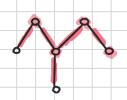
# 

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# Algorithms

DATE: 19/05/22

### APPROXIMATION ALGORITHMS



## APPROX - VC (G(V,E))

$$s \leftarrow \emptyset$$

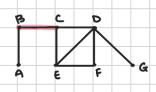
WHILE E + Ø:

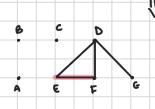
PICK ANY EDGE e = { U, v } e E

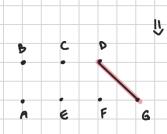
S -- S v {u,v}

REMOVE EACH EDGE e'EE S.T. e' is INCIDENT on a OR T

RETURN S







151 - 2

151=4

THM: APPROX-VC returns a set of nodes that:

- (1) is a vertex cover, and
- @ that has a cardinality that is not larger than twice the cardinality on a smallest NC.

Moreover, (3) the algorithm runs in polytime.

The algorithm iterates for as long as there are eobes in the graph. Whenever the augorithm picks an edge {u,v}, it adds both "u" and "v" to the partial solution s. In doing so, it removes from the graph all the edges incident on "u" or "v".

Thus, the final solution is a vertex cover. (4) is proved)

Let ASE is the set of edges picked by the algorithm.

Observe that if {u,v}, {x,y} eA, with {u,v} + { x, y} then { x, y} n } u, v} = Ø.

(Indeed, if W.L.O.G., {u, of is picked before {x, v} then all the edges incident on u, or o, are remo ved from the gropn - Thus, when { x, y} is picked, it cannot be that x=u, or x=v, or y=u, or y=v.).

Then, the solution returned by the algorithm has size 2/A1: The algorithm adds to "S" 2 new vertices for each edge of A.

Recall that ACE. Let us consider the graph G(V, A)

black edges are those

grey edges are those IN E-A

Since  $A \subseteq E$ , if  $T \subseteq V$  is a vertex cover for G(v,E), then T must be a = == G(V,A) as well.

