

**Ellipsoid Algo**

First known polynomial-time algo for solving LPs (simplex is not known to be polynomial-time)

Very imp. in theoretical computer science, can solve LPs in time  $\text{poly}(n)$ , even if the # constraints is exponential in  $n$

Practically, both simplex & interior-pt. algs perform much better.

Basic problem solved by ellipsoid algo is feasibility:  
Given a bounded convex set  $P \subseteq \mathbb{R}^n$ , find  $x \in P$ , if it exists.

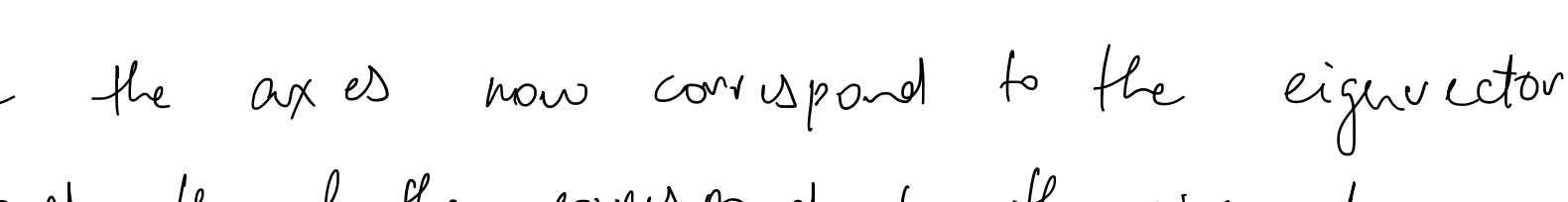
We'll show later that we can reduce solving a linear program (i.e., optimization) to this feasibility problem.

So what is an ellipsoid?

An ellipsoid is an affine transformation of the unit ball.

i.e.,  $B_0 = \{x \in \mathbb{R}^n : \|x\|_2 \leq 1\}$

Then  $E = \{B^T x + c : x \in B_0\}$  where  $B$  is an invertible matrix



where the axes now correspond to the eigenvectors of  $B^T$ , and the lengths correspond to the eigenvalues.

**Claim:** The ellipsoid  $E = \{B^T x + c : x \in B_0\}$  is equivalent to the set  $\{x \in \mathbb{R}^n : (x-c)^T B^T B (x-c) \leq 1\}$  (example, check if  $B$  is a diagonal matrix)

Now any positive definite matrix  $B$  can be written as  $A = B^T B$ , where  $B$  is also positive definite

Hence we write an ellipsoid as

$$E(c, A) = \{x \in \mathbb{R}^n : (x-c)^T A^{-1} (x-c) \leq 1\}$$

so that, if  $A^{-1} = B^T B$ ,

$$E(c, A) = \{B^T x + c : x \in B_0\}$$

Volume of an ellipsoid:

$$\text{volume of ball of radius } R = \frac{\pi^{n/2} R^n}{\Gamma(\frac{n}{2}+1)}$$

gamma fn,  $\sim (\frac{n}{2})!$  if  $n$  is even

$$\text{volume of ellipsoid } E(c, A) = \text{Vol}(B_0) \times \det(B),$$

where  $A^{-1} = B^T B$

- what about polyhedra?

**Defn:** Vectors  $v_0, v_1, \dots, v_k \in \mathbb{R}^n$  are affinely ind if the vectors  $v_1 - v_0, v_2 - v_0, \dots, v_k - v_0$  are linearly independent.

Then if  $v_0, v_1, \dots, v_k$  are affinely independent,

$$\text{vol}(\text{CH}(v_0, \dots, v_k)) = \frac{1}{k!} \begin{vmatrix} v_1 - v_0 & v_2 - v_0 & \dots & v_k - v_0 \end{vmatrix}$$

So if  $v_0, v_1, \dots, v_k$  are binary vectors  $\in \{0,1\}^n$ ,

$$\text{vol}(\text{CH}(v_0, \dots, v_k)) \geq 1/k!$$

**Basic idea of ellipsoid**

Given a polytope of the form  $P = \{x \in \mathbb{R}^n : Ax \leq b\}$ , we maintain an ellipsoid that contains the feasible region, iteratively shrink this ellipsoid

- Let  $E_0$  be an ellipsoid s.t.  $P \subseteq E_0$
- For  $k=0, 1, \dots$ 
  - if center  $c_k$  of  $E_k = E(c_k, A_k) \notin P$ ,
  - find a "violated constraint" / "separating hyperplane"  
 $ax \leq b$  s.t.  $a \cdot c_k > b$
  - find a smaller ellipsoid  $E_{k+1}(c_{k+1}, A_{k+1})$  s.t.  
 $E_k \cap \{x : ax \leq b\} \subseteq E_{k+1}$
  - $k \leftarrow k+1$

**Lemma:** Given  $E_k = E(c_k, A_k)$  s.t.  $P \subseteq E_k$  and a violated constraint  $ax \leq b$  (s.t.  $a \cdot c_k > b$ ), can find an ellipsoid  $E_{k+1}$  s.t.

$$\textcircled{1} P \subseteq E_k \cap \{x : ax \leq b\} \subseteq E_{k+1}$$

$$\textcircled{2} \frac{\text{vol}(E_{k+1})}{\text{vol}(E_k)} < e^{-1/(2n+1)}$$

Thus after  $K$  iterations,  $\text{vol}(E_K) \leq e^{-K/(2n+1)}$

Thus to run ellipsoid, we need:

- ① An initial ellipsoid  $E_0 \supseteq P$
- ② A lower bound  $\varepsilon$  on the volume of  $P$ , if non-empty  
(note that  $P$  must be full-dimensional)
- ③ A "separation oracle": given  $\hat{x} \in \mathbb{R}^n$ , either accept  $\hat{x} \in P$  or return  $a, b$  s.t.  
 $ax \leq b \quad \forall x \in P$   
 $a \cdot \hat{x} > b$

Note that we don't need to know the entire LP in advance! Just need  $E_0, \varepsilon$ , a separation oracle.

Step 1: Getting  $E_0$ .

LP-specific. E.g., if  $P \subseteq [0,1]^n$ ,

then  $E_0 = E(0, nI)$

Step 2: Lower bound  $\varepsilon$

For combinatorial optimization,  $P \subseteq [0,1]^n$ .

if  $P$  is full-dimensional (contains  $n+1$

affinely independent binary vectors) then

$$\text{vol}(P) \geq \frac{1}{n!}$$

Step 3: Separating hyperplane: application specific.

This completes the description of ellipsoid for feasibility.

Ok, what about optimization?

Problem is:  $\min \{c^T x : Ax \geq b\}$

Basic idea: find smallest  $\lambda$  s.t.  $P_\lambda = \{x \in \mathbb{R}^n : Ax \geq b, c^T x \leq \lambda\}$

is feasible.

by binary search.

Q1. How many steps of binary search?

Q2. What about lower bound on size of  $P_\lambda$ ?

Assume  $A, b, c$  are integral (by scaling). &  $\|A\|_\infty, \|b\|_\infty \leq M$ .

**Claim:** For a polytope  $P = \{x : Ax \leq b\}$ , at any extreme pt.,

$$\# \text{ bits in } x^* \leq 2n \log(Mn)$$

(without proof, but since for any extreme pt.

$$x^* = A_B^{-1} b_B)$$

Thus any extreme pt.  $x^* = \frac{p}{q}$  where  $p, q \in \mathbb{Z}_+, q \neq 0$ ,

$$p, q \in \{-2^{2n \log Mn}, 2^{2n \log Mn}\}$$

① Let  $c_{\max} = \|c\|_\infty$  (integral by assumption). Then the optimal soln. for  $\{\min c^T x : Ax \leq b\}$  also has bit complexity  $2n \log(Mn c_{\max})$ .

Thus can find opt in  $O(2n \log Mn c_{\max})$  iterations.

② What about lower bound on size of  $P_\lambda$ ?

We know w that if  $P_\lambda$  is feasible, then an extreme pt. of  $P$  is feasible.

**Claim:** An  $n$ -dimensional hypercube with sides of length  $2^{-2n \log Mn}$  contains at most one point of bit complexity  $O(2n \log Mn)$

So if  $\varepsilon < 2^{-2n \log Mn}$ , then either  $P_\lambda$  is feasible,

or it has a single extreme pt. of  $P$ , which can be found (using Diophantine approximations)