



Approximation algorithms 1

Set cover, vertex cover

CS240

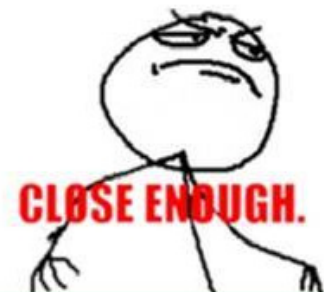
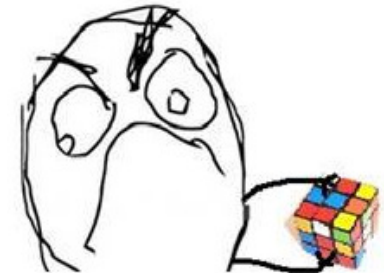
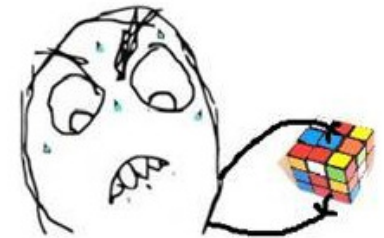
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Approximation algorithms

- Up to now, most of our algorithms have been exact. I.e. they find an optimal solution.
- But there are many problems for which we don't know how to find an optimal solution.
 - A key example is NP-complete problems. We don't know efficient algorithms for any NPC problem.
- Many such problems are important in practice. What do we do?
- If we can't get find the best answer, let's try for good enough.
- Approximation algorithms find an approximately optimal answer.

*le me struggling with rubic cube



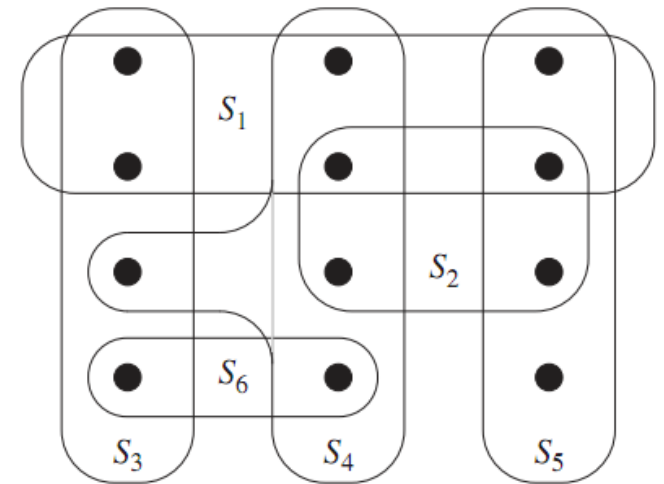


Approximation ratio

- Let X be a maximization problem. Let A be an algorithm for X .
- Let $\alpha > 1$ be a constant.
- A is an α -approximation algorithm for X if A always returns an answer that's at least $1/\alpha$ times the optimal.
 - **Ex** If X is max-flow, A is a 2-approx algorithm if it always returns a flow that's at least $1/2$ the optimal.
 - The closer α is to 1, the better the approximation.
- If X is a minimization problem, A is an α -approximation algorithm for X if it always returns an answer that's at most α times larger than the optimal.
 - **Ex** If X is min-cut, A is a 2-approx algorithm if it always returns a cut that's at most 2 times the size of the optimal.
 - Again, the closer α is to 1, the better the approximation.

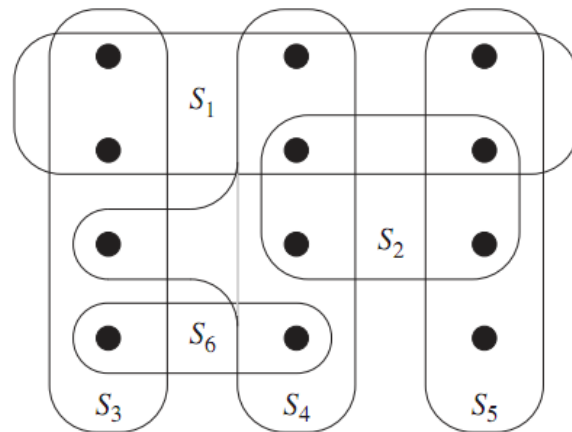
Coverings

- Suppose there's a set of teachers, and each can teach a certain set of classes.
 - Let S_i be the set of classes teach i can teach.
- The entire set of classes is X .
- We want to pick the minimum set of teachers to teach all the classes.
 - Let T be set of teachers we pick.
 - We want $\bigcup_{i \in T} S_i = X$, and T to be the smallest possible.



Set covering

- **Input** A collection F of sets. Each set has a cost. The union of all the sets is X .
- **Output** A subset G of F , whose union is X .
- **Goal** Minimize the total cost of the sets in G .



If all sets have same cost, S_3 , S_4 and S_5 is a min cost set cover of X .

- Minimum cost set cover is NP-complete.
- We'll see a $\ln(n)$ -approximation algorithm, where $n=|X|$.



A greedy approximation alg

- A natural greedy heuristic is to choose sets which cover points most cheaply.
 - For each set, let c be its cost, and m be the number of points it covers.
 - We want to use the set with the smallest c/m value, because this is the cheapest way to cover some new points.
- After we pick this set, remove all the points it covers. Then we consider the per unit cost of the remaining sets and again choose the cheapest.

A greedy approximation alg

- F is the entire collection of sets. The union of these sets is X .
- Each set S in F has a cost $\text{cost}(S)$.
- U is the set of elements of X we haven't covered yet.
- C is the set cover we eventually output.

- $U = X$

- $C = \emptyset$

- while $U \neq \emptyset$

- choose $S \in F - C$ with min $|\text{cost}(S)| / |S \cap U|$

- $C = C \cup \{S\}$

- $U = U - S$

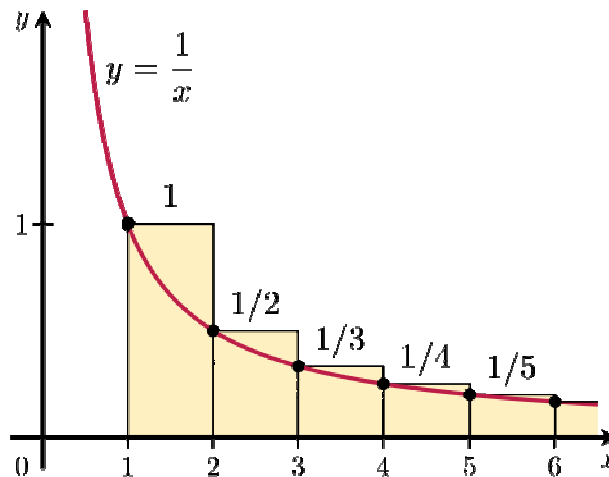
- output C

Per unit cost to cover
new elements.



Proof of correctness

- We always output a set cover, because the while loop continues till X is covered.
- We'll prove the approximation ratio is at most $1 + 1/2 + 1/3 + \dots + 1/n \approx \ln(n)$.
 - If the min cost of a set cover is V , our set cover costs at most $\ln(n) * V$.
- The basic plan is to bound the cost of the set cover the algorithm outputs using the “average cost” per element.





Proof of correctness

- Order the sets in C by when they're added to C , earliest set first.
 - Let the order be S_1, S_2, \dots, S_m .
- Cost of the set cover is $L = \sum_i \text{cost}(S_i)$.
- Order the elements in X by when they're added, earliest element first.
 - Let the order be e_1, e_2, \dots, e_n .
 - So, the first few e 's are added by S_1 , the next few added by S_2 , etc.
 - Every element in X is in the list, because C covers X .

Proof of correctness

- Let n_i be the number of new elements S_i covers.
 - So, n_i is the number of elements in S_i , but not in S_1, \dots, S_{i-1} .
- Divide the cost of S_i evenly among the new elements it covers.
 - If e is newly covered by S_i , then $\text{cost}(e) = \text{cost}(S_i)/n_i$.
- $\sum_k \text{cost}(e_k) = \sum_i n_i * \text{cost}(S_i)/n_i = \sum_i \text{cost}(S_i) = L$.
 - Every element is covered by some S_i , and S_i covers n_i new elements.
- We'll prove $\text{cost}(e_k) \leq \text{OPT}/(n-k+1)$, for any k .
- Suppose this is true, then
$$L = \sum_k \text{cost}(e_k) \leq \sum_k \text{OPT}/(n-k+1) \approx \ln(n) * \text{OPT}$$

The per element cost

- Let's focus on some element e_k , and let S_j be the set which covers e_k for the first time.
- Let C_1, \dots, C_r be the sets in an optimal cover, each of which covers some elements of $U = \{e_k, e_{k+1}, e_{k+2}, \dots, e_n\}$.
 - Let n'_1, \dots, n'_r be the number of elements of U which C_1, \dots, C_r cover.
- **Obs 1** $\sum_i n'_i \geq n - k + 1$.
 - Because C_1, \dots, C_r cover U .
- **Obs 2** $\sum_i \text{cost}(C_i) \leq \text{OPT}$.
 - Because C_1, \dots, C_r are a subset of an optimal cover, which has cost OPT .

The per element cost

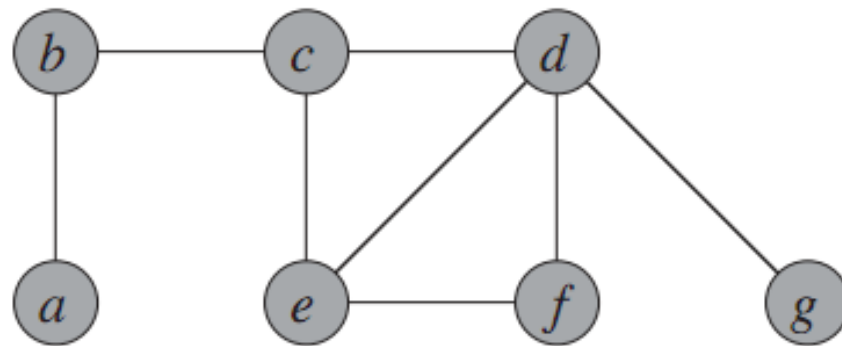
- **Obs 3** None of C_1, \dots, C_r are among S_1, \dots, S_{j-1} .
 - If some C_i is among S_1, \dots, S_{j-1} , then since C_i covers some e in U , e would be covered by $\{S_1, \dots, S_{j-1}\}$. So, e would be among the first $k-1$ elements covered. Contradiction.
- **Obs 4** There exists some C_i among C_1, \dots, C_r with $\text{cost}(C_i)/n'_i \leq \text{OPT}/(n-k+1)$.
 - If every C_i in C_1, \dots, C_r has $\text{cost}(C_i)/n'_i > \text{OPT}/(n-k+1)$, then
$$\begin{aligned} \text{OPT} &\geq \sum_i \text{cost}(C_i) = \sum_i n'_i * \text{cost}(C_i)/n'_i > \\ \sum_i n'_i * \text{OPT}/(n-k+1) &\geq \text{OPT}/(n-k+1) \sum_i n'_i \geq \\ \text{OPT}/(n-k+1) * (n-k+1) &= \text{OPT}. \end{aligned}$$
Contradiction.

Proof of approximation ratio

- **Lemma** $\text{cost}(S_j)/n_j \leq \text{OPT}/(n-k+1)$.
- **Proof** When choosing S_j , the only sets the algorithm is not allowed to choose are S_1, \dots, S_{j-1} .
 - By obs 3, C_1, \dots, C_r aren't in S_1, \dots, S_{j-1} .
 - By obs 4, there's some C_i in C_1, \dots, C_r , with $\text{cost}(C_i)/n'_i \leq \text{OPT}/(n-k+1)$.
 - S_j was chosen so that $\text{cost}(S_j)/n_j$ is min among all sets not in S_1, \dots, S_{j-1} .
 - So $\text{cost}(S_j)/n_j \leq \text{cost}(C_i)/n'_i \leq \text{OPT}/(n-k+1)$.
- Since $\text{cost}(S_j)/n_j = \text{cost}(e_k)$, we have $\text{cost}(e_k) \leq \text{OPT}/(n-k+1)$.
- The approx ratio follows because
$$L = \sum_k \text{cost}(e_k) = \sum_k \text{OPT}/(n-k+1) \approx \ln(n) * \text{OPT}$$

Vertex cover

- **Input** A graph with vertices V and edges E .
- **Output** A subset V' of the vertices, so that every edge in E touches some vertex in V' .
- **Goal** Make $|V'|$ as small as possible.



source: *Introduction to Algorithms*, Cormen et al.

- Finding the minimum vertex cover is NP-complete.
- Vertex cover is a special case of (unweighted) set cover, where each element (edge) can be covered by at most two sets (vertices).
- We'll see a simple 2 approximation for this problem.

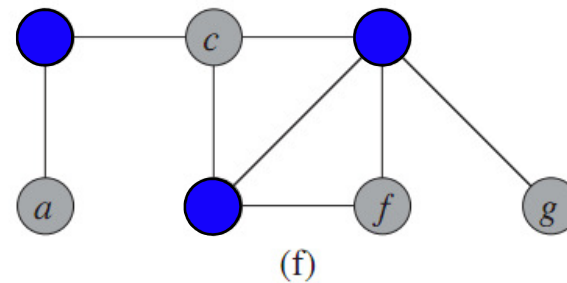
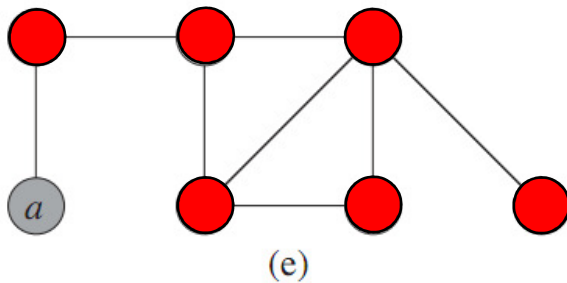
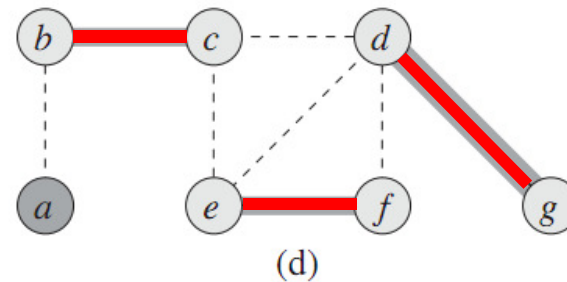
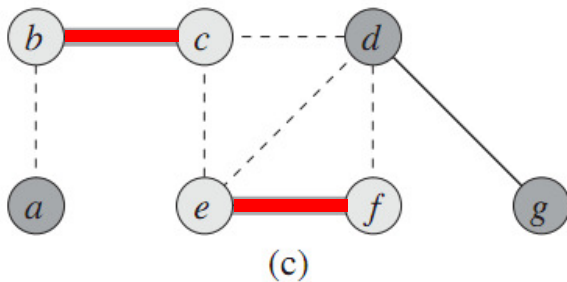
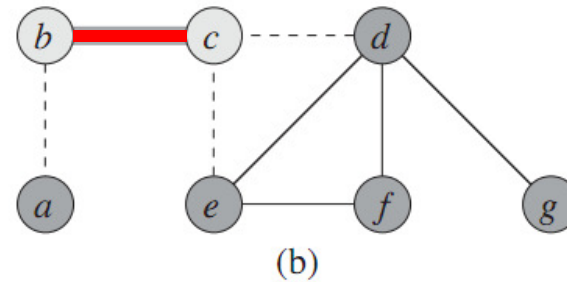
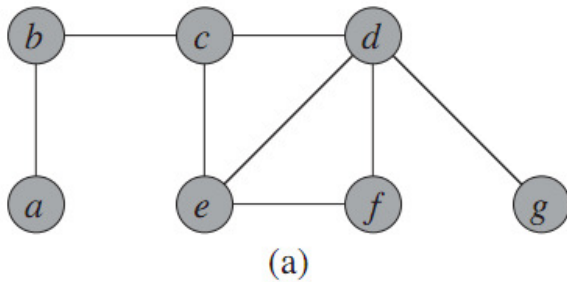


A vertex cover algorithm

- Initially, let D be all the edges in the graph, and C be the empty set.
 - C is our eventual vertex cover.
- Repeat as long as there are edge left in D .
 - Take any edge (u,v) in D .
 - Add $\{u,v\}$ to C .
 - Remove all the edges adjacent to u or v from D .
- Output C as the vertex cover.

Example

source: CLRS



Algorithm's vertex cover

Optimal vertex cover



Proof of correctness

- The output is certainly a vertex cover.
 - In each iteration, we only take out edges that get covered.
 - We keep adding vertices till all edges are covered.
- Now, we show it's a 2 approximation.
- Let C^* be an optimal vertex cover.
- Let A be the set of edges the algorithm picked.

Proof of Correctness

- None of the edges in A touch each other.
 - Each time we pick an edge, we remove all adjacent edges.
- So each vertex in C^* covers at most one edge in A .
 - The edges covered by a vertex all touch each other.
- Every edge in A is covered by a vertex in C^* .
 - Because C^* is a vertex cover.
- So $|C^*| \geq |A|$.
- The number of vertices the algorithm uses is $2|A|$.
 - If alg picks edge (u,v) , it uses $\{u,v\}$ in the cover.
- So $(\# \text{ vertices alg uses}) / (\# \text{ vertices in opt cover}) = 2|A| / |C^*| \leq 2|A| / |A| = 2$.

