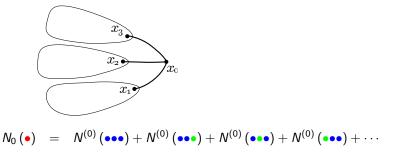
# Belief Propagation for combinatorial optimization

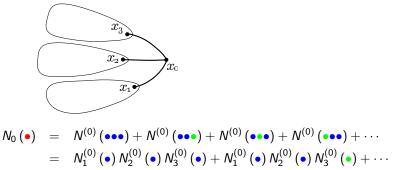
Alfredo Braunstein

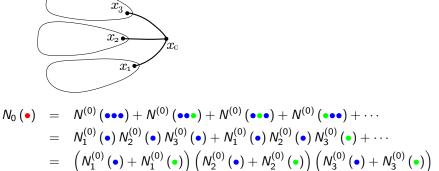
December 21, 2010

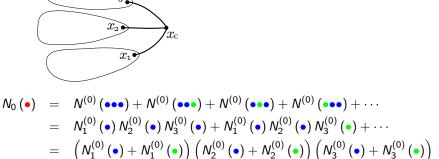
#### 3-COLORING

- Given a (finite) undirected graph G = (V, E)
- ▶ A proper 3—coloring is  $c: V \to \{\bullet, \bullet, \bullet\}$  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

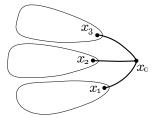




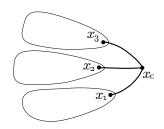




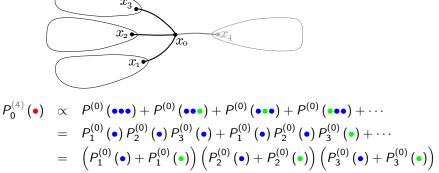
 $N_{0}(\bullet) = \left(N_{1}^{(0)}(\bullet) + P_{1}^{(0)}(\bullet)\right) \left(N_{2}^{(0)}(\bullet) + N_{2}^{(0)}(\bullet)\right) \left(N_{3}^{(0)}(\bullet) + N_{3}^{(0)}(\bullet)\right)$ 



$$\begin{aligned}
N_{0}(\bullet) &= N^{(0)}(\bullet\bullet\bullet) + N^{(0)}(\bullet\bullet\bullet) + N^{(0)}(\bullet\bullet\bullet) + N^{(0)}(\bullet\bullet\bullet) + \cdots \\
&= N_{1}^{(0)}(\bullet) N_{2}^{(0)}(\bullet) N_{3}^{(0)}(\bullet) + N_{1}^{(0)}(\bullet) N_{2}^{(0)}(\bullet) N_{3}^{(0)}(\bullet) + \cdots \\
&= \left(N_{1}^{(0)}(\bullet) + N_{1}^{(0)}(\bullet)\right) \left(N_{2}^{(0)}(\bullet) + N_{2}^{(0)}(\bullet)\right) \left(N_{3}^{(0)}(\bullet) + N_{3}^{(0)}(\bullet)\right) \\
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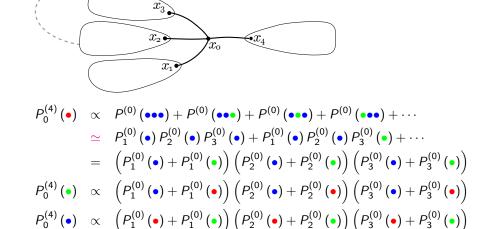


$$\begin{array}{lll} P_{0}\left(\bullet\right) & \propto & P^{(0)}\left(\bullet\bullet\bullet\right) + P^{(0)}\left(\bullet\bullet\bullet\right) + P^{(0)}\left(\bullet\bullet\bullet\right) + P^{(0)}\left(\bullet\bullet\bullet\right) + \cdots \\ & = & P_{1}^{(0)}\left(\bullet\right)P_{2}^{(0)}\left(\bullet\right)P_{3}^{(0)}\left(\bullet\right) + P_{1}^{(0)}\left(\bullet\right)P_{2}^{(0)}\left(\bullet\right)P_{3}^{(0)}\left(\bullet\right) + \cdots \\ & = & \left(P_{1}^{(0)}\left(\bullet\right) + P_{1}^{(0)}\left(\bullet\right)\right)\left(P_{2}^{(0)}\left(\bullet\right) + P_{2}^{(0)}\left(\bullet\right)\right)\left(P_{3}^{(0)}\left(\bullet\right) + P_{3}^{(0)}\left(\bullet\right)\right) \\ P_{0}\left(\bullet\right) & \propto & \left(P_{1}^{(0)}\left(\bullet\right) + P_{1}^{(0)}\left(\bullet\right)\right)\left(P_{2}^{(0)}\left(\bullet\right) + P_{2}^{(0)}\left(\bullet\right)\right)\left(P_{3}^{(0)}\left(\bullet\right) + P_{3}^{(0)}\left(\bullet\right)\right) \\ P_{0}\left(\bullet\right) & \propto & \left(P_{1}^{(0)}\left(\bullet\right) + P_{1}^{(0)}\left(\bullet\right)\right)\left(P_{2}^{(0)}\left(\bullet\right) + P_{2}^{(0)}\left(\bullet\right)\right)\left(P_{3}^{(0)}\left(\bullet\right) + P_{3}^{(0)}\left(\bullet\right)\right) \end{array}$$



 $P_0^{(4)}\left(\bullet\right) \propto \left(P_1^{(0)}\left(\bullet\right) + P_1^{(0)}\left(\bullet\right)\right) \left(P_2^{(0)}\left(\bullet\right) + P_2^{(0)}\left(\bullet\right)\right) \left(P_3^{(0)}\left(\bullet\right) + P_3^{(0)}\left(\bullet\right)\right)$ 

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Given  $\Psi_{a}(\mathbf{x}_{a}) \geq 0$  with  $\mathbf{x}_{a} = \{x_{i}\}_{i \in V(a)}$   $(x_{i} \in X_{i} \text{ finite})$ , and  $P(\mathbf{x}) = \frac{1}{Z} \prod_{a \in A} \Psi_{a}(\mathbf{x}_{a})$ , BP Equations are

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$$\begin{array}{ll} m_{ai}\left(x_{i}\right) & \propto & \displaystyle\sum_{\left\{x_{j}\right\}_{j\in\mathcal{V}\left(\mathbf{a}\right)\backslash i}} \Psi_{a}\left(\mathbf{x}_{a}\right) \prod_{j\in\mathcal{V}\left(a\right)\backslash i} m_{ja}\left(x_{j}\right) \\ \\ m_{ia}\left(x_{i}\right) & \propto & \displaystyle\prod_{b\in\mathcal{V}\left(i\right)\backslash a} m_{bi}\left(x_{i}\right) \\ \\ m_{i}\left(x_{i}\right) & \propto & \displaystyle\prod_{a\in\mathcal{V}\left(i\right)} m_{ai}\left(x_{i}\right) \end{array}$$

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- $-\log Z \approx F_{Bethe} = \sum_{\mathbf{a}} \sum_{\mathbf{x_a}} m_{\mathbf{a}}(\mathbf{x_a}) \log \frac{m_{\mathbf{a}}(\mathbf{x_a})}{\Psi_{\mathbf{a}}(\mathbf{x_a})} + \sum_{i} (1 |V(i)|) \sum_{x_i} m_i(x_i) \log m_i(x_i)$

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- ▶ Loopy graphs ⇒ BP solutions are usually good approximations

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  - 1. Use BP to estimate  $P(x_1)$
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  - 1. Run BP.
  - 2. Find *i* and  $x_i^*$  s.t.  $P(x_i^*) = \max\{P(x_j) : j \in V, x_j \in X_j\}$
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- **OPTIMIZER** (find arg max P(x)) ... more later!

```
A L A L A S E E
A L A S E D H A T
I N S E D H A T
S A R A N T E S S
E I R A T E R M A
S A V E M R E S T S
M I R M R E S A L E
B A S T E S M R E D
```

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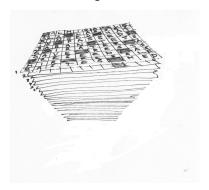


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- Which proportion of those have a "D" in its bottom right square?

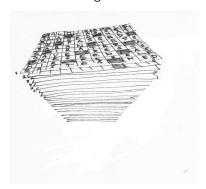


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- These problems are mathematically easy: all sets here are finite!

► 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

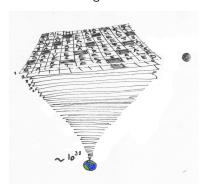


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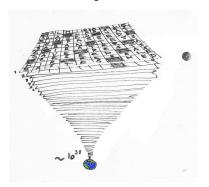
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⇒ nearly not enough **bananas** 

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- ▶ In summary: |H| + |V| + |X| variable nodes, 2|X| constraints

$$P\left(\mathbf{h}, \mathbf{v}, \mathbf{x}\right) = \frac{1}{Z} \prod_{i \in X} \delta\left(\left(h_{s(ij)}\right)_{p(ij)}; x_{ij}\right) \delta\left(\left(v_{t(ij)}\right)_{q(ij)}; x_{ij}\right)$$

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 $ightharpoonup Z = \sum_{\mathbf{h}, \mathbf{v}, \mathbf{x}} \prod_{ij \in X} \delta(\cdot) \delta(\cdot) = \# \text{crosswords}$ 

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- $ightharpoonup Z = \sum_{\mathbf{h}, \mathbf{v}, \mathbf{x}} \prod_{ii \in X} \delta(\cdot) \delta(\cdot) = \# \text{crosswords}$
- Results?

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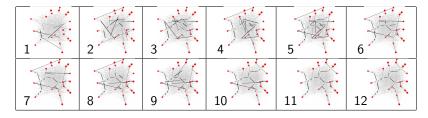
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If the min is unique, in a FP of Max Sum for the Minimum Spanning Tree (i.e. D=N, T=V) on arbitrary graphs,  $(p_i^*,d_i^*)=\arg\max\phi_i\left(p_i,d_i\right)$  define the **optimum** tree

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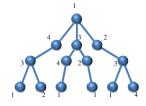
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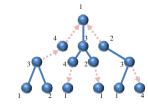
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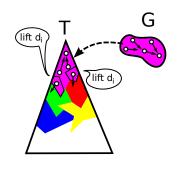
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- 4. Take the optimal solution  $\{q_i\}$  on G and use it to improve the solution on  $T_k$  (by replacing the pink CC)  $\Longrightarrow$  contradiction



## The End

Thanks, and happy holidays!