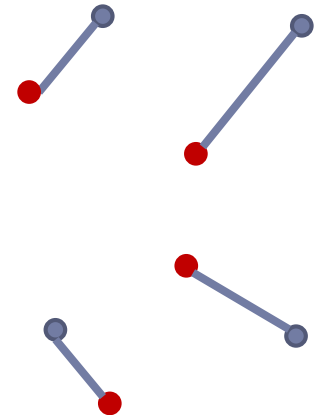


Optimal planar transport in near-linear time

Alex Andoni
(Columbia U)

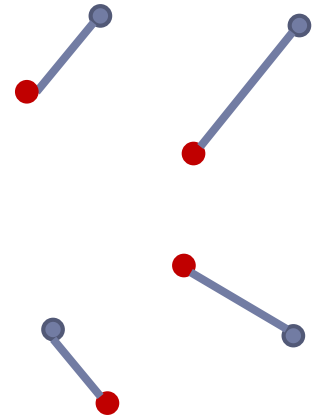


Joint with: Aleksandar Nikolov (Toronto U),
Krzysztof Onak (IBM TJ Watson),
Grigory Yaroslavtsev (Indiana U, Bloomington)

Planar transport

▶ Problem:

- ▶ Given two sets A, B of points in \mathbb{R}^2 ,
- ▶ Find min-cost matching
- ▶ weighted sets of size n
- ▶ a.k.a., Earth-Mover Distance, Wasserstein metric...



▶ Classically: LP with n^2 variables

- ▶ Best time: $\tilde{O}(n^2/\epsilon^4)$ for $1 + \epsilon$ approx
[Altschuler-Weed-Rigolet'17]
- ▶ But can hope for $\ll n^2$ runtime!
 - ▶ input is of size $O(n)$

$$\begin{aligned} \min_{\pi \in \mathbb{R}_+^{n^2}} \quad & \sum_{ij} \|p_i - q_j\| \cdot \pi_{ij} \\ \text{s.t.} \quad & \pi \mathbf{1} = \frac{1}{n} \mathbf{1} \\ & \pi^t \mathbf{1} = \frac{1}{n} \mathbf{1} \end{aligned}$$

Main result:

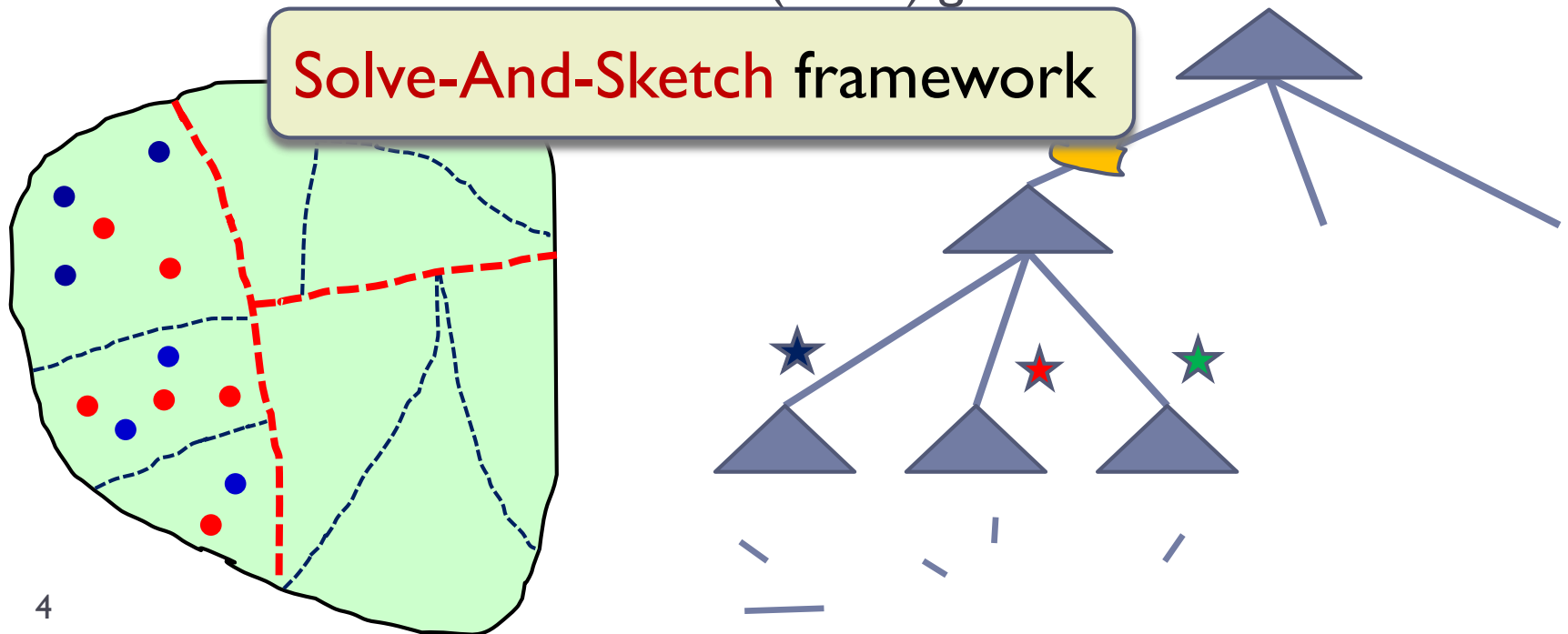
For fixed ϵ , can solve in $n^{1+o(1)}$ time

Brief history of planar transportation

- ▶ Long history of work [Vaidya'89, Agarwal-Efrat-Sharir'00, Varadarajan-Agarwal'99, Agarwal-Varadarajan'04, Indyk'07, Sharathkumar-Agarwal'12]
 - ▶ Transportation: $O(1)$ approximation in $\tilde{O}(n)$ time
 - ▶ EMD (unweighted): $1 + \epsilon$ approximation in $\tilde{O}(n)$ time
- ▶ High-dimensional case: points in \mathbb{R}^d
 - ▶ $\exp(d)$ slow-down...
 - ▶ $O(\log n \cdot \log d)$ approximation in $\tilde{O}(n)$ time [Charikar'02, Indyk-Thaper'04, Grauman-Darell'05, A-Indyk-Krauthgamer'07]
 - ▶ Via embedding into ℓ_1
 - ▶ Also useful for efficient Nearest Neighbor Search

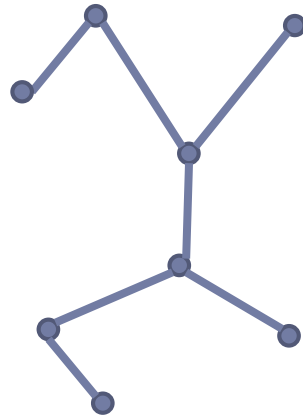
Approach: Sketching + Divide-And-Conquer

- ▶ **Partition** the space hierarchically in a “nice way”
- ▶ In each part
 - ▶ Compute a “**local solution**” for the local view
 - ▶ **Sketch the solution** using small space
 - ▶ Combine local sketches into (more) global solution



Detour: Minimum Spanning Tree

- ▶ Find MST of an implicit graph on n points in \mathbb{R}^d



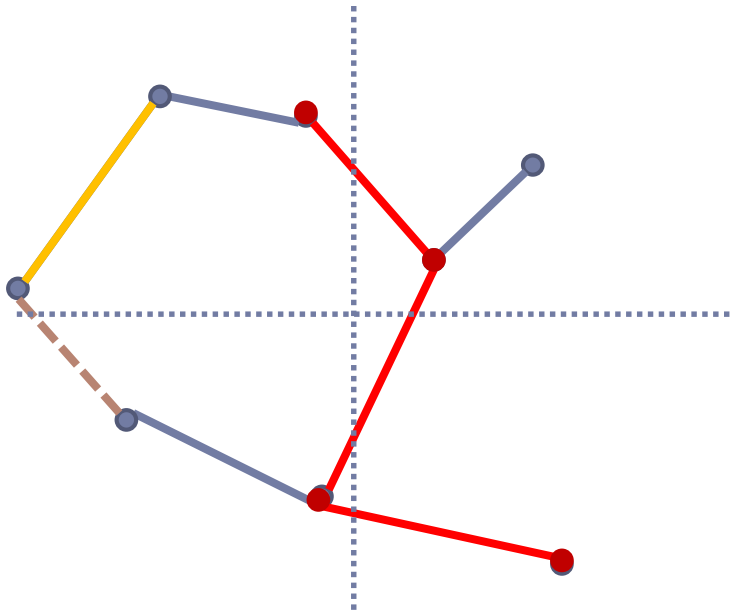
MST via Solve-and-Sketch: try 1

- ▶ **Partition** the space hierarchically in a “nice way”
- ▶ In each part
 - ▶ Compute a “local solution” for the local view
 - ▶ **Sketch the solution** using small space
 - ▶ **Combine** local sketches into (more) global solution

quad trees!

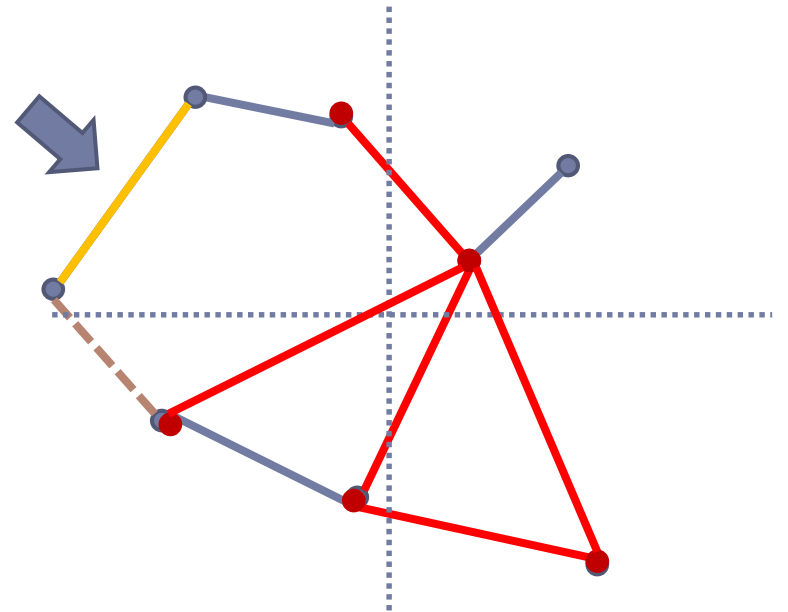
local MST

a representative point
(to connect to rest)



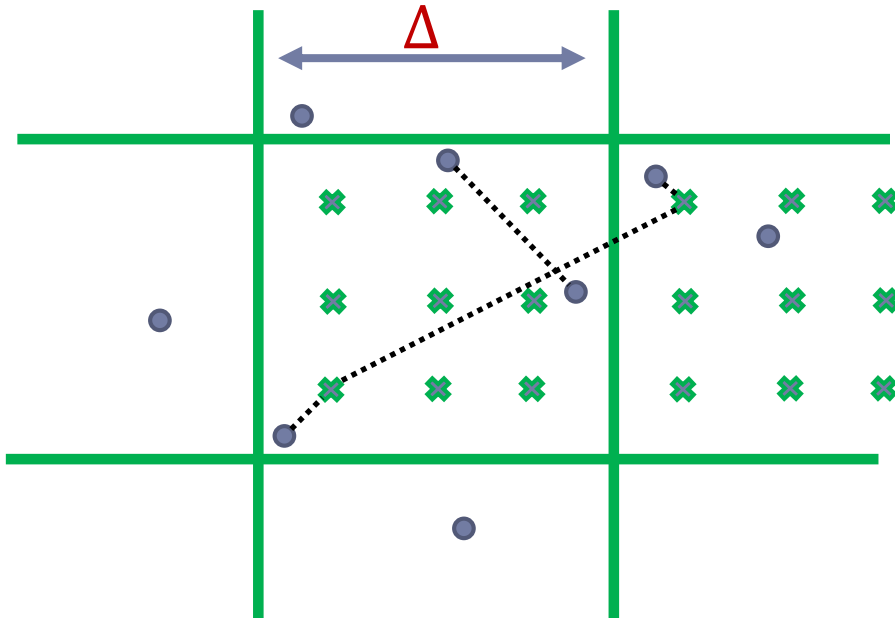
Not optimal MST:

- ▶ Quad tree can cut MST edges
 - ▶ forcing irrevocable decisions
- ▶ Choose a wrong representative



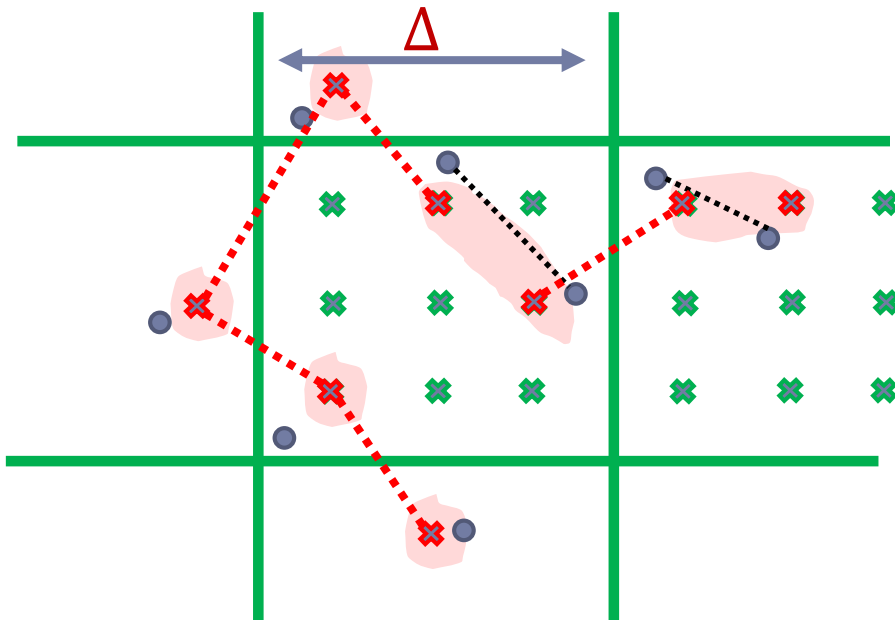
New Partition: Grid Distance

- ▶ Randomly shifted grid [Arora'98, ...]
- ▶ Each cell has an $\epsilon\Delta$ -net N
- ▶ Net points are **entry/exit portals** for the cell
- ▶ **Claim:** all distances preserved up to $1 + \epsilon$ in expectation



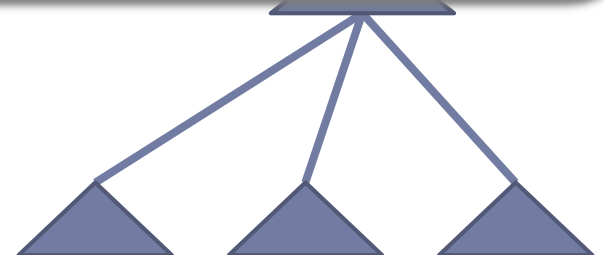
MST: S-a-S algorithm

- ▶ Assume entire pointset in a square of size $O(\sqrt{n}) \times O(\sqrt{n})$
- ▶ & partition into 2 levels only:
 - ▶ Randomly-shifted grid with $\Delta = n^{1/4}$
- ▶ Local solution:
 - ▶ Run Kruskal for edges up to length $\epsilon\Delta$
- ▶ Sketch of the local solution:
 - ▶ Snap points to $\epsilon^2\Delta$ -net, and store their connectivity \Rightarrow size $s = O\left(\frac{1}{\epsilon^4}\right)$



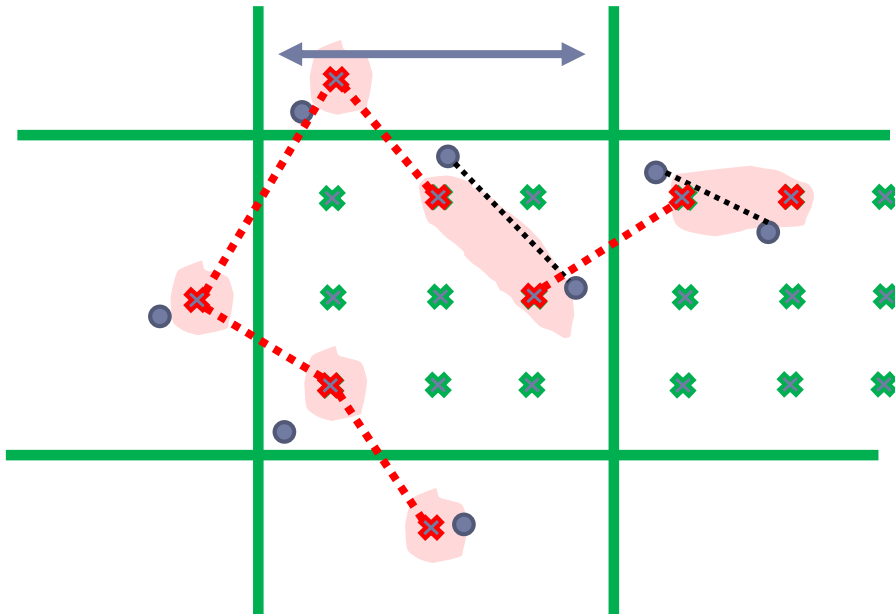
Runtime:

- \sqrt{n} leaf cells: $O(\Delta^4)$ time each
- root: $O\left(\left(\left(\frac{\sqrt{n}}{s}\right)^2 \cdot s\right)^2\right)$
- total: $O(n \cdot \sqrt{n})$



MST Analysis

- ▶ Equivalent to running Kruskal on the *grid distance*
- ▶ Any distance between cells is $\geq \epsilon\Delta$
 - ▶ 1) Safe to run Kruskal “locally” inside each cell up to this threshold!
 - ▶ 2) Snapping to $\epsilon^2\Delta$ -net points costs a little bit only



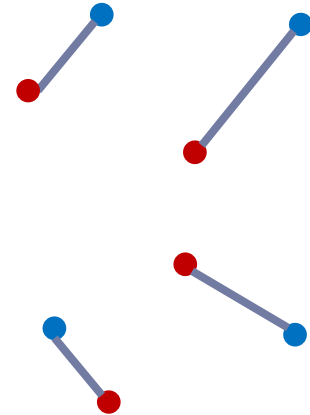
Runtime:

- \sqrt{n} leaf cells: $O(\Delta^4)$ time each
- root: $O\left(\left((\sqrt{n}/s)^2 \cdot s\right)^2\right)$
- total: $O(n \cdot \sqrt{n})$

Back to Optimal Transport (EMD)

▶ Theorem:

- ▶ $1 + \epsilon$ cost approximation in \mathbb{R}^d space
- ▶ $n^{1+o(1)}$ time for constant ϵ, d

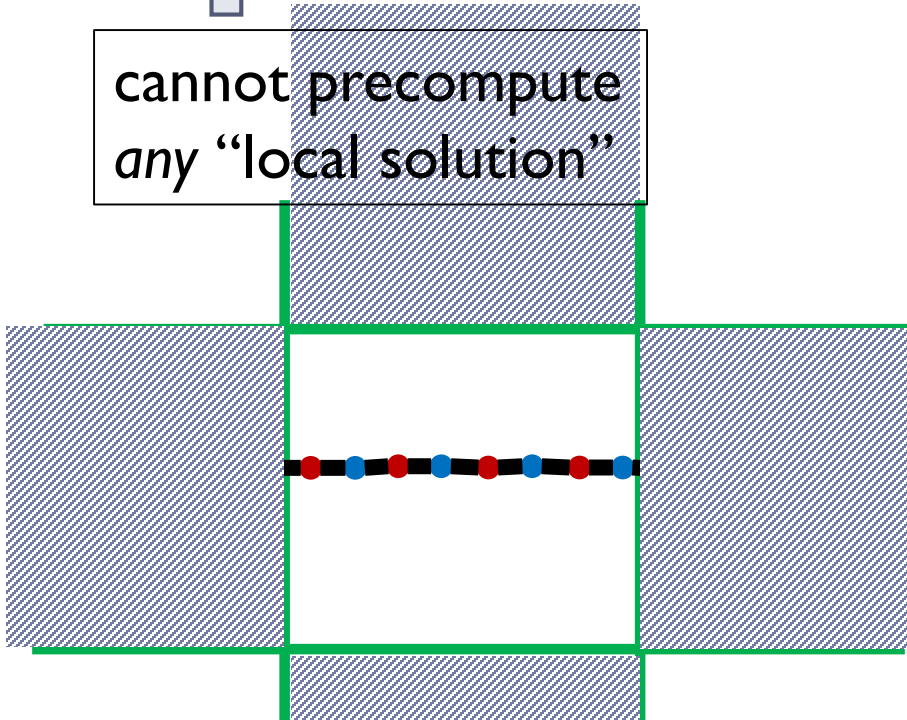


Solve-And-Sketch for EMD

- ✓ ▶ **Partition** the space hierarchically in a “nice way”
- ▶ In each part **all potential local solutions**
- ✗ ▶ Compute a **“local solution”** for the local view
- ▶ Sketch the ~~solution~~ using small space
- ▶ Combine local sketches into (more) global solution

cannot precompute
any “local solution”

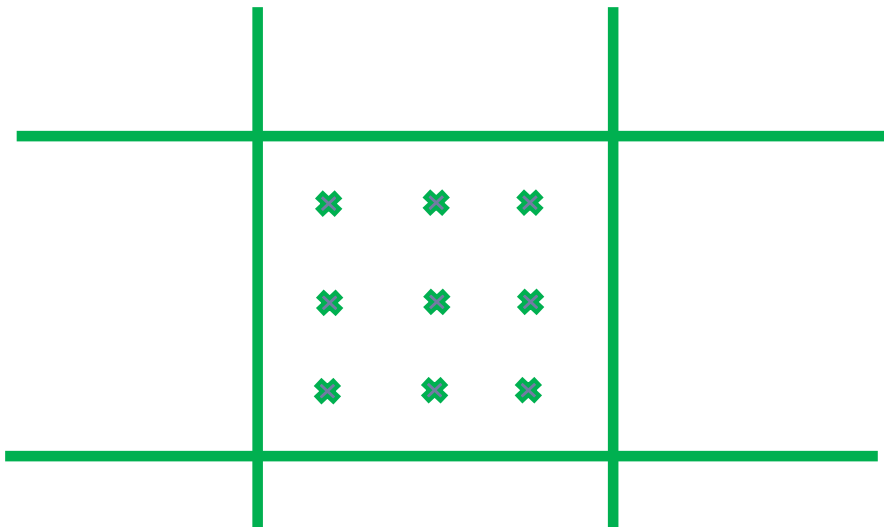
fat quad-tree (as before)
& use *grid distance*



committing to a wrong alternation,
not get < 2 approximation!

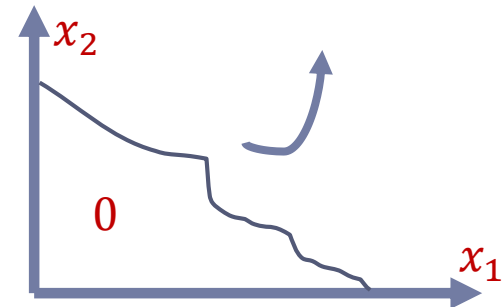
Sketching ALL local solutions

- ▶ Let k = size of ϵ -net (“portal” points)
- ▶ Define “solution function” $F: \mathbb{R}^k \rightarrow \mathbb{R}_+$
 - ▶ interpret $x \in \mathbb{R}^k$ as the *interface flow* (matching) at the portals
 - ▶ $F(x)$ = min-cost matching assuming flow x at portals
- ▶ Goal: sketch entire function F !



Sketching solution function F

- ▶ We **do not know** if is possible...
- ▶ Approach ?
 - ▶ Prove “cool properties” about F
 - ▶ Show: $\forall F$ with “cool properties” \Rightarrow sketchable
- ▶ May require $\Omega(n)$ even for (generic) F satisfying:
 - ▶ convex
 - ▶ Δ -Lipshitz
 - ▶ $k = 2$ inputs



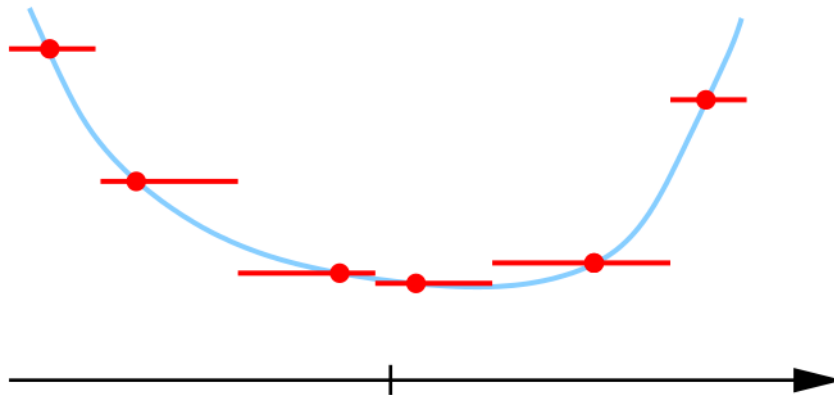
But can for:

$$F'(x) = F(x) + \epsilon \Delta \cdot \|x\|_1$$

Sketching solution function F'

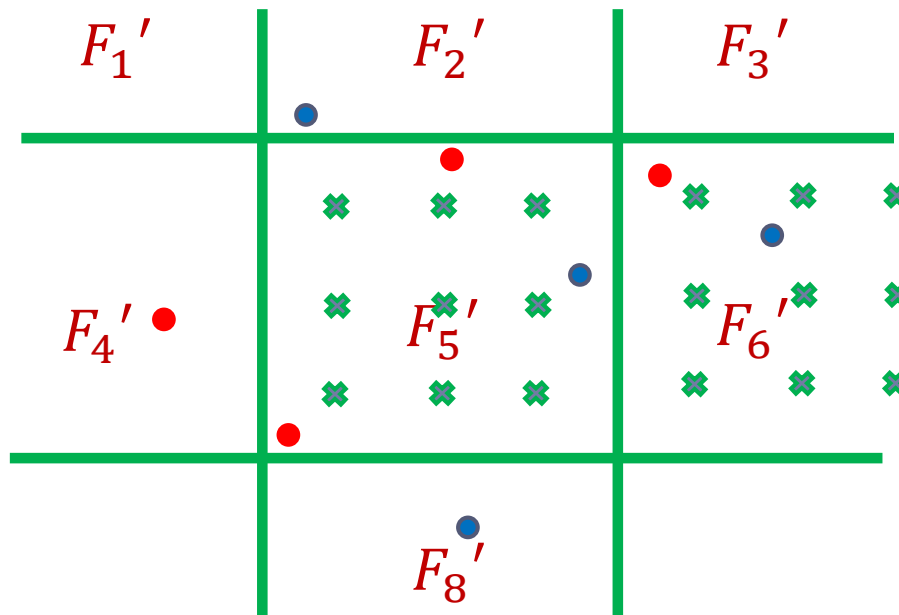
$$F'(x) = F(x) + \epsilon\Delta \cdot \|x\|_1$$

- ▶ **Lemma:** can $(1 + \epsilon)$ -sketch F' using space $\left(\frac{\log n}{\epsilon}\right)^{O(k)}$
 - ▶ sketch: $F'(x)$ for x with each coordinate $x_i =$ power of $1 + \epsilon$
- ▶ Why is regularization term ok?
 - ▶ part of the cost at next level up: distance between cells $\geq \epsilon\Delta$
- ▶ Done! F captures all information from the cell
 - ▶ if we don't care about runtime...



Local runtime: polynomial

- ▶ When combining: input = sketches F'
 - ▶ need to extrapolate F' from sketches
- ▶ Solution 1: formulate as a convex program
 - ▶ extrapolate F' by computing lower convex hull
- ▶ Solution 2: lower convex hull+LP = fancier LP



variables: flows between portals

min $\sum_i F_i'$ (projection of vars on cell i)

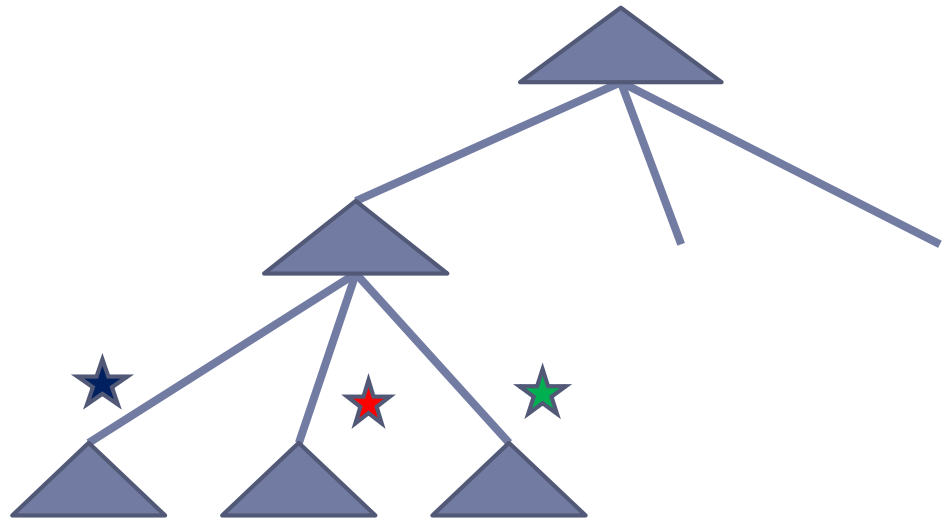
subject to:

flow preservation conditions

size: $poly(S)$

Overall algorithm

- ▶ Decompose the LP into many small ones
 - ▶ small ones have size $\leq n^{o(1)}$
 - ▶ ok to use any poly-time LP solver
 - ▶ recombine hierarchically (divide and conquer)
- ▶ Enabling tool: **sketching the solution function!**



Wrap-up

- ▶ Optimal low-d transport in near-linear time
 - ▶ Solve-And-Sketch framework = divide-and-conquer the LP
 - ▶ Parallelizable
 - ▶ Generalizes to d -dimensional case (even doubling)
- ▶ Some open questions:
 - ▶ Sketch “solution function” in $\text{poly}\left(\frac{\log n}{\epsilon}\right)$ space?
 - ▶ Near-linear time for 2-Wasserstein metric?
 - ▶ Best known: $\tilde{O}(n^{1.5})$ [Phillips-Agarwal’06, Agarwal-Sharathkumar’14]
 - ▶ Evidence it is a harder problem, for \mathbb{R}^3 [A-Naor-Neiman’16]
 - ▶ Other problems? Which LPs are decomposable?