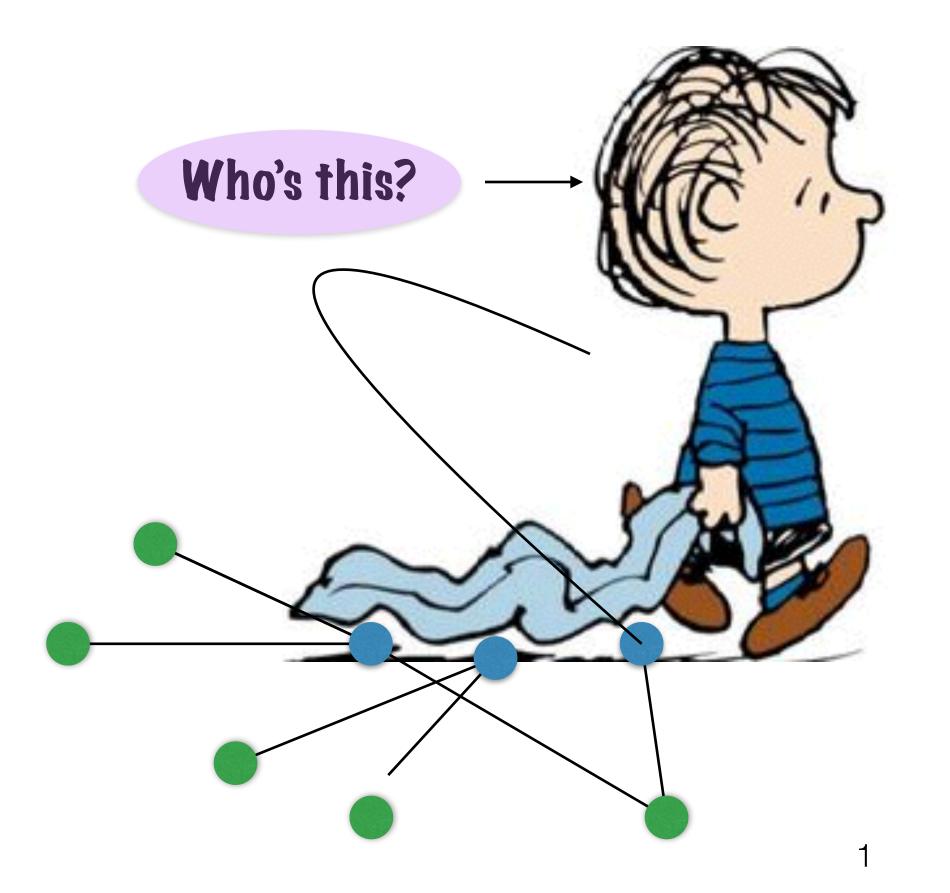
# Approximation algorithms, vertex cover, and linear programming



 $\min c_1 x_1 + c_2 x_2 + \dots + c_n x_n$  $\text{ such that } \begin{cases}
a_{11} x_1 + a_{12} x_2 + \dots + a_{1n} x_n & \geq b_1 \\
a_{21} x_1 + a_{22} x_2 + \dots + a_{2n} x_n & \geq b_2 \\
\dots & \\
a_{m1} x_1 + a_{m2} x_2 + \dots + a_{mn} x_n & \geq b_m \\
\forall i: 0 \leq x_i \leq 1 \\
\forall i: x_i \text{ real number}
\end{cases}$ 

What's that?

## Property of the LP

#### Constraints:

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



$$G = (V, E)$$

### Theorem:

there exists an optimal solution s.t. every coordinate is in  $\{0, .5, 1\}$  and there is a polynomial-time algorithm to construct it

### 1. Solve the LP

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

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

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

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

$$w_{u} \quad w_{v}$$

$$x_{u}^{*} = .7 \quad x_{v}^{*} = .3$$

$$G = (V, E)$$

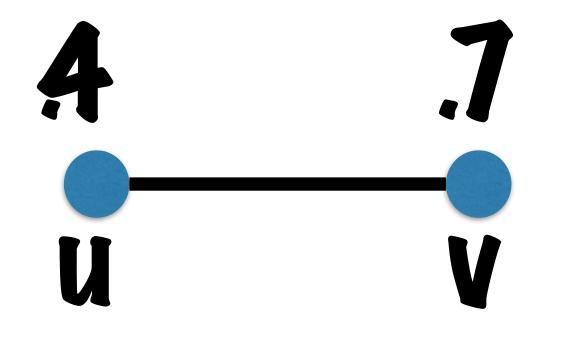
## 2. Freeze all variables with value in {0, .5, 1}

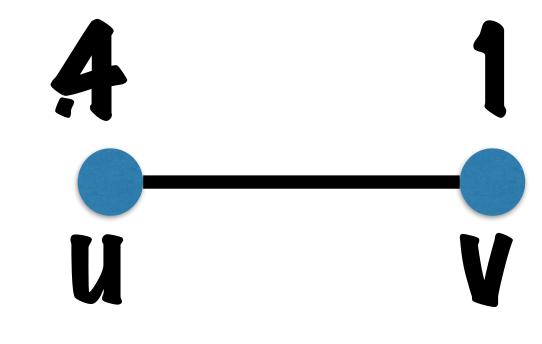
## 3. While some variables are not frozen

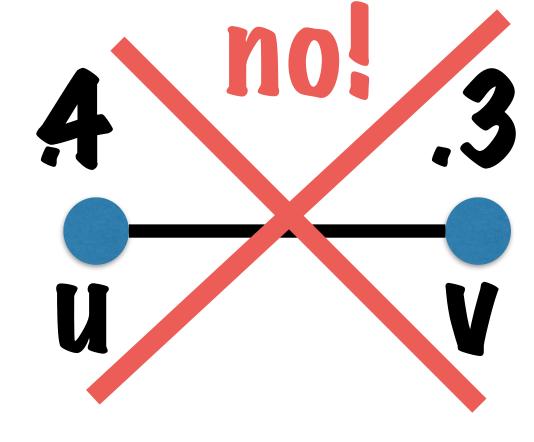
$$\begin{split} \mathbf{L} &= \{\mathbf{u}: .5 < \mathbf{x}_{\mathbf{u}}^* < 1\} \\ \mathbf{S} &= \{\mathbf{u}: 0 < \mathbf{x}_{\mathbf{u}}^* < .5\} \end{split}$$

# Observe: if u is in S and uv is an edge then

visin Lor  $\mathbf{x}^*_{\mathbf{v}} = 1$ 

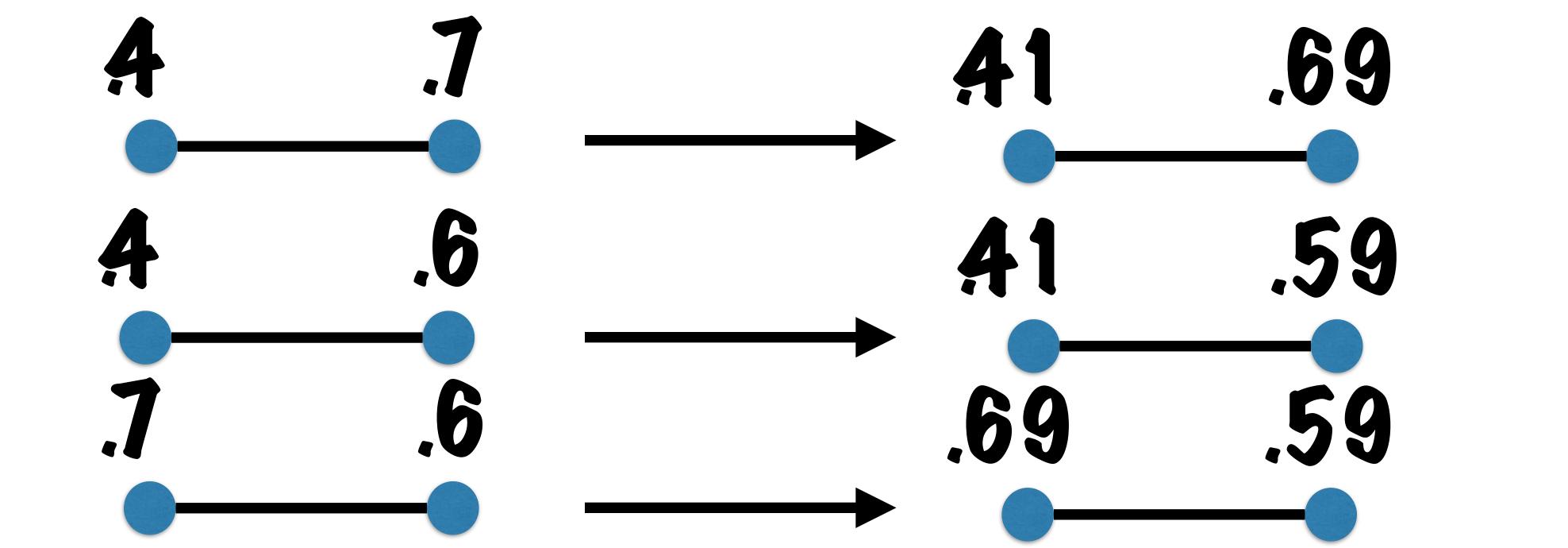






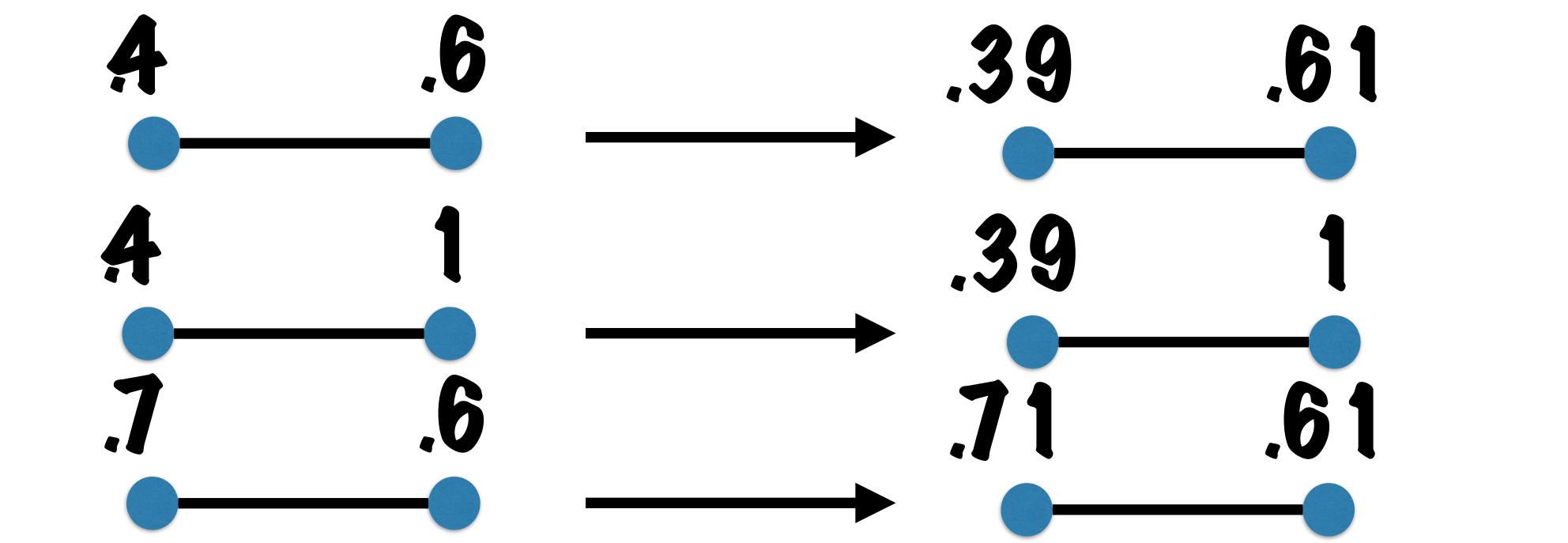
$$\mathbf{y_u} = \begin{cases} x_u^* & \text{if } u \text{ frozen} \\ x_u^* + \epsilon & \text{if } u \in S \\ x_u^* - \epsilon & \text{if } u \in L \end{cases}$$

Observe: for  $\epsilon$  small, it is still feasible.



$$\mathbf{z_u} = \begin{cases} x_u^* & \text{if } u \text{ frozen} \\ x_u^* - \epsilon & \text{if } u \in S \\ x_u^* + \epsilon & \text{if } u \in L \end{cases}$$

Observe: for  $\epsilon$  small, it is still feasible.



$$\mathbf{y_u} = \begin{cases} x_u^* & \text{if } u \text{ frozen} \\ x_u^* + \epsilon & \text{if } u \in S \\ x_u^* - \epsilon & \text{if } u \in L \end{cases} \quad \mathbf{z_u} = \begin{cases} x_u^* & \text{if } u \text{ frozen} \\ x_u^* - \epsilon & \text{if } u \in S \\ x_u^* + \epsilon & \text{if } u \in L \end{cases}$$

Since y feasible and x\* optimal:  $\sum \mathbf{w_u y_u} \geq \sum \mathbf{w_u x_u^*}$ Since z feasible and x\* optimal:  $\sum \mathbf{w_u z_u} \geq \sum \mathbf{w_u x_u^*}$ But observe:  $(\sum \mathbf{w_u y_u} + \sum \mathbf{w_u z_u})/2 = \sum \mathbf{w_u x_u^*}$ So:  $\sum_{\mathbf{u}} \mathbf{w_u y_u} = \sum_{\mathbf{u}} \mathbf{w_u z_u} = \sum_{\mathbf{u}} \mathbf{x_u^*}$ 

y and z are also optimal solutions

# increase \( \epsilon \) until something happens:

$$\mathbf{y_u} = \begin{cases} x_u^* & \text{if } u \text{ frozen} \\ x_u^* + \epsilon & \text{if } u \in S \\ x_v^* - \epsilon & \text{if } u \in L \end{cases} \quad \mathbf{z_u} = \begin{cases} x_u^* & \text{if } u \text{ frozen} \\ x_u^* - \epsilon & \text{if } u \in S \\ x_v^* + \epsilon & \text{if } u \in L \end{cases}$$

reaches.5 reaches.5 reaches 0 reaches 1

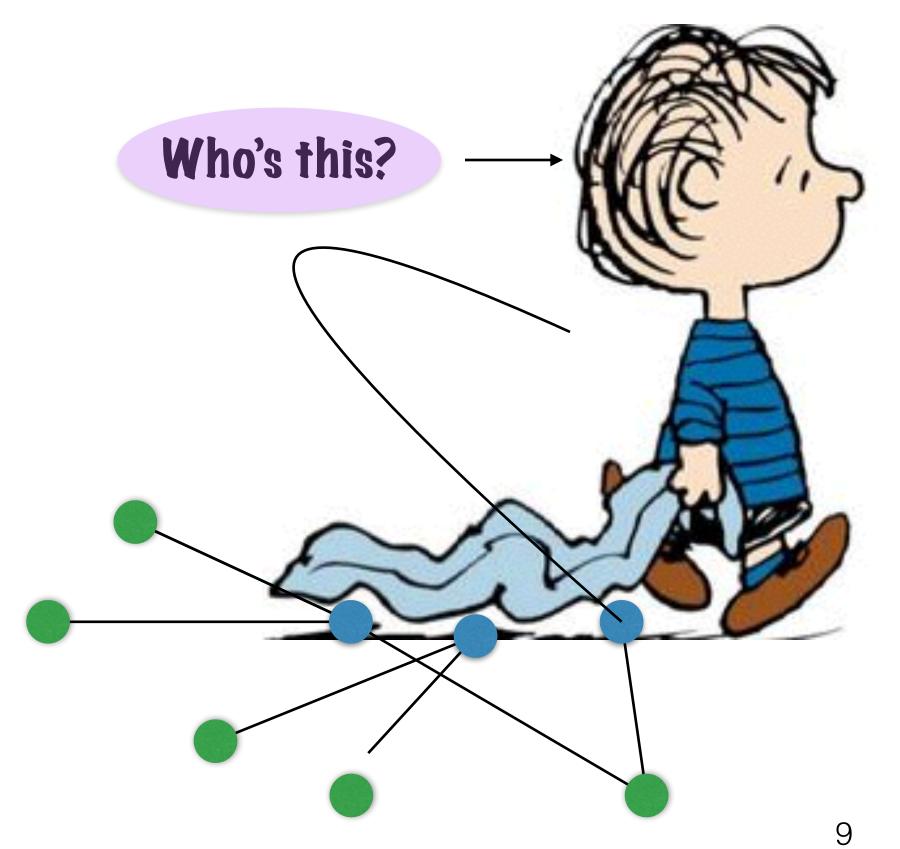
Freeze the variable that reached 0, .5, or 1

$$\mathbf{x}^* \leftarrow \mathbf{y} \ \mathbf{or} \ \mathbf{z}$$

Repeat...



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