\* \* Approximation Algorithms boly-time det-Soln - is a way of drealing with NP-completeness
Optimization problems (Maximization/Minimizati) - Goal of approx. algo is to come as close to optimal solution in polynomial time 7 Notations Used C -> cost of Solution (ie using Approx-algo) rowe C\* -> cost of optimal Solution

(n) -> approximation ratio (n-) i/p size) =  $\frac{c^{n}}{c} \leq f(n)$ \* Maximization problem  $\rightarrow$   $C_* \leq f(n)$ of Minimization problem

ie it may be I or greater than 1 -> Always [p(n) 41 Constraint Ex: Vertex Cover problem (NP-hand) goal to obtain mini of vertices needed to Cover all the edges of Graph. G? V=4 Ky %  $\frac{1}{3},\frac{3}{2},\frac{5}{3}$ £ 5, 6, 2, 13<sup>-3</sup>v<sup>-4</sup>  $\chi$  V=3 N=3 near to V=3 N=3 N=3

 $\frac{son}{2} \xrightarrow{son} \frac{1,3}{23} \rightarrow \text{preferred}$ Algo Alphonn \_ cover - Prob (a)  $C \leftarrow \emptyset$ E' < E[9] 3. While E' + & do let (u, v) be an aubitary edge in 5. C < C U Su, & 3 6. Remove from E'every edge incident on v or v 70 Return C

<u>Sol</u>n E'= { (a,b), (b,c), (c,e), ----(I) Arbitanly / Trandomly select any edge from a (for eg edge selected is (b, c)  $C = C V \{b, c\}$ 

(After removing all the edges incident on bor c we with only Gedges

(II) Assume nent edge schedred is (e, f)  $C = C V \{e, \} 3$ =  $\{(b, c) \} V \{(e, \}) \}$  $C = \{(b,c,e,f)\}$ (After removing the edges incident on Corf we are left with only one edge is (d,q) Edge selected will be (d,g)  $C = \{(b,c,e,t)\} \cup \{(d,g)\}$  $c = \begin{cases} b, c, d, e, f, g \end{cases}$ Min -> 6 vertices to corner all edges

H By Irandom de semodion Actual Optimal Soln V = { b, d, e} } \rightarrow V = \frac{2}{3} \frac{3}{9} \rightarrow \text{Vecded to corner} all edges of G \* Minimization