

Approximating Bin Packing within $O(\log OPT \cdot \log \log OPT)$ bins

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TCS+ Online Seminar

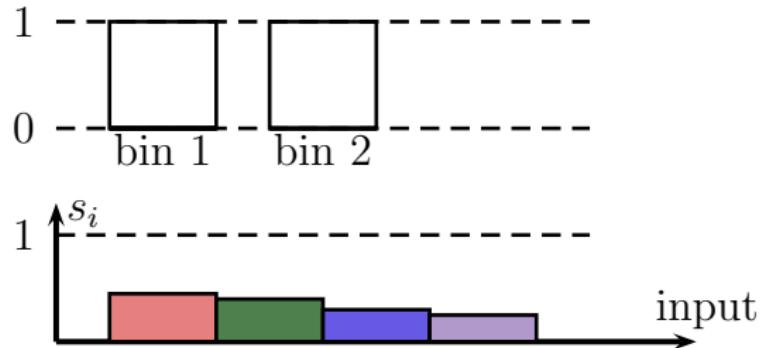
May 22, 2013



Bin Packing

Input: Items with sizes $s_1, \dots, s_n \in [0, 1]$

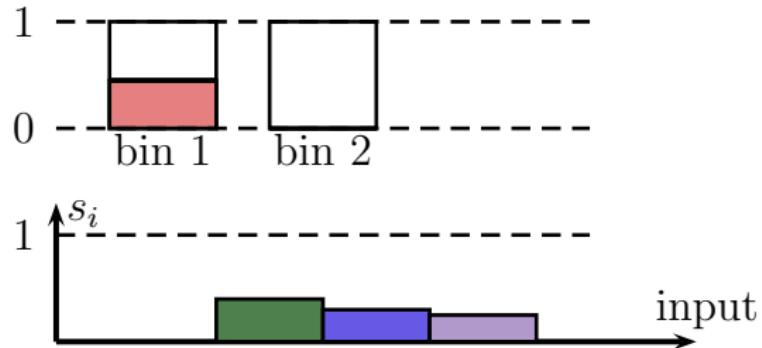
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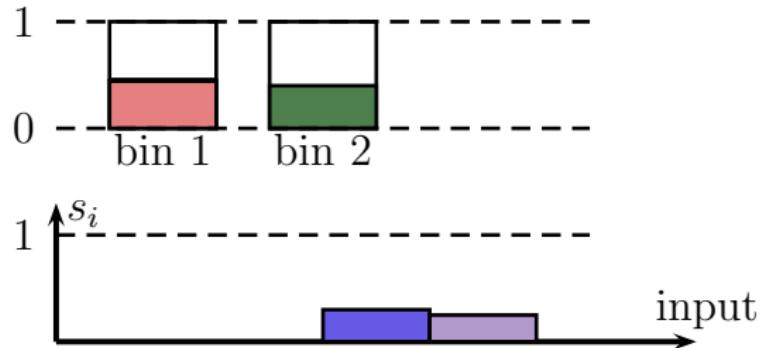
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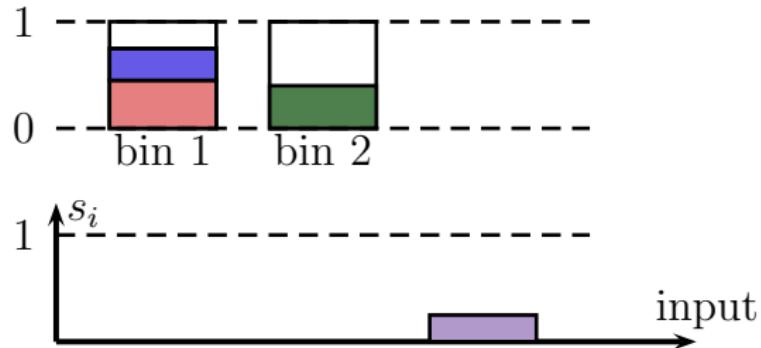
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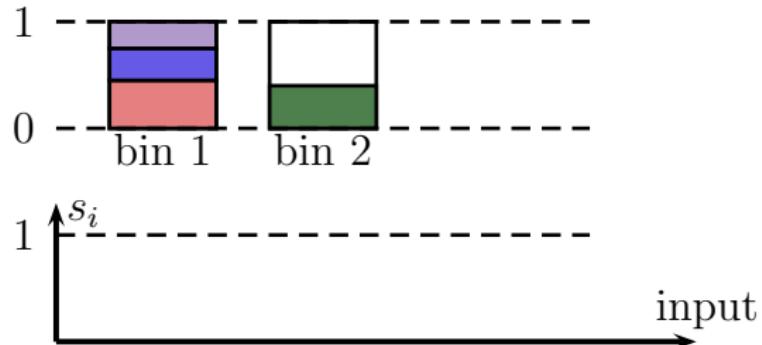
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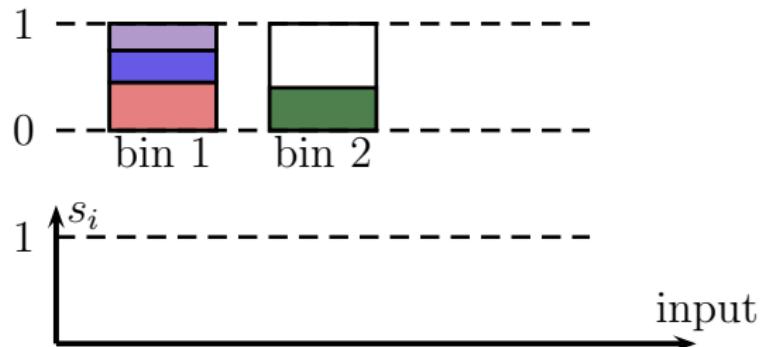
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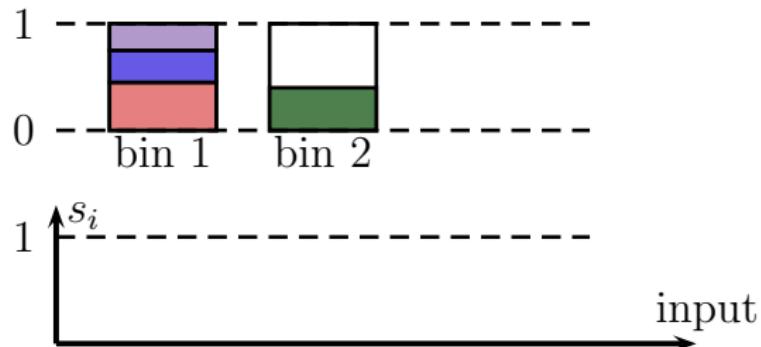


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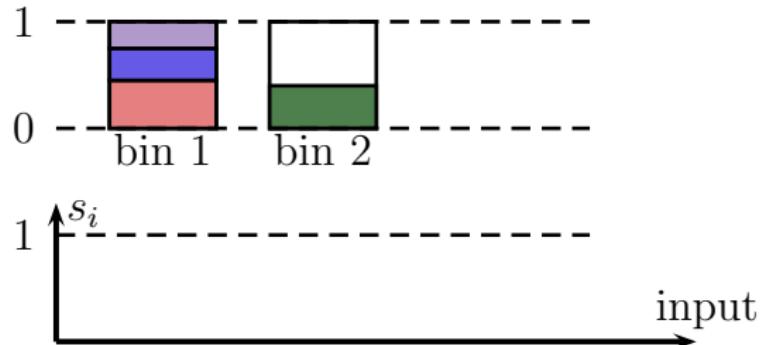


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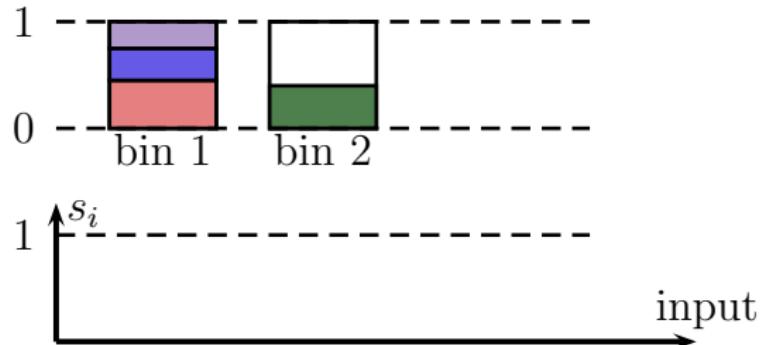


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- ▶ [Karmarkar & Karp '82]: $APX \leq OPT + O(\log^2 OPT)$ in poly-time

The Gilmore Gomory LP relaxation

- ▶ $b_i = \#\text{items with size } s_i$
- ▶ **Feasible patterns:**

$$\mathcal{P} = \left\{ p \in \mathbb{Z}_{\geq 0}^n \mid \sum_{i=1}^n s_i p_i \leq 1 \right\}$$

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$$\min \sum_{p \in \mathcal{P}} x_p$$

$$\sum_{p \in \mathcal{P}} p_i \cdot x_p \geq b_i \quad \forall i \in [n]$$

$$x_p \geq 0 \quad \forall p \in \mathcal{P}$$

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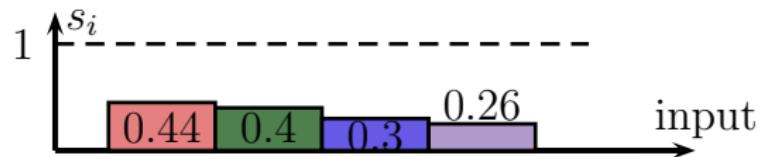
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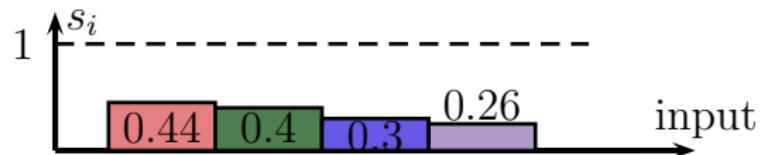
$$x_p \geq 0 \quad \forall p \in \mathcal{P}$$

- ▶ Can find x with $\mathbf{1}^T x \leq OPT_f + \delta$ in time $\text{poly}(\|b\|_1, \frac{1}{\delta})$

The Gilmore Gomory LP - Example

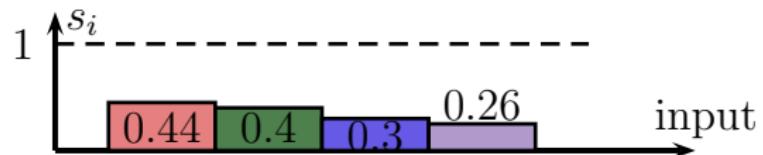


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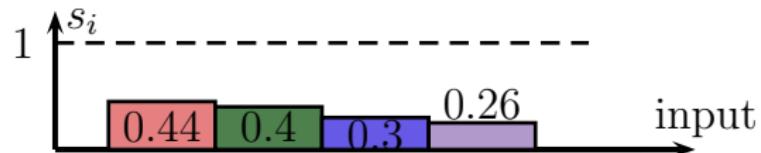
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Below the matrix, three arrows point upwards from three small rectangular containers. Each container has two stacked colored sections: the first has a red top and green bottom, the second has a red top and blue/purple bottom, and the third has a green top and blue/purple bottom. Each arrow is labeled $1/2 \times$.

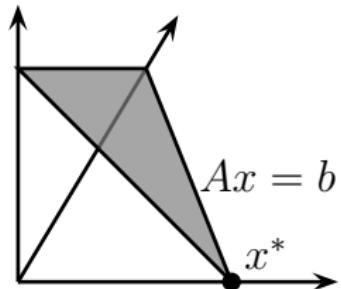
Main result

- ▶ The $O(\log^2 OPT)$ bound of [Karmarkar & Karp '82] is based on:

Fact: Any feasible system ($b \in \mathbb{R}^n$)

$$Ax = b, \quad x \geq \mathbf{0}$$

has a solution x^* with $|\text{supp}(x^*)| \leq n$.



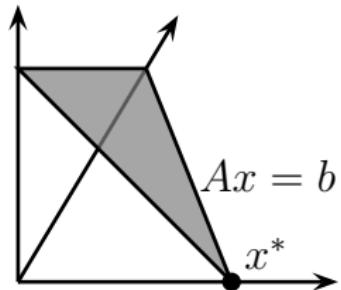
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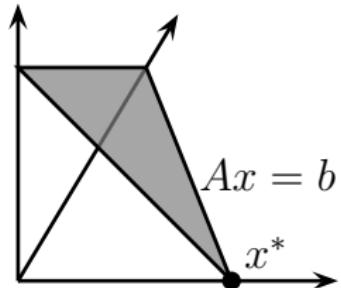
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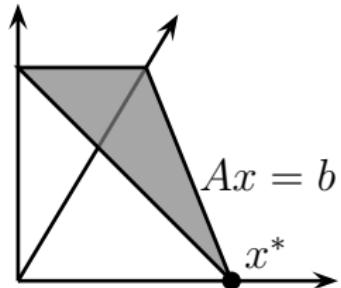
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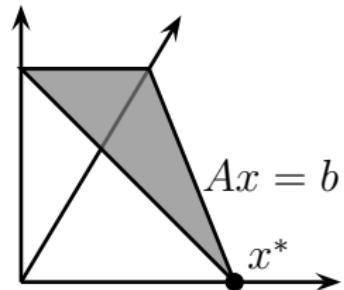
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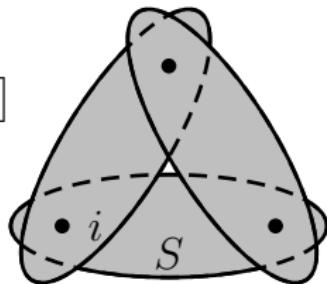
Theorem (R. '13)

There is an $OPT + O(\log n \cdot \log \log n)$ algorithm for Bin Packing instances with $s_i \geq \frac{1}{n}$ with running time $O(n^6 \log^5(n))$.

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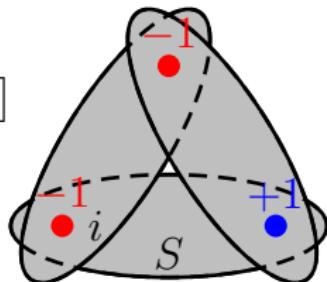
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- ▶ Set system $\mathcal{S} = \{S_1, \dots, S_m\}, S_i \subseteq [n]$



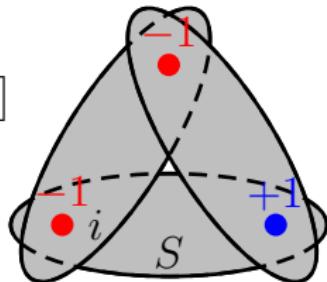
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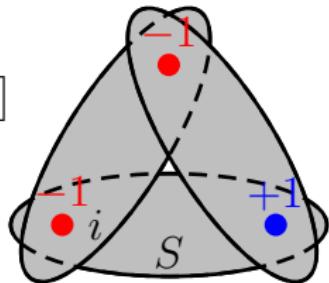
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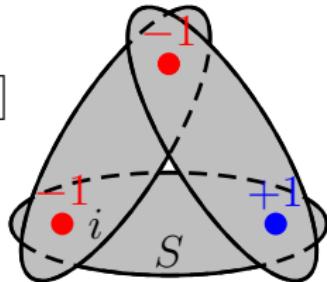
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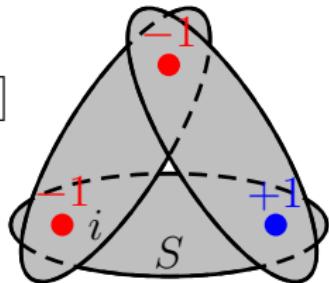
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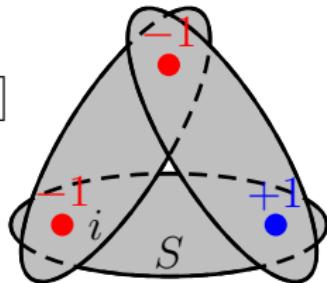
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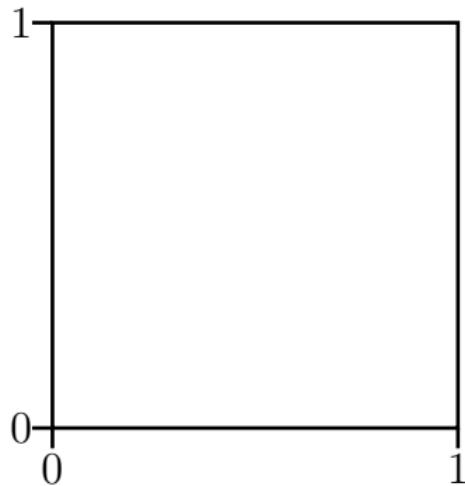
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⇒ Entropy method / Partial coloring method

- ▶ Initially **non-constructive!**
Recent algorithms by [Bansal '10, Lovett-Meka '12]

Constructive Partial Coloring Lemma

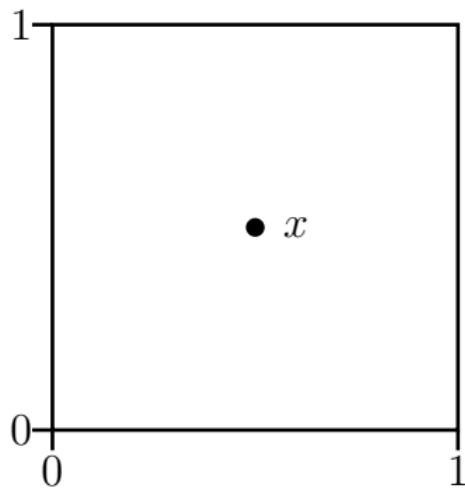
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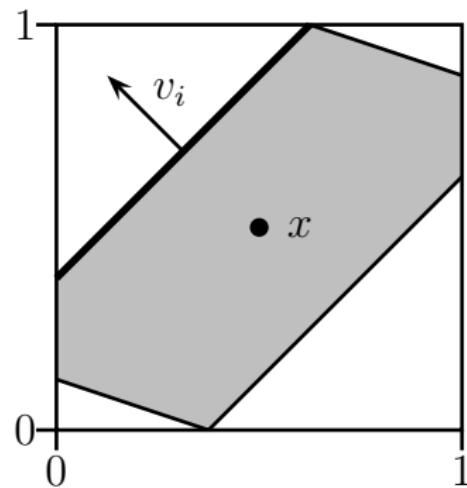
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Constructive Partial Coloring Lemma

Lemma [Lovett-Meka '12]

Given $x \in [0, 1]^m$, unit vectors v_i

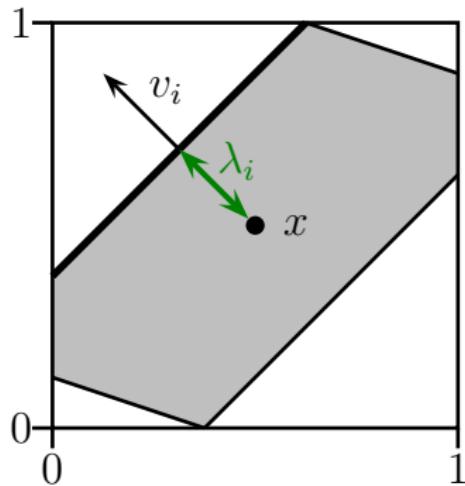


Constructive Partial Coloring Lemma

Lemma [Lovett-Meka '12]

Given $x \in [0, 1]^m$, unit vectors v_i , parameters $\lambda_i \geq 0$

- | $\langle v_i, y - x \rangle | \leq \lambda_i \forall i$



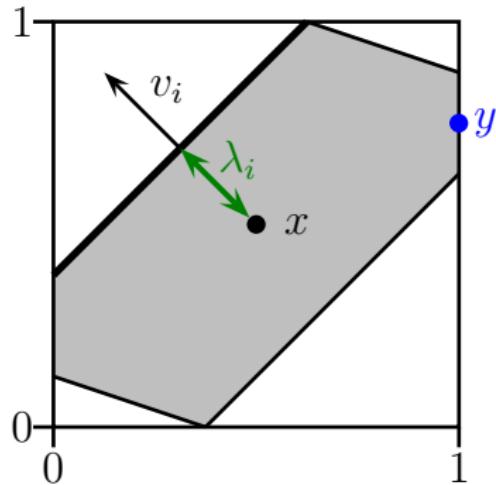
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Lemma [Lovett-Meka '12]

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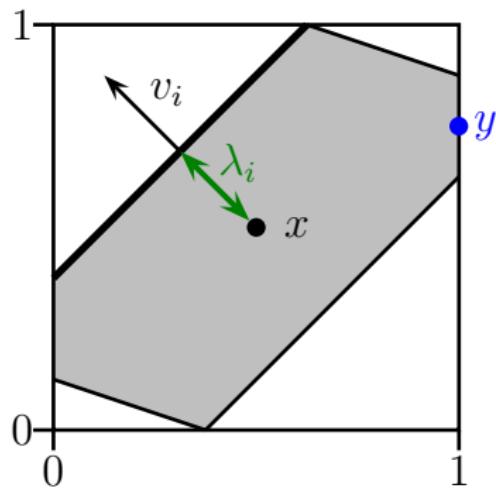
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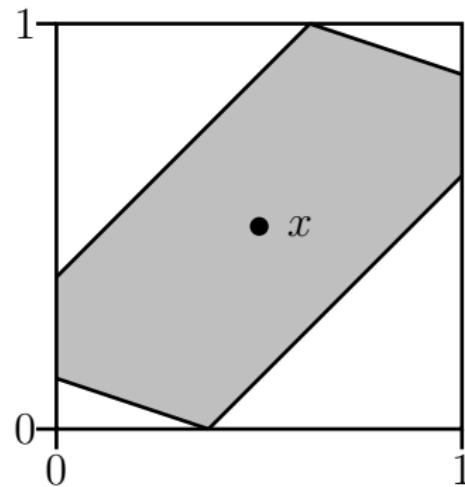
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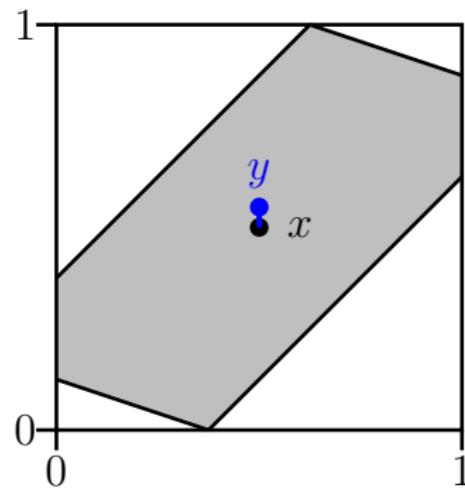
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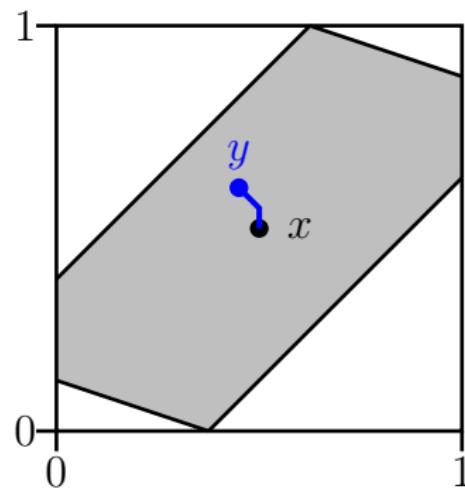
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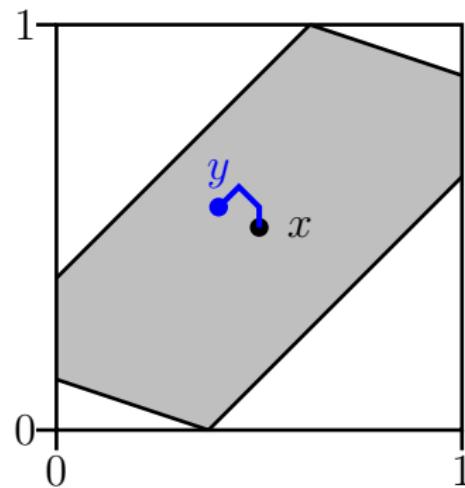
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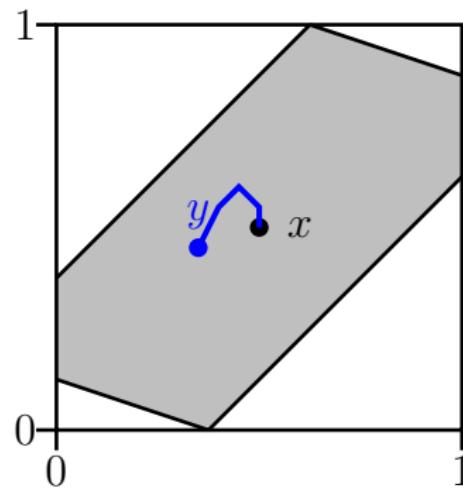
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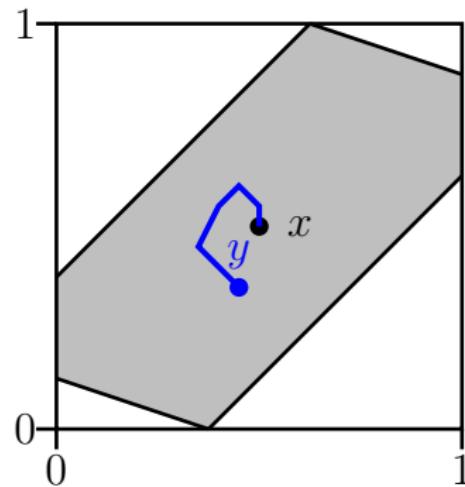
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- ▶ $y_j \in \{0, 1\}$ for at least half of the indices j
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▶ Algorithm:

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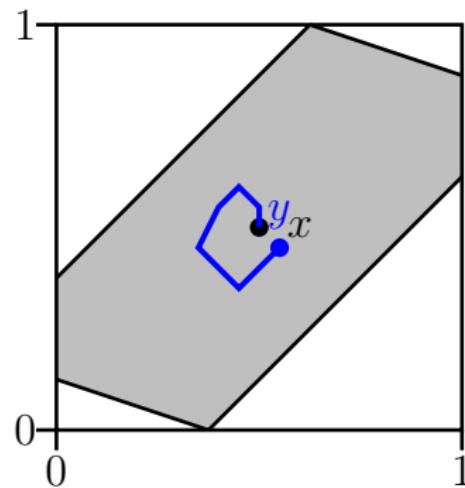
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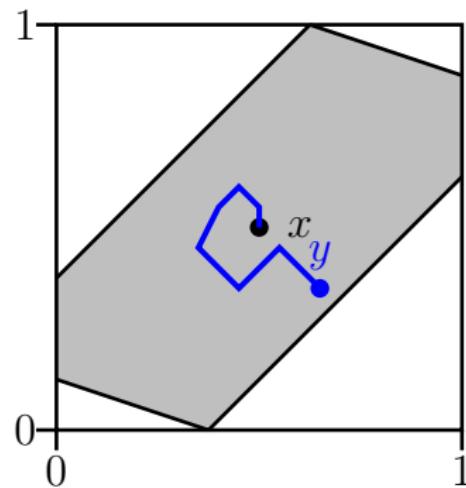
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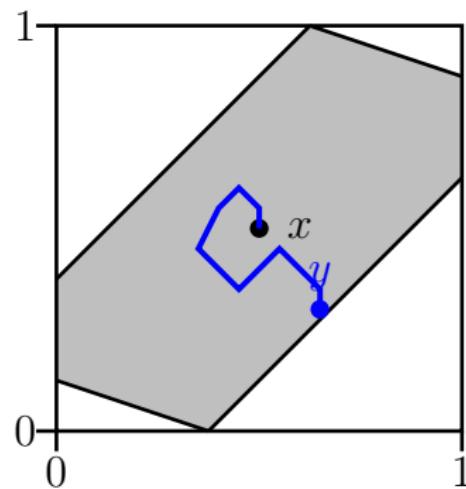
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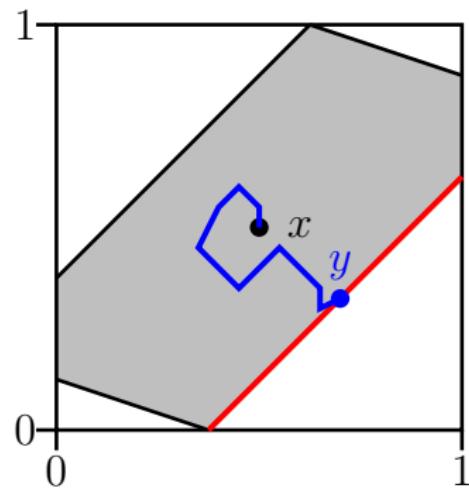
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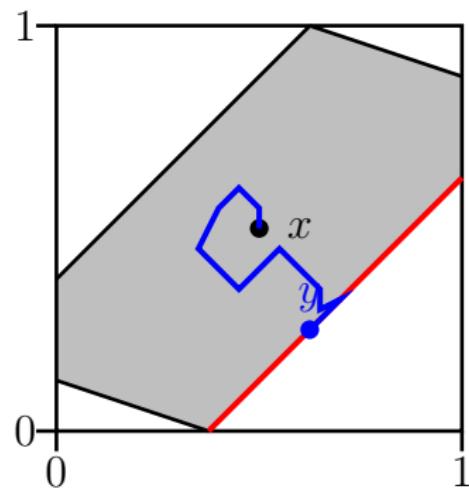
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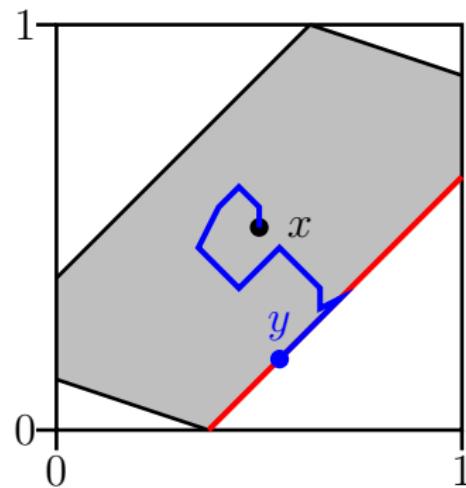
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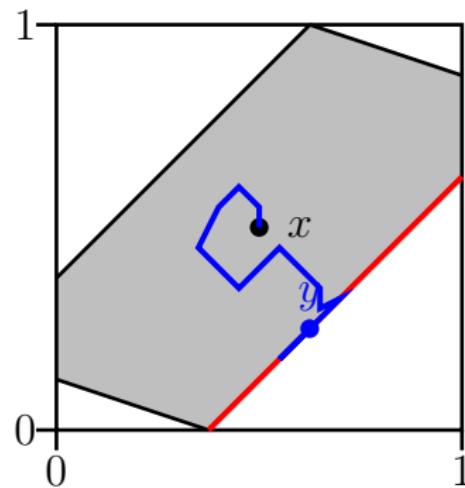
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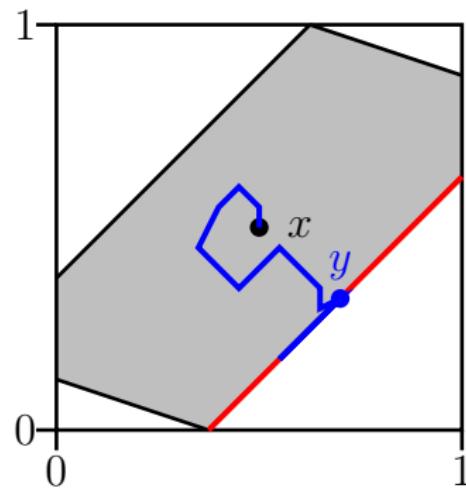
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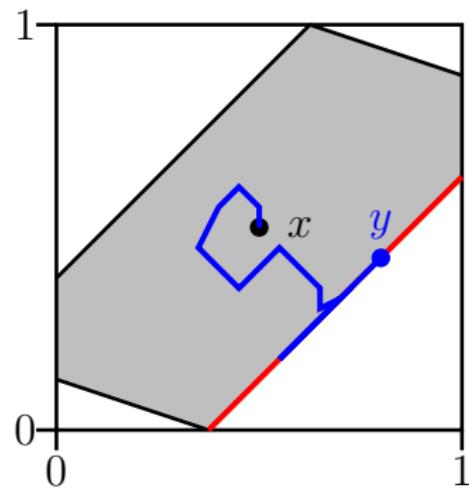
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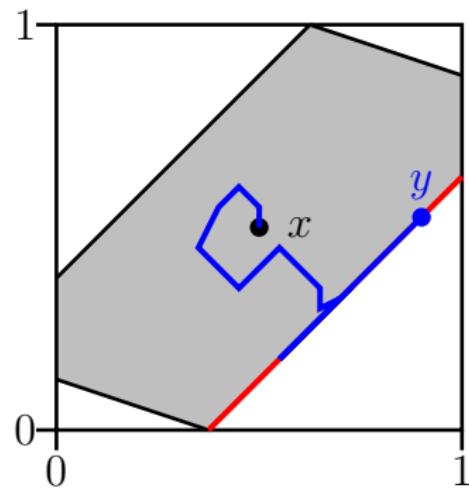
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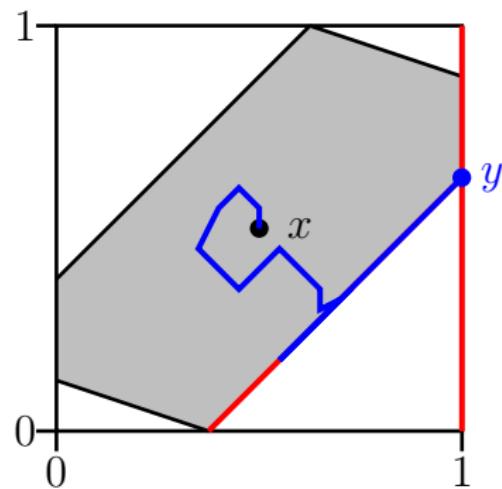
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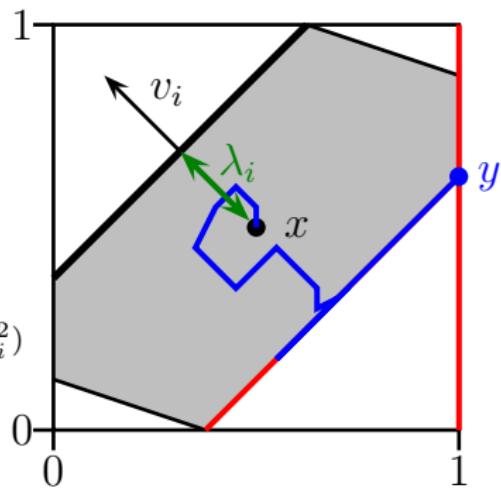
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▶ Analysis:

- ▶ $\Pr[\text{hit } \langle v_i, y - x \rangle = \lambda_i] \leq e^{-\Omega(\lambda_i^2)}$



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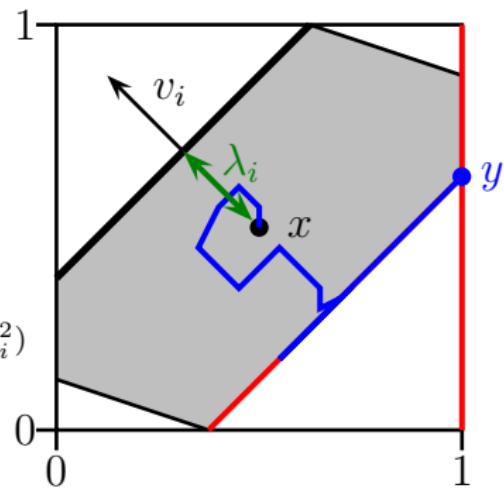
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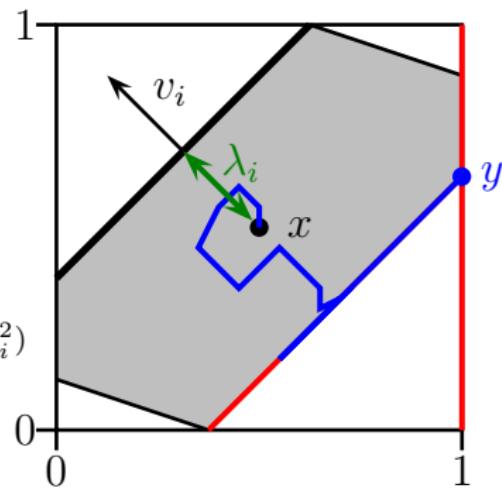
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The algorithm – a first attempt

- (1) Compute a fractional LP solution x
- (2) FOR $\log n$ iterations DO
 - (3) run the constructive partial coloring lemma to make half of the variables integral

What property should y satisfy?

Input:

Ax



What property should y satisfy?

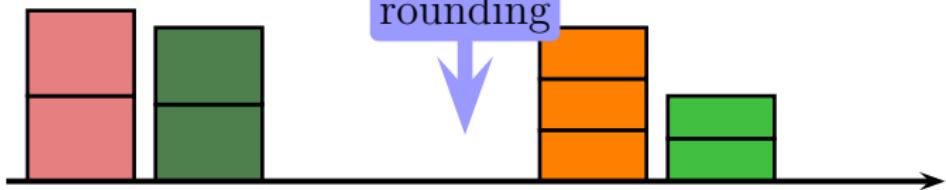
Input:

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Slots:

$$Ay$$



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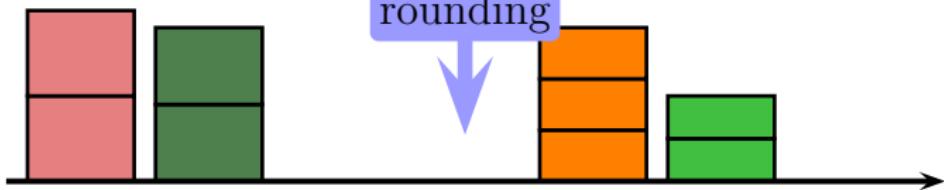
$$Ax$$



Slots:

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rounding



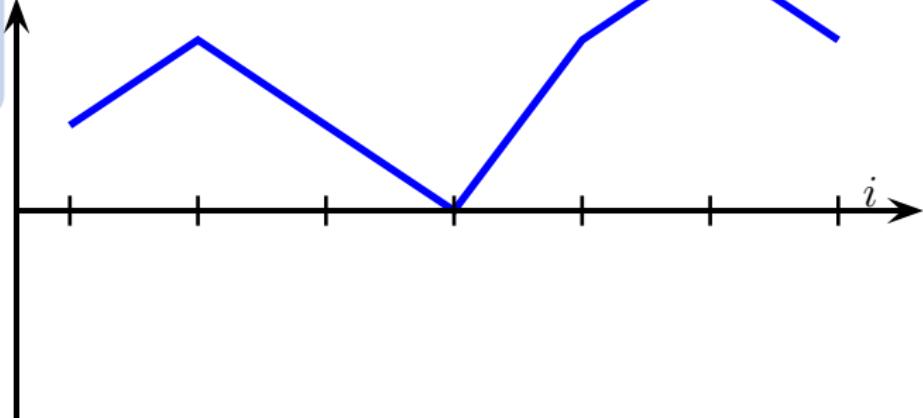
$$\# \text{slots for } 1 \dots i$$

-

$$\# \text{items for } 1 \dots i$$

=

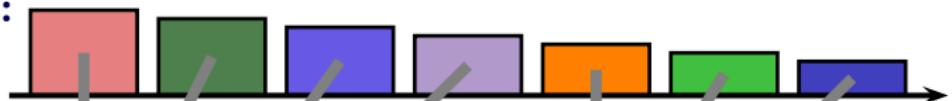
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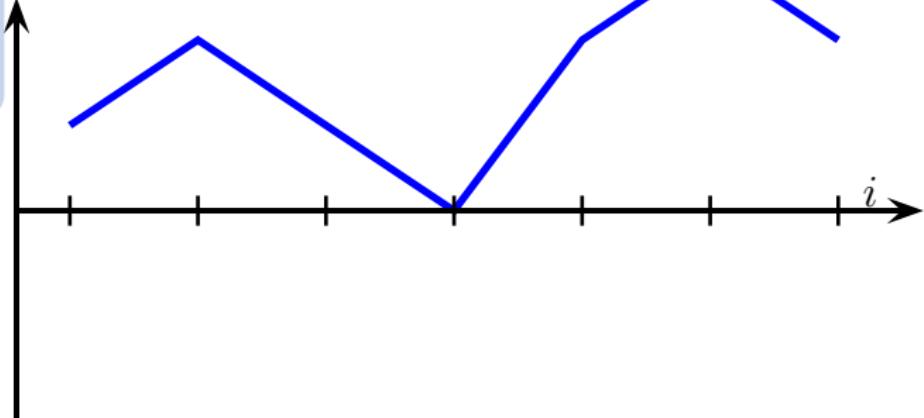
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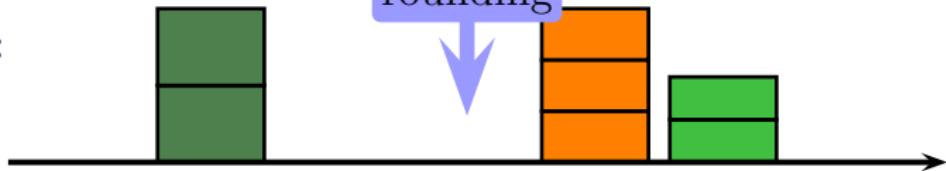
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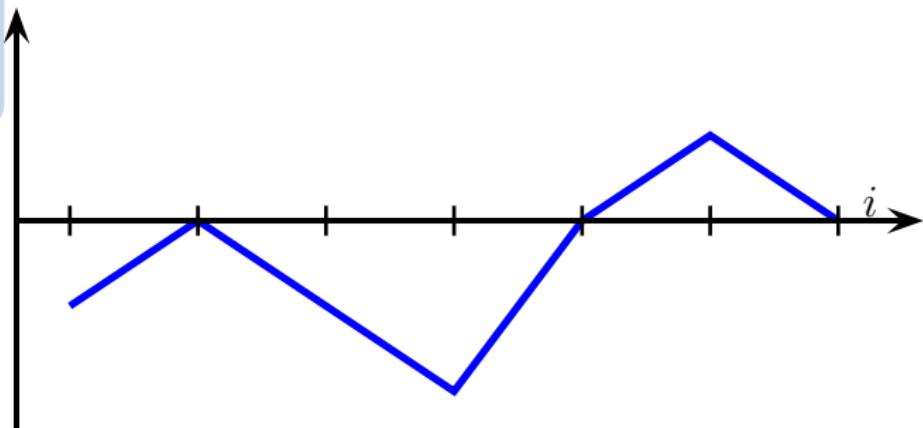
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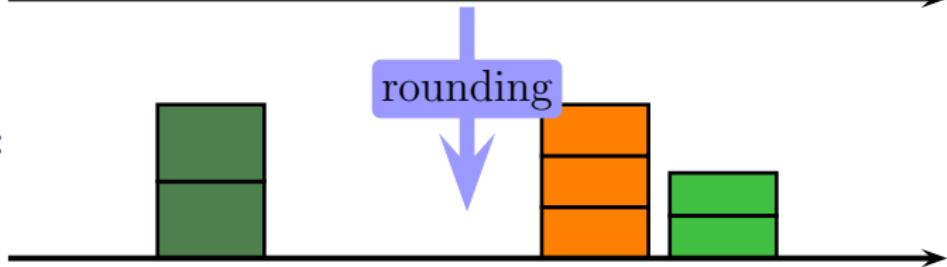
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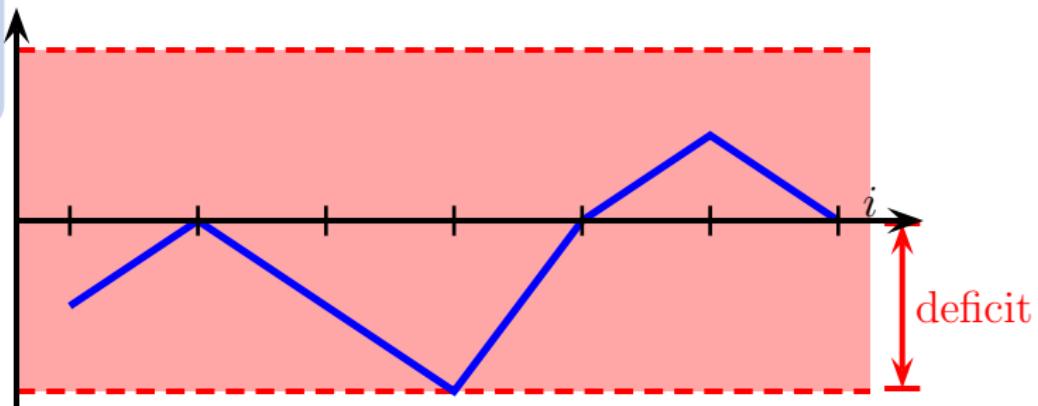
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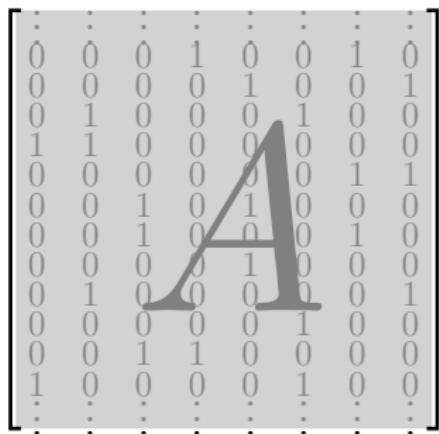


Applying the Partial Coloring Lemma

$$\left[\begin{array}{ccccccccc} \vdots & \vdots \\ 0 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ \vdots & \vdots \end{array} \right]$$

A large letter 'A' is drawn over the matrix, highlighting the first four columns.

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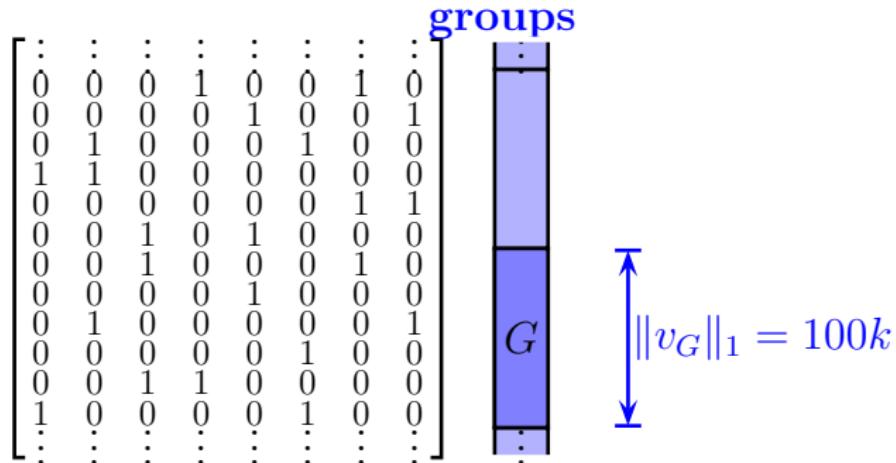
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I

$v_I = (1 \ 1 \ 1 \ 1 \ 1 \ 2 \ 0 \ 1) = \sum_{i \in I} A_i$

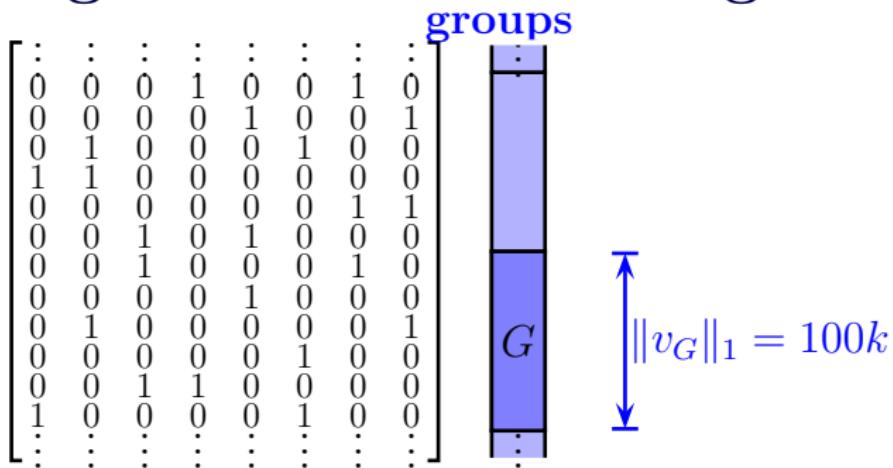
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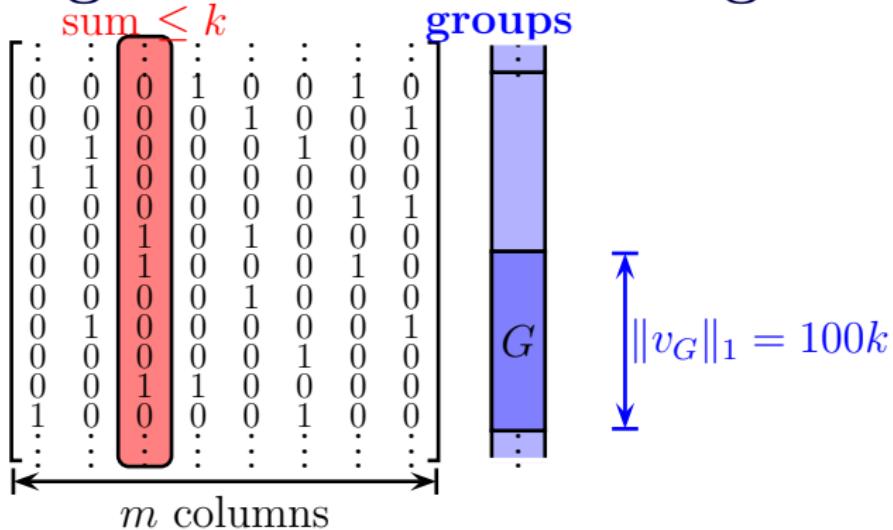
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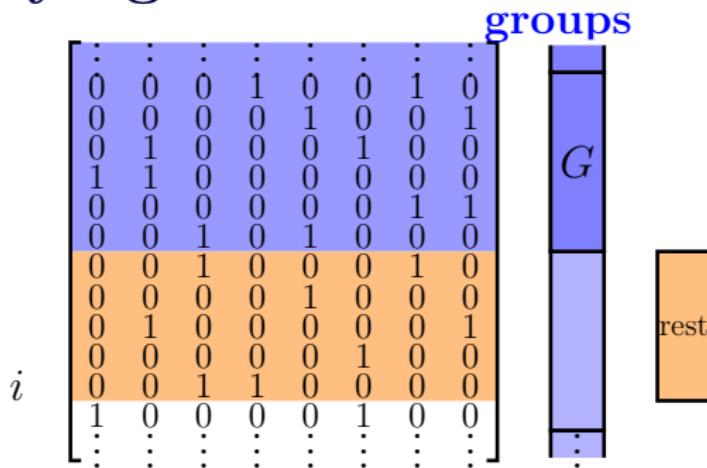
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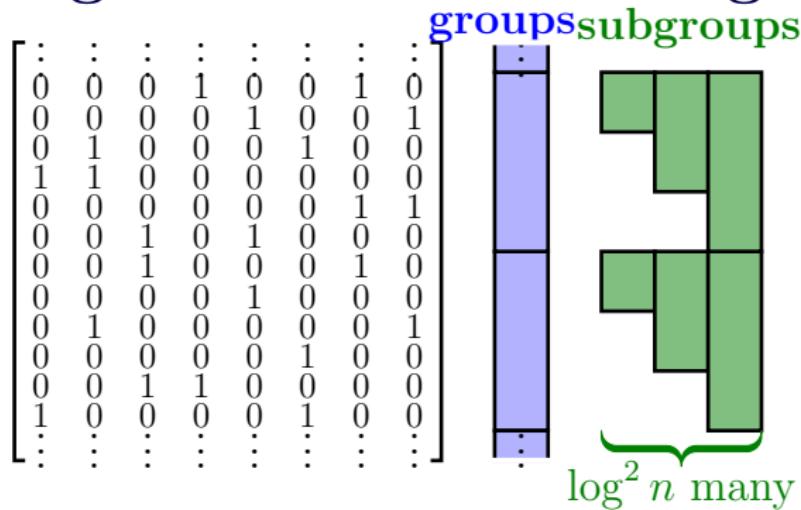


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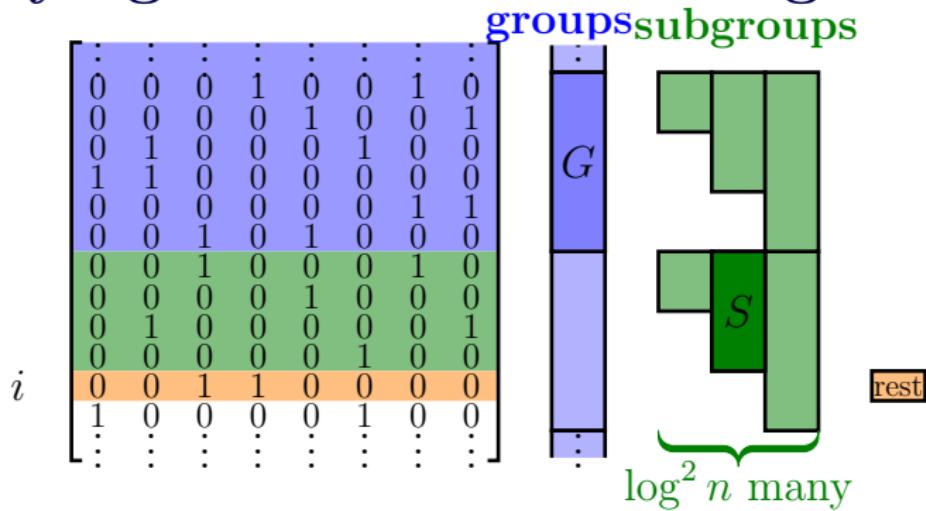
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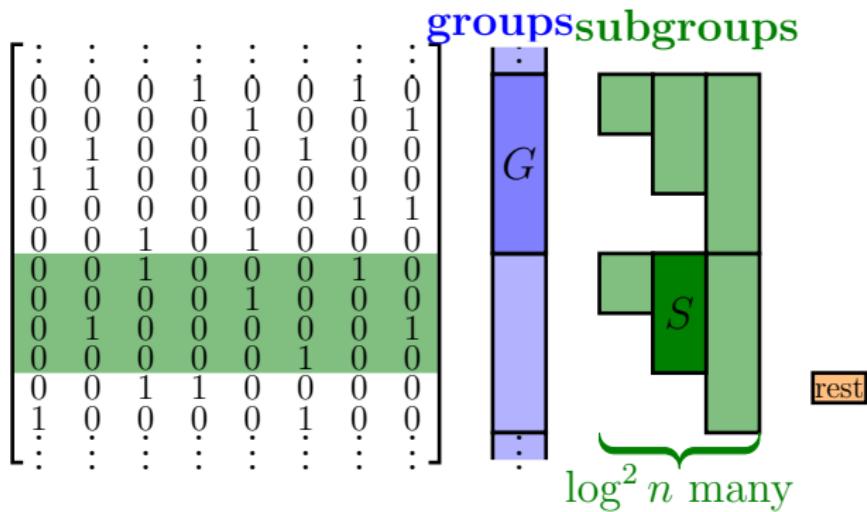


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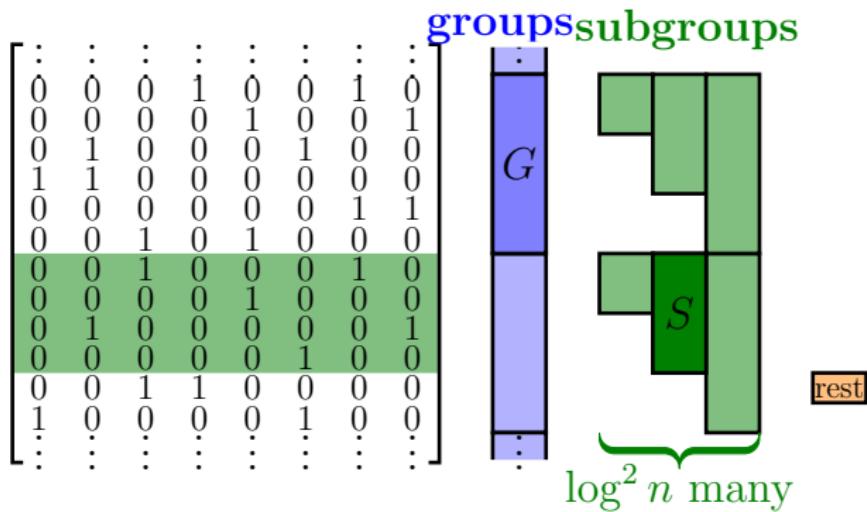
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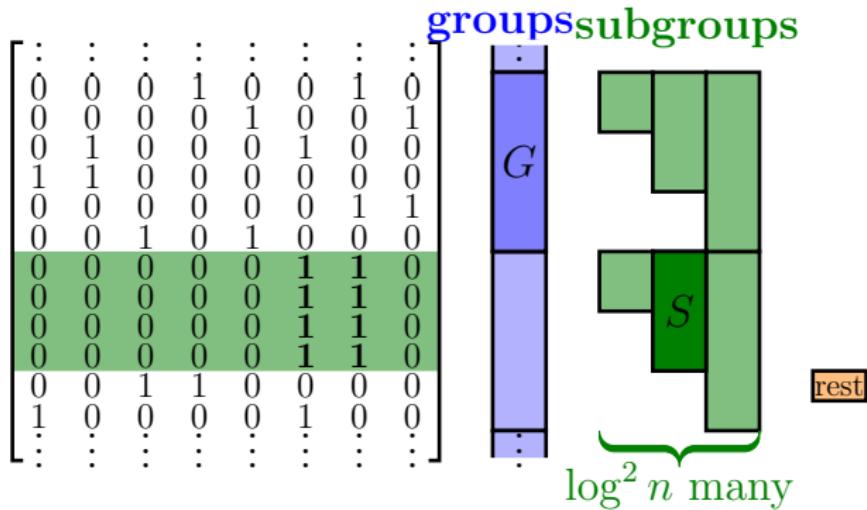
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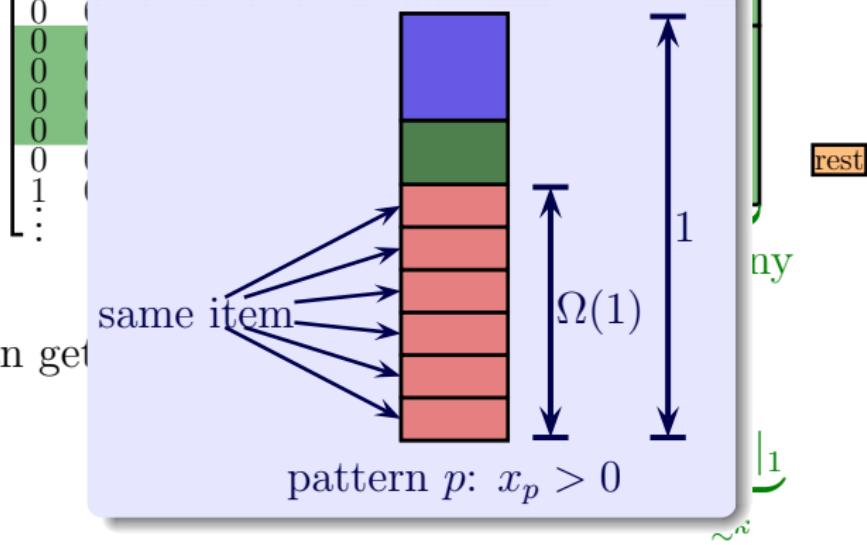


- ▶ Can get

$$\|v_S\|_2 \stackrel{\text{Hölder}}{\leq} \sqrt{\frac{\|v_S\|_\infty}{\|v_S\|_1}} \cdot \underbrace{\|v_S\|_1}_{\lesssim k}$$

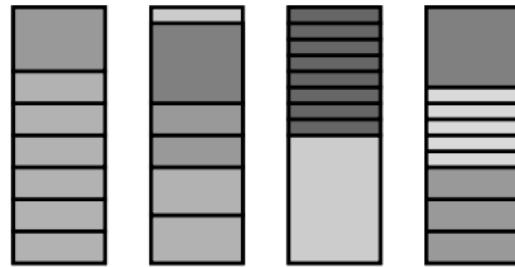
Applying the Partial Coloring Lemma

Bad case:

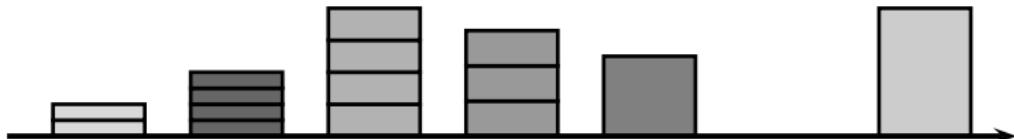


Gluing items

fractional solution:

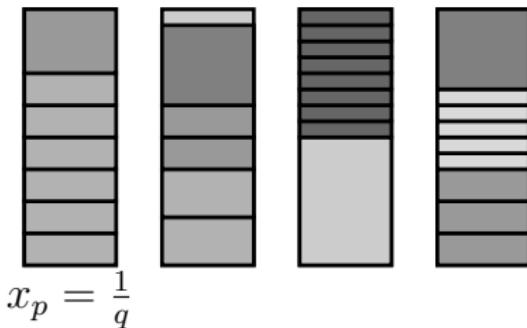


Input:

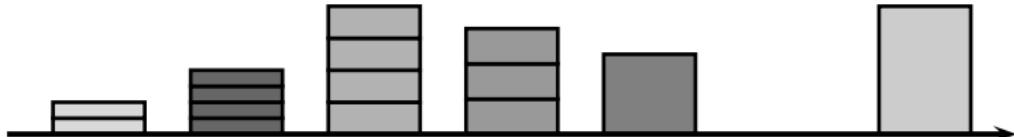


Gluing items

fractional
solution:

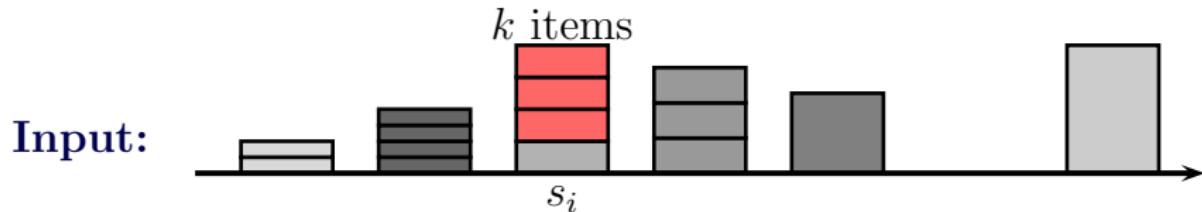
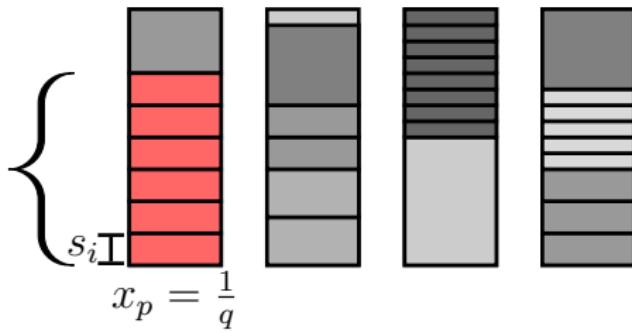


Input:



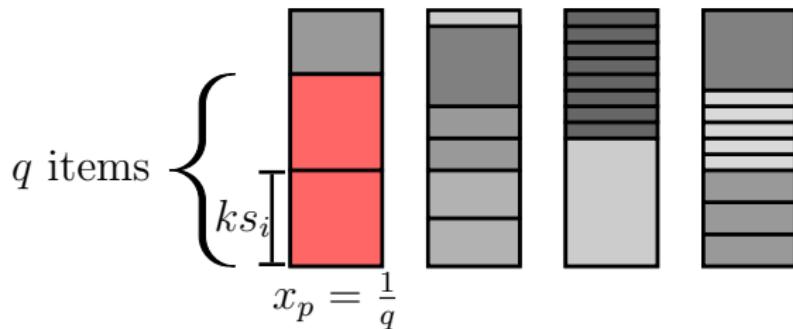
Gluing items

fractional solution: $k \cdot q$ items

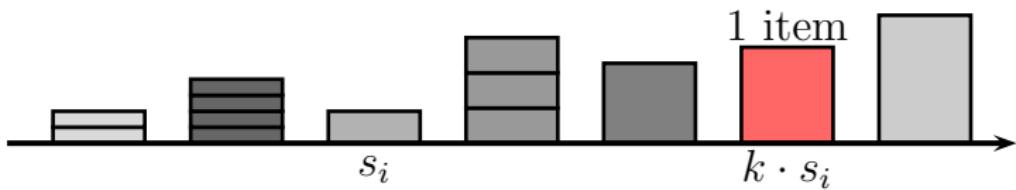


Gluing items

fractional solution:

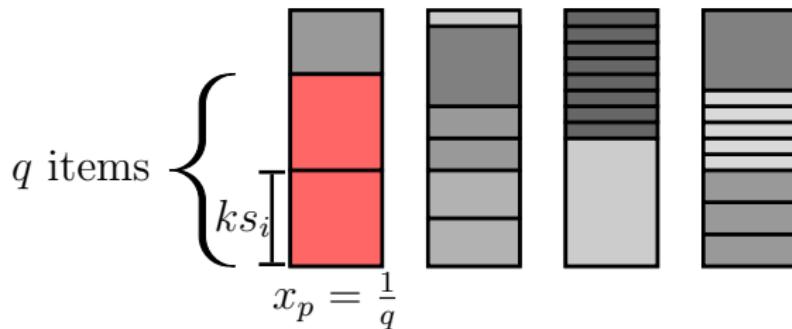


Input:

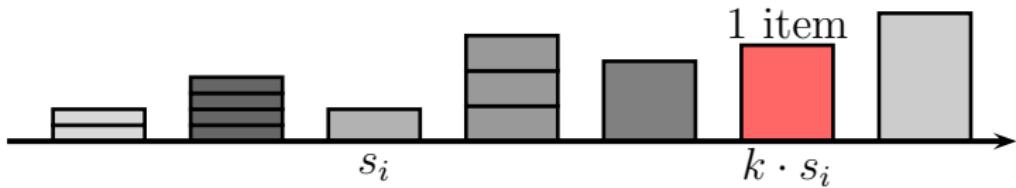


Gluing items

fractional solution:



Input:

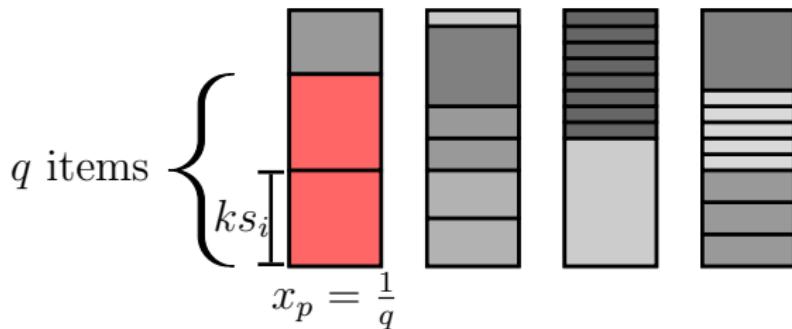


Observations:

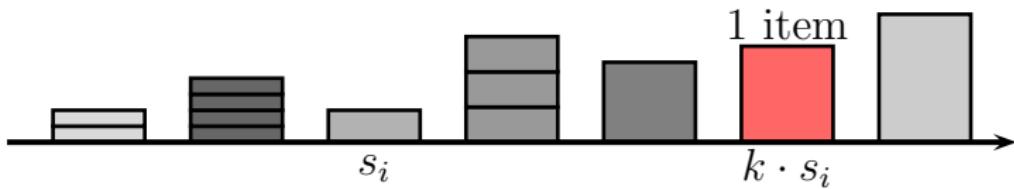
- ▶ Doesn't change feasibility or objective function

Gluing items

fractional solution:



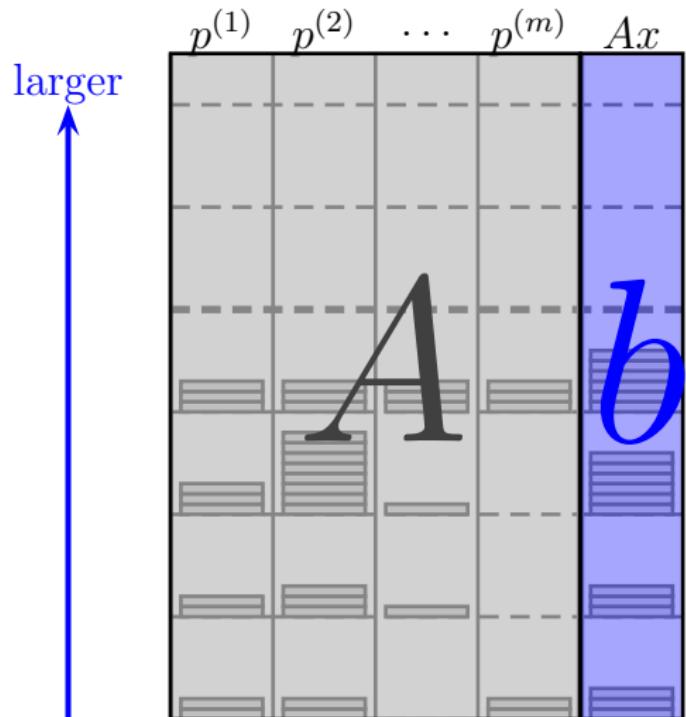
Input:



Observations:

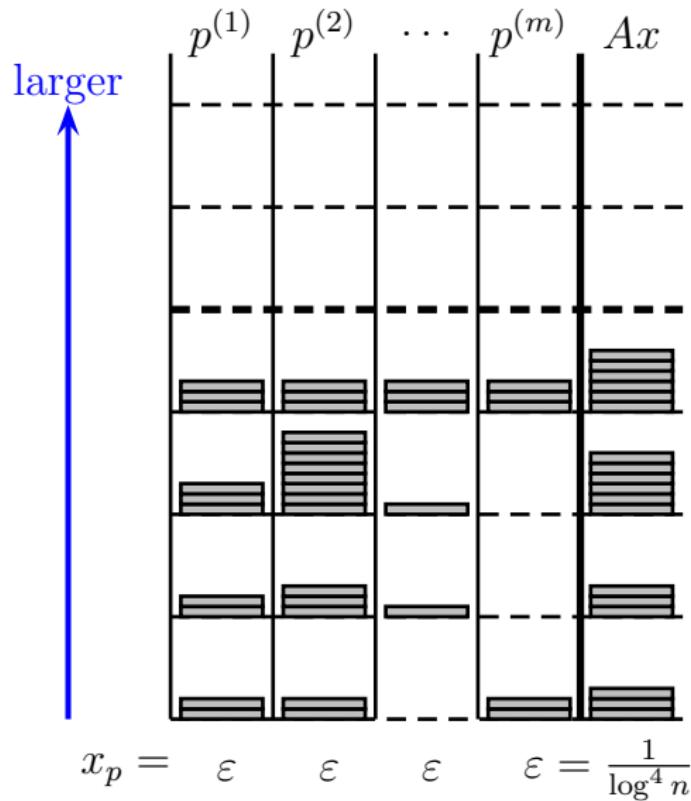
- ▶ Doesn't change feasibility or objective function
- ▶ Any solution to new instance induces solution to original one

Making instance well spread

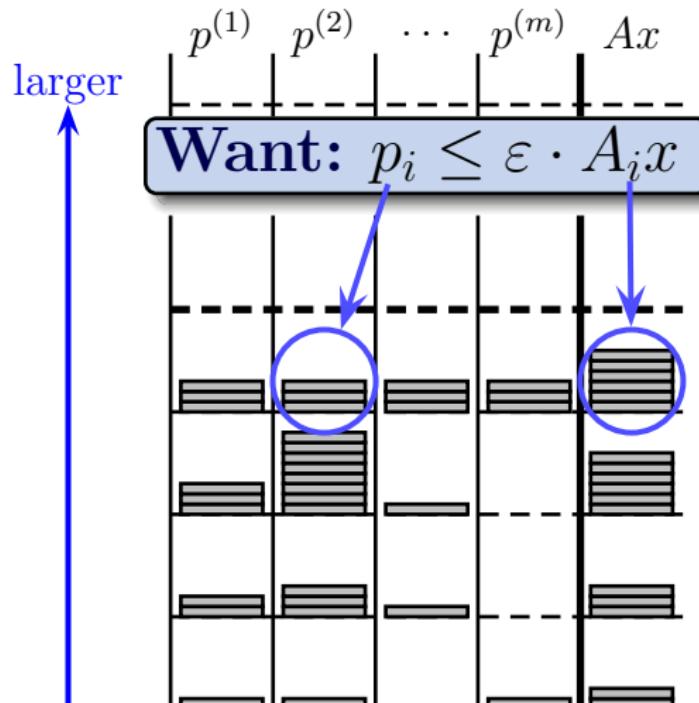


$$x_p = \varepsilon \quad \varepsilon \quad \varepsilon \quad \varepsilon \quad \varepsilon = \frac{1}{\log^4 n}$$

Making instance well spread

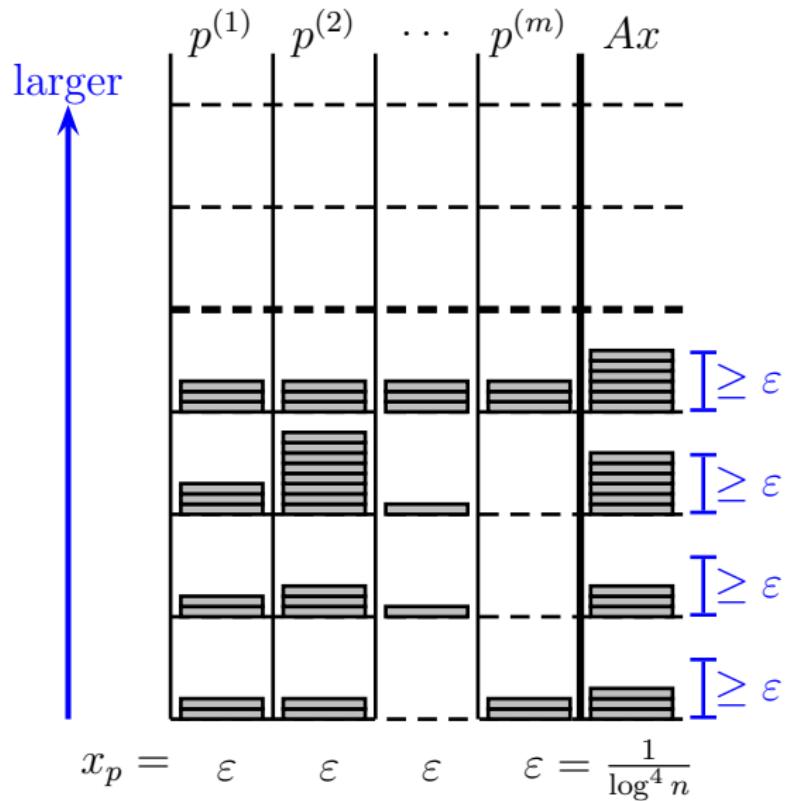


Making instance well spread

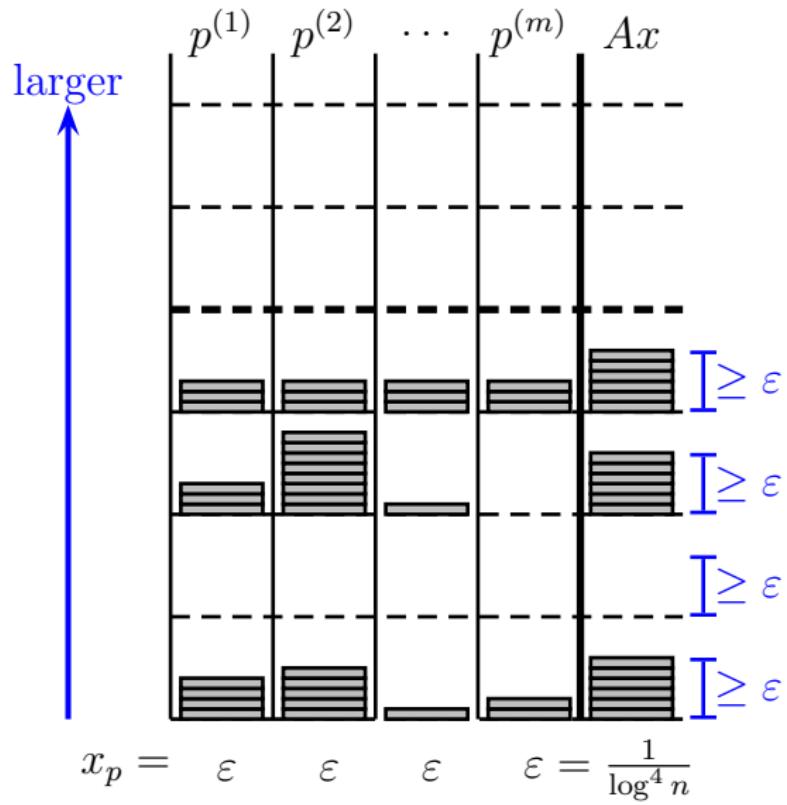


$$x_p = \varepsilon \quad \varepsilon \quad \varepsilon \quad \varepsilon = \frac{1}{\log^4 n}$$

Making instance well spread

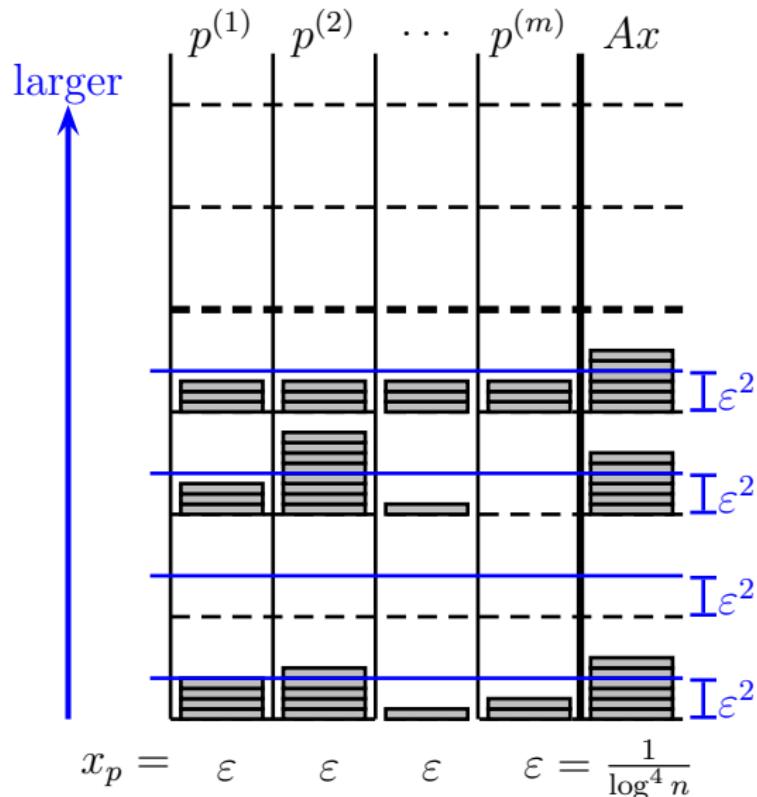


Making instance well spread



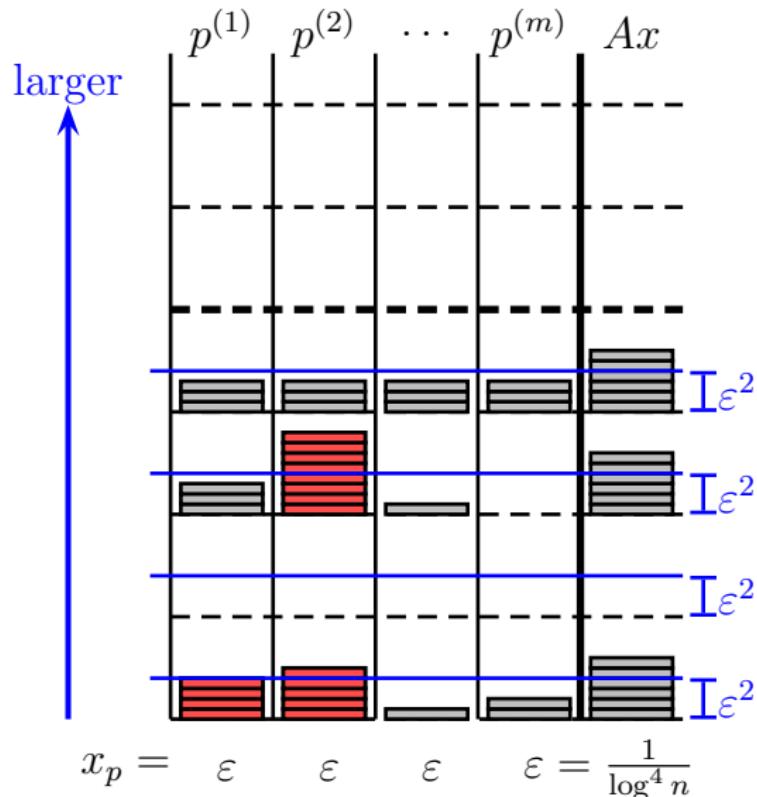
► Cost: $O(\varepsilon \cdot \log n)$

Making instance well spread



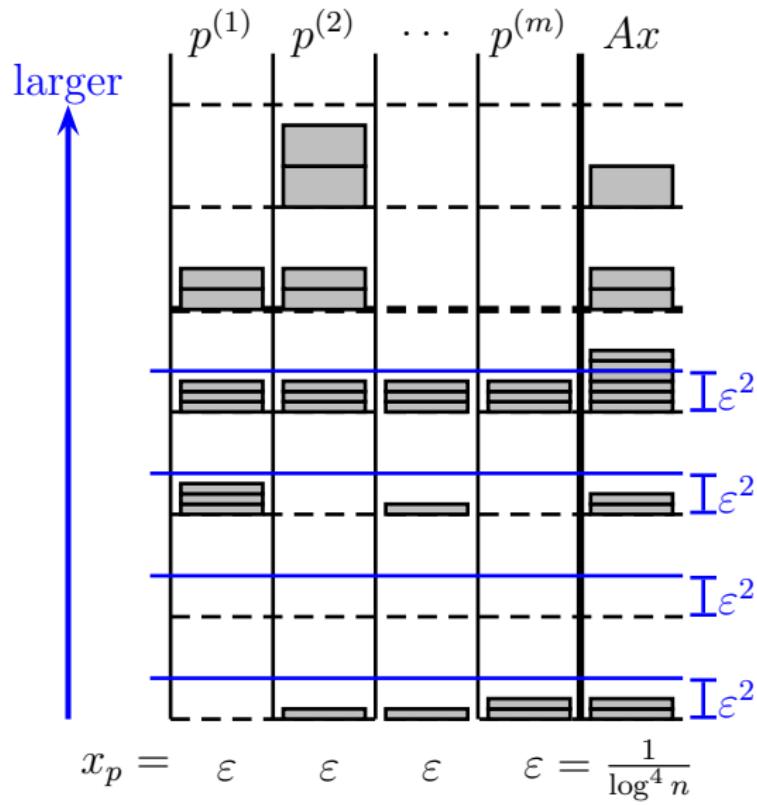
► Cost: $O(\varepsilon \cdot \log n)$

Making instance well spread



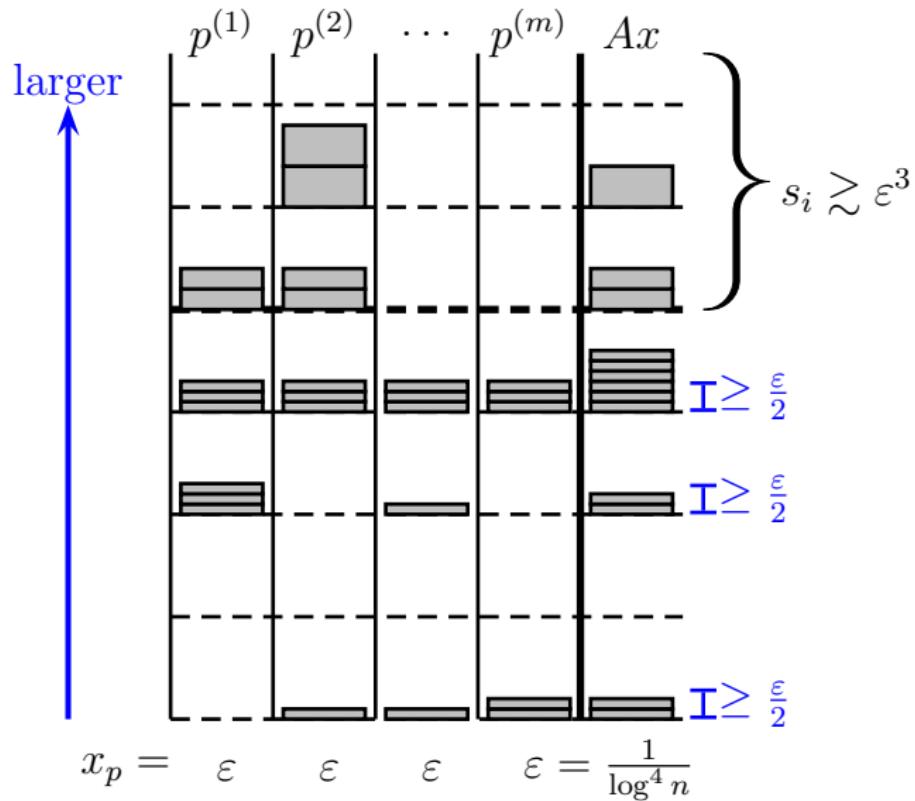
► Cost: $O(\varepsilon \cdot \log n)$

Making instance well spread



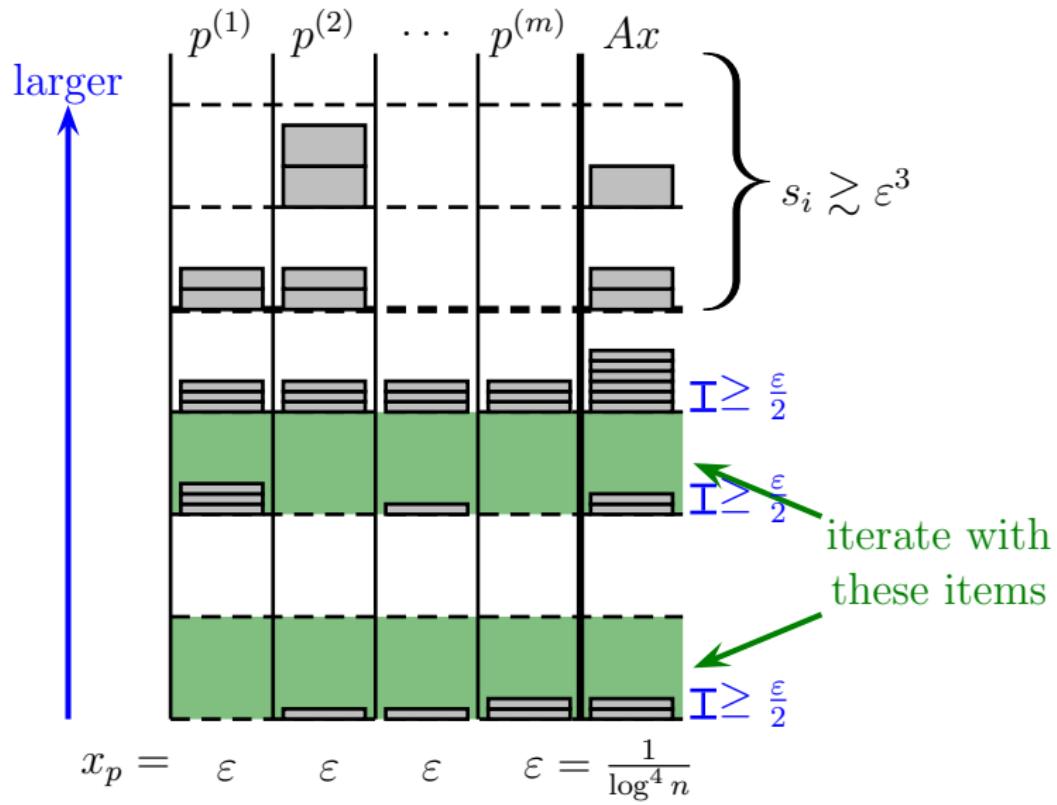
- ▶ Cost: $O(\varepsilon \cdot \log n)$

Making instance well spread



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Making instance well spread



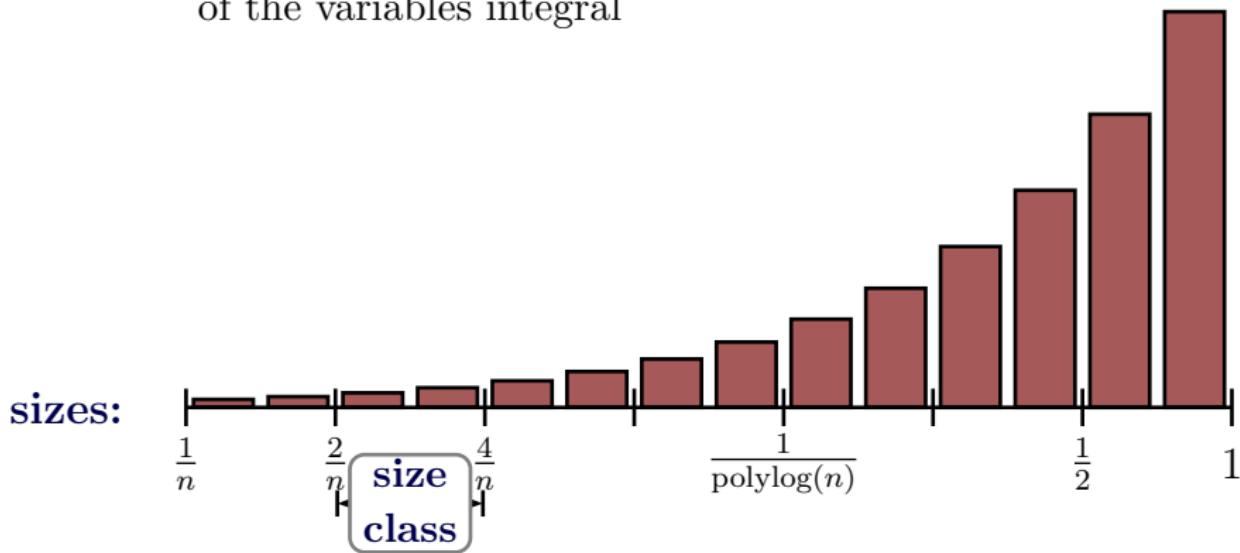
- **Cost:** $\log n \cdot O(\varepsilon \cdot \log n)$

The complete algorithm

- (1) Compute a fractional LP solution x
- (2) FOR $\log n$ iterations DO
 - (3) round x s.t. $x_p \in \frac{\mathbb{Z}}{\log^4 n}$
 - (4) apply gluing lemma
 - (5) run the constructive partial coloring lemma to make half of the variables integral

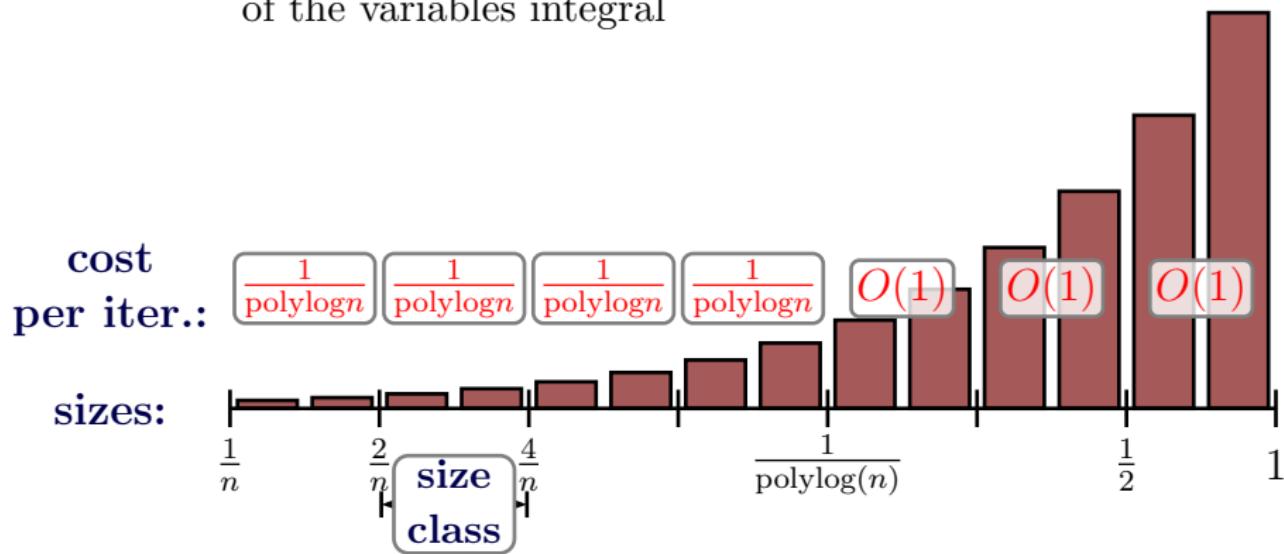
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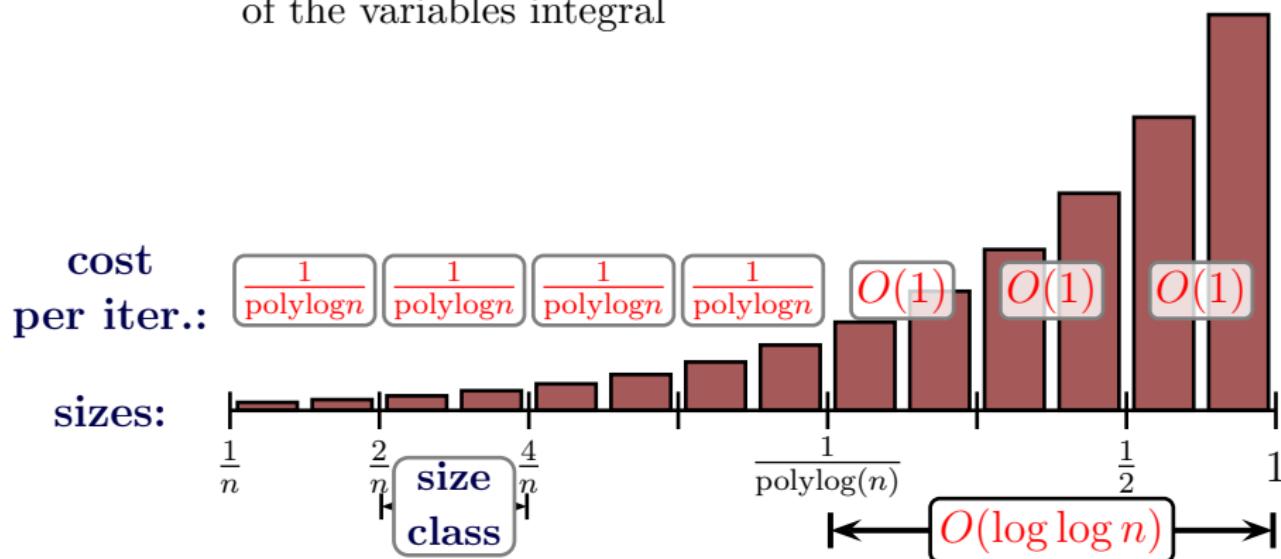
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The complete algorithm

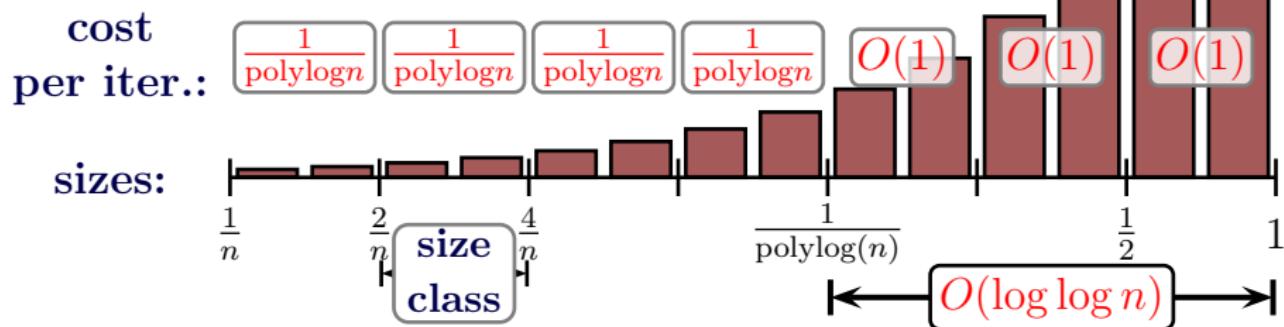
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Cost of solution: $OPT + O(\log n \cdot \log \log n)$



The end

Open question I

Close the gap

$$1 \leq \text{additive integrality gap} \leq O(\log n \cdot \log \log n)$$

The end

Open question I

Close the gap

$$1 \leq \text{additive integrality gap} \leq O(\log n \cdot \log \log n)$$

Open question II

Are there other applications of techniques from **discrepancy theory** such as

- ▶ Partial coloring method
- ▶ Banaszczyk's vector balancing theorem

in **approximation algorithms**?

The end

Open question I

Close the gap

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Thanks for your attention