# Belief Propagation for combinatorial optimization 

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December 21, 2010

## 3-COLORING

- Given a (finite) undirected graph $G=(V, E)$
- A proper 3-coloring is $c: V \rightarrow\{\bullet, \bullet, \bullet\}$ such that $c(i) \neq c(j)$ if $(i, j) \in E$
- Finding proper colorings is a hard computational problem (NP-Complete)
- Counting proper colorings is also a hard problem


## Belief Propagation on a slide: 3-COLORING


$N_{0}(\bullet)=N^{(0)}(\bullet \bullet \bullet)+N^{(0)}(\bullet \bullet \bullet)+N^{(0)}(\bullet \bullet \bullet)+N^{(0)}(\bullet \bullet \bullet)+\cdots$

## Belief Propagation on a slide: 3-COLORING



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\begin{aligned}
N_{0}(\bullet) & =N^{(0)}(\bullet \bullet \bullet)+N^{(0)}(\bullet \bullet \bullet)+N^{(0)}(\bullet \bullet)+N^{(0)}(\bullet \bullet \bullet)+\cdots \\
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Belief Propagation on a slide: 3-COLORING

$P_{0}(\bullet) \propto P^{(0)}(\bullet \bullet \bullet)+P^{(0)}(\bullet \bullet \bullet)+P^{(0)}(\bullet \bullet \bullet)+P^{(0)}(\bullet \bullet \bullet)+\cdots$
$=P_{1}^{(0)}(\bullet) P_{2}^{(0)}(\bullet) P_{3}^{(0)}(\bullet)+P_{1}^{(0)}(\bullet) P_{2}^{(0)}(\bullet) P_{3}^{(0)}(\bullet)+\cdots$
$=\left(P_{1}^{(0)}(\bullet)+P_{1}^{(0)}(\bullet)\right)\left(P_{2}^{(0)}(\bullet)+P_{2}^{(0)}(\bullet)\right)\left(P_{3}^{(0)}(\bullet)+P_{3}^{(0)}(\bullet)\right)$
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P_{0}^{(4)}(\bullet) & \propto P^{(0)}(\bullet \bullet \bullet)+P^{(0)}(\bullet \bullet \bullet)+P^{(0)}(\bullet \bullet)+P^{(0)}(\bullet \bullet \bullet)+\cdots \\
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Given $\Psi_{a}\left(\mathbf{x}_{a}\right) \geq 0$ with $\mathbf{x}_{a}=\left\{x_{i}\right\}_{i \in V(a)}\left(x_{i} \in X_{i}\right.$ finite), and $P(\mathbf{x})=\frac{1}{Z} \prod_{a \in A} \Psi_{a}\left(\mathbf{x}_{a}\right)$, BP Equations are

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m_{a i}\left(x_{i}\right) & \propto \sum_{\left\{x_{j}\right\}_{j \in V(a) \backslash i}} \Psi_{a}\left(x_{a}\right) \prod_{j \in V(a) \backslash i} m_{j a}\left(x_{j}\right) \\
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- $m_{i}\left(x_{i}\right) \approx P\left(x_{i}\right)=\sum_{\left\{x_{j}\right\}_{j \in \backslash i}} P(\mathbf{x})$,
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- $-\log Z \approx F_{\text {Bethe }}=$
$\sum_{a} \sum_{\mathbf{x a}_{\mathbf{a}}} m_{a}\left(\mathbf{x}_{a}\right) \log \frac{m_{\mathbf{a}}\left(\mathbf{x}_{\mathbf{a}}\right)}{\psi_{\mathbf{a}}\left(\mathrm{x}_{\mathbf{a}}\right)}+\sum_{i}(1-|V(i)|) \sum_{x_{i}} m_{i}\left(x_{i}\right) \log m_{i}\left(x_{i}\right)$


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- The FP equation $F_{B P}(\mathbf{m})=\mathbf{m}$ is solved by iteration $\lim _{n \rightarrow \infty} F_{B P}^{(n)}\left(\mathbf{m}_{0}\right)$


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- On a tree BP Equations are exact: there is 1 FP and $m_{i}\left(x_{i}\right)=P\left(x_{i}\right), m_{a}\left(\mathbf{x}_{a}\right)=P\left(\mathbf{x}_{a}\right), F_{\text {Bethe }}=-\log Z$


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- Loopy graphs $\Longrightarrow \mathrm{BP}$ solutions are usually good approximations


## Applications of BP

- SAMPLER $\left(\mathbf{x}^{*} \sim P(\mathbf{x})\right)$ : Note $P(\mathbf{x})=P\left(x_{1}\right) P\left(x_{2}, \ldots x_{n} \mid x_{1}\right)$.

1. Use BP to estimate $P\left(x_{1}\right)$
2. Extract $x_{1}^{*} \sim P\left(x_{1}\right)$.
3. Modify the problem by adding a factor $\Psi_{1}\left(x_{1}\right)=\delta\left(x_{1} ; x_{1}^{*}\right)$ to $P$, reiterate

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- COUNTER (estimate $\#\left\{\mathbf{x}: \prod_{a} \Psi_{a}(\mathbf{x})=1\right\}$ where $\left.\Psi_{a}\left(\mathbf{x}_{a}\right) \in\{0,1\}\right)$ : Use BP estimation of $\log Z$


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- OPTIMIZER (find $\arg \max P(x)$ ) ... more later!


## Crosswords!

|  | A | L | M | I | R | A |  | L | E |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| A | L | A |  | L | A | S | S | E | S |
| R | I | N | S | E | D |  | H | A | T |
| I | N |  | P | A | S | S | E | D |  |
| S | A | R | A | N |  | T | E | S | S |
| E |  | I | R | A | T | E | R |  | A |
| S | A | V | E |  | R | E | S | T | S |
|  | R | E | S | E | E | D |  | A | S |
| M | I | R |  | R | E | S | A | L | E |
| B | A | S | T | E | S |  | M | E | D |

## Crosswords!

- Around 100.000 english words (taken from the aspell dictionary)

|  | A | L |  | I | R | A |  | L | E |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | L | A |  | L | A | S | S | E | S |
| R | I | N |  | E | D |  | H | A | T |
| 1 | N |  |  | A | S | S | E | D |  |
| S | A | R |  | N |  | T | E | S | A |
| E |  | I | R | A | T | E | R |  | A |
| S | A | V | R |  | R | E | S | T | S |
|  | R | E |  | E | E | D |  | A | S |
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| R | I | N | S | E | D |  | H | A | T |
| I | N |  | P | A | S | S | E | D |  |
| S | A | R | A | N |  | T | E | S | S |
| E |  | I | R | A | T | E | R |  | A |
| S | A | V | E |  | R | E | S | T | S |
|  | R | E | S | E | E | D |  | A | S |
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- Each contiguous sequence of white squares must be filled by an english word


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | L | A |  | L | A | S | S | E | S |
| R | 1 | N | S | E | D |  | H | A | T |
| 1 | N |  | $P$ | A | S | S | E | D |  |
| S | A | R | A | N |  | T | E | S | S |
| E |  | I | R | A | T | E | R |  | A |
| S | A | V | E |  | R | E | S | T | S |
|  | R | E | S | E | E | D |  | A | S |
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| R | 1 | N | S | E | D |  | H | A | T |
| 1 | N |  | $P$ | A | S | S | E | D |  |
| S | A | R | A | N |  | T | E | S | S |
| E |  | I | R | A | T | E | R |  | A |
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| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

- Each contiguous sequence of white squares must be filled by an english word
- How many ways to create a crossword for a given pattern of black squares?
- Which proportion of those have a " D " in its bottom right square?
- These problems are mathematically easy: all sets here are finite!


## Enumerating Crosswords

- Solution: Write in traslucent paper all crosswords (possibly with the help of monkeys) and put them in a stack, look at a light source through the stack



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- For each non-black square $i j$,
- $s(i j) \in H=$ crossing horizontal word, $p(i j)=$ position of $i j$ within,
- $t(i j) \in V=$ crossing vertical word, $q(i j)$ position of $i j$ within


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- $s(i j) \in H=$ crossing horizontal word, $p(i j)=$ position of $i j$ within,
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- English dictionary $D$ (set of english words)
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- In summary: $|H|+|V|+|X|$ variable nodes, $2|X|$ constraints

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- Results?


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In Statistical Physics, Gibbs measures are often studied :

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- Max Sum is exact on trees, if the solution is unique, $\arg \max \phi_{i}\left(x_{i}\right)$ for $\phi_{i}\left(x_{i}\right)=\sum_{b \in V(i)} \phi_{b i}\left(x_{i}\right)$ gives the optimum


## Max Sum (2)

MS for $D$-bounded Minimum Steiner Tree

- Input: Rooted graph $G=(V, E, r)$, edge costs $\left\{c_{e}\right\}_{e \in E}$, vertex prizes $\left\{b_{i}\right\}_{i \in V}$
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Optimality results
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If the min is unique, in a FP of Max Sum for the Minimum Spanning Tree (i.e. $D=N, T=V$ ) on arbitrary graphs,
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4. Take the optimal solution $\left\{q_{i}\right\}$ on $G$ and use it to improve the solution on $T_{k}$ (by
 replacing the pink $C C) \Longrightarrow$ contradiction

## The End

Thanks, and happy holidays!

