

CS 577- Intro to Algorithms

Computational Intractability (Part 4)

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Outline

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How to handle NP-complete problems

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- ▶ Instance structure

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- ▶ Instance structure
- ▶ Parameter bounds
- ▶ Approximations
- ▶ Heuristics

Instance Structure

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Exploit structure of instances that occur in application setting.

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- ▶ Kernelization
 - Kernel consisting of at most k^2 edges

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- ▶ Reduced instance G' has at most k^2 edges and $2k^2$ vertices.

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- ▶ Greedy
- ▶ Linear programming relaxation

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- ▶ Can be solved in polynomial time.
- ▶ No strongly polynomial-time algorithm known.

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 - $|S| \leq 2 \cdot \sum_{v \in S} x_v^* \leq 2 \cdot \sum_{v \in V} x_v^* = 2 \cdot f(x^*) \leq 2 \cdot \text{OPT}$

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- ▶ Often based on physical processes that minimize energy or entropy.
- ▶ Examples: Metropolis, simulated annealing, etc.