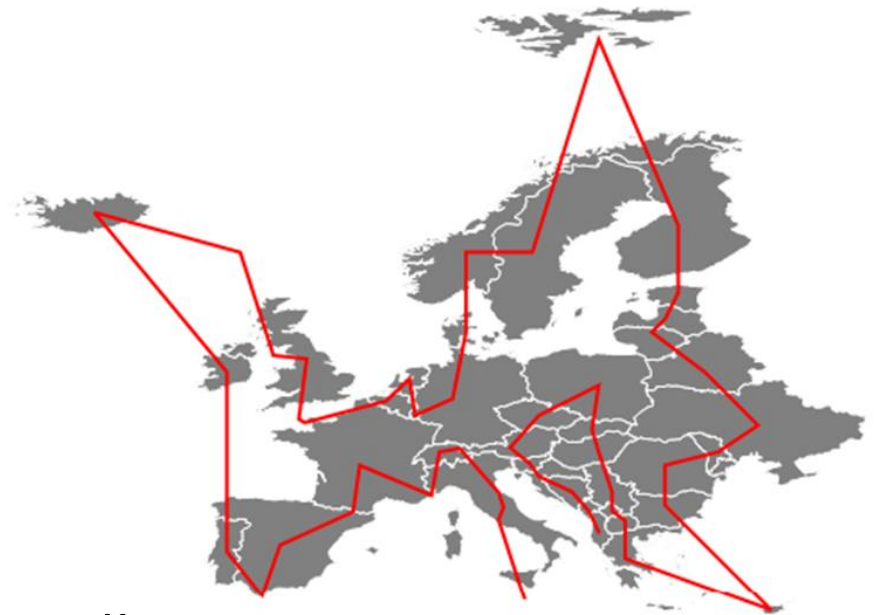


Approximation Algorithms



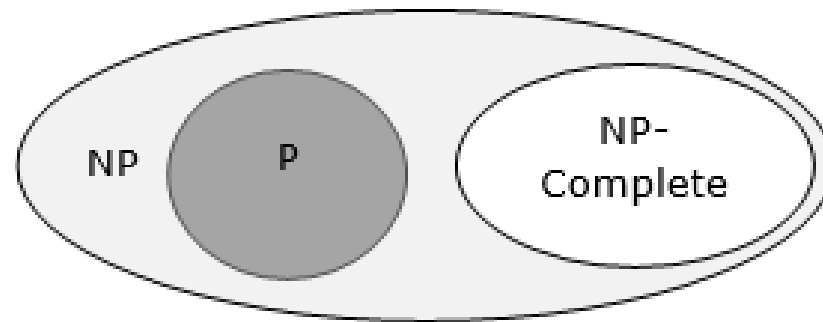
Prof Marko Robnik-Šikonja

Analysis of Algorithms and Heuristic Problem Solving
Edition 2023

Contents

- refresh your knowledge about NP-completeness in Cormen et al.: Introduction to algorithms, 2009, Chapter 34
 - performance ratios
 - examples of approximation algorithms
 - non-existence of approximation algorithms
-
- Literature:
Cormen et al.: Introduction to algorithms, 2009/2022, Chapter 35

NP-completeness refreshment



Next six slides are just a refreshment of important topics in NPC, we require in our course.
Please read Chapter 34 in Cormen et al, Introduction to algorithms, 2009

P and NP problems

- shortest and longest paths
- Euler's trail and Hamilton's cycle
- decision and optimization problems
- problem reductions
- Formal languages: alphabet, language, language operations
- accepting a word, deciding, verification

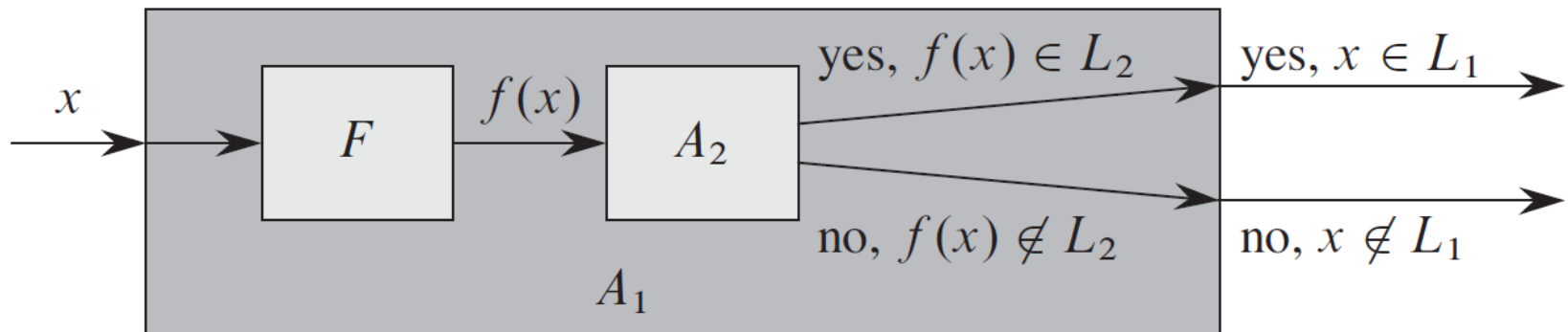
Definitions

- $P = \{L \subseteq \{0,1\}^* : \text{there exists an algorithm } A \text{ which decides } L \text{ in polynomial time}\}$
- verification algorithm $A(x, y)$, where x is an input and y a certificate
- a language is verified with verification algorithm A if for every $x \in L$ there exists a certificate
 $L = \{x \in \{0,1\}^* : \exists y \in \{0,1\}^* \text{ such that } A(x, y) = 1\}$
- The complexity class NP is a class of languages, verifiable by a polynomial algorithm

$L \in NP \iff \exists A(x,y) \in P, \text{ constant } c, \text{ such that}$
 $L = \{x \in \{0,1\}^* : \exists \text{ certificate } y : |y| = O(|x|^c)$
 $\text{that } A(x,y) = 1\}$

Reductions

- Language L_1 is polynomial reducible to language L_2 , which we denote as $L_1 \leq_p L_2$, if there exists a polynomially computable function $f: \{0,1\}^* \rightarrow \{0,1\}^*$, such that for all $x \in \{0,1\}^*$ it is true:
 $x \in L_1 \leftrightarrow f(x) \in L_2$
- for languages $L_1, L_2 \subseteq \{0,1\}^*$ and $L_1 \leq_p L_2$ it holds: $L_2 \in P \rightarrow L_1 \in P$



revision

NP-completeness

Language L is NP-complete (NPC) if

1. $L \in \text{NP}$
2. $L' \leq_p L$ for each $L' \in \text{NP}$

If at least the second point is true, language L is NP-hard.

Proofs of NP-completeness

- If for L is true that $L' \leq_p L$ for some $L' \in \text{NPC}$, then L is NP-hard. If $L \in \text{NP}$, then $L \in \text{NPC}$.
- Proof steps:
 1. show $L \in \text{NP}$
 2. choose a known NP-complete language L'
 3. describe reduction algorithm, which computes function f , that for every $x \in L'$ returns $f(x) \in L$
 4. prove that for all $x \in \{0,1\}^*$ it holds: $x \in L' \iff f(x) \in L$
 5. prove that your algorithm computes f in polynomial time

revision

A few well-known NP-complete problems

- CSAT - logical Circuit Satisfiability,
- FSAT - logical Formula Satisfiability,
- 3CNF-SAT - formula in 3-Conjunctive Normal Form Satisfiability
- CLIQUE - existence of Cliques in a graph,
- VERTEX COVER – a minimal set of vertices that cover all the edges of a graph
- HAM Hamiltonian cycle of a graph,
- TSP Travelling Salesman Problem,
- SUBSET-SUM – the subset of numbers equal to a given number
- BIN-TREE – optimal binary decision tree (the tree that identifies all objects with a minimal amount of tests)
- SUBGRAPH-ISOMORPHISM (but not GRAPH-ISOMORPHISM)

Performance ratios

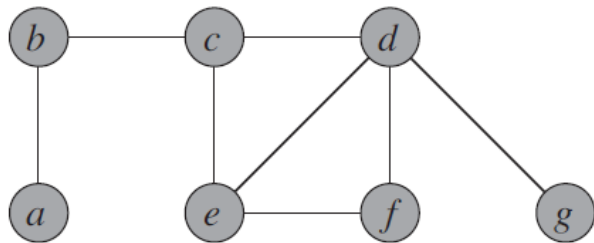
- approximation ratio is a ratio between the cost of approximate and optimal solution of a problem
- see Cormen et al: Introduction to algorithms, 2009/2022, Chapter 35

Vertex-cover

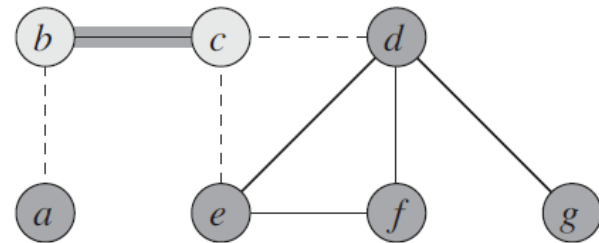
APPROX-VERTEX-COVER (G)

```
1   $C = \emptyset$ 
2   $E' = G.E$ 
3  while  $E' \neq \emptyset$ 
4      let  $(u, v)$  be an arbitrary edge of  $E'$ 
5       $C = C \cup \{u, v\}$ 
6      remove from  $E'$  every edge incident on either  $u$  or  $v$ 
7  return  $C$ 
```

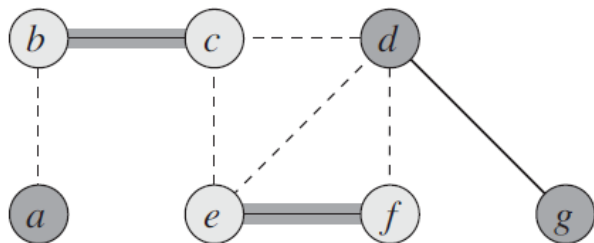
Illustration of Approx-Vertex-Cover algorithm



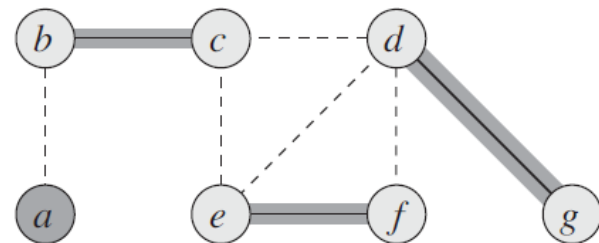
(a)



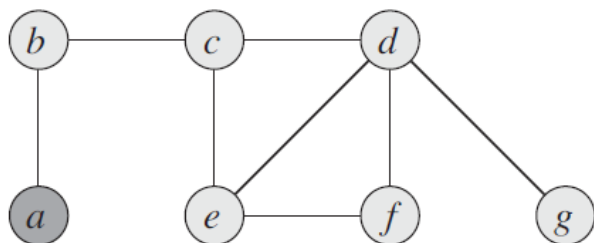
(b)



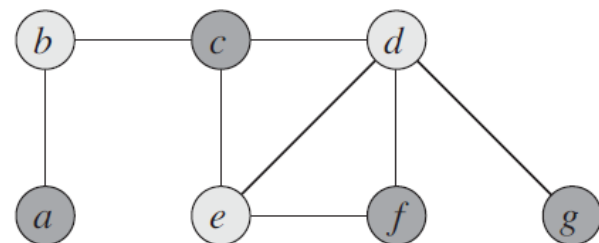
(c)



(d)



(e)



(f)

General TSP

- Non-existence of approximation algorithm for general TSP

MAX-3CNF-SAT

- expected approximation ratio is an expected ratio between the cost of approximate and optimal solution of a problem of a randomized algorithm
- randomized algorithm: randomly assign each of the variables with 0 or 1 with probability 0.5
- this algorithm is $8/7$ -approximation algorithm