

## Chapter 12 Local Search

Aims at local optimum

Neighbor Relation

$S \sim S'$ :  $S'$  is a neighboring solution of  $S$  -  $S'$  can be obtained by a small modification of  $S$ .

$N(S)$ : neighborhood of  $S$  - the set  $\{S' : S \sim S'\}$

The Vertex Cover Problem

The Metropolis Algorithm

```

SolutionType Metropolis()
{
    Define constants k and T
    Start from a feasible solution  $S \in FS$ ;
    MinCost = Cost(S);
    while (1) {
         $S' =$  Randomly chosen from  $N(S)$ ;
        CurrentCost = Cost( $S'$ );
        if (CurrentCost < MinCost) {
            MinCost = CurrentCost;  $S = S'$ ;
        }
        else {
            With a probability  $e^{-\text{acost}/(kT)}$ , let  $S = S'$ ;
            else break;
        }
    }
    return S;
}

```

The Maximum Cut Problem

circuit layout, statistical physics

How good is this local optimum?

$(A, B)$  be a local optimal partition  
and let  $(A^*, B^*)$  be a global optimal partition.

Then  $w(A, B) \geq \frac{1}{2} w(A^*, B^*)$

big-improvement-flip:

Only choose a node which, when flipped, increase the cut value by at least

$$\frac{2\epsilon}{|V|} w(A, B)$$

$$(2\epsilon) w(A, B) \geq w(A^*, B^*)$$

$$O\left(\frac{n}{\epsilon \log n}\right) \text{ flips}$$

## Chapter 10 NP-completeness

easiest:  $O(N)$  we need to read inputs at least once

hardest: undecidable problems. (halting problem)

Deterministic Turing Machine: goes to next unique instruction

Non-deterministic Turing Machine: free to choose next step

Not all decidable problems are in NP

$$P \subseteq NP$$

## Chapter 11 Approximation

deal with hard problems

getting around NP-completeness

- Find near-optimal solutions in polynomial time
- approximation algorithm

An algorithm has an approximation ratio of  $p(n)$

$C$ : the cost of the solution produced by the algorithm

$C^*$ : the cost of an optimal solution

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

$P$ -approximation algorithm

polynomial-time approximation scheme (PTAS)

fully polynomial-time approximation scheme (FPTAS)  
 $O((1/\epsilon)^3 n^3)$

Approximate Bin Packing:

Next Fit:

$M$  - optimal number of bins

no more than  $2M-1$

If next fit generates  $2M$  (or  $2(M+1)$ ) bins, then the optimal solution must generate at least  $M+1$  bins.

First Fit:

no more than  $\frac{17}{10} M$  bins

exist  $17(M-1)/10$

Best Fit:

in the tightest spot

$$T = O(N \log N) \text{ and bin no. } \leq 1.7M$$

No online algorithm can always give an optimal solution.

All online algorithm use at least  $\frac{5}{3}$  the optimal number of bins

Off-line algorithms

first fit decreasing never uses more than  $\frac{11M}{9} + \frac{6}{9}$  bins

simple greedy heuristics can give good results

The knapsack Problem - 0-1 version

The approximation ratio is 2

The K-center Problem

Binary search for  $r$

2. approximation

unless  $P=NP$ , there is no  $p$ -approximation for center-selection problem for any  $p < 2$

Three aspects to be considered:

A: optimality

B: Efficiency

C: All instances

Even if  $P=NP$ , still we cannot guarantee  $A+B+C$