

Lecture #20

Last Time: MAX CUT and Semidefinite Programs

(0.878-approx via powerful new convex programs)

Today: Grothendieck's Inequality and Lovasz Theta Fctn

We will see some powerful applications of SDPs.

First consider

$$\max_{x_i, y_j \in \mathbb{S}^1} \sum_{i,j} A_{ij} x_i \cdot y_j = \text{OPT}$$

Is this problem easy or hard? \Rightarrow MAX CUT is a special case where $A_{ii} = 2|E|$ (force $x_i = y_i$)

$$A_{ij} = \begin{cases} -\frac{1}{2} & \text{if } (i,j) \in E \\ 0 & \text{else} \end{cases}$$

Then $\sum_{i \neq j} A_{ij} x_i \cdot y_j = \frac{1}{2} (\text{edges cut} - \text{edges not cut})$

$$+ \frac{|E|}{2} \quad + \frac{|E|}{2}$$

= edges cut.

So for A as above, optimum is achieved by MAX CUT.
Let's try to approximate it via an SDP:

$$(*) \quad \max \sum_{i,j} A_{ij} z_{ij}$$

$m \times n$

$$\text{s.t. } \begin{matrix} m & \begin{bmatrix} I_{m,m} & Z \\ Z^T & I_{n,n} \end{bmatrix} & \geq 0 \\ n & & \end{matrix}$$

B

In particular, B is $(m+n) \times (m+n)$ and has ones along the diagonal. As before:

$$B = \begin{matrix} m & & \\ n & & \end{matrix} \begin{bmatrix} W \\ W^T \end{bmatrix}$$

The first m rows of W are u_1, u_2, \dots, u_m , the last n rows of W are v_1, v_2, \dots, v_n , all unit vectors.

Thus (*) is equivalent to:

$$\max_{\substack{\|u_i\|=1 \\ \|v_j\|=1}} \sum_{i,j} A_{ij} \underbrace{\langle u_i, v_j \rangle}_{z_{ij}} = \text{OPT}'$$

Theorem [Grothendieck, Krivine]

(0.56-approx)

$$\text{OPT} \leq \text{OPT}' \leq \frac{\pi}{2 \ln(1+\sqrt{2})} \text{OPT}$$

Can we just use hyperplane rounding, and set

$$x_i = \text{sgn}(a^T u_i), \quad y_j = \text{sgn}(a^T v_j)$$

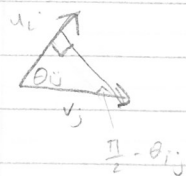
for random a ? No, consider each term's contribution

to SDP

$$A_{ij} \underbrace{\langle u_i, v_j \rangle}_{\cos \theta_{ij}}$$

to value

$$A_{ij} \left(\underbrace{-\frac{\theta_{ij}}{\pi}}_{\Pr x_i \neq y_j} + \underbrace{\left(1 - \frac{\theta_{ij}}{\pi}\right)}_{\Pr x_i = y_j} \right)$$



$$= A_{ij} \left(\frac{2}{\pi} \right) \left(\frac{\pi}{2} - \theta_{ij} \right) = A_{ij} \left(\frac{2}{\pi} \right) \left(\arcsin(\langle u_i, v_j \rangle) \right)$$

Fact: $\mathbb{E}[\text{sgn}(a^T u_i) \text{sgn}(a^T v_j)] = \left(\frac{2}{\pi} \right) (\arcsin(\langle u_i, v_j \rangle))$

This is a nonlinear relationship - e.g. we could have

$$\begin{array}{ll} \text{SDP} & \text{value of rounding} \\ +7 -6 +7 -6 \dots & +7x -6 +7x -6 \dots \end{array}$$

and we wouldn't get any approx algorithm!

A beautiful idea is to create new vectors:

Lemma: [Main] For any unit vectors u_1, \dots, u_m and v_1, \dots, v_n , there is a set of $\frac{1}{\sqrt{2}}$ unit vectors u'_1, \dots, u'_m and v'_1, \dots, v'_n with

$$\mathbb{E}[\text{sgn}(a^T u'_i) \text{sgn}(a^T v'_j)] = \frac{2}{\pi} \ln(1+\sqrt{2}) \langle u_i, v_j \rangle$$

Now we can prove the theorem:

Grothendieck-Krivine Hyperplane Rounding:

z is optimal
soln to SDP
↙

Find unit vectors u_i, v_j with $Z_{ij} = \langle u_i, v_j \rangle$

Find unit vectors u'_i, v'_j as in Lemma

Choose x uniformly on the sphere, set

$$x_i = \text{sgn}(a^T u'_i), \quad y_j = \text{sgn}(a^T v'_j)$$

To analyze the expected value, consider a term

$$A_{ij} \langle u_i, v_j \rangle \longmapsto \frac{2}{\pi} \ln(1+\sqrt{2}) A_{ij} \langle u_i, v_j \rangle$$

Thus summing over i, j we get $\text{OPT} \geq \frac{2}{\pi} \ln(1+\sqrt{2}) \text{OPT}'$

Now let's prove the main lemma:

Let $c = \sinh^{-1}(c) = \ln(1 + \sqrt{2})$, then by Taylor's Theorem

$$\sin(c \langle u, v \rangle) = \sum_{k=0}^{\infty} (-1)^k \frac{c^{2k+1}}{(2k+1)!} \langle u, v \rangle^{2k+1}$$

Now if $u^{\otimes 2} = [u_1^2, u_1 u_2, u_1 u_3, \dots]$, then

$$\langle u, v \rangle^{2k+1} = \langle u^{\otimes 2k+1}, v^{\otimes 2k+1} \rangle$$

Now consider the infinite dimensional vector

$$u' = \left[\sqrt{c} u, (-1) \sqrt{\frac{c^3}{3!}} u^{\otimes 3}, \dots, (-1)^k \sqrt{\frac{c^{2k+1}}{(2k+1)!}} u^{\otimes 2k+1}, \dots \right]$$

$$v' = \left[\sqrt{c} v, \sqrt{\frac{c^3}{3!}} v^{\otimes 3}, \dots, \sqrt{\frac{c^{2k+1}}{(2k+1)!}} v^{\otimes 2k+1}, \dots \right]$$

Then $\sin(c \langle u, v \rangle) = \langle u', v' \rangle$ by construction.

$$\begin{aligned} \text{Moreover } \|u'\|^2 &= \sinh(c \|u\|^2) = 1 \\ \|v'\|^2 &= \sinh(c \|v\|^2) = 1 \end{aligned} \quad \left. \begin{array}{l} \text{by Taylor's Thm} \\ \text{and our choice of } c \end{array} \right\}$$

$$\text{Finally } \mathbb{E}[\text{sgn}(a^T u') \text{sgn}(a^T v')] = \frac{2}{\pi} \arcsin(\langle u', v' \rangle)$$

$$= \frac{2}{\pi} c \langle u, v \rangle \quad \square$$

Amazingly, there are many strong connections between functional analysis (e.g. OPT is related within a constant factor to $\|A\|_{\text{HS}}$) and rounding algorithms for SDPs.

Let's give one more quick application, to see SDPs are important for more than just approx algorithms.

Let $\alpha(G) =$ size of largest independent set

$\bar{\chi}(G) =$ chromatic number of \bar{G} (complement of G)

Then $\alpha(G) \leq \bar{\chi}(G)$. Moreover we can write the SDP:

$$\theta(G) = \min k$$

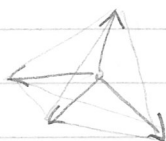
$$\text{st. } \langle v_i, v_j \rangle = \frac{-1}{k-1} \quad \forall (i,j) \notin E$$

$$\langle v_i, v_i \rangle = 1$$

} Lovasz
theta fctn
of G

Theorem: $\alpha(G) \leq \theta(G) \leq \bar{\chi}(G)$

Proof: It is easy to see there are k unit vectors u_1, \dots, u_k where $\langle u_i, u_j \rangle = \frac{-1}{k-1} \quad \forall i \neq j$



Thus any k coloring of \bar{G} yields a feasible solution.
in a feasible solution

Conversely let v_1, \dots, v_s be vectors corresponding to a size- s independent set. Then

$$0 \leq \left(\sum_{i=1}^s v_i \right)^T \left(\sum_{i=1}^s v_i \right) = s + \sum_{i \neq j} \langle v_i, v_j \rangle$$

$\leftarrow 2 \binom{s}{2}$ terms

By averaging $i \neq j$ with $\langle v_i, v_j \rangle \geq \frac{-s}{2 \binom{s}{2}} = \frac{-1}{s-1}$

Rearranging completes proof \square

Now for an important class of graphs, called perfect graphs $\alpha(G) = \bar{\chi}(G)$.

Thus the Lovász theta Fctn gives an algorithm to compute the largest independent set (also, largest clique, optimal coloring) for perfect graphs.

The only known combinatorial algorithms are very involved