

So far ---

Pre-PCP Theorem.

PCP Theorem (proof)

post-PCP Theorem

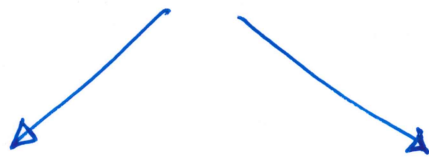
Now ----

Edge Disjoint Paths

Håstad's 3-bit PCP / 3Lin

Max-Cut / Unique Games Conjecture

Max-Cut



Goemans-Williamson's  
Algorithm

Unique Games Conjecture

$\Rightarrow$  GW is optimal!

[Semi-definite Programming]

[Majority is Stablest].

# Semi-Definite Programming (Quick primer)

## LP (linear pgm)

- Real variables  $x_1, x_2, \dots, x_n \in \mathbb{R}$

- Constraints (linear)  $\left. \begin{array}{l} 1 \\ 2 \\ \vdots \\ m \end{array} \right\} \sum_{i=1}^n a_i x_i \geq b$  (polytope)

- Maximize  $\sum_{i=1}^n c_i x_i$  (linear  $f^n$ )

## SDP (semi-definite pgm)

- Vector valued variables  $v_1, v_2, \dots, v_n \in \mathbb{R}^n$

- Constraints (linear on pairwise dot products)  $\left. \begin{array}{l} 1 \\ 2 \\ \vdots \\ m \end{array} \right\} \sum_{i,j=1}^n a_{ij} v_i \cdot v_j \geq b$

- Maximize  $\sum_{i,j=1}^n c_{ij} v_i \cdot v_j$

(IMP: we cannot restrict the dimension  $\mathbb{R}^n$ )

## Theorem

- LP can be solved in polynomial time.
- SDP can be solved in polynomial time.

\_\_\_\_\_ x \_\_\_\_\_ (convex prog, ellipsoid method)

SDP is an LP in disguise.

$$\text{Let } X = \begin{matrix} & & & & j \\ & & & & \vdots \\ & & & & \vdots \\ i & - & & & v_i \cdot v_j \\ & & & & \vdots \\ & & & & \vdots \\ & & & & j \end{matrix} \Bigg]_{n \times n} = \begin{matrix} & & & & j \\ & & & & \vdots \\ & & & & \vdots \\ & & & & x_{ij} \\ & & & & \vdots \\ & & & & \vdots \\ & & & & j \end{matrix} \Bigg]$$

- Think of  $\{x_{ij}\}_{i,j=1}^n$  as real variables.

- Maximize  $\sum_{i,j=1}^n c_{ij} x_{ij}$

$$\text{Constraints } \begin{matrix} 1 \\ 2 \\ \vdots \\ m \end{matrix} \left\{ \begin{matrix} \sum_{i,j=1}^n a_{ij} x_{ij} \geq b \end{matrix} \right.$$

- and  $X$  is a Positive Semi-Definite matrix.

Def A symmetric  $n \times n$  matrix  $X$  is called positive semidefinite if any of these equivalent conditions holds:

$$\textcircled{1} \quad a^t X a \geq 0 \quad \forall a \in \mathbb{R}^n$$

$$\begin{bmatrix} a^t \end{bmatrix} \begin{bmatrix} X \end{bmatrix} \begin{bmatrix} a \end{bmatrix} \geq 0$$

$\textcircled{2}$  All eigenvalues of  $X$  are  $\geq 0$ .

$\textcircled{3}$   $x_{ij} = v_i \cdot v_j$  for some  $v_1, v_2, \dots, v_n \in \mathbb{R}^n$ .

Note -  $X$  is PSD can be thought of as a set of (infinitely many) linear constraints

$a^t X a \geq 0$ , one constraint for every  $a$ .

- If  $X$  is not PSD, one can find, in polytime,

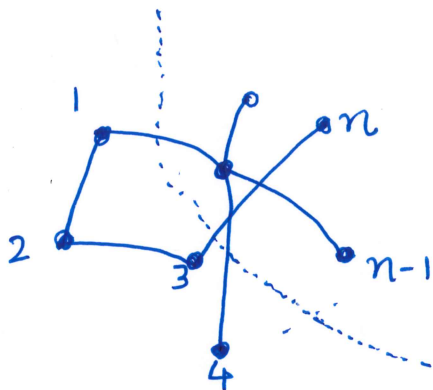
$\tilde{a}$  s.t.  $\tilde{a}^t X \tilde{a} < 0$  (eigenvector with -ve eigenvalue).

-  $\Rightarrow$  "separation oracle"  $\Rightarrow$  ellipsoid algorithm.



# MAX-CUT

Given a graph  $G(V, E)$ , find a cut of max size.



$$V = \{1, 2, \dots, n\}.$$

## Integer program

Let  $x_i = \begin{cases} +1 & \text{if } i \in \text{LHS} \\ -1 & \text{if } i \in \text{RHS} \end{cases}$

$$\text{OPT}(G) = \text{Max} \sum_{(i,j) \in E} \frac{1 - x_i x_j}{2}$$

$$\text{s.t.} \quad x_i \in \{-1, 1\} \quad \forall 1 \leq i \leq n.$$

- NP-hard.

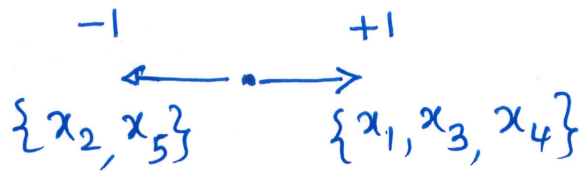
-  $\frac{1}{2}$ -approx trivial.

- [GW].  $\alpha_{\text{GW}}$ -approx,  $\alpha_{\text{GW}} \approx 0.878$

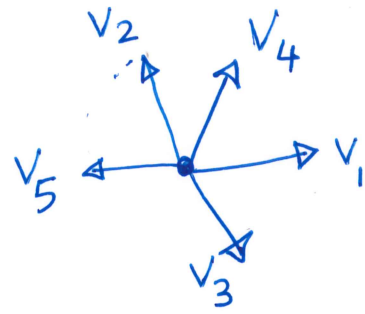
via SDP-relaxation.



Allow  $x_i \in \{-1, 1\}$  to be unit vector  $v_i \in \mathbb{R}^n$



Relax  $\rightsquigarrow$



$$\text{OPT}(G) = \text{Max} \sum_{(i,j) \in E} \frac{1 - x_i x_j}{2}$$

s.t.  $x_i \in \{-1, 1\} \forall i.$

$$\text{SDP}(G) = \text{Max} \sum_{(i,j) \in E} \frac{1 - v_i \cdot v_j}{2}$$

s.t.  $v_i \cdot v_i = 1 \quad \forall i$   
 $\|v_i\| = 1$

Can be solved in polytime.

Note.  $\text{OPT}(G) \leq \text{SDP}(G)$ . (relax<sup>n</sup>)

$$\alpha_{\text{GW}} \cdot \text{SDP}(G) \leq \text{OPT}(G) \quad (\text{to prove}).$$

### Rounding method

-  $\{v_1, v_2, \dots, v_n\} \rightarrow \{+1, -1\} \quad v_i \rightarrow x_i$

-  $\text{SDP}(G) \rightarrow \sum_{(i,j) \in E} \frac{1 - x_i x_j}{2} \geq \alpha_{\text{GW}} \cdot \text{SDP}(G)$

- Random hyperplane rounding!

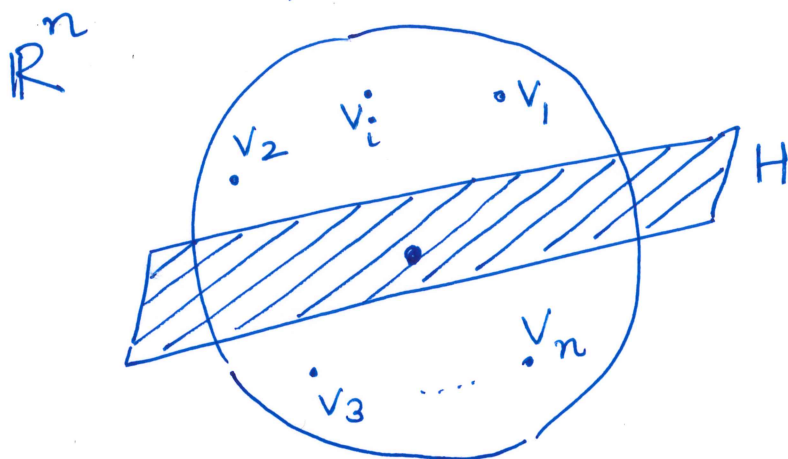


Given

SDP. solution to

$$\text{Max} \sum_{(i,j) \in E} \frac{1 - v_i \cdot v_j}{2}$$

$$\text{s.t.} \quad \|v_i\| = 1 \quad \forall i.$$



- Pick a random hyperplane  $H$  thru origin.

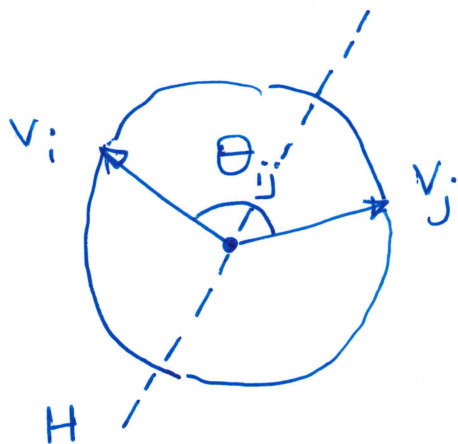
$$v_i \rightarrow x_i = \begin{cases} +1 & \text{if } v_i \text{ is on LHS of } H \\ -1 & \text{if } v_i \text{ is on RHS of } H \end{cases}$$

Claim

$$\mathbb{E} \left[ \frac{1 - x_i x_j}{2} \right] \geq \alpha_{GW} \cdot \frac{1 - v_i \cdot v_j}{2}$$

$$\alpha_{GW} \approx 0.878$$

Proof



$$v_i \cdot v_j = \cos \theta_{ij}$$

$$\Pr[H \text{ separates } v_i, v_j] = \frac{\theta_{ij}}{\pi}$$

$$\begin{aligned}
\therefore \mathbb{E} \left[ \frac{1 - x_i x_j}{2} \right] &= \Pr[H \text{ separates } v_i, v_j] \\
&= \frac{\theta_{ij}}{\pi} \\
&\geq \alpha_{GW} \cdot \frac{1 - \cos \theta_{ij}}{2} \\
&= \alpha_{GW} \cdot \frac{1 - v_i \cdot v_j}{2}
\end{aligned}$$

where

$$\begin{aligned}
\alpha_{GW} &= \min_{0 \leq \theta \leq \pi} \frac{\theta/\pi}{(1 - \cos \theta)/2} \\
&\approx 0.878 \quad \text{at } \theta_c \approx 117^\circ
\end{aligned}$$

If CUT denotes the size of the cut output,

$$\begin{aligned}
\mathbb{E}[\text{CUT}] &= \mathbb{E} \left[ \sum_{(i,j) \in E} \frac{1 - x_i x_j}{2} \right] \\
&= \sum_{(i,j) \in E} \mathbb{E} \left[ \frac{1 - x_i x_j}{2} \right] \\
&\geq \alpha_{GW} \cdot \sum_{(i,j) \in E} \frac{1 - v_i \cdot v_j}{2} \\
&= \alpha_{GW} \cdot \text{SDP}(G).
\end{aligned}$$

