

Cleanup notes on max-cut.

①

• Max-cut:

Given $G = (V, E)$, $w: E \rightarrow \mathbb{Z}^+$,

Determine S, \bar{S} s.t. $S \cup \bar{S} = V$

$S \cap \bar{S} = \emptyset$

$w(S, \bar{S})$ is maximised

• Randomized strategy.

• randomly assign $-1, 1$ to verts

• $S = \{ \text{verts w/ } 1 \}$

• $\bar{S} = \{ \dots \dots -1 \}$

In this case, $P[u-v \text{ crosses cut}] =$
 $= P[u=1, v=-1] + P[u=-1, v=1]$
 $= 1/2.$

now, the value of the cut is

$$Z_{\text{gr}} = \frac{1}{2} \sum_{i>j} w_{ij} [1 - y_i y_j]$$

$$E[Z_{yr}] = \frac{1}{2} \sum_{i>j} w_{ij} (1 - E[y_i y_j])$$

$$E[y_i y_j] = P[y_i y_j = 1] \cdot 1 + P[y_i y_j = -1] \cdot (-1)$$
$$= 0$$

$$\therefore E[Z_{yr}] = \frac{1}{2} \sum_{i>j} w_{ij}$$

now the value of prob is value of best cut
write Z_{opt} .

$$Z_{opt} \leq \sum_{i>j} w_{ij}$$

(because weights are non-neg)

$$\therefore E[Z_{yr}] = \frac{1}{2} \sum_{i>j} w_{ij} \geq \frac{1}{2} Z_{opt}$$

G+W bound:

we solve

$$\max \frac{1}{2} \sum_{i > j} w_{ij} (1 - v_i \cdot v_j)$$

$$\text{s.t. } v_i \cdot v_j = 1$$

(which is an SDP). Value of this is Z_p^*

we now choose a random vector r

at vert i , if $v_i \cdot r > 0$, $i \rightarrow S$
 $i \rightarrow \bar{S}$

Now:

$$P_i [i, j \in \text{cut}] = \frac{\cos^{-1}(v_i \cdot v_j)}{\pi} \quad (\text{elementary geometry})$$

write W for the value of the cut.

$$E[W] = \frac{1}{\pi} \sum_{i > j} w_{ij} \cos^{-1}(v_i \cdot v_j)$$

Now, for $\alpha \approx 0.878 \dots$

(4)

$$\frac{\theta}{\pi} \geq \alpha \cdot \frac{1}{2} (1 - \cos \theta)$$

[which we can get by minimizing]
$$\frac{\theta}{\pi} \cdot \frac{2}{(1 - \cos \theta)}$$

but write $\theta_{ij} = \cos^{-1}(v_i \cdot v_j)$

we have

$$E[W] = \frac{1}{\pi} \cdot \sum_{i>j} w_{ij} \cos^{-1}(v_i \cdot v_j)$$

$$= \sum_{i>j} w_{ij} \frac{\theta_{ij}}{\pi}$$

$$\geq \alpha \cdot \sum_{i>j} w_{ij} (1 - \cos \theta_{ij}) = \alpha Z_p^*$$

$$\alpha Z_p^* \geq \alpha Z_{opt}$$

$$\text{So } E[W] \geq \alpha Z_{opt}$$

Doubly stochastic matrices and balancing

①

• Recall M is doubly stochastic if

• $M_{ij} \geq 0$

• $\sum_i M_{ij} = \sum_j M_{ij} = 1$

(Notice this means that M is square.)

• Recall.

• Convex hull of permutation matrices
= doubly stochastic matrices
(easy).

• Vertices of doubly stochastic matrix polytope
= permutation matrices
(Deep, non-obvious; Birkhoff).

• Above establishes how d.s. matrices could
be interesting
• also, matching paper.

Procedure to produce d.s. matrix from M . ②

Iterate

$$M_{ij}^* = \frac{M_{ij}^{(n)}}{\sum_j M_{ij}^{(n)}}$$

$$\hat{M}_{ij} = \frac{M_{ij}^*}{\sum_i M_{ij}^*}$$

~~and see~~

$$M_{ij}^{(n+1)} = \hat{M}_{ij}$$

and keep going, till convergence.

Facts:

- if procedure converges, it converges to unique d.s. matrix.
- Zeros may cause a failure to converge (conditions under which it converges are known, see papers)
- it doesn't help to make zeros into ϵ (eg next page)

example:

$$\begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

approx as $\begin{pmatrix} \epsilon & \epsilon & 1 \\ \epsilon & \epsilon & 1 \\ 1 & 1 & 1 \end{pmatrix}$

converges to $\begin{pmatrix} 0.25 & 0.25 & 0.5 \\ 0.25 & 0.25 & 0.5 \\ .5 & .5 & 0 \end{pmatrix}$ $\epsilon \rightarrow 0$

but

$$\begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} \epsilon & \epsilon^2 & 1 \\ \epsilon & \epsilon^2 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

conv to

$$\begin{pmatrix} .5 & 0 & .5 \\ .5 & 0 & .5 \\ 0 & 1 & 0 \end{pmatrix}$$

$\epsilon \rightarrow 0$!

This procedure has some quite surprising applications.

Sinkhorn can solve Sudoku!

④

Sudoku : $N \times N$ grid of cells

- N blocks of N elements
- into each cell, insert $1 \dots N$
- st. exactly 1 in each
 - row
 - col
 - block

• N is usually 9.

• There is initial data
(and the solver must fill in the rest).

• There are $3N$ vector constraints

• have a doubly-stochastic flavor

• eg. write $S_{ij}^l = \begin{cases} 1 & \text{if } i,j \text{ the cell has } l \\ 0 & \text{otherwise.} \end{cases}$

we have

$$\sum_i S_{ij}^e = 1$$

$$\sum_j S_{ij}^e = 1$$

$$\sum_{i,j \in \text{Block}} S_{ij}^e = 1$$

$$\sum_e S_{ij}^e = 1$$

for each block,

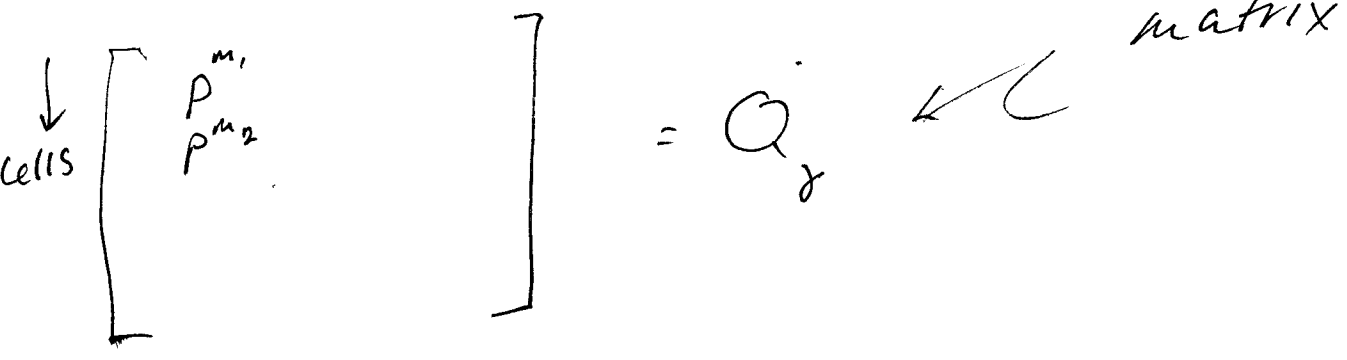
(only one # per table location.)

Procedure:

write $p = [P(\xi_m = 1), P(\text{loc} = 2), \dots, P(\text{loc} = N)]$

(which we interpret as probabilities, but...)

Now imagine a $\begin{matrix} \text{col} \\ \text{row} \\ \text{block} \end{matrix}$ $\begin{matrix} r \\ y \end{matrix}$



at the right answer, all Q^r would be permutations (6)

• for prescribed data, we can adjust the p -vector (i.e. it must be $(0 \dots 1 \dots 0)$)
 \uparrow known value.

• This means that Q^r at least are doubly stochastic.

• idea
 • construct each row Q^r
 - straighten
 • " " " col
 - straighten
 • " " " block
 - straighten
 • stop on convergence.

Each balancing step does not
move farther from S_0 in appropriate
distance. ⑦

Notation:

$$\hat{S}_{ij}^l \text{ for a solution}$$
$$\hat{S}_{ij}^l = \begin{cases} 1 & i,j\text{'th cell} = l \\ 0 & \text{otherwise} \end{cases}$$

Notice \hat{S}_{ij}^l has balance properties

Write g_{ij}^l for the n 'th est of S_{ij}

~~Notice~~
Start with g_{ij}^l st $\sum_e g_{ij}^l = 1$

Each step of each stage does not increase $D(S || g) = \sum_{ij} S_{ij} \log \frac{S_{ij}}{g_{ij}}$

proof: (case-by-case)

eg: col balancing for a row matrix

matrix is Q
 $Q_{kj} = S_{ij}$

for k'th row, $Q_{je} = S_{kj}$
↑ fixed

and col balancing takes

$$Q_{je} \rightarrow \frac{Q_{je}}{\sum_j Q_{je}} = \frac{Q_{je}}{\sum_j \lambda_e}$$

i.e. this gets

$$g_{ij}^{(n+1)l} = g_{ij}^{(n)l} \quad \text{for } i \neq k$$

$$g_{kj}^{(n+1)l} = \frac{g_{kj}^{(n)l}}{\chi_e} \quad i = k$$

now

$$D(\hat{S}^{(n+1)} | g^{(n+1)}) \leq D(\hat{S}^{(n)} | g^{(n)})$$

$$= \sum_{ij \in E} \hat{S}_{ij}^{(n)l} \log \frac{\hat{S}_{ij}^{(n)l}}{g_{ij}^{(n)l}} + \sum_{j \in E} \hat{S}_{kj}^{(n)l} \log \chi_e$$

the change is

$$\sum_{j \in E} \hat{S}_{kj}^{(n)l} \log \chi_e \leq \sum_{j \in E} \hat{S}_{kj}^{(n)l} (\chi_e - 1)$$

$$\begin{aligned} \text{because } (\log x \leq x - 1) &= \sum_{j \in E} \hat{S}_{kj}^{(n)l} \chi_e - N \\ &= N - N \\ &= 0 \end{aligned}$$

Other cases follow same line (10)



In practice, works OK.