Tight Approximation Algorithms for Ordered Covering

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2023

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Minimum Vertex Cover

Definition

Given a graph G = (V, E), find the smallest cardinality subset $S \subseteq V$ such that for all edges e in E, $e \cap S \neq \emptyset$.



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Alternate View (Scheduling)

- 1. One Machine.
- 2. The vertices are the jobs.



Figure: Scheduling Vertices on a Machine

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Objective Function?

Alternate View (Scheduling): Cover Times

Definition

Given a graph G = (V, E) and a schedule $\sigma : V \rightarrow [n]$ of its vertices, the cover time of an edge is the first moment a vertex in the edge is scheduled.



Figure: Cover Time of an Edge

- 1. Vertex Cover: $\min_{\sigma} \max_{e \in E} Cov_{\sigma}(e)$.
- 2. Min-Sum Vertex Cover: $\min_{\sigma} \sum_{e \in E} Cov_{\sigma}(e)$ [FLT04, BBFT21, Sta22]

Can we unify?

Ordered Optimization [AS, CSa, BSS18, CSb, CS19]



Figure: Generalized Objective Functions

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Ordered Optimization [AS, CSa, BSS18, CSb, CS19]



Figure: Top-*l* Objective Functions

Ordered Objective Functions:

$$\min_{\sigma} \sum_{j=1}^{m} w_j Cov_{\sigma}(e_j)$$

for $w_1 \ge w_2 \ge \ldots w_m \ge 0$. This framework has gained a lot of attention for clustering (Ordered *k*-Median) and Load Balancing problems.

Our Contribution



Figure: One Ring to Rule Them All

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Vertex Cover

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- Upper Bound: 2-approx (Folklore)
- Hardness of Approximation: (2 ε) under UGC [KR08].

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Min-Sum Vertex Cover

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- Min-Sum Vertex Cover
 - ▶ Upper Bound: 16/9-approx [BBFT21].
 - Hardness of Approximation: 1.014 under UGC [Sta22].

Ordered Min-Sum Vertex Cover

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- Hardness of Approximation: (2 ε) under UGC [KR08].
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 - ▶ Upper Bound: 16/9-approx [BBFT21].
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- Ordered Min-Sum Vertex Cover
 - Upper Bound: 8-approx [GGKT08] (All-norm, more general result).

• Lower Bound: $(2 - \varepsilon)$ under UGC (Captures VC).

However, the techniques for upper bounds are very different across the problems.

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Set Cover

- ▶ Upper Bound: *O*(log *n*)-approx [Joh73, Sla96].
- Lower Bound: NP-Hard to approximate within $(1 \varepsilon) \log_e n [DS14]$

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 - Lower Bound: NP-Hard to approximate within (4 ε) [FLT04].
- Ordered Set Cover
 - O(log n)-approx. [GGKT08] Upper Bound (Much more general result, All-norm) s
 - General Lower Bound: NP-Hard to approximate within Ω(log n) (Captures Set Cover). But for specialised Top-ℓ objectives?

Definition

Ordered Min-Sum Vertex Cover(OMSVC): Let G = (V, E) be a graph, and a $w_1 \ge w_2 \ge \ldots w_m \ge 0$ be a sequence of non-negative weights. Design a schedule σ of vertices to minimize $\sum_j w_j Cov_{\sigma}(e_j)$ where e_j is the ordering of edges in descending order of cover times.

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Theorem

There is a $(2 + \varepsilon)$ -approximation algorithm for OMSVC running in time $n^{O(1/\varepsilon)}$.

Definition

Top- ℓ Set Cover: Let E be a set and I be a collection of subsets of E. Design a schedule σ of sets to minimize $\sum_{j=1}^{\ell} Cov_{\sigma}(e_j)$ for a fixed $\ell \in [n]$ where the elements e_j are ordered in descending order of cover times.

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Theorem

The natural greedy algorithm gives a $(8\log_2(n/\ell) + 16)$ -approx for Top- ℓ Set Cover.

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It is hard to approximate the Top- ℓ Set Cover problem within a factor better than $\max(\Omega(1), \Omega(\log(n/\ell)))$.

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It is hard to approximate the Top- ℓ Set Cover problem within a factor better than $\max(\Omega(1), \Omega(\log(n/\ell)))$.

First ℓ -based approximation ratio and hardness result for Top- ℓ objectives (to our knowledge).

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We will talk about our algorithm which gets a $(2+\varepsilon)\text{-approx.}$ for Top- ℓ Vertex Cover.

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We will motivate reducing Top-*l* Vertex Cover to Discounted Min-Sum Vertex Cover (Standard in Ordered Optimization).

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- We will give a review of the approach of Feige et. al. [FLT04] and why it fails in our problem.

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- We will motivate reducing Top-*l* Vertex Cover to Discounted Min-Sum Vertex Cover (Standard in Ordered Optimization).
- We will give a review of the approach of Feige et. al. [FLT04] and why it fails in our problem.

We will show how a *dependent-rounding*[GKPS06] based approach fixes these problems.

Let $\sigma:V\to T$ be a schedule for an instance of Top- ℓ Vertex Cover.



Figure: Top-*l* Vertex Cover

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Intuition

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Try to write down an ILP for this problem.

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- ILP should know edges which have the Top-*l* cover times for any schedule *σ*.

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How to write constraints for this?

Problem? Do not know the ordering before hand.

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Shift by a Discount Add the Discount back later



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Shift by Good Discount Add the Discount back later

$$\lambda = Cov_{\sigma^*}(e_\ell)$$



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Try to minimize:

$$\sum_{e \in E} (Cov_{\sigma}(e) - \lambda)_{+}$$

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over all possible schedules for a correct guess $\lambda = Cov_{\sigma^*}(e_\ell).$

Theorem

[AS, BSS18, CSa, CS19, CSb] Let σ^* be the optimal schedule to an instance of Top- ℓ Vertex Cover. Then, a schedule σ satisfying:

$$\sum_{e \in E} (Cov_{\sigma} - 2\lambda)_{+} \leq 2 \sum_{e \in E} (Cov_{\sigma^{*}} - \lambda)_{+}$$

implies that $\sum_{j=1}^{\ell} Cov_{\sigma}(e_j) \leq 2 \sum_{j=1}^{\ell} Cov_{\sigma^*}(e_j)$.

Definition

Discounted Min-Sum Vertex Cover (DMSVC) Let G = (V, E) be a graph, and a $\lambda \ge 0$ be a discount. Design a schedule σ of vertices which satisfies:

$$\sum_{e \in E} (Cov_{\sigma} - 2\lambda)_{+} \leq 2 \sum_{e \in E} (Cov_{\sigma^{*}} - \lambda)_{+}$$

Plan for the Talk

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 In the following, we will try to solve the Discounted Min-Sum Vertex Cover problem via an LP-rounding algorithm.

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- In the following, we will try to solve the Discounted Min-Sum Vertex Cover problem via an LP-rounding algorithm.
- 2. Let us first try to write down the linear program.

Intuition for Linear Program

Variables: $x_{v,t}$, $u_{e,t}$. Indicator variables.



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$$x_{v,t} = \begin{cases} 1 & v \text{ is scheduled at } t \\ 0 & \text{otherwise} \end{cases}$$

Intuition for Linear Program

Variables: $x_{v,t}$, $u_{e,t}$. Indicator variables.

$$x_{v,t} = \begin{cases} 1 & v \text{ is scheduled at } t \\ 0 & \text{otherwise} \end{cases}$$
$$u_{e,t} = \begin{cases} 1 & Cov_{\sigma}(e) \ge t \\ 0 & \text{otherwise} \end{cases}.$$

 $u_{e,t}$ tracks at each step if e has not been covered.

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Intuition For Linear Program

Variables: $u_{e,t}, x_{v,t}$





Figure: Intuition for variables and constraints

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Intuition For Linear Program



Figure: Intuition for variables and constraints, $Cov_{\sigma}(e) = \sum_{t} u_{e,t}$

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Intuition For Linear Program



Figure: Intuition for variables and constraints

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DMSVC Linear Program

$$\begin{array}{ll} \text{Minimize} & \sum_{t \ge \lambda} \sum_{e \in E} u_{e,t}, \quad s.t. \\ & \sum_{v \in V} x_{v,t} \le 1, \quad \forall \ t = 1, 2, \dots & (1) \\ u_{e,t} + \sum_{t' < t} x_{u,t'} + \sum_{t' < t} x_{v,t'} \ge 1, \quad \forall \ e = (u,v), \ t = 1, 2, \dots & (2) \\ & u, x \ge 0 \,. \end{array}$$

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Bi-criteria algorithm for DMSVC



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Solve the above LP.



Figure: Try to throw each vertex in bins with probability $x_{v,t}$

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Figure: Try to throw each vertex in bins with probability $x_{v,t}$



Figure: Ball might be thrown in the last bin

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Independently throw each vertex into the bins using scaled probabilities (x).



Figure: Linear Program does not pay anything, While we pay a lot.

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Approach of [FLT04]

If $e = \{v, u\}$ is fractionally scheduled before λ , then either $\sum_{t < \lambda} x_{v,t} \ge 1/2$ or $\sum_{t < \lambda} x_{u,t} \ge 1/2$. (Since fractional covering means $\sum_{t < \lambda} x_{v,t} + \sum_{t < \lambda} x_{u,t} \ge 1$.)



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Approach of [FLT04]

Independently throw each vertex into the bins using scaled probabilities (2x).



Approach of [FLT04]

Break the bins and schedule a uniformly random permutation of vertices inside the bin.



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Problem?

Recall,
$$\sum_{v \in V} x_{v,t} \le 1$$
. Thus
 $\mathbb{E}[\#$ vertices in a bin $] = 2 \sum_{v \in V} x_{v,t} \le 2$.



Problem?

Want to ensure with high probability that at most 2λ vertices are scheduled within first λ slots.

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Ingredients We Need



Figure: Marginal Preservation: Throw v into a bin with probability $2x_{v,t}$

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Ingredients We Hope for



Figure: Dependent Rounding on Side of Slots

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 \blacktriangleright \leq 2 vertices in each bin with probability 1.

• Thus, $\leq 2\lambda$ vertices in first λ bins with probability 1.



Dependent Rounding.

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Theorem

Given a weighted bipartite graph $(V \cup T, F, z : F \rightarrow [0, 1])$ (z = 2x), it is possible to sample a subset of edges $S \subseteq F$ satisfying the following criterion:

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1. $Pr((v, t) \in S) = 2x_{v,t}$ (Marginal Preservation),

Theorem

Given a weighted bipartite graph $(V \cup T, F, z : F \rightarrow [0, 1])$ (z = 2x), it is possible to sample a subset of edges $S \subseteq F$ satisfying the following criterion:

- 1. $\Pr((v, t) \in S) = 2x_{v,t}$ (Marginal Preservation),
- 2. $deg_{S}(t) = \left[\sum_{e \in \delta(t)} 2x_{v,t}\right] \le 2$ (Ensures that the load is at most 2).

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- 3. $deg_{S}(v) = \sum_{e \in \delta(v)} 2x_{v,t} = 1$ (Ensures each vertex is thrown into exactly 1 bin)

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- 3. $deg_{S}(v) = \sum_{e \in \delta(v)} 2x_{v,t} = 1$ (Ensures each vertex is thrown into exactly 1 bin)

4. (Negative Correlation): For any time t, $Pr((v, t) \in S, (u, t) \in S) \leq Pr((v, t) \in S) Pr((u, t) \in S).$ [However, we do not use it]

Our Algorithm:

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Our Algorithm:

1. Guess the appropriate discount given ℓ : ℓ^{th} -largest cover time of *OPT* ($Cov_{\sigma^*}(e_{\ell})$).

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- 2. Solve the linear program for DMSVC with the discount chosen above to obtain solution (x, u).

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Our Algorithm:

- Guess the appropriate discount given *l*: *l*th-largest cover time of OPT (Cov_{σ*}(e_l)).
- 2. Solve the linear program for DMSVC with the discount chosen above to obtain solution (x, u).

 Run Dependent rounding on the bipartite graph (V ∪ T, F, 2x : F → [0,1]). (The sampled edges give an assignment of vertices to time slot).

Our Algorithm:

- Guess the appropriate discount given *l*: *l*th-largest cover time of OPT (Cov_{σ*}(e_l)).
- 2. Solve the linear program for DMSVC with the discount chosen above to obtain solution (x, u).
- Run Dependent rounding on the bipartite graph (V ∪ T, F, 2x : F → [0,1]). (The sampled edges give an assignment of vertices to time slot).
- 4. Break bins of time slots *t* (Each bin has at most 2 vertices: cost goes up by at most 2).



Thank you.

Open Directions

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 Getting a 2-approx. for All-Norm Vertex Cover (Improving from 8 [GGKT08])

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Open Directions

- Getting a 2-approx. for All-Norm Vertex Cover (Improving from 8 [GGKT08])
- Getting *l*-dependent or *w*-dependent approximation algorithms for other problems (such as Load Balancing or *k*-Median).

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