

Quantum and Classical Algorithms for Approximate Submodular Function Minimization

Yassine Hamoudi, Patrick Rebentrost,
Ansis Rosmanis, Miklos Santha

arXiv: [1907.05378](https://arxiv.org/abs/1907.05378)

- 1. Approximate Submodular Function Minimization**
- 2. Quantum speed-up for Importance Sampling**

1

Approximate Submodular Function Minimization

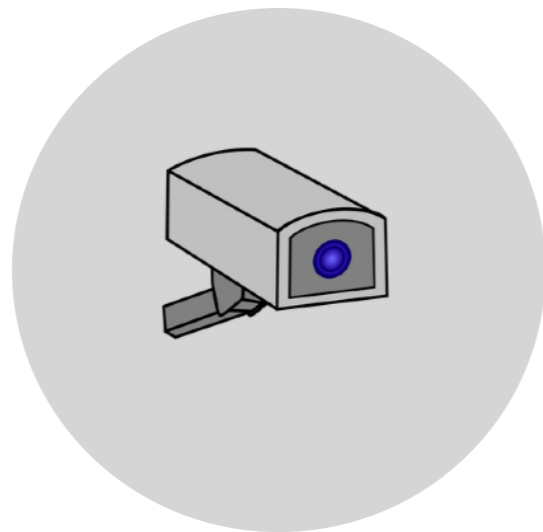
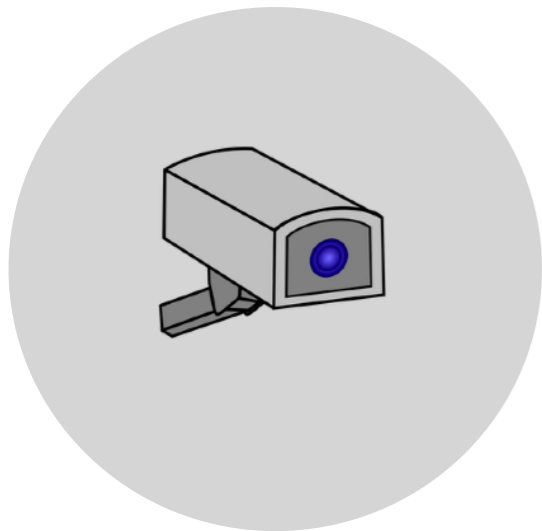
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$$\forall A \subset B \subset [n] \text{ and } i \notin B, \quad F(A \cup \{i\}) - F(A) \geq F(B \cup \{i\}) - F(B)$$

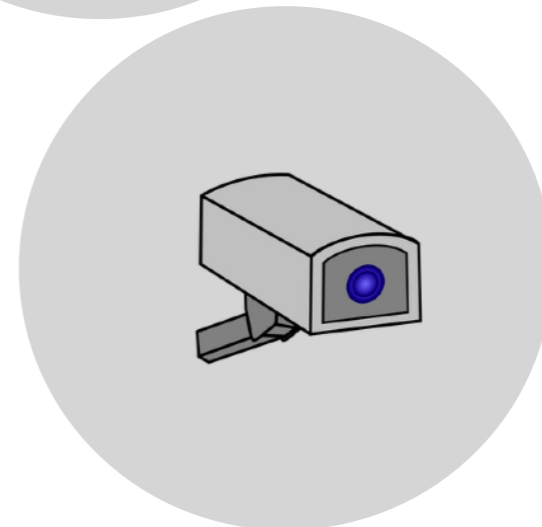
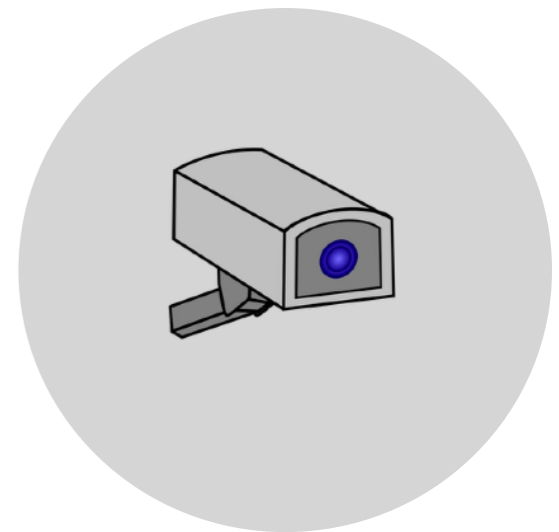
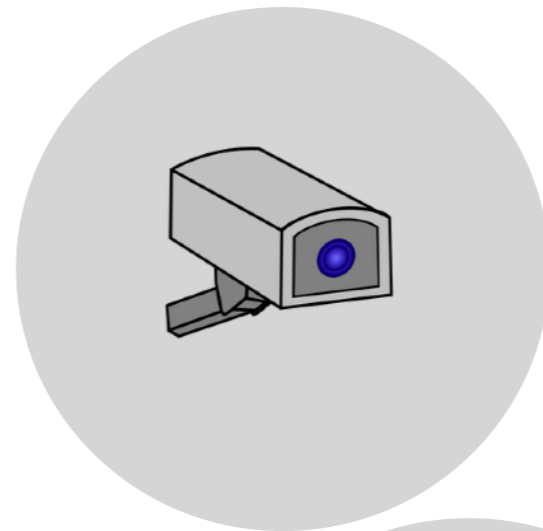
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Example: area covered by cameras



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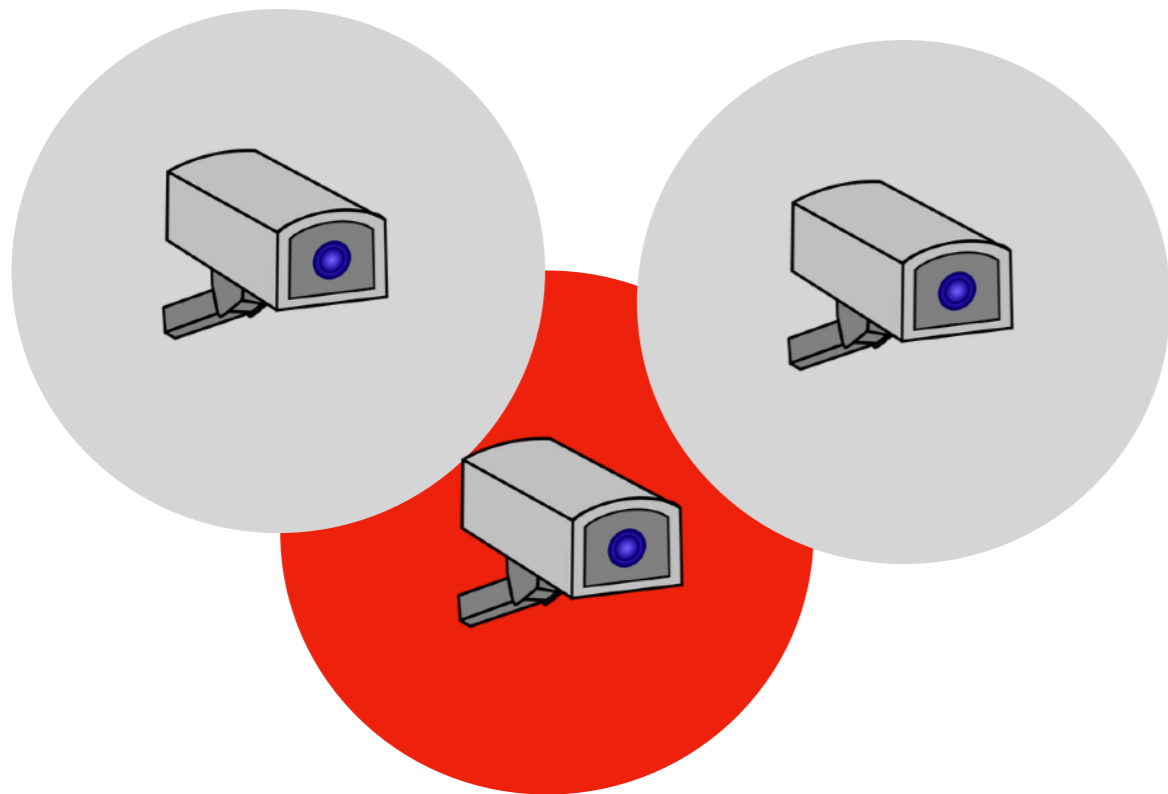


B

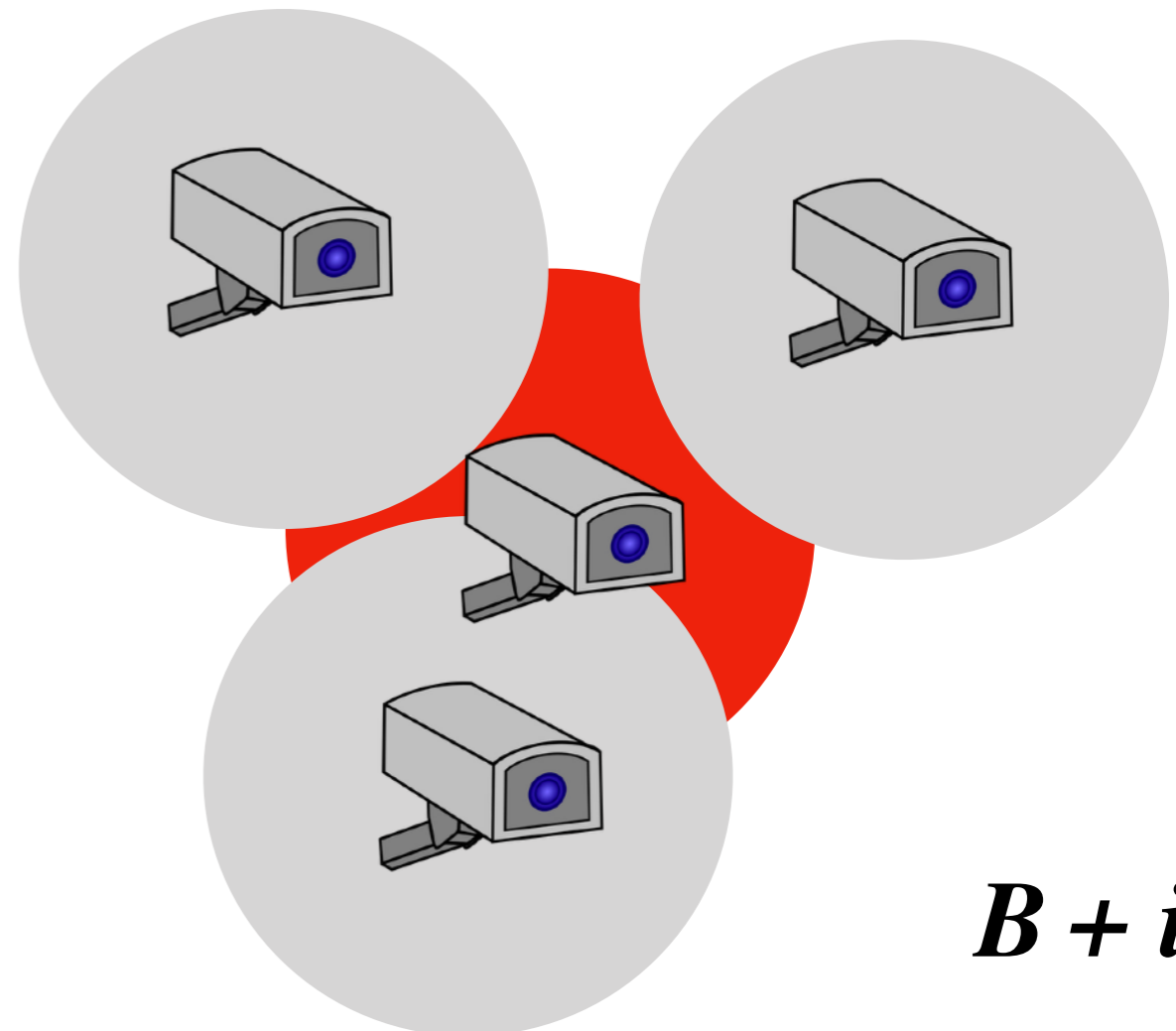
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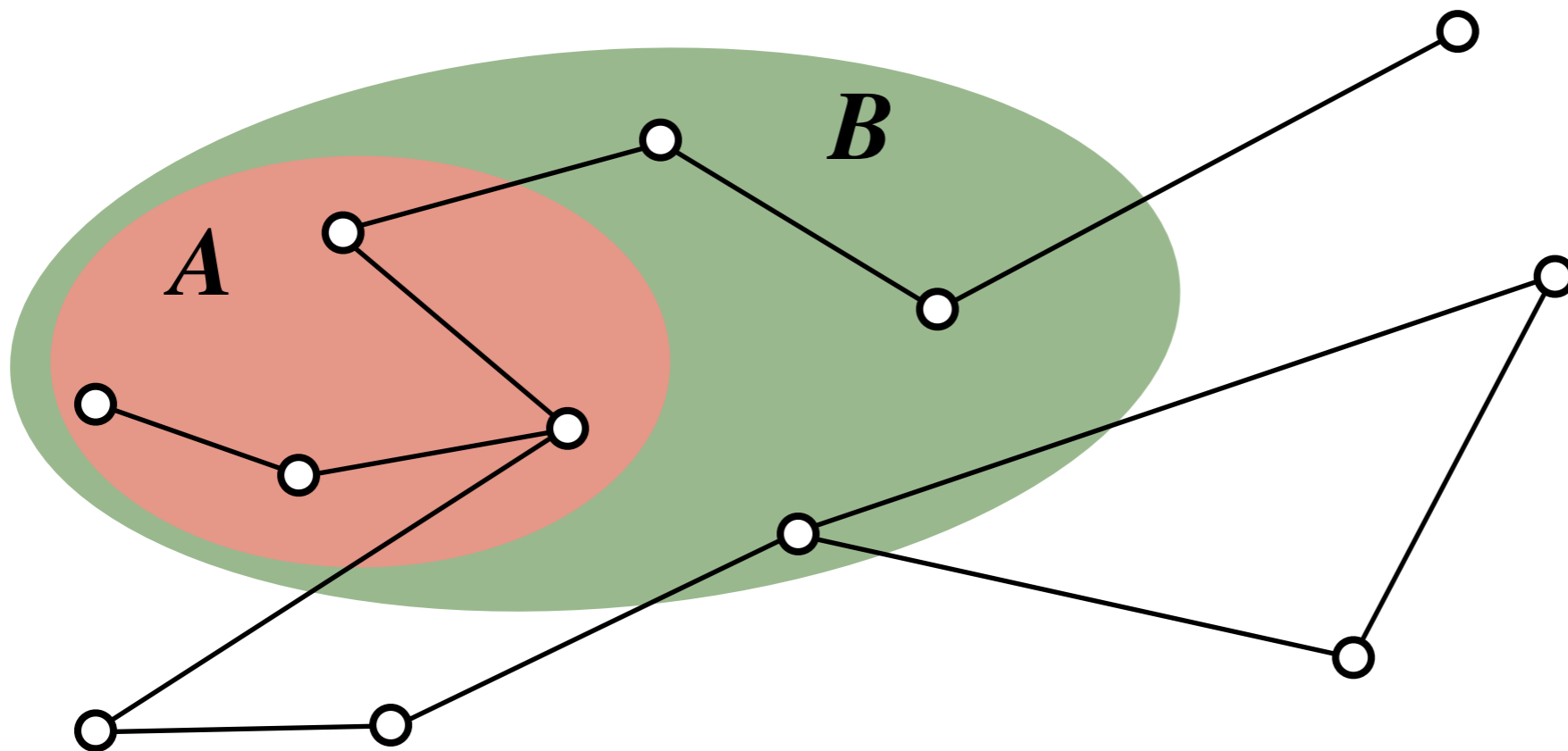


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Example: size of a cut



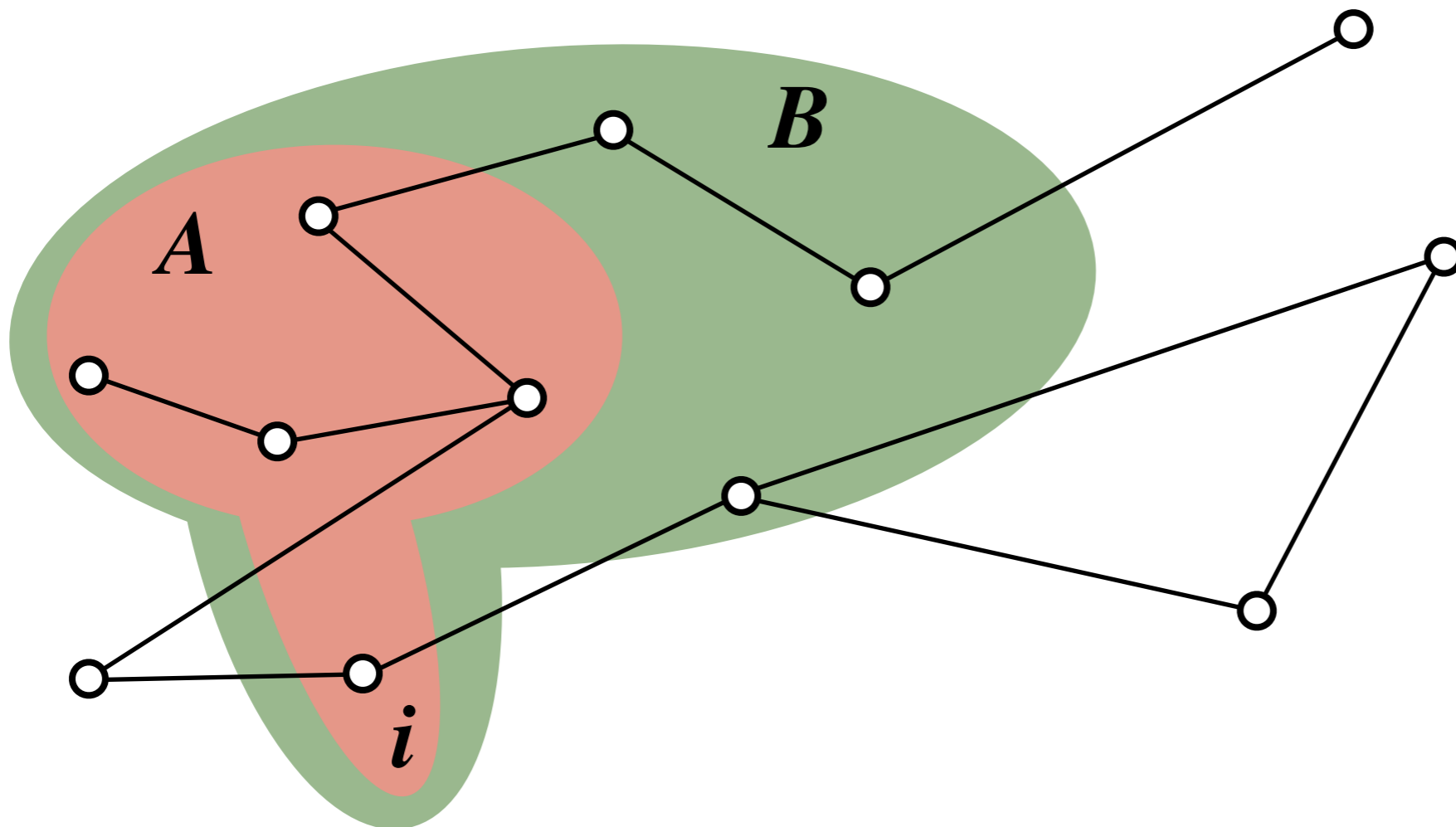
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Evaluation oracle access: given S obtain $F(S)$. (**time** = #queries to the oracle)

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- Lee, Sidford, Wong FOCS'15: $\tilde{O}(n^3)$ or $\tilde{O}(n^2 \log M)$ where $M = \max |F(S)|$

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Set function: $F : 2^{[n]} \rightarrow \mathbb{R}$

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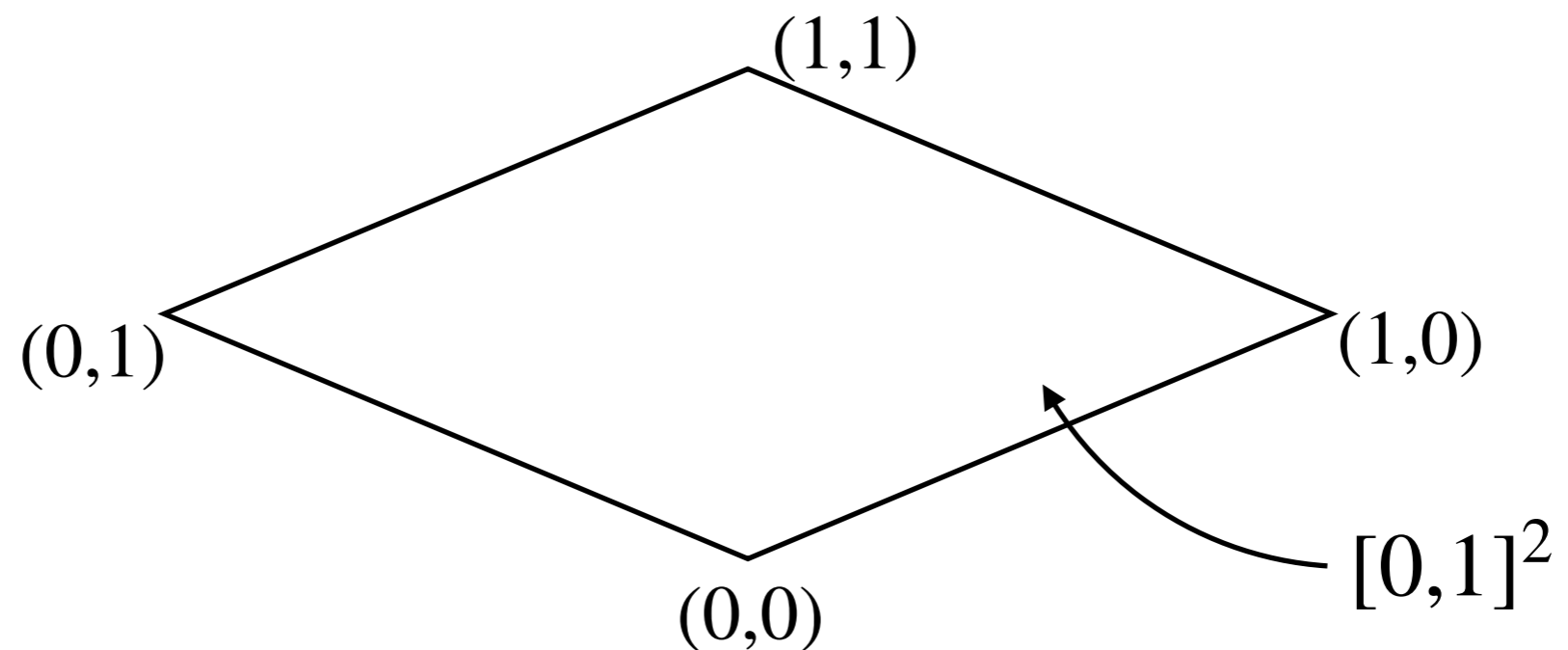
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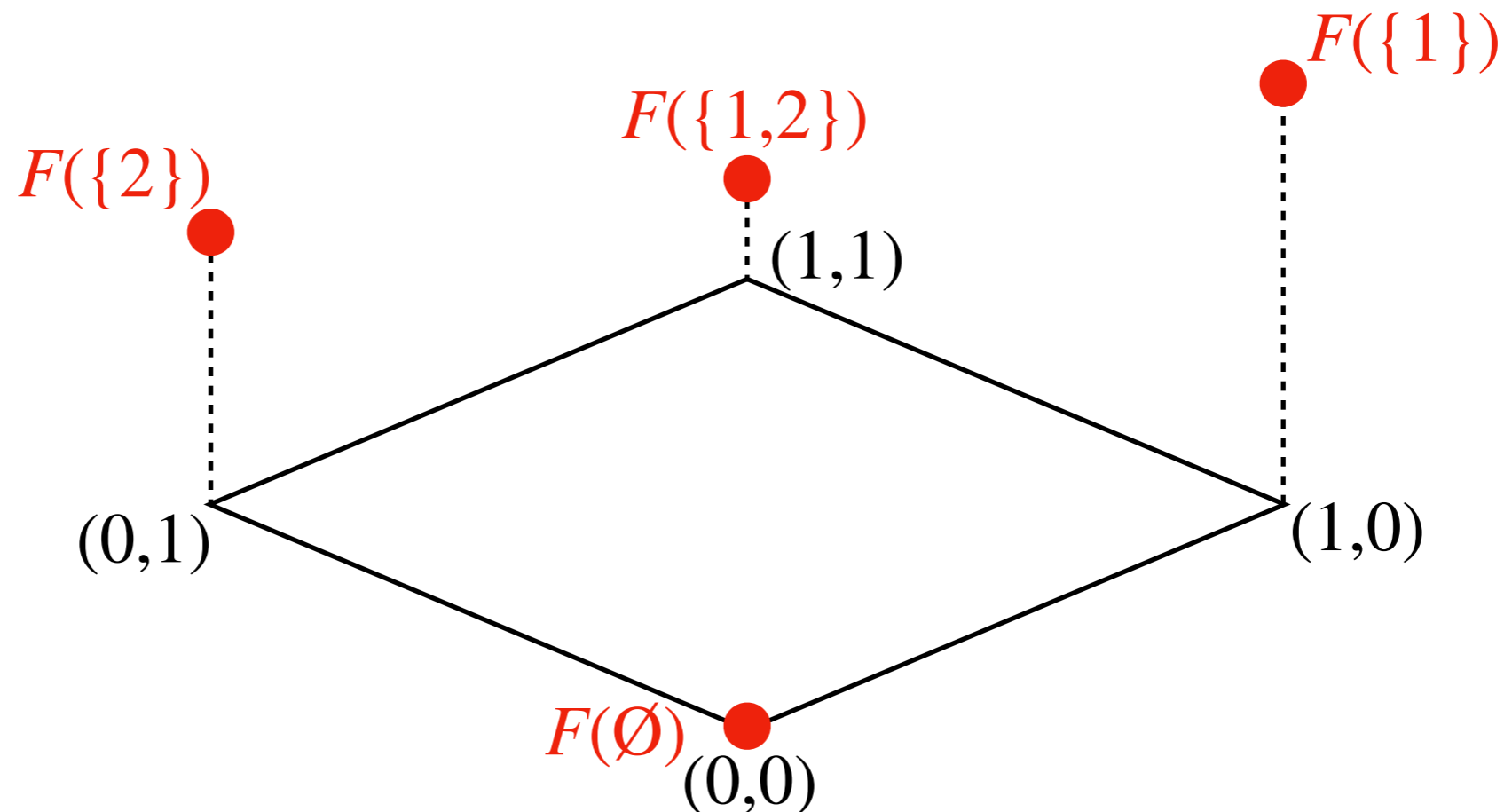
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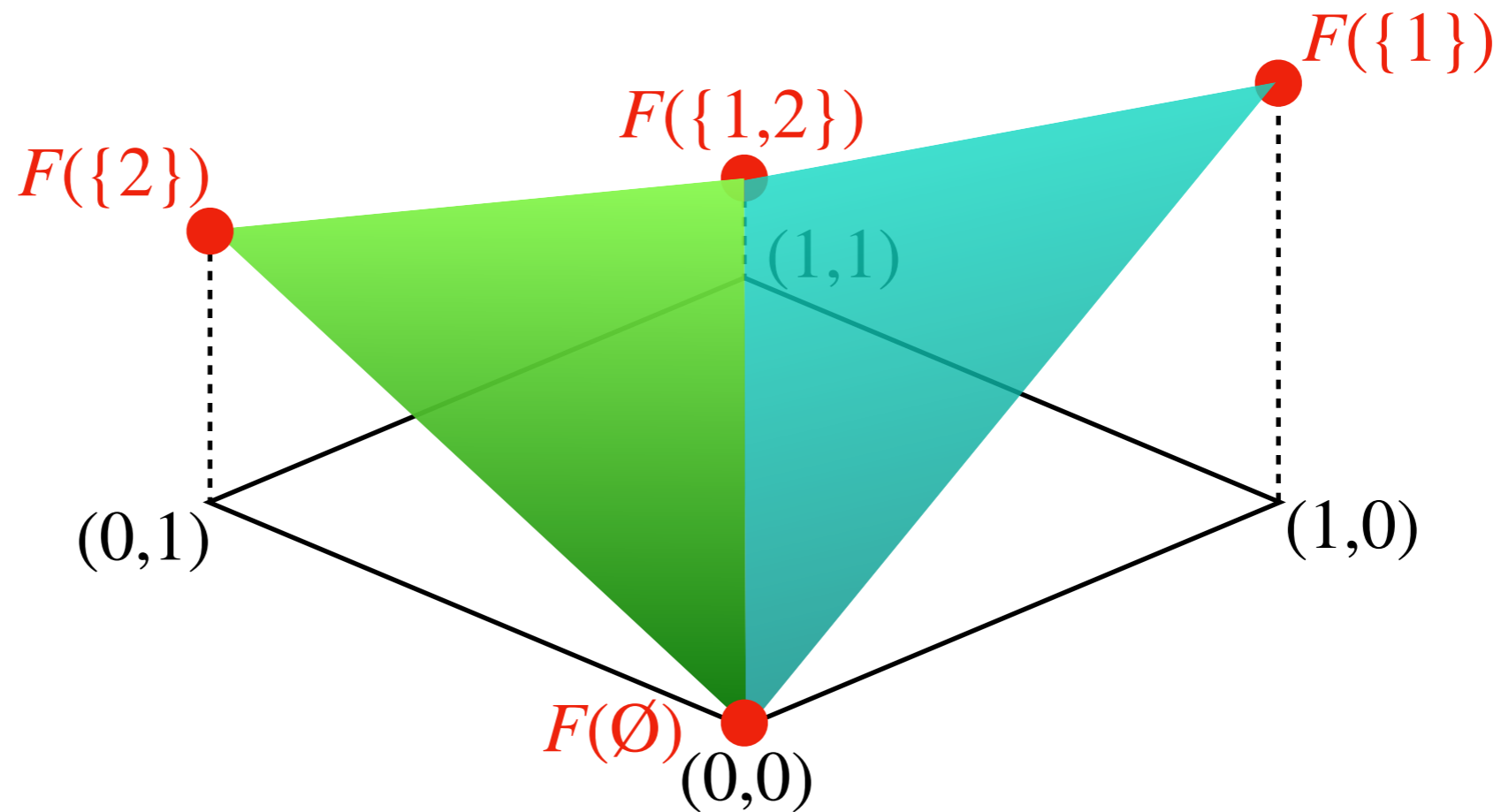
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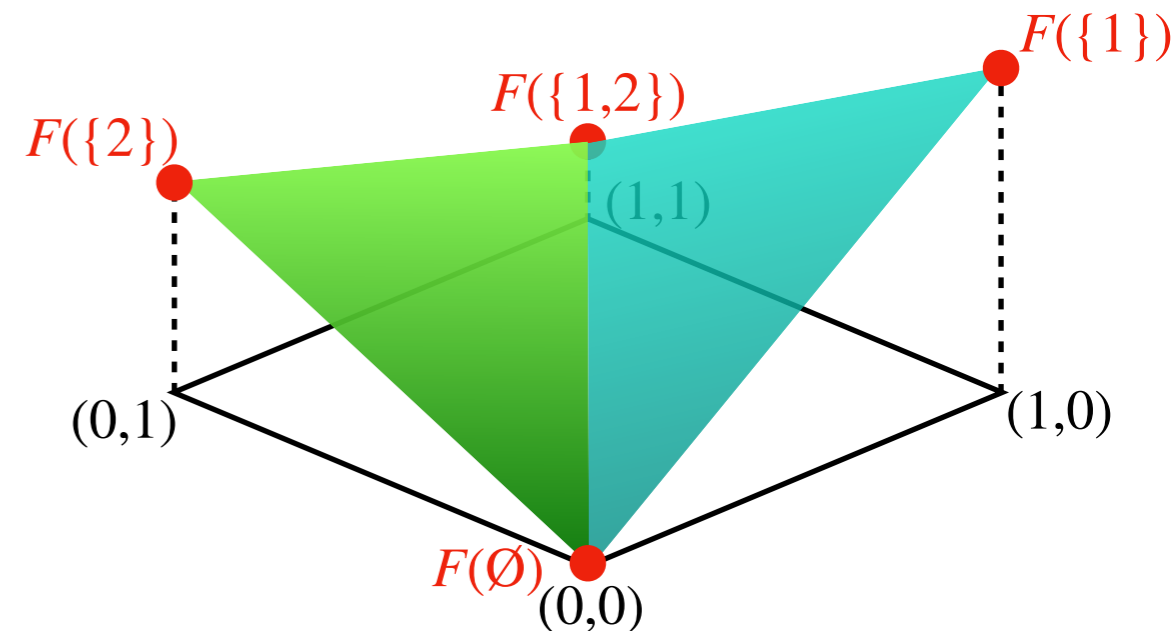
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The Lovász extension is:



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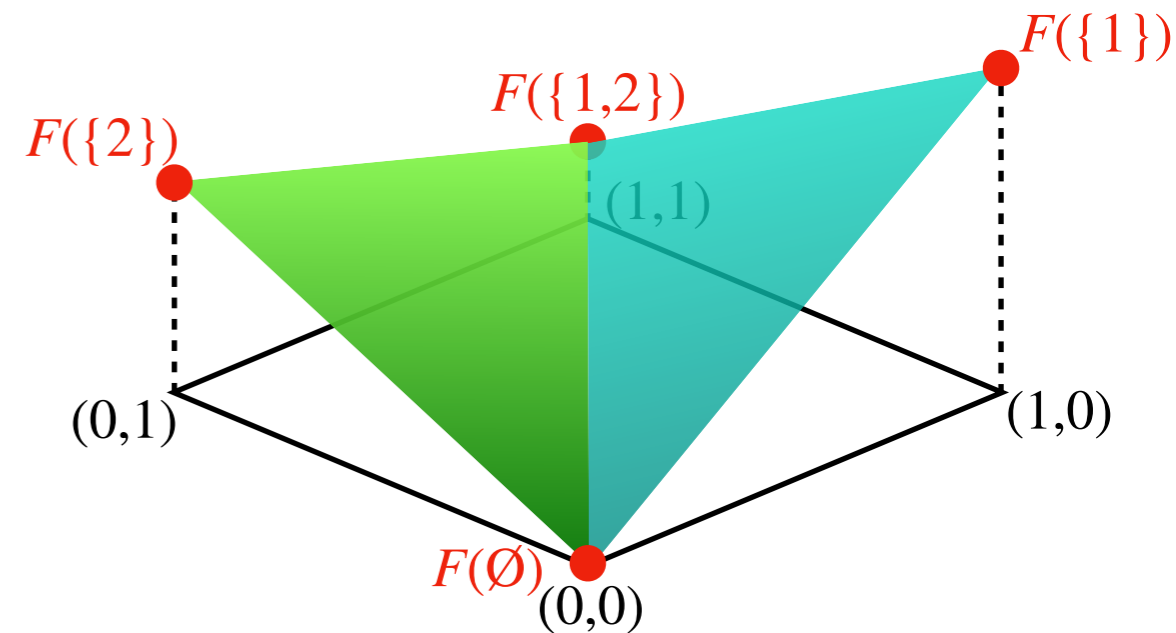


Continuous Optimization

Lovász extension: $f : [0,1]^n \rightarrow \mathbb{R}$

The Lovász extension is:

- Piecewise linear



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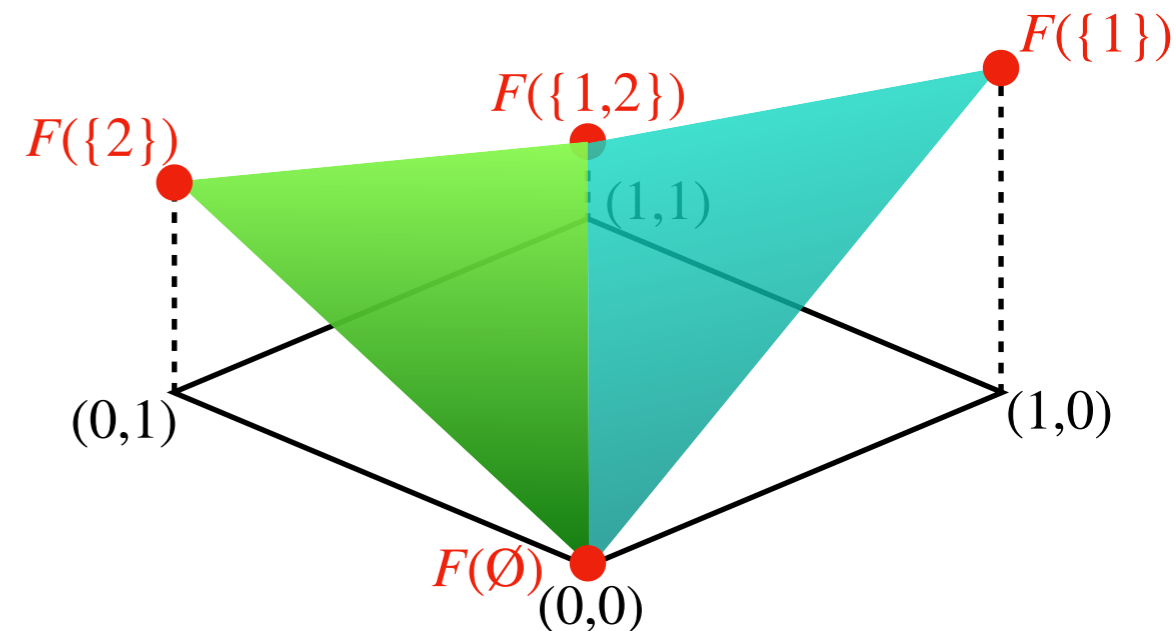


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Lovász extension: $f : [0,1]^n \rightarrow \mathbb{R}$

The Lovász extension is:

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- **Convex** iff F is submodular (Lovász 1983)



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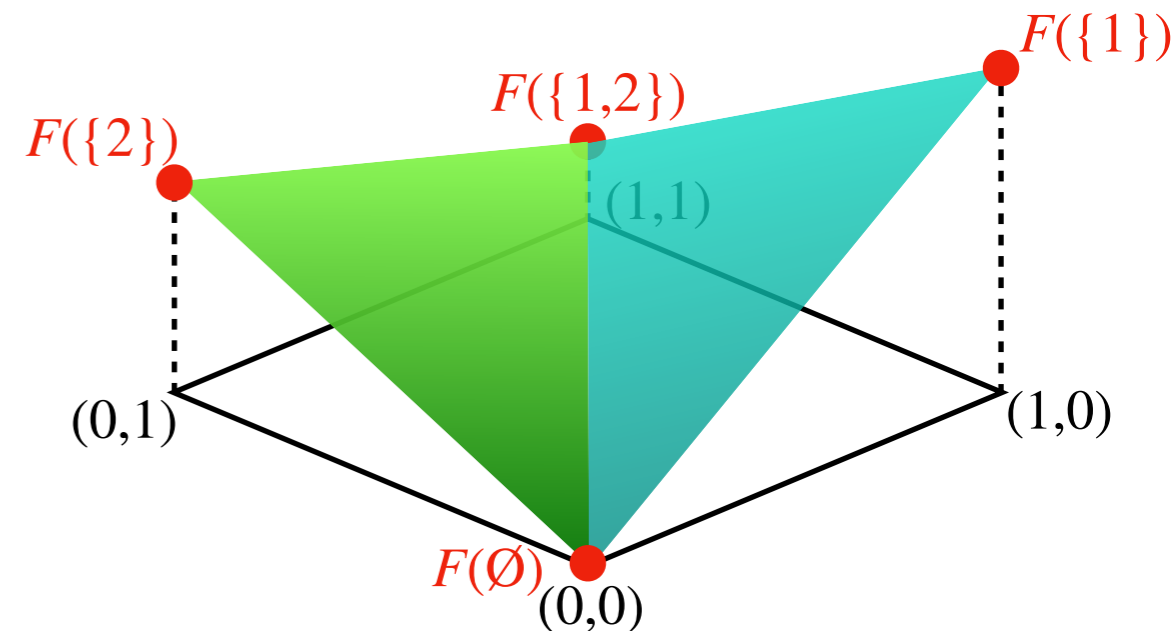


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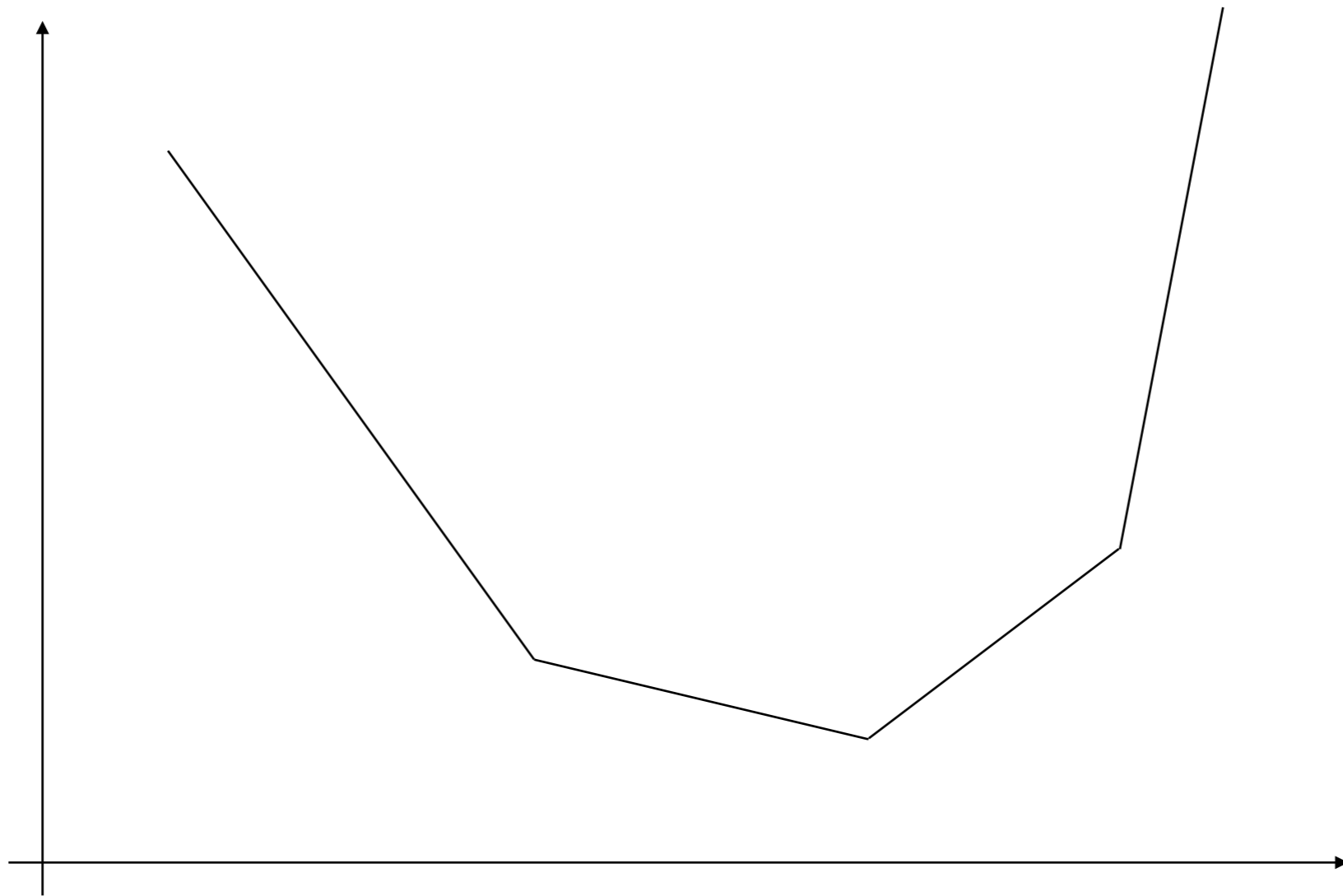
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- Evaluable using n queries to F .

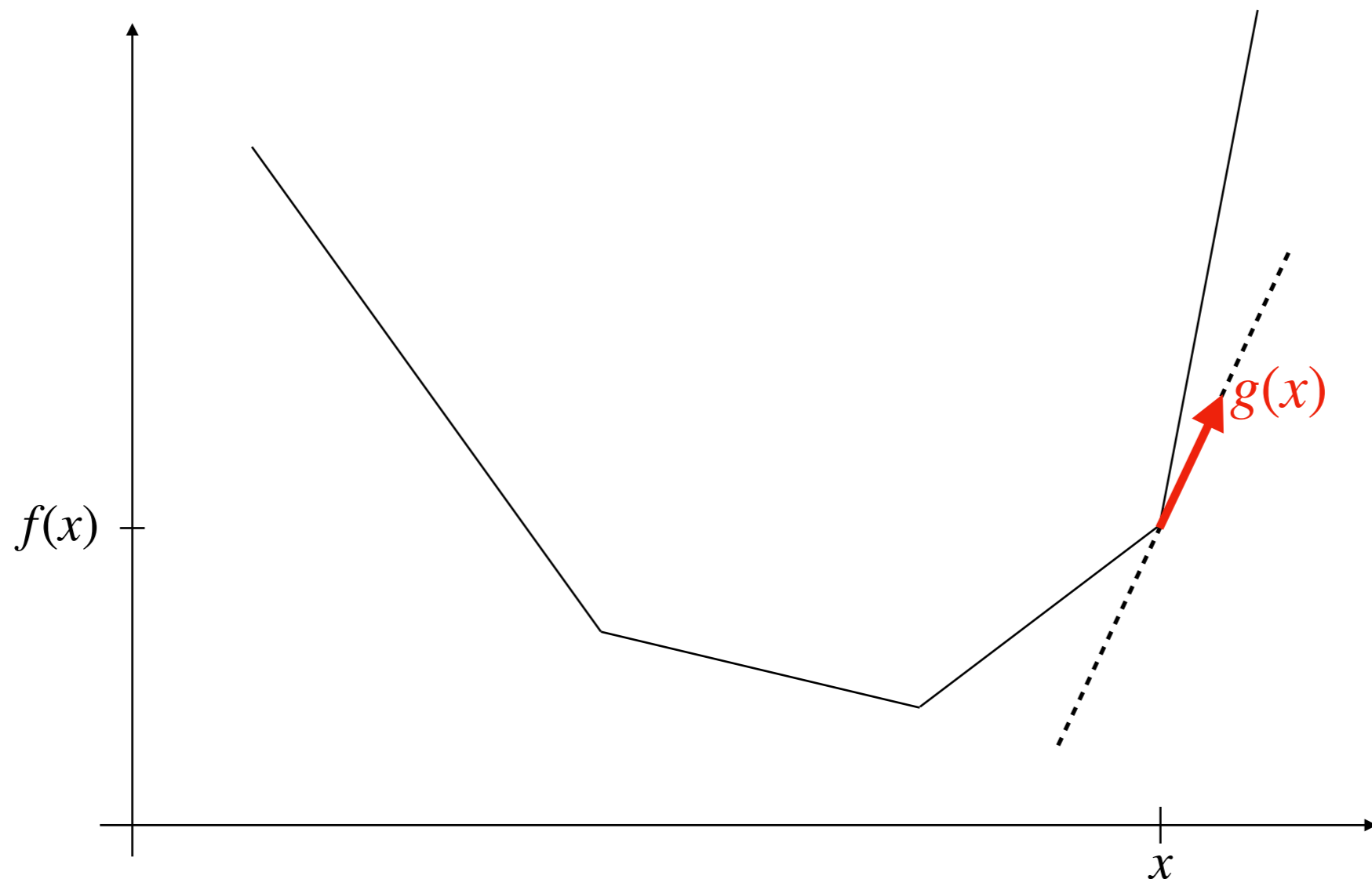


Convex function $f: C \rightarrow \mathbb{R}$ on a convex set C . *(not necessarily differentiable)*



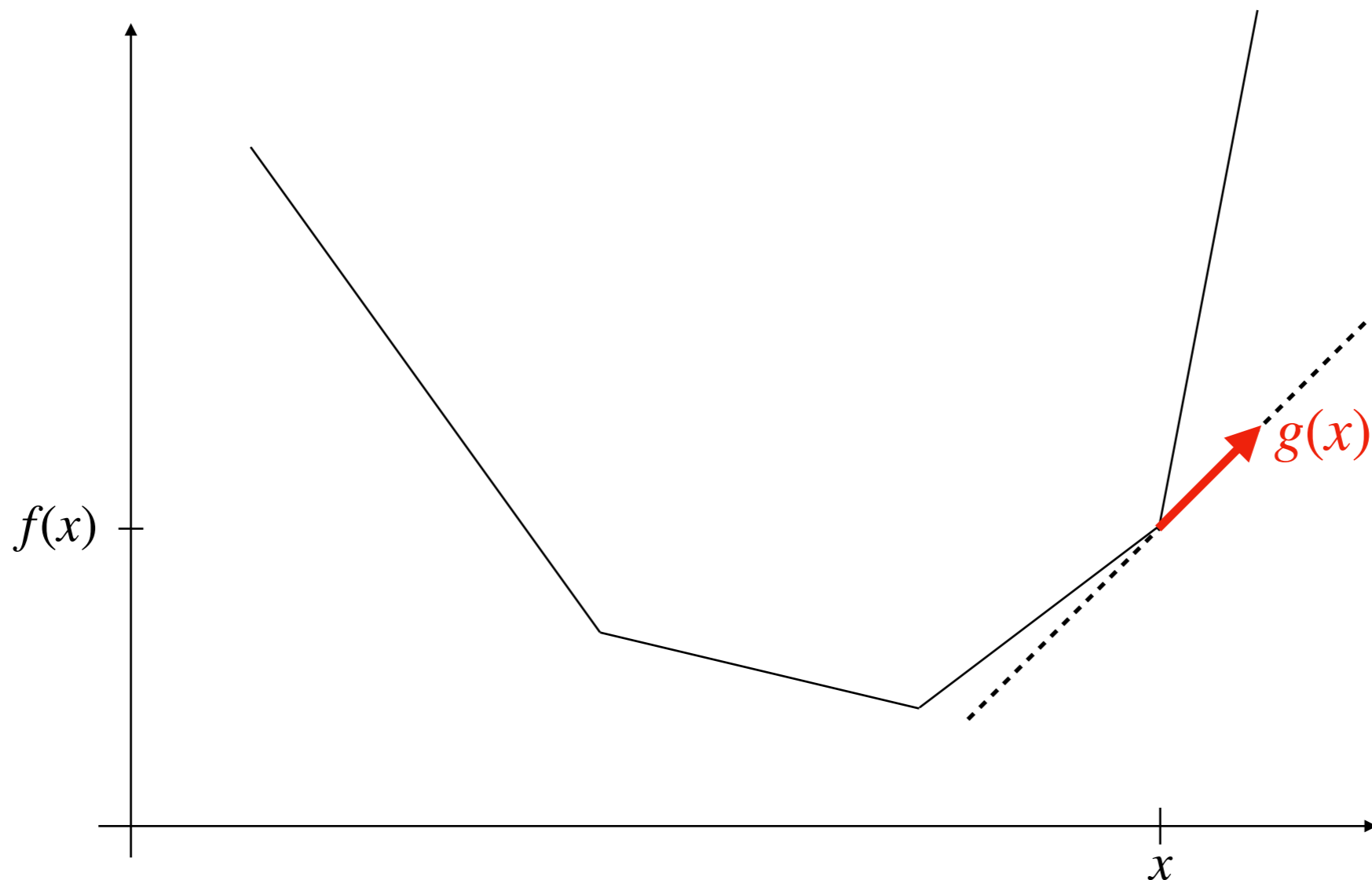
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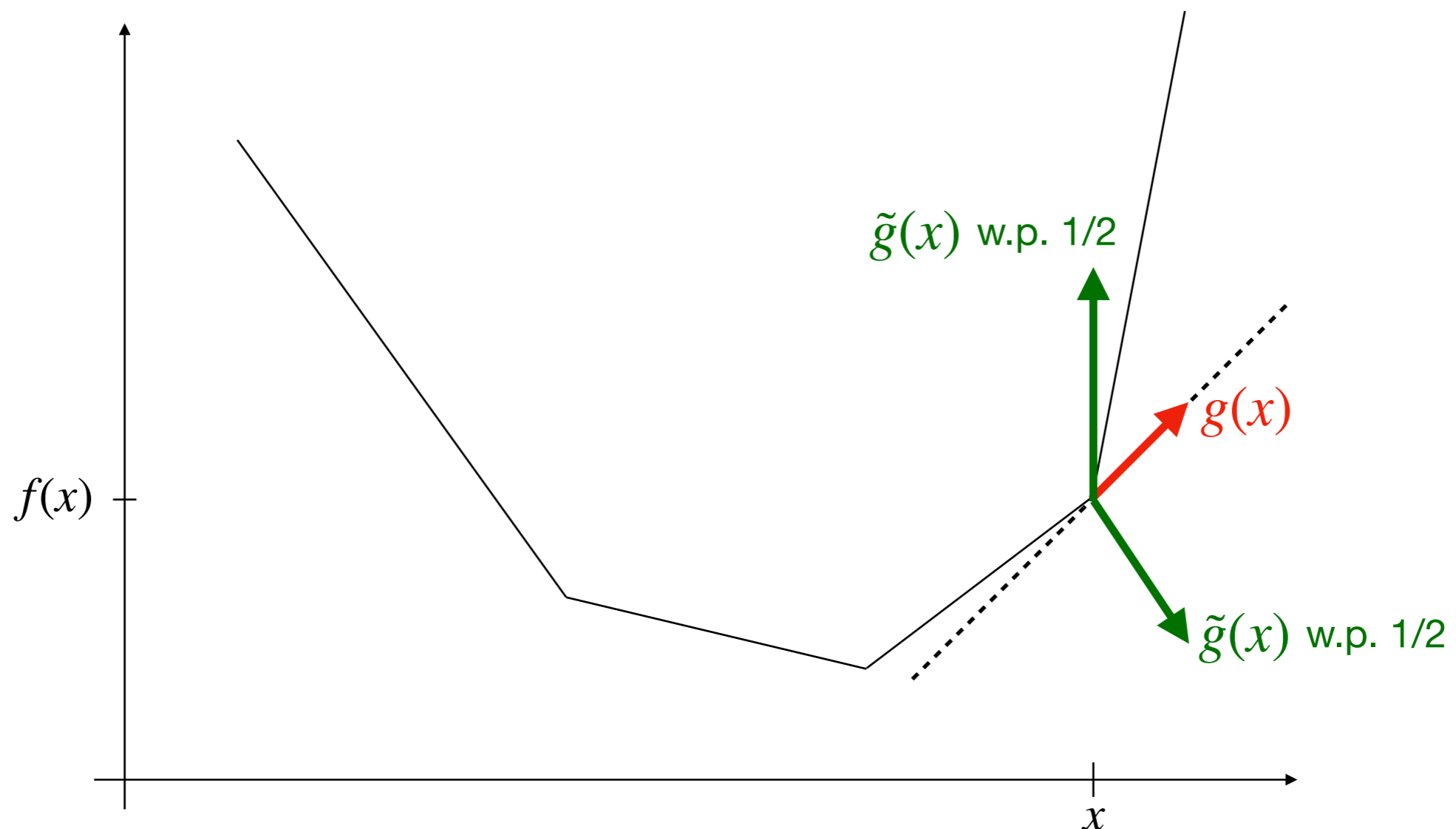
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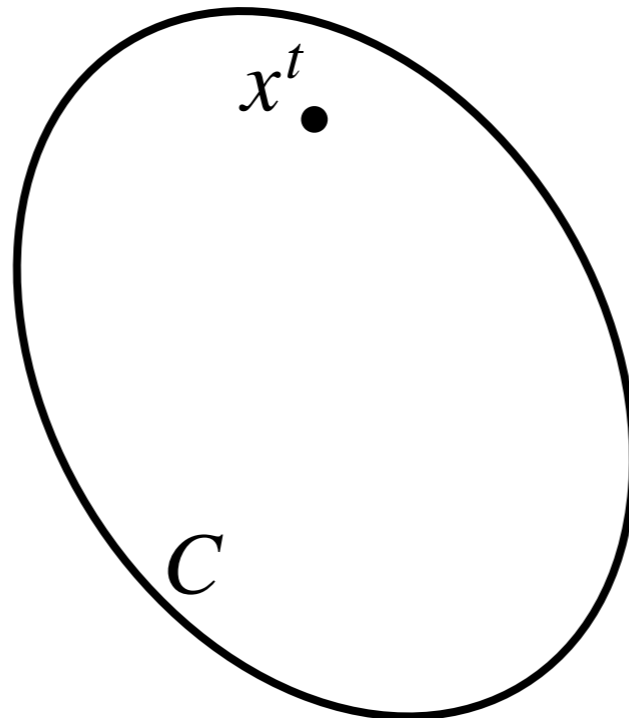
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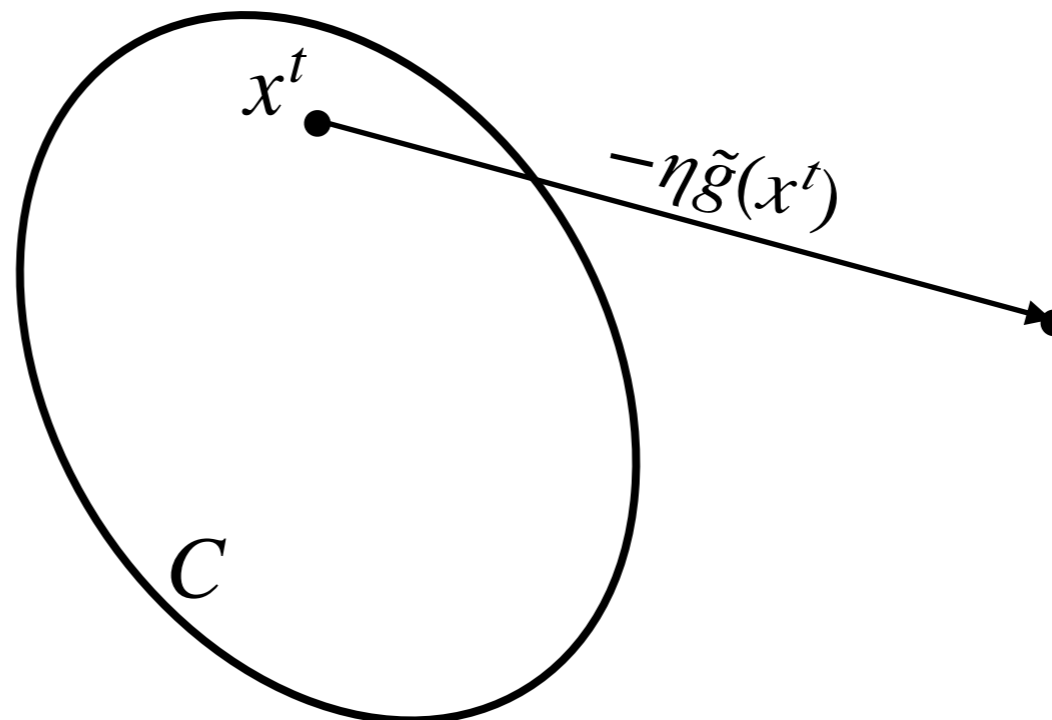


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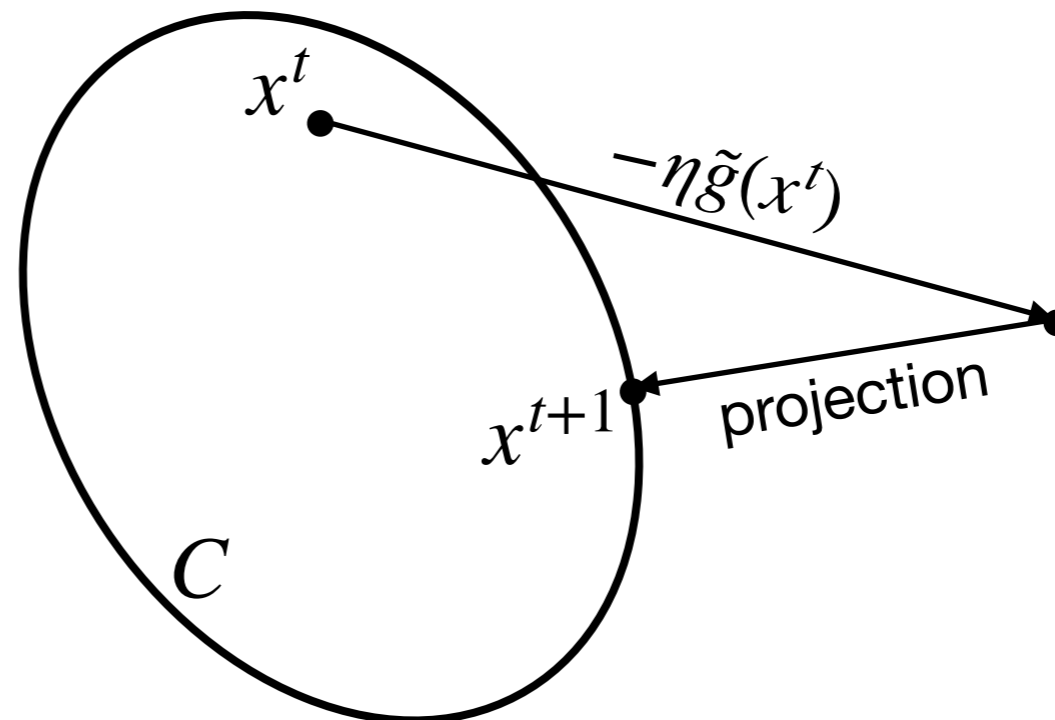


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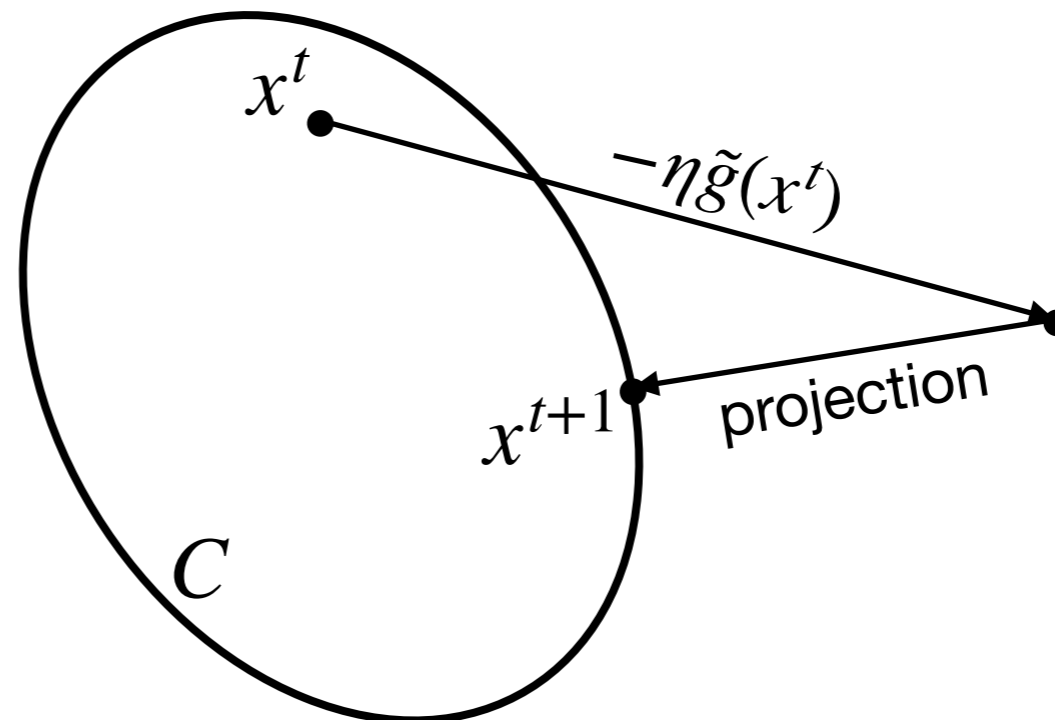


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If $\tilde{g}(x)$ has **low variance** then the number of steps is the same as if we were using $g(x)$.

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➔ **Approximate minimization in time $O(n \cdot n/\epsilon^2)$**

A **stochastic subgradient** $\tilde{g}(x)$ can be computed in time $Q =$

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Importance Sampling according to $g(x)$.

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Sampling from the distribution that gives

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Sampling from the distribution that gives

$i \in [n]$ with probability $p_i = \frac{|g(x)_i|}{\|g(x)\|_1}$

This is where quantum computing comes in!

2

Quantum speed-up for Importance Sampling

Input: discrete probability distribution $\mathbf{D} = (p_1, \dots, p_n)$ on $[n]$.

Output: T independent samples $i_1, \dots, i_T \sim \mathbf{D}$.

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Evaluation oracle access

Classical

$$i \mapsto p_i$$

Quantum

$$U(|i\rangle |0\rangle) = |i\rangle |p_i\rangle$$

Cost = # queries to the evaluation oracle

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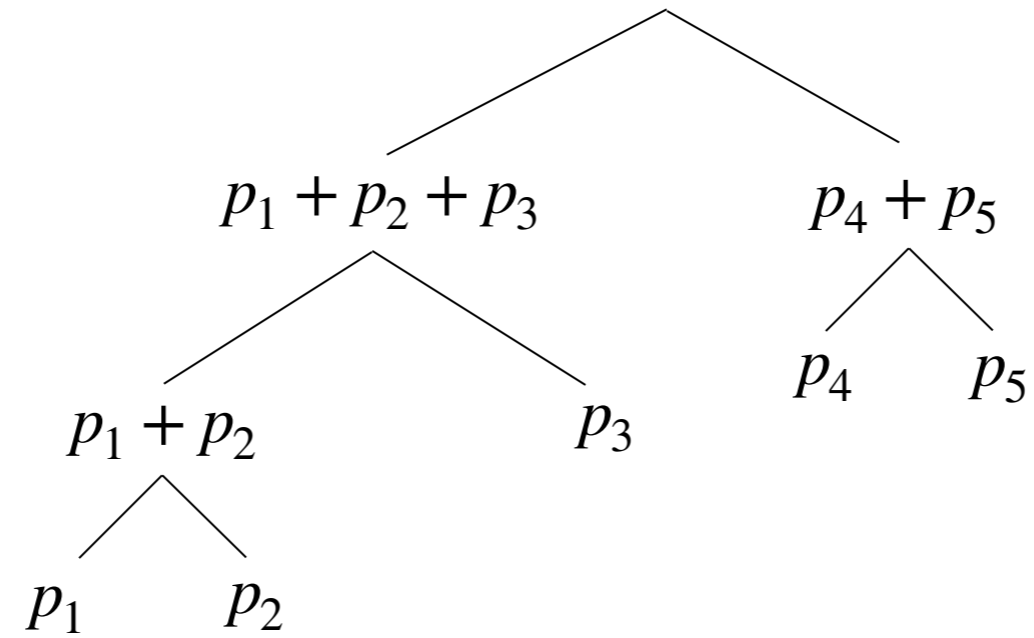
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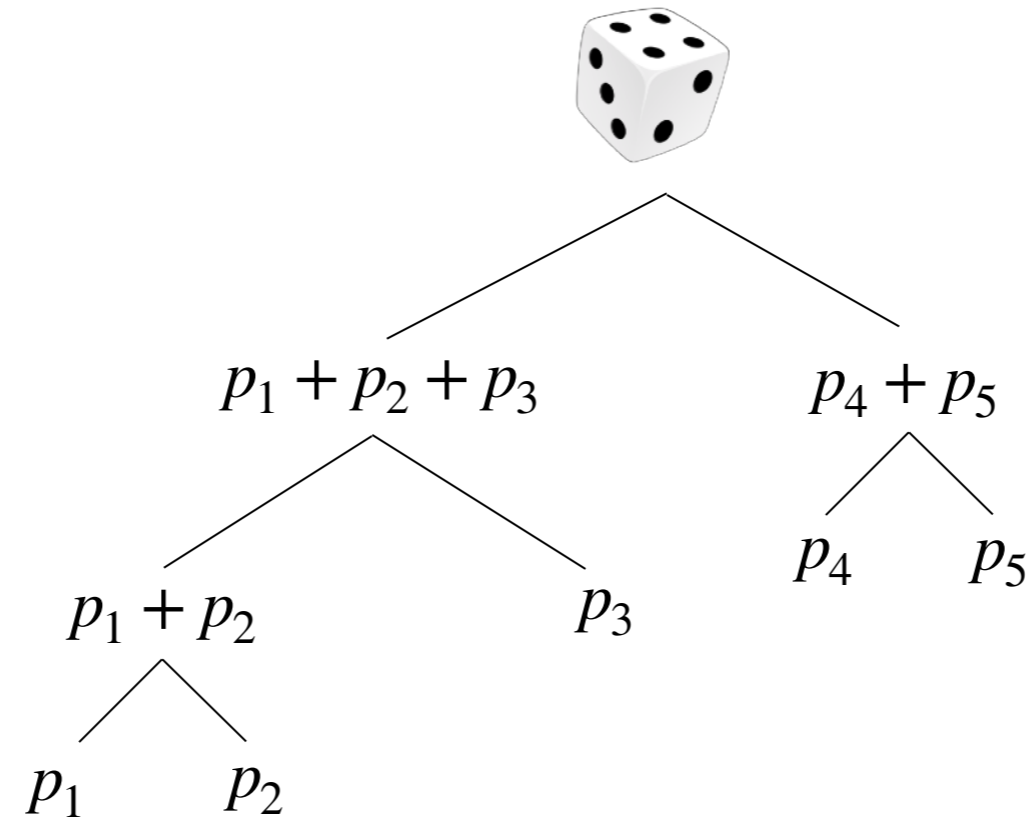
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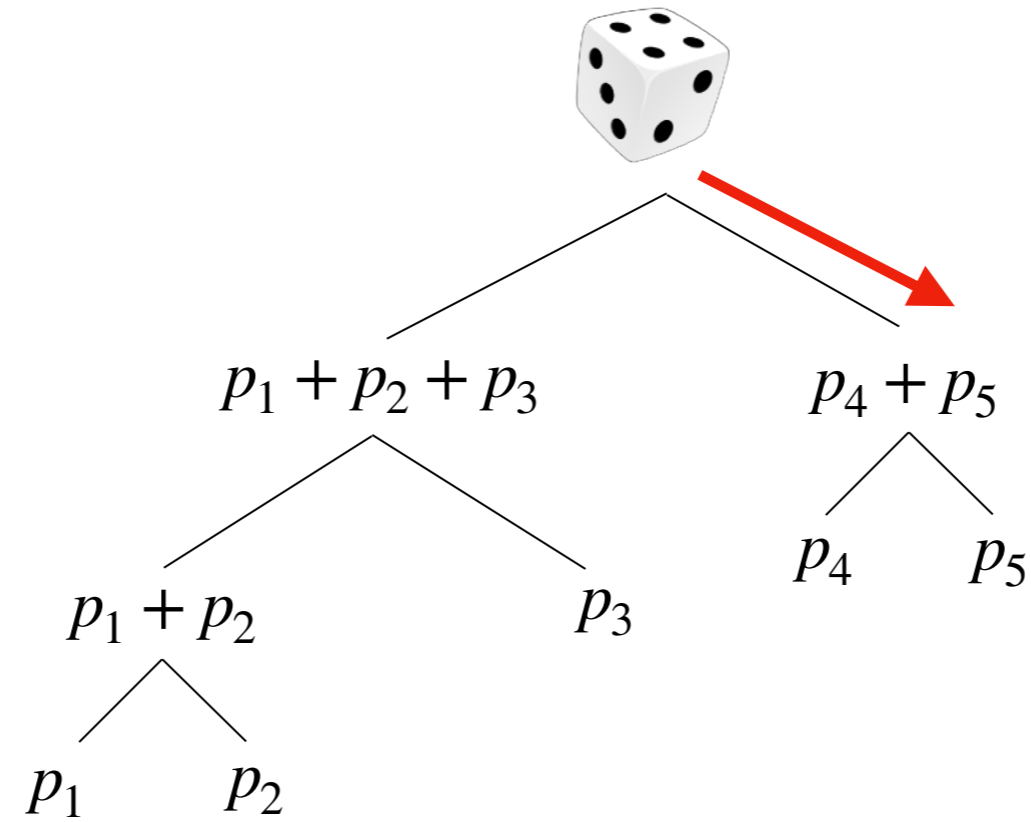
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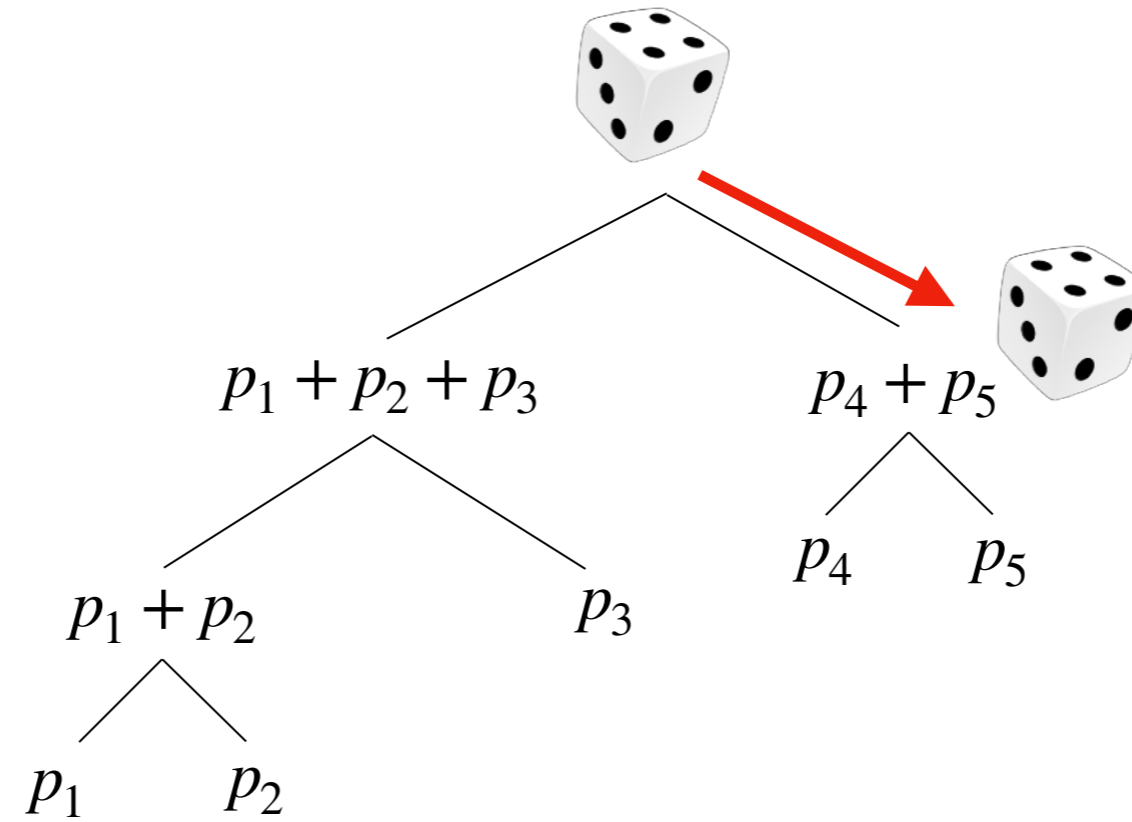
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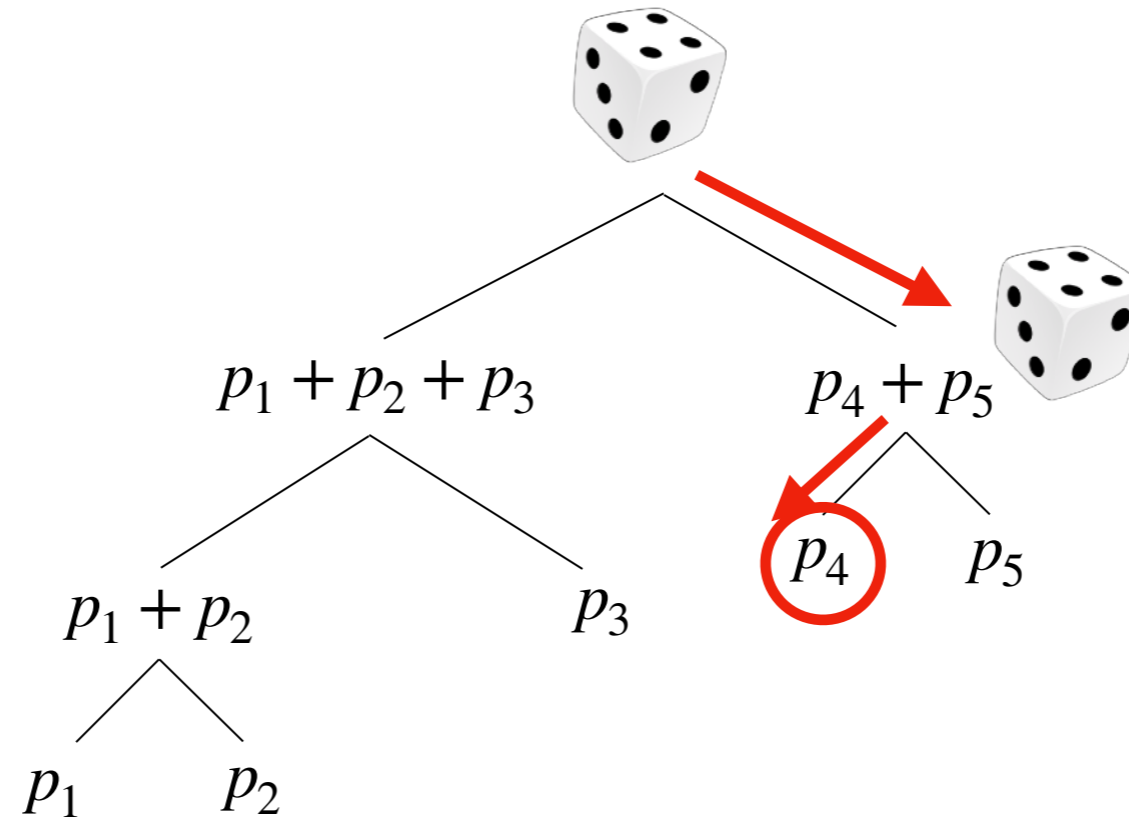
Can quantum computing help to sample faster?

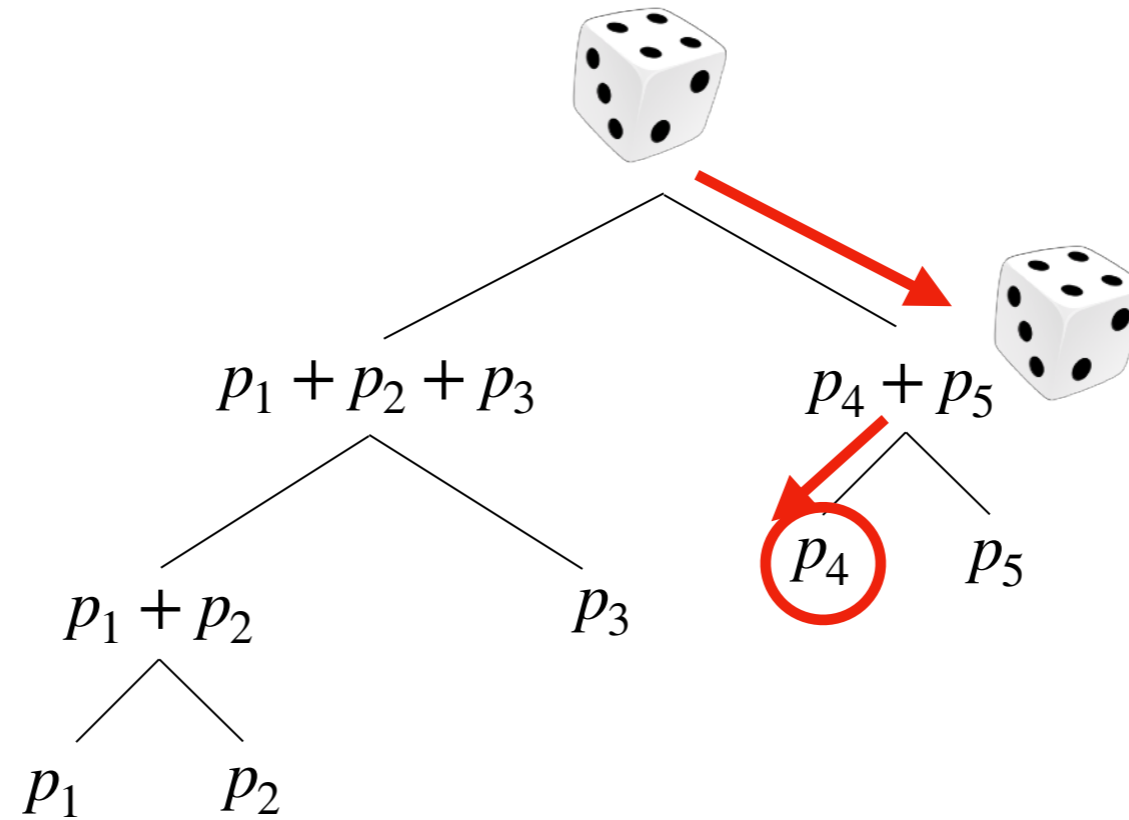






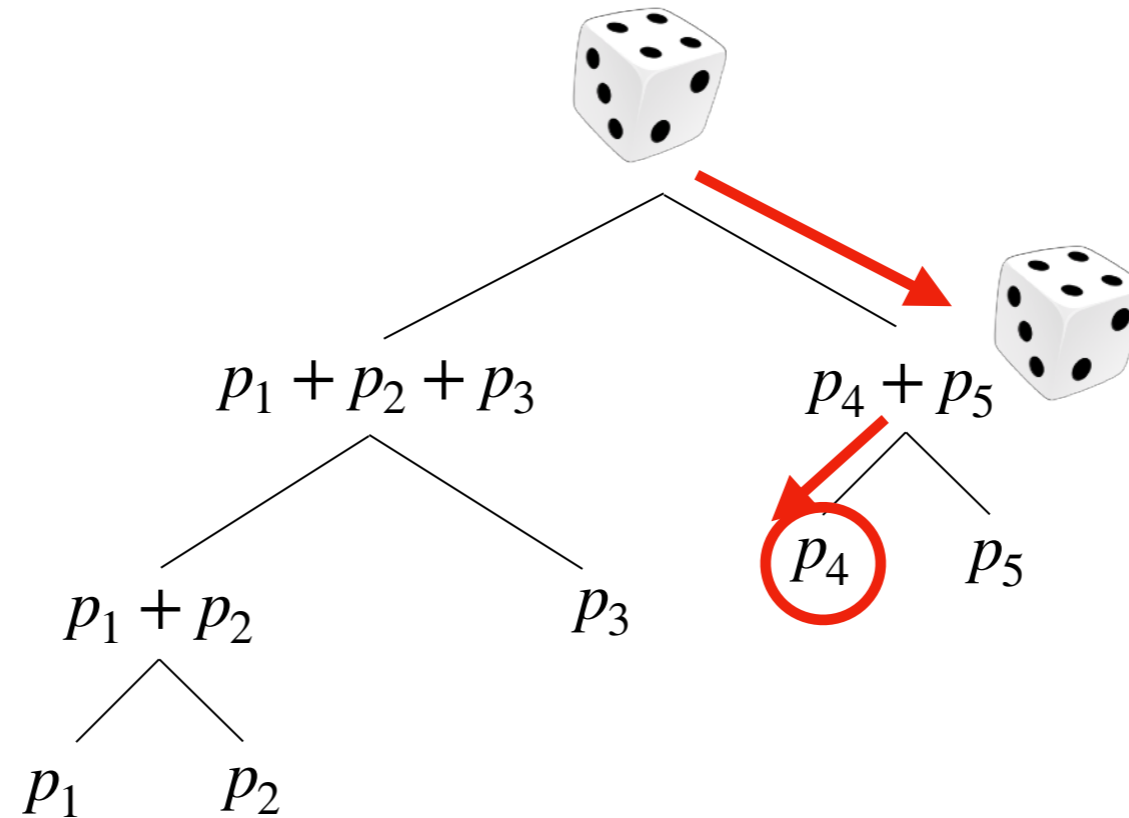






Preprocessing time: $O(n)$

Cost per sample: $O(\log n)$



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Cost for T samples: $O(n + T \log n)$

(Grover 2000)

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Sampling (repeat T times):

1. Prepare $\sum_i \sqrt{p_i} |i\rangle$ with **Amplitude Amplification** on V, and measure it.

(Grover 2000)

Preprocessing:

1. Compute $p_{\max} = \max \{p_1, \dots, p_n\}$ with quantum **Maximum Finding**

2. Construct the unitary $V(|0\rangle|0\rangle) \mapsto \frac{1}{\sqrt{n}} \sum_{i \in [n]} |i\rangle|0\rangle$

$$\mapsto \frac{1}{\sqrt{n}} \sum_{i \in [n]} |i\rangle \left(\sqrt{\frac{p_i}{p_{\max}}} |0\rangle + \sqrt{1 - \frac{p_i}{p_{\max}}} |1\rangle \right)$$

$$= \frac{1}{\sqrt{np_{\max}}} \left(\sum_i \sqrt{p_i} |i\rangle \right) |0\rangle + \dots |1\rangle$$

Sampling (repeat T times):

1. Prepare $\sum_i \sqrt{p_i} |i\rangle$ with **Amplitude Amplification** on V, and measure it.

Preprocessing time: $O(\sqrt{n})$

Cost per sample: $O(\sqrt{np_{\max}})$

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Binary Tree

$$O(n + T \log n)$$

Quantum State Preparation

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New quantum multi-sampling algorithm in $O(\sqrt{Tn})$

Our result: $O(\sqrt{Tn})$ for obtaining T independent samples from $D = (p_1, \dots, p_n)$.

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Element	1	2	3	4	5	6	7
Probability	p_1	p_2	p_3	p_4	p_5	p_6	p_7

Distribution D

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Probability	p_1	p_2	p_3	p_4	p_5	p_6	p_7

Distribution D

$p_i \geq 1/T$

$P_{\text{Heavy}} = \sum_{i \in \text{Heavy}} p_i$

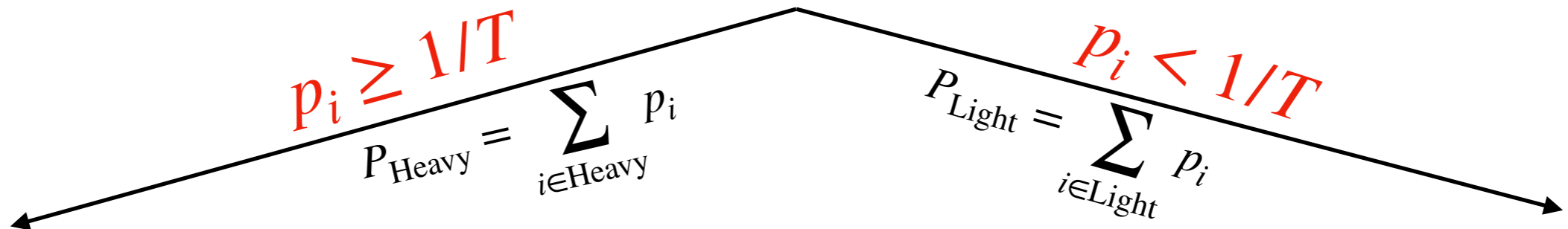
Element	1	3	4
Probability	$\frac{p_1}{P_{\text{Heavy}}}$	$\frac{p_3}{P_{\text{Heavy}}}$	$\frac{p_4}{P_{\text{Heavy}}}$

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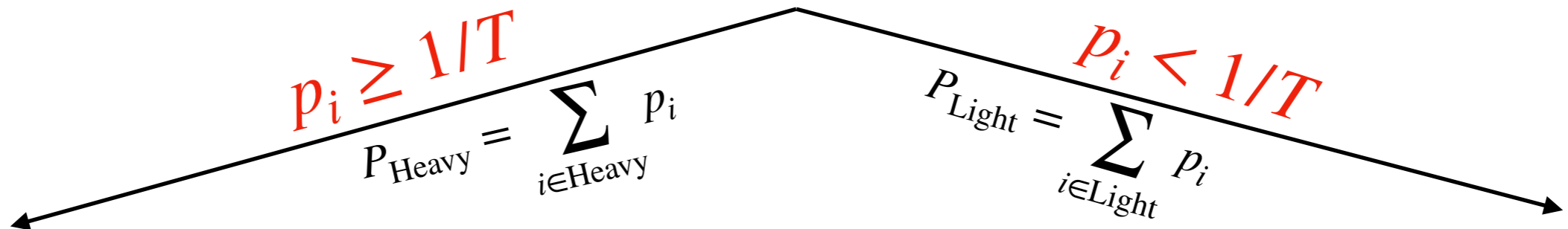
Element	2	5	6	7
Probability	$\frac{p_2}{P_{\text{Light}}}$	$\frac{p_5}{P_{\text{Light}}}$	$\frac{p_6}{P_{\text{Light}}}$	$\frac{p_7}{P_{\text{Light}}}$

Distribution D_{Light}

Our result: $O(\sqrt{Tn})$ for obtaining T independent samples from $D = (p_1, \dots, p_n)$.

Element	1	2	3	4	5	6	7
Probability	p_1	p_2	p_3	p_4	p_5	p_6	p_7

Distribution D



Element	1	3	4
Probability	$\frac{p_1}{P_{\text{Heavy}}}$	$\frac{p_3}{P_{\text{Heavy}}}$	$\frac{p_4}{P_{\text{Heavy}}}$

Distribution D_{Heavy}

Element	2	5	6	7
Probability	$\frac{p_2}{P_{\text{Light}}}$	$\frac{p_5}{P_{\text{Light}}}$	$\frac{p_6}{P_{\text{Light}}}$	$\frac{p_7}{P_{\text{Light}}}$

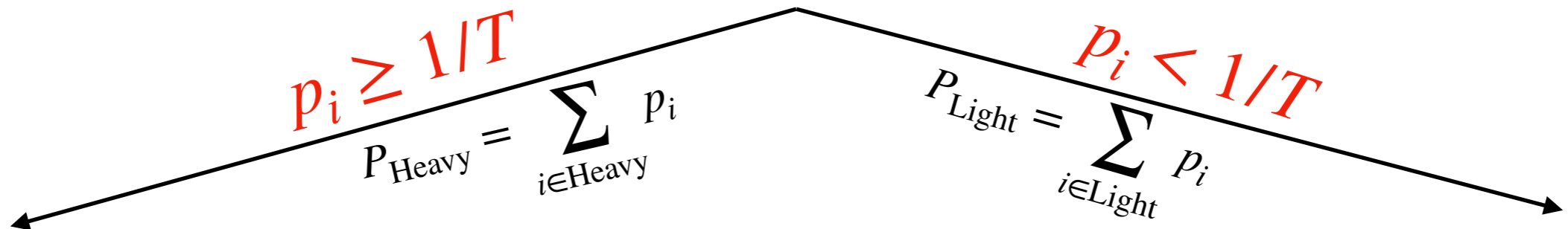
Distribution D_{Light}

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Our result: $O(\sqrt{Tn})$ for obtaining T independent samples from $D = (p_1, \dots, p_n)$.

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Distribution D



Element	1	3	4
Probability	$\frac{p_1}{P_{\text{Heavy}}}$	$\frac{p_3}{P_{\text{Heavy}}}$	$\frac{p_4}{P_{\text{Heavy}}}$

Distribution D_{Heavy}

Use a Binary Tree

Element	2	5	6	7
Probability	$\frac{p_2}{P_{\text{Light}}}$	$\frac{p_5}{P_{\text{Light}}}$	$\frac{p_6}{P_{\text{Light}}}$	$\frac{p_7}{P_{\text{Light}}}$

Distribution D_{Light}

Use Quantum State Preparation

Preprocessing:

Sampling (repeat T times):

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1. Compute the set **Heavy** $\subset [n]$ of indices i such that $p_i \geq 1/T$, using **Grover Search**.

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3. Apply the preprocessing step of the **Binary Tree Method** on D_{Heavy} .

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4. Apply the preprocessing step of the **Quant. State Preparation** method on D_{Light} .

Sampling (repeat T times):

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Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

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Preprocessing:

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Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

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Preprocessing:

1. Compute the set **Heavy** $\subset [n]$ of indices i such that $p_i \geq 1/T$, using **Grover Search**.

Cost:

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3. Apply the preprocessing step of the **Binary Tree Method** on D_{Heavy} .

Cost:

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Cost:

Preprocessing:

1. Compute the set **Heavy** $\subset [n]$ of indices i such that $p_i \geq 1/T$, using **Grover Search**.

Cost: $O(\sqrt{nT})$ since $|\mathbf{Heavy}| \leq T$

2. Compute $\mathbf{P}_{\mathbf{Heavy}} = \sum_{i \in \mathbf{Heavy}} p_i$

Cost:

3. Apply the preprocessing step of the **Binary Tree Method** on $\mathbf{D}_{\mathbf{Heavy}}$.

Cost:

4. Apply the preprocessing step of the **Quant. State Preparation** method on $\mathbf{D}_{\mathbf{Light}}$.

Cost:

Preprocessing:

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Cost: $O(T)$

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Cost:

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Cost: $O(\sqrt{n})$

Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

- **Head:** sample $i \sim D_{\text{Heavy}}$ with the **Binary Tree Method**.

Cost per sample:

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Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

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Cost per sample: $O(\log n)$

- **Tail:** sample $i \sim D_{\text{Light}}$ with **Quantum State Preparation**.

Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

- **Head:** sample $i \sim D_{\text{Heavy}}$ with the **Binary Tree Method**.

Cost per sample: $O(\log n)$ **Total cost:** $O(T \log n)$

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Cost per sample: $O(\sqrt{np_{\max}})$ where $p_{\max} = \max \left\{ \frac{p_i}{P_{\text{Light}}} : i \in \text{Light} \right\}$

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Total expected cost:

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- **Tail:** sample $i \sim D_{\text{Light}}$ with **Quantum State Preparation**.

Cost per sample: $O(\sqrt{np_{\max}})$ where $p_{\max} = \max \left\{ \frac{p_i}{P_{\text{Light}}} : i \in \text{Light} \right\} \leq \frac{1}{T \cdot P_{\text{Light}}}$

Total expected cost: $O\left(T \cdot P_{\text{Light}} \cdot \sqrt{np_{\max}}\right)$

Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

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Cost per sample: $O(\log n)$ **Total cost:** $O(T \log n)$

- **Tail:** sample $i \sim D_{\text{Light}}$ with **Quantum State Preparation**.

Cost per sample: $O(\sqrt{np_{\max}})$ where $p_{\max} = \max \left\{ \frac{p_i}{P_{\text{Light}}} : i \in \text{Light} \right\} \leq \frac{1}{T \cdot P_{\text{Light}}}$

Total expected cost: $O(T \cdot P_{\text{Light}} \cdot \sqrt{np_{\max}}) = O(\sqrt{n \cdot T \cdot P_{\text{Light}}})$

Sampling (repeat T times):

Flip a coin that is head with probability P_{Heavy} :

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Cost per sample: $O(\log n)$ **Total cost:** $O(T \log n)$

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Cost per sample: $O(\sqrt{np_{\max}})$ where $p_{\max} = \max \left\{ \frac{p_i}{P_{\text{Light}}} : i \in \text{Light} \right\} \leq \frac{1}{T \cdot P_{\text{Light}}}$

Total expected cost: $O(T \cdot P_{\text{Light}} \cdot \sqrt{np_{\max}}) = O\left(\sqrt{n \cdot T \cdot P_{\text{Light}}}\right) = O\left(\sqrt{nT}\right)$

Conclusion

Recent improvement:

- Axelrod, Liu, Sidford 2019: classical $\tilde{O}(n/\epsilon^2)$ algorithm for approximate submodular function minimization

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Open questions:

- Can we improve the upper/lower bounds for exact/approximate submodular function minimization?
- What are other applications of our quantum multi-sampling algorithm?
(*ongoing work: solving linear systems*)
- Can we prepare T copies of the state $\sum_{i \in [n]} \sqrt{p_i} |i\rangle$ in time $O(\sqrt{nT})$.

arXiv: 1907.05378