Online k-Median with Consistent Clusters

Heather Newman (Carnegie Mellon) APPROX 2024

Joint work with: Benjamin Moseley (Carnegie Mellon) and Kirk Pruhs (U. of Pittsburgh)



- $x_1, ..., x_n$ lying in metric space (small) k =#clusters = #labels
- Input:

 $\min \sum_{i=1}^{k} \sum_{x_j \in C_i} d(x_j, c_i)$

 x_1, \ldots, x_n lyin (small) k = #

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 x_1, \ldots, x_n lying in metric space

Input:

- (small) k = #clusters = #labels
- **Two perspectives on output**

 $\min \sum_{i=1}^k \sum_{x_j \in C_i} d(x_j, c_i)$

 x_1, \ldots, x_n lying in metric space

Two perspectives on output

Center-based clustering

Input:

÷					
2 H					
2.1					
1.1					

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Input:

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 $\min \sum_{i=1}^k \sum_{x_j \in C_i} d(x_j, c_i)$

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Constant-factor approximations exist

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Two perspectives on output

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Input:

(offline)

- Output: clusters C_1, \ldots, C_k
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Online Offline *k*-Median

 $\min \sum_{i=1}^k \sum_{x_i \in C_i} d(x_i, c_i)$

 x_1, \ldots, x_n lying in metric space

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Two perspectives on output

Center-based clustering

- Output: centers c_1, \ldots, c_k
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Input:

x_1, \ldots, x_n lying in metric space arrive over time

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Two perspectives on output

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- Output: centers c_1, \ldots, c_k
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Decide if x_i center on arrival

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Maximizing Consistency no changes to centers (centerbased) or labels (cluster-based)

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Upshot: competitive ratio must depend on aspect ratio $\Delta \gg n$ if choices are irrevocable

Maximizing Quality

Maximizing Consistency

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Maximizing Consistency

Beyond worst-case approaches?

Maximizing Quality



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Maximizing Consistency

Resource Augmentation (Liberty et. al., '16)



Maximizing Quality



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Maximizing Consistency

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• > k centers, i.e., bi-criteria approx.


Maximizing Quality



Beyond worst-case approaches?



Maximizing Consistency

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- > k centers, i.e., bi-criteria approx.
- $O(\log n)$ -competitive, $O(k \log n \log n\Delta)$ centers



Maximizing Quality



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Maximizing Consistency

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Recourse (Lattanzi & Vassilvitskii, '17;



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Recourse (Lattanzi & Vassilvitskii, '17; Fichtenberger et. al., '21)

• Change centers small number of times



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- O(1)-competitive, $O(k \operatorname{poly} \log(n\Delta))$ center **changes**





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Maximizing Quality





Both use a randomized subroutine for online facility location (Meyerson '01)

Maximizing Consistency

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- Change centers small number of times
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Maximizing Quality





Maximizing Consistency

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Maximizing Quality





Maximizing Consistency

Beyond worst-case approaches?

Resource Augmentation (Liberty et. al., '16) • > $k \operatorname{cer}$ Use at most k labels X. • $O(\log n)$ -competitive, $O(k \log n \log n\Delta)$ centers

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BUT! Lower bd \implies need some info *a priori*

Our Work: <u>Consistent</u> Online k-Median



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BUT! Lower bd \implies need some info *a priori* <u>Given:</u> "budget" *B* where $B \ge$ (final) OPT

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Beyond worst-case approaches?





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Beyond worst-case approaches?

Why *B***?** • Learn scale of costs





Our Work: <u>Consistent</u> Online k-Median



Beyond worst-case approaches?

- Learn **scale** of costs
- •Minimal information about instance





Our Work: <u>Consistent</u> Online k-Median



Beyond worst-case approaches?

- Learn **scale** of costs
- Minimal information about instance
- •Natural information about instance





Our Work: <u>Consistent</u> Online k-Median

Maximizing Consistency

Beyond worst-case approaches?

Why *B***?**

- Learn **scale** of costs
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- •Natural information about instance

Prior techniques (Meyerson) help?





Our Work: <u>Consistent</u> Online k-Median

Maximizing Consistency

Beyond worst-case approaches?

Why *B***?**

- Learn **scale** of costs
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- •Natural information about instance

Prior techniques (Meyerson) help? Seemingly no

Cluster-based clustering

BUT! Lower bd \implies need some info *a priori* <u>Given:</u> "budget" *B* where $B \ge$ (final) OPT <u>Objective</u>: ALG $\leq f(k) \cdot B$ **No dependence** on *n* or Δ !

- Learn scale of costs
- •Minimal information about instance
- •Natural information about instance

irrevocably gives each point one of k labels on arrival, with cost $O(k^5 \cdot 3^k \cdot B)$.

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Our Work: <u>Consistent</u> Online k-Median

Main Result: There is a (deterministic, poly-time) online algo that, given budget B,

- Learn scale of costs
- •Minimal information about instance
- Natural information about instance



irrevocably gives each point one of k labels on arrival, with cost $O(k^5 \cdot 3^k \cdot B)$.

Lower Bound: Dependence on k is <u>necessary</u>: cost = $\Omega(k \cdot B)$.

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Main Result: There is a (deterministic, poly-time) online algo that, given budget B,

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Attempt 1: How to use *B*?

Natural candidate greedy algo (using *B*):

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Natural candidate greedy algo (using *B*): give each data point the label minimizing increase in cost




$$k = 2, B = 2$$
(1)
$$-2$$



$$k = 2, B = 2$$
(1)
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$$k = 2, B = 2$$
(1)
$$-2$$





Upshot: this algo can have unbounded cost!









Q1: When to increase # labels?









Upshot: this algo can have unbounded cost!

Can we still be greedy?









Upshot: this algo can have unbounded cost!

Can we still be greedy?





Q1: When to increase # labels? • Wait for more evidence of where **dense regions** are?

Q2: Once we add label t, how to partition space from $t - 1 \rightarrow t$ parts?



Q1: When to increase # labels? • Wait for more evidence of where **dense regions** are?

Greedy = assign to "closest" part



Upshot: this algo can have unbounded cost!

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Upshot: this algo can have unbounded cost!



















natural weight of *p*: $w(p) := \max \# \text{ pts whose total distance to } p \text{ is } \leq 2B$









(1)

-2

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w(p) small

(1)

-2





(1)

-2

w(p) small

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(1)

-2

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(1)

w(p) small

$$w(p) := m$$

$$x, y$$
 are β

$$k = 2, B = 2$$

Attempt 2: How to use B?

natural weight of *p*: hax # pts whose total distance to p is $\leq 2B$

3-well-separated if far in weighted sense : $\min\{w(x), w(y)\} \cdot d(x, y) \ge \beta \cdot B$







Attempt 2: How to use B?

natural weight of *p*: $w(p) := \max \# \text{ pts whose total distance to } p \text{ is } \leq 2B$

x, y are β -well-separated if far in weighted sense : $\min\{w(x), w(y)\} \cdot d(x, y) \ge \beta \cdot B$





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A1: if t well-separated points $\rightarrow t$ labels justified \rightarrow use t labels







Greedy = assign to "closest" part

Attempt 2: How to use B?



Q2: Once we add label *t*, how to partition space from $t - 1 \rightarrow t$ parts? Greedy = assign to "closest" part



A1: if *t* well-separated points $\rightarrow t$ labels justified \rightarrow use *t* labels

Greedy = assign to "closest" part

A2: each cluster (= pts w/ same label) has a representative called a pivot

Attempt 2: How to use B?

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Attempt 2: How to use B?


good representative for cluster (pivot)

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VS.

good center for cluster

recruit pts to right region

good representative for cluster (pivot)

VS.

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recruit pts to right region

good representative for cluster (pivot)

VS.

good center for cluster

recruit pts to right region

good representative for cluster (pivot)

However: centers *do* come into play when we increase #pivots





good center for cluster

recruit pts to right region

good representative for cluster (pivot)

However: centers *do* come into play when we increase #pivots







good center for cluster

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However: centers *do* come into play when we increase #pivots







good center for cluster











= not well-separated

Upshot: need to handle delicately







= not well-separated

Upshot: need to handle delicately 1) which locations to add to set of pivots





= well-separated

= not well-separated

Upshot: need to handle delicately 1) which locations to add to set of pivots 2) which labels are given to which pivots





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Thank You

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