

# Approximation Algorithms

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# Why study Approximation Algorithms?

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- The widely believed assumption is that  $P \neq NP$ .
- Approaches include polynomial-time algorithms, heuristics etc.
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- An  $\alpha$ -approximation algorithm is an algorithm that runs in polynomial time and always produces a solution within a factor of  $\alpha$  of the value of the optimal solution.
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# Set Covering

- Given a universe  $U$  of  $n$  elements, a collection of subsets of  $U$ ,  $S = \{S_1, \dots, S_k\}$ , and a cost function  $c$ , find a minimum cost subcollection of  $S$  that covers all elements of  $S$ .
- Greedy Algorithm:
  - $C = 0$
  - While  $C \neq U$  do
  - Find the most cost effective set in the current iteration. say  $S$ .
  - let  $\alpha = \frac{\text{cost}(S)}{|S-C|}$ .
  - Pick  $S$ , and for each  $e \in S - C$ , set  $\text{price}(e) = \alpha$ .  
 $C = C \cup S$ .
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- The greedy algorithm is an  $H_n$  factor algorithm for the minimum set cover problem, where  $H_n = 1 + \frac{1}{2} + \dots + \frac{1}{n}$ .
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- **Problem Definition:** Given a complete graph with nonnegative edge costs, find the minimum cost cycle visiting every vertex exactly once.
- **Theorem:** For any polynomial time computable function  $\alpha(n)$ , TSP cannot be approximated within a factor of  $\alpha(n)$ , unless  $P = NP$ .
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# Metric TSP continued: A 2-factor algorithm.

- Find an MST  $T$  of  $G$ .
- Double every edge of MST to get an Eulerian graph.
- Find an Eulerian tour,  $T_1$ , on this graph.
- Output the tour that visits vertices of  $G$  in the order of their first appearance in  $T_1$ . Let  $C$  be that tour.
- This is a 2-factor approximation algorithm for metric TSP.
- $Cost(T) \leq OPT$ ,  $cost(T_1) = 2cost(T)$ ,  $cost(C) \leq cost(T_1) \dots$

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# Some definitions

- Some NP-Hard problems may allow approximability to any required degree.
- Approximation Scheme: Let  $\Pi$  be an NP-Hard problem with objective function  $f_{\Pi}$ . An algorithm  $A$  is an approximation scheme for  $\Pi$  if on input  $(I, \epsilon)$ , where  $I$  is an instance of  $\Pi$ , and  $\epsilon > 0$  is an error parameter, it outputs a solution  $s$  such that:  
 $f_{\Pi}(I, s) \leq (1 + \epsilon)OPT$  if  $\Pi$  is a minimization problem.  
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# PTAS and FPTAS

- A is said to be a polynomial time approximation scheme (PTAS), if for each fixed  $\epsilon > 0$ , its running time is bounded by a polynomial in the size of the instance  $I$ .
- A is said to be a fully polynomial time approximation scheme (FPTAS), if for each fixed  $\epsilon > 0$ , its running time is bounded by a polynomial in the size of the instance  $I$  and  $1/\epsilon$ .

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- Knapsack being NP-Hard does not admit a polynomial time algorithm.
- But it does admit a pseudo-polynomial time algorithm.
- This fact is critically used to obtain a FPTAS for Knapsack.
- All known pseudo-polynomial time algorithms for NP-Hard problems are based on dynamic programming.

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# Knapsack Problem

- Definition: Given a set  $S = \{a_1, \dots, a_n\}$  of objects, with sizes  $size(a_i) \in \mathbb{Z}^+$ , and profits  $p(a_i) \in \mathbb{Z}^+$ , and a knapsack capacity  $B \in \mathbb{Z}^+$ , find a maximum profit subset of objects having total size  $\leq B$ .
- Dynamic Programming:
- Let  $S_{i,p}$  denote a subset of  $\{a_1, \dots, a_i$  with total profit exactly  $p$ .
- $A(i+1, p) = \min\{A(i, p), size(a_{i+1}) + A(i, p - profit(a_{i+1})) \text{ if } p(a_{i+1}) < p.$
- $A(i+1, p) = A(i, p) \text{ otherwise.}$
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# LP based schemes

- The linear relaxation of an LP provides a lower bound to the optimal solution.
- Integrality gap/ratio  $\sup_I \frac{OPT(I)}{OPT_r(I)}$ . If the relaxation is not exact, then the best approximation ratio an algorithm may hope for is the integrality ratio.
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# LP based schemes

- Primal-Dual schema. Suitable relaxations to the complementary slackness conditions.
- $\alpha \geq 1, \beta \geq 1$ . Then

$$x_j = 0 \quad \text{or} \quad c_j/\alpha \leq \sum a_{ij}y_i \leq c_j \quad (1)$$

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# SemiDefinite Programming

- **Another class of relaxations.**
- Many NP-Hard problems can be expressed as strict quadratic programs(MAX-CUT).
- maximize  $C \cdot Y$

$$D_i \cdot Y = d_i \tag{4}$$

$$Y \text{ positive semidefinite} \tag{5}$$

- A matrix is semidefinite if  $\forall x \in \mathbb{R}^n, x^T A x \geq 0$ .
- $A \cdot B = \text{tr}(A^T B)$
- There is a theorem on finding separating hyperplane for  $Y$  in polynomial time.
- As a result, semidefinite programs can be solved in time polynomial in  $n$  and  $\log(1/\epsilon)$  using ellipsoid algorithm.

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## Some results

- Strongly NP-Hard: A problem is strongly NP-Hard if the problem is NP-Hard even when all the numbers in the input are encoded in unary.
- A strongly NP-Hard problem cannot have a FPTAS assuming  $P \neq NP$ .
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# Inapproximability Results

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# PCP(Probabilistically checkable proofs) Theorem

- Probabilistic characterizations of class NP yield a general technique for obtaining gap-introducing reductions. The PCP Theorem captures this characterization.
- Class  $PCP(r(n), q(n))$  : a complexity class consisting of every language with an  $(r(n), q(n))$ -restricted verifier. Verifier reads the input of size  $n$  and uses  $O(r(n))$  random bits to compute a sequence of  $O(q(n))$  addresses in the proof. if input  $\in L$  , then probability of acceptance is 1, else it is less than half.
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# MAX-SNP

- Class of Problems defined by Papadimitriou et al. for studying which problems have a PTAS.
- Max-SNP is defined as a class of problems having constant factor approximation algorithms, but no approximation schemes unless  $P = NP$ .
- Result: There does not exist a PTAS for MAX-SNP hard problems unless  $P = NP$ . (Proof uses PCP Theorem)
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- A reduction : A problem  $P$  is  $A$ -reducible if to problem  $T$  , implies if  $P$  is approximable to a factor  $a$ , then  $T$  is approximable to a factor  $O(a)$ .
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- Using L-reductions(), it was shown that every MAX-SNP Hard problem is L-reducible to the MAX-3SAT, MAX-CUT, Metric TSP problems.
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