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The Approximability of Constraint Satisfaction Problems

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www.cs.cmu.edu/~odonnell/slides/fields-csp-approx.pdf

D domain $\{0, 1, 2, \dots, q-1\}$

Γ set of relations R on D^r
(predicate $R: D^r \rightarrow \{0, 1\}$)

Instance \mathcal{C} of $\text{CSP}(\Gamma)$ is variables $|V|=n$
list of m constraints $C = (R, S)$ $R \in \Gamma$
 S (scope) is an ordered list of $ar(R)$ distinct variables.

Defn | Assignment $F: V \rightarrow D$ satisfies $C = (R, S)$
if $R(F(S)) = 1$.

Defn | Value $\text{val}_{\mathcal{C}}(F) =$ fraction of constraints
that F satisfies $= \text{avg}_{C=(R,S) \in \mathcal{C}} \{R(F(S))\} \in [0, 1]$.

Defn | $\text{Opt}(\mathcal{C}) = \max_F \{ \text{val}_{\mathcal{C}}(F) \}$

- Examples
- k -Sat: $D = \{0, 1\}$ $\Gamma = \{ \text{disjunctions on } \leq k \text{ literals} \}$
 - E_k -Sat: $D = \{0, 1\}$ $\Gamma = \{ \text{disjunctions on exactly } k \text{ literals} \}$
 - Cut: $D = \{0, 1\}$, $\Gamma = \{ \neq \}$
 - q -cut: $|D| = q$
 - $(E)k$ -Lin(q): $D = \mathbb{Z}_q$
constraints: $\pm v_1 \pm v_2 \pm \dots \pm v_k = c$
 - Bijection(q) aka Unique-Games(q):
 $|D| = q$ any binary bijective relation.
 - Projection(q) aka Label-Cover(q):
 $|D| = q$ any binary projections
 $\exists \pi: D \rightarrow D$ s.t. $R = \{ (a, \pi(a)) : a \in D \}$

Thm | Given instance \mathcal{C} of Max-cut with $\text{Opt}(\mathcal{C}) \geq 3/4$, NP-hard to find assignment F with $\text{Val}_{\mathcal{C}}(F) \geq 3/4$.

Defn | For $0 \leq \alpha \leq \beta \leq 1$ we say algorithm (α, β) -approximates CSP(Γ) if

$\forall \mathcal{C}$ with $\text{Opt}(\mathcal{C}) \geq \beta$ finds assignment of value $\geq \alpha$.
and (α, β) -distinguishes if

$\text{Opt}(\mathcal{C}) \geq \beta \Rightarrow$ alg. outputs YES
 $\text{Opt}(\mathcal{C}) < \alpha \Rightarrow$ alg. outputs NO

Thm | $(3/4, 3/4)$ -distinguishing Max-cut is NP-hard.

Sat? \Leftrightarrow $(1, 1)$ -dist.?

For Max-cut, $\beta = 3/4 \dots$

- $\exists \epsilon_0 > 0$ s.t. $(3/4 - \epsilon_0, 3/4)$ -distinguishing is NP-hard (consequence of "PCP Theorem")
- (G W '94) $(0.878 \cdot 3/4, 3/4)$ -approx is in P
0.659

$$0.878 = \frac{2}{\pi \sin \theta^*}, \quad \theta^* = \arcsin\left(\frac{2}{\pi}\right)$$

- $(\frac{11}{16} + \epsilon, 3/4)$ -distinguishing NP-hard $\forall \epsilon > 0$
0.6875 [Håstad, '97]
- $(\frac{2}{3}, \frac{3}{4})$ -distinguishing Max-cut not known in P or NP-hard.
- $(0.878 \cdot \frac{3}{4} + \epsilon, \frac{3}{4})$ -dist. is NP-hard $\forall \epsilon > 0$ assuming "Unique Games Conjecture" (2002)

Dream Goal | For each CSP(Γ) and $\beta \in [0, 1]$
 find $\alpha_n(\beta)$ and efficient alg. $(\alpha_n(\beta), \beta)$ -approx.
 CSP(Γ) and show $(\alpha_n(\beta) + \epsilon, \beta)$ -dist. is
 NP-hard.

→ Accomplished for k-Sat

Cut
 $(\epsilon)k$ -Lin(q)

assuming
 unique Games
 conjecture.

Defn | Max-CSP(Γ) is APX-hard if $\exists \beta \exists \epsilon_0 > 0$ s.t.
 $(\beta - \epsilon_0, \beta)$ -dist. is NP-hard.

PCP Thm \Leftrightarrow 3 Sat is $(1 - \epsilon_0, 1)$ -hard.

Open | \forall CSP(Γ) ^{exact} optimization in P or NP-hard.

→ Known in many cases

Trivial Random Algorithm

Pick $F(v) \sim D$ randomly indep. for each $v \in V$

Prop | Trivial Random $(1 - 2^{-k}, \beta)$ -approxes
 Max- E_k -Sat $\forall \beta$.

Pf | For a fixed constraint $C = v_1 \vee v_2 \vee v_3$

$$\Pr_F [F \text{ satisfies } C] = 7/8$$

$$E_F [\text{Val}(F)] = E [\text{frac of constrs. sat.}] = 7/8$$

Thm | (Håstad) $(\frac{1}{2} + \epsilon, 1 - \epsilon)$ -distinguishing

$\not\exists E \exists \text{Lin}(2)$ is NP-hard $\forall \epsilon > 0$.

$(\frac{7}{8} + \epsilon, 1)$ -distinguishing $E \exists$ -Sat is
 NP-hard $\forall \epsilon > 0$.

[Raz] $\forall \epsilon > 0 \exists q_\epsilon = q_\epsilon(\epsilon)$ s.t. Label-cover(q_ϵ)
is $(\epsilon, 1)$ -dist. is NP-hard.

Unique Games Conj (UGC) $\forall \epsilon > 0 \exists q_\epsilon = q_\epsilon(\epsilon)$ s.t.
Unique-Games(q_ϵ) is
 $(\epsilon, 1-\epsilon)$ -dist. is NP-hard

Integer Programming (I.P.)

CSP(Γ) Let \mathcal{C} be an instance

Variable indicators $\forall v \in V \forall l \in D \mu_v[l] \in \{0, 1\}$
Condition: $\forall v \in V \sum_{l \in D} \mu_v[l] = 1$.

Constraint indicators $\forall C = (R, S) \in \mathcal{C}$

$\forall L: S \rightarrow D \lambda_C[L] \in \{0, 1\}$.
* $\forall C = (R, S) \sum_{L: S \rightarrow D} \lambda_C[L] = 1$.

"Consistency" $\forall C = (R, S) \forall v \in S \forall l \in D$
 $\sum_{\{L: L(v)=l\}} \lambda_C[L] = \mu_v[l]$.

Max avg $\sum_{C=(R,S)} \{ \lambda_C[L] : L(S) \text{ satisfies } R \}$
($R(L(S)) = 1$)

Example Sat $C_i = (x \vee y \vee z), (\bar{x} \vee w), \dots$

$D = \{0, 1\} \mu_x[0], \mu_x[1]$

$\mu_y[0], \mu_y[1]$

\vdots

$\lambda_C[x \leftrightarrow 0, y \leftrightarrow 0, z \leftrightarrow 0]$

$\lambda_C[x \leftrightarrow 0, y \leftrightarrow 0, z \leftrightarrow 1],$

\vdots

$\lambda_C[x \leftrightarrow 1, y \leftrightarrow 1, z \leftrightarrow 1]$

Linear Programming (L.P.) relaxation for instance
cl of CSP(Γ)

L.P. solution \mathcal{L} : ~~assignment~~

variable distributions: $\forall v \in V \mu_v$ prob.
distribution on D .

constraint distributions: $\forall c = (R, S)$
 μ_c is prob. dist. on assignments
 $L: S \rightarrow D$

$LP_{opt}(cl) := \text{maximize } LP_{val}(\mathcal{L}) = \arg \max_{c=(R,S) \in cl} \left\{ \Pr [L(S) \text{ satisfies } R] \right\}$
 $L \sim \mu_c$

s.t. consistency condition
 $\forall c \forall v \in S \forall l \in D \Pr [L(v) = l] = \Pr [l]$
 $L \sim \mu_c$ μ_v

$\forall cl \quad Opt(cl) \leq LP_{opt}(cl) \leq 1$

Example Max-kSat. $D = \{0, 1\}$ Γ Conj $\leq k$.

"Randomized Rounding"

Pick actual assignment $F: V \rightarrow \{0, 1\}$
draw $F(v) \sim \mu_v$ indep. $\forall v \in V$.

Thm $\mathbb{E}_F [Val_d(F)] \geq \left(1 - \frac{1}{e}\right) LP_{opt}(cl)$
 $\geq \left(1 - \frac{1}{e}\right) Opt(cl)$

Cor This alg. $\left(\left(1 - \frac{1}{e}\right)^\beta, \beta\right)$ -approximates Max-Sat
 $\forall \beta$.