Approximation Algorithms CSCI 432

How do you show a problem is in the set *P*?

How do you show a problem is in the set *P*? Solve it in polynomial time.

NP - Set of problems that are verifiable in polynomial time.

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Claim: $SUBSET - SUM = \{\langle S, t \rangle : S = \{x_1, ..., x_n\}, \text{ and there}$ exists some $\{y_1, ..., y_m\} \subseteq S$ such that $\sum y_i = t\} \in NP$.

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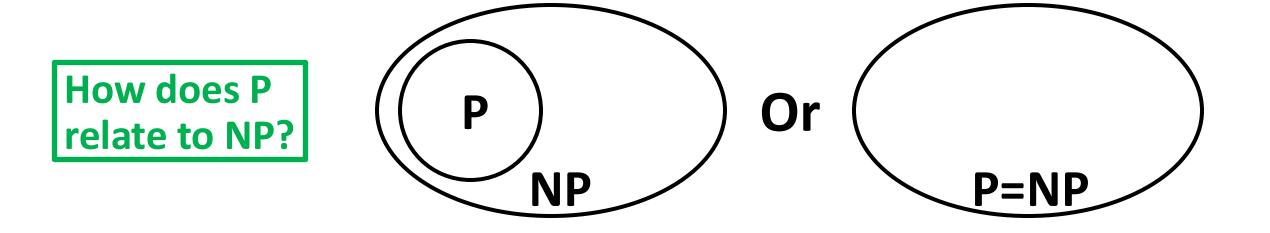
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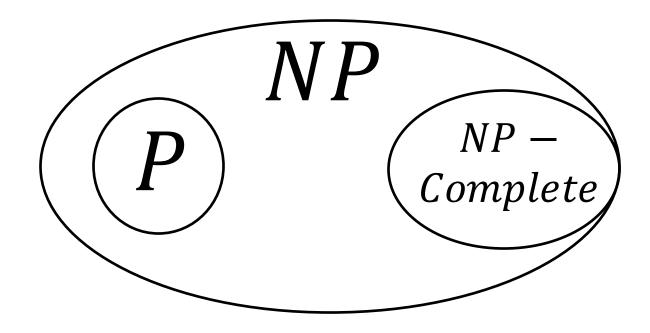
Yes, 4 + 21 = 25.

How do we verify *SUBSET* – *SUM* answers?

$NP - \begin{cases} Set of problems that are verifiable in polynomial time. \end{cases}$



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Interesting Properties:

• A polynomial time algorithm for *any* NP - Complete problem gives a polynomial time algorithm for *every* problem in NP (i.e., P = NP)...

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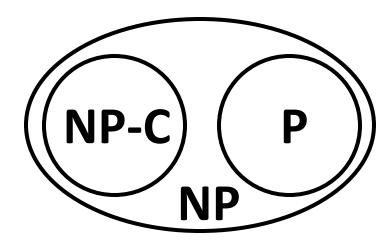
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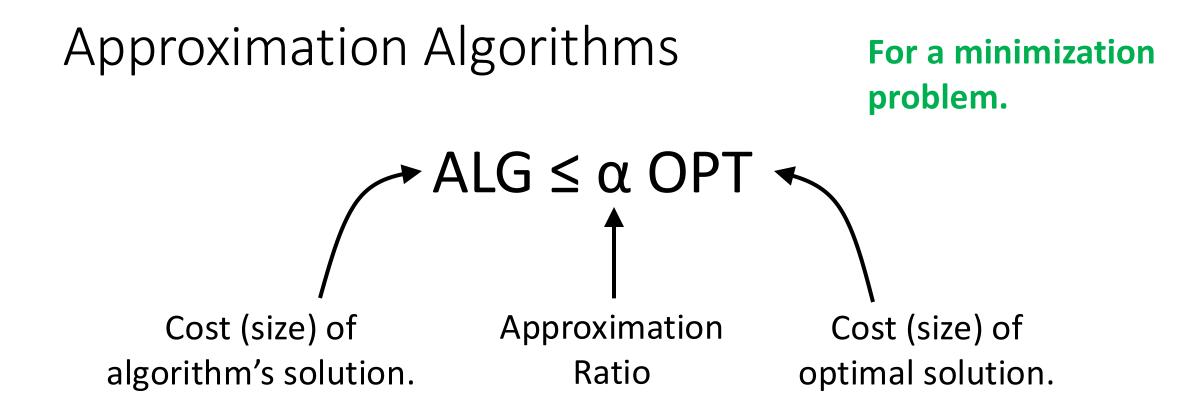
- A polynomial time algorithm for *any* NP Complete problem gives a polynomial time algorithm for *every* problem in NP (i.e., P = NP)...
- ... including all the other *NP Complete* problems.
- The thing that makes one NP-C problem (possibly) unsolvable in polynomial time is the exact same thing that makes every other NP-C problem (possibly) unsolvable in polynomial time.

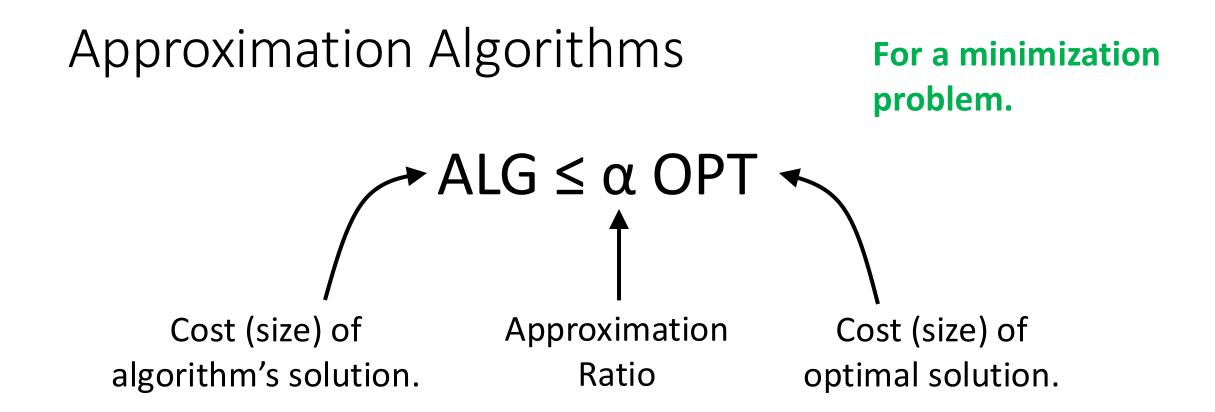
Handling NP-Completeness



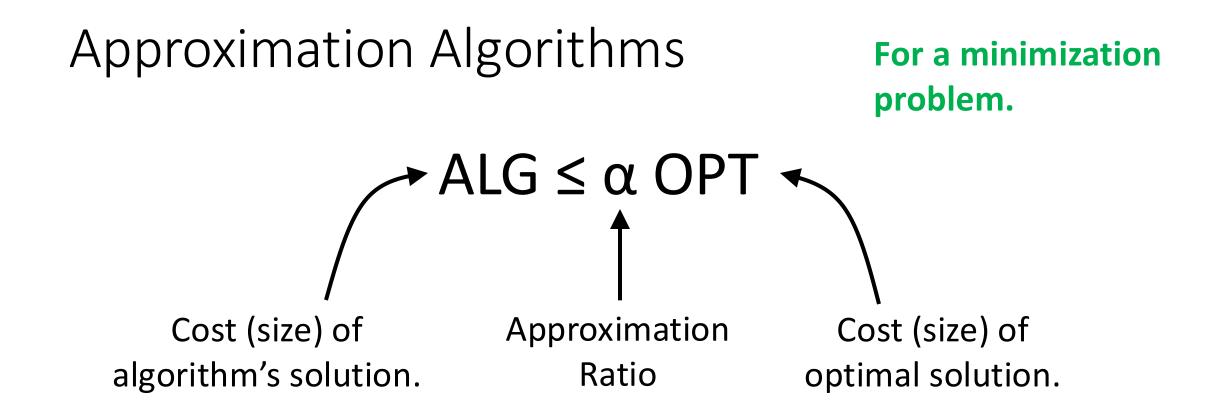
Techniques to handle NP-Complete problems:

- 1. Brute Force (i.e. Exponential Time).
- 2. Heuristics.
- 3. Approximation Algorithms.
- 4. Fixed-parameter Tractable Algorithms.



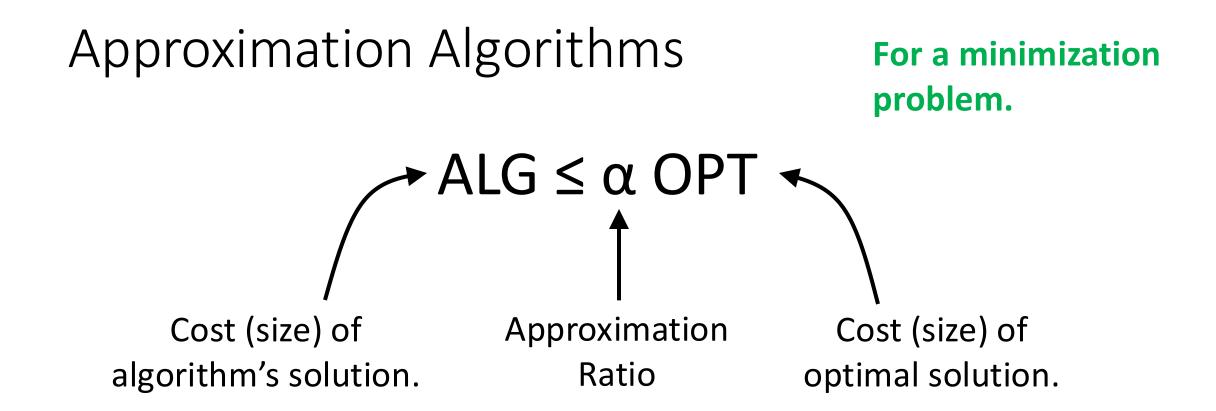


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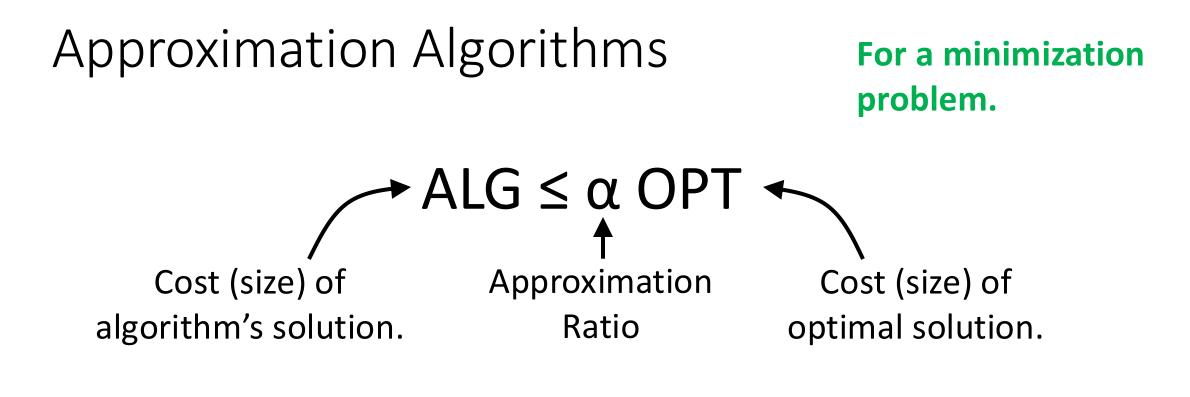
I.e. If the cheapest pizza in Bozeman is \$2.00/slice, CheapestPizzaInBozeman will find pizza that is at most \$2.50/slice.

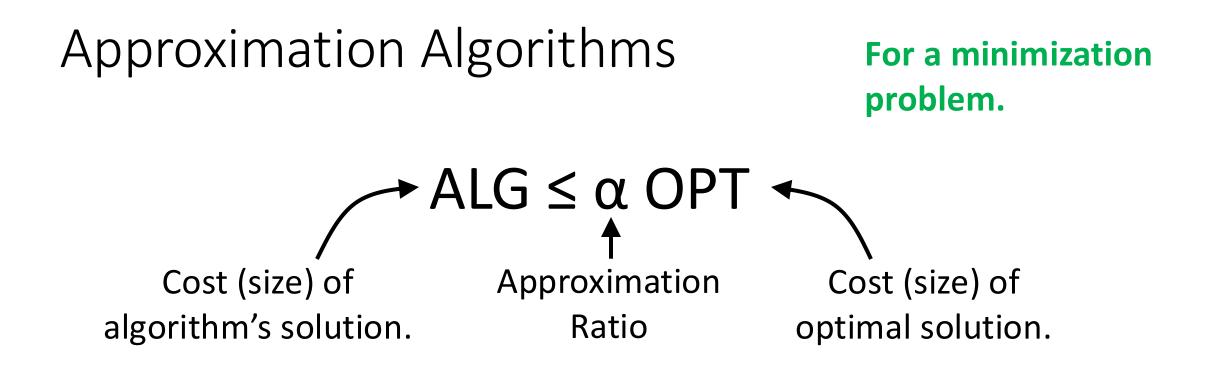


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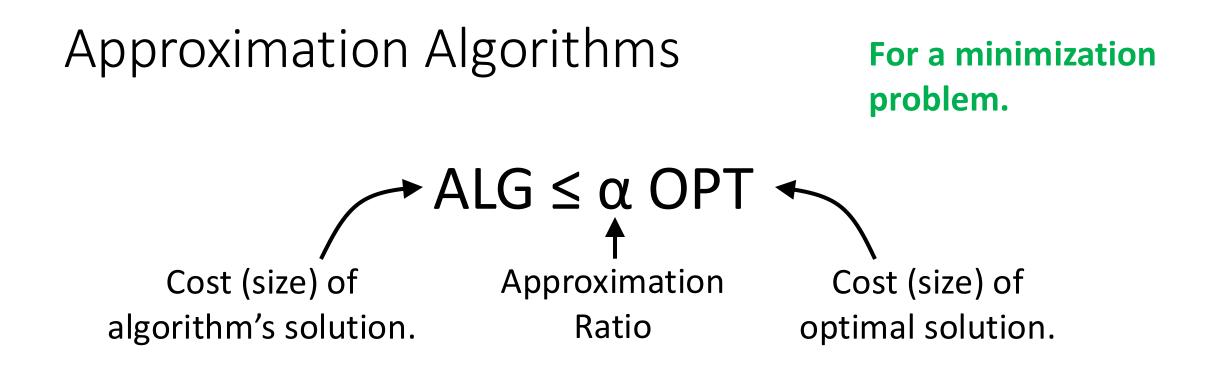
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Note: if problem is a maximization problem, ALG $\geq \frac{1}{\alpha}$ OPT

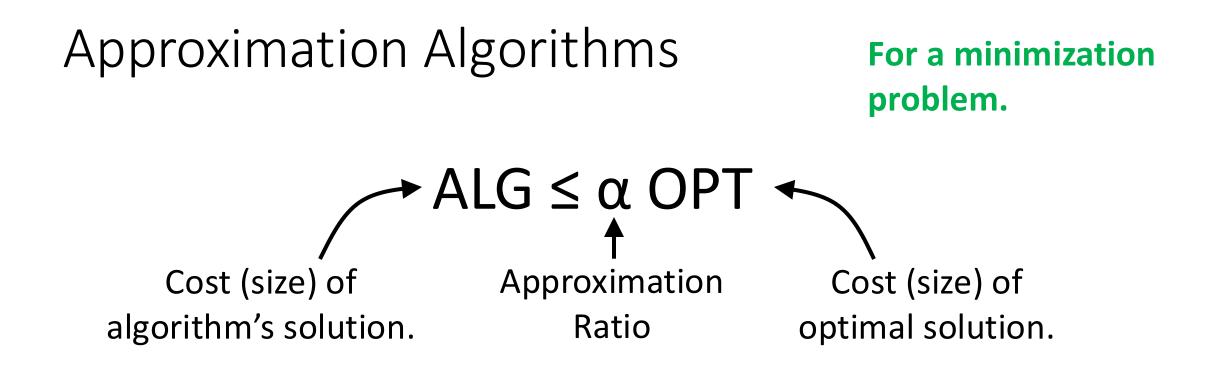




• Suppose I know my algorithm is a 1.12-approximation algorithm.

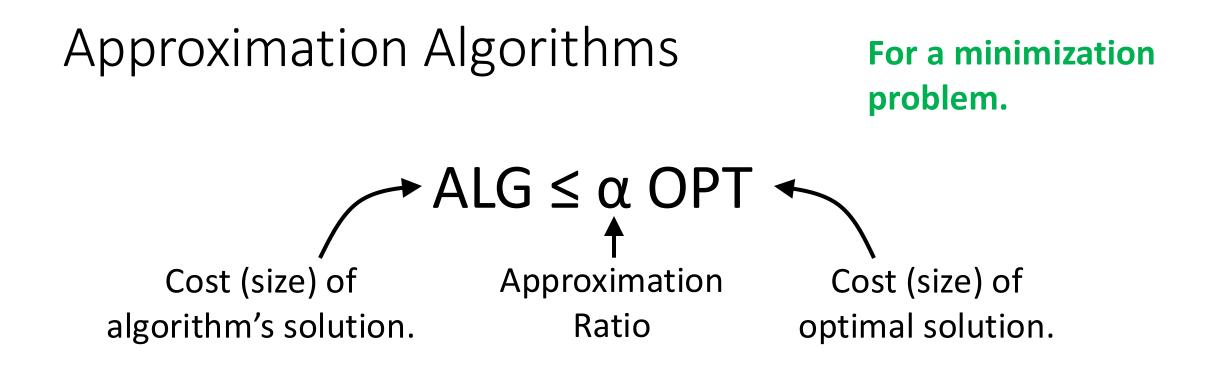


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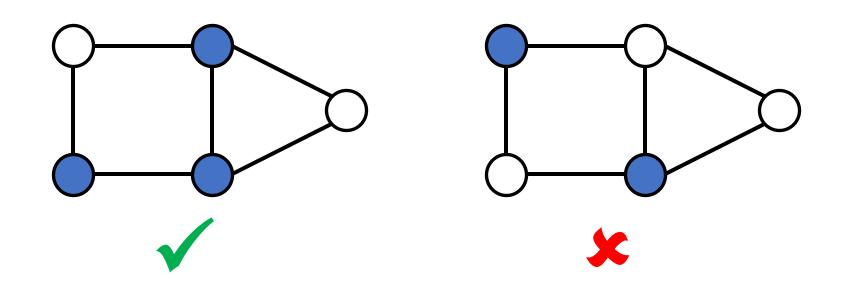
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- Suppose my algorithm returns a solution of cost (size) 746.125.

Then, I know that 746.125 \leq 1.12 OPT $\Rightarrow \frac{746.125}{1.12} = 666.183 \leq \text{OPT} \leq 746.125$

Vertex Cover



Vertex Cover

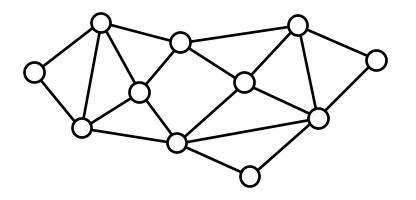
Algorithm:

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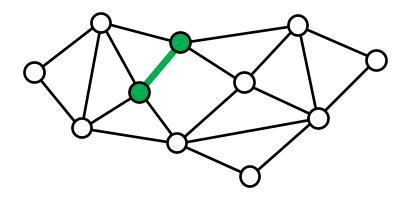
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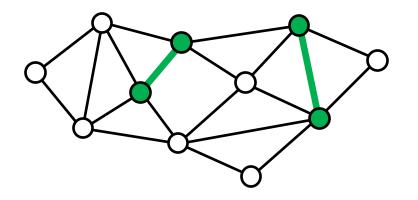
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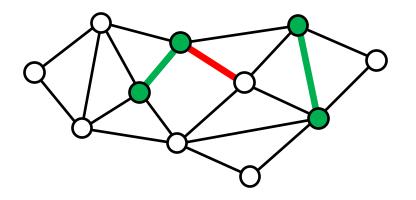
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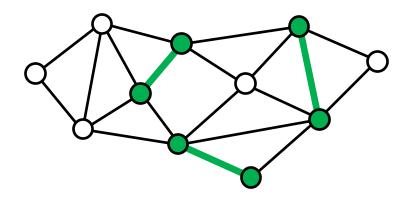
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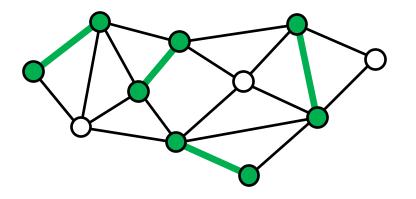
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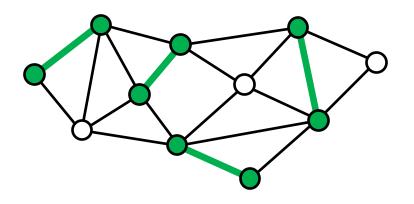
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while uncovered edge exists
select both vertices from uncovered edge

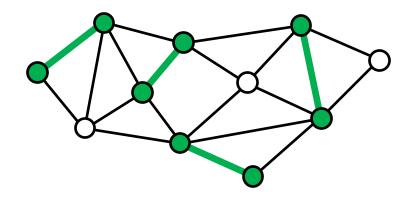
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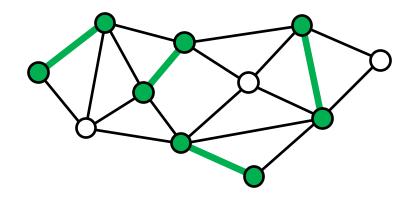


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 $|E'| \leq OPT$ Size of actual smallest vertex cover.

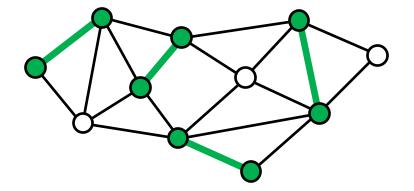


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If we selected fewer than one vertex per edge, we would not have a vertex cover, because that edge would not be covered!



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Vertex Cover

Consider the set of order E' = E that do not share vertices to there a relation we cannot find optimal vertex covers in poly time unless P = NP, but this Does to algorithm is at worst 2-times optimal. do not share vertices?

$$ALG = 2 |E'|$$

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while uncovered edge exists select both vertices from uncovered edge \Rightarrow ALG \leq 2 OPT Is this the best this algorithm can do? I.e. Can we guarantee this algorithm does better than 2 OPT? Is there a graph where this algorithm does exactly 2 OPT? of arbitrary size

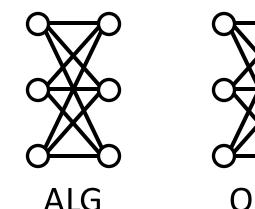


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Complete Bipartite Graph



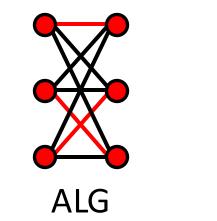
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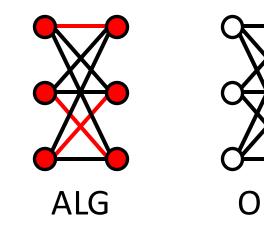
|ALG| = n: If v is not selected, all neighbors are $\Rightarrow \frac{n}{2}$ edges are selected \Rightarrow all n vertices are selected.

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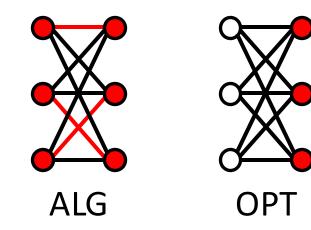
 $|OPT| = \frac{n}{2}$: Fewer than $\frac{n}{2}$ nodes selected \Rightarrow \exists unselected edge.

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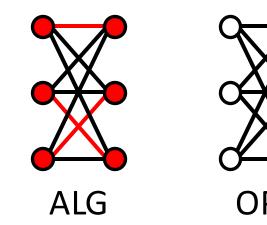
∴ The best Vertex Cover can be approximated is within a factor of 2

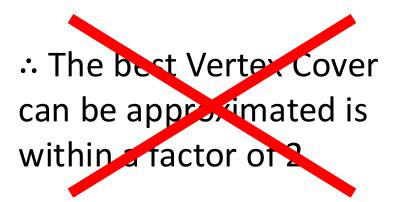
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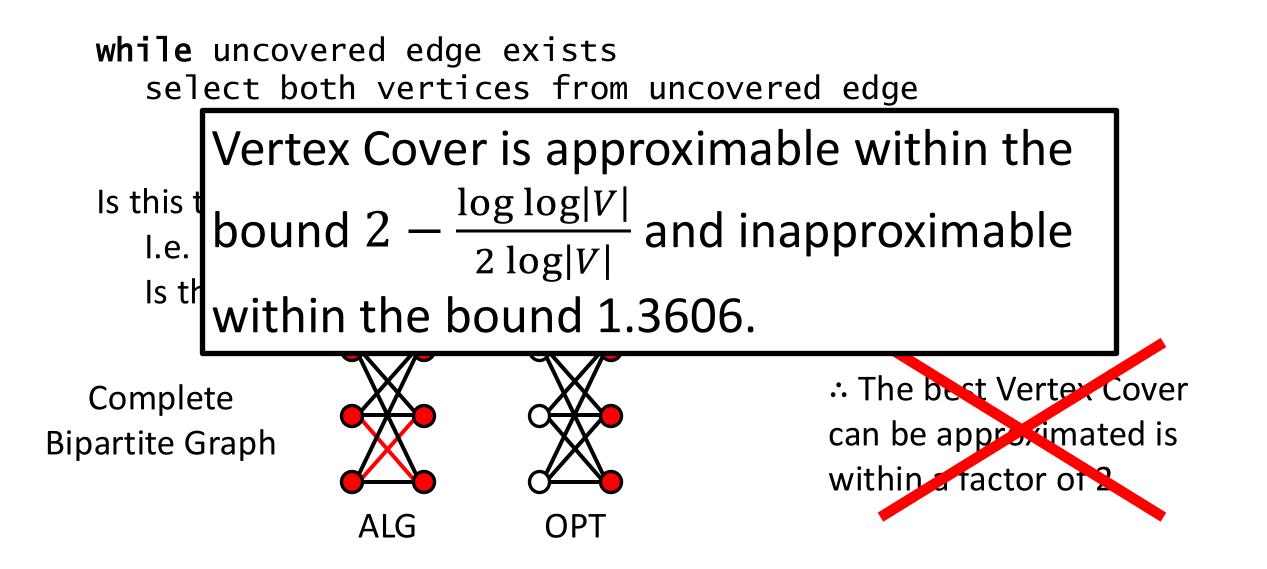
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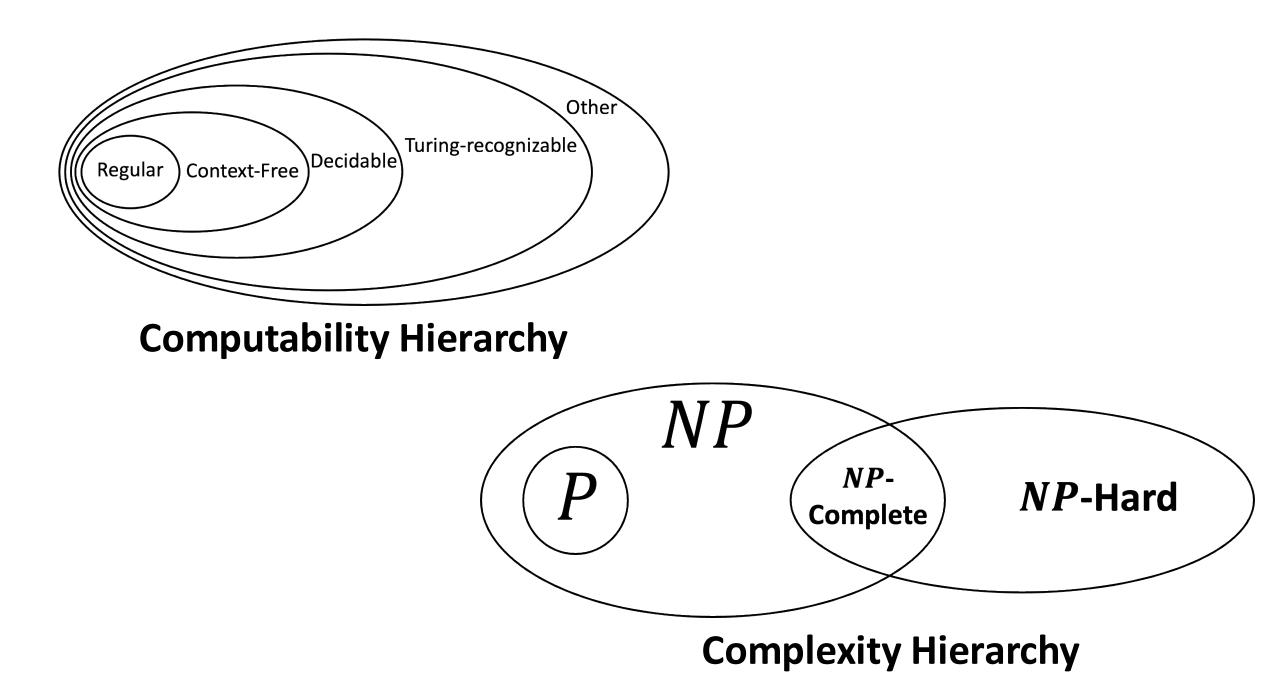
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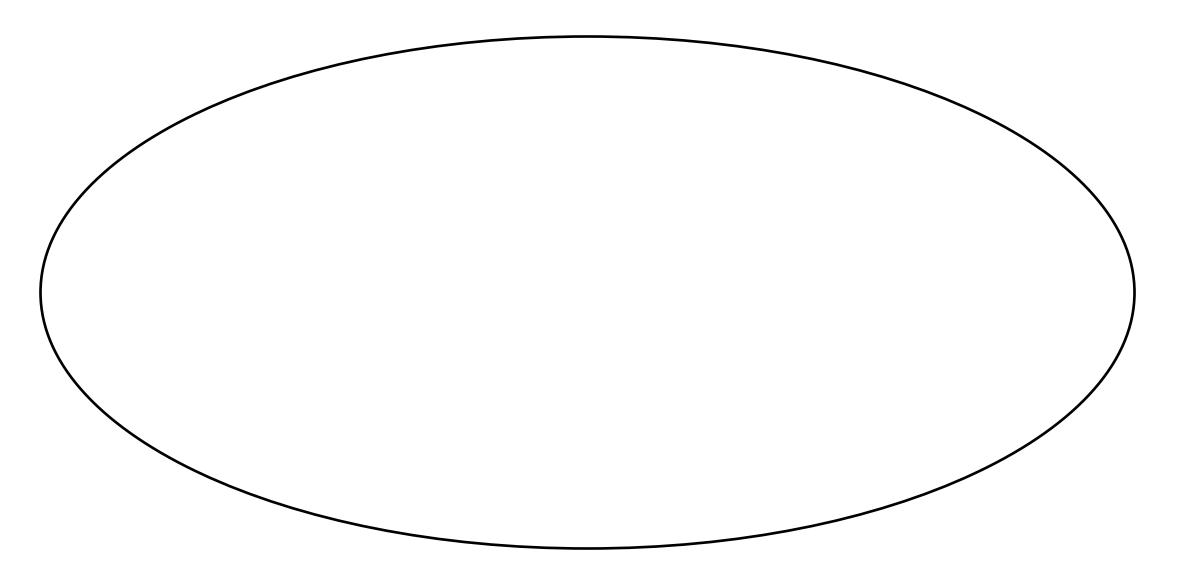


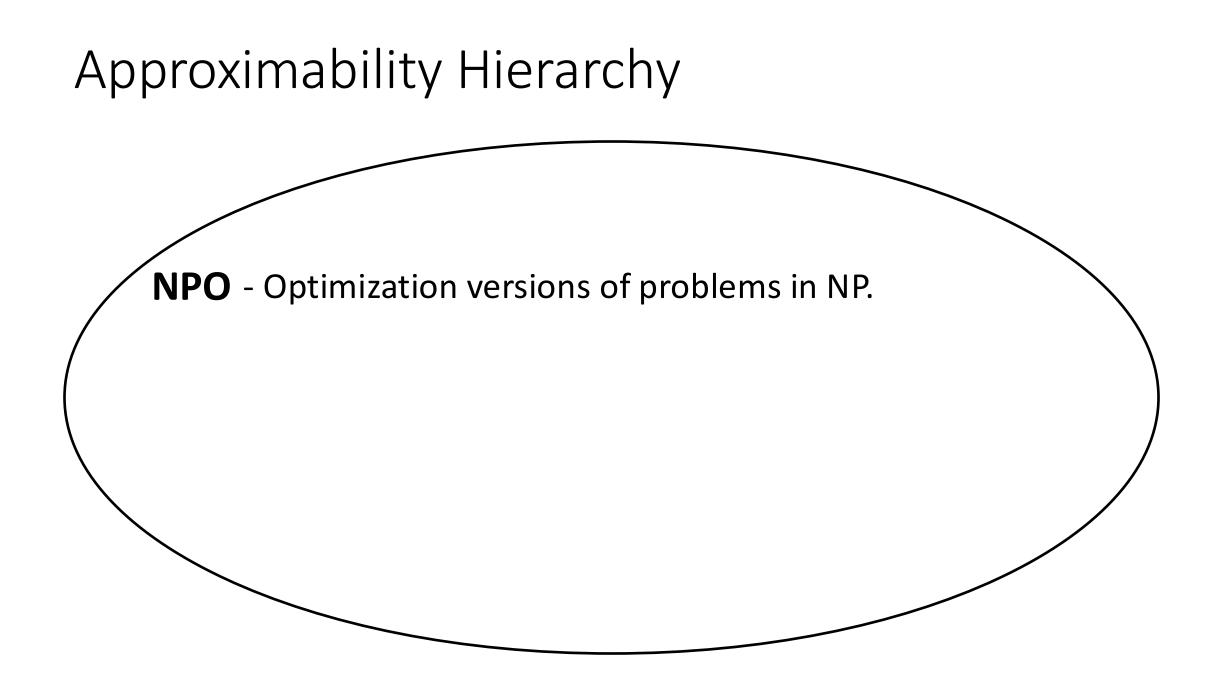
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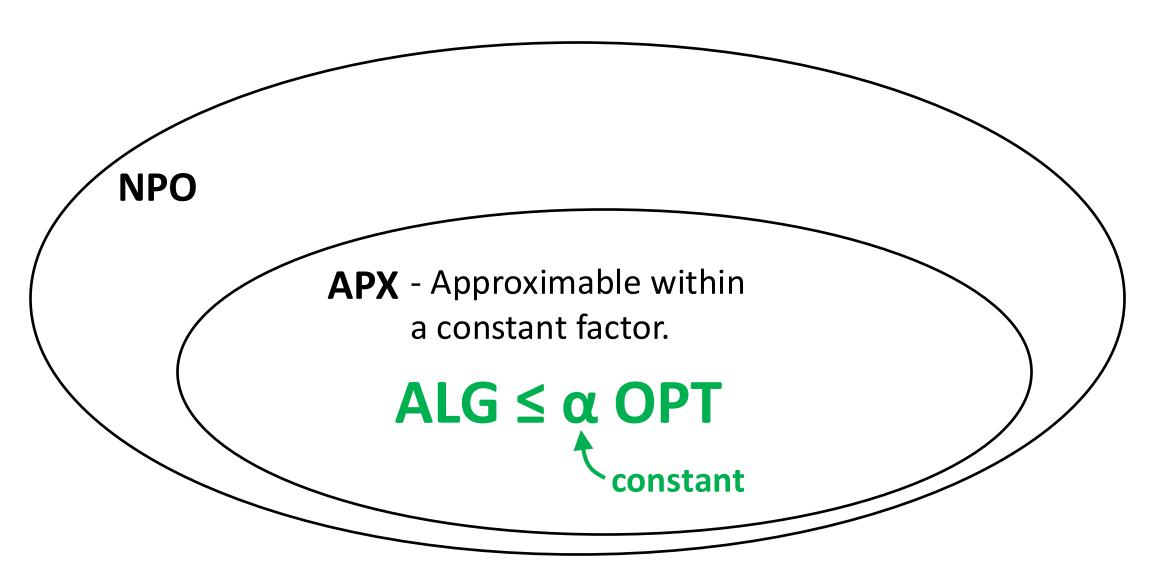


Approximability Hierarchy





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