

# Beating Simplex for Packing and Covering

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# packing and covering

## packing

given: matrix  $A$ , vectors  $b$ ,  $c$

find vector  $x \geq 0$  maximizing linear function  $c^T x$   
subject to linear constraints  $Ax \leq b$ .

## covering

given: matrix  $A$ , vectors  $b$ ,  $c$

find vector  $x \geq 0$  minimizing linear function  $c^T x$   
subject to linear constraints  $Ax \geq b$ .

For this talk, assume  $A \in \{0, 1\}^{n \times n}$ ,  $b_j = c_i = 1$ .

(Results extend to arbitrary nonnegative  $A, b, c$ .)

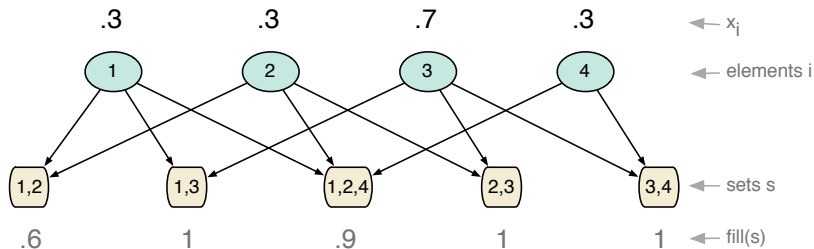
## working example — packing

given: collection of sets

variables:  $x_i$  for each element  $i$  (call vector  $x$  a *packing*)

objective: maximize total weight  $\sum_i x_i$

constraints:  $\text{fill}(s) \leq 1$  for each set  $s$ ,  
where  $\text{fill}(s) = \sum_{i \in s} x_i$

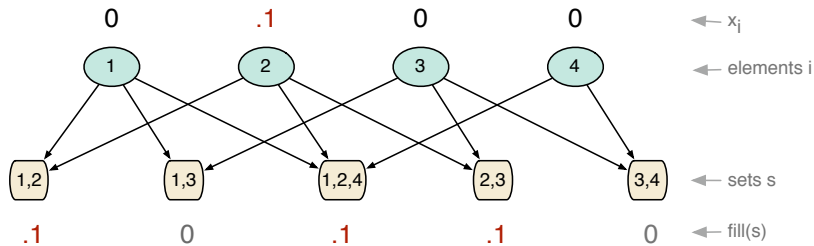


## greedy algorithm?

1.  $x \leftarrow \mathbf{0}$  —maximize  $\sum_i x_i : \max_s \text{fill}(s) \leq 1$
2. repeat:
3.    increase single  $x_i$  by  $\varepsilon$ ,  
      choosing  $i$  so increase in  $\max_s \text{fill}(s)$  is minimized.
4. return  $x / \max_s \text{fill}(s)$  — *note: scaling ensures fill  $\leq 1$*

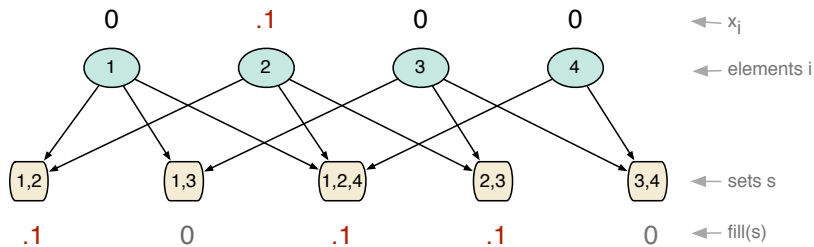
# greedy algorithm?

1.  $x \leftarrow \mathbf{0}$  — maximize  $\sum_i x_i$  :  $\max_s \text{fill}(s) \leq 1$
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- what about:
- (1) number of sets  $x_i$  occurs in?
  - (2) non-max-fill sets?

# Lagrangian relaxation

Replace hard constraints by smooth penalties — like in life.

for “vector of concerns”  $y$ , define:

$$\text{lmax}(y) = \ln \sum_{i=1}^n e^{y_i}$$

1.  $\text{lmax}$  approximates  $\max$ :

$$\text{lmax}(y) \approx \max_i y_i + \ln n$$

2. but  $\text{lmax}$  is smooth (1st-order approximation is good):

$$\text{lmax}(y + d) \approx \text{lmax}(y) + d \cdot \nabla \text{lmax}(y)$$

– provided  $\max_i d_i \leq \varepsilon$



## relaxed algorithm uses $\text{lmax}$ instead of $\text{max}$

1.  $x \leftarrow \mathbf{0}$  — maximize  $\sum_i x_i$  :  $\max_s \text{fill}(s) \leq 1$
2. repeat:
3.   increase single  $x_i$  by  $\varepsilon$ ,  
choosing  $i$  so increase in  $\text{lmax}_s \text{fill}(s)$  is minimized.
4.   stop when  $\max_s \text{fill}(s) \approx \ln(n)/\varepsilon$
5. return  $x / \max_s \text{fill}(s)$

## relaxed algorithm uses $\text{Imax}$ instead of $\text{max}$

1.  $x \leftarrow \mathbf{0}$  — maximize  $\sum_i x_i : \max_s \text{fill}(s) \leq 1$
2. repeat:
3. increase single  $x_i$  by  $\varepsilon$ ,  
choosing  $i$  so increase in  $\text{Imax}_s \text{fill}(s)$  is minimized.  
*i.e., choose  $i$  to minimize  $\sum_{s \ni i} e^{\text{fill}(s)}$*
4. stop when  $\max_s \text{fill}(s) \approx \ln(n)/\varepsilon$
5. return  $x / \max_s \text{fill}(s)$

# relaxed algorithm uses $l_{\max}$ instead of $\max$

1.  $x \leftarrow \mathbf{0}$

— maximize  $\sum_i x_i : \max_s \text{fill}(s) \leq 1$

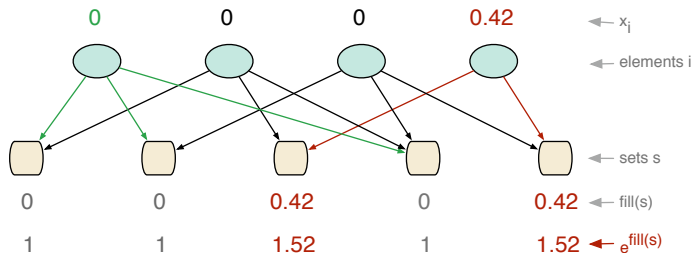
2. repeat:

3. increase single  $x_i$  by  $\varepsilon$ ,  
choosing  $i$  so increase in  $l_{\max_s} \text{fill}(s)$  is minimized.

*i.e., choose  $i$  to minimize  $\sum_{s \ni i} e^{\text{fill}(s)}$*

4. stop when  $\max_s \text{fill}(s) \approx \ln(n)/\varepsilon$

5. return  $x / \max_s \text{fill}(s)$



## relaxed algorithm

1.  $x \leftarrow \mathbf{0}$  — maximize  $\sum_i x_i : \max_s \text{fill}(s) \leq 1$
2. repeat:
3. increase single  $x_i$  by  $\varepsilon$ ,  
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*i.e., choose  $i$  to minimize  $\sum_{s \ni i} e^{\text{fill}(s)}$*
4. stop when  $\max_s \text{fill}(s) \approx \ln(n)/\varepsilon$
5. return  $x / \max_s \text{fill}(s)$

Theorem (Garg and Könemann 1998)

Returns  $(1 - O(\varepsilon))$ -approximate solution.

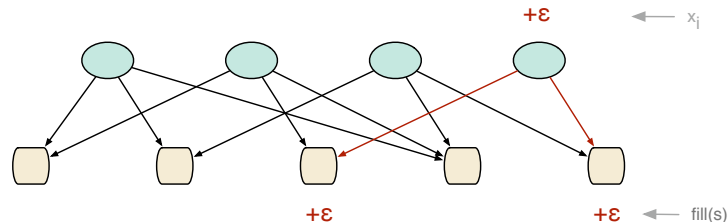
running time  $O(n^3 \log(n)/\epsilon^2)$

1.  $x \leftarrow 0$
2. repeat:
3. increase single  $x_i$  by  $\epsilon$ ,  
choosing  $i$  so increase in  $\text{Imax}_s \text{fill}(s)$  is minimized.
4. stop when  $\text{max}_s \text{fill}(s) \approx \ln(n)/\epsilon$
5. return  $x / \text{max}_s \text{fill}(s)$

—maximize  $\sum_i x_i : \text{max}_s \text{fill}(s) \leq 1$

## Theorem

Can maintain  $\text{fill}(s)$  for all sets  $s$  in  $O(n \log(n)/\epsilon^2)$  total time.



Each update to  $\text{fill}(s)$  takes  $O(1)$  work; increases  $\text{fill}(s)$  by  $\epsilon$ .  
At most  $\ln(n)/\epsilon^2$  updates to  $\text{fill}(s)$  before  $\text{fill}(s) = \ln(n)/\epsilon$ .

# duality

dual of packing is covering:

given: collection of sets

variables:  $y_s$  for each set  $s$  (call vector  $y$  a cover)

objective: minimize total weight  $\sum_s y_s$

constraints:  $\text{cov}(i) \geq 1$  for each element  $i$ ,  
where  $\text{cov}(i) = \sum_{s \ni i} y_s$

strong duality:

For optimal packing  $x$  and cover  $y$ ,  $\sum_i x_i = \sum_s y_s$ .

# algorithm for covering

...just like algorithm for packing...

1.  $y \leftarrow \mathbf{0}$  — minimize  $\sum_s y_s : \min_i \text{cov}(i) \geq 1$
2. repeat:
3.   increase single  $y_s$  by  $\varepsilon$ ,  
    choosing  $s$  so increase in  $\min_i \text{cov}(i)$  is maximized.
4.   delete elements  $i$  such that  $\text{cov}(i) \geq \ln(n)/\varepsilon$
5.   stop when all elements deleted
6. return  $y / \min_i \text{cov}(i)$

Theorem (Garg and Könemann 1998)

Returns  $(1 + O(\varepsilon))$ -approximate solution.

# coupling

from Grigoriadis and Khachiyan, 1995

vector  $x$ , function  $f(x)$

$$f(x + \Delta x) - f(x) \approx \Delta x \cdot \nabla f(x)$$

vector  $y$ , function  $g(y)$

$$g(y + \Delta y) - g(y) \approx \Delta y \cdot \nabla g(y)$$



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Take  $\Delta y = \nabla f(x)$  and  $\Delta x = \nabla g(y)$ ...

# coupling

from Grigoriadis and Khachiyan, 1995

vector  $x$ , function  $f(x)$

$$f(x + \Delta x) - f(x) \approx \Delta x \cdot \nabla f(x) \approx \nabla g(y) \cdot \nabla f(x)$$

vector  $y$ , function  $g(y)$

$$g(y + \Delta y) - g(y) \approx \Delta y \cdot \nabla g(y) \approx \nabla f(x) \cdot \nabla g(y)$$

Take  $\Delta y = \nabla f(x)$  and  $\Delta x = \nabla g(y)$ ...  
then increase in  $f$  equals increase in  $g$ .

# coupled algorithm

1.  $x \leftarrow \mathbf{0}$  *packing* — maximize  $\sum_i x_i : \max_s \text{fill}(s) \leq 1$
2. repeat:
3.    increase single  $x_i$  by  $\varepsilon$  to minimize increase in  $\max_s \text{fill}(s)$
  
4.    stop when  $\max_s \text{fill}(s) \approx \ln(n)/\varepsilon$
5. return  $x / \max_s \text{fill}(s)$

1.  $y \leftarrow \mathbf{0}$  *covering* — minimize  $\sum_s y_s : \min_i \text{cov}(i) \geq 1$
2. repeat:
3.    increase single  $y_s$  by  $\varepsilon$  to maximize increase in  $\min_i \text{cov}(i)$
  
4.    delete elements  $i$  such that  $\text{cov}(i) \geq \ln(n)/\varepsilon$
5.    stop when all elements deleted
6. return  $y / \min_i \text{cov}(i)$

# coupled algorithm

1.  $x \leftarrow \mathbf{0}$  *packing* — maximize  $\sum_i x_i : \max_s \text{fill}(s) \leq 1$
2. repeat:
- ~~3. increase single  $x_i$  by  $\epsilon$  to minimize increase in  $\max_s \text{fill}(s)$~~
3.  $x \leftarrow x + \epsilon \nabla \text{Imin}_i \text{cov}(i)$
4. stop when  $\max_s \text{fill}(s) \approx \ln(n)/\epsilon$
5. return  $x / \max_s \text{fill}(s)$

1.  $y \leftarrow \mathbf{0}$  *covering* — minimize  $\sum_s y_s : \min_i \text{cov}(i) \geq 1$
2. repeat:
- ~~3. increase single  $y_s$  by  $\epsilon$  to maximize increase in  $\min_i \text{cov}(i)$~~
3.  $y \leftarrow y + \epsilon \nabla \text{Imax}_s \text{fill}(s)$
4. delete elements  $i$  such that  $\text{cov}(i) \geq \ln(n)/\epsilon$
5. stop when all elements deleted
6. return  $y / \min_i \text{cov}(i)$

## coupled algorithm

1.  $x \leftarrow \mathbf{0}; y \leftarrow \mathbf{0}$
2. repeat:
3.  $x \leftarrow x + \varepsilon \nabla \text{lmin}_i \text{cov}(i); y \leftarrow y + \varepsilon \nabla \text{lmax}_s \text{fill}(s)$
4. delete elements  $i$  such that  $\text{cov}(i) \geq \ln(n)/\varepsilon$
5. stop when all elts deleted or  $\text{lmax}_s \text{fill}(s) \approx \ln(n)/\varepsilon$
6. return  $x / \text{lmax}_s \text{fill}(s)$  and  $y / \text{lmin}_i \text{cov}(i)$

### Theorem

Algorithm returns  $(1 \pm \varepsilon)$ -approximate solutions.

### Proof.

Each iteration, both  $\sum_i x_i$  and  $\sum_s y_s$  increase by  $\varepsilon$ .

By coupling both  $\text{lmax}_s \text{fill}(s)$  and  $\text{lmin}_i \text{cov}(i)$  increase  $\approx$  equally.

So at end,

$$\frac{\sum_i x_i}{\text{lmax}_s \text{fill}(s)} \approx \frac{\sum_s y_s}{\text{lmin}_i \text{cov}(i)}.$$

# randomized algorithm

1.  $x_i \leftarrow y_s \leftarrow 0$  for each element  $i$  and set  $s$
2. repeat:
3.     For **one random**  $i$  from distribution  $\nabla \text{Imin}_i \text{cov}(i)$
4.     and **one random**  $s$  from distribution  $\nabla \text{Imax}_s \text{fill}(s)$ :
5.          $x_i \leftarrow x_i + \varepsilon; y_s \leftarrow y_s + \varepsilon.$
6.     Delete elements  $i$  such that  $\text{cov}(i) \geq \ln(n)/\varepsilon.$
6.     Stop when all elts deleted or  $\text{max}_s \text{fill}(s) \approx \ln(n)/\varepsilon.$
7. return  $x / \text{max}_s \text{fill}(s)$  and  $y / \text{min}_i \text{cov}(i)$

## Theorem (Koufogiannakis, Young 2007)

Algorithm returns  $(1 \pm \varepsilon)$ -approximate solutions (in expectation).

### Proof.

$\text{Imax}_s \text{fill}(s)$  and  $\text{Imin}_i \text{cov}(i)$  increase equally in expectation...



# randomized algorithm

1.  $x_i \leftarrow y_s \leftarrow 0$  for each element  $i$  and set  $s$
2. repeat:
3. For **one random**  $i$  from distribution  $\nabla \text{Imin}_i \text{cov}(i) \propto e^{-\text{cov}(i)}$
4. and **one random**  $s$  from distribution  $\nabla \text{Imax}_s \text{fill}(s) \propto e^{\text{fill}(s)}$
5.  $x_i \leftarrow x_i + \varepsilon; y_s \leftarrow y_s + \varepsilon.$
6. Delete elements  $i$  such that  $\text{cov}(i) \geq \ln(n)/\varepsilon.$
6. Stop when all elts deleted or  $\text{max}_s \text{fill}(s) \approx \ln(n)/\varepsilon.$
7. return  $x / \text{max}_s \text{fill}(s)$  and  $y / \text{min}_i \text{cov}(i)$

## Theorem (Koufogiannakis, Young 2007)

Algorithm returns  $(1 \pm \varepsilon)$ -approximate solutions (in expectation).

### Proof.

$\text{Imax}_s \text{fill}(s)$  and  $\text{Imin}_i \text{cov}(i)$  increase equally in expectation...



### Theorem

Randomized algorithm takes  $O(n^2 + n \log(n)/\varepsilon^2)$  time.

Note: probability of choosing  $i$  is proportional to  $\exp(-\text{cov}(i))$ ;  
probability of choosing  $s$  is proportional to  $\exp(\text{fill}(s))$ .

# simplex algorithm for linear programming

## the competition

- ▶ Simplex invented by George Dantzig in 1947.
- ▶ Exponential time in worst case but “works well in practice”.
- ▶ Takes typically *at least*  $5n^3$  ( $n$  pivots,  $5n^2$  each) basic operations, even for  $\varepsilon = .05$ .
- ▶ Worse on “ill-conditioned” matrices.



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- ▶ Worse on “ill-conditioned” matrices.

In comparison, our algorithm (first draft) finds  $1 \pm \varepsilon$ -approximate solutions guaranteed in about  $5n^2 + 75n \ln n / \varepsilon^2$  basic operations.

Time for our algorithm / time for simplex is at most

$$\frac{1}{n} + \frac{\ln n}{(n\varepsilon/4)^2}.$$

E.g. when  $\varepsilon = .01$ , 
$$\frac{1}{n} + \frac{\ln n}{(n/400)^2}.$$

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