

Outline and Reading



- Approximation Algorithms for NP-Complete Problems (§13.4)
 - Approximation ratios
 - Polynomial-Time Approximation Schemes (§13.4.1)
 - 2-Approximation for Vertex Cover (§13.4.2)
 - 2-Approximation for TSP special case (§13.4.3)
 - Log n-Approximation for Set Cover (§13.4.4)

Approximation Algorithms

Approximation Ratios



- Optimization Problems
 - We have some problem instance x that has many feasible "solutions".
 - We are trying to minimize (or maximize) some cost function c(S) for a "solution" S to x. For example,
 - Finding a minimum spanning tree of a graph
 - Finding a smallest vertex cover of a graph
 - Finding a smallest traveling salesperson tour in a graph
- An approximation produces a solution T
 - T is a k-approximation to the optimal solution OPT if c(T)/c(OPT) ≤ k (assuming a min. prob.; a maximization approximation would be the reverse)

Approximation Algorithms

Polynomial-Time Approximation Schemes

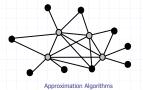
- lacktrianglet A problem L has a **polynomial-time approximation scheme (PTAS)** if it has a polynomial-time (1+ ϵ)-approximation algorithm, for any fixed ϵ >0 (this value can appear in the running time).
- 0/1 Knapsack has a PTAS, with a running time that is O(n³/ ε). Please see §13.4.1 in Goodrich-Tamassia for details.

Approximation Algorithms

Vertex Cover



- A vertex cover of graph G=(V,E) is a subset W of V, such that, for every (a,b) in E, a is in W or b is in W.
- OPT-VERTEX-COVER: Given an graph G, find a vertex cover of G with smallest size.
- OPT-VERTEX-COVER is NP-hard.



Running t

A 2-Approximation for Vertex Cover



- Every chosen edge e has both ends in C
- But e must be covered by an optimal cover; hence, one end of e must be in OPT
- Thus, there is at most twice as many vertices in C as in OPT.
- That is, C is a 2-approx. of OPT
- Running time: O(m)

Algorithm VertexCoverApprox(G)
Input graph G

Output a vertex cover C for G $C \leftarrow$ empty set

while H has edges

 $e \leftarrow H.removeEdge(H.anEdge())$ $v \leftarrow H.origin(e)$ $w \leftarrow H.destination(e)$

C.add(v) C.add(w)

for each f incident to v or w H.removeEdge(f)

return C

Approximation Algorithms

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