15451 Fall 2022

Approximation Algorithms

Elaine Shi

What can we do for NPC problems?

What can we do for NPC problems?



Design poly-time approximation algorithms

Consider the solution version (rather than the decision version)

m machines, n jobs, j-th job takes time p

m machines, n jobs, j-th job takes time p

partition jobs to the machines to minimize the *makespan*, defined as

$$\left(\sum_{i \in [m]} \sum_{j \in S_i} p_j \right)$$

where S_i is the set of jobs assigned to machine i

Claim:

The job assignment problem is NPC

Greedy:

Take any unassigned job, give it to the machine with current minimum load



Claim:

Greedy achieves 2-approximation, i.e., achieves a makespan at most 2 times the optimal

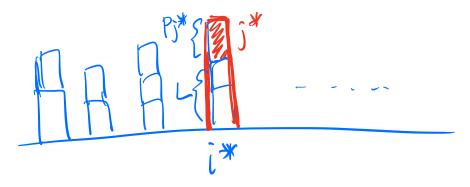
Claim:

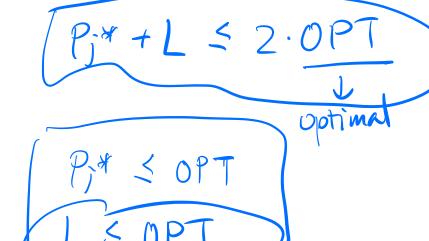
at the moment Jx is added, every machine has load at least L

Greedy achieves 2-approximation, i.e., achieves a makespan at most 2 times the optimal

Let i* be the most loaded machine, let j* be the

last job assigned to it





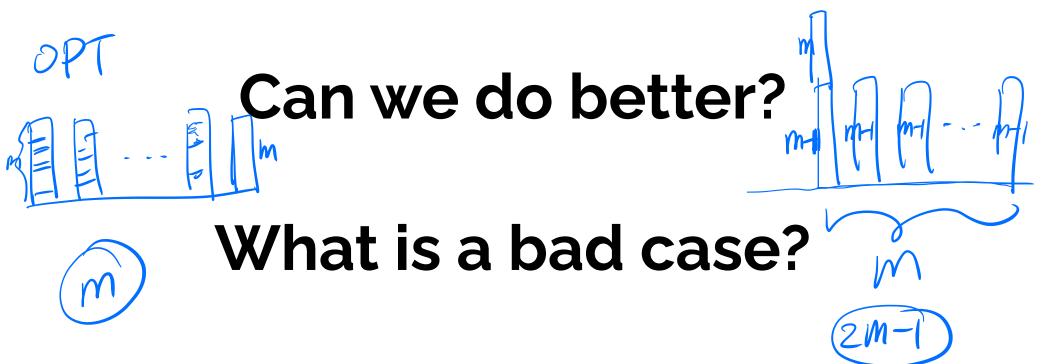
Can we do better?



Can we do better?

What is a bad case?





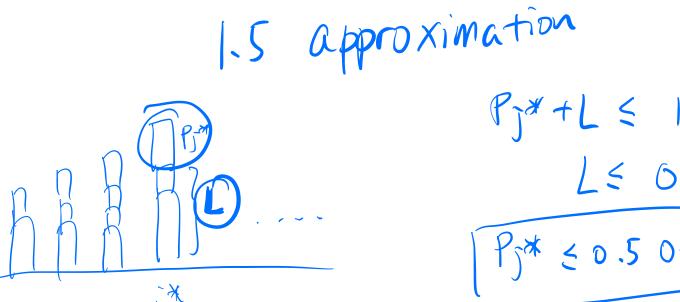
m(m-1) jobs of size 1 1 job of size m

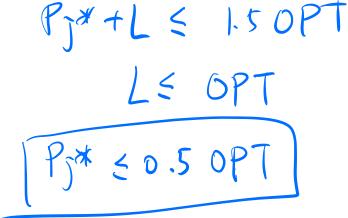


m(m-1) jobs of size 1, 1 job of size m

Sorted Greedy:

Run greedy largest unassigned job first







Let i' be the most loaded machine, let j' be the last job assigned to it

Want to show:

$$p_{j^*} + L \leq 1.5 \cdot OPT$$

Suffices to show
$$p_{j^*} \leq OPT/2$$

L=0

We may assume L > 0 (why?)

Each machine has at least one job assigned before, and its size is at least p_{j*}

OPT 7 2Pj*

We may assume L > 0 (why?)

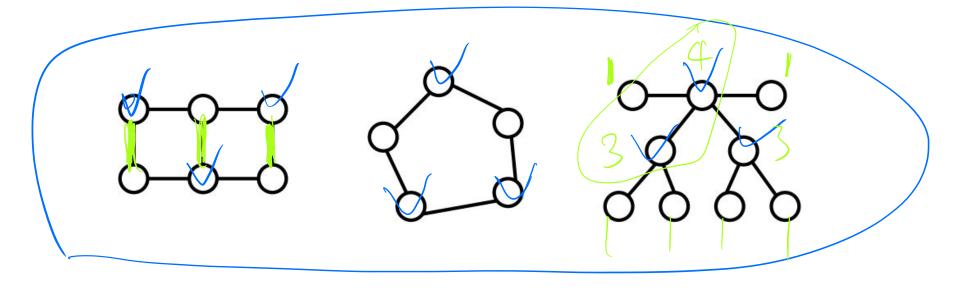
Each machine has at least one job assigned before, and its size is at least p_{i*}

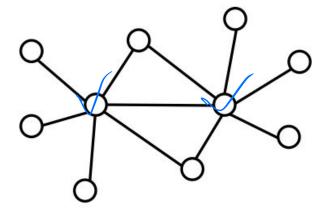
$$2p_{j^*} \leq OPT$$

Vertex-Cover:

Given a graph G, find the smallest set of vertices such that every edge is incident to at least one of them.

Decision problem: Given G and k, does G contain a vertex cover of size ≤ k?





Pick an arbitrary vertex with at least one uncovered edge incident to it, put it into the cover, and repeat.



Pick an arbitrary vertex with at least one uncovered edge incident to it, put it into the cover, and repeat.

Does this give a good approximation?



Pick the vertex that covers the most uncovered edges



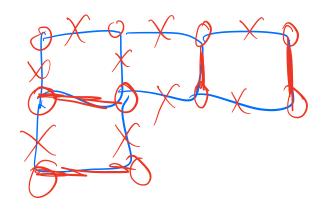
Pick the vertex that covers the most uncovered edges

Achieves only O(log n) approximation



A 2-approximation algorithm

Pick an arbitrary edge Add both endpoints. Throw out all edges covered and repeat. Continue until no uncovered edges left.





Proof: matching M

M/ S OPT

Alg 2.M1 \(\le 20PT

Another 2-approximation algorithm

Find an LP solution (possibly fractional)

0 <=
$$x_i$$
 <= 1, for each edge (i, j), x_i + x_j >= 1
Minimize Σ_i x_i

Round the LP solution:

If
$$x_i >= \frac{1}{2}$$
, set to 1, else set to 0

rounded solution < 2. LP < 2. OPT



Known Results

Best known approximation:

$$2 - \Theta(1/\sqrt{\log n})$$

7/6 approximation is NP hard [Hastad] Improved to 1.361 [Dinur and Safra]

Metric Traveling Salesman Problem

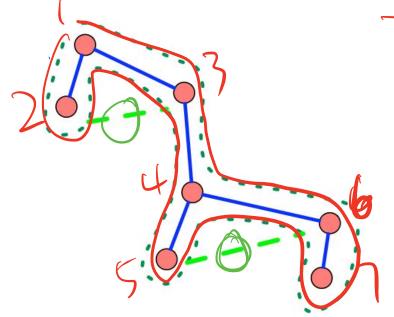
Find the shortest path to visit n cities, each exactly once, returning to where you started.

Metric: distances are symmetric and obey triangle inequality

Compute MST

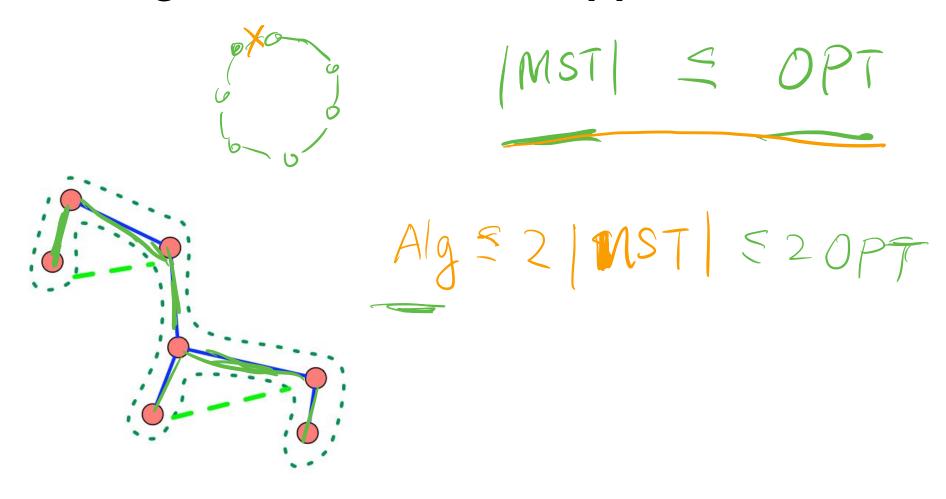
Output a pre-order traversal of the MST

12米345年678年8十





This algorithm achieves 2 approximation.



Christofide's algorithm 1.5

Compute the MST T.

Compute a minimum weight perfect of matching M between the vertices of odd degree in T.

G = T U M. Return the TSP tour constructed from shortcutting an Eulerian tour on G.

Prost: | T | + | M | \le 1.5 OPT ITI = OPT suffices to show than M/EasoPT • : odd degree vertices in T 2 [M] & Green + Red & OPT |M| & Green | M| & Red

(Not an April fools joke. See https://arxiv.org/abs/2007.01409.)