VII. Approximation Algorithms: Randomisation and Rounding

Thomas Sauerwald

Easter 2018



Outline

Randomised Approximation

MAX-3-CNF

Weighted Vertex Cover

Weighted Set Cover

Approximation Ratio ——

A randomised algorithm for a problem has approximation ratio $\rho(n)$, if for any input of size n, the expected cost C of the returned solution and optimal cost C^* satisfy:

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Approximation Schemes

An approximation scheme is an approximation algorithm, which given any input and $\epsilon > 0$, is a $(1 + \epsilon)$ -approximation algorithm.

- It is a polynomial-time approximation scheme (PTAS) if for any fixed $\epsilon > 0$, the runtime is polynomial in n. For example, $O(n^{2/\epsilon})$.
- It is a fully polynomial-time approximation scheme (FPTAS) if the runtime is polynomial in both $1/\epsilon$ and n. For example, $O((1/\epsilon)^2 \cdot n^3)$.

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Example:

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$$x_1 = 1, x_2 = 0, x_3 = 1, x_4 = 0 \text{ and } x_5 = 1 \text{ satisfies 3 (out of 4 clauses)}$$

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Idea: What about assigning each variable independently at random?

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Follows from the previous Corollary.

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Algorithm: Assign x_1 so that the conditional expectation is maximized and recurse.

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GREEDY-3-CNF(ϕ , n, m)

- 1: **for** j = 1, 2, ..., n
- 2: Compute **E**[$Y \mid x_1 = v_1 \dots, x_{j-1} = v_{j-1}, x_j = 1$]
- 3: Compute **E**[$Y \mid x_1 = v_1, \dots, x_{j-1} = v_{j-1}, x_j = 0$]
- Let $x_i = v_i$ so that the conditional expectation is maximized
- 5: **return** the assignment v_1, v_2, \ldots, v_n

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 - A smarter way is to use linearity of (conditional) expectations:

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$$\geq$$
 E[Y]

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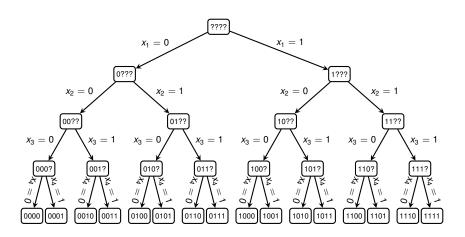
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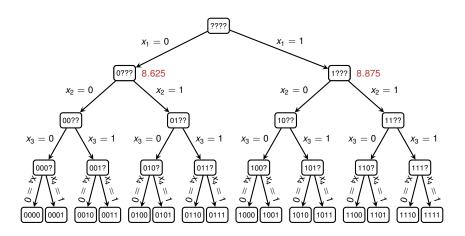
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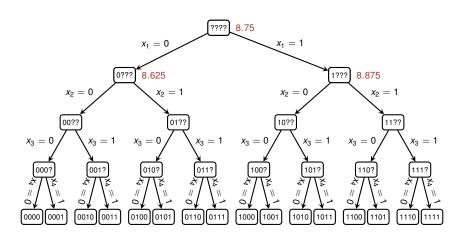
 $(x_1 \lor x_2 \lor x_3) \land (x_1 \lor \overline{x_2} \lor \overline{x_3}) \land (x_1 \lor \overline{x_2} \lor \overline{x_4}) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_4}) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_4}) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_3}) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_3}) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_3}) \land (x_1 \lor x_2 \lor x_3) \land (x_1 \lor x_3 \lor x_3 \lor x_3) \land (x_$



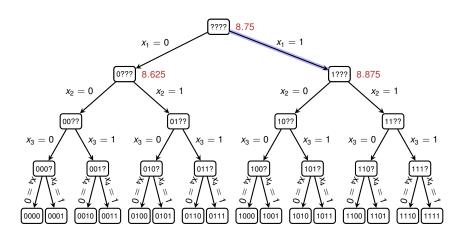
 $(x_1 \vee x_2 \vee x_3) \wedge (x_1 \vee \overline{x_2} \vee \overline{x_4}) \wedge (x_1 \vee x_2 \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_3}) \wedge (\overline{x_1} \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee x_3) \wedge (x_1 \vee x_3 \vee x_3 \vee x_3) \wedge (x_1 \vee x_3 \vee x_3 \vee x_3) \wedge (x_1 \vee x_3 \vee x_3 \vee x_3 \vee x_3 \vee x_3) \wedge (x_1 \vee x_3 \vee x_3 \vee x_3 \vee x_3 \vee x_3) \wedge (x_1 \vee x_3 \vee x_3 \vee x_3 \vee x_3 \vee x_3) \wedge (x_1 \vee x_3 \vee$



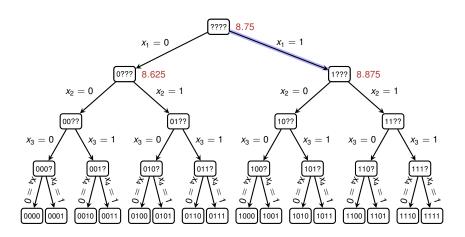
 $(x_1 \lor x_2 \lor x_3) \land (x_1 \lor \overline{x_2} \lor \overline{x_4}) \land (x_1 \lor \overline{x_2} \lor \overline{x_4}) \land (x_1 \lor x_2 \lor \overline{x_4}) \land (\overline{x_1} \lor \overline{x_2} \lor x_4) \land (x_1 \lor x_2 \lor \overline{x_4}) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_3}) \land (\overline{x_1} \lor x_2 \lor x_3) \land (\overline{x_1} \lor \overline{x_2} \lor x_3) \land (x_1 \lor x_3 \lor x_4) \land (x_2 \lor \overline{x_3} \lor \overline{x_4}) \land (x_1 \lor x_2 \lor \overline{x_3}) \land (x_1 \lor x_2 \lor x_3) \land (x_1 \lor x_3 \lor x_3 \lor x_3 \lor x_3) \land (x_1 \lor x_3 \lor x_3 \lor x_3) \land (x_1 \lor x_3 \lor x_3 \lor x_3) \land (x_1 \lor x_3 \lor x_3 \lor x_3) \land (x_$



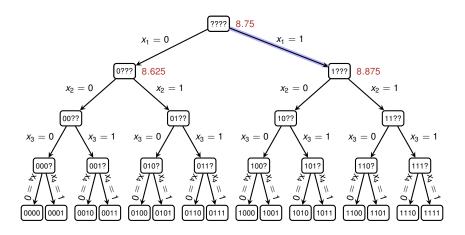
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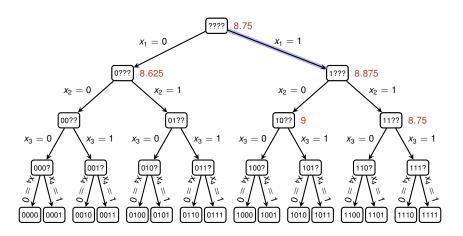
 $\underline{(x, \vee x_2 \vee x_3) \land (x, \vee x_2 \vee x_4) \land (x, \vee x_2 \vee x_3) \land (x, \vee x_3 \vee x_3) \land (x, \vee x_3$



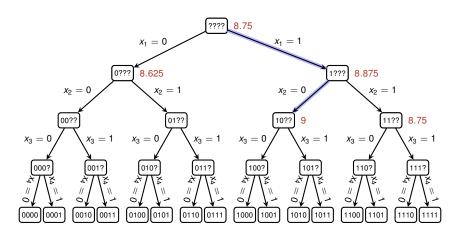
$$1 \wedge 1 \wedge 1 \wedge (\overline{x_3} \vee x_4) \wedge 1 \wedge (\overline{x_2} \vee \overline{x_3}) \wedge (x_2 \vee x_3) \wedge (\overline{x_2} \vee x_3) \wedge 1 \wedge (x_2 \vee \overline{x_3} \vee \overline{x_4})$$



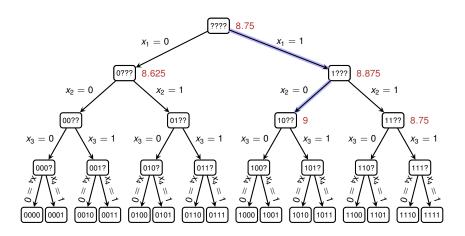
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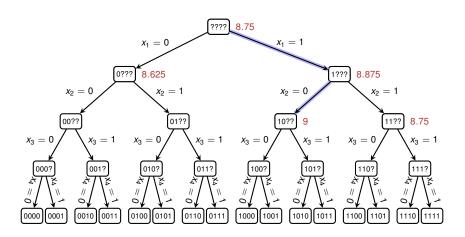
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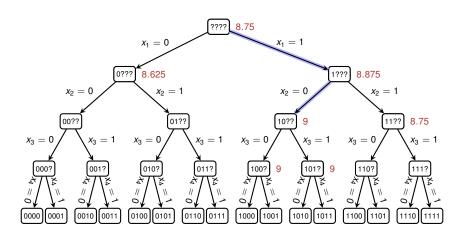
 $1 \wedge 1 \wedge 1 \wedge (\overline{x_3} \vee x_4) \wedge 1 \wedge (\overline{x_2} \checkmark \overline{x_3}) \wedge (\cancel{x_2} \vee x_3) \wedge (\overline{x_2} \checkmark x_3) \wedge 1 \wedge (\cancel{x_2} \vee \overline{x_3} \vee \overline{x_4})$



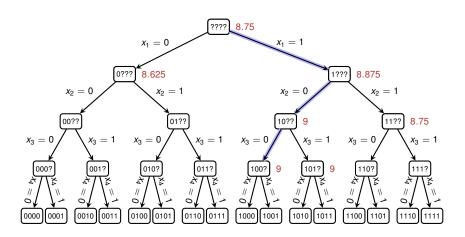
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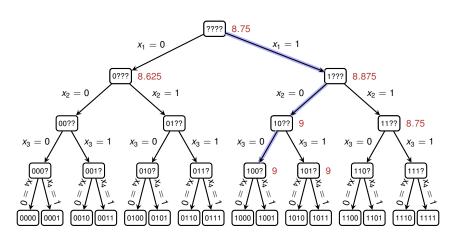
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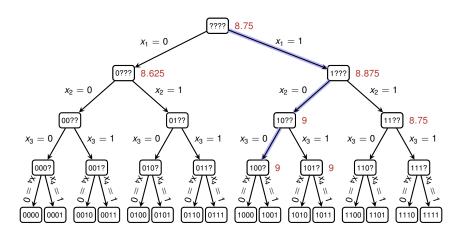


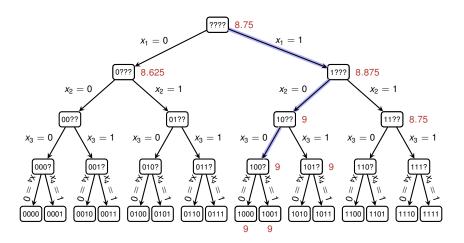
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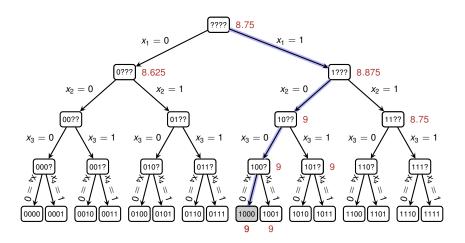


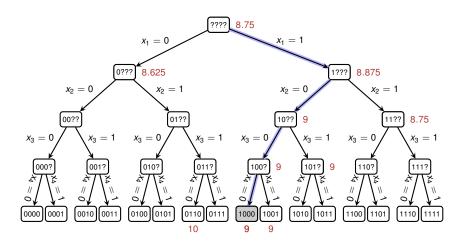
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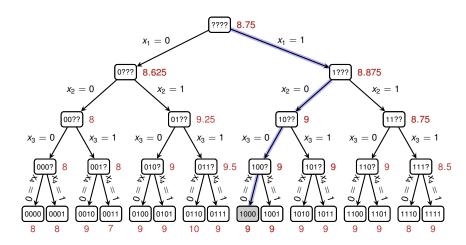


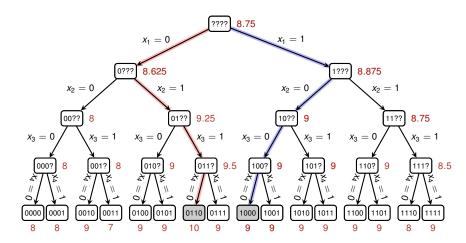




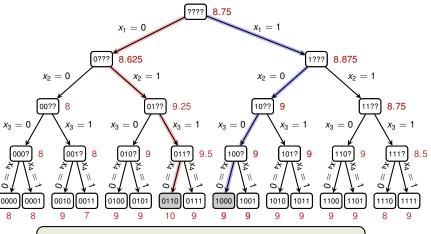








$1 \land 1 \land 1 \land 1 \land 1 \land 1 \land 0 \land 1 \land 1 \land 1$



Returned solution satisfies 9 out of 10 clauses, but the formula is satisfiable.

Theorem 35.6 —

Given an instance of MAX-3-CNF with n variables x_1, x_2, \ldots, x_n and m clauses, the randomised algorithm that sets each variable independently at random is a randomised 8/7-approximation algorithm.

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Essentially there is nothing smarter than just guessing!

Outline

Randomised Approximation

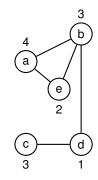
MAX-3-CNF

Weighted Vertex Cover

Weighted Set Cover

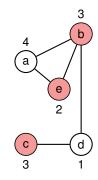
Vertex Cover Problem -

- Given: Undirected, vertex-weighted graph G = (V, E)
- Goal: Find a minimum-weight subset $V' \subseteq V$ such that if $(u, v) \in E(G)$, then $u \in V'$ or $v \in V'$.



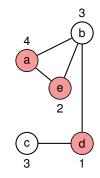
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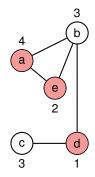
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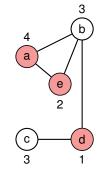
This is (still) an NP-hard problem.



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Applications:

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Applications:

 Every edge forms a task, and every vertex represents a person/machine which can execute that task

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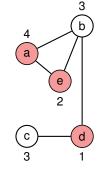
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- Every edge forms a task, and every vertex represents a person/machine which can execute that task
- Weight of a vertex could be salary of a person
- Perform all tasks with the minimal amount of resources

```
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
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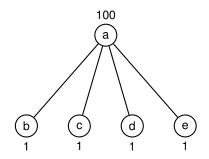
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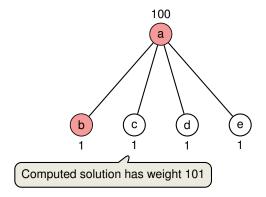
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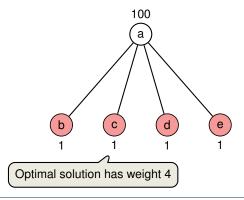
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Idea: Round the solution of an associated linear program.



Idea: Round the solution of an associated linear program.

0-1 Integer Program ——

minimize
$$\sum_{v \in V} w(v)x(v)$$
 subject to
$$x(u) + x(v) \geq 1 \qquad \text{for each } (u,v) \in E$$

$$x(v) \in \{0,1\} \qquad \text{for each } v \in V$$

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optimum is a lower bound on the optimal weight of a minimum weight-cover.

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subject to $x(u) + x(v) \ge 1$ for each $(u, v) \in E$ $x(v) \in [0, 1]$ for each $v \in V$

Rounding Rule: if $x(v) \ge 1/2$ then round up, otherwise round down.



The Algorithm

```
APPROX-MIN-WEIGHT-VC(G,w)

1 C=\emptyset

2 compute \bar{x}, an optimal solution to the linear program

3 for each \nu \in V

4 if \bar{x}(\nu) \geq 1/2

5 C=C \cup \{\nu\}

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- Theorem 35.7 -

APPROX-MIN-WEIGHT-VC is a polynomial-time 2-approximation algorithm for the minimum-weight vertex-cover problem.

The Algorithm

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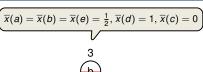
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```

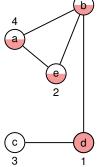
Theorem 35.7

APPROX-MIN-WEIGHT-VC is a polynomial-time 2-approximation algorithm for the minimum-weight vertex-cover problem.

is polynomial-time because we can solve the linear program in polynomial time

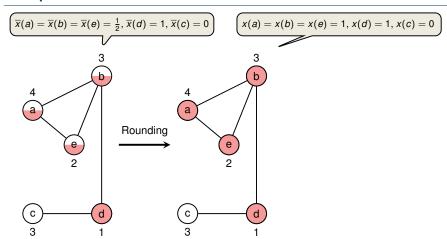
Example of APPROX-MIN-WEIGHT-VC





fractional solution of LP with weight = 5.5

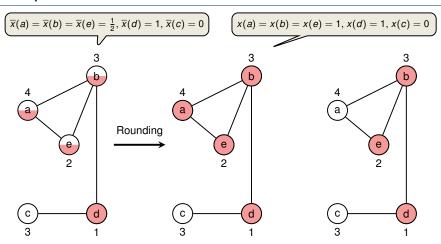
Example of Approx-Min-Weight-VC



fractional solution of LP with weight = 5.5

rounded solution of LP with weight = 10

Example of Approx-Min-Weight-VC



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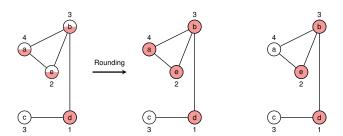
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optimal solution with weight = 6

Approximation Ratio

Proof (Approximation Ratio is 2):

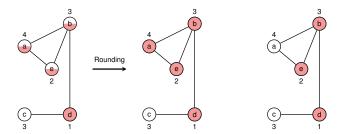






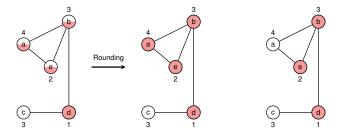
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lacktriangle Let C^* be an optimal solution to the minimum-weight vertex cover problem





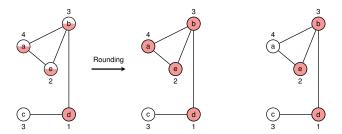
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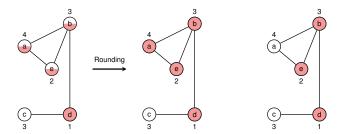


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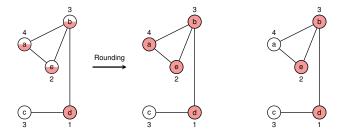
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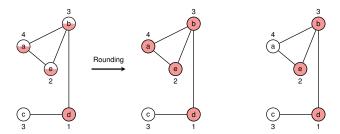




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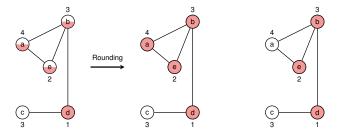




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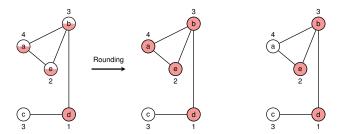




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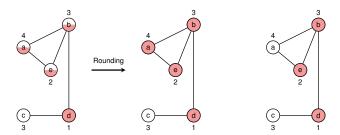
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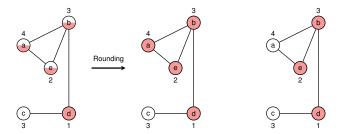


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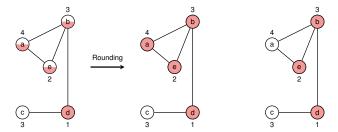


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$$w(C^*) \ge z^* = \sum_{v \in V} w(v) \overline{x}(v)$$

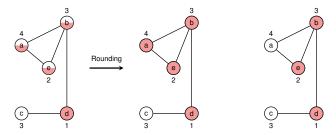


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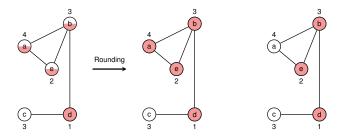


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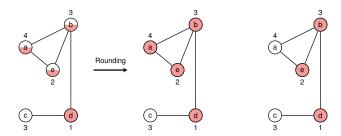


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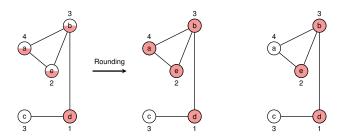


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Outline

Randomised Approximation

MAX-3-CNF

Weighted Vertex Cover

Weighted Set Cover

Set Cover Problem -

- Given: set X and a family of subsets \mathcal{F} , and a cost function $c: \mathcal{F} \to \mathbb{R}^+$
- ullet Goal: Find a minimum-cost subset $\mathcal{C} \subseteq \mathcal{F}$

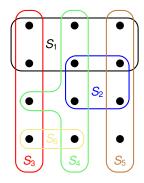
s.t.
$$X = \bigcup_{S \in \mathcal{C}} S$$
.

Set Cover Problem

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- ullet Goal: Find a minimum-cost subset $\mathcal{C} \subseteq \mathcal{F}$

Sum over the costs of all sets in C

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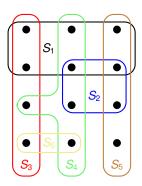


Set Cover Problem -

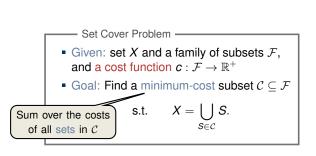
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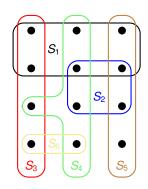
Sum over the costs of all sets in C

s.t.
$$X = \bigcup_{n=1}^{\infty} S_n$$



$$S_1$$
 S_2 S_3 S_4 S_5 S_6 $c: 2 3 3 5 1 2$





 S_1 S_2 S_3 S_4 S_5 S_6 c: 2 3 3 5 1 2

Remarks:

- generalisation of the weighted vertex-cover problem
- models resource allocation problems

Setting up an Integer Program



Setting up an Integer Program

0-1 Integer Program —

minimize
$$\sum_{S\in\mathcal{F}}c(S)y(S)$$
 subject to
$$\sum_{S\in\mathcal{F}\colon x\in S}y(S)\ \geq\ 1\qquad \text{for each }x\in X$$

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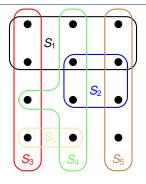
Setting up an Integer Program

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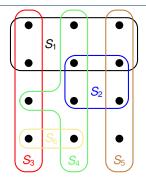
Linear Program
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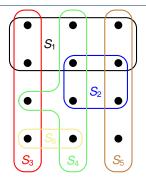
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 S_1 S_2 S_3 S_4 S_5 S_6 c: 2 3 3 5 1 2

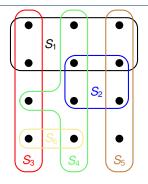


	S ₁	S_2	S ₃	S_4	S ₅	S_6
c :	2	3	3	5	1	2
y(.):	1/2	1/2	1/2	1/2	1	1/2



	S_1	S_2	S_3	S_4	S_5	S_6
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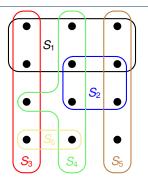
Cost equals 8.5



```
S_1 S_2 S_3 S_4 S_5 S_6 c: 2 3 3 5 1 2 y(.): 1/2 1/2 1/2 1/2 1 1/2
```

Cost equals 8.5

The strategy employed for Vertex-Cover would take all 6 sets!





Cost equals 8.5

The strategy employed for Vertex-Cover would take all 6 sets!

Even worse: If all y's were below 1/2, we would not even return a valid cover!

	S_1	S_2	<i>S</i> ₃	S_4	S_5	S_6
c :	2	3	3	5	1	2
y(.):	1/2	1/2	1/2	1/2	1	S ₆ 2 1/2

	S_1	S_2	S ₃	S_4	S_5	S_6
C :	2	3	3	5	1	2
y(.):	1/2	1/2	1/2	1/2	1	1/2

Idea: Interpret the y-values as probabilities for picking the respective set.

	S_1	S_2	S_3	S_4	<i>S</i> ₅	S_6	
C :	2	3	3	5	1	2	
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Randomised Rounding -

- Let C ⊆ F be a random set with each set S being included independently with probability y(S).
- More precisely, if y denotes the optimal solution of the LP, then we compute an integral solution \(\bar{y}\) by:

$$ar{y}(S) = egin{cases} 1 & ext{with probability } y(S) \ 0 & ext{otherwise.} \end{cases}$$
 for all $S \in \mathcal{F}$.

	S_1	S_2	S_3	S_4	S_5	S_6	
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• Therefore, $\mathbf{E}[\bar{y}(S)] = y(S)$.



	S_1	S_2	<i>S</i> ₃	S_4	S_5	S_6	
c :	2	3	3	5	1	2	
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- Lemma



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Lemma

• The expected cost satisfies

$$\mathbf{E}[c(\mathcal{C})] = \sum_{S \in \mathcal{F}} c(S) \cdot y(S)$$

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Lemma

The expected cost satisfies

$$\mathbf{E}[c(\mathcal{C})] = \sum_{S \in \mathcal{F}} c(S) \cdot y(S)$$

• The probability that an element $x \in X$ is covered satisfies

$$\Pr\left[x\in\bigcup_{S\in\mathcal{C}}S\right]\geq 1-\frac{1}{e}.$$



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clearly runs in polynomial-time!

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- Step 1: The probability that C is a cover
 - By previous Lemma, an element $x \in X$ is covered in one of the $2 \ln n$ iterations with probability at least $1 \frac{1}{e}$, so that

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By Markov's inequality, $\Pr\left[c(\mathcal{C}) \leq 4 \ln(n) \cdot c(\mathcal{C}^*)\right] \geq 1/2$.

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