

The Online Connected Facility Location Problem²

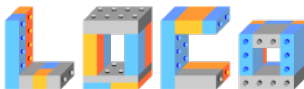
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and Information Engineering



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Combinatorial Optimization Problems

- Maximization or minimization problems,
- Algorithm receives an input,
- Returns a solution with a cost.

Some minimization problems in which we are interested are:

- Facility Location problem,
- Steiner Tree problem,
- Connected Facility Location problem.

These problems are NP-hard with constant factor approximation algorithms known.

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The Facility Location Problem

- Defined in a metric space with distance and facility costs,
- Algorithm receives a set of clients and connects each client to an opened facility,
- Goal: minimize total cost of opening facilities plus connecting clients.

$$\sum_{i \in F'} f(i) + \sum_{j \in D} d(j, F')$$

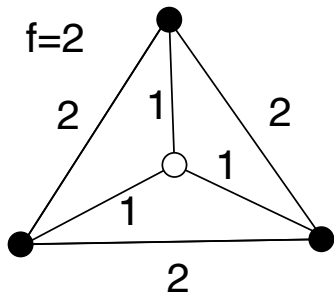
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The Facility Location Problem (cont.)

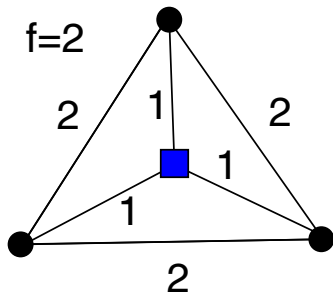
$$\sum_{i \in F'} f(i) + \sum_{j \in D} d(j, F')$$



Total cost = 2 + 3 = 5.

The Facility Location Problem (cont.)

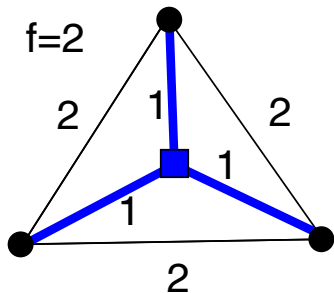
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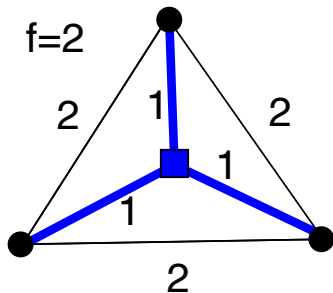
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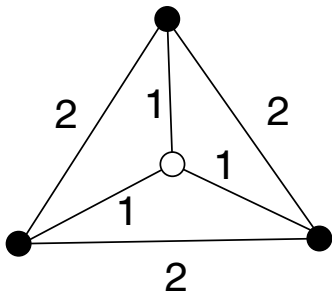
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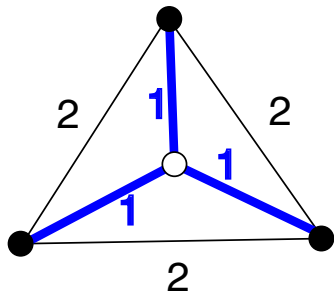
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Total cost = 3.

The Steiner Tree Problem (cont.)

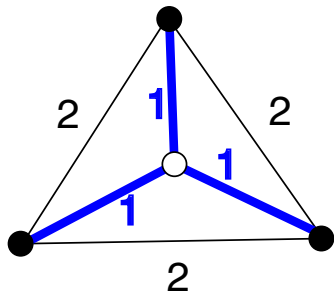
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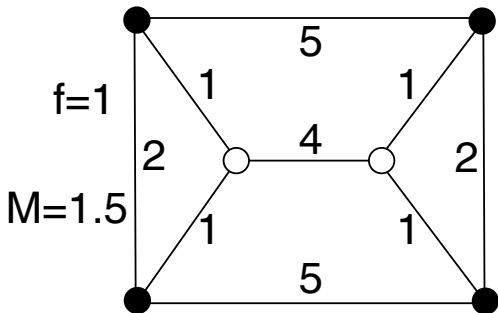
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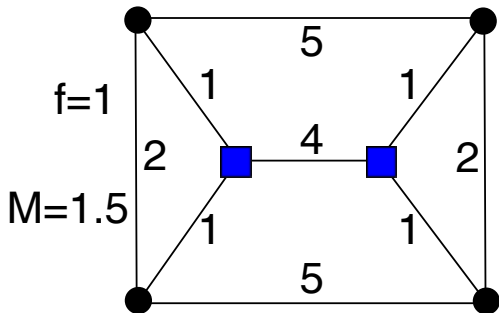
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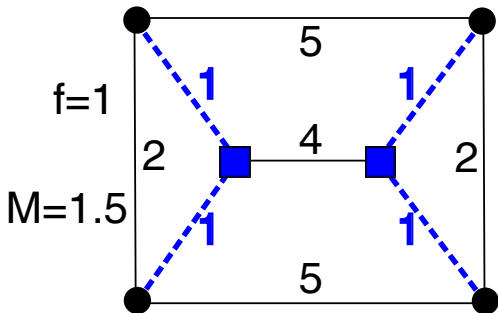
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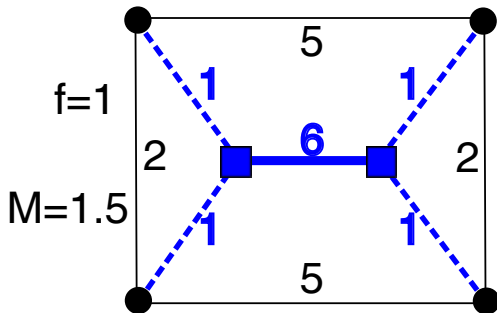
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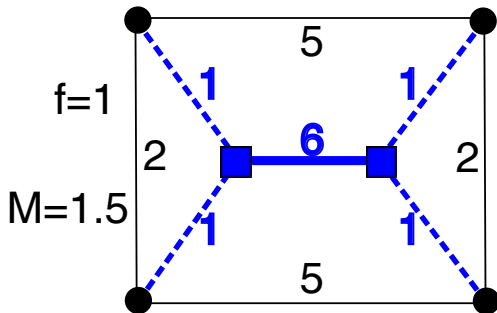
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Online Problems

- Parts of the input are revealed one at a time,
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- Technique used to analyse online algorithms,
- An online algorithm ALG is c -competitive if:

$$\text{ALG}(I) \leq c\text{OPT}(I) + \alpha,$$

for every input I and some α constant.

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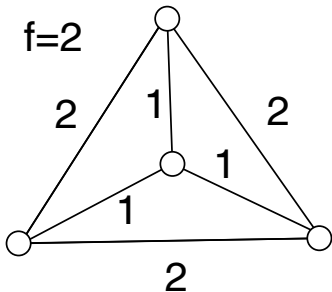
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The Online Facility Location Problem (cont.)

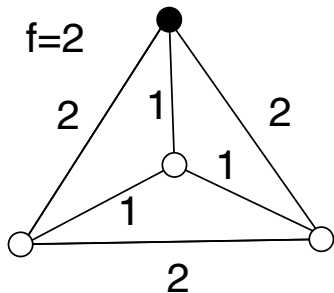
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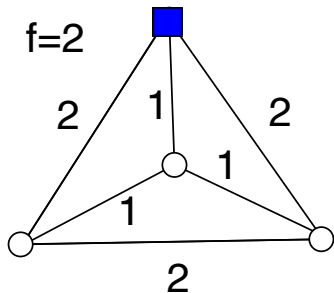
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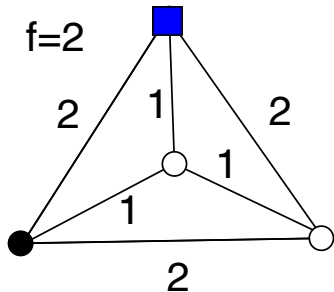
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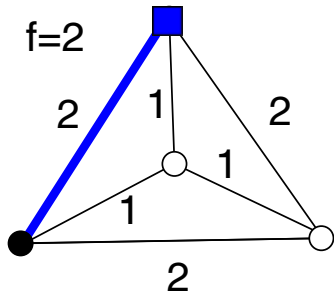
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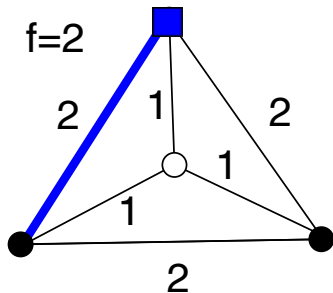
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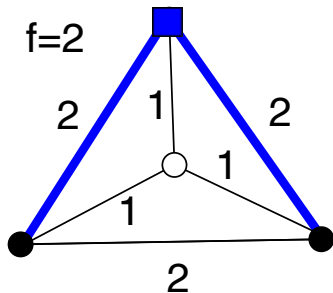
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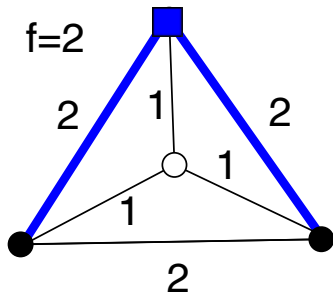
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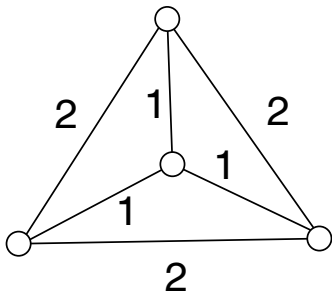
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- In particular, a primal-dual algorithm due to Fotakis that is used in our result,
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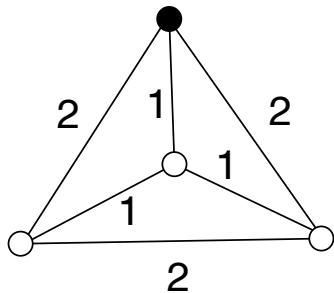
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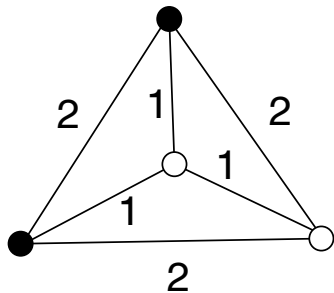
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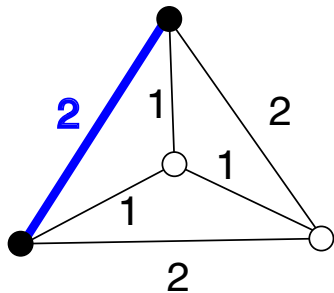
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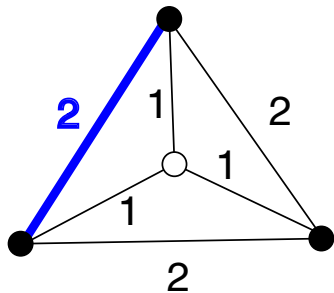
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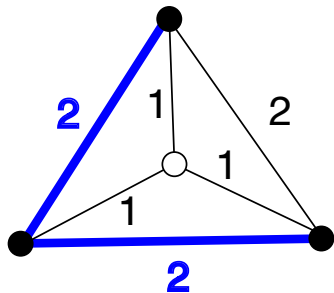
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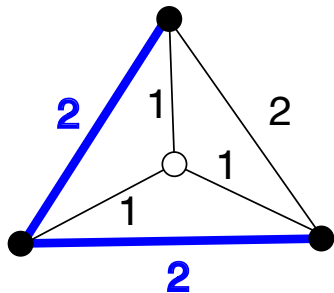
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Online Connected Facility Location Problem

- Combination of Online Facility Location and Online Steiner Tree, is similar to the Connected Facility Location,
- Clients arrive one at a time and each one must be immediately connected to some facility,
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- At all times opened facilities must be connected by a tree,
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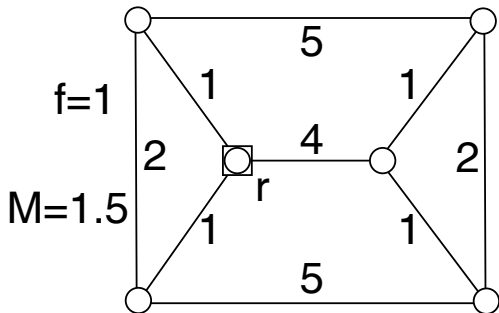
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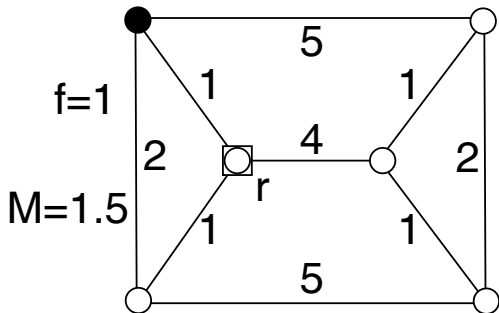
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Total cost = 1 + 4 + 7.5 = 12.5.

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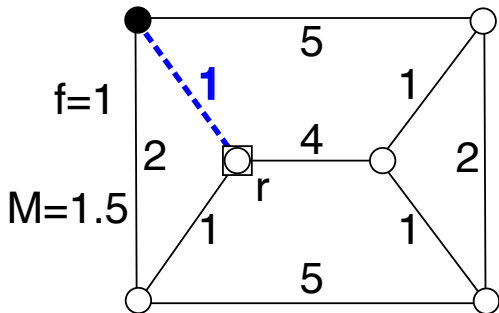
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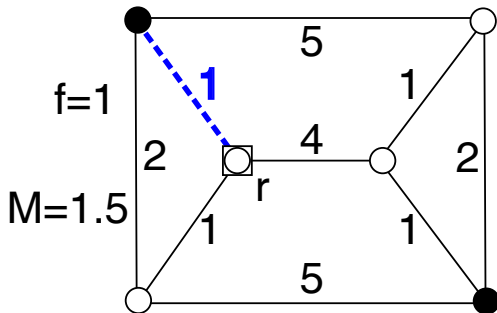
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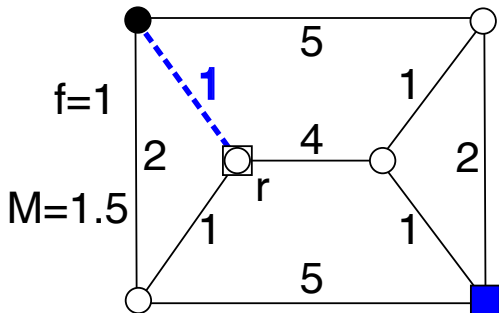
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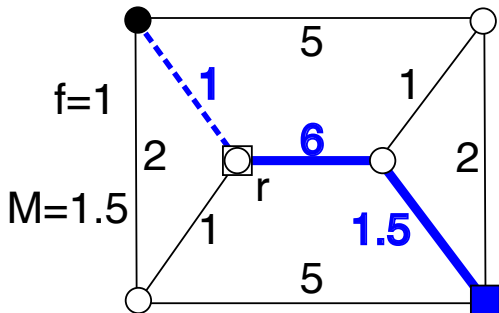
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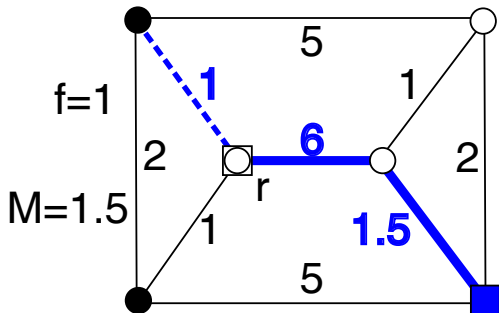
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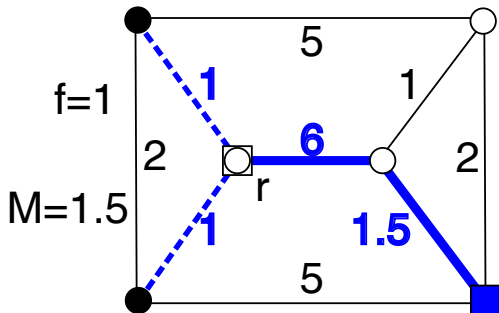
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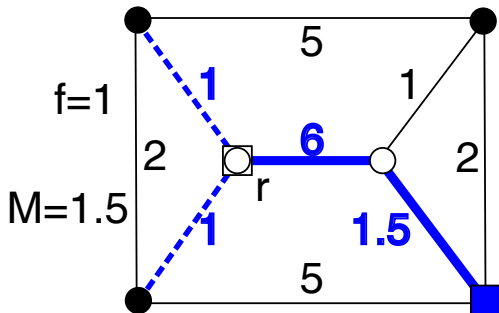
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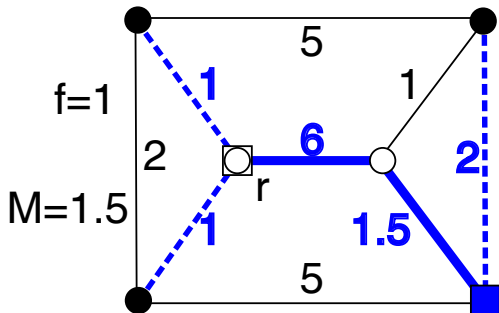
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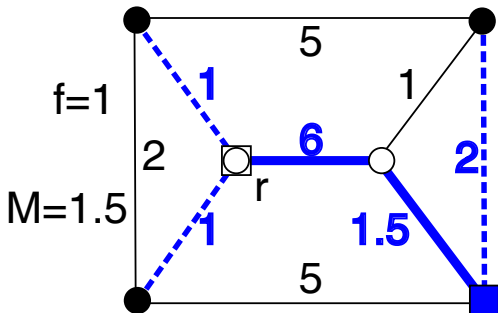
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Online CFL Algorithm

- Sample-and-augment algorithm based on algorithm for CFL due to Eisenbrand et al.
- Sample-and-Augment is a randomized technique, due to Gupta et al., to design algorithms for rent-or-buy problems.
- Online Connected Facility Location problem is not a rent-or-buy problem,
- However, has cost scaling characteristics that allow to use this technique on algorithms for it.

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- Sample-and-augment algorithm based on algorithm for CFL due to Eisenbrand et al.
- Sample-and-Augment is a randomized technique, due to Gupta et al., to design algorithms for rent-or-buy problems.
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Algorithm 1: The Online CFL algorithm.

Data: $G = (V, E)$, d , f , F , root r and M

Initializing auxiliar sets and compFL;

while a new client j arrives **do**

 send j to compFL; /* Update virtual OFL solution */

 mark j with probability $p = \frac{1}{M}$;

if j is marked and connected to a facility i that is not open

then

$F' \leftarrow F' \cup \{i\}$; /* Open new facility */

$T \leftarrow T \cup \{(i, j)\} \cup \{path(j, V(T))\}$;

 /* Connect new facility to the tree */

end

 let i be the closest open facility to j ;

$D \leftarrow D \cup \{j\}$; $a(j) \leftarrow i$; /* Connect the client */

end

return $(F' \setminus \{r\}, T, a)$;

Analysis of the Online CFL Algorithm

Algorithm cost is divided between facilities opening cost (O), clients connection cost (C) and Steiner tree cost (S):

$$ALG_{OCFL}(D) = O + C + S.$$

The cost of the offline optimal solution is also divided in this way:

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Analysis of the Online CFL Algorithm (cont.)

Lemma (Opening Cost)

$$O \leq c_{\text{OFL}}(O^* + C^*).$$

- Let O_{compFL} be the facility opening cost of compFL,
- Our algorithm opens a subset of the facilities opened by compFL,
- An optimal solution for CFL is a feasible solution for FL,
- So we have that:

$$O \leq O_{\text{compFL}} \leq c_{\text{OFL}} \text{OPT}_{\text{FL}}(D) \leq c_{\text{OFL}}(O^* + C^*) .$$

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Lemma (Steiner Cost)

$$E[S] \leq c_{\text{OST}}(S^* + C^*) + c_{\text{OFL}}(O^* + C^*).$$

- Our algorithm builds a tree connecting only marked clients (D'),
- And augments it connecting each client j to facility $a(j)$,
- The idea is to bound these costs by OPT_{ST} and OPT_{FL} .

$$\begin{aligned} E[S] &\leq E[M_{\text{compST}}(D')] + E \left[M \sum_{j \in D'} d(j, a(j)) \right] \\ &\leq E[M c_{\text{OST}} OPT_{ST}(D')] + c_{\text{OFL}} OPT_{FL}(D) \\ &\leq c_{\text{OST}}(S^* + C^*) + c_{\text{OFL}}(O^* + C^*) . \end{aligned}$$

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Lemma (Connection Cost)

$$E[C] \leq c_{\text{OFL}}(O^* + C^*) + c_{\text{OST}}(S^* + C^* + c_{\text{OFL}}(O^* + C^*)).$$

- This proof uses similar ideas to the previous one,
- Together with a conditional probability argument,
- Notice that the cost is bounded by a product of two $O(\log n)$ factors.

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Theorem

$$E[\text{ALG}_{\text{OCFL}}(D)] \in O(\log^2 n \text{OPT}_{\text{CFL}}(D)).$$

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- Online Steiner Tree problem can be reduced to Online Connected Facility Location problem,
- So, $\Omega(\log n)$ is a lower bound to the competitive ratio of any algorithm to the Online Connected Facility Location problem.

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Questions?

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