

Knapsack and rounding



Approximation schemes

The general algorithm

1. Let $N = 1000n$
2. Let $v'_i \leftarrow \lfloor v_i \times \frac{N}{\max_j v_j} \rfloor$
3. Apply DP to $B, (s_i, v'_i)_i$
4. Output corresponding items

**Theorem: this gives a solution
to knapsack
with value at least $.999 \text{ OPT}$
and with runtime $O(\text{poly}(n))$**

Approximation scheme : family of algorithms:

One for each $\epsilon > 0$

**runtime polynomial in input
output value is near-optimal:**

$$|\text{Value}(\text{Output}) - \text{OPT}| \leq \epsilon \times \text{OPT}$$

**Theorem: knapsack
has an approximation scheme**

How ϵ comes in

Q: The smaller ϵ , the closer to OPT. Why not let it go to 0 and find the exact OPT in $O(\text{poly}(n))$?

A: Runtime increases as
 ϵ goes to zero.

Runtime has N with $N=n/\epsilon$ so
it goes to infinity.

Method:

- 1. Simplify the input**
- 2. Design algorithm for “simple” inputs**

Knapsack and rounding

