

Approximating Pandora's Box with Correlations

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A Search Problem

Find the best alternative, with costly information!



- ▶ Information is not free!
 - ▶ Explore alternatives (open boxes)
 - ▶ Stop anytime & take best so far
- } **Strategy**

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Goal: find min cost strategy!

Previous Work

Weitzman's algorithm gives the optimal! [Weitz 1979]

- ▶ Calculate *reservation value* σ_i for every box¹
- ▶ Search boxes in order of increasing index until:
 - ▶ Current min price seen smaller than index of next box

¹(Gittins index)

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Partially Adaptive:
fix order from beginning

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Crucial assumption: distributions are **independent!**

What about **correlation?**

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What about **correlation?**

Our work: Algorithms for Pandora's Box with Correlations

¹(Gittins index)

Pandora's Box with Correlations: Setting

Given:

- ▶ m scenarios with probabilities p_i
- ▶ n boxes with cost 1
- ▶ Matrix of values as below
- ▶ Pay total opening cost + value chosen per scenario

Goal: Open boxes, stop & pick value
Minimize: Sum of
opening cost + value chosen

	Box 1	Box 2	Box 3	...	Box n
$p_1 \rightarrow$ Scenario 1:	42	13	15		24
$p_2 \rightarrow$ Scenario 2:	0	24	94	...	2
	\vdots		\vdots		
$p_m \rightarrow$ Scenario m:	31	15	9	...	2

Independent Distributions

- ▶ Weitzman's algorithm is the optimal [Weitzman: *Econometrica* '79]

Correlated Distributions

- ▶ 9.22-approx against the PA optimal [Chawla et al.: *FOCS* '20]
 - ▶ LP-based algorithm via reduction to Min Sum Set Cover
 - ▶ Learnable from samples
- ▶ 4.22-approx against the PA optimal [Gergatsouli, Tzamos: *arXiv* '23]
 - ▶ Extends Weitzman's algorithm
 - ▶ Learnable from samples

Previous Work - Overview

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What about the
Fully Adaptive?

Our Results

Question: How hard is PB with correlations against the Fully Adaptive?

Main Result: Pandora's Box **equivalent** to Uniform Decision Tree

Implications for PB:

- ▶ $\tilde{O}(\log m)$ -approx poly-time algorithm
- ▶ $\tilde{O}(1/\alpha)$ -approx running in time $n^{\tilde{O}(m^\alpha)}$ for any $\alpha \in (0, 1)$.
- ▶ It is **not** NP-hard to get superconstant approx assuming ETH.

Implications by
[Li et al. SODA '20]

Uniform Decision Tree

Given:

- ▶ m scenarios with probabilities $1/m$
- ▶ n tests with cost 1
- ▶ Matrix of results as below
- ▶ Pay total tests cost per scenario

Goal: Select tests to identify scenario
Minimize: Sum of test costs

	Test 1	Test 2	Test 3	...	Test n
$1/m \rightarrow$ Scenario 1:	42	13	15	...	24
$1/m \rightarrow$ Scenario 2:	0	24	94	...	2
\vdots			\vdots		
$1/m \rightarrow$ Scenario m:	9	4	34	...	131

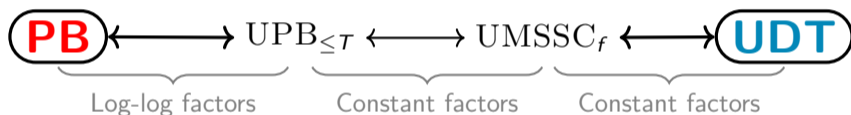
Pandora's Box vs Uniform Decision Tree

	Pandora's Box	Uniform Decision Tree
Probabilities	non uniform	uniform
Minimize	opening cost + value chosen	total test cost
Stopping time	depends on algorithm	when scenarios are distinguished

How to transform PB to UDT?

Roadmap of Results

Idea: connect **P**andora's **B**ox with **U**niform **D**ecision **T**ree via similar problems



- ▶ $UPB_{\leq T}$: Uniform Pandora's Box with outside option T
- ▶ $UMSSC_f$: Uniform Min Sum Set Cover (with feedback)

A Related Problem: $UPB_{\leq T}$

Uniform Pandora's Box with outside option

Given: m scenarios, n boxes

- ▶ Outside option T
- ▶ Can stop if: value $\leq T$
- ▶ Can pay outside option T and stop

Goal: Open boxes to cover all scenarios
Minimize: Sum of opening costs
(+outside option)

	Box 1	Box 2	Box 3	...	Box n	Option T
$1/m \rightarrow$ Scenario 1:	42	13	47	...	24	T
$1/m \rightarrow$ Scenario 2:	0	124	94	...	2	T
\vdots			\vdots			
$1/m \rightarrow$ Scenario m :	10	91	9	...	65	T

Table: Example for $T = 42$

A Related Problem: UMSSC_f

Uniform Min Sum Set Cover with feedback

Given: m sets (scenarios), n elements (boxes)

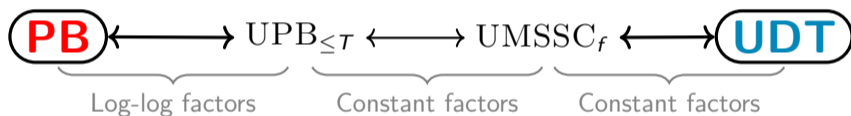
- ▶ ∞ : Element does **not** belong to set
- ▶ 0 : Element belongs to set

Goal: Select elements to cover all sets
Minimize: Sum of covering times

	Element 1	Element 2	Element 3	...	Element n
$1/m \rightarrow$ Set 1	0_3	∞_9	∞_{42}		0_{19}
$1/m \rightarrow$ Set 2	0_{99}	0_{23}	∞_{57}	...	∞_{67}
\vdots			\vdots		
$1/m \rightarrow$ Set m	∞_{13}	0_{12}	0_9	\dots_{24}	∞_{21}

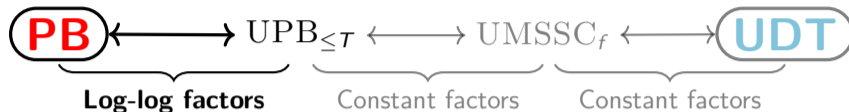
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Reduction Overview



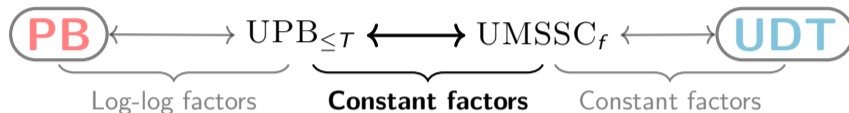
Reduction Description

- ▶ Choose T_i s.t. enough scenarios have value $< T_i$
- ▶ run UPB_{T_i}
- ▶ repeat by only keeping scenarios that chose outside option T_i

Intuition

- ▶ Make probabilities uniform
- ▶ Stopping time is simplified
 - ▶ either find value $< T$
 - ▶ or choose T and stop

Reduction Overview



Reduction Description

- ▶ Create T copies of sets for each scenario in $UPB_{\leq T}$
- ▶ simulate outside option T

Intuition

- ▶ Remove outside option T
- ▶ Stopping time is clear: need to **cover** all scenarios

Reduction Overview



Reduction Description

- ▶ Add feedback info to every element
- ▶ When element (test) is chosen, we get information about scenario realized

Intuition

- ▶ Change objective to **distinguish** scenarios instead of just **covering**

Question

Pandora's Box with Correlations against the Fully Adaptive

Our Result

Main Result: Pandora's Box **equivalent** to Uniform Decision Tree

- ▶ Connections to well studied problems (Decision Tree, Min Sum Set Cover)
- ▶ Reductions still hold with arbitrary box costs
- ▶ Mixture of distributions: constant approximation in $n^{m^2/\varepsilon}$ time

Conclusion

Question

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Thank you!

