LPS For Approximation Algorithms:

To prove d-approx, often done:

- 1) Prove OPT ZLB
- 2) Prove ALG Ex. LB

ALG & X. OPT

TSe: LB = MST

vertex Cover: LB= max matching

steiner Tree: LB= MST of terminals

Linear Programming; automatically generate a LB, which can be modified algorithmically!

Example: Weighted Vertex (over

Innt: - 6= CV, E1 - c: V - 1R+

Feasible Solution: SEV s.t. SA {u,u} + B & {u,u} & E

Objective: min ((5)= 2 ((v)

Integer Linear Programming:

- variables x1,..., xn, each of which must be an integer
-m linear inequalities over variables at x 55
- (Possibly) linear objective

2 a; x; 5 b

Thm: This Ill is an exact formulation of WUC

Pt:

Let S be a U(. Set $x_{u} = \begin{cases} 1 & \text{if } v \in S \\ 0 & \text{if } v \notin S \end{cases}$ Let $\{u_{1}v_{1}\} \in f \Rightarrow X_{u} + X_{u} \geq 1 \quad (S \neq VC)$ $\Rightarrow \times \text{ or } fe=s; f(e \quad 1 \cup e) \quad (S)$ $\geq c(v) \times v = \sum_{v \in V} c(v) = c(S)$ $\Rightarrow O(T(1 \cup e)) \leq O(T(u \cup C))$

Let x be an ILP solution Let 5= { ueV: xu=13 Let {n,v}ef => {n,v} 15t0 (since xxxx = 1) =) S a U (

((5) = \(\xi\) ((b) = \(\xi\) ((b) \(\xi\)

=) OPT(WU() & OPT(JLP)

So ILP exactly the same (-) NP-hard) why did we do this?

Linear Program:

Same thing, no integrality confraints; variables take unlary in R (really Q)

Polytine solvable!

WRelax" JLP to an LP

s.t.
$$x_{u} + x_{u} \ge 1$$
 $\forall \{-,u\} \in E$
$$0 \le x_{u} \le 1 \qquad \forall v \in V$$

(an solve this!

Key point: Every ILP solution x also an LP solution!

(Including IC1 of + x 2cp)

=> OPT(LP) = ((x*) = ((x*zip) = OPT(ZLI) = OPT(WVC)

ALG If we can find a Vertex (over LP (cyclently ILP solution) of cost

Algorithmic idea: LP vous ding

1) Write exact ILP form- (a tion

- 2) Relax to LP, so OPT(LP) < OPT(ILP)
- 3) Solve LP relaxation offinelly, get solution x*
- 4) "Round" x* to integer values to get an ILP solution

 Ltry to lose small & in randing)

LP Ronding for WUC;

min & ((v) Xu

Solve to get xt. Went integral solution x'

 $x'_{0} = \begin{cases} 2 & \text{if } x'_{0} \ge \frac{1}{2} \\ 0 & \text{otherwise} \end{cases}$

Thm: x' is a feasible ILP solution

Integrality gaps:

Key i dea of approachi

- 1) LPSOPT
- 2) ALG Ex. LP
- ALG SX. OPT TOPT

Hopelery it LP << OPT!

=) OPT is the best approximation we can hope for from this approach

Det: The integrality gap of an LP relaxation for a (minimization) problem IT is

Integrality gap for LUC:

Thm: The integrality gap for WVC UP is ? 2(1-5)

Max Independent Set:

Injut: 6=(0,6)

Fensible solution: SEV s.t. le 15/51 Veef

Objective: max 151

max & Xu

s.f. xu+xv ≤ 1 \\ {\u,\v} ∈ E

05x, 51 YueV

Thm: Integrality gap =
$$\frac{h}{2}$$

Pr: $G = K_n$
 $\Rightarrow OPT = 1$
 $LP: Set \quad x_n = \frac{1}{2} \quad \forall v \in V$
 $\Rightarrow fecsible , history$
 $\Rightarrow LP = \frac{1}{2} \cdot n$
 $\Rightarrow LP = \frac{1}{2} \cdot n$

Solving LPs:

General L1:
$$\min_{x \in \mathbb{R}^n} Cx$$

s.t. $A \times 2b$
 $\times 20$
 $K \in \mathbb{R}^n$
 $K \in \mathbb{R}^n$

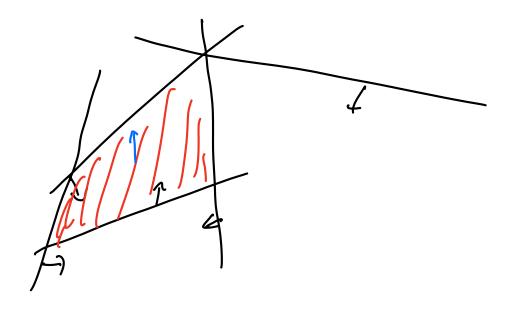
Let D be bit-conjunity of an LP: #6:15 needed to write any coefficient (a;;, (i, b;)

Thm: Linear Programming can be solved in line poly (n, n, 1)

Intaition: think geometrically!

LP constraints -> polytope in IR" with

Objective: direction to optimize



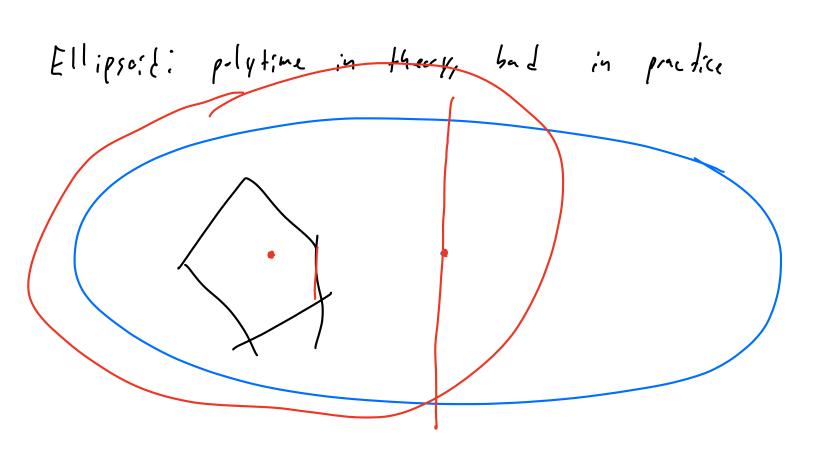
Simplex: local search on vertices of polytope

Good in practice, not polynomial time in

worst case:

Interior Point methods:

Complicated alsorithms that walk inside polytope and in practice, polytime in worst case!





Key fact: just need to be able to reparate!

-hiven x,

-if x in polytope return yes

-if x and in polytope, find separating hyperplane

(violated constraint)

can separate!

Ex: Spanning tree polytope

min $\xi(e) \times e$ s.f. $\xi \times e \ge 1$ $e \in E(S, \overline{S})$ $0 \le x_e \le 1$

Experiential constraints!

Separation: given x, is there a violated contraint?

=) I, there SEV s.t. 2 xe < 1?

e \in E(\(\frac{5}{3} \))

Compute min (++!