

Algorithms and datastructures II

Lecture 11: Approximation algorithms

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Decision problems

Definition

A **(decision) problem** is a function from $\{0, 1\}^*$ (the set of all possible inputs) to $\{0, 1\}$.

Definition (Reduction)

Given problems A and B , we say that A is **(polynomial time) reducible** to B (and write $A \rightarrow B$) if there exists function $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$ such that for every $x \in \{0, 1\}^*$ it holds $A(x) = B(f(x))$ and f can be computed in polynomial time relative to $|x|$. Function f is also called **(polynomial time) reduction**.

Definition (P)

P is the class of all (decision) problems that can be solved by a polynomial time algorithm.

Definition (NP)

NP is the class of all (decision) problems L such that there exists some problem $K \in P$ and a polynomial g such that for every input x it holds that $L(x) = 1$ iff there exists $y \in \{0, 1\}^*$ of length at most $g(|x|)$ such that $K(x, y) = 1$.

Recall: NP completeness



Approximation algorithms



Vertex cover



Travelling salesman problem



Knapsack



NP-completeness

Decision versus optimization problems

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Definition (α -approximation)

Given $\alpha > 1$, **α -approximation** is an acceptable solution to the optimization problem with cost c' satisfying

$$c' \leq \alpha c^*.$$

Relative error $(c' - c^*)/c^*$ is at most $\alpha - 1$.

Similarly we can study optimization problem maximizing the cost.

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Proof.

Every vertex cover contains at least one vertex from each edge considered by VertexCoverApprox. □

In 2005 Dinur and Safra proved that discovering 1.3606-approximation algorithm would imply $P = NP$.

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$$\ell(x, z) < \ell(x, y) + \ell(y, x) \text{ for all } x, y, z$$

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- 2 If G has hamiltonian cycle then TSP solution for G' has length $n = |E|$.
- 3 If G has no hamiltonian cycle then the TSP solution for G' has length at least $n - 1 + c$.
- 4 We want $tn < n - 1 + c$, so we can chose $c > (t - 1)n + 1$.



Recall: Knapsack problem

Knapsack problem

Given set of n objects with weights w_1, \dots, w_n , costs c_1, \dots, c_n and maximum weight W your knapsack can carry. Find subset $P \subseteq \{1, 2, \dots, n\}$ such that $w(P) = \sum_{i \in P} w_i$ is at most W and the cost $c(P) = \sum_{i \in P} c_i$ is maximum possible.

We can use dynamic programming to solve the problem in polynomial time in $C = \sum c_i$.

- ① Denote by $A_k(c)$ the minimum of weights of subsets $P \subseteq \{1, 2, \dots, k\}$ satisfying $c(P) = c$.
 - ② Proceed by induction:
 - ① $A_0(0) = 0, A_0(1) = A_0(2) = \dots = A_0(C) = \infty$.
 - ② Given A_{k-1} compute
$$A_k(c) = \min(A_{k-1}(c), A_{k-1}(c - c_k) + w_k)$$
 - ③ Once A_n is determined we know for every possible cost the subset P of that cost minimizing the weight. It remains to find maximal c such that $A_n(c) \leq W$
 - ④ To determine the set P one can remember how the values $A_k(c)$ was determined.
- (This is **pseudo-polynomial algorithm**) running in time $O(nC)$.

KnapsackApprox ($w_1, \dots, w_n, c_1, \dots, c_n, \epsilon$)

- 1 Remove from input all items heavier than W
- 2 Compute $c_{\max} = \max_j c_j$ and choose $M = \lfloor n/\epsilon \rfloor$.
- 3 For $i = 1, \dots, n$ put $\hat{c} \leftarrow \lfloor c_i \cdot M / c_{\max} \rfloor$.
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$\hat{C} \leq nM = O(n^2/\epsilon)$ and thus runtime is $O(n\hat{C}) = O(n^3/\epsilon)$.

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Solution by KnapsackApprox has relative error at most ϵ .

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□

Definition

Algorithm which for every $\epsilon > 0$ finds in a polynomial time $(1 - \epsilon)$ -approximation is called **polynomial-time approximation scheme (PTAS)**.

If the time complexity is also polynomial in $1/\epsilon$ it is called **full polynomial-time approximation scheme (FPTAS)**.