### CS612 Assignment 8

Institute of Computing Technology, Chinese Academy of Sciences, Beijing, China

December 18, 2009

#### Notice:

- 1. Due Dec. 31, 2009.
- 2. Please send your answer to wangchao1987@ict.ac.cn, shaomingfu@gmail.com, yuanxiongying@ict.ac.cn
- 3. You can arbitrarily choose two problems from Problems 1-5.

### 1 Approximation Algorithm(10 marks)

Consider the following algorithm for (unweighted) **Vertex Cover**: In each connected component of the input graph execute a depth first search (DFS). Output the nodes that are not the leaves of the DFS tree. Show that the output is indeed a vertex cover, and that it approximates the minimum vertex cover within a factor of 2.

# 2 Apptoximation Algorithm(10 marks)

Given a graph G = V, E with edge costs and set  $T \subseteq V$  of terminal vertices, the SteinerTreeProblem is to find a minimum cost tree in G containing every vertex in T (vertices in V - T may or may not be used in T).

- (a) Give a 2-approximation algorithm if the edge costs satisfy the triangle inequality.
- (b) Give a 2-approximation algorithm for general edge costs (The graph also need not be complete).

# 3 Approximation Algorithm(10 marks)

Consider the following maximization version of the 3-Dimensional Matching Problem. Given disjoint sets X, Y, Z, and given a set  $T \subseteq X \times Y \times Z$ 

of ordered triples, a subset  $M \subseteq T$  is a  $3-dimensional\ matching$  if each element of  $X \cup Y \cup Z$  is contained in at most one of these triples. The  $Maximum\ 3-Dimensional\ Matching\ Problem$  is to find a 3-dimensional matching M of maximum size. (You may assume |X|=|Y|=|Z| if you want.)

Give a polynomial-time algorithm that finds a 3-dimensional matching of size at least  $\frac{1}{3}$  times the maximum possible size.

### 4 Approximation Algorithm(10 marks)

Consider an optimization version of the Hitting Set Problem defined as follows. We are given a set  $A = a_1, a_2, ..., a_n$  and a collection  $B_1, B_2, ..., B_m$  or subsets of A. Also, each element  $a_i \in A$  has a weight  $w_i \geq 0$ . The problem is to find a hitting set  $H \subseteq A$  such that the total weight of the elements in H, that is,  $\sum_{a_i \in H} w_i$ , is as small as possible. (H is a hitting set if  $H \cap B_i$  is not empty for each i.)Let  $b = max_i |B_i|$  denote the maximum size of any of the sets  $B_1, B_2, ..., B_m$ . Give a polynomial-time approximation algorithm for this problem that finds a hitting set whose total weight is at most b times the minimum possible.

### 5 Approximation Algorithm(10 marks)

Recall that in the Knapsack Problem, we have n items, each with a weight  $w_i$  and a value  $v_i$ . We also have a weight bound W, and the problem is to select a set of items S of highest possible value subject to the condition that the total weight does not exceed W, that is,  $\sum_{i \in S} w_i \leq W$ . Here's one way to look at the approximation algorithm that we designed in this chapter. If we are told there exists a subset  $\vartheta$  whose total weight is  $\sum_{i \in \vartheta} w_i \leq W$  and whose total value is  $\sum_{i \in \vartheta} v_i = V$  for some V, then our approximation algorithm can find a set A with total weight  $\sum_{i \in A} w_i \leq W$  and total value at least  $\sum_{i \in A} v_i \geq V/(1 + \epsilon)$ . Thus the algorithm approximates the best value, while keeping the weights strictly under W.

Now, as is well known, you can always pack a little bit more for a trip just by "sitting on your suitcase", in other words, by slightly overflowing the allowed weight limit. This too suggests a way of formalizing the approximation question for the Knapsack Problem, but it's the following, different, formalization.

Suppose that you are given n items with weights and values, as well as parameters W and V; and you are told that there is a subset  $\vartheta$  whose total weight is  $\Sigma_{i \in \vartheta} w_i \leq W$  and whose total value is  $\Sigma_{i \in \vartheta} v_i = V$  for some V. For

a given fixed  $\epsilon > 0$ , design a polynomial-time algorithm that finds a subset of items A such that  $\sum_{i \in A} w_i \leq (i + \epsilon) W$  and  $\sum_{i \in A} v_i \geq V$ . In other words, you want A to achieve at least as high a total value as the given bound V, but you are allowed to exceed the weight limit W by a factor of  $1 + \epsilon$ .