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### Faster Algorithms for Data Approximation

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November 8<sup>th</sup> 2024



### **Preliminaries**

We consider a set system  $(X, \mathcal{F})$  with VC-dimension  $\leq d$  and denote  $|X| = n$ ,  $|F| = m$ .

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The VC-dimension of a set system is defined as the cardinality d of  $Y \subseteq X$  s.t.

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https://en.wikipedia.org/wiki/Vapnik%E2%80%93Chervonenkis dimension

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### <span id="page-4-0"></span>[Combinatorial discrepancy](#page-4-0)

### <span id="page-5-0"></span>Combinatorial Discrepancy

We want to compute a 2-coloring  $\chi : X \to \{-1, 1\}$  s.t.

$$
\forall F \in \mathcal{F}, \chi(F) = \sum_{x \in F} \chi(x) \text{ is small.}
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We denote:

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\mathsf{disc}(X,\mathcal{F}) = \min_X \max_{F \in \mathcal{F}} \chi(F)
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Before [\[Ban10\]](#page-66-1)'s breakthrough, there was no polynomial algorithm constructing these colorings.

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# <span id="page-11-0"></span>[A New Discrepancy Game](#page-11-0)

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### <span id="page-12-0"></span>A New Discrepancy Game

Let Alice and Bob be two players competing in a  $T$  rounds game.

[Combinatorial discrepancy](#page-4-0) [A New Discrepancy Game](#page-11-0) [Simplicial partitions](#page-47-0) [References](#page-65-0)

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### A New Discrepancy Game

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### A New Discrepancy Game

Let Alice and Bob be two players competing in a  $T$  rounds game. They are both given a set system  $(X, \mathcal{F})$  with VC-dimension  $\leq d$ . Each round  $t$  is as follows:

Alice picks a coloring  $\chi^{(t)}$  of  $X$  and sends it to Bob.

### A New Discrepancy Game

- Alice picks a coloring  $\chi^{(t)}$  of  $X$  and sends it to Bob.
- Bob picks a set  $F^{(t)} \in \mathcal{F}$  and sends it to Alice.

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Alice's goal: minimize 
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\sum_{t=1}^{T} \chi^{(t)}(F^{(t)}).
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Bob's goal: maximize 
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Random coloring: 
$$
\frac{1}{T} \sum_{t=1}^{T} \chi^{(t)}(F^{(t)}) = O(\sqrt{n \log(m)})
$$

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### <span id="page-19-0"></span>Discrepancy Game

### Discrepancy Game value

There is a strategy for Alice to pick colorings such that,

$$
\sum_{t=1}^T \chi^{(t)}(F^{(t)}) \le (4+\sqrt{2}) \, T^{1-1/2d} \sqrt{n} \log^2(mn) + 3 \, T \sqrt{n \ln\left(\frac{T}{n}\right)}
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$$

In particular for an  $n$  rounds game, we obtain:

$$
\frac{1}{n}\sum_{t=1}^{n} \chi^{(t)}(F^{(t)}) = O\left(n^{1/2 - 1/2d} \log^2(mn)\right)
$$

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<span id="page-21-0"></span>[Combinatorial discrepancy](#page-4-0) **[A New Discrepancy Game](#page-11-0)** [Simplicial partitions](#page-47-0) [References](#page-65-0)<br>  $\begin{array}{ccc}\n0 & 0 & 0 \\
0 & 0 & 0 \\
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### The Lovett-Meka algorithm

[\[LM15\]](#page-66-2) following [\[Ban10\]](#page-66-1)'s breakthrough gave a simpler algorithm both in time and complexity realizing [\[Spe85\]](#page-67-0)'s bound.

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### [\[LM15\]](#page-66-2) Partial Coloring Theorem

Let 
$$
c_{F_1}, \ldots, c_{F_m} \ge 0
$$
 such that  $\sum_{F \in F} \exp(-c_F^2) \le n$ . There exists an algorithm that finds w.h.p. a coloring  $\chi$  such that:  
\n•  $\forall F \in \mathcal{F}, \chi(F) \le c_F \sqrt{|F|}$   
\n•  $|\{1 \le i \le n : |x_i| = 1\}| \ge n/2$   
\n•  $\forall A \subseteq X, \chi(A) \le \sqrt{|A| \log(mn)}$   
\nThis algorithm has runtime  $O((n + m)^3 \log(mn))$ .

### <span id="page-23-0"></span>The Lovett-Meka algorithm

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\nThis algorithm has runtime  $O((n+m)^3 \log(mn))$ .

By iteratively running this algorithm on uncolored elements of  $X$ . we obtain a full coloring of  $X$ . **KORKAR KERKER SAGA** 

### <span id="page-24-0"></span>Outline of the proof of the discrepancy game value

Alice's strategy is to use Bob's strategy against him, in the long run, by using the sets he gives as constraints in [\[LM15\]](#page-66-2). She sets  $\forall i < t, c_{\digamma^{(i)}} = \sqrt{\ln{\left(\frac{I}{n}\right)}}.$ 

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#### Key property of discrepancy

Let  $\chi$  be a coloring of  $X$  and  $F, F'$  subsets of X. We have:

$$
\chi(F) \leq \chi(F') + \chi(\Delta(F, F'))
$$

where  $\Delta(F, F') = (F \cup F') \setminus (F \cap F').$ 

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where  $\Delta(F, F') = (F \cup F') \setminus (F \cap F').$ 

At round t, since  $\forall i < t, \chi^{(t)}(F^{(i)}) = \sqrt{|F^{(i)}| \ln \left(\frac{T}{n}\right)},$ 

$$
\chi^{(t)}(F^{(t)}) \leq \min_{i < t} \sqrt{|F^{(i)}| \ln \left(\frac{T}{n}\right)} + \chi^{(t)}(\Delta(F^{(t)}, F^{(i)}))
$$

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### <span id="page-27-0"></span>Outline of the proof of the discrepancy game value (part 2)

$$
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#### [\[Hau95\]](#page-66-3) packing theorem

Let  $(X, \mathcal{F})$  be a set system with VC-dimension  $\leq d$  with the property that  $\exists \delta \leq n \text{ s.t. } \forall (\digamma, \digamma') \in \mathcal{F}, \Delta(\digamma, \digamma') \geq \delta. \text{ Then } |\mathcal{F}| = O\left(\left(\frac{n}{\delta}\right)^d\right).$ 

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[\[Hau95\]](#page-66-3) packing theorem gives a bound on the number of sets that can all have big symmetric difference with each others.

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This allows us to bound the right hand side as if  $t$  is large, some pairs of sets given by Bob must have small symmetric difference as otherwise they would create a packing of size t.**KORKARYKERKER POLO** 

### <span id="page-33-0"></span>Application: A Multiplicative Weight Update Algorithm

We design an algorithm as a direct application of the New Discrepancy Game:

Algorithm: MWU algorithm using the New Discrepancy Game

**Input:** 
$$
(X, \mathcal{F})
$$
 a set system with VC-dimension  $\leq d$   
\n1  $y^{(0)} = (1, ..., 1) \in \mathbb{R}^m$   
\n2 **for**  $t \leftarrow 1$  **to**  $T$  **do**  
\n3  $\chi^{(t)} \leftarrow$  [LM15] with  $\forall i < t, c_{F^{(i)}} = \sqrt{\ln\left(\frac{T}{n}\right)}$   
\n4  $i^{(t)} \sim y^{(t)}$   
\n5  $F^{(t)} \leftarrow \mathcal{F}_{i^{(t)}}$   
\n6  $\forall j \leq m, y_j^{(t+1)} = y_j^{(t)}(1 + \eta \chi^{(t)}(\mathcal{F}_j))$ 

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```

RT:  $O(n^4 + mn^{3/2-1/2d})$ 

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\n4  $\int_{f^{(t)} \leftarrow f_{i^{(t)}}}^{f^{(t)} \leftarrow f_{i^{(t)}}}$   
\n5  $\int_{f^{(t)} \leftarrow f_{i^{(t)}}}^{f^{(t)} \leftarrow f_{i^{(t)}}} = y_{j}^{(t)} \left(1 + \eta \chi^{(t)}(\mathcal{F}_{j})\right)\right)$ 

RT:  $O(n^4 + mn^{3/2-1/2d})$ 

This algorithm applies Alice's strategy of picking colorings using [\[LM15\]](#page-66-2)'s algorithm and emulates Bob's behaviour by picking sets according to some weights that increase if the set associated has big discrepancy.K ロ ▶ K @ ▶ K 할 ▶ K 할 ▶ 이 할 → 9 Q Q →

<span id="page-36-0"></span>The Multiplicative Weight Update analysis of the algorithm gives:

$$
\forall F \in \mathcal{F}, \sum_{t=1}^T \chi^{(t)}(F) \leq \eta \sum_{t=1}^T \chi^{(t)}(F)^2 + \frac{\ln(m)}{\eta}
$$

$$
+\;\; \sum_{t=1}^{\mathcal{T}} \sum_{j=1}^m \frac{y_j^{(t)}}{\sum\limits_{j=1}^m y_j^{(t)}} \chi^{(t)}(\mathcal{F}_j)
$$

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bounded by the game

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$$
\n
$$
\text{For } n \text{ rounds: } \forall F \in \mathcal{F}, \frac{1}{n} \sum_{t=1}^{n} \chi^{(t)}(F) = O\left(n^{1/2 - 1/2d} \log^{2}(mn)\right)
$$

<span id="page-40-0"></span>The Multiplicative Weight Update analysis of the algorithm gives:

$$
\forall F \in \mathcal{F}, \sum_{t=1}^{T} \chi^{(t)}(F) \leq \underbrace{\eta \sum_{t=1}^{T} \chi^{(t)}(F)^{2} + \frac{\ln(m)}{\eta}}_{\text{error terms}} + \underbrace{\sum_{t=1}^{T} \sum_{j=1}^{m} \sum_{j=1}^{y_{j}^{(t)}} \chi^{(t)}(\mathcal{F}_{j})}_{\text{bounded by the game}}
$$
\n
$$
\text{For } n \text{ rounds: } \forall F \in \mathcal{F}, \frac{1}{n} \sum_{t=1}^{n} \chi^{(t)}(F) = O\left(n^{1/2 - 1/2d} \log^{2}(mn)\right)
$$

Which implies  $\exists t < n$  s.t.

$$
|\{F \in \mathcal{F} : \chi^{(t)}(F) = O(n^{1/2 - 1/2d} \log^2(mn))\}| \geq \frac{m}{2}
$$

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### <span id="page-41-0"></span>Another approach: Computing minimal coverings

#### Set covering  $+$  [\[LM15\]](#page-66-2)

Using [\[LM15\]](#page-66-2)'s algorithm and a set covering algorithm constructs a coloring with discrepancy  $O(n^{1/2-1/2d}\log^2(mn))$  in time  $mn^{2/d}+n^3\log^{3d}(n)$ .

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Outline of the method:

<u>New result:</u> We give an  $O(mn^{2/d} + n^{2+2/d} \log(n))$  near-minimal covering algorithm with which we compute a  $n^{1-1/d}$ -covering  $\mathcal C$  of  $(X, \mathcal F)$  that has size n.

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- **•** Because C is a covering,  $\forall F \in \mathcal{F}, \exists C \in \mathcal{C}$  s.t. :

 $\chi(F) \leq \chi(C)+\chi(\Delta(F,C)) \leq 0+\sqrt{n^{1-1/d}}\log^2(mn) = O(n^{1/2-1/2d}\log^2(mn))$ 

### <span id="page-46-0"></span>Another approach: Computing minimal coverings

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Using [\[LM15\]](#page-66-2)'s algorithm and a set covering algorithm constructs a coloring with discrepancy  $O(n^{1/2-1/2d}\log^2(mn))$  in time  $mn^{2/d}+n^3\log^{3d}(n)$ .

Outline of the method:

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- **Because C** is a covering,  $\forall F \in \mathcal{F}, \exists C \in \mathcal{C}$  s.t. :

 $\chi(F) \leq \chi(C)+\chi(\Delta(F,C)) \leq 0+\sqrt{n^{1-1/d}}\log^2(mn) = O(n^{1/2-1/2d}\log^2(mn))$ 

This can be further improved to  $O(n^{1/2-1/2d})$  using chaining.

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# <span id="page-47-0"></span>[Simplicial partitions](#page-47-0)

### <span id="page-48-0"></span>Simplicial Partitions

Given  $(X, \mathcal{F})$  and a parameter  $t \in [1..n]$ , find t partitions  $P_1, ..., P_t$ of size  $O\left(\frac{n}{t}\right)$  $\frac{n}{t}$ ) of X such as to minimize the *crossing number*:

$$
\max_{F \in \mathcal{F}} |\{P \in \{P_1, ... P_t\} \text{ s.t. } P \text{ intersects } F\}|
$$

### Simplicial Partitions

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[\[Mat92\]](#page-67-2) proved that set systems spanned by halfspaces in  $\mathbb{R}^d$ admit partition with crossing number  $O(t^{1-1/d}).$ 

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### <span id="page-51-0"></span>Simplicial Partitions

Given  $(X, \mathcal{F})$  and a parameter  $t \in [1..n]$ , find t partitions  $P_1, ..., P_t$ of size  $O\left(\frac{n}{t}\right)$  $\frac{n}{t}$ ) of X such as to minimize the *crossing number*:

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[\[Mat92\]](#page-67-2) proved that set systems spanned by halfspaces in  $\mathbb{R}^d$ admit partition with crossing number  $O(t^{1-1/d}).$ 

There are no fast algorithms in practice in dimension  $> 3$  to compute small crossing number partitions.

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### <span id="page-52-0"></span>A greedy approach

#### An Ordering Lemma

Let  $(X, \mathcal{F})$  be a set system such that  $\forall Y \subseteq X$  and  $s \leq |Y|, (Y, \mathcal{F}|_Y)$  admits a partition of size  $s$  with crossing number  $s^{1-1/d}$  .  $\mathcal{P} = \{P_1, \ldots, P_t\}$ be t disjoint subsets of X, where  $|P_i| = n/t$  for all  $i \in [t]$ .

### A greedy approach

#### An Ordering Lemma

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Let  $P_1 \in \mathcal{P}$  be selected uniformly at random.

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### A greedy approach

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Then there exists an ordering of the elements of  $P_1$ , say  $\langle x_1, x_2, \ldots, x_{n/t} \rangle$ , such that w.h.p.,

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$$
\forall k \leq \frac{n}{t}, \text{ the prefix set } \{x_1, \ldots, x_k\} \text{ is crossed by at most } \frac{4mk^{1/d}}{n^{1/d}} \text{ sets.}
$$

### <span id="page-56-0"></span>A greedy approach

#### An Ordering Lemma

Let  $(X, \mathcal{F})$  be a set system such that  $\forall Y \subseteq X$  and  $s \leq |Y|, (Y, \mathcal{F}|_Y)$  admits a partition of size  $s$  with crossing number  $s^{1-1/d}$  .  $\mathcal{P} = \{P_1, \ldots, P_t\}$ be t disjoint subsets of X, where  $|P_i| = n/t$  for all  $i \in [t]$ .

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$$

An algorithm that picks elements following this potential function builds partitions with crossing number  $O(t^{1-1/d}\ln(t)).$ 

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### <span id="page-57-0"></span>A greedy algorithm

#### Algorithm: Algorithm minimizing the potential function

```
n \leftarrow |X|, m \leftarrow |\mathcal{F}|, \mathcal{P} \leftarrow \emptyset, \pi(F) \leftarrow 1 \ \forall F \in \mathcal{F}.for i \leftarrow 1 to t do
  \begin{array}{ccc} \texttt{3} & | & x_0 \leftarrow \texttt{a random element of } X, P_i \leftarrow \{x_0\}, \omega(P_i) \leftarrow 0. \end{array}4 for F \in \mathcal{F} do
 5 for x \in X with F crossing \{x_0, x\} do \qquad \qquad\omega(x) \leftarrow \omega(x) + \pi(F)7 for k \leftarrow 2 to \frac{n}{t} do
  8 y_k \leftarrow \text{any element of } X \text{ s.t. } \omega(P_i) + \omega(y_k) \leq \frac{2k^{1/d} \sum_{F \in \mathcal{F}} \pi(F)}{|X|^{1/d}}.9 \vert X \leftarrow X \setminus \{y_k\}, \ \omega(P_i) \leftarrow \omega(P_i) + \omega(y_k).10 \qquad for F \in (P_i, y_k) do
11 for x \in X with F crossing \{x_0, x\} do <br>
\cup \{x\} \leftarrow \cup \{x\} \leftarrow \cup \{x\} - \pi(F)\lfloor \omega(x) \leftarrow \omega(x) - \pi(F)13 P_i \leftarrow P_i \cup \{y_k\}14 \forall F \in \mathcal{F}, \pi(F) \leftarrow \pi(F) \cdot 2^{I(P_i, F)}15 \mathcal{P} \leftarrow \mathcal{P} \cup {\{\mathsf{P}_i\}}16 return \mathcal P
```
<span id="page-58-0"></span>[Combinatorial discrepancy](#page-4-0) [A New Discrepancy Game](#page-11-0) [Simplicial partitions](#page-47-0) [References](#page-65-0)

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### **Experiments**



 $n = 8192, t = 32$ 

<span id="page-59-0"></span>[Combinatorial discrepancy](#page-4-0) [A New Discrepancy Game](#page-11-0) [Simplicial partitions](#page-47-0) [References](#page-65-0)

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### **Experiments**



$$
n=8192, t=32
$$

### <span id="page-60-0"></span> $\varepsilon$ -approximation experiments



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### <span id="page-61-0"></span>Open problems

• Faster algorithms for discrepancy.

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### Open problems

- Faster algorithms for discrepancy.
- Faster set packing/covering algorithms.

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- Faster algorithms for discrepancy.
- Faster set packing/covering algorithms.
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### <span id="page-64-0"></span>Open problems

- Faster algorithms for discrepancy.
- Faster set packing/covering algorithms.
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# Thank you!

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