

Approximation Algorithms

Andrea Clementi

Review: Decision Problems vs Optimization Problems in NP

Given any **Opt** Problem $\text{Min-P} = (X, Y(x), m(x, Y(x)), \text{MIN/MAX})$ we can always define the corresponding

Decision Problem $\text{k-P} = (X, Y(x), m(x, Y(x)), \leq k (\geq k))$

FACT (Definition).

the corresponding **Opt** problem Min-P is **NP-hard**

IFF

the decision problem k-P is **NP-Hard**

COR. IF $P \neq NP$ and Min-P is NP-hard, THEN there is no poly-time deterministic algorithm for it.

Approximation Ratio (Error)

Optimization Problem

Given an optimization problem $P = (X, Y(x), m(x, Y(x)), MIN/MAX)$, we say A is an r -**approximation** algorithm for P if, **for any** instance $x \in X$, the computation $A(x)$ returns a feasible solution y^A such that:

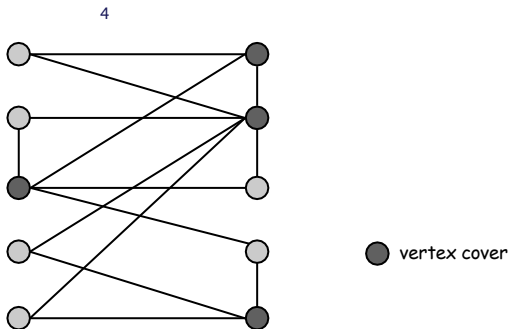
$$\frac{m(x, y^A)}{\text{opt}(x)} \geq r \quad (\text{in the case of } \mathbf{MAX})$$

Min-Vertex Cover

k-VC: Given a graph $G = (V, E)$ and an integer k , is there a **k-size VC**, i.e., a subset of vertices $S \subseteq V$ such that $|S| \leq k$, and for each edge, at least one of its endpoints is in S ?

Min-VC: Given a graph $G = (V, E)$, find a VC S^* for G of **minimum size**

Ex. there **min-VC** for the graph below has size 4.



Vertex Cover (VC)

A lower bound for optimal VC

Matching and Covering

FACT 1: Given any graph $G(V, E)$, consider any **Maximal Matching** $M \subseteq E$. Then, any VC for G must contain at least 1 vertex for every edge in M .

Proof.

immediate consequence of def.s of Matching and VC.
 - Remind: Matching = any subset of **disjoint** edges

Lower Bound for the Optimum

FACT 2:

$$\text{opt}(G) \geq |M|$$

Vertex Cover (VC)

An apx algorithm for Min VC

Matching Algorithm M – ALG

- ▶ Input: $G(V, E)$;
- ▶ Find (any) Maximal Matching M ;
- ▶ Return $C = \{ \text{all nodes touched by } M \}$;

Vertex Cover (VC)

An apx algorithm for Min VC

Matching Algorithm M – ALG

- ▶ Input: $G(V, E)$;
- ▶ Find (any) Maximal Matching M ;
- ▶ Return $C = \{ \text{all nodes touched by } M \}$;

THM 3.

M-ALG is a 2-apx algorithm for Min-VC.

Vertex Cover (VC)

Proof of THM 3

M-ALG

FACT 4. The returned solution $C(i)$ is always a Vertex Cover for GAND (ii) $|C| = 2|M|$.

Vertex Cover (VC)

Proof of THM 3

M-ALG

FACT 4. The returned solution C (i) is always a Vertex Cover for G AND (ii) $|C| = 2|M|$.

Proof.

(i) Immediate consequence of the fact that M is MAXIMAL. (ii) is trivial.

Vertex Cover (VC)

Proof of THM 3

M-ALG

FACT 4. The returned solution C (i) is always a Vertex Cover for G AND (ii) $|C| = 2|M|$.

Proof.

(i) Immediate consequence of the fact that M is MAXIMAL. (ii) is trivial.

Remind FACT 2: $\text{opt}(G) \leq |M|$

Vertex Cover (VC)

Proof of THM 3

M-ALG

FACT 4. The returned solution $C(i)$ is always a Vertex Cover for G AND (ii) $|C| = 2|M|$.

Proof.

(i) Immediate consequence of the fact that M is MAXIMAL. (ii) is trivial.

Remind FACT 2: $\text{opt}(G) \leq |M|$

$$\frac{|C|}{\text{opt}(G)} = \frac{2|M|}{|M|} = 2$$