

Lecture 24: Approximation Algorithms

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601.433/633 Introduction to Algorithms

Introduction

What should we do if a problem is NP-hard?

- ▶ Give up on efficiency?
- ▶ Give up on correctness?
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Popular answer: *approximation algorithms* (one of my main research areas!)

- ▶ Give up on correctness, but in a provable, bounded way.
- ▶ Applies to optimization problems only (not pure decision problems)
- ▶ Has to run in polynomial time, but can return answer that is *approximately* correct.

Main Definition

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Let \mathcal{A} be some (minimization) problem, and let I be an instance of that problem. Let $OPT(I)$ be the cost of the optimal solution on that instance. Let ALG be a polynomial-time algorithm for \mathcal{A} , and let $ALG(I)$ denote the cost of the solution returned by ALG on instance I . Then we say that ALG is an α -approximation if

$$\frac{ALG(I)}{OPT(I)} \leq \alpha$$

for all instances I of \mathcal{A} .

- ▶ Approximation always at least $\mathbf{1}$
- ▶ For maximization, can either require $\frac{ALG(I)}{OPT(I)} \geq \alpha$ (where $\alpha < \mathbf{1}$) or $\frac{OPT(I)}{ALG(I)} \leq \alpha$ (where $\alpha > \mathbf{1}$)

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- ▶ Also gives “fine-grained” complexity: not all NP -hard problems are equally hard!

Vertex Cover

Definition: $S \subseteq V$ is a *vertex cover* of $G = (V, E)$ if $S \cap e \neq \emptyset$ for all $e \in E$

Definition (**VERTEX COVER**)

Instance is graph $G = (V, E)$. Find vertex cover S , minimize $|S|$.

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So cannot expect to compute a minimum vertex cover efficiently. What about an *approximately* minimum vertex cover?

- ▶ Not an approximate vertex cover: still needs to be an actual vertex cover!

Obvious Algorithm 1

$\mathbf{S} = \emptyset$

while there is at least one uncovered edge {

 Pick arbitrary vertex \mathbf{v} incident on at least one uncovered edge

 Add \mathbf{v} to \mathbf{S}

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Not a good approximation: star graph.

- ▶ **$OPT = 1$**
- ▶ **$ALG = n - 1$**

Obvious Algorithm 2

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 Let v be vertex incident on most uncovered edges

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Better, but still not great.

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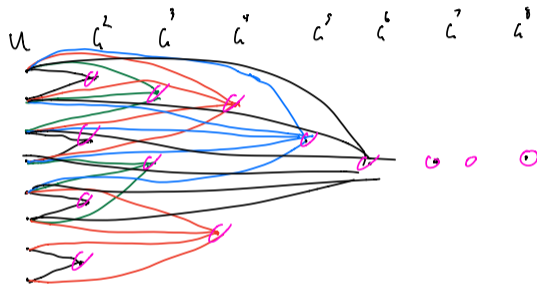
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Better, but still not great.

- ▶ $|U| = t$
- ▶ For all $i \in \{2, 3, \dots, t\}$, divide U into $\lfloor t/i \rfloor$ disjoint sets of size i :
 $G_1^i, G_2^i, \dots, G_{\lfloor t/i \rfloor}^i$
- ▶ Add vertex for each set, edge to all elements.



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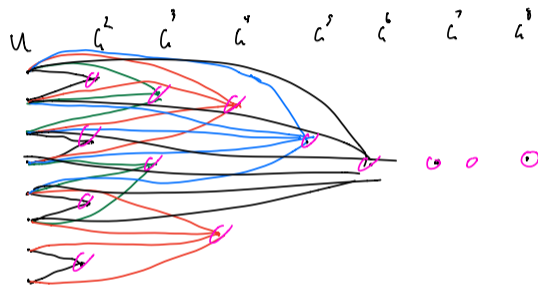
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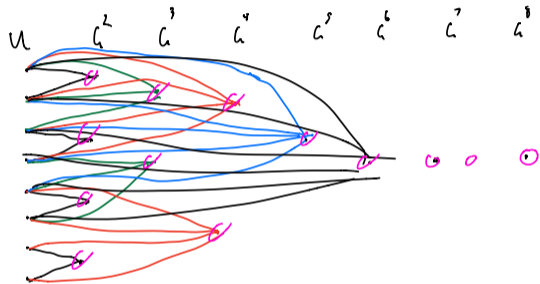
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$$OPT = t$$

$$ALG = \sum_{i=2}^t \lfloor \frac{t}{i} \rfloor \geq \sum_{i=2}^t \left(\frac{1}{2} \cdot \frac{t}{i} \right) = \frac{t}{2} \sum_{i=2}^t \frac{1}{i} = \Omega(t \log t)$$

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$$\implies ALG/OPT \leq 2.$$

More Complicated Algorithm: LP Rounding

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Question: Is this enough?

- ▶ Let $OPT(LP)$ denote value of optimal LP solution: does $OPT(LP) = OPT$?

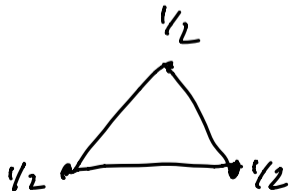
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- ▶ $OPT = 2$
- ▶ $OPT(LP) = 3/2$

LP Structure

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Proof.

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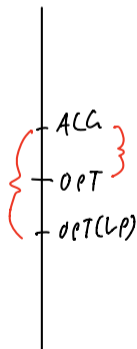
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$$\begin{aligned} |S| &= \sum_{v \in S} 1 \leq \sum_{v \in S} 2x_v^* \leq 2 \sum_{v \in V} x_v^* \\ &= 2 \cdot OPT(LP) \leq 2 \cdot OPT \end{aligned} \quad \square$$

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Higher level: LP provides *lower bound* on OPT . Often main difficulty!

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So does this mean that a **2**-approximation for VERTEX COVER \implies **2**-approximation for INDEPENDENT SET?

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There is a notion of “approximation-preserving reduction”, but it is more involved than a normal reduction.

Max-E3SAT

Recall 3-SAT: CNF formula (AND of ORs) where every clause has ≤ 3 literals

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Easy *randomized* algorithm: Choose random assignment!

- ▶ For each variable x_i , set $x_i = \mathbf{T}$ with probability $1/2$ and \mathbf{F} with probability $1/2$

Max-E3SAT: Analysis

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Random variables:

- ▶ For $i \in \{1, 2, \dots, m\}$, let $X_i = \begin{cases} 1 & \text{if clause } i \text{ satisfied} \\ 0 & \text{otherwise} \end{cases}$
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- ▶ Let $X = \# \text{ clauses satisfied} = \sum_{i=1}^m X_i$

Max-E3SAT: Analysis

Algorithm: Choose random assignment

Clause i : probability satisfied = $7/8$

Random variables:

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Theorem (Håstad '01)

Assuming $P \neq NP$, for all constant $\epsilon > 0$ there is no polytime $(\frac{7}{8} + \epsilon)$ -approximation for Max-E3SAT.