

The background features a complex network graph with red nodes and black edges. The nodes are scattered across the frame, with some connected by straight lines. The background is filled with overlapping, colorful circles in shades of blue, yellow, red, and purple, creating a vibrant, abstract pattern.

Lecture: Approximation Algorithms

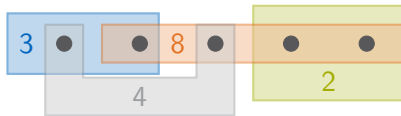
Jannik Matuschke

TUM

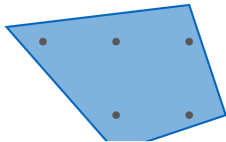
October 24, 2018

Previously ...

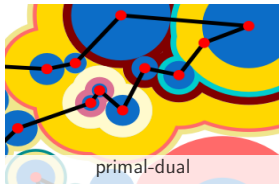
Example: SET COVER



Many techniques:



LP rounding



primal-dual



greedy

to be continued

Randomized LP Rounding

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Idea: Include set S with probability $x(S)$.

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$$\mathbb{E}\left[\sum_{S \in \mathcal{F}'} w(S)\right] = \sum_{S \in \mathcal{F}} w(S)x(S) = Z^*$$

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but probability to produce set cover can be very low!

Randomized rounding

Idea: For each S , throw $c \cdot \ln(n)$ coins, each showing heads with probability $x(S)$. If at least one of them shows heads, include S .

$$n := |E|, c > 1$$

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Probability that element e is not covered:

$$\prod_{S:e \in S} (1 - x(S))^{c \ln(n)} \leq \exp\left(-c \ln(n) \sum_{S:e \in S} x(S)\right) \leq \frac{1}{n^c}$$

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Probability to generate a set cover:

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We say the algorithm outputs a set cover **with high probability**.

Randomized rounding

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$$n := |E|, c > 1$$

Theorem 2.1

The Randomized Rounding Algorithm computes a set cover w.h.p. If it succeeds, its expected cost is at most $2c \ln(n) Z^*$.

Hardness of Approximation

Approximation hardness

Theorem 2.2

There is a $c > 0$ such that there is no $c \ln(n)$ -approximation algorithm for SET COVER, unless $P = NP$.

Approximation hardness

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There is a $c > 0$ such that there is no $c \ln(n)$ -approximation algorithm for SET COVER, unless $P = NP$.

Theorem 2.3

There no α -approximation algorithm for VERTEX COVER for any $\alpha < 2$, unless the Unique Games Conjecture is false or $P = NP$.

Approximation techniques

- ▶ LP rounding (deterministic/randomized)
- ▶ primal-dual method
- ▶ greedy algorithm

Approximation techniques

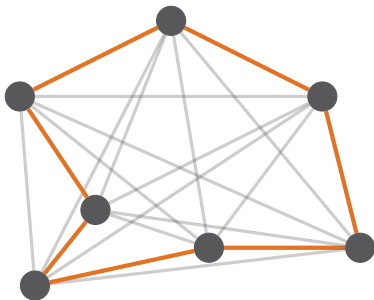
- ▶ LP rounding (deterministic/randomized)
- ▶ primal-dual method
- ▶ greedy algorithm
- + combinatorial lower bounds
- + local search
- + rounding data & dynamic programs

**Combinatorial Lower Bounds
for the
Traveling Salesman Problem**

Traveling Salesman Problem (TSP)

Input: complete graph $G = (V, E)$, distances $d : E \rightarrow \mathbb{R}_+$

Task: find a Hamiltonian cycle C in G
minimizing $d(C) := \sum_{e \in C} d(e)$



Hardness

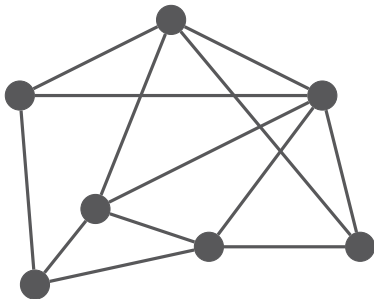
Theorem

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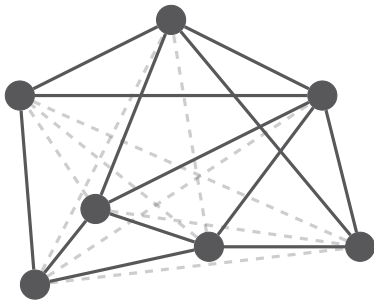
Proof Deciding whether graph has a Hamiltonian cycle is *NP*-hard.



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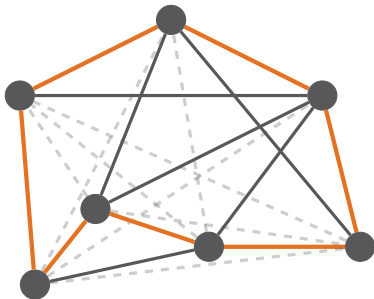


Given graph $G' = (V, E')$ define complete graph $G = (V, E)$
with $d(e) = 0$ if $e \in E'$ and $d(e) = 1$ if $e \notin E'$.

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YES instance: $OPT = 0$

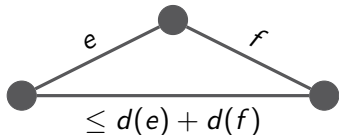
NO instance: $OPT \geq 1$



Metric TSP

Input: complete graph $G = (V, E)$, distances $d : E \rightarrow \mathbb{R}_+$,
with $d(u, w) \leq d(u, v) + d(v, w)$ for all $u, v, w \in V$

Task: find a Hamiltonian cycle C in G
minimizing $d(C) := \sum_{e \in C} d(e)$



The tree lower bound

Lemma 2.4

Let C be a Hamiltonian cycle in G and T be a minimum spanning tree in G . Then $d(T) \leq d(C)$.

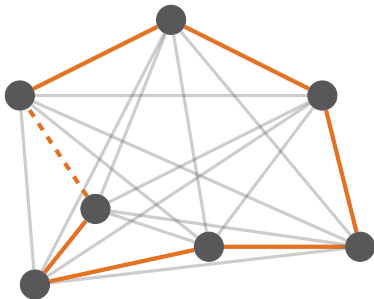
The tree lower bound

Lemma 2.4

Let C be a Hamiltonian cycle in G and T be a minimum spanning tree in G . Then $d(T) \leq d(C)$.

Proof. Let $e \in C$. Then $C \setminus \{e\}$ is a spanning tree in G . Hence

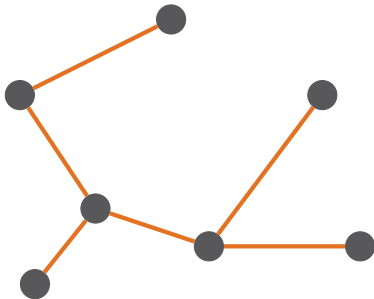
$$d(T) \leq d(C \setminus \{e\}) \leq d(C).$$



The double-tree algorithm

Algorithm:

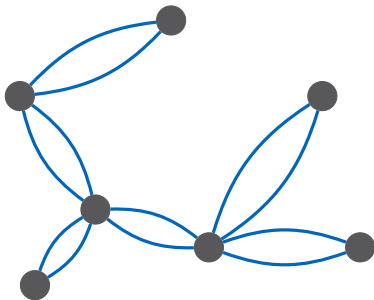
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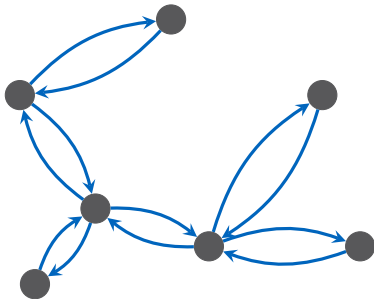
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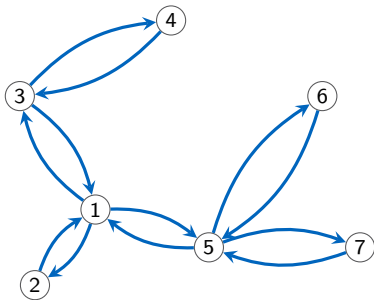
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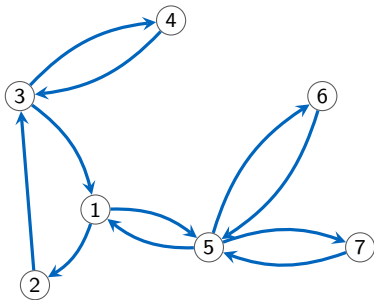
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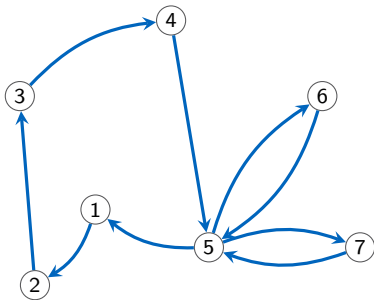
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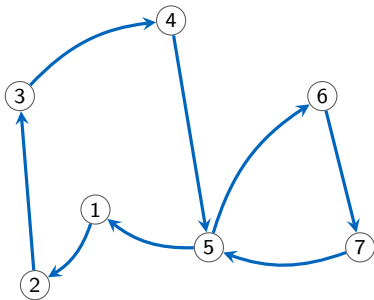
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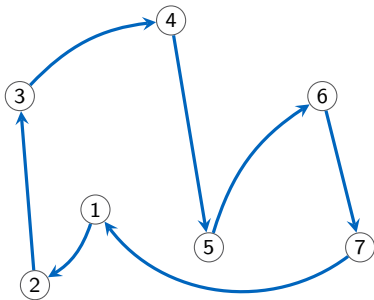
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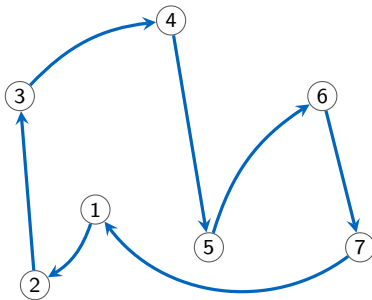
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Theorem 2.5

The Double-Tree Algorithm is a 2-approximation for metric TSP.



The matching lower bound

Lemma 2.6

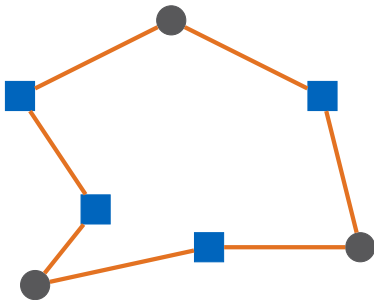
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Proof. Shortcut C to cycle C' on U .



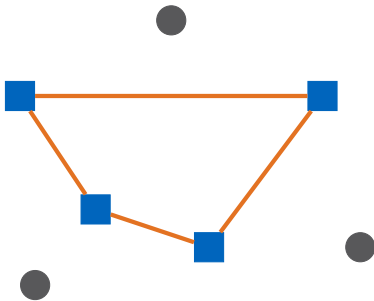
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$$d(C') \leq d(C)$$



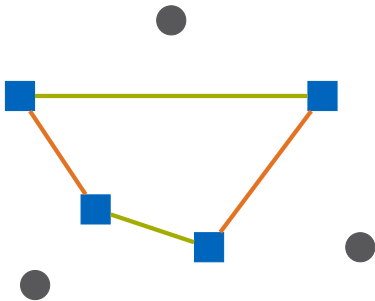
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 C' contains two disjoint perfect matchings on U .

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The matching lower bound

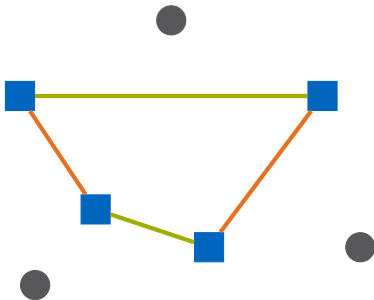
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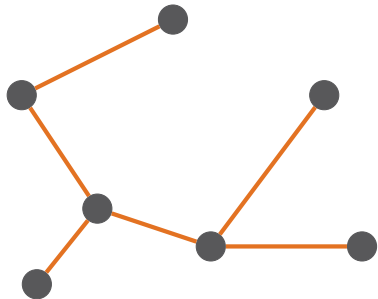
C' contains two disjoint perfect matchings on U . $2d(M) \leq d(C')$



Christofides' algorithm

Algorithm:

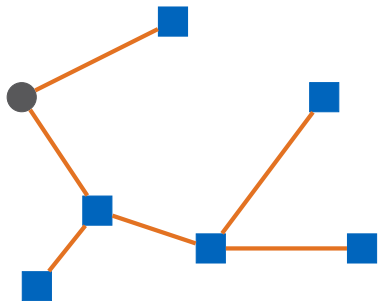
- 1 Compute MST T .
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Christofides' algorithm

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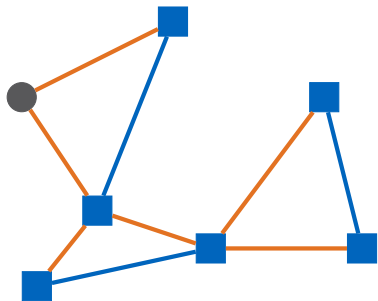
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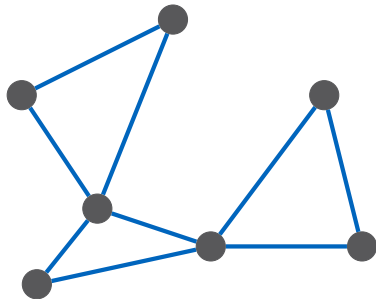
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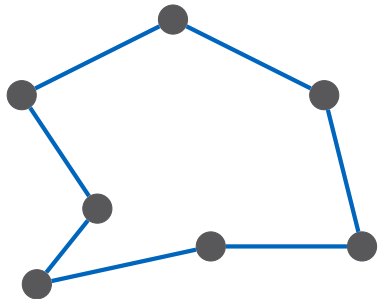
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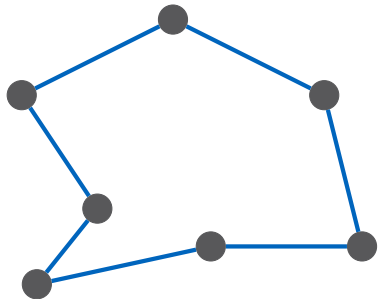
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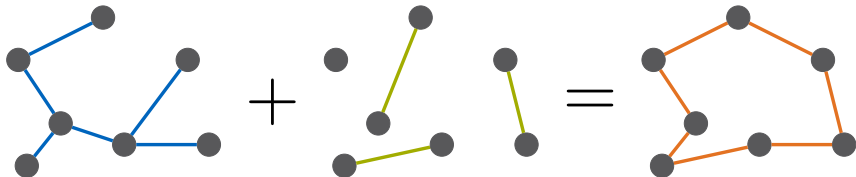
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Theorem 2.7

Christofides' algorithm is a $3/2$ -approximation for metric TSP.

Summary: TSP



3/2-approximation for metric TSP