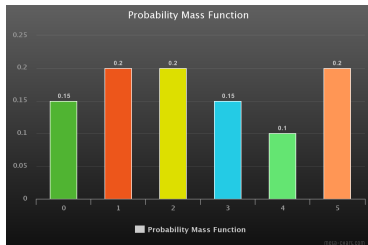
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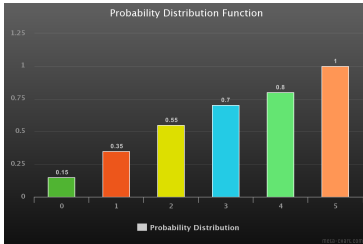
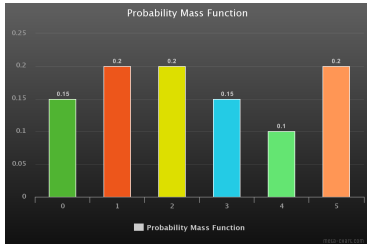


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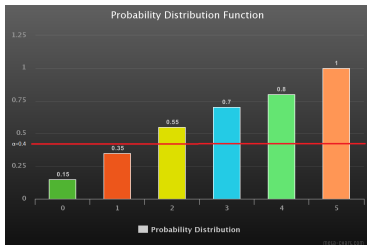


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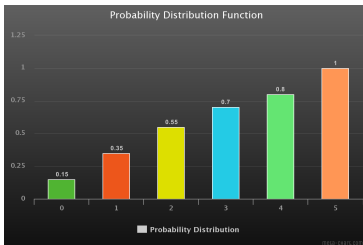
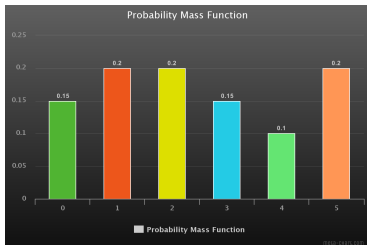
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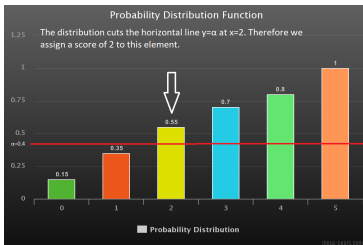
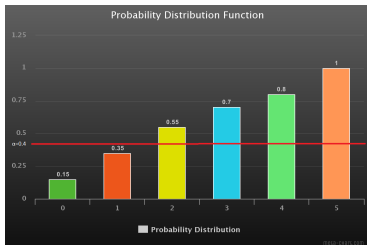
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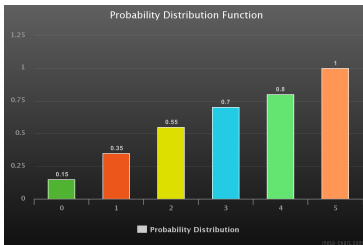
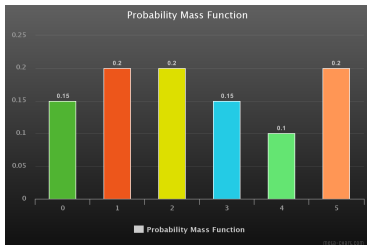
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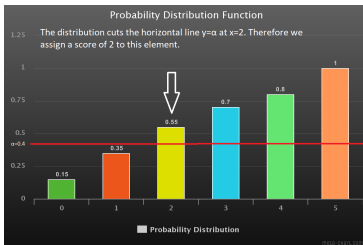
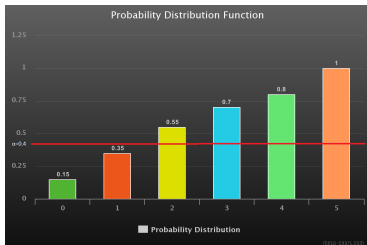
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- Bridge the Gap? \rightarrow Construct approximation algorithms for the offline version.

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- Here d_{KT} denotes the Kendall-Tau distance - number of inv. to transform π^{t-1} to π^t .

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LP Relaxation of Move-to-Front

$$\begin{aligned} \min \quad & \sum_{t=1}^T d_{\text{FR}}(A^t, A^{t-1}) \\ \text{s.t.} \quad & \sum_{i=1}^n A_{ei}^t = 1 \quad e \in U \text{ and } t = 1, \dots, T \\ & \sum_{e \in U} A_{ei}^t = 1 \quad i = 1, \dots, n \text{ and } t = 1, \dots, T \\ & \sum_{e \in S_t} A_{e1}^t = 1 \quad t = 1, \dots, T \\ & A^0 = \pi^0 \\ & A_{ei}^t \geq 0 \quad e \in U, i = 1, \dots, n \text{ and } t = 1, \dots, T \end{aligned}$$

Move-To-Front - Linear Relaxation

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Let the stochastic matrices $A = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$, $B = \begin{pmatrix} 1/3 & 1/3 & 1/3 \\ 1/2 & 1/2 & 0 \\ 1/4 & 0 & 3/4 \end{pmatrix}$.

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The FootRule distance $d_{FR}(A, B) = \underbrace{(0 \cdot 1/3 + 1 \cdot 1/3 + 2 \cdot 1/3)}_{\text{first row}}$

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Move-To-Front - Randomized Rounding

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Fact

From the Linear Relaxation of MTF we know:

$$\sum_{t=1}^T d_{FR}(A_t, A_{t-1}) \leq 4 \cdot OPT_{\text{Mult-MSSC}}.$$

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A Randomized Algorithm for Mult-MSSC

- 1: Find the optimal solution $A^0 = \pi^0, A^1, \dots, A^T$ for Fractional – MTF.
- 2: **for** each element $e \in U$ **do**
- 3: Select α_e uniformly at random in $[0, 1]$.
- 4: **end for**
- 5: **for** $t = 1 \dots T$ **do**
- 6: **for** all elements $e \in U$ **do**
- 7: $l_e^t := \operatorname{argmin}_{1 \leq i \leq n} \{ \log n \cdot \sum_{s=1}^i A_{es}^t \geq \alpha_e \}$.
- 8: **end for**
- 9: $\pi^t :=$ sort elements according to l_e^t with ties being broken lexicographically.
- 10: **end for**

Analysis of Randomized Rounding

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Theorem - Approximation Ratio

The Randomized Rounding Algorithm 18 is $O(\log^2 n)$ approximation for Mult-MSSC.

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- Basic idea: Decompose matrix to sequence of neighboring matrices (matrices that differ only in 2 entries).

The Deterministic Rounding Algorithm for MTF

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- Sequence of requests S_1, S_2, \dots, S_T is r -bounded iff $|S_t| \leq r$, for all t .

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Deterministic Rounding Algorithm for r -bounded sequences

Input: A request sequence R_1, \dots, R_T with $|R_t| \leq r$ and an initial permutation π^0 .

Output: A sequence of permutations π^1, \dots, π^T .

- 1: Find the optimal solution $A^0 = \pi^0, A^1, \dots, A^T$ for Fractional – MTF.
- 2: **for** $t = 1 \dots T$ **do**
- 3: $\pi^t :=$ in π^{t-1} , move to the first position an element $e \in R_t$ such that $A_{e1}^t \geq 1/r$
- 4: **end for**

Analysis of Deterministic Rounding Algorithm 20

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Theorem - Approximation Ratio

Algorithm 20 is a $O(r^2)$ -approximation algorithm for Mult-MSSC.

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- Prove $O(r^2)$ -approximation if matrices A^t are semi-integral.

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- Prove $O(r^2)$ -approximation if matrices A^t are semi-integral.
- Prove that we can transform any sequence of matrices to semi-integral with the same moving cost.

Concluding Remarks

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- You can find the implementation of our algorithms and relevant experiments in this github repo.

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