

EECS598-001

# Approximation Algorithms & Hardness of Approximation

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## Abstract

This is an advanced graduate-level algorithm course taught in University of Michigan by [Euiwoong Lee](#). Topics include both approximation algorithms like covering, clustering, network design, and constraint satisfaction problems (the first half), and also the hardness of approximation algorithms (the second half).

The first half of the course is classical and well-studied, and we'll use Williamson and Shmoys[[WS11](#)], Vazirani[[Vaz02](#)] as our reference. The second half of the course is still under studied, and we'll look into papers by Barak and Steurer[[BS14](#)], O'donnell[[ODo21](#)], etc.

This course is taken in Fall 2022, and the date on the covering page is the last updated time.

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# Chapter 1

## Introduction

### Lecture 1: Overview, Set Cover

#### 1.1 Computational Problem

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We're interested in the following optimization problem: Given a problem with an input, we want to either maximize or minimize some objectives. This suggests the following definition.

**Definition 1.1.1 (Computational problem).** A *computational problem*  $P$  is a function from input  $I$  to  $(X, f)$ , where  $X$  is the feasible set of  $I$  and  $f$  is the objective function.

We see that by replacing  $f$  with  $-f$ , we can unify the notion and only consider either minimization or maximization, but we will not bother to do this.

**Example ( $s$ - $t$  shortest path).** The  $s$ - $t$  shortest path problem  $P$  can be formalized as follows. Given input  $I$ , it defines

- Input: Graph  $\mathcal{G} = (\mathcal{V}, \mathcal{E})$  and two vertices  $s, t \in \mathcal{V}$ .
- Feasible set:  $X = \{\text{set of all (simple) paths } s \text{ to } t\}$ .
- Objective function:  $f: X \rightarrow \mathbb{R}$  where  $f(x) = \text{length}(\# \text{ of edges of } x)$ .

The output of  $P$  should be some  $x \in X$  (i.e., some valid  $s$ - $t$  paths) such that it minimizes  $f(x)$ .

We see that the [computational problem](#) we focus on is an optimization problem, and more specifically, we're interested in [combinatorial optimization](#).

**Definition 1.1.2 (Combinatorial optimization).** A *combinatorial optimization* problem is a [problem](#) where the feasible set  $X$  is a finite set.

**Example ( $s$ - $t$  shortest path).** The  $s$ - $t$  shortest path problem is an [combinatorial optimization](#) problem since given a graph  $\mathcal{G}$  with  $n = |\mathcal{V}|$ ,  $m = |\mathcal{E}|$ , there are at most  $n!$  different paths, i.e.,  $|X| \leq n! < \infty$ .

**Note.** We'll also look into some continuous optimization problem, where  $X$  is now infinite (or even uncountable). For example, find  $x \in \mathbb{R}$  that minimizes  $f(x) = x^2 + 2x + 1$ . In this case,  $X = \mathbb{R}$  which is uncountable (hence infinite).

#### 1.2 Efficient Algorithms

Given a [problem](#)  $P$ , we want to solve it fast with [algorithms](#). Before we characterize the speed of an [algorithm](#), we should first define what exactly an algorithm is.

**Definition 1.2.1 (Algorithm).** Given a **problem**  $P$  and input  $I$  (which defines  $X$  and  $f$ ), an *algorithm*  $A$  outputs solution  $y = A(I)$  such that  $y \in X$  and  $y = \arg \max_{x \in X} f(x)$  or  $\arg \min_{x \in X} f(x)$ , depending on  $I$ .

**Definition 1.2.2 (Efficient).** We say that an **algorithm**  $A$  is *efficient* if it runs in **polynomial time**.

**Remark (Runtime parametrization).** The *runtime* of an **algorithm**  $A$  should be parametrized by the size of input  $I$ . Formally, given input  $I$  represented in  $s$  bits, runtime of  $A$  on  $I$  should be  $\text{poly}(s)$  for  $A$  to be **efficient**.

**Note.** In most cases, there are 1 or 2 parameters that essentially define the size of input.

**Example (Graph).** A natural representation of a graph with  $n$  vertices and  $m$  edges are

- (a) Adjacency matrix:  $n^2$  numbers.
- (b) Adjacency list:  $O(m + n)$  numbers.

**Example (Set system).** A set system with  $n$  elements and  $m$  sets has a natural representation which uses  $O(nm)$  numbers.

**Example.** If an input  $I$  can be represented by  $s$  bits, then the runtime of an **algorithm** can be  $O(s \log s)$ ,  $O(s^2)$ , or  $O(s^{100})$ , which are considered as **efficient**. On the other hand, something like  $2^s$  or  $s!$  are not.

Hence, our goal is to get  $\text{poly}((n, m))$ -time **algorithm**!

## 1.3 Approximation Algorithms

We first note that many interesting **combinatorial optimization problems** are NP-hard, hence it's impossible to find optimum in polynomial time unless P is NP. This suggests one problem: *How well can we do in polynomial time?*

In normal cases, we may assume that objective function value is always positive, i.e.,  $f: X \rightarrow \mathbb{R}^+ \cup \{0\}$ . Then, we have the following definition which characterizes the *slackness*.

**Definition 1.3.1 (Approximation algorithm).** Given an **algorithm**  $A$ , we say  $A$  is an  $\alpha$ -*approximation algorithm* for a **problem**  $P$  if for every input  $I$  of  $P$ ,

- Min:  $f(A(I)) \leq \alpha \cdot \text{OPT}(I)$  for  $\alpha \geq 1$
- Max:  $f(A(I)) \geq \alpha \cdot \text{OPT}(I)$  for  $\alpha \leq 1$

where we define  $\text{OPT}(I)$  as  $\max_{x \in X} f(x)$  for maximization,  $\min_{x \in X} f(x)$  if minimization.

We see that  $\alpha$  characterizes the slackness allowed for our **algorithm**  $A$ . Now, we're ready to look at some interesting **problems**. Broadly, there are around 10 classes of them which are actively studied:

- We'll see: **Covering**, Clustering, Network design, Constraint satisfaction.
- We'll not see: graph cuts, Packing, Scheduling, String, etc.

The above list is growing! For example, applications of continuous optimization in **combinatorial optimization** is getting attention recently. Also, there are around 8 techniques developed, e.g., greedy, local search, LP rounding, SDP rounding, primal-dual, cuts and metrics, etc.

## 1.4 Hardness

For most problems we saw, we can even say that getting an  $\alpha$ -approximation is NP-hard for some  $\alpha > 1$ . This bound is sometimes tight, but not always, and we'll focus on this part in the second half of this course.

## Chapter 2

# Covering

### 2.1 Set Cover

Let's first consider the classical problem called set cover.

# Appendix



# Bibliography

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