

LP RELAXATION

- LP and IP formulation
- graphical method to solve
- branch and bounds for IP
- bala's method for BIP

GRAPH PROBLEMS (REVISIT)

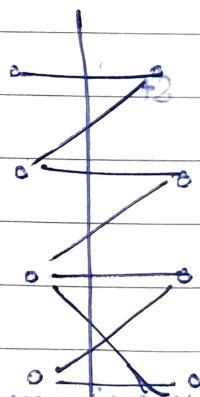
<sup>weight</sup>  
maximum bipartite matching

given a bipartite graph  $G(V, E)$  with  $|X| = |Y|$

$$\max \sum_{e \in E} w_e x_e$$

$$\text{s.t. } \sum_{e \in E} x_e = 1 \quad \forall v \in V;$$

$$x_e \in \{0, 1\} \quad \forall e \in E$$



edges only  
from  $X-Y$   
not among  
themselves

min vertex cover

$$|X| = |Y|$$

find min  $|V'|$ ,  $V' \subseteq V$  such that  $\forall (u, v) \in e, u \in V', v \in V'$

either  $u \in V'$  or  $v \in V'$ , or both.

$$\min \sum_{v \in V} x_v \quad \text{subject to}$$

$$x_u + x_v \geq 1 \quad \forall (u, v) \in E; \quad x_v \in \{0, 1\}.$$

maximum independent set

$$\max_{x \in V} x_v$$

$$\text{st. } x_u + x_v \leq 1 \quad \forall (u, v) \in E, \quad x_v \in \{0, 1\}$$

i.e., maximum size set such that no two vertices in it are connected by an edge.

LP RELAXATION

convert IP to LP

call this as LP relaxation of original problem.

$$\text{opt(LP)} \leq \text{opt(IP)} \quad (\text{for a minimization problem})$$

if  $x_{LP} \in \mathbb{Z}$  then we got lucky and in this case both  $\text{opt(LP)}$  and  $\text{opt(IP)}$  are same.

2d pl formulate a rounding procedure that transforms  $x_{LP}$  into an integral solution  $x'$  such that  $\text{cost}(x') \leq C * \text{cost}(x_{LP})$ .

then we say  $x'$  is a  $C$ -approximate optimal solution to the original problem.

We give our final answer as  $x'$ .

it's crucial to be able to get  $x^i$ , given  $x_{LP}$  and it is important that we understand how good the approximation is (c value).

in case LP is infeasible, what ~~is~~ does this tell about feasibility of IP?

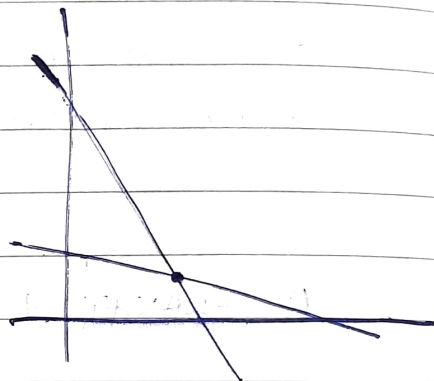
① solve int. constraint.

② solve LP.

③ how bad approx. (rounded) is.  
(approximation algorithms).

④ get another way of solving IP.

(how do you design algo with LP relaxation).



## ROUNDING IN BPG MATCHING

what does it mean if infeasible? bound?

assume LP gives you  $x_e \in [0, 1]$

if an edge is not in  $\{0, 1\}$ , then there should be another edge ~~in~~ in every vertex with the same ~~direction~~ situation.

if we round 0.9 to 1.0, then there should be another edge that needs to reduce by 0.1 at the vertex.

let the edges change by  $\epsilon$ ,  $x_i^* + \epsilon$ , there will be  $x_j^* + \epsilon$

there are cycles of such non-saturated edges. let the new weights be  $y$ .

$$w(y) = w(x^*) + \epsilon \sum_i (-1)^i w_{e_i} = w(x^*) + \epsilon \Delta$$

$$\text{where } \Delta \text{ is } \sum_{i=1}^t (-1)^i w_{e_i}$$

Since  $x^*$  is optimal,  $\Delta$  has to be zero.

repeat this for all cycles we will reach integer soln.

$$\max_x \sum w_i x_i \quad x_e \in \{0, 1\} \quad // \text{ if selected.}$$

$$\sum x_e = 1 \quad \forall v \in V$$

LPR

$$\downarrow$$

$$x_e \in [0, 1] \quad (\text{real interval, relaxed const.})$$

$$\downarrow$$

$$x^*$$

round to real soln.

$$z_{IP}^* = z_{LP}^*$$

$$\sum_e \overset{T(y)}{w_e y_e} = \sum_e \overset{T(x^*)}{w_e x_e^*} + \epsilon \Delta \rightarrow 0$$

$$y_e^* \leftarrow x_e^*$$

using rounding.



## ROUNDING FOR OTHER TWO PROBLEMS

### minimum vertex cover

$$S_{LP} = \{v \in V \mid x_v^* \geq \frac{1}{2}\}$$

$$|S_{LP}| = \sum_{v \in S_{LP}} 1 \leq \sum_{v \in S_{LP}} 2 \cdot x_v^* \leq 2 \sum_{v \in V} x_v^* = 2 |S_{OPT}|$$

therefore,

$$|S_{OPT}| \leq |S_{LP}| \leq 2 |S_{OPT}|$$

### maximum independent set

no useful bounds!!