Small Space Stream Summary for Matroid Center

Sagar Kale
EPFL
sagar.kale@epfl.ch

Abstract

In the matroid center problem, which generalizes the $k$-center problem, we need to pick a set of centers that is an independent set of a matroid with rank $r$. We study this problem in streaming, where elements of the ground set arrive in the stream. We first show that any randomized one-pass streaming algorithm that computes a better than $\Delta$-approximation for partition-matroid center must use $\Omega(r^2)$ bits of space, where $\Delta$ is the aspect ratio of the metric and can be arbitrarily large. This shows a quadratic separation between matroid center and $k$-center, for which the Doubling algorithm [CCFM97] gives an $8$-approximation using $O(k)$-space and one pass. To complement this, we give a one-pass algorithm for matroid center that stores at most $O(r^2 \log(1/\varepsilon)/\varepsilon)$ points (viz., stream summary) among which a $(7 + \varepsilon)$-approximate solution exists, which can be found by brute force, or a $(17 + \varepsilon)$-approximation can be found with an efficient algorithm. If we are allowed a second pass, we can compute a $(3 + \varepsilon)$-approximation efficiently.

We also consider the problem of matroid center with $z$ outliers and give a one-pass algorithm that outputs a set of $O((r^2 + rz) \log(1/\varepsilon)/\varepsilon)$ points that contains a $(15 + \varepsilon)$-approximate solution. Our techniques extend to knapsack center and knapsack center with outliers in a straightforward way, and we get algorithms that use space linear in the size of a largest feasible set (as opposed to quadratic space for matroid center).
1 Introduction

In the $k$-center problem, the input is a metric, and we need to select a set of $k$ centers that minimizes the maximum distance between a point and its nearest center. Matroid center is a natural generalization of $k$-center, where, along with a metric over a set, the input also contains a matroid of rank $r$ over the same set. We then need to choose a set of centers that is an independent set of the matroid that minimizes the maximum distance between a point and its nearest center. Then $k$-center is rank-$k$-uniform-matroid center. Examples of clustering problems where the set of centers needs to form an independent set of a partition matroid arise in content distribution networks; see Hajiaghayi et al. [HKK10] and references therein. As another example, say the input points lie in a euclidean space, and we are required to output linearly independent centers, then this is linear-matroid center problem.

In the streaming model, the input points arrive in the stream, and we are interested in designing algorithms that use space sublinear in the input size. We study the matroid center problem in the streaming model. By a clean reduction from the INDEX problem, we first show that any randomized one-pass streaming algorithm that computes a better than $\Delta$-approximation for matroid center must use $\Omega(r^2)$ bits of space, where $\Delta$ is the aspect ratio of the metric (ratio of the largest distance to the smallest distance between two points), which can be arbitrarily large. Since the Doubling algorithm [CCFM97] gives an $8$-approximation for $k$-center in one pass over the stream by storing at most $k$ points, we get a quadratic separation between matroid center and $k$-center. We then give a one-pass algorithm that computes a $(7 + \epsilon)$-approximation using a stream summary of $O(r^2 \log(1/\epsilon)/\epsilon)$ points. The algorithm maintains an efficiently-updatable summary, and runs a brute-force step when the end of the stream is reached. We can replace the brute-force step by an efficient algorithm to get a $(17 + \epsilon)$-approximation. Alternatively, using a second pass, we can (efficiently) compute a $(3 + \epsilon)$-approximation. Our algorithms assume only oracle accesses to the metric and to the matroid.

In $k$-center or matroid center, even very few rogue points can wreck up the solution, which motivates the outlier versions where we can choose up to $z$ points that our solution will not serve. McCutchen and Khuller [MK08] give a one-pass $(4 + \epsilon)$-approximation algorithm for $k$-center with $z$ outliers that uses space $O(kz \log(1/\epsilon)/\epsilon)$. Building on their ideas, we give a $(15 + \epsilon)$-approximation one-pass algorithm for matroid center with $z$ outliers, using a brute-force search through the summary as the last step, and a $(51 + \epsilon)$-approximation algorithm if we want an efficient implementation in the last step.

To the best of our knowledge, matroid center problems have not been considered in streaming. Chen, Li, Liang, and Wang [CLLW16] give an offline $3$-approximation algorithm for matroid center and a $7$-approximation algorithm for the outlier version; this approximation ratio is improved to $3$ by Harris et al. [HPST17]. These algorithms are not easily adaptable to the streaming setting if we are allowed only one pass, though, our two-pass algorithm for matroid center may be thought of as running multiple copies of Chen et al.’s $3$-approximation algorithm. We mention that optimization problems over matroid or related constraints have been studied before in streaming [BV11, CK15, CGQ15].

The Doubling algorithm [CCFM97] gives an $8$-approximation for $k$-center. Guha [Guh09], using his technique of “stream-strapping”, improves this to $2+\epsilon$. We use the stream-strapping technique in this paper to reduce space-usage of our algorithms as well. Known streaming algorithms for $k$-center problems do not extend to the matroid center problems. Indeed, the gap between the space complexities of $k$-center and matroid center, exhibited by our lower bound, warrants the need for new ideas.

Techniques

At the heart of many algorithms for $k$-center is Gonzalez’s [Gon85] furthest point heuristic that gives a $2$-approximation. It first chooses an arbitrary point and adds it to the current set $C$ of centers. Then it chooses a point that is farthest from $C$ and adds it to $C$. This is repeated until $C$ has $k$ centers. Let $C^c_E$ be
the set of centers returned by this algorithm, and let \( p \) be the point that is farthest from \( C_E \). Then \( d(p, C_E) \) is the cost of the solution, whereas the set \( C_E \cup \{ p \} \) of size \( k + 1 \) acts as a certificate that an optimum solution must have cost at least \( d(p, C_E)/2 \). This can be easily implemented in streaming if we are given a “guess” \( \tau \) of \( \text{OPT} \), i.e., the cost of an optimum solution. When we see a new point \( e \) in the stream, we add it to \( C \) if \( d(e, C) > 2\tau \). Assuming that we know the aspect ratio \( \Delta \), we can do this for \( 2 \log_{1+\epsilon} \Delta \) guesses of \( \text{OPT} \) to get a \((2 + \epsilon)\)-approximation as follows. Let \( R \) be the distance between first two points in the stream. Then maintain the set \( C \) as described above for guesses \( \tau \in \{ R/\Delta, (1+\epsilon)R/\Delta, (1+\epsilon)^2R/\Delta, \ldots, R\Delta \} \). The stream-strapping technique reduces the number of active guesses to \( O(\log(1/\epsilon)/\epsilon) \).

In extending this to matroid center, the biggest challenge is deciding which point to make a center. In a solution to \( k \)-center, if we replace a point by another point that is very close to it, then the cost can change only slightly, whereas if we do the same in a solution to matroid center, the solution might just become infeasible. Therefore, if we maintain a set \( C \) as earlier, it might quickly lose its independence in the matroid. The idea is to store, for each of the at most \( r \) points \( c \in C \), a maximal independent set \( I_c \) of points close to \( c \); here, by close we mean close in terms of the guess \( \tau \). This way, we store at most \( r^2 \) points. Storing a maximal independent set for each point in \( C \) may seem wasteful, but our lower bound shows that it is necessary. Our first algorithmic insight is to show that this idea works for a correct guess. We show that if each optimum center \( s \) is in the span of an independent set \( I_c \) for a \( c \) that is close to \( s \), then we can recover an independent set of small cost from the summary \( \bigcup_{c \in C} I_c \). And as our second insight, we show how to extend the stream-strapping approach to reduce the number of active guesses, which helps us reduce the space usage. These ideas naturally combine with those of McCutchen and Khuller [MK08] and help us design an algorithm for matroid center with \( z \) outliers, but it is nontrivial to prove that the combination of these ideas works.

**Knapsack center**  In the knapsack center problem, each point \( e \) has a non-negative weight \( w(e) \), and the goal is to select a set \( C \) of centers that minimizes the maximum distance between a point and its nearest center subject to the constraint that \( \sum_{e \in C} w(e) \leq B \), where \( B \) is the budget. The \( k \)-center problem is a special case with unit weights and \( B = k \). In the streaming setting, our algorithms for matroid center and matroid center with outliers can be extended to get constant approximations using space proportional to the size of a largest feasible set, i.e., \( \max \{|S| : \sum_{e \in S} w(e) \leq B \} \). As described earlier, we maintain a set \( C \) of potential centers using the guess \( \tau \), and for each potential center \( c \), we also maintain a smallest weight point, say \( s_c \), in its vicinity. Then, in the end, the summary \( \{s_c : c \in C\} \) contains a good solution. This idea works because replacing a center by a nearby point with a smaller weight does not affect the feasibility in the knapsack setting (which could destroy independence in the matroid setting).

**Related Work**

The \( k \)-center problem was considered in the ’60s [Hak64, Hak65]. It is NP-hard to achieve a factor of better than 2 [HN79], and polynomial-time 2-approximation algorithms exist [Gon85, HS85]. As mentioned earlier, Chen et al. [CLLW16] give a 3-approximation algorithm for matroid center and a 7-approximation algorithm for the outlier version, and this approximation ratio is improved to 3 by Harris et al. [HPST17]. Motivated by applications in content distribution networks, the matroid median problem is considered [HKK10, KKN11] as well. The problem of \( k \)-center with outliers was first studied by Charikar et al. [CKMN01] who gave a 3-approximation algorithm. The approximation ratio was recently improved to 2 by Chakrabarty et al. [CGK16]. We mention the work of Lattanzi et al. [LLMR15] that considers hierarchical \( k \)-center with outliers.

For knapsack center, a 3-approximation was given by Hochbaum and Shmoys [HS86]. For the outlier version of knapsack center, very recently, Chakrabarty and Negahbani [CN18] gave the first non-trivial approximation (a 3-approximation).
Streaming  Charikar et al. [COP03] and Guha et al. [GMM+03] consider $k$-median with and without outliers in streaming. Guha [Guh09] gives a $(2 + \varepsilon)$-approximation one-pass algorithm for $k$-center that uses $O(k \log (1/\varepsilon)/\varepsilon)$ space, and McCutchen and Khuller [MK08] give a $(4 + \varepsilon)$-approximation one-pass algorithm for $k$-center with $z$ outliers that uses $O(kz \log (1/\varepsilon)/\varepsilon)$ space. The special cases of 1-center (or, the minimum enclosing ball problem) and 2-center in euclidean spaces have been considered [ZM09, KA15, HZ17] and better approximation ratios than the general $k$-center problem are known in streaming. Correlation clustering is studied in streaming by Ahn et al. [ACG+15]. Cohen-Addad et al. [CASS16] give streaming algorithms for $k$-center in the sliding windows model, where we want to maintain a solution for only some number of the most recent points in the stream. Guha [Guh09] also gives a space lower bound of $\Omega(n)$ for one-pass algorithms that give a better than 2 approximation for (even the special case of) 1-center by a simple reduction from INDEX, where $n$ is the number of points.

$k$-center in different models  Chan et al. [CGS18] consider $k$-center in the fully dynamic adversarial setting, where points can be added or deleted from the input, and the goal is to always maintain a solution by processing the input updates quickly. Malkomes et al. [MKC+15] study distributed $k$-center with outliers.

Organization of the Paper

We define the model and the problems in Section 2. Section 3 is on the lower bound. In Section 4, we give our important algorithmic ideas and discuss our algorithm for matroid center, and then in Section 5, we discuss the outlier version. In Section 6, we give the improved space bounds.

2  Preliminaries

A matroid $\mathcal{M}$ is a pair $(E, \mathcal{I})$, where $E$ is a finite set and is called the ground set of the matroid, and $\mathcal{I}$ is a collection of subsets of $E$ that satisfies the following axioms:

1. $\emptyset \in \mathcal{I}$,
2. if $J \in \mathcal{I}$ and $I \subseteq J$, then $I \in \mathcal{I}$, and
3. if $I, J \in \mathcal{I}$ and $|I| < |J|$, then there exists $e \in J \setminus I$ such that $I \cup \{e\} \in \mathcal{I}$.

If a set $A \subseteq E$ is in $\mathcal{I}$, then it is called an independent set of the matroid $\mathcal{M}$, otherwise it is called a dependent set. A singleton dependent set is called a loop. Rank of a set $A$, denoted by rank($A$), is the size of a maximal independent set within $A$; note that rank is a well-defined function because of the third axiom, which is called the exchange axiom. Clearly, for $A \subseteq B$, rank($A$) $\leq$ rank($B$). Rank of a matroid is the size of a maximal independent set within $E$. Span of a set $A$, denoted by span($A$), is the largest set that contains $A$ and has the same rank as $A$ (it can be shown that such a set is unique). We will also use submodularity of the rank function, i.e., for $A, B \subseteq E$,

$$\text{rank}(A \cup B) + \text{rank}(A \cap B) \leq \text{rank}(A) + \text{rank}(B). \quad (1)$$

A matroid $(E, \mathcal{I})$ is a partition matroid if there exists a partition $\{E_1, E_2, \ldots, E_p\}$ of $E$ and nonnegative integers $\ell_1, \ell_2, \ldots, \ell_p$, such that $\mathcal{I} = \{A \subseteq E : \forall i \in [p], |A \cap E_i| \leq \ell_i\}$. We say that $\ell_i$ is the capacity of part $E_i$. Observe that the rank the matroid is $\sum_{i=1}^{p} \ell_i$.

A metric $d$ over $E$ is a (distance) function $d : E \times E \rightarrow \mathbb{R}_+$ that satisfies the following properties for all $e_1, e_2, e_3 \in E$:
1. \(d(e_1, e_2) = 0\) if and only if \(e_1 = e_2\).
2. \(d(e_1, e_2) = d(e_2, e_1)\), and
3. \(d(e_1, e_3) \leq d(e_1, e_2) + d(e_2, e_3)\); this property is called the \textit{triangle inequality}.

We sometimes call elements in \(E\) points. For a point \(e\) and a positive number \(a\), the closed ball of radius \(a\) around \(e\), denoted by \(\mathcal{B}(e, a)\), is the set \(\{x \in E : d(e, x) \leq a\}\). We overload \(d\) by defining \(d(e, A) := \min_{x \in A} d(e, x)\) for \(e \in E\) and \(A \subseteq E\). The aspect ratio \(\Delta\) of a metric is the ratio of the largest distance to the smallest in the metric, i.e., \(\max_{x,y} d(x,y)/\min_{x,y} d(x,y)\).

The input for the matroid center problem is a matroid \(M = (E,I)\) of rank \(r\) and a metric \(d\) over \(E\). The goal is to output an independent set \(S\) such that its cost \(\max_{e \in E} d(e,S)\) is minimized. We are interested in algorithms that assume oracle (or black-box) accesses to the matroid and the metric. The algorithm can ask the matroid oracle whether a set is independent or not, and it can ask the metric oracle (or distance oracle) what the distance between given two points is. In the streaming model, elements of \(E\) arrive one by one, and we want to design an algorithm that uses small (sublinear in the input) space. The algorithm can query the oracles only for the points that have arrived so far in the stream.

The input for matroid center with \(z\) outliers is also a matroid \(M = (E,I)\) and a metric \(d\) over \(E\), but the goal is to output an independent set whose cost is computed with respect to \(|E| - z\) closest points. Formally, cost of a set \(S\) is \(\min\{a \in \mathbb{R}_+ : |E \setminus (\bigcup_{s \in S} \mathcal{B}(s, a))| \leq z\}\).

We denote by \(\text{OPT}\) the cost of an optimum solution of the instance in the context.

### 3 Space Lower Bound for One Pass Matroid Center

We show that \(\Omega(r^2)\) space is required to achieve better than \(\Delta\)-approximation for a one-pass algorithm for matroid center. We reduce from the communication problem of \textsc{index}. This reduction is based on the simple reduction for the maximum-matching-size problem: see Figure 1. In \textsc{index}_{\mathbb{N}}, Alice holds an \(N\)-bit string and Bob holds an index \(I \in [N]\); Alice sends a message to Bob, who has to determine the bit at position \(I\). It is known that Alice has to send a message of size at least \((1 - H_2(3/4))N \geq 2N/11\) for Bob to output correctly with a success probability of 3/4, where \(H_2\) is the binary entropy function.

### Reduction from \textsc{index} to Partition-Matroid Center

We prove the following theorem.

**Theorem 1.** Any one-pass algorithm for partition-matroid center that outputs a better than \(\Delta\)-approximation with probability at least 3/4 must use at least \(r^2/24\) bits of space.

**Proof.** Assume, towards a contradiction, that there exists a one-pass algorithm for partition-matroid center that outputs a better than \(\Delta\)-approximation using at most \(r^2/24\) bits of space. Then we use it to solve the \textsc{index} problem. Given an input for \textsc{index}, Alice and Bob first construct a bipartite graph \(G\) just as described in Figure 1. Then they construct a partition-matroid center instance based on \(G\). Before formalizing the construction, we emphasize that the metric does not correspond to the graph metric given by \(G\), but each edge in \(G\) will become a point in the metric. The vertex set they use is union of four sets \(C_A, V_A, C_B, V_B\), each of size \(q\), and \(C_B, V_B\), each of size \(q - 1\). Alice constructs a subset of edges between \(C_A\) and \(V_A\) based on her \(N\)-bit string, so we use \(N = q^2\). We say that these edges are owned by Alice. If the index that Bob holds corresponds to an edge \(\{u,v\}\) with \(u \in C_A\) and \(v \in V_A\), he adds a perfect matching \(M\) between \(C_A \setminus \{u\}\) and \(V_B\) and a perfect matching \(M'\) between \(V_A \setminus \{v\}\) and \(C_B\). The edges in \(M \cup M'\) are owned by Bob.

To each \(u \in C_A \cup C_B\), we associate a cluster \(C(u)\) of at most \(q\) points in the metric that we will construct, and to each \(v \in V_A \cup V_B\), we associate a part \(P(v)\) in the partition matroid with capacity 1. Thus, rank
of the matroid \( r = 2q - 1 \) because \(|V_A \cup V_B| = 2q - 1\). By our design, no two clusters will intersect and no two parts will intersect, i.e., \( C(u) \cap C(u') = \emptyset \) for \( u \neq u' \), and \( P(v) \cap P(v') = \emptyset \) for \( v \neq v' \). The metric is as follows. Any two points in the same cluster are a unit distance apart and any two points in two different clusters are distance \( \Delta \) apart. This trivially forms a metric, because the clusters are disjoint. For each \( u \in C_A \), Bob adds a point \( p(u) \) in the cluster \( C(u) \), so that it is nonempty. Add \( P' := \{ p(u) : u \in C_A \} \) as a part in the partition matroid with capacity 0, so no \( p(u) \) can be a center. For each edge \( \{u, v\} \) in \( G \) with \( u \in C_A \cup C_B \) and \( v \in V_A \cup V_B \), whoever owns that edge adds a point \( p(\{u, v\}) \) that goes in cluster \( C(u) \) and partition \( P(v) \). Now, Alice runs the partition-matroid center algorithm on the points she constructed. She can do this because she knows the metric and the part identity of each point, so she can simulate the distance and matroid oracles. Note that if the algorithm expects an explicit description of the partition matroid, Alice can also send along with each point the identity of the part to which it belongs and the capacity of the part (which is always 1 for her points). She then sends the memory contents to Bob, who continues running the algorithm on his points and computes the cost of the output. We note that Bob can also simulate the distance and matroid oracles. Any point he does not own corresponds to a red edge, and using the identity of that edge, he can figure out the part and cluster to which the point belongs.

Now we prove the correctness of the reduction. Say Bob holds the index corresponding to the edge \( \{u, v\} \), where \( u \in C_A \) and \( v \in V_A \). If the index is 1, then \( \{u, v\} \) exists in the graph, then opening centers at points corresponding to edges in \( M \cup M' \cup \{u, v\} \) satisfies the partition matroid constraint and also for each \( u \in C_A \cup C_B \), we have a center opened in \( C(u) \), so the cost is 1. Let the index be 0. We want to show that there is no independent set of cost less than \( \Delta \). For a contradiction, assume there is such an independent set. Now, recall that \( p(u) \) cannot be a center, so it has to be served by some center in \( C(u) \), otherwise the cost will be \( \Delta \). Let \( p(u) \) be served by some \( p(\{u, v'\}) \) for \( v' \neq v \). Then \( p(\{v', w\}) \), where \( \{v', w\} \in M' \), cannot be a center, because both \( p(\{u, v'\}) \) and \( p(\{v', w\}) \) belong to the part \( P(v') \) with capacity 1. The point \( p(\{v', w\}) \) is the lone point in its cluster, and since it cannot be a center, the cost is \( \Delta \). If the algorithm is better than \( \Delta \)-approximation, then Bob can distinguish between these two cases, and thus, solve INDEX\(_N\) using communication at most \( r^2/24 \leq 4q^2/24 = N/6 \) bits, which is a contradiction.  

After seeing the lower bound, a remark is in order. The difficulty in designing an algorithm is as
follows. Even if we know that one center must lie in a ball of small radius centered at a known point, we
do not know which points in that ball to store so as to recover an independent set of the matroid.

4 Matroid Center

Our algorithm for matroid center can be seen as a generalization of Guha’s algorithm [Guh09] for k-center,
which is based on the furthest point heuristic due to Gonzalez [Gon85]. We first quickly describe Guha’s
algorithm. Given an upper bound \( \tau \) on the optimum cost, the algorithm stores a set \( C \) of up to \( k \) pivots
such that distance between any two pivots is more than \( 2 \tau \). When the algorithm sees a new point \( e \) in the
stream such that distance between \( e \) and any pivot is more than \( 2 \tau \), it makes \( e \) a pivot. The size of \( C \) cannot
exceed \( k \) in this way, because \( \tau \) is an upper bound on the optimum cost, so no two pivots are served by a
single optimum center. Also, any other point is within distance \( 2 \tau \) of some pivot. In the end, the algorithm
designates all pivots as centers. In generalizing this to matroid center, one obvious issue is that the set \( C \)
of pivots constructed as above may not be an independent set for the given general matroid\(^1\). What we
do know is that there has to be an optimum center within distance \( \tau \) of each pivot. Formally, for \( c \in C \),
there exists \( s_c \) such that \( d(c,s_c) \leq \tau \) and \( \{s_c : c \in C\} \) is an independent set. For each pivot \( c \), we maintain
an independent set \( I_c \) of nearby points. We prove that it is enough to have each \( s_c \) be spanned by some \( I_c \)
to get a good solution within \( \bigcup_{c \in C} I_c \). Algorithm 1 gives a formal description.

Note that in Algorithm 1 if we try to add \( e \) to \( I_c \) under the condition that \( d(e,c) \leq \tau \), then we may
miss spanning some \( s_c \). This will happen if \( d(s_c,C) \in (\tau,2\tau] \), where \( C \) is the set of pivots when \( s_c \) arrived.
Using the condition \( d(e,c) \leq \tau \) works if each \( s_c \) arrives after \( c \) though (we use it in the second pass of our
two-pass algorithm).

Algorithm 1 One pass algorithm for matroid center.

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1: function MatroidCenter(\( \tau \),flag)
2:   Initialize pivot-set \( C \) \( \leftarrow \) \( \emptyset \).
3:   for each point \( e \) in the stream do
4:     if there is a pivot \( c \in C \) such that \( d(e,c) \leq 2\tau \) (pick arbitrary such \( c \)) then
5:       if \( I_c \cup \{e\} \) is independent then
6:         \( I_c \) \( \leftarrow \) \( I_c \cup \{e\} \).
7:       else if \( |C| = r \) then \# We cannot have more pivots than the rank.
8:         Abort. \# Because \( C \cup \{e\} \) acts as a certificate that the guess is incorrect.
9:       else
10:          \( C \) \( \leftarrow \) \( C \cup \{e\} \). \# Make \( e \) a pivot.
11:          if \( \{e\} \) is not a loop, \( I_c \) \( \leftarrow \) \( \{e\} \), else \( I_c \) \( \leftarrow \) \( \emptyset \).
12:     if flag = "brute force" then
13:       Find an independent set \( C' \) in \( \bigcup_{c \in C} I_c \) such that \( d(c,C'_c) \leq 5\tau \) for \( c \in C \).
14:       If such \( C' \) does not exist, then abort, else return \( C' \).
15: return EfficientMatroidCenter(\( 5\tau \), \( C \), \( \langle I_c \rangle_{c \in C} \), \( M \)) (given in Algorithm 6 in Appendix A).
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First, we quickly bound the space usage.

Lemma 2. In any call to MatroidCenter, we store at most \( r^2 \) points.

Proof. The check on Line 7 ensures that \( |C| \leq r \). For each pivot \( c \), size of its independent set \( I_c \) is at most \( r \), hence total number of points stored is at most \( r^2 \).

\(^1\)This is precisely why we call points in \( C \) "pivots" rather than "centers" in this paper.
Consider a call to MatroidCenter with \( \tau \geq \OPT \). Let \( C_E \) be the set of pivots at the end of the stream. As alluded to earlier, for an optimum independent set \( I^* \), the following holds: for each \( c \in C_E \), there exists \( s_c \in I^* \) such that \( d(c, s_c) \leq \tau \), and also \( s_c \neq s_{c'} \) for \( c 
eq c' \), because \( d(c, c') > 2\tau \). Now, we prove the following structural lemma that we need later.

Lemma 3. Let \( I_1, \ldots, I_t \) and \( S = \{s_1, \ldots, s_u\} \) be independent sets of a matroid such that there is an onto function \( f : [u] \rightarrow [t] \) with the property that \( s_i \) is in the span of \( I(f(i)) \) for \( i \in [u] \). Then there exists an independent set \( B \) such that \( |B \cap I(j)| \geq 1 \) for \( j \in [t] \).

Proof. For each \( \ell \in \{0, 1, \ldots, u\} \), we construct an independent set \( S_\ell \) such that \( |S_\ell| = u \), \( |S_\ell \cap I(f(j))| \geq 1 \) for \( j \leq \ell \), and \( s_{\ell+1}, \ldots, s_u \in S_\ell \), then \( S_u \) is our desired set \( B \). Start with \( S_0 = S \), and assume that we have constructed \( S_0, S_1, \ldots, S_{\ell-1} \). If \( s_\ell \in I(f(\ell)) \), we are done, so let \( s_\ell \notin I(f(\ell)) \), then we claim that \( \text{rank}(S_{\ell-1} \setminus \{s_\ell\}) \cup I(f(\ell)) \geq u \). To see this, observe that \( \text{rank}(S_{\ell-1}) = u \), so by monotonicity of the rank function, \( \text{rank}(S_{\ell-1} \cup I(f(\ell))) \geq u \), but \( s_\ell \in \text{span}(I(f(\ell))) \), so removing \( s_\ell \) from \( S_{\ell-1} \cup I(f(\ell)) \) would not reduce its rank. We now give a formal argument for completeness. We have \( I(f(\ell)) \cup \{s_\ell\} \cup ((S_{\ell-1} \setminus \{s_\ell\}) \cup I(f(\ell))) = S_{\ell-1} \cup I(f(\ell)) \), and \( (I(f(\ell)) \cup \{s_\ell\}) \cap (S_{\ell-1} \setminus \{s_\ell\}) \cup I(f(\ell)) = I(f(\ell)) \). By submodularity of the rank function (see (1) in Section 2), we have

\[
\text{rank}(S_{\ell-1} \cup I(f(\ell))) + \text{rank}(I(f(\ell))) \leq \text{rank}(I(f(\ell)) \cup \{s_\ell\}) + \text{rank}((S_{\ell-1} \setminus \{s_\ell\}) \cup I(f(\ell))).
\]

Let \( q = \text{rank}(I(f(\ell))) \). Since \( s_\ell \in \text{span}(I(f(\ell))) \), we have \( \text{rank}(I(f(\ell)) \cup \{s_\ell\}) = q \) and the above inequality gives

\[
u + q \leq q + \text{rank}((S_{\ell-1} \setminus \{s_\ell\}) \cup I(f(\ell))),
\]

which proves the claim. Now, \( \text{rank}(S_{\ell-1} \setminus \{s_\ell\}) = u - 1 < \text{rank}((S_{\ell-1} \setminus \{s_\ell\}) \cup I(f(\ell))) \), therefore there exists \( a \in I(f(\ell)) \) such that \( S_\ell := (S_{\ell-1} \setminus \{s_\ell\}) \cup \{a\} \) is independent by the exchange axiom. \( \square \)

Lemma 4 (Small stream summary for matroid center). Consider a call to MatroidCenter with \( \tau \geq \OPT \). Then there exists an independent set \( B \subseteq \bigcup_{c \in C_E} I_c \) such that \( d(e, B) \leq 7\tau \) for any point \( e \) and \( d(c, B) \leq 5\tau \) for any pivot \( c \in C_E \).

Proof. For \( c \in C_E \), denote by \( s_c \) the optimum center that serves it, so \( d(c, s_c) \leq \tau \). Let \( c' \in C_E \) be such that we tried to add \( s_c \) to \( I_c' \) either on Line 6 or on Line 11; note that \( c' \) may not be the same as \( c \) if we added it on Line 6. For an \( x \in I^* \), let \( a(x) \in C_E \) denote the pivot whose independent set \( I_a(x) \) we tried to add \( x \) to. Either we succeeded, in which case \( x \in I_a(x) \), or we failed, in which case \( x \notin \text{span}(I_a(x)) \). In any case, by Lemma 3, for \( A := \{I_a(x) : x \in I^*\} \) there exists an independent set \( B \) such that \( |I \cap B| \geq 1 \) for all \( I \in A \).

Now, we will bound the cost of \( B \). See Figure 2. Consider any point \( e \) in the stream. Let

- \( c(e) \in C_E \) be such that \( d(e, c(e)) \leq 2\tau \),
- \( s_{c(e)} \) be the optimum center that serves \( c(e) \), so \( d(c(e), s_{c(e)}) \leq \tau \),
- \( a(s_{c(e)}) \in C_E \) be the pivot whose independent set we tried to add \( s_{c(e)} \) to, so \( d(s_{c(e)}, a(s_{c(e)})) \leq 2\tau \),
- \( c'(e) \) be an arbitrary point in \( I_{a(s_{c(e)})} \cap B \), so \( d(a(s_{c(e)}), c'(e)) \leq 2\tau \) because \( c'(e) \in I_{a(s_{c(e)})} \).

Then by triangle inequality,

\[
d(e, B) \leq d(e, c'(e)) \leq d(e, c(e)) + d(c(e), s_{c(e)}) + d(s_{c(e)}, a(s_{c(e)})) + d(a(s_{c(e)}), c'(e)) \leq 2\tau + \tau + 2\tau + 2\tau = 7\tau,
\]

which proves the first part of the lemma.

For any \( c \in C_E \), we can bound \( d(c, B) \) in a similar way. Let \( s_c \) be the optimum center that serves \( c \), and similarly define \( a(s_c) \) to be the pivot such that \( d(s_c, a(s_c)) \leq 2\tau \). Also, let \( c' \) be the point in \( B \) such that \( d(a(s_c), c') \leq 2\tau \). This gives that \( d(c, B) \leq d(c, c') \leq 5\tau \). \( \square \)
Before proving our main theorem, we need the following guarantee on the efficient offline 3-approximation algorithm denoted by EfficientMatroidCenter. This algorithm is based on the offline algorithm for matroid center by Chen et al. [CLLW16]. We give it as input $\alpha = 5\tau$, the set $C_E$ of pivots, their independent sets $(I_c)_{c \in C_E}$, and the underlying matroid $M$ with the promise on the input that there is an independent set $B \subseteq \bigcup_{c \in C_E} I_c$ such that for $c \in C_E$, it holds that $d(c, B) \leq 5\tau = \alpha$.

**Theorem 5.** If EfficientMatroidCenter does not fail, then it outputs a set $C'$ such that $d(c, C') \leq 3\alpha$ for each $c \in C_E$. If the input promise holds, then EfficientMatroidCenter does not fail.

*Proof.* This theorem is proved as Theorem 19 in the appendix. See Appendix A. 

Now we prove the main result.

**Theorem 6.** There is an efficient $(17 + \varepsilon)$-approximation one-pass algorithm for matroid center that stores at most $r^2 \log(1 + \varepsilon/17)\Delta$ points. With a brute force algorithm, one can get a $(7 + \varepsilon)$-approximation.

*Proof.* The algorithm is as follows. Let $\delta$ be the distance between first two points. Then for $2\log_{1 + \varepsilon/17} \Delta$ guesses $\tau$ of OPT starting from $\delta/\Delta$ to $\delta\Delta$, we run MatroidCenter($\tau$, flag). We return the set of centers returned by the instance corresponding to the smallest guess $\tau$. Lemma 2 gives the desired space bound.

**Case 1.** flag = "brute force".

Suppose the algorithm returned $C'_B$. Lemma 4 guarantees that for $\tau \in [\text{OPT}, (1 + \varepsilon/17)\text{OPT})$, the algorithm will not abort. Then, by the check on Line 14, cost of $C'_B$ is at most $7\tau \leq (7 + \varepsilon)\text{OPT}$.

**Case 2.** flag = "efficient algorithm".

Let the algorithm returned $C'$. Theorem 5 guarantees that for $\tau \in [\text{OPT}, (1 + \varepsilon/17)\text{OPT})$, the algorithm will not abort. By Theorem 5 for any $c \in C_E$, we have $d(c, C') \leq 15\tau$. Since we forget only the points within distance $2\tau$ of $C_E$, we get that for any point $e$ in the stream, $d(e, C') \leq 17\tau \leq (17 + \varepsilon)\text{OPT}$. 

We make three remarks before seeing our two-pass algorithm.

**Remark.** We do need to know the rank of the matroid (or an upper bound), otherwise we cannot control the space usage. The instances run using a very small guess may store a very large number of pivots without the check on Line 7.

**Remark.** We can decrease the space usage to $O(r^2 \log(1/\varepsilon)/\varepsilon)$ using the parallelization ideas of Guha [Guh09]. To make the ideas work, we do need some properties of matroids. We give the details in Section 6.

**Remark.** By running $\binom{|E|}{2}$ guesses, EfficientMatroidCenter can be used to get an offline 3-approximation algorithm for a more general version of matroid center, where the cost is computed with respect to a subset $C_E$ of $E$ and any point in $E$ can be a center.
4.1 Extension to Knapsack Center

Recall that in the knapsack center problem, each point \( e \) has a non-negative weight \( w(e) \), and the goal is to select a set \( C \) of centers that minimizes the maximum distance between a point and its nearest center subject to the constraint that \( \sum_{e \in C} w(e) \leq B \), where \( B \) is the budget. We modify Algorithm 1 slightly to give an algorithm for knapsack center using space \( r \) factor smaller, where, in this case, \( r \) is the size of a largest feasible set. We make sure that all \( I_c \) variables are singletons, so the algorithm stores at most \( r \) points. Instead of the if condition on Line 5, we replace the point \( x \) in \( I_c \) by \( e \) if \( w(x) > w(e) \). This idea works because replacing a point by a nearby point with a smaller weight does not affect the feasibility in the knapsack setting (which could destroy independence in the matroid setting). Let \( C_E \) be the set of pivots at the end of the stream. By almost the same argument as in the proof of Lemma 4, we get the following.

**Lemma 7.** Let \( \tau \geq \text{OPT} \). Then there exists a feasible set \( K \subseteq \bigcup_{c \in C_E} I_c \) such that \( d(e, K) \leq 7\tau \) for any point \( e \) and \( d(c, K) \leq 5\tau \) for any pivot \( c \in C_E \).

For the efficient version, we then use the 3-approximation algorithm by Hochbaum and Shmoys [HS86].

**Theorem 8.** There is an efficient \((17 + \varepsilon)\)-approximation one-pass algorithm for knapsack center that stores at most \( r \log_{1+\varepsilon/17} \Delta \) points, where \( r \) is the size of a largest feasible set. With a brute force algorithm, one can get a \((7 + \varepsilon)\)-approximation.

4.2 An Efficient Two Pass Algorithm

This algorithm is a streaming two-pass simulation of the offline 3-approximation algorithm of Chen et al. [CLLW16] for matroid center. We describe the algorithm and give the analysis below.

In our one-pass algorithm, i.e. Algorithm 1, say we are promised that for any pivot \( c \), the optimum center that serves it appears after \( c \). Then it is enough to try to add \( e \) to \( I_c \) whenever \( d(e, c) \leq \tau \); we call this a modified check. Let \( C_E \) be the set of pivots in the end, then \( (I_c)_{c \in C_E} \) form a partition such that if we pick one point from each \( I_c \) to get set \( B \), we can serve each point in \( C_E \) using \( B \) with cost at most \( \tau \). With the modified check, for \( c, c' \in C_E \) such that \( c \neq c' \), the optimum points \( s_c \) and \( s_{c'} \) that serve them are also different because \( d(c, c') > 2\tau \). Now, \( s_c \in \text{span}(I_c) \) due to the promise that \( s_c \) arrives after \( c \), and Lemma 3 gives us the required independent set \( B \). We then define a partition matroid \( M_C \) with partition \( (I_c)_{c \in C_E} \) and capacities 1 and solve the matroid intersection problem on \( M_C \) and \( M \) restricted to \( \bigcup_{c \in C_E} I_c \) and get the output \( C' \). Existence of \( B \) guarantees that \( |C'| = |C_E| \), thus we are able to serve all points in \( C_E \) at a cost of \( \tau \). Since the points we forget are within distance \( 2\tau \) of \( C_E \), our total cost is at most \( 3\tau \) by triangle inequality. We can get rid of the assumption that \( s_c \) arrives after \( c \) by having a second pass through the stream. We give a formal description in Algorithm 2.

As in the one-pass algorithm, we run \( 2 \log_{1+\varepsilon/3} \Delta \) guesses \( \tau \) of \( \text{OPT} \). We return the set of centers returned by the instance corresponding to the smallest guess. For \( \tau \in [\text{OPT}, (1 + \varepsilon/3) \text{OPT}] \), the algorithm will not abort due to existence of the independent set \( B \) (which we argued earlier). This gives us the following theorem.

**Theorem 9.** There is an efficient \((3 + \varepsilon)\)-approximation two-pass algorithm for matroid center that stores at most \( r^2 \log_{1+\varepsilon/3} \Delta \) points.

5 Matroid Center with Outliers

We first present a simplified analysis of McCutchen and Khuller’s algorithm [MK08] for \( k \)-center with \( z \) outliers. This abstracts their ideas and sets the stage for the matroid version that we will see later.
Algorithm 2 Two pass algorithm for matroid center.

1: function MatroidCenter2P(τ)
2: \( C \leftarrow \emptyset \).
3: for each point \( e \) in the stream do  
4: \text{#First pass.}
5: \quad if \( d(e, C) \geq 2\tau \) then
6: \quad \( C \leftarrow C \cup \{e\} \).
7: \quad if \( \{e\} \) is not a loop, \( I_e \leftarrow \{e\} \), else \( I_e \leftarrow \emptyset \).
8: for each point \( e \) in the stream do  
9: \text{#Second pass.}
10: \quad if \exists c \in C \text{ such that } d(e, c) \leq \tau \text{ (there can be at most one such } c) \text{ then}
11: \quad \quad \quad \text{if } I_c \cup \{e\} \text{ is independent then}
12: \quad \quad \quad \quad I_c \leftarrow I_c \cup \{e\}.
13: \quad \text{Let } M = \bigcup_{c \in C} I_c, I_C \text{ be a partition matroid with partition } \{I_c : c \in C\} \text{ and capacities 1.}
14: \quad \text{Let } M' \text{ be the matroid } M \text{ restricted to } \bigcup_{c \in C} I_c.
15: \quad C' \leftarrow \text{Matroid-Intersection}(M_C, M')
16: \quad \text{if } |C'| < |C| \text{ then}
17: \quad \quad \text{Return fail with } C \text{ as certificate.}
18: \quad \text{Return } C'.

5.1 McCutchen and Khuller’s Algorithm

As usual, we start with a guess \( \tau \) for the optimum cost. The algorithm maintains a set \( C \) of pivots such that \( |B(c, 2\tau)| \geq z + 1 \) for any \( c \in C \), so the optimum has to serve at least one of these nearby points. (Recall that \( B(e, \alpha) = \{x \in E : d(e, x) \leq \alpha\}. \) When a new point arrives, it is ignored if it is within distance \( 4\tau \) of \( C \). Otherwise it is added to the set \( F \) of “free” points. As soon as the size of \( F \) reaches \( (k - |C| + 1)z + 1 \), we know for sure that, for a correct guess, the optimum will have to serve the free points with at most \( k - |C| \) clusters, and one of those clusters will have more than \( z \) points by the generalized pigeonhole principle. Hence, there must exist a free point that has at least \( z \) other points within distance \( 2\tau \) in \( F \), because its cluster diameter is at most \( 2\tau \). This gives us a new pivot \( c \in F \) with its support points. We remove those points in \( F \) that are within distance \( 4\tau \) of \( c \) and continue to the next element in the stream. In the end, we will be left with at most \( (k - |C| + 1)z \) free points, and they are served by at most \( k - |C| \) optimum centers.

On these remaining free points, we run an offline \( 2 \)-approximation algorithm for \((k - |C|)\)-center with \( z \) outliers, e.g., that of Chakrabarty et al. [CGK16]. Algorithm 3 gives a formal description. We note that we do not need the sets \( A_c \) for \( c \in C \) in the algorithm, but we need them in the analysis.

Let us bound the space usage first. The variable \( C \) contains at most \( k \) pivots, otherwise we abort on Line 15, and Lines 9 and 11 make sure that the variable \( F \) contains at most \( (k + 1)z + 1 \) points. In total, we store at most \( (k + 1)z + 1 \) points at any moment.

Lemma 10. For \( \tau \geq \text{OPT} \), \( k\text{-center-}z\text{-outliers}(\tau) \) stores at most \( (k + 1)z + 1 \) points, and the cost of \( C' \) returned by \( k\text{-center-}z\text{-outliers}(\tau) \) is at most \( 4\tau \).

Proof. Let \( C_E \) be the set of pivots and \( F_E \) be the set of free points when the stream ended, and let \(|C_E| = \ell_E\). We claim that for any \( c \neq c' \), where \( c, c' \in C_E, e \in A_c, \) and \( e' \in A_{c'} \), we have \( d(e, e') > 2\tau \). We now prove this claim. Assume without loss of generality that \( c \) was made a pivot before \( c' \) by the algorithm. So points within distance \( 4\tau \) of \( c \) were removed from \( F \). Any point that existed in \( F \) after this removal, in particular \( e' \), must be farther than \( 4\tau \) from \( c \). This implies that

\[ 4\tau < d(c, e') \leq d(c, e) + d(e, e') \quad \text{and} \quad d(e, e') > 2\tau, \]

because \( d(c, e) \leq 2\tau \). Now, we know that for \( c \in C_E \), there exists \( x_c \in A_c \) that has to be served by an optimum center, say \( s_c \), because \(|A_c| > z \), so not all of the points in \( A_c \) can be outliers. By the earlier claim,
Algorithm 3 McCutchen and Khuller’s algorithm [MK08] for $k$-center with $z$ outliers.

1: function $k$-center-$z$-outliers$(\tau)$
2: Pivot-set $C \leftarrow \emptyset$, free-point set $F \leftarrow \emptyset$, and $\ell \leftarrow 0$.
3: for each point $e$ in the stream do
4:  if $d(e, C) > 4\tau$ then
5:   $F \leftarrow F \cup \{e\}$.
6:  if $|F| = (k - \ell + 1)z + 1$ then  # there is a new pivot among the free points;
7:    Let $c \in F$ be such that $|B(c, 2\tau) \cap F| \geq z + 1$  # such $c$ will exist for a correct guess.
8:    if such $c$ does not exist then
9:      Abort.
10:   $C \leftarrow C \cup \{c\}$.
11:  if $\ell = k + 1$ then  # guess is wrong.
12:    Abort.
13:  $F \leftarrow F \setminus B(c, 4\tau)$.
14:  $A_c \leftarrow \{c\} \cup$ arbitrary subset of $B(c, 2\tau) \setminus \{c\}$ of size $z$.
15:  $\ell \leftarrow \ell + 1$.
16:  $C_\ell \leftarrow 2$-approximation for $(k - \ell)$-center with $z$ outliers on $F$ by an efficient offline algorithm.
17: return $C' \leftarrow C \cup C_\ell$.

for $c \neq c'$, we have $d(x_c, x_{c'}) > 2\tau$ implying that $s_c \neq s_{c'}$ and $\ell_E \leq k$. Also note that none of these optimum centers can serve a point in $F_E$, because by triangle inequality

$$d(s_c, F_E) \geq d(c, F_E) - d(c, x_c) - d(x_c, s_c) > 4\tau - 2\tau - \tau = \tau$$

for $c \in C_E$. This shows that all but $z$ points in $F_E$ have to be served by at most $k - \ell_E$ optimum centers with cost at most $\tau$. For each of these optimum centers, there exists a free point in $F_E$ within distance $\tau$. So there exists a set $B_E$ of $k - \ell_E$ points in $F_E$, such that $B_E$ covers all but at most $z$ points of $F_E$ with cost $2\tau$. So a 2-approximation algorithm recovers $k - \ell_E$ centers with cost at most $4\tau$. Observing that we only forget points in the stream that are within distance $4\tau$ of some pivot in $C_E$ finishes the proof.

By running $k$-center-$z$-outliers$(\tau)$ for at most $O(\log(1/\epsilon)/\epsilon)$ geometrically-increasing active guesses, we get the $(4 + \epsilon)$-approximation algorithm for $k$-center with $z$ outliers. This analysis is based on that of McCutchen and Khuller [MK08].

5.2 Matroid Center with Outliers

It is now possible to naturally combine the ideas used for matroid center and those used for $k$-center with $z$ outliers to develop an algorithm for matroid center with $z$ outliers.

Whenever the free-point set becomes large enough, we create a pivot $c$ and an independent set $I_c$ to which we try to add all free points within distance $4\tau$ of $c$. We do the same for a new point $e$ in the stream that is within distance $4\tau$ of some pivot $c \in C$, i.e., we try to add it to $I_c$ keeping $I_c$ independent in the matroid. Otherwise $d(e, C) > 4\tau$, so we make it a free point. The structural property of matroids that we proved as Lemma 3 then enables us to show that $\bigcup_{c \in C} I_c$ and the set of free points make a good summary of the stream. See Algorithm 4 for a formal description. Here, we note that we do not need the sets $A_c$ for $c \in C$ in the algorithm if flag is set to “brute force”, but we need them in the analysis in any case.

Let $C_E$ be the set of pivots and $F_E$ be the set of free points when the stream ended, and let $|C_E| = \ell_E$. 


Algorithm 4 One-pass algorithm for matroid center with outliers.

1: function MATROID-CENTER-Z-OUTLIERS($\tau$, flag)
2: Pivot-set $C \leftarrow \emptyset$, free-point set $F \leftarrow \emptyset$, and $\ell \leftarrow 0$.
3: for each point $e$ in the stream do
4:     if \( \exists c \in C \text{ such that } d(e, c) \leq 4\tau \) then
5:         if $I_c \cup \{e\}$ is independent then
6:             $I_c \leftarrow I_c \cup \{e\}$.
7:         else
8:             $F \leftarrow F \cup \{e\}$.
9:     if $|F| = (r - \ell + 1)z + 1$ then
10:        Let $c \in F$ be such that $|B(c, 2\tau) \cap F| \geq z + 1$ (if not, we guessed wrong, so abort).
11:        $C \leftarrow C \cup \{c\}$.
12:        $A_c \leftarrow \{c\}$ if $\{c\}$ is not a loop, $I_c \leftarrow \{c\}$, else $I_c \leftarrow \emptyset$.
13:        $\ell \leftarrow \ell + 1$ (if $\ell$ becomes $r + 1$ here, we guessed wrong, so abort).
14:        for each $x \in F \cap B(c, 4\tau)$ do
15:            $F \leftarrow F \setminus \{x\}$.
16:            if $I_c \cup \{x\}$ is independent then
17:                $I_c \leftarrow I_c \cup \{x\}$.
18:            if $|A_c| \leq z$ then
19:                $A_c \leftarrow A_c \cup \{x\}$.
20:        if flag = "brute force" then
21:            Find an independent set $C_B'$ in $F \cup \bigcup_{c \in C} I_c$ by brute force such that cost of $C_B'$ is at most $11\tau$ with respect to $C$ and at most $9\tau$ with respect to all but at most $z$ points of $F$.
22:            If such $C_B'$ does not exist, abort, else return $C_B'$.
23:        if flag = "efficient" then
24:            Run the offline 3-approximation algorithm by Harris et al. [HPST17] for matroid center with $z$ outliers to get an independent set $C'$ of centers in $F \cup \bigcup_{c \in C} (A_c \cup I_c)$ such that cost of $C'$ is at most $47\tau$ with respect to $C$ and at most $45\tau$ with respect to all but all $z$ points of $F$.
25:            If such $C'$ does not exist, abort, else return $C'$.

Lemma 11 (Small summary for matroid center with outliers). For $\tau \geq \text{OPT}$, Algorithm 4 stores at most $O(r^2 + rz)$ points, and there exists an independent set $B \subseteq F_E \cup \bigcup_{c \in C_E} I_c$ such that cost of $B$ is at most $15\tau$; also $d(c, B) \leq 11\tau$ for any pivot $c \in C_E$, and $B$ covers all but at most $z$ points of $F_E$ with cost at most $9\tau$.

Proof. Let $I'$ be an optimum independent set of centers. By the same argument as in the proof of Lemma 10, the following claim is true. For any $c \neq c'$, where $c, c' \in C_E$, $e \in A_c$, and $e' \in A_{c'}$, we have $d(e, e') > 2\tau$. Now, we know that for $c \in C_E$, there exists $x_c \in A_c$ that has to be served by an optimum center, say $s_c$, because $|A_c| > z$. By the earlier claim, for $c \neq c'$, we have $d(x_c, x_{c'}) > 2\tau$ implying that $s_c \neq s_{c'}$ and $\ell_E \leq \tau$. Let $I'_{C_E} = \{s_c : c \in C_E\}$ be the set of optimum centers that serve some $x_c \in A_c$ for $c \in C_E$. None of the optimum centers in $I'_{C_E}$ can serve a point in $F_E$, because $d(s_c, F_E) > \tau$ for $c \in C_E$. This shows that all but $z$ points in $F_E$ have to be served by at most $r - \ell_E$ optimum centers with cost at most $\tau$. Since $|I'| \leq r$ for any $c$ in the variable $C$, size of $\bigcup_{c \in C} I_c$ is always bounded by $r^2$. Also, the check on the size of $F$ ensures that $|F| \leq (r + 1)z + 1$, so total number of points stored is at most $O(r^2 + rz)$ at any moment.

When we first process a new point $e$ in the stream, we either try to add it to some $I_c$ or to $F$. If $e$ is never removed from $F$, then $e \in F_E$, otherwise, we try to add it to some $I_c$. The same argument applies to any $x \in I'$, so if $x \notin F_E$, then we did try to add it to some $I_c$. For an $x \in I' \setminus F_E$, let $a(x) \in C_E$ denote the
Lemma 3. Let \( A := \{ I_a(x) : x \in I^* \setminus F_E \} \cup \{ \{ x \} : x \in I^* \cap F_E \} \), there exists an independent set \( B \) such that \( |I \cap B| \geq 1 \) for all \( I \in A \). Since for \( x \in I^* \cap F_E \) the singleton \( \{ x \} \in A \), the set \( B \) must contain \( \{ x \} \). For a free point \( e \) served by an optimum center \( s \) such that we tried to add \( s \) to some \( I_e \), we have that \( d(e, B) \leq d(e, s) + d(s, c) + d(c, B) \leq 4\tau + 4\tau = 9\tau \), which means that \( B \) serves all but \( z \) points of \( F_E \) with cost at most \( 9\tau \). Now, we claim that the copy corresponding to guess \( e \) be the pivot close to \( e \). We run \( H \) with cost at most \( 9\tau \). We just saw that if \( e \in F_E \) is served by an optimum center, then \( d(e, B) \leq 9\tau \), so assume that \( e \notin F_E \), that means there is a \( c \in C_E \) such that \( d(e, c) \leq 4\tau \); denote this \( c \) by \( c(e) \). See Figure 3. Let \( s_{c(e)} \) be the optimum center that serves an \( x_{c(e)} \in A_{c(e)} \) (recall that such a point exists because \( |A_{c(e)}| > z \)). So \( d(c(e), s_{c(e)}) \leq 3\tau \), and \( a(s_{c(e)}) \in C_E \) was the pivot such that \( d(s_{c(e)}, a(s_{c(e)})) \leq 4\tau \). Let \( c'(e) \) be an arbitrary point in \( I_{a(s_{c(e)})} \cap B \), whose existence is guaranteed by the property of \( B \). We have \( d(a(s_{c(e)}), c'(e)) \leq 4\tau \), because \( c'(e) \in I_{a(\hat{s}_{c(e)})} \). Then by triangle inequality,

\[
d(e, B) \leq d(e, c'(e)) \\
\leq d(e, c(e)) + d(c(e), x_{c(e)}) + d(x_{c(e)}, s_{c(e)}) + d(s_{c(e)}, a(s_{c(e)})) + d(a(s_{c(e)}), c'(e)) \\
\leq 4\tau + 2\tau + \tau + 4\tau + 4\tau = 15\tau,
\]

hence, cost of \( B \) is at most \( 15\tau \).

For any \( c \in C_E \), we can bound \( d(c, B) \) in a similar way. Let \( s_c \) be the optimum center that serves an \( x_c \in A_c \). Define \( a(s_c) \) to be the pivot such that \( d(s_c, a(s_c)) \leq 4\tau \). Also, let \( c' \) be the point in \( B \) such that \( d(a(s_c), c') \leq 4\tau \). This gives that \( d(c, B) \leq d(c, c') \leq 11\tau \). We already established that \( B \) covers all but at most \( z \) points of \( F_E \) with cost at most \( 9\tau \). The proof is now complete. \( \square \)

![Figure 3: To see how to bound the cost of the independent set \( B \), let \( e \) be any point in the stream, \( c(e) \in C_E \) be the pivot close to \( e \), \( x_{c(e)} \) be the point in the support \( A_{c(e)} \) of \( c(e) \) that an optimum center serves, \( s_{c(e)} \) be the optimum center that serves \( x_{c(e)} \), \( a(s_{c(e)}) \in C_E \) be the pivot close to \( s_{c(e)} \), and \( c'(e) \) be a point in \( B \) that covers \( a(s_{c(e)}) \).](image)

**Theorem 12.** There is an efficient \((51 + \varepsilon)\)-approximation one-pass algorithm for matroid center with \( z \) outliers that uses space \( O((r^2 + rz)\log N/\varepsilon) \). With a brute force algorithm, one can get a \((15 + \varepsilon)\)-approximation.

**Proof.** We run \( O(\log N/\varepsilon) \) parallel copies of \textsc{matroid-center-z-outliers}(\( r \), flag) and return the output of the copy for the smallest un aborted guess. We claim that the copy corresponding to guess \( \tau' \in [\text{OPT}, (1 + \)
Lemma 11, \( F_E \cup \bigcup_{c \in C_E} I_c \) contains a solution that has cost \( 11 \tau' \) with respect to all but at most \( z \) of \( F_E \). These checks can be performed by the brute force algorithm. Since any instance for guess \( \tau \) forgets only those points within distance \( 4\tau' \) of its pivots, the brute force algorithm outputs a \((15 + \varepsilon)\)-approximation.

By Lemma 11, there exists a solution of cost at most \( 15\tau' \), and the efficient 3-approximation algorithm for matroid center with \( z \) outliers will return a solution \( C' \) with cost at most \( 45\tau' \). Note that \( C' \) has to cover at least one point from \( A_c \) for each \( c \in C_E \), hence \( d(c, C') \leq 47\tau' \). Since we forget points only within distance \( 4\tau' \) of \( C_E \), we get the desired approximation ratio. \( \square \)

### 6 Handling the Guesses

We extend the ideas of Guha [Guh09] and McCutchen and Khuller [MK08] to run \( O(\log(1/\varepsilon)/\varepsilon) \) active guesses. Although, to make this idea work for matroids, we do need a property of matroids (see Lemma 13). The way to do this is to start with a lower bound \( R \) on the optimum and spawn instances, which we call original instances, \( \mathbb{I}(\tau) \) for guesses \( \tau = R, R(1 + \varepsilon), \ldots, R(1 + \varepsilon)^\beta = R\alpha/\varepsilon \), for some \( \alpha \) that depends on the basic algorithm that we use, e.g., for matroid center, we will use \( \alpha = 2 + \varepsilon \). When a guess \( \tau' \) fails, we replace an instance \( \mathbb{I} = \mathbb{I}(\tau) \) for \( \tau \leq \tau' \) with a new instance, which we call its child instance, \( \mathbb{I}_N = \mathbb{I}(1 + \varepsilon)^\beta \).

In the new instance \( \mathbb{I}_N \), we treat the summary that we maintained for \( \mathbb{I}(\tau) \) as the initial stream. Since the new guess in \( \mathbb{I}_N \) is about \( 1/\varepsilon \) times larger than the old guess in \( \mathbb{I} \), the distance between a point that we forgot and the summary stored by \( \mathbb{I} \) is about \( \varepsilon \) times the new guess. Therefore, the cost analysis does not get much affected for a correct guess. If we forgot an optimum center, a nearby point in the summary can act as its replacement. This statement is obvious for a uniform matroid, because all points are treated the same way within the matroid, but it is not true for general matroids; in fact, as exhibited by our lower bound, it is not true even for partition matroids. So with each point in the summary, we pass to the new instance an independent set \( I_o \). The following simple lemma shows that if an optimum center \( x \) is in the span of \( I_o \), and if we construct \( I_c \) for a new pivot \( c \) such that \( I_o \subseteq \text{span}(I_c) \), then \( I_c \) also spans the optimum center.

**Lemma 13.** Let \( I \) and \( J \) be independent sets of a matroid such that \( J \subseteq \text{span}(I) \). If \( e \in \text{span}(J) \), then \( e \in \text{span}(I) \).

**Proof.** Let \( \text{rank}(I) = q \). Towards a contradiction, let \( \text{rank}(I \cup \{e\}) = q + 1 \). Since \( J \subseteq \text{span}(I) \), \( \text{rank}(I \cup J) = q \). Now, \( e \in \text{span}(J) \), so \( \text{rank}(I \cup J \cup \{e\}) = q \), i.e., \( \text{rank}(I \cup \{e\}) \leq q \), which gives us the desired contradiction. \( \square \)

#### 6.1 A Smaller Space Algorithm for Matroid Center

We modify the function \textsc{MatroidCenter}(\( \tau \), flag) from earlier to accept a starting stream and an independent set for each point in the starting stream: \textsc{MatroidCenter}(\( \tau \), \( C_o \), (\( I_c \))\( \in C_o \), flag). Before processing any new points in the stream we process the points in \( C_o \) as follows. When processing a \( c_o \in C_o \), if \( d(c_o, C) \leq 2\tau \), try to add points in \( J_{c_o} \) to \( I_c \). Otherwise create a new pivot \( c \) in \( C \) and initialize \( I_c = J_{c_o} \). Once \( C_o \) is processed, we continue with the stream and work exactly as in \textsc{MatroidCenter}(\( \tau \)). We give complete pseudocode in Algorithm 5.

For an instance \( \mathbb{I}(\tau) \) let \( C_o(\tau) \) be the initial summary and \( \mathcal{J}(\tau) \) be the collection of independent sets that we passed to it, and let \( E(\tau) \) be the part of the actual stream that it processed. Also, let \( \mathbb{I}(\tau_o) \) be the instance for \( \tau_o = \varepsilon \tau/2(1 + \varepsilon) \) from which \( \mathbb{I}(\tau) \) was spawned.
Algorithm 5 One pass algorithm for matroid center with smaller space.

1: Let \( R \) be the minimum distance for some two points in the first \( r + 1 \) points in the stream.
2: \textbf{for} \( \tau \in \{ R, R(1 + \varepsilon), \ldots, R(1 + \varepsilon)^\beta = (2 + \varepsilon)R/\varepsilon \} \) \textbf{in parallel} \textbf{do}
3: \hspace{1em} \textbf{MATROIDCENTER}(\tau, \emptyset, \emptyset).
4: \hspace{2em} \textbf{if} an instance with guess \( \tau \) is aborted \textbf{then}
5: \hspace{3em} \textbf{for} all active \( \Pi(\tau') \) with guess \( \tau' \leq \tau \), current pivots \( C_0 \), and independent sets \( (I_{c_e})_{c_e \in C_0} \) \textbf{do}
6: \hspace{4em} Replace it with the child instance \textbf{MATROIDCENTER}(\tau'(1 + \varepsilon)^\beta, C_0, (I_{c_e})_{c_e \in C_0}, \text{flag}).
7: \hspace{1em} \textbf{Return} the set \( C' \) of centers returned by the active instance with the smallest guess.
8: \textbf{end for}
9: \textbf{function} \textbf{MATROIDCENTER}(\tau, C_0, (I_{c_e})_{c_e \in C_0}, \text{flag})
10: \hspace{1em} \( C \leftarrow \emptyset \).
11: \hspace{2em} \textbf{for} each point \( c_o \) in \( C_0 \) \textbf{do}
12: \hspace{3em} \textbf{if} \( \exists c \in C \) such that \( d(c_o, c) \leq 2\tau \) (pick arbitrary such \( c \) if there are several) \textbf{then}
13: \hspace{4em} \textbf{for} \( e_o \in I_{c_o} \) \textbf{do}
14: \hspace{5em} \textbf{if} \( I_c \cup \{e_o\} \) is independent \textbf{then}
15: \hspace{6em} \( I_c \leftarrow I_c \cup \{e_o\} \).
16: \hspace{3em} \textbf{else}
17: \hspace{4em} \( C \leftarrow C \cup \{c_o\} \).
18: \hspace{4em} \( I_{c_o} \leftarrow I_{c_o} \).
19: \hspace{2em} \textbf{end for}
20: \hspace{2em} \textbf{end if}
21: \hspace{2em} \textbf{end for}
22: \hspace{2em} \textbf{end if}
23: \hspace{1em} \textbf{end for}
24: \hspace{2em} \textbf{if} \( |C| = r \) \textbf{then} \hspace{1em} \# We cannot have more pivots than the rank.
25: \hspace{3em} \textbf{Abort.} \hspace{1em} \# Because \( C \cup \{e\} \) acts as a certificate that the guess is incorrect.
26: \hspace{2em} \textbf{else}
27: \hspace{3em} \( C \leftarrow C \cup \{e\} \). \hspace{1em} \# Make \( e \) a pivot.
28: \hspace{3em} \textbf{if} \( \{e\} \) is not a loop, \( I_e \leftarrow \{e\} \), \textbf{else} \( I_e \leftarrow \emptyset \).
29: \hspace{3em} \textbf{end if}
30: \hspace{3em} \textbf{if} \( \text{flag} = \text{"brute force"} \) \textbf{then}
31: \hspace{4em} Find an independent set \( C'_B \) in \( \bigcup_{c \in C} I_c \) such that \( d(c, C'_B) \leq (5 + 2\varepsilon)\tau \) for \( c \in C \).
32: \hspace{4em} \textbf{if} such \( C'_B \) does not exist, then abort, else return \( C'_B \).
33: \hspace{2em} \textbf{end if}
34: \hspace{1em} \textbf{return} \textbf{EFFICIENTMATROIDCENTER}((5 + 2\varepsilon)\tau, C, (I_c)_{c \in C}, \mathcal{M})

Lemma 14. Let \( e \) be a point that arrived before the substream \( E(\tau) \). Then \( e \) has a nearby representative \( \rho_e \in C_o(\tau) \) such that \( d(e, \rho_e) \leq \varepsilon\tau \) and also the independent set \( I_{\rho_e} \) corresponding to \( \rho_e \) spans \( e \).

Proof. We prove this claim by induction on the number of ancestors. For an original instance, the claim holds trivially, because no point arrived before. Otherwise, there are two cases: either \( e \in E(\tau_o) \) or \( e \) arrived before \( E(\tau_o) \). If \( e \in E(\tau_o) \), then by the logic of the algorithm, there exists \( a(e) \in C_o(\tau) \) such that \( d'(e, a(e)) \leq 2\tau_o = 2\varepsilon\tau/(2 + \varepsilon) \leq \varepsilon\tau \), and also we tried to add \( e \) to \( I_{a(e)} \) (that became \( I_{a(e)} \) for the next instance \( \Pi(\tau) \)). Otherwise, by induction hypothesis, there is a point \( e' \in C_o(\tau_o) \) such that \( d(e, e') \leq \varepsilon\tau_o \) and \( I_{e'} \) spans \( e \). Now, let \( \rho_{e'} \in C_o(\tau) \) be such that \( d(e', \rho_{e'}) \leq 2\tau_o \) (such \( \rho_{e'} \) must exist by logic of the algorithm). Using triangle inequality and the above inequality that \( d(e, e') \leq \varepsilon\tau_o \), we get

\[
d(e, \rho_{e'}) \leq d(e, e') + d(e', \rho_{e'}) \leq \varepsilon\tau_o + 2\tau_o = (2 + \varepsilon)\tau_o = (2 + \varepsilon)\frac{\varepsilon\tau}{2 + \varepsilon} = \varepsilon\tau.
\]
Moreover, in the instance $I(\tau_c)$, we tried to add all points in $I_c$ to $I_{\rho_c}$, so by Lemma 13, $e \in \text{span}(I_{\rho_c})$ (see that $I_{\rho_c}$ became $J_{\rho_c}$ for the next instance $I(\tau)$), which proves the claim. 

**Theorem 15.** There is an efficient $((17 + 7\varepsilon)(1 + \varepsilon))$-approximation one-pass algorithm for matroid center that stores at most $r^2 \log_2(1 + \varepsilon/7)(1/\varepsilon)$ points. With a brute force algorithm, one can get a $((7 + 3\varepsilon)(1 + \varepsilon))$-approximation.

**Proof.** Space usage is easy to analyze. At any time, we have at most $\log_2(1 + \varepsilon)O(r^2)$ active instances and each instance stores at most $r^2$ points.

Consider the instance $I(\tau')$ for which we returned on Line 7 in Algorithm 5, and suppose the outputs were $C'$ or $C_B'$ (depending on "flag"). We note that some active copy will return, because $\tau$ cannot keep on increasing indefinitely. E.g., consider $\tau$ larger than the maximum distance between any two points. Let $C_E$ be the contents of the variable $C$ in $I(\tau')$ at the end of the stream. Then we know that costs of $C_B'$ and $C'$ are at most $(5 + 2\varepsilon)\tau'$ and $(15 + 6\varepsilon)\tau'$ with respect to $C_E$ due to the check that we do on Line 31 and by Theorem 5 for EfficientMatroidCenter. By Lemma 14, any point that arrived before $E(\tau')$ is within distance $\varepsilon \tau'$ of $C_E(\tau')$, and each point in $C_E(\tau')$ is within distance $2\tau'$ of $C_E$, which shows that costs of $C_B'$ and $C'$ are at most $(7 + 3\varepsilon)\tau'$ and $(17 + 7\varepsilon)\tau'$ with respect to the whole stream (by triangle inequality).

Next, we show that $\tau' \leq (1 + \varepsilon)OPT$, and that will finish the proof.

Consider the guess $\tau \in \text{OPT}, (1 + \varepsilon)\text{OPT}$. If $\tau$ was never active, that means $\tau' \leq \text{OPT}$, and we are done. Otherwise, $\tau$ was active, and we will prove that it was not aborted. Since $\tau \leq \text{OPT}$, we will not abort mid-stream in $I(\tau)$, so let $C_E$ be the set of pivots at the end of the stream in $I(\tau)$. We will show that there is an independent set $B$ such that cost of $B$ with respect to $C_E$ is at most $(5 + 2\varepsilon)\tau$. By Line 31 and by Theorem 5 for EfficientMatroidCenter, this would imply that $\|I(\tau)\| \geq \text{OPT}$ cannot abort.

From here on, the proof follows that of Lemma 4. Let $e \in C_E$. Denote by $s_c$ the optimum center that serves it, so $d(c, s_c) \leq \tau$. If $s_c \in E(\tau)$, then $s_c \in \text{span}(I_c)$ for some $c' \in C_E$ and $d(s_c, c') \leq 2\tau$. Otherwise, $s_c$ arrived before $E(\tau)$. Let $\rho_{s_c}$ be the representative of $s_c$ whose existence is guaranteed by Lemma 14, so $d(s_c, \rho_{s_c}) \leq \varepsilon \tau$. Then let $c' \in C_E$ be such that $d(\rho_{s_c}, c') \leq 2\tau$ and $I_{\rho_{s_c}}$ is spanned by $I_c$. Thus, by triangle inequality

$$d(s_c, c') \leq d(s_c, \rho_{s_c}) + d(\rho_{s_c}, c') \leq \varepsilon \tau + 2\tau = (2 + \varepsilon)\tau,$$

and by Lemma 13, $s_c$ is spanned by $I_c$. Denote by $A$ the collection of such $I_c$’s. Now, by Lemma 3, there exists an independent set $B$ such that $|A \cap B| \geq 1$ for all $A \in A$. Pick $c_p$ from $I_c \cap B$. Either $c_p \in E(\tau)$ or it arrived before. In any case, again using Lemma 14, we have $d(c_p, c') \leq (2 + \varepsilon)\tau$ (we use this below), and

- $d(c, s_c) \leq \tau$, because $s_c$ is the optimum center that covers $c$,
- $d(s_c, c') \leq (2 + \varepsilon)\tau$, by Inequality (2), and
- $d(c', c_p) \leq (2 + \varepsilon)\tau$.

Thus, by triangle inequality, $d(c, B) \leq (5 + 2\varepsilon)\tau$. So $\|I(\tau)\|$ will not abort. This finishes the proof. 

Reducing the space usage for matroid center with $z$ outliers can be done by naturally combining the techniques above and those in Section 5.2. We define a similar overloading matroid-center-z-outliers($\tau$, $C_o$, $(I_{c_e})_{e \in C_o}$, $F_o$, flag), where $F_o$ contains the set of free points in $I(\tau_o)$ when it aborted and this function was called with the updated guess $\tau$. We skip the details and state the following theorem without proof.

**Theorem 16.** There is an efficient $(51 + \varepsilon)$-approximation one-pass algorithm for matroid center with $z$ outliers that uses space $O((r^3 + rz)\log(1/\varepsilon)/\varepsilon)$. With a brute force algorithm, one can get a $(15 + \varepsilon)$-approximation.
**Extension to Knapsack Center**

In Section 4.1, we saw how to modify Algorithm 1 to get an algorithm for knapsack center that stores at most $r$ points, where $r$ is the size of a largest feasible set. Using the same idea, algorithms for two-pass matroid center, matroid center with outliers, and smaller space matroid center, which are Algorithms 2, 4 and 6, can be extended to the knapsack center without losing the approximation ratio and with a space saving of factor $r$. For the outlier version of knapsack center, to get an efficient algorithm, we use the 3-approximation algorithm by Chakrabarty and Negahbani [CN18]. So we get the following theorems, where $r$ is the size of a largest feasible set.

**Theorem 17.** There is an efficient $(17 + \varepsilon)$-approximation one-pass algorithm for knapsack center that stores at most $O(r \log(1/\varepsilon)/\varepsilon)$ points. With a brute force algorithm, one can get a $(7 + \varepsilon)$-approximation.

**Theorem 18.** There is an efficient $(51 + \varepsilon)$-approximation one-pass algorithm for knapsack center with $z$ outliers that uses space $O(rz \log(1/\varepsilon)/\varepsilon)$. With a brute force algorithm, one can get a $(15 + \varepsilon)$-approximation.

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A An Implementation of Efficient Matroid Center

We now give an implementation of EfficientMatroidCenter. The input consists of $\alpha$, $C_E$, $X$, such that $C_E \subseteq X$, and the underlying matroid $\mathcal{M}$ defined over $X$. Furthermore, the promise is that there is an independent set $B \subseteq X$ such that for each $c \in C_E$, we have $d(c, B) \leq \alpha$. Our implementation is based on the algorithm of Chen et al. [CLLW16] for matroid center. We show that it outputs a set $C'$ such that, assuming the promise, $d(c, C') \leq 3\alpha$ for $c \in C_E$.

Algorithm 6 Efficient algorithm for matroid center based on the algorithm by [CLLW16].

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1: function EfficientMatroidCenter($\alpha$, $C_E$, $X$, $\mathcal{M}$)
2:     Initialize: $C \leftarrow \emptyset$.
3:     while there is an unmarked point $e$ in $C_E$ do
4:         $C \leftarrow C \cup \{e\}$, $B_e \leftarrow \mathcal{B}(e, \alpha) \cap X$, and mark all points in $\mathcal{B}(e, 2\alpha) \cap C_E$.
5:     Let $\mathcal{M}_C = (\cup_{c \in C} B_c, I_C)$ be a partition matroid with partition $\{B_c : c \in C\}$ and capacities 1.
6:     Let $\mathcal{M}'$ be the matroid $\mathcal{M}$ restricted to $\cup_{c \in C} B_c$.
7:     $C' \leftarrow \text{matroid-intersection}(\mathcal{M}_C, \mathcal{M}')$
8:     if $|C'| < |C|$ then
9:         Return fail.
10:    Return $C'$.
```

Theorem 19. If EfficientMatroidCenter does not fail, then it outputs a set $C'$ such that $d(c_E, C') \lesssim 3\alpha$ for each $c_E \in C_E$. If the input promise holds, then EfficientMatroidCenter does not fail.

Proof. In this proof, we refer by $C$ the contents of the variable $C$ after the while loop ended, and let $c_E$ be any arbitrary point in $C_E$. Define the function $\text{Marker} : C_E \rightarrow C$ such that $\text{Marker}(c_E) \in C$ is the “marker” of $c_E$, i.e., we marked $c_E$ when processing $\text{Marker}(c_E)$. In the end, all $c_E$’s are marked, so Marker is a valid function. By the logic on Line 4, we have that

$$d(c_E, \text{Marker}(c_E)) \lesssim 2\alpha. \tag{3}$$
Let EfficientMatroidCenter does not fail, then $|\mathcal{C}'| \geq |\mathcal{C}|$ and $\mathcal{C}'$ satisfies the partition matroid constraint of $\mathcal{M}_\mathcal{C}$. By definition of $\mathcal{M}_\mathcal{C}$, $\text{rank}(\mathcal{M}_\mathcal{C}) = |\mathcal{C}|$, hence $|\mathcal{C}'| \leq |\mathcal{C}|$, which implies that $|\mathcal{C}'| = |\mathcal{C}|$. Therefore, for each $c \in \mathcal{C}$, the set $\mathcal{C}'$ must contain exactly one element in $\mathcal{B}(c, \alpha)$ and $d(c, \mathcal{C}') \leq \alpha$, in particular, $d(\text{Marker}(c_E), \mathcal{C}') \leq \alpha$. This, triangle inequality, and Inequality (3) gives

$$d(c_E, \mathcal{C}') \leq d(c_E, \text{Marker}(c_E)) + d(\text{Marker}(c_E), \mathcal{C}') \leq 2\alpha + \alpha = 3\alpha,$$

which proves the first part of the statement of the lemma. We prove the second part next.

Assume that the promise holds. Then let $B$ be the set such that cost of $B$ is at most $\alpha$ with respect to $\mathcal{C}_E$, in particular, with respect to $\mathcal{C}$. For $c \in \mathcal{C}$, define Coverer$(c) \in B$ to be an arbitrarily chosen “coverer” of $c$, i.e.,

$$d(c, \text{Coverer}(c)) \leq \alpha. \quad (4)$$

Then the set $B' := \{\text{Coverer}(c) : c \in \mathcal{C}\}$ is a subset of $B$, so it is independent in $\mathcal{M}$. Now, for $c, c' \in \mathcal{C}$, such that $c \neq c'$, we have $\text{Coverer}(c) \neq \text{Coverer}(c')$ by Inequality (4) because $d(c, c') > 2\alpha$. This implies that $|B'| = |\mathcal{C}|$. Next, $\text{Coverer}(c) \in B' \cap B_c$ for each $c \in \mathcal{C}$, hence the set $B'$ is also independent in $\mathcal{M}_\mathcal{C}$. Therefore $B' \in \mathcal{M}_\mathcal{C} \cap \mathcal{M}'$, and Matroid-Intersection returns an independent set of size $|\mathcal{C}|$, i.e., it does not fail.

Remark. By running $(\lceil |X| \rceil_2)$ guesses, EfficientMatroidCenter can be used to get an offline 3-approximation algorithm for a more general version of matroid center, where the cost is computed with respect to a subset $\mathcal{C}_E$ of $X$ and any point in $X$ can be a center.