

Advanced Algorithms and Datastructures - Exam Notes

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2021

Max Flow

Disposition

Presentation

Linear Programming and Optimization

Disposition

Presentation

Randomized Algorithms

Disposition

Presentation

Hashing

Disposition

Presentation

Van Emde Boas Trees

Disposition

Presentation

NP-Completeness

Disposition

Presentation

Exact Exponential Algorithms and Parameterized Complexity

Disposition

Presentation

Approximation Algorithms

Disposition

1. Introduction
2. Definition of the *approximation ratio*, a $\rho(n)$ -*approximation algorithm* and a *randomized $\rho(n)$ -approximation algorithm*.
3. The Vertex-cover problem
 - (a) Introduction
 - (b) Proof that APPROX-VERTEX-COVER is a 2-approximation algorithm
4. MAX-3-CNF
 - (a) Introduction
 - (b) Proof that the randomized algorithm for MAX-3-CNF is a randomized $8/7$ -approximation algorithm

Presentation

Definition of *approximation ratio*

We say that an algorithm for a problem has an *approximation ratio* of $\rho(n)$ if, for any input of size n , the cost C of the solution produced by the algorithm is within a factor of $\rho(n)$ of the cost C^* of an optimal solution

$$\max\left(\frac{C}{C^*}, \frac{C^*}{C}\right) \leq \rho(n).$$

Definition of $\rho(n)$ -*approximation algorithm*

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

Definition of randomized $\rho(n)$ -*approximation algorithm*

We say that a randomized algorithm for a problem has an *approximation ratio* of $\rho(n)$ if, for any input of size n , the expected cost C of the solution procuded by the randomized algorithm is within a factor of $\rho(n)$ of the cost C^* of an optimal solution:

$$\max\left(\frac{C}{C^*}, \frac{C^*}{C}\right) \leq \rho(n).$$

We call a randomized algorithm that achieves an approximation ratio of $\rho(n)$ a *randomized $\rho(n)$ -approximation algorithm*

Introduction to *vertex cover*

A *vertex cover* of an undirected graph $G = (V, E)$ is a subset $V' \subseteq V$ such that if (u, v) is an edge of G , then either $u \in V'$ or $v \in V'$ (or both). The size of a vertex cover is the number of vertices in it. The *vertex-cover problem* is to find a vertex cover of minimum size in a given undirected graph. We call such a vertex cover an *optimal vertex cover*.

The set C of vertices that is returned by APPROX-VERTEX-COVER is a vertex cover, since the lagorithm loops until every edge in $G.E$ has been covered by some vertex in C .

Algorithm 1 APPROX-VERTEX-COVER

Require: Undirected graph G

- 1: $C = \emptyset$
 - 2: $E' = G.E$
 - 3: **while** $E' \neq \emptyset$ **do**
 - 4: let (u, v) be an arbitrary edge of E'
 - 5: $C = C \cup \{u, v\}$
 - 6: remove from E' edge (u, v) and every edge incident on either u or v
 - 7: **return** C
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Proof that APPROX-VERTEX-COVER is a 2-approximation algorithm

Let A denote the set of edges that line 4 picked. Not two edges in A share

an endpoint. Thus no two edges in A are covered by the same vertex from an optimal cover C^* , and we have the lower bound

$$|C^*| \geq |A| \quad (1)$$

on the size of an optimal vertex cover. Since A consists of the edges between two vertices in C (and since all of the elements in C are unique), we have the (exact) upper bound on the size of the vertex cover returned

$$|C| = 2|A| \quad (2)$$

Combining equation (1) and (2), we obtain

$$|C| = 2|A| \leq 2|C^*|$$

Polygon Triangulation

Disposition

Presentation