Design and Analysis of Algorithm

Lecture-27: Approximation Algorithm

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Introduction

Many problems of practical significance can only be solved in exponential time.

We have at least three ways to get around exponential problems.

- If the actual inputs are small, an algorithm with exponential running time may be perfectly satisfactory.
- We may be able to isolate important special cases that we can solve in polynomial time.
- We might come up with approaches to find near-optimal solutions in polynomial time

Performance ratios for approximation algorithms

Approximation ratio of an algorithm is defined as

$$\max \begin{pmatrix} C & C^* \\ C^{*'} & C \end{pmatrix} \le \rho(n)$$

Where,

C is the solution obtained by Algorithm C^* is the optimal solution

If an algorithm achieves an approximation ratio of $\rho(n)$, we call it a $\rho(n)$ -approximation algorithm.

Approximation Scheme

An approximation scheme for an optimization problem is an approximation algorithm that takes as input not only an instance of the problem, but also a value $\in > 0$ such that for any fixed \in the scheme is a $(1 + \in)$ -approximation algorithm.

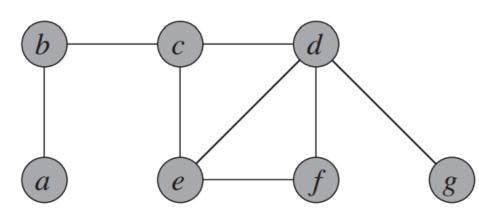
• We say that an approximation scheme is a polynomial-time approximation scheme if for any fixed ∈>0, the scheme runs in time polynomial in the size n of its input instance

The vertex-cover problem

A Vertex Cover of a graph G is a set of vertices such that each edge in G is incident to at least one of these vertices.

Let G=(V, E).

The subset S of V that meets every edge of E is called the vertex cover.



The Vertex Cover problem is to find a vertex cover of the minimum size.

Algorithm

```
APPROX-VERTEX-COVER (G)

1 C = \emptyset

2 E' = G.E

3 while E' \neq \emptyset

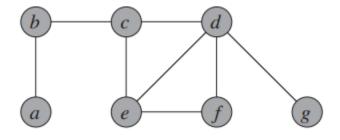
4 let (u, v) be an arbitrary edge of E'

5 C = C \cup \{u, v\}

remove from E' every edge incident on either u or v

7 return C
```

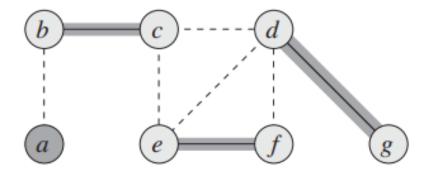
Example



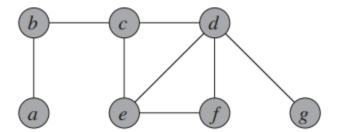
Select Edge $\rightarrow bc$

Select Edge $\rightarrow ef$

Select Edge $\rightarrow dg$



Example



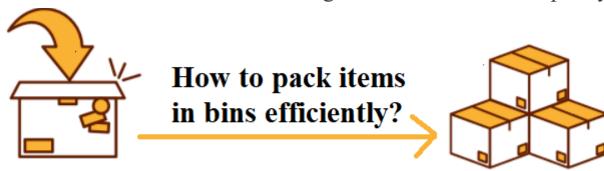
Vertex cover produced by the approximation algorithm is b, c, d, e, f, g

Optimal solution is b, d, e

Bin Packing Problem

Bin Packing problem involves assigning n items of different weights and bins each of capacity c to a bin such that number of total used bins is minimized.

It may be assumed that all items have weights smaller than bin capacity.



Mathematical Formulation of Bin Packing

Given n items and n knapsacks (or bins), with

$$W_j = weight of item j,$$

 $c = capacity of each bin$

minimize $z = \sum y_i$

subject to $\sum w_j x_{ij} \le c y_i, \quad i \in N = \{1, \ldots, n\},\$

where

$$y_i = \begin{cases} 1 & \text{if bin } i \text{ is used;} \\ 0 & \text{otherwise,} \end{cases}$$

$$x_{ij} = \begin{cases} 1 & \text{if item } j \text{ is assigned to bin } i; \\ 0 & \text{otherwise.} \end{cases}$$

$$\sum_{i=1}^n x_{ij} = 1, \qquad j \in N,$$

$$y_i = 0 \text{ or } 1, \qquad i \in N,$$

$$x_{ij} = 0 \text{ or } 1, \qquad i \in N, j \in N,$$

Approximation Algorithms

Input Order dependent Algorithms

- Next Fit algorithm
- First Fit algorithm
- Best Fit algorithm
- Worst Fit algorithm

Input Order Independent Algorithms

- Next Fit algorithm
- First Fit algorithm
- Best Fit algorithm
- Worst Fit algorithm

Example

Assume

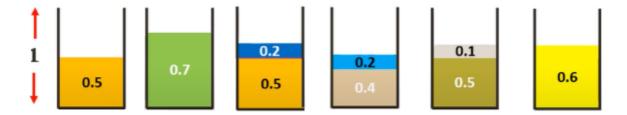
- the sizes of the items be {0.5, 0.7, 0.5, 0.2, 0.4, 0.2, 0.5, 0.1, 0.6}.
- the capacity of each bin is 1

Optimal Output



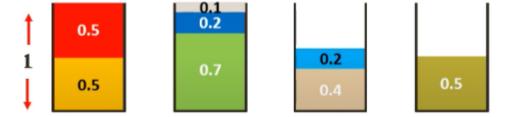
Next Fit Algorithm

- the sizes of the items be {0.5, 0.7, 0.5, 0.2, 0.4, 0.2, 0.5, 0.1, 0.6}.
- the capacity of each bin is 1



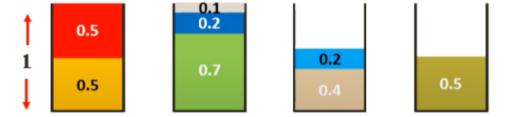
First Fit Algorithm

- the sizes of the items be {0.5, 0.7, 0.5, 0.2, 0.4, 0.2, 0.5, 0.1, 0.6}.
- the capacity of each bin is 1



Best Fit Algorithm

- the sizes of the items be {0.5, 0.7, 0.5, 0.2, 0.4, 0.2, 0.5, 0.1, 0.6}.
- the capacity of each bin is 1



First Fit Algorithm (Independent of Order)

- the sizes of the items be {0.5, 0.7, 0.5, 0.2, 0.4, 0.2, 0.5, 0.1, 0.6}.
- the capacity of each bin is 1
- the sorted Order {0.7, 0.6, 0.5, 0.5, 0.5, 0.4, 0.2, 0.2, 0.1}

