



# Design and Analysis of Algorithms

## Approximation Algorithms

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# Topics

- **Load Balancing**
- **Center Selection**
- **Weighted Vertex Cover: Pricing Method**
- **Weighted Vertex Cover: LP Rounding**



# Load Balancing

**Input.**  $m$  identical machines;  $n$  jobs, job  $j$  has processing time  $t_j$ .

- Job  $j$  must run contiguously on one machine.
- A machine can process at most one job at a time.

**Def.** Let  $S[i]$  be the subset of jobs assigned to machine  $i$ .

The load of machine  $i$  is  $L[i] = \sum_{j \in S[i]} t_j$ .

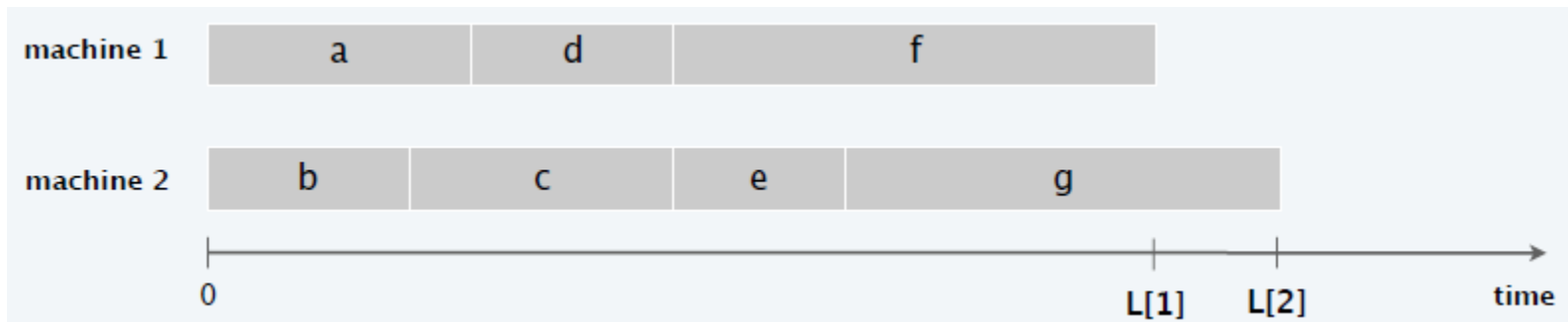
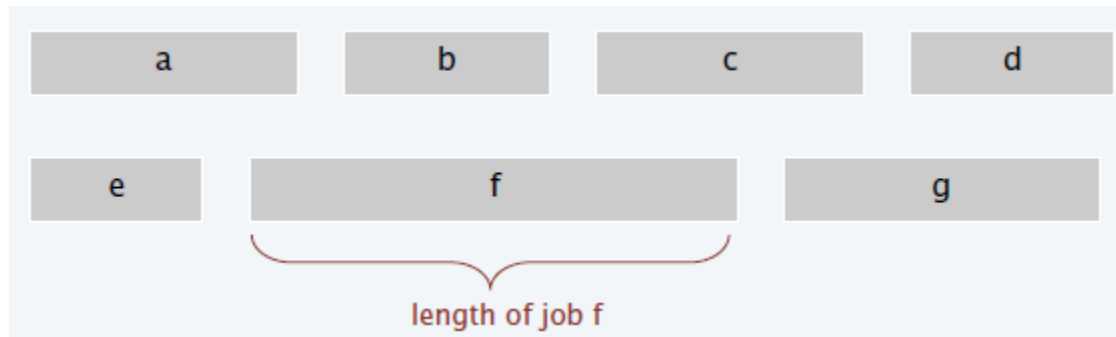
**Def.** The **makespan** is the maximum load on any machine  $L = \max_i L[i]$ .

**Load balancing.** Assign each job to a machine to minimize **makespan**.



# Load Balancing on 2 Machines

**Claim.** Load balancing is hard even if  $m = 2$  machines.





# Load Balancing: List Scheduling

## List-scheduling algorithm.

- Consider  $n$  jobs in some fixed order.
- Assign job  $j$  to machine  $i$  whose load is smallest so far.

List-Scheduling ( $m, n, t_1, \dots, t_n$ )

---

For  $i = 1$  to  $m$

$L[i] = 0.$

$S[i] \leftarrow \emptyset.$

For  $j = 1$  to  $n$

$i \leftarrow \operatorname{argmin}_k L[k].$

$S[i] \leftarrow S[i] \cup \{j\}.$

$L[i] \leftarrow L[i] + t_j.$

Return  $S[1], S[2], \dots, S[m].$



# Load Balancing: List Scheduling Analysis

**Theorem.** Greedy algorithm is a 2-approximation.

- First worst-case analysis of an approximation algorithm.
- Need to compare resulting solution with optimal makespan  $L^*$ .

**Lemma 1.** The optimal makespan  $L^* \geq \max_j t_j$ .

**Pf.**

Some machine must process the most time-consuming job.

**Lemma 2.** The optimal makespan  $L^* \geq \frac{1}{m} \sum_j t_j$ .

**Pf.**

- The total processing time is  $\sum_j t_j$ .
- One of  $m$  machines must do at least a  $\frac{1}{m}$  fraction of total work.



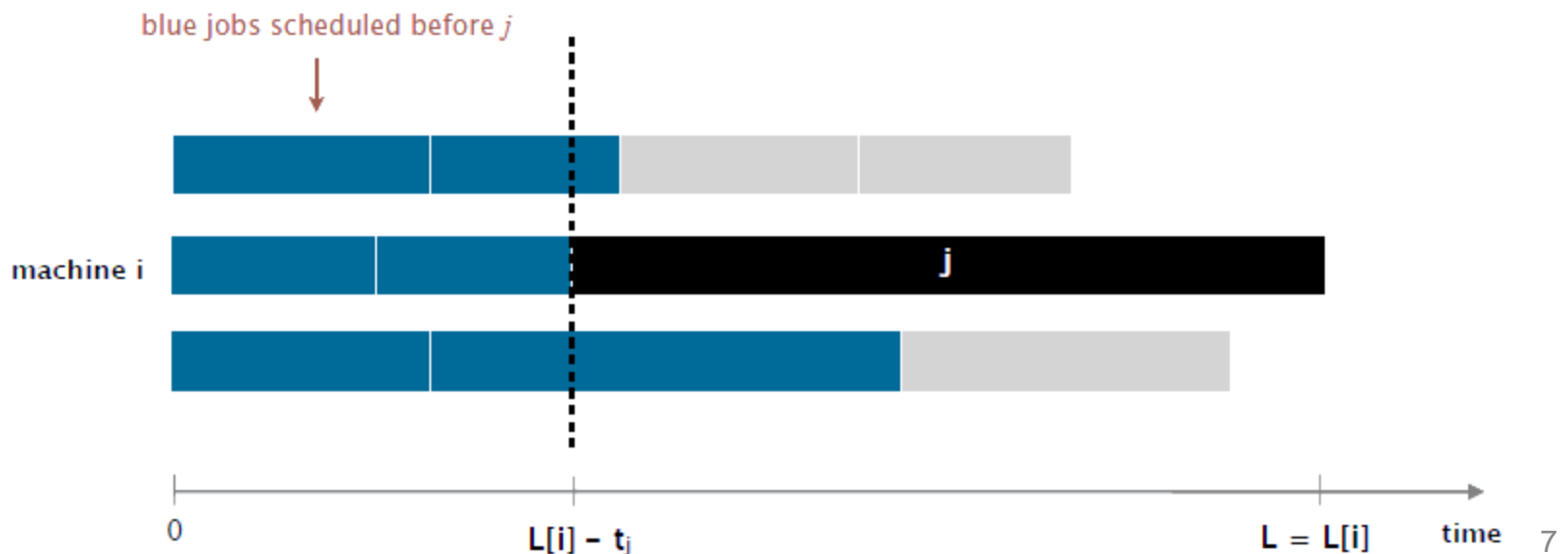
# Load Balancing: List Scheduling Analysis

**Theorem.** Greedy algorithm is a 2-approximation.

**Pf.** Consider load  $L[i]$  of bottleneck machine  $i$ .

- Let  $j$  be last job scheduled on machine  $i$ .
- When job  $j$  assigned to machine  $i$ ,  $i$  has smallest load.

Its load before assignment is  $L[i] - t_j \Rightarrow L[i] - t_j \leq L[k]$  for all  $1 \leq k \leq m$ .





# Load Balancing: List Scheduling Analysis

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Its load before assignment is  $L[i] - t_j \Rightarrow L[i] - t_j \leq L[k]$  for all  $1 \leq k \leq m$ .

- Sum inequalities over all  $k$  and divide by  $m$ :

$$L[i] - t_j \leq \frac{1}{m} \sum_k L[k] = \frac{1}{m} \sum_j t_j \leq L^*$$

- Now,  $L = L[i] = (L[i] - t_j) + t_j \leq 2L^*$ .



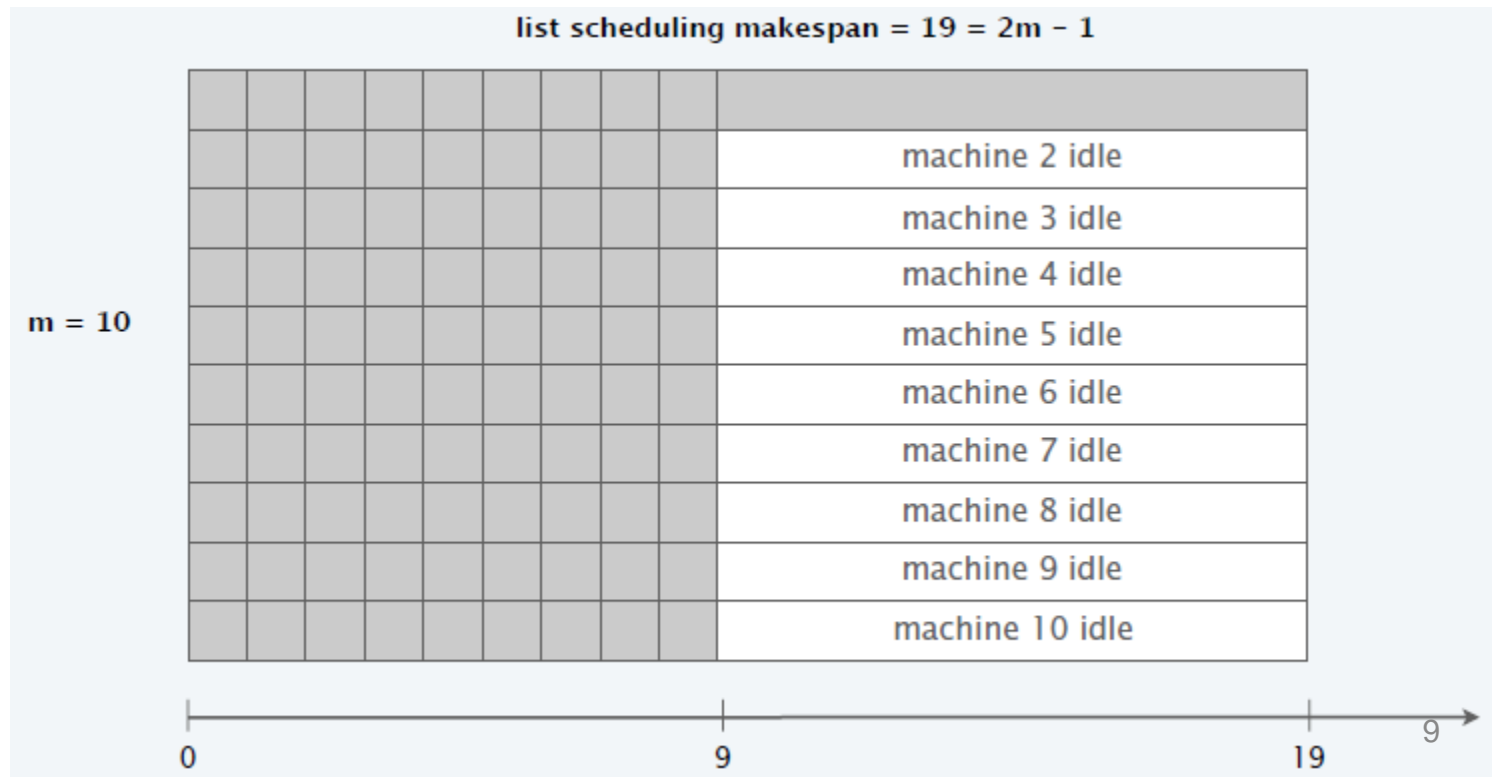


# Load Balancing: List Scheduling Analysis

Q. Is our analysis tight?

A. Essentially yes.

Ex:  $m$  machines,  $m(m - 1)$  jobs length 1, one job of length  $m$ .



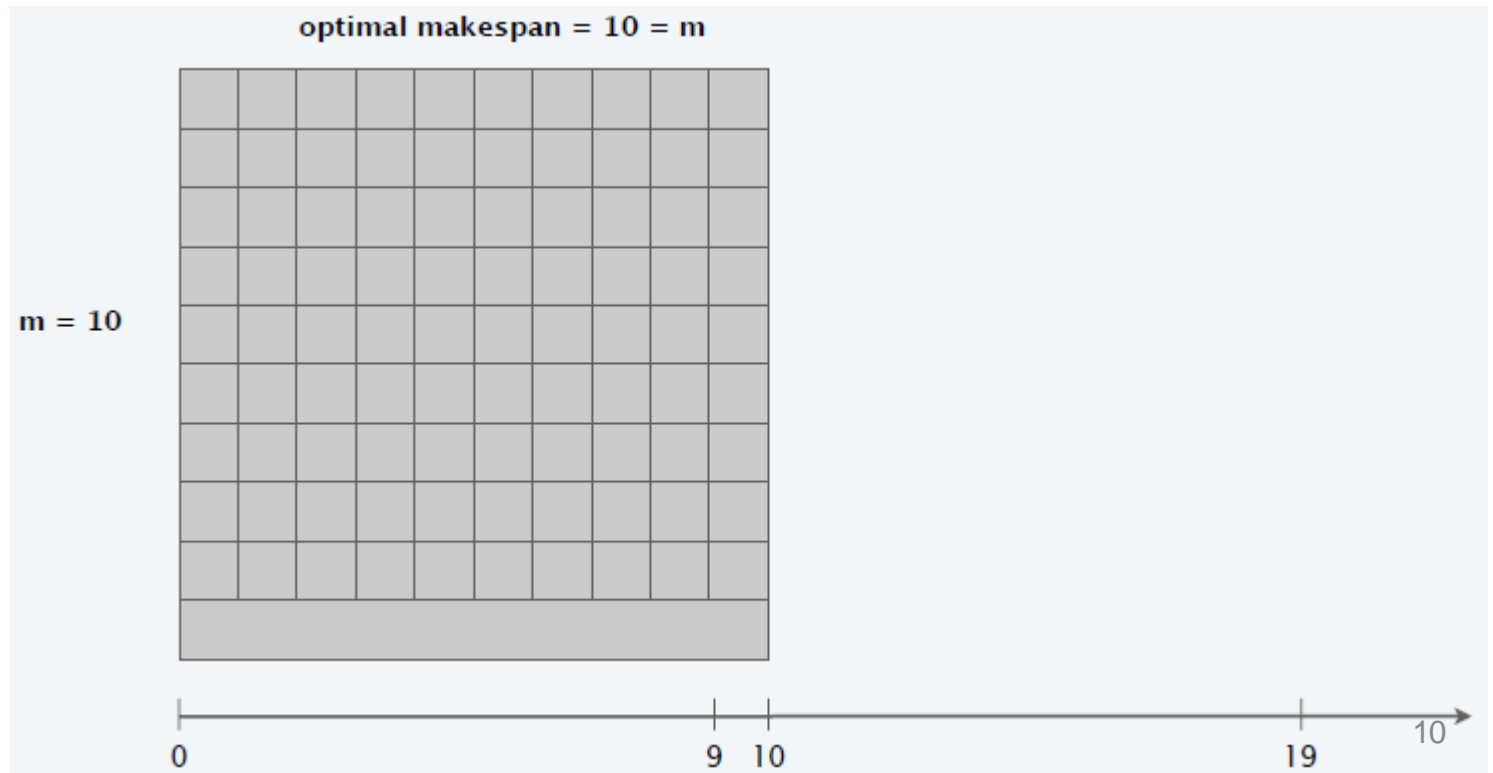


# Load Balancing: List Scheduling Analysis

Q. Is our analysis tight?

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Ex:  $m$  machines,  $m(m - 1)$  jobs length 1, one job of length  $m$ .





# Load Balancing: LPT Rule

**Longest Processing Time (LPT).** Sort  $n$  jobs in decreasing order of processing times; then run list scheduling algorithm.

**LPT-List-Scheduling** ( $m, n, t_1, \dots, t_n$ )

---

**Sort** jobs and renumber so that  $t_1 \geq t_2 \geq \dots \geq t_n$ .

**For**  $i = 1$  **to**  $m$

$L[i] = 0$ .

$S[i] \leftarrow \emptyset$ .

**For**  $j = 1$  **to**  $n$

$i \leftarrow \operatorname{argmin}_k L[k]$ .

$S[i] \leftarrow S[i] \cup \{j\}$ .

$L[i] \leftarrow L[i] + t_j$ .

**Return**  $S[1], S[2], \dots, S[m]$ .



# Load Balancing: LPT Rule

Ex.



LPT-List-Scheduling ( $m, n, t_1, \dots, t_n$ )

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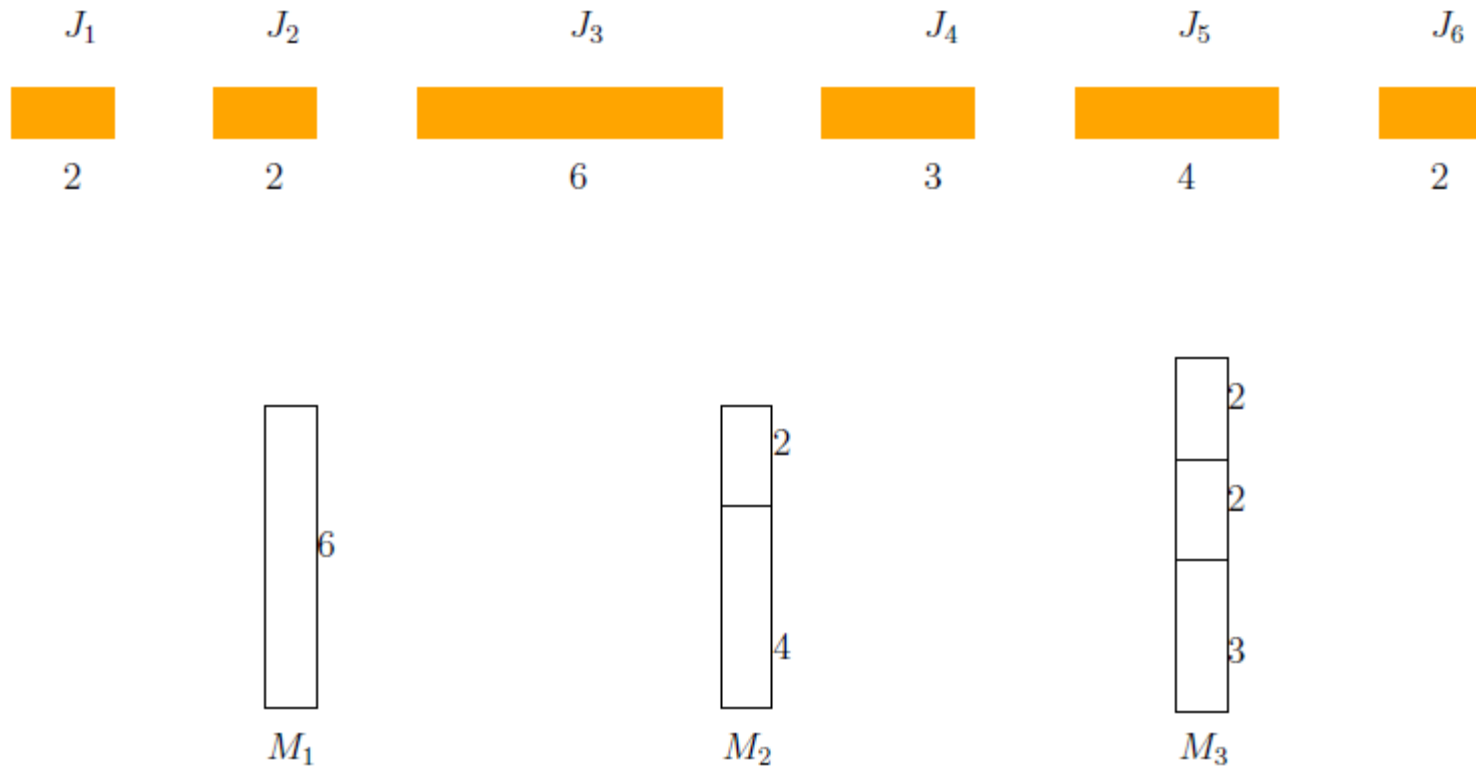
$L[i] \leftarrow L[i] + t_j$ .

Return  $S[1], S[2], \dots, S[m]$ .



# Load Balancing: LPT Rule

Ex.





# Load Balancing: LPT Rule

**Observation.** If bottleneck machine  $i$  has only 1 job, then optimal.

**Pf.** Any solution must schedule that job.

**Lemma 3.** If there are more than  $m$  jobs,  $L^* \geq 2t_{m+1}$ .

**Pf.**

- Consider processing times of first  $m + 1$  jobs  $t_1 \geq t_2 \geq \dots \geq t_{m+1}$ .
- Each takes at least  $t_{m+1}$  time.
- There are  $m + 1$  jobs and  $m$  machines, so at least one machine gets two jobs.

**Theorem.** LPT rule is a  $3/2$ -approximation algorithm.

**Pf.** [similar to proof for list scheduling]

- Consider load  $L[i]$  of bottleneck machine  $i$ .
- Let  $j$  be the last job scheduled on machine  $i$ .

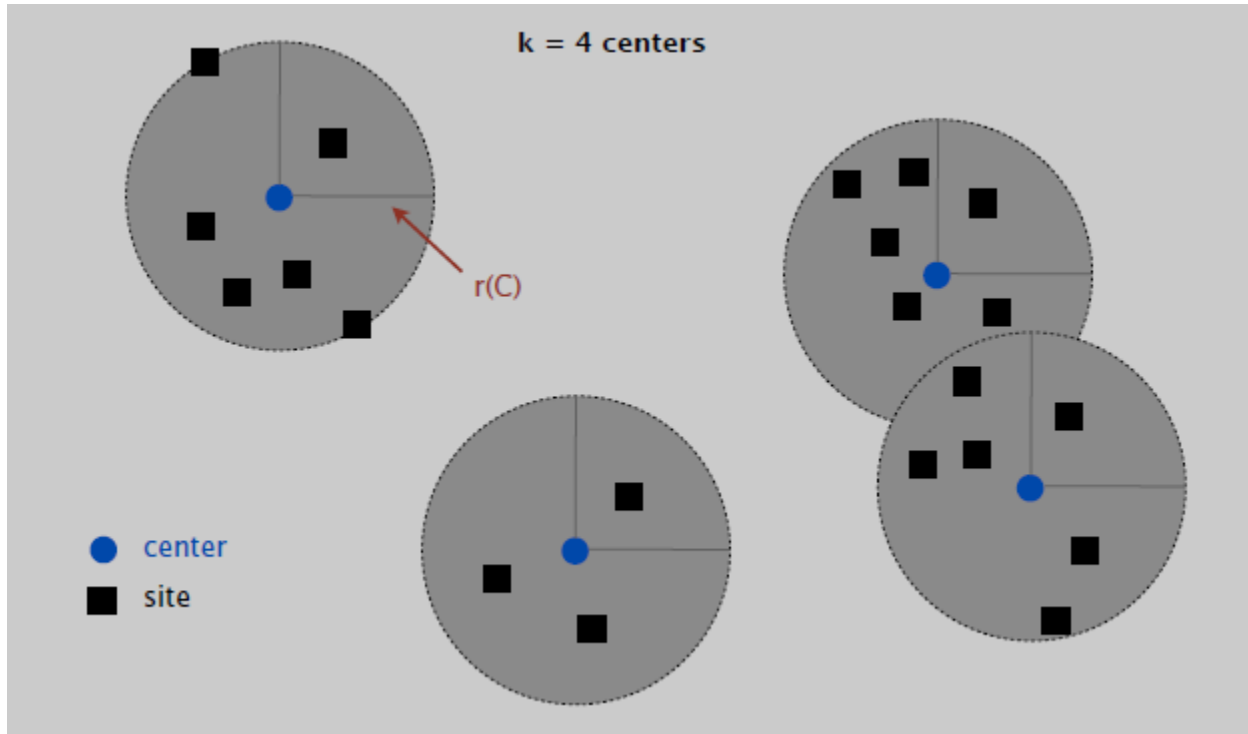
$$L = L[i] = (L[i] - t_j) + t_j \leq \frac{3}{2}L^*$$



# Center Selection Problem

**Input.** Set of  $n$  sites  $s_1, s_2, \dots, s_n$  and an integer  $k > 0$ .

**Center selection problem.** Select set of  $k$  centers  $C$  so that maximum distance  $r(C)$  from a site to nearest center is minimized.





# Center Selection Problem

**Input.** Set of  $n$  sites  $s_1, s_2, \dots, s_n$  and an integer  $k > 0$ .

**Center selection problem.** Select set of  $k$  centers  $C$  so that maximum distance  $r(C)$  from a site to nearest center is minimized.

**Notation.**

- $dist(x, y)$  = distance between sites  $x$  and  $y$ .
- $dist(s_i, C) = \min_c dist(s_i, c)$  = distance from  $s_i$  to closest center.
- $r(C) = \max_i dist(s_i, C)$  = smallest covering radius.

**Goal.** Find set of centers  $C$  that minimizes  $r(C)$ , subject to  $|C| = k$ .

**Distance function properties.**

- $dist(x, y) = 0$  [identity]
- $dist(x, y) = dist(y, x)$  [symmetry]
- $dist(x, y) \leq dist(x, z) + dist(z, y)$  [triangle inequality]

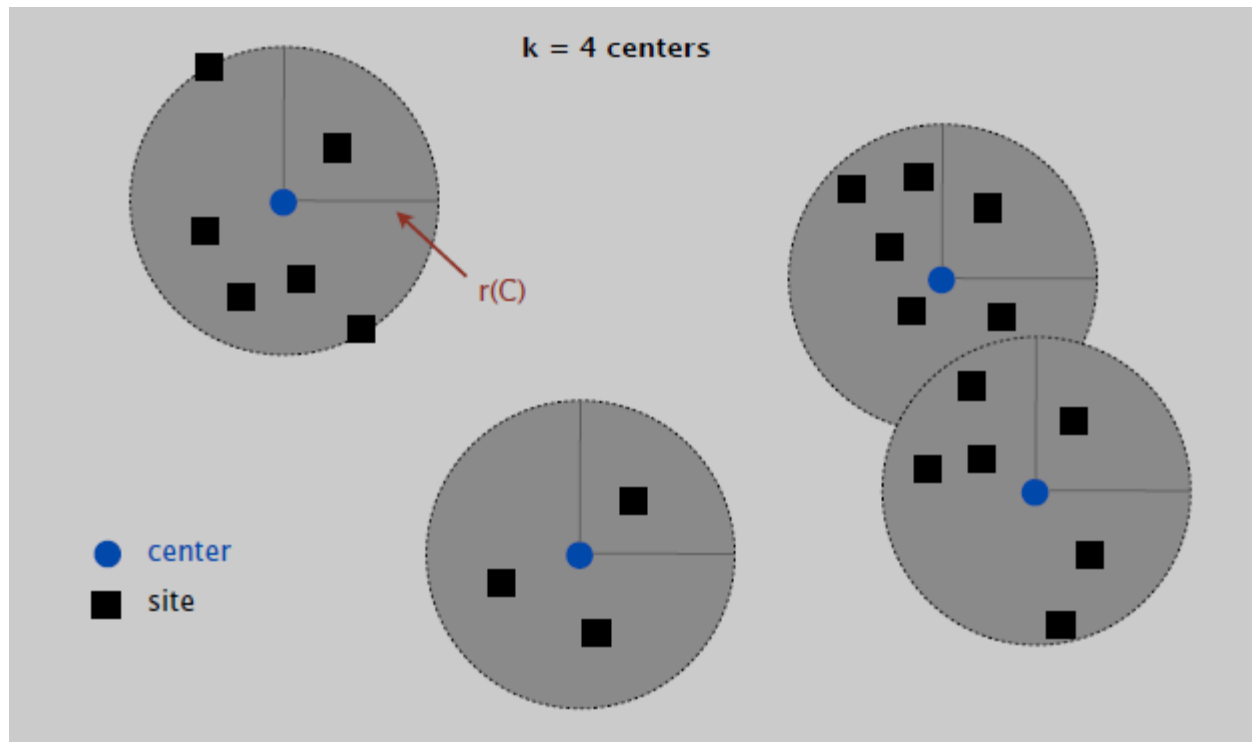




# Center Selection Example

**Ex:** each site is a point in the plane, a center can be any point in the plane,  $dist(x, y) = \text{Euclidean distance}$ .

**Remark:** search can be infinite!

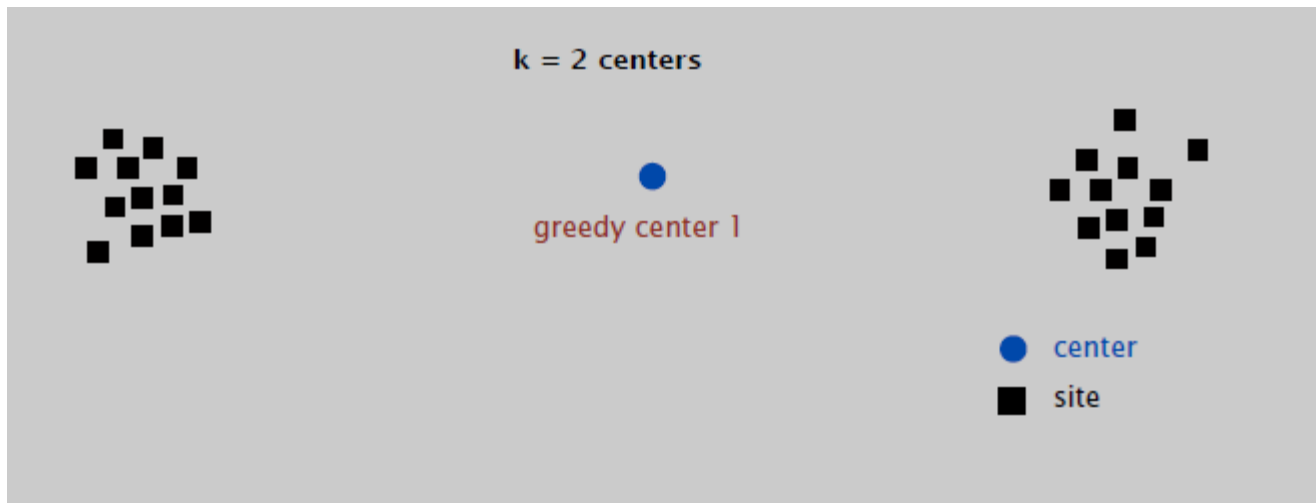




# Greedy Algorithm: A False Start

**Greedy algorithm.** Put the first center at the best possible location for a single center, and then keep adding centers so as to reduce the covering radius each time by as much as possible.

**Remark:** arbitrarily bad!





# Center Selection: Greedy Algorithm

Repeatedly choose next center to be site **farthest** from any existing center.

Greedy-Center-Selection ( $k, n, s_1, \dots, s_n$ )

---

$C \leftarrow \emptyset$ .

Repeat  $k$  times

    Select a site  $s_i$  with maximum distance  $dist(s_i, C)$ .

$C \leftarrow C \cup s_i$ .

Return  $C$ .

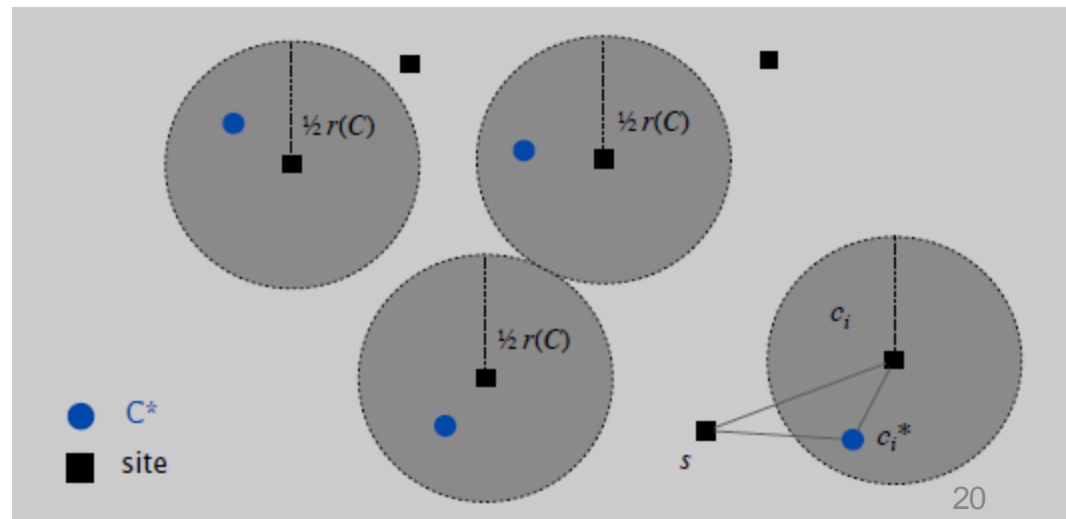


# Center Selection: Analysis of Greedy Algorithm

**Lemma.** Let  $C^*$  be an optimal set of centers. Then  $r(C) \leq 2r(C^*)$ .

**Pf.** [by contradiction] Assume  $r(C^*) \leq \frac{1}{2}r(C)$ .

- For each site  $c_i \in C$ , consider ball of radius  $\frac{1}{2}r(C)$  around it.
- Exactly one  $c_i^*$  in each ball; let  $c_i$  be the site paired with  $c_i^*$ .
- Consider any site  $s$  and its closest center  $c_i^* \in C^*$ .
- $\text{dist}(s, C) \leq \text{dist}(s, c_i) \leq \text{dist}(s, c_i^*) + \text{dist}(c_i^*, c_i) \leq 2r(C^*)$ .
- Thus,  $r(C) \leq 2r(C^*)$ .





# Center Selection

**Lemma.** Let  $C^*$  be an optimal set of centers. Then  $r(C) \leq 2r(C^*)$ .

**Theorem.** Greedy algorithm is a 2-approximation for center selection problem.

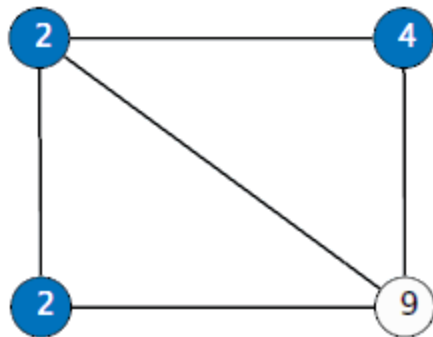
**Remark.** Greedy algorithm always places centers at sites, but is still within a factor of 2 of best solution that is allowed to place centers anywhere.



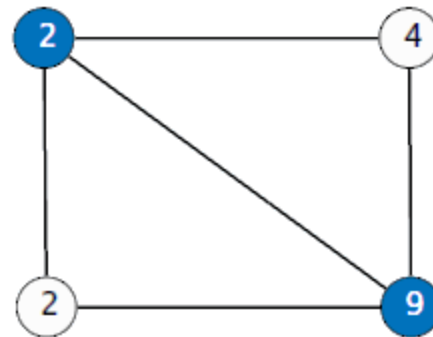
# Weighted Vertex Cover

**Definition.** Given a graph  $G = (V, E)$ , a vertex cover is a set of  $S \subseteq V$  such that each edge in  $E$  has at least one end in  $S$ .

**Weighted Vertex cover.** Given a graph  $G$  with vertex weights, find a vertex cover of minimum weight.



weight = 2 + 2 + 4



weight = 11

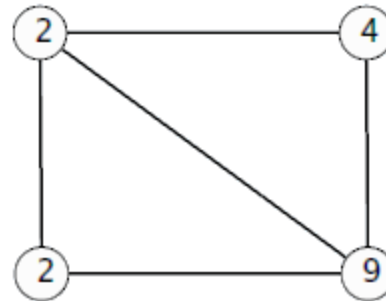


# Pricing Method

**Pricing method.** Each edge must be covered by some vertex. Edge  $e = (i, j)$  pays price  $p_e \geq 0$  to use both vertex  $i$  and  $j$ .

**Fairness.** Edges incident to vertex  $i$  should pay  $\leq w_i$  in total.

$$\text{for each vertex } i: \sum_{e=(i,j)} p_e \leq w_i$$



**Fairness lemma.** For any vertex cover  $S$  and any fair prices

$$p_e: \sum_{e \in E} p_e \leq w(S).$$

**Pf.**  $\sum_{e \in E} p_e \leq \sum_{i \in S} \sum_{e=(i,j)} p_e \leq \sum_{i \in S} w_i = w(S).$



# Pricing Method

Set prices and find vertex cover simultaneously.

Weighted-Vertex-Cover  $(G, w)$

---

$S \leftarrow \emptyset$ .

For each  $e \in E$

$p_e \leftarrow 0$ .

$$\sum_{e=(i,j)} p_e = w_i$$

While (there exists an edge  $(i, j)$  such that neither  $i$  nor  $j$  is **tight**)

Select such an edge  $e = (i, j)$ .

Increase  $p_e$  as much as possible until  $i$  or  $j$  tight.

$S \leftarrow$  set of all tight nodes.

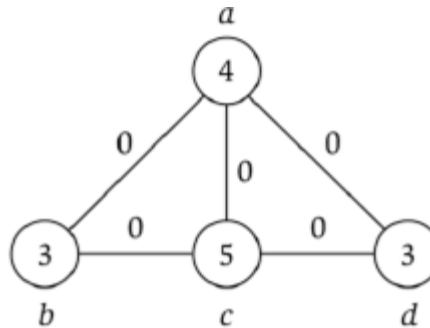
Return  $S$ .





# Pricing Method Example

Ex.



Weighted-Vertex-Cover  $(G, w)$

---

$S \leftarrow \emptyset$ .

For each  $e \in E$

$p_e \leftarrow 0$ .

While (there exists an edge  $(i, j)$  such that neither  $i$  nor  $j$  is **tight**)

Select such an edge  $e = (i, j)$ .

Increase  $p_e$  as much as possible until  $i$  or  $j$  tight.

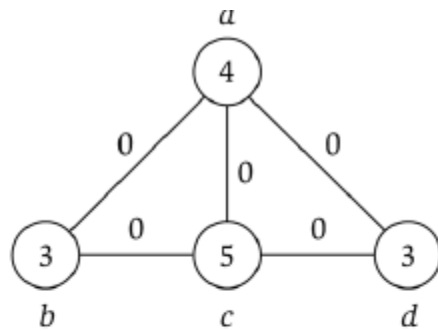
$S \leftarrow$  set of all tight nodes.

Return  $S$ .

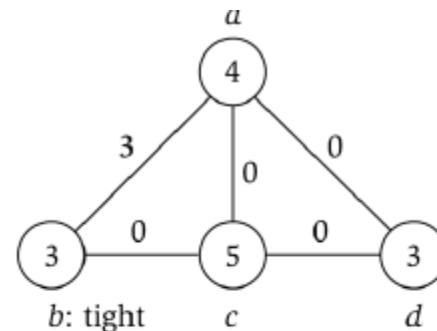


# Pricing Method Example

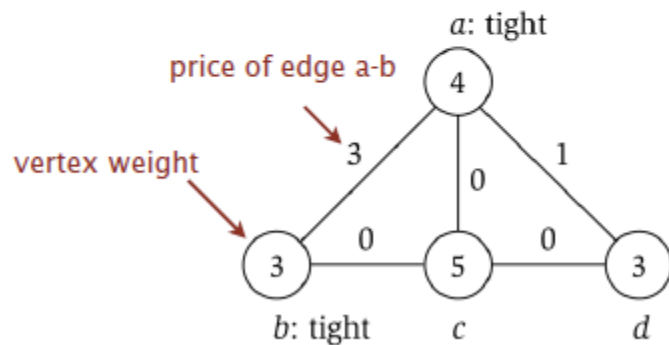
Ex.



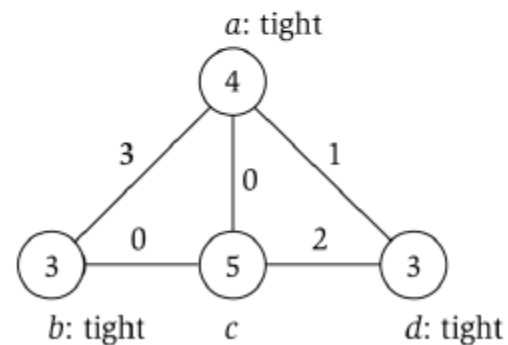
(a)



(b)



(c)



(d)



# Pricing Method: Analysis

**Theorem.** Pricing method is a 2-approximation for **Weighted-Vertex-Cover**.

**Pf.**

- Algorithm terminates since at least one new node becomes tight after each iteration of “while” loop.
- Let  $S$  = set of all tight nodes upon termination of algorithm.  $S$  is a vertex cover: if some edge  $(i, j)$  is uncovered, then neither  $i$  or  $j$  is tight. But then “while” loop would not terminate.
- Let  $S^*$  be optimal vertex cover. We show  $w(S) \leq 2w(S^*)$ .

$$\begin{aligned} w(S) &= \sum_{i \in S} w_i = \sum_{i \in S} \sum_{e=(i,j)} p_e \leq \sum_{i \in V} \sum_{e=(i,j)} p_e = 2 \sum_{e \in E} p_e \\ &\leq 2w(S^*) \end{aligned}$$



# Weighted Vertex Cover: ILP Formulation

Given a graph  $G = (V, E)$  with vertex weights  $w_i \geq 0$ , find a minimum weight subset of vertices  $S \subseteq V$  such that every edge is incident to at least one vertex in  $S$ .

## Integer Linear Programming (ILP) formulation.

- Model inclusion of each vertex  $i$  using a 0/1 variable  $x_i$ .

$$x_i = \begin{cases} 0, & \text{if vertex } i \text{ is not in vertex cover} \\ 1, & \text{if vertex } i \text{ is in vertex cover} \end{cases}$$

Vertex covers in 1-1 correspondence with 0/1 assignments:  $S = \{i \in V: x_i = 1\}$ .

- Objective function: minimize  $\sum_i w_i x_i$ .
- For every edge  $(i, j)$ , take either vertex  $i$  or  $j$  (or both):  $x_i + x_j \geq 1$ .



# Weighted Vertex Cover: ILP Formulation

**Weighted vertex cover.** Integer linear programming formulation.

$$\begin{aligned} (ILP) \quad & \min \sum_{i \in V} w_i x_i \\ \text{s.t.} \quad & x_i + x_j \geq 1 \quad (i, j) \in E \\ & x_i \in \{0, 1\} \quad i \in V \end{aligned}$$

**Observation.** If  $x^*$  is optimal solution on ILP, then  $S = \{i \in V: x_i^* = 1\}$  is a min-weight vertex cover.



# Integer Linear Programming

Given integers  $a_{ij}$ ,  $b_i$ , and  $c_j$ , find integers  $x_j$  that satisfy:

$$\begin{array}{ll}\min & c^T x \\ \text{s.t.} & Ax \geq b \\ & x \geq 0 \\ & x \text{ integral}\end{array}$$

$$\begin{array}{ll}\min & \sum_{j=1}^n c_j x_j \\ \text{s.t.} & \sum_{j=1}^n a_{ij} x_j \geq b_i \quad 1 \leq i \leq m \\ & x_j \geq 0 \quad 1 \leq j \leq n \\ & x_j \text{ integral} \quad 1 \leq j \leq n\end{array}$$



# Linear Programming

Given integers  $a_{ij}$ ,  $b_i$ , and  $c_j$ , find **real numbers**  $x_j$  that satisfy:

$$\begin{aligned} \min & c^T x \\ \text{s.t. } & Ax \geq b \\ & x \geq 0 \end{aligned}$$

$$\begin{aligned} \min & \sum_{j=1}^n c_j x_j \\ \text{s.t. } & \sum_{j=1}^n a_{ij} x_j \geq b_i \quad 1 \leq i \leq m \\ & x_j \geq 0 \quad 1 \leq j \leq n \end{aligned}$$

**Linear.** No  $x^2$ ,  $xy$ ,  $\arccos(x)$ ,  $x(1-x)$ , etc.

**Simplex algorithm.** Can solve LP in practice.



# Weighted Vertex Cover: LP Relaxation

Linear programming relaxation.

$$\begin{aligned} (LP) \quad & \min \sum_{i \in V} w_i x_i \\ \text{s.t.} \quad & x_i + x_j \geq 1 \quad (i, j) \in E \\ & x_i \geq 0 \quad i \in V \end{aligned}$$

**Note.** LP is not equivalent to weighted vertex cover.

**Q.** How can solving LP help us find a low-weight vertex cover?

**A.** Solve LP and **round** fractional values.





# Weighted Vertex Cover: LP Rounding Algorithm

**Lemma.** If  $x^*$  is optimal solution to LP, then  $S = \{i \in V: x_i^* \geq 1/2\}$  is a vertex cover whose weight is at most twice the min possible weight.

**Pf.** [ $S$  is a vertex cover]

- Consider an edge  $(i, j) \in E$ .
- Since  $x_i^* + x_j^* \geq 1$ , either  $x_i^* \geq 1/2$  or  $x_j^* \geq 1/2$  (or both)  $\Rightarrow (i, j)$  covered.

**Pf.** [ $S$  has desired cost]

- Let  $S^\#$  be optimal vertex cover. Then

$$\sum_{i \in S^\#} w_i \geq \sum_{i \in S} w_i x_i^* \geq \frac{1}{2} \sum_{i \in S} w_i$$

**Theorem.** The rounding algorithm is a 2-approximation algorithm.