

Approximation Algorithms

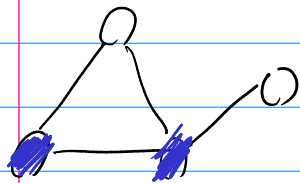
What can we do with NP-hard problems?

Can't find optimal solution.

Idea: approximately optimal solutions

Vertex Cover: $G = (V, E)$

Find $S \subseteq V$ s.t. $e \cap S \neq \emptyset \forall e \in E$
of minimum size $|S|$.



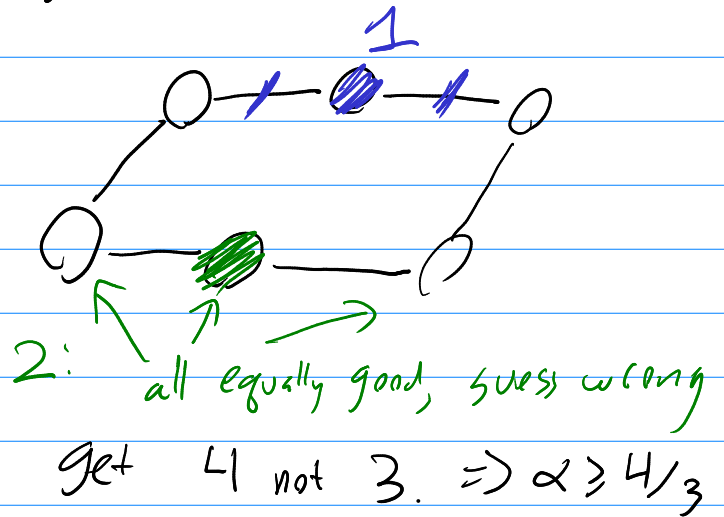
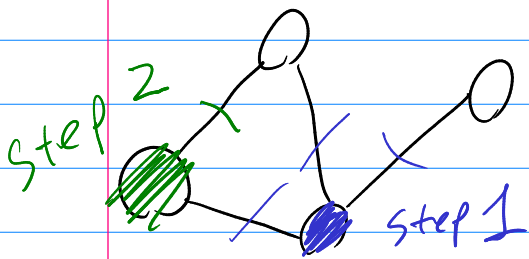
Shown NP-hard last week.

If best answer is OPT
Can we find vertex cover S w/ $|S| \leq \alpha \cdot OPT$
for some "approximation factor" α ?

What is smallest $\alpha > 1$ s.t. this is possible in polynomial time?

Idea: greedy.

- repeatedly, add vertex that covers most additional edges.



Can we prove upper bound on α ?

G_i = graph left in i^{th} step ($G_1 = G$) \mathcal{S}
 d_i = # additional edges covered in i^{th} step
 d_i = degree of i^{th} node picked in G_i

\mathcal{S}^* = optimal cover

$$\sum_{u \in \mathcal{S}^*} \deg(u) \geq m \Rightarrow \text{average } \deg(u) \geq \frac{m}{|\mathcal{S}^*|}$$

$$\Rightarrow d_i \geq \frac{m}{|\mathcal{S}^*|}$$

$$d_i \geq \frac{|E(G_i)|}{|\mathcal{S}^*|} \geq \frac{m - \sum_{j < i} d_j}{|\mathcal{S}^*|}$$

How long till $|E(G_i)| \leq \frac{m}{2}$?

- as long as untrivial, decreases by $\frac{m}{2 \cdot \text{OPT}}$

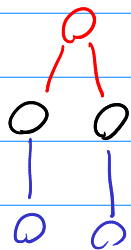
$\Rightarrow \leq \text{OPT}$ steps. \leftarrow

$\Rightarrow \text{OPT} \cdot \log m$ steps till G_i empty

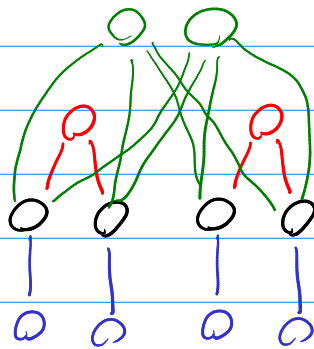
$\Rightarrow |S| \leq \text{OPT} \cdot \log m = \text{OPT} \cdot O(\log n)$

$\Rightarrow \alpha = O(\log n)$

This is tight:



$$\alpha = \frac{3}{2}$$



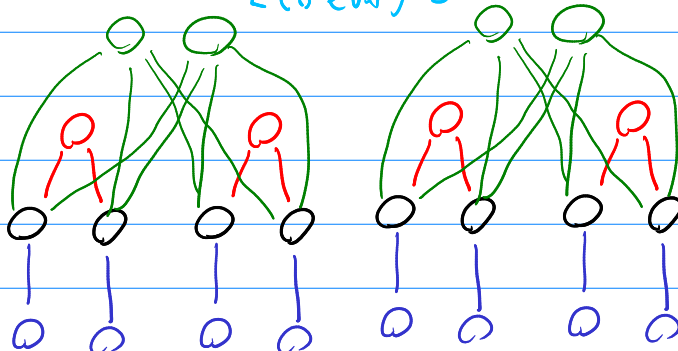
$$\alpha = \frac{8}{4} = 2$$

Greedy can pick

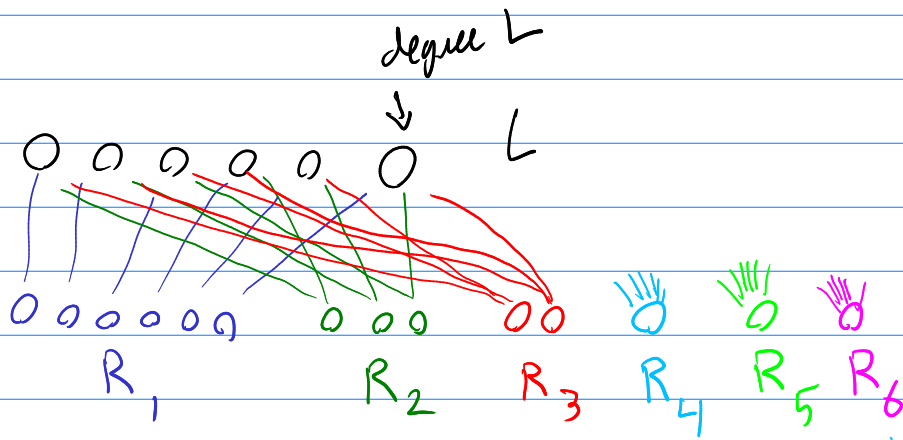
○, ○, ○

in order

[from every black node]



$$\alpha = \frac{20}{8} = 2.5$$



$$|R_i| = \frac{|L|}{i}$$

OPT = pick top L .

Greedy could take $R_6, R_5, R_4, R_3, R_2, R$
 in order $\Rightarrow L \cdot \left(\frac{1}{1} + \frac{1}{2} + \dots + \frac{1}{L} \right) \approx L \log L$ nodes
 $\Rightarrow \alpha = \Theta(\log L) = \Theta(\log n)$

Can we do better?

Stupid Vertex Cover(G):

Repeatedly pick any $e = uv \in E$
add both u & v to S
remove all edges touching u or v .

Claim: Stupid Vertex Cover is 2-approximation.

- (1) result is vertex cover. any edges removed are covered.
- (2) result is small:

$$S^* = \text{OPT},$$

$\tilde{E} =$ set of edges picked in Stupid Vertex Cover.

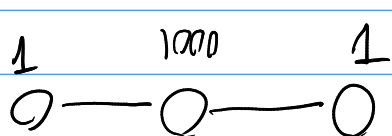
each $e \in \tilde{E}$ intersects $S^* \geq 1$ time,
& no two $e, e' \in \tilde{E}$ overlap

$$\Rightarrow |\tilde{E}| \leq |S^*|$$

$$\Rightarrow |S| = 2|\tilde{E}| \leq 2|S^*|.$$

Q: weighted vertex cover?

$$\min \sum_{u \in S} w_u \quad \text{not } |S|$$



Greedy: 1000

Stupid: 1001

OPT: 2

Technique: Linear Programming Relaxations

① Write as Integer Linear Program:

$$\min \sum w_u x_u$$

$$x_u \in \{0, 1\}$$

$$x_u + x_v \geq 1 \quad \forall (u, v) \in E$$

② Relax to Linear Program:

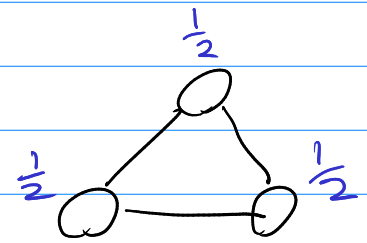
$$\min \sum w_u x_u$$

$$x_u + x_v \geq 1 \quad \forall (u, v) \in E$$

$$0 \leq x_u \leq 1$$

③ Solve, getting optimal fractional solution

$$\text{FRACOPT} \leq \text{OPT}$$



④ Round to integer solution

Not much worse:

$$\text{FRACOPT} = \frac{3}{2}$$

$$\text{OPT} = 2$$

$$\text{Value} \leq \alpha \cdot \text{FRACOPT}$$

$$\Rightarrow \leq \alpha \cdot \text{OPT} \Rightarrow \alpha\text{-approximation}$$

Rounding: get fractional solution X

$$\bar{x}_u = \begin{cases} 1 & \text{if } x_u \geq \frac{1}{2}, \\ 0 & \text{otherwise} \end{cases}$$

$$x_u + x_v \geq 1 \Rightarrow \bar{x}_u + \bar{x}_v \geq 1$$

So \bar{x} is valid cover.

$$\begin{aligned} \text{Value}(\bar{x}) &= \sum w_u \bar{x}_u \leq \sum w_u x_u \cdot 2 \\ &\leq 2 \cdot \text{FRACOPT} \\ &\leq 2 \cdot \text{OPT} \end{aligned}$$

\Rightarrow 2-approximation.

Another Technique: Randomized Rounding

$$\bar{x}_u = \begin{cases} 1 & \text{with probability } \alpha \cdot x_u \\ 0 & \text{otherwise} \end{cases}$$

$$\Rightarrow E[\text{value}(\bar{x})] = \alpha \cdot \text{FRAC OPT} \leq \alpha \cdot \text{OPT}$$

expected α -approximation

But is it a vertex cover?

Prob. edge (u, v) not covered

$$= (1 - \alpha x_u)(1 - \alpha x_v)$$
$$\leq e^{-\alpha(x_u + x_v)} \leq e^{-\alpha}$$

$e^{-y} \geq 1 - y$

So set $\alpha = \log n$ to be VC with high probability.

Not so useful for vertex cover, but:

lightest set cover, where "vertex" instead covers an arbitrary set of items:

$$\min \sum w_u x_u$$

$$x_u \in \{0, 1\}$$

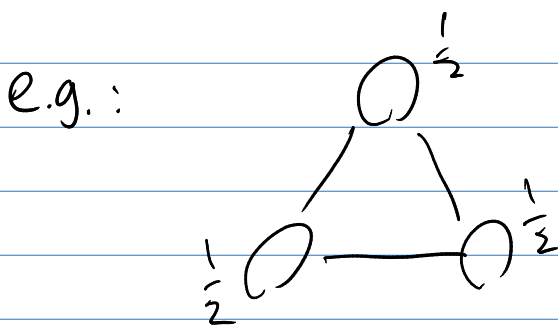
$$\sum_{u \in e} x_u \geq 1 \quad \forall e \in E$$

the same approach works, and Stupid Vertex Cover does not.

Q: Can we find better rounding scheme to get $\alpha < \frac{1}{2}$?

A: No, because "Integrality gap" is 2.

$$\text{Integrality gap} = \max_{\text{instances}} \frac{\text{OPT}}{\text{FRACOPT}}$$



$$\text{FRACOPT} = \frac{3}{2}$$

$$\text{OPT} = 2$$

$$\Rightarrow \text{Integrality gap} \geq \frac{4}{3}$$

If we use outline:

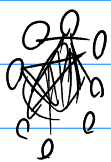
$$\text{Value}(\text{round}(x)) \leq \alpha \cdot \text{Value}(x) = \alpha \cdot \text{FRACOPT} \leq \alpha \cdot \text{OPT}$$

then step ① must lose $\alpha \geq \frac{4}{3}$ on triangle

$$\text{Value}(\text{round}(x)) \geq \text{OPT} = 2$$

$$\text{Value}(x) = \text{FRACOPT} = \frac{3}{2}$$

Clique!



$$\text{FRACOPT} = \frac{n}{2} \Rightarrow \text{gap} = 2 \left(1 - \frac{1}{n}\right) = 2 - o(1)$$

$$\text{OPT} = n - 1$$

\Rightarrow outline requires $\alpha = 2$.

Oddity: The instance w/ the integrality gap is easy

$$\begin{aligned} & \text{- if } OPT = 2(1 - \frac{1}{n}) \text{FRACOPT} \\ \text{then } \text{value}(\text{rand}(x)) & \leq 2 \cdot \text{FRACOPT} \\ & = \underbrace{(1 + \frac{1}{n-1})}_{\text{Very good!}} \cdot OPT \end{aligned}$$

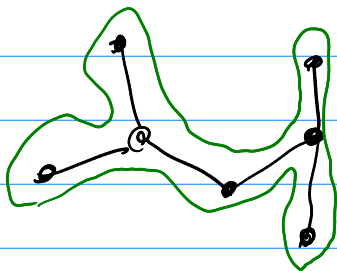
but still suggests hardness; would need a different outline [approximation factor different by instance] that is rare to get working.

Here: $2 - o(1)$ is best known alg.

Another problem: traveling salesman (TSP)

metric TSP: distances satisfy
triangle inequality $d(a,b) \leq d(a,c) + d(c,b)$

Find cycle visiting all of min total length.



Idea 1: Min Spanning Tree.

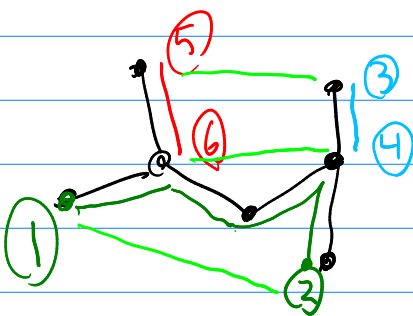
Claim: $OPT \geq MST$

Gives route: follow around MST edge.
 $2 \cdot MST \leq 2 \cdot OPT \Rightarrow 2\text{-approx}$

Christofides:

split MST into paths
vertex is path endpoint

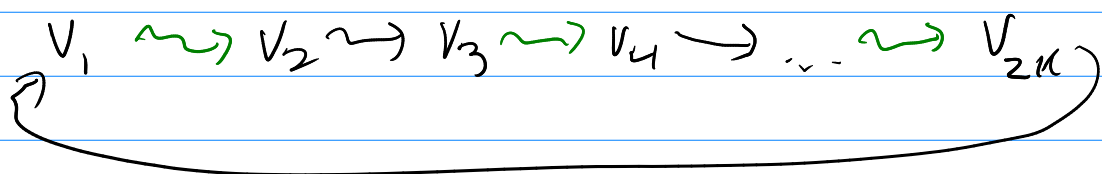
\Leftrightarrow degree in MST is odd



Claim: given any matching on
odd degree vertices, get
TSP tour.

"minimum odd-degree matching" =: MOM

Tour passes through odd-degree vertices:



giving 2 odd-degree matchings, so $2 \cdot MOM \leq OPT$
 $\Rightarrow MST + MOM \leq \frac{3}{2} OPT$