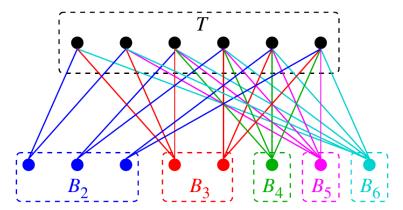
A logarithmic approximation algorithm for MIN-VERTEX-COVER

```
Initialize U=\emptyset. while (E is not empty) { Find a vertex u\in V of largest (remaining) degree. Add u to U. Delete from E all the (remaining) edges with u as one endpoint. } Return U.
```

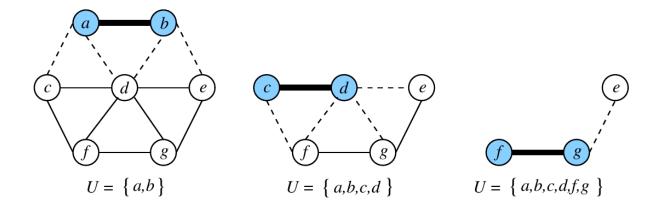
Tightness of the approximation ratio

The logarithmic approximation factor for the greedy vertex cover algorithm is optimal



A 2-approximation algorithm for MIN-VERTEX-COVER

```
Initialize U=\emptyset. while (E is not empty) { Pick any edge e=(u,v) from E. Add u and v to U. Remove u and v from V. Remove from E all edges incident on u or v. } Return U.
```



A 2-approximation algorithm for ETSP

Compute a minimum spanning tree T of G under the given cost function. Choose an arbitrary vertex u_0 of T.

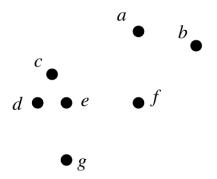
Treat T as a tree rooted at u_0 .

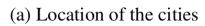
Impose an arbitrary ordering on the children of each node.

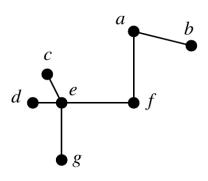
Make a pre-order traversal of T (starting at the root u_0).

Suppose that the traversal returns the list $u_0,u_1,u_2,\ldots,u_{n-1}$ of visited nodes.

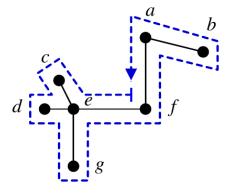
Return the Hamiltonian cycle $Z = (u_0, u_1, u_2, \dots, u_{n-1}, u_0)$.



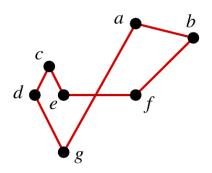




(b) Computation of an MST



(c) Preorder traversal of MST



(d) The TSP cycle

$$p_i' = [p_i / \sigma]$$

SOPT' = optimal scaled profit

SOPT = corresponding original profit

OPT = optimal original profit

OPT' = corresponding scaled profit

$$OPT' \le SOPT'$$

 $SOPT \le OPT$

$$p_i' = [p_i / \sigma] \ge p_i / \sigma - 1$$
 gives $p_i - \sigma p'_i \le \sigma$.
OPT corresponds to m objects, so OPT $- \sigma$ OPT' $\le m\sigma \le n\sigma$.

$$p_i' = \lfloor p_i / \sigma \rfloor \le p_i / \sigma$$
, so σ SOPT' \le SOPT.

Combining

$$SOPT \ge \sigma SOPT' \ge \sigma OPT' \ge OPT - n\sigma$$
.

We require SOPT \geq $(1 - \varepsilon)$ OPT. This is guaranteed by all

$$\sigma \leq (\varepsilon \times OPT) / n$$
.

 $OPT \ge p_{max}$ so we take

$$\sigma = (\varepsilon \times p_{max}) / n.$$