

Similarly, for Max, LP provides an uppor bound on the opt. Solution of IP

LP Relaxation

Stept: Model your Problem as IP

Step2: Relax IP to LP

Step3: X* - Solve (LP)

Step 4: Round X* to integer numbers X+

VC-approximation Using LP-relaxation
V-C
J. m. In : Vertices
en en å edges
Let Xi E {0,1} be 1 if Vi is Selected, O otherwise
$Min \sum X_i$ $Min \sum X_i$
S.t. Step 2 S.t.
V(U;, Uj) 6 € Relax to Lp V(U;, V;) 6 E
Step1 $X_i + X_j \ge 1$ $X_i + X_i \ge 1$
$\forall i \in [1, n] \qquad \forall i \\ \chi_i \in [0, 1] \qquad \qquad \forall i \in [0, 1]$
Ki Etonis
S S S S S S S S S S S S S S S S S S S
Step 4: Rounding for LP
Step 4: Rounding for LP
$X_i^+ = round(X_i^*)$ to closest integer
approx. Solution
Correctness
$\forall (v_i, v_j)$ $X_i^* + X_j^* > l \Rightarrow \text{ at least one of } X_i^* \text{ or } X_j^* \text{ Should be Larger (or equal) to 0.5}$
-> at least one of xit or xjt should be 1

LP-relaxation provides a 2-approx alg. for V-C.

OPT $\geq \sum X_i^*$ (The opt. Solution for LP)

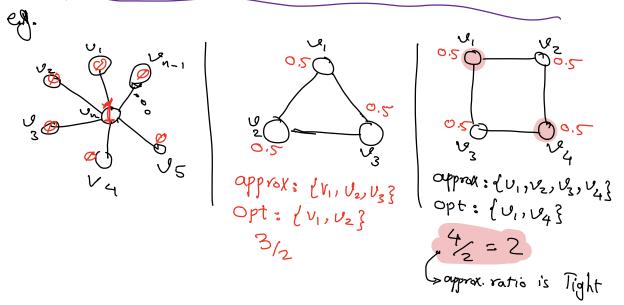
$$= \sum_{X_i^* < 0.5} X_i^* + \sum_{X_i^* > 0.5} X_i^* > 0.5$$

$$\geq \sum_{X_i^* > 0.5} X_i^* > 0.5$$

$$\geq \sum_{X_i^* > 0.5} = 0.5 \sum_{X_i^* > 0.5} = 0.5 \text{ MAI}$$

> OPT > 0.5 IIAII





weighted Vertex Gun.:
- every vertex is associated wit a weight
- Goal: min \(\sum_{i} \times_{i} \)

LP- relaxation:

Change the obj. function to min \(\text{Wi} \times i