

Shortest tour

→ luckily, has a constant factor approximation.

the idea: use spanning tree

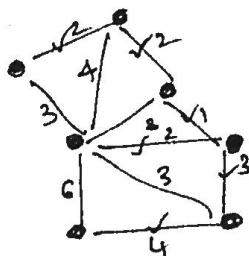
→ cover all vertices

→ have no cycles

→ connected subgraph

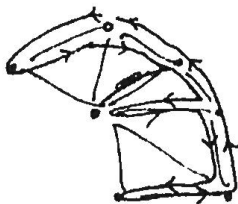
Minimum Spanning Tree?

↳ has minimum weight



how can we use a minimum spanning tree to find shortest tour?

A walk: traverse ^{exactly} on each edge twice and covers all the vertices



Approx. algorithm

⇒ find minimum spanning tree $O(n^2)$
→ The walk of this tree is the soln. $O(n^2)$

Weight of m.s.t. < length of shortest tour

⇒ shortest tour is longer than walk on any spanning tree (since ^{shortest} soln. has a cycle)

∴ weight of m.s.t. < len. of shortest tour

length of walk on m.s.t.

$$W(m.s.t.) < \text{len}(S.T.o.)$$

$$\text{len}(\text{walk}(m.s.t.)) \leq 2 \cdot W(m.s.t.)$$

$$\Rightarrow \text{len}(\text{walk}(m.s.t.)) < 2 \cdot \text{len}(S.T.o.)$$

We already know that

\hookrightarrow upper bound
of approx. algor.

$$\text{len}(\text{walk}(m.s.t.)) \geq \text{len}(S.T.o.)$$

(equal in the case of a tree)

We have just shown that the algo. is 2-factor approximate

$$\text{len}(\text{walk}(m.s.t.)) \geq \text{len}(S.T.o.) > \frac{1}{2} \text{len}(\text{walk}(m.s.t.))$$

$$2 \cdot \text{len}(S.T.o.) > \text{len}(\text{walk}(m.s.t.)) \geq \text{len}(S.T.o.)$$

2-factor bound

What about clique & independent set?

Can we use reductions & approximations together

Can we have a factor-2 approximation for them?

\hookrightarrow Reduction can mess with the approximation factor.

V.C.

n vertices

I.S.

Size of
min. V.C. $\Rightarrow k$

Size of
max. ind. set $\Rightarrow n-k$

approx $\Rightarrow \leq 2k$

redu.

$\geq n-2k$

Sum should be n

$$\text{factor} = \frac{2k}{k} = 2$$

(min.)

$$\text{factor} = \frac{n-k}{n-2k} = 1 + \frac{k}{n-2k}$$

Is $1 + \frac{k}{n-2k}$ a useful approximation factor?

NOPE ::

- it depends on the min. vertex cover
- it can be calculated only in hindsight

For clique & i.s. there is no constant factor approx. algo. (unless $P=NP$)

Knowing part of soln can make finding optimum soln. much faster.