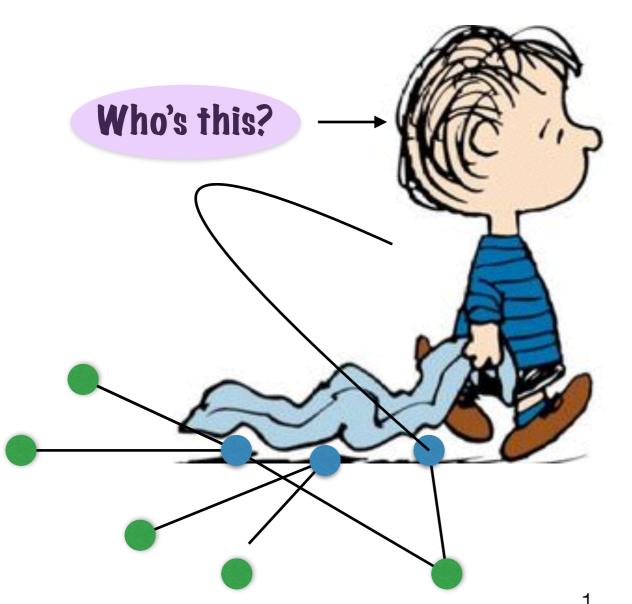
#### Approximation algorithms, vertex cover, and linear programming



 $\min c_1 x_1 + c_2 x_2 + \cdots + c_n x_n$ such that

$$\begin{cases} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n & \ge b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n & \ge b_2 \end{cases}$$

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n \ge b_m$$

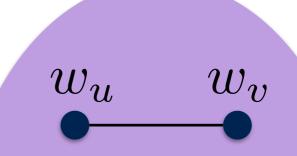
 $\forall i: 0 \leq x_i \leq 1$ 

 $\forall i: x_i \text{ real number}$ 



What's that?

#### Using the LP (1/3)



$$G = (V, E)$$

#### Constraints:

$$\forall u \in V : 0 \le x_u \le 1$$
  
 $\forall \{u, v\} \in E : x_u + x_v \ge 1$   
Objective:  $\min \sum_u w_u x_u$ 

#### Using the LP (2/3)

#### 1. Solving the LP

$$\Rightarrow (x_u^*)_{u \in V} \text{ such that}$$

$$\forall u \in V : 0 \le x_u^* \le 1$$

$$\forall \{u, v\} \in E : x_u^* + x_v^* \ge 1$$

$$\sum_u w_u x_u^* \text{ minimum}$$

$$x_u^* = .7 \quad x_v^* = .3$$

$$G = (V, E)$$

## Using the LP (3/3) 2. Rounding the LP solution

$$\implies (z_u)_{u \in V} \text{ defined by}$$

$$z_u = \begin{cases} 1 & \text{if } x_u^* \ge .5\\ 0 & \text{otherwise} \end{cases}$$

$$\begin{array}{ccc}
w_u & w_v \\
z_u = 1 & z_v = 0
\end{array}$$

$$G = (V, E)$$

We are back to integers!

#### Runtime

#### 1. Solve the LP

```
(x_u^*)_{u \in V} such that
```

$$\forall u \in V : 0 \le x_u^* \le 1$$

$$\forall \{u, v\} \in E : x_u^* + x_v^* \ge 1$$

$$\sum_{u} w_{u} x_{u}^{*}$$
 minimum

## $\begin{array}{l} \forall \{u,v\} \in E: x_u^* + x_v^* \geq 1 \\ \sum_u w_u x_u^* \text{ minimum} \end{array} \\ \text{Polynomial time} \end{array}$

#### 2. Round the LP solution

$$\implies (z_u)_{u \in V}$$
 defined by

$$\Rightarrow (z_u)_{u \in V} \text{ defined by } \leftarrow \\ z_u = \begin{cases} 1 & \text{if } x_u^* \ge .5 \\ 0 & \text{otherwise} \end{cases}$$

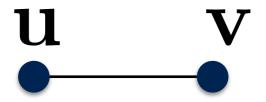
#### 3. Output

$$\{\mathbf{u} \in \mathbf{V} \text{ such that } \mathbf{z_u} = \mathbf{1}\}$$

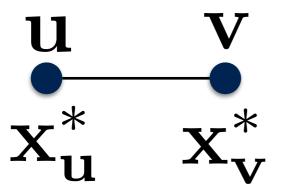
### Correctness

... is it a vertex cover?

#### Does output cover all edges?



$$\{\mathbf{u},\mathbf{v}\}:\mathbf{x}^*_\mathbf{u}+\mathbf{x}^*_\mathbf{v}\geq \mathbf{1}$$



#### Does output cover all edges?

$$\mathbf{x}^*_{\mathbf{u}} + \mathbf{x}^*_{\mathbf{v}} \geq 1$$

$$x_u^* = .7 \quad x_v^* = .3$$

$$\mathbf{x}_{11}^* \geq .5 \text{ or } \mathbf{x}_{\mathbf{v}}^* \geq .5$$

#### Does output cover all edges?

$$x_u^* = .7 \quad x_v^* = .3$$

$$\Rightarrow (z_u)_{u \in V} \text{ defined by}$$

$$z_u = \begin{cases} 1 & \text{if } x_u^* \ge .5\\ 0 & \text{otherwise} \end{cases}$$

$$\mathbf{x}_{\mathbf{u}}^* \geq .5 \text{ or } \mathbf{x}_{\mathbf{v}}^* \geq .5$$

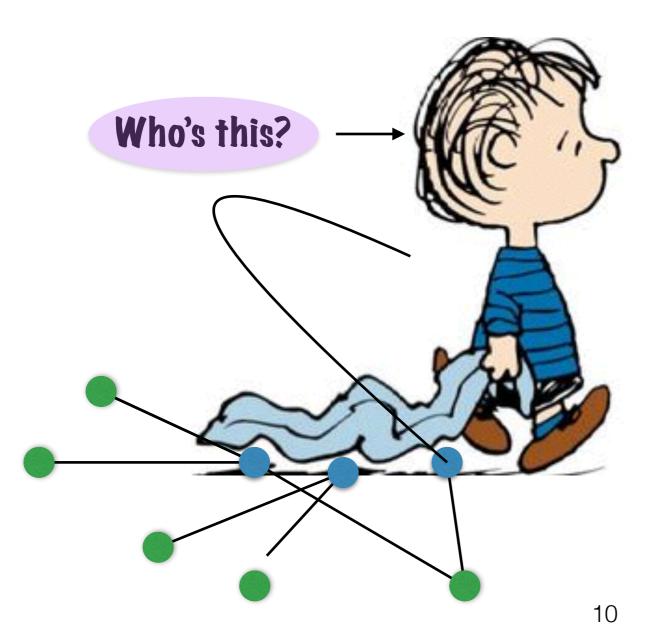
$$\mathbf{z_u} \stackrel{\mathbf{u}}{=} \stackrel{\mathbf{v}}{\mathbf{z_v}} = \mathbf{0}$$

#### u is in output



$$\mathbf{z_u} = \mathbf{1} \text{ or } \mathbf{z_v} = \mathbf{1}$$

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• • •

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n \ge b_m$$

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