



Graph Theory and Optimization

Approximation Algorithms

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October 2018

Thank you to F. Giroire for some of the slides



Motivation

- Goal:
 - Find “good” solutions for difficult problems (NP-hard).
 - Be able to quantify the “goodness” of the given solution.
- Presentation of a technique to get approximation algorithms: fractional relaxation of integer linear programs.



Outline

- 1 Approximation Algorithms
- 2 Example: Max. Matching vs. Min. Vertex Cover
- 3 Approximation algorithms using Fractional Relaxation
 - Vertex Cover
 - Set Cover



Approximation Algorithms

Π a maximization Problem

c -Approximation for Π $1 < c$ constant or depends on input length

- deterministic polynomial-time algorithm \mathcal{A}
- for any input I , \mathcal{A} returns a solution with value at least $OPT(I)/c$.

Π a minimization Problem

c -Approximation for Π $1 < c$ constant or depends on input length

- deterministic polynomial-time algorithm \mathcal{A}
- for any input I , \mathcal{A} returns a solution with value at most $c \cdot OPT(I)$.



Approximation Algorithms

Definition: An **approximation algorithm** produces

- in **polynomial time**
- a **feasible solution**
- whose **objective function value is close to the optimal OPT** , by close we mean **within a guaranteed factor of the optimal**.

Example: a factor 2 approximation algorithm for the cardinality vertex cover problem, i.e. an algorithm that finds a cover of cost $\leq 2 \cdot OPT$ in time polynomial in $|V|$.

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Approx: Max. Matching vs. Min. Vertex Cover

Let $G = (V, E)$ be a graph

Matching: set M of pairwise disjoint edges in a graph $(M \subseteq E)$

Compute a Max. Matching is **polynomial-time solvable** [Edmonds 1965]

Vertex Cover: set $K \subseteq V$ such that $\forall e \in E, e \cap K \neq \emptyset$
set of vertices that "touch" every edge

Compute a Min. Vertex Cover is **NP-complete** [Garey,Johnson 1979]



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Exercise: Prove that for any graph G ,

$$\max \text{Matching}(G) \leq \min \text{Cover}(G) \leq 2 \cdot \max \text{Matching}(G)$$

Deduce a (polynomial-time) 2-approximation algorithm for computing $\min \text{Cover}(G)$



Approx: Max. Matching vs. Min. Vertex Cover

Solution of previous exercise

Theorem: for any graph G

$$\max\text{Matching}(G) \leq \min\text{Cover}(G) \leq 2 \cdot \max\text{Matching}(G)$$

Proof: Let $K \subseteq V$ be a cover of G and $M \subseteq E$ be a matching of G .

By definition of K : $K \cap e \neq \emptyset$ for any $e \in M$

Moreover, by definition of M , $e \cap f = \emptyset$ for any $e, f \in M$

$$\Rightarrow |M| \leq |K|.$$

Let $M \subseteq E$ be a maximum matching of G

Then $K = \{v \mid \exists e \in M, v \in e\}$ is a cover of G (if not, M is not maximum)

$$\Rightarrow \min\text{Cover}(G) \leq |K| = 2 \cdot |M|$$



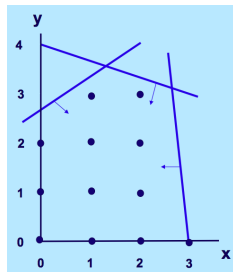
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Approximation via Fractional Relaxation

- Reminder:
 - **Integer** Linear Programs often **hard to solve** (NP-hard).
 - Linear Programs (with **real numbers**) easier to solve (**polynomial-time** algorithms).
- Idea:
 - 1- **Relax** the integrality constraints;
 - 2- Solve the (fractional) linear program and then;
 - 3- **Round the solution** to obtain an integral solution.





2-Approximation for Vertex Cover using LP

Let $G = (V, E)$ be a graph

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Integer Linear programme (ILP):

$$\begin{array}{ll} \text{Min.} & \sum_{v \in V} x_v \\ \text{s.t.:} & x_v + x_u \geq 1 \quad \forall \{u, v\} \in E \\ & x_v \in \{0, 1\} \quad \forall v \in V \end{array}$$

Fractional relaxation (LP):

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Exercise: Prove that the LP has an **half-integral** optimal solution
 (i.e., $x_v \in \{0, 1/2, 1\}$)

Exercise: Deduce a 2-approximation algorithm for Min. Vertex Cover



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2-Approximation for Vertex Cover using LP

Theorem: Fractional Vertex Cover has an **half-integral** optimal solution

Proof: \mathbf{y} : optimal solution with the largest number of coordinates in $\{0, 1/2, 1\}$.

For purpose of contradiction: \mathbf{y} not half-integral: Set

$$\varepsilon = \min\{y_v, |y_v - \frac{1}{2}|, 1 - y_v \mid v \in V \text{ and } y_v \notin \{0, 1/2, 1\}\}.$$

Consider \mathbf{y}' and \mathbf{y}'' , feasible solutions, defined as follows:

$$y'_v = \begin{cases} y_v - \varepsilon, & \text{if } 0 < y_v < \frac{1}{2}, \\ y_v + \varepsilon, & \text{if } \frac{1}{2} < y_v < 1, \\ y_v, & \text{otherwise.} \end{cases} \quad \text{and} \quad y''_v = \begin{cases} y_v + \varepsilon, & \text{if } 0 < y_v < \frac{1}{2}, \\ y_v - \varepsilon, & \text{if } \frac{1}{2} < y_v < 1, \\ y_v, & \text{otherwise.} \end{cases}$$

$\sum_{v \in V} y_v = \frac{1}{2} (\sum_{v \in V} y'_v + \sum_{v \in V} y''_v)$. \mathbf{y}' and \mathbf{y}'' are also optimal solutions.

By choice of ε , \mathbf{y}' and \mathbf{y}'' has more coordinates in $\{0, 1/2, 1\}$ than \mathbf{y} , a contradiction.

Theorem: 2-Approximation of Vertex Cover

Proof: First solve FRACTIONAL VERTEX COVER and derive an half-integral optimal solution \mathbf{y}^f to it. Define \mathbf{y} by $y_v = 1$ if and only if $y_v^f \in \{1/2; 1\}$, i.e., $y_v = \lceil y_v^f \rceil$

Clearly, \mathbf{y} is an admissible solution of VERTEX COVER. Moreover, by definition

$$\sum_{v \in V} y_v \leq 2 \sum_{v \in V} y_v^f = 2 \cdot v^f(G) \leq 2 \cdot v(G).$$



Set Cover

- **Problem:** Given a universe U of n elements, a collection of subsets of U , $\mathcal{S} = S_1, \dots, S_k$, and a cost function $c : S \rightarrow Q^+$, find a minimum cost subcollection of S that covers all elements of U .
- **Model numerous classical problems** as special cases of set cover: vertex cover, minimum cost shortest path...
- **Definition:** The **frequency** of an element is the number of sets it is in. The **frequency of the most frequent element** is denoted by f .
- Various **approximation algorithms** for set cover achieve one of the **two factors $O(\log n)$ or f** .



Fractional relaxation

Write a linear program to solve set cover.

Var.: $x_S = 1$ if S picked in \mathcal{C} ,
 $x_S = 0$ otherwise

$$\min \sum_{S \in \mathcal{S}} c(S)x_S$$

s. t.

$$\sum_{S: e \in S} x_S \geq 1 \quad (\forall e \in U)$$

$$x_S \in \{0, 1\} \quad (\forall S \in \mathcal{S})$$

Var.: $1 \geq x_S \geq 0$

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Fractional relaxation

- The (fractional) optimal solution of the relaxation is a **lower bound** of the optimal solution of the original integer linear program.
- **Example** in which a fractional set cover may be cheaper than the optimal integral set cover:
Input: $U = \{e, f, g\}$ and the specified sets $S_1 = \{e, f\}$,
 $S_2 = \{f, g\}$, $S_3 = \{e, g\}$, each of unit cost.
 - An **integral cover of cost 2** (must pick two of the sets).
 - A **fractional cover of cost 3/2** (each set picked to the extent of 1/2).



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A simple rounding algorithm

Algorithm:

- 1- Find an optimal solution to the LP-relaxation.
- 2- (Rounding) Pick all sets S for which $x_S \geq 1/f$ in this solution.



- **Theorem:** The algorithm achieves an **approximation factor of f** for the set cover problem.
- **Proof:** To be proved:
 - 1) All elements are covered.
 - 2) The cover returned by the algorithm is of cost at most $f \cdot OPT$

Proofs:

- proof of 1) **All elements are covered.** e is in at most f sets, thus one of this set must be picked to the extent of at least $1/f$ in the fractional cover.
- proof of 2) **The rounding process increases x_S by a factor of at most f .** Therefore, the cost of \mathcal{C} is at most f times the cost of the fractional cover.

$$OPT_f \leq OPT \leq f \cdot OPT_f$$



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Randomized rounding

- **Idea:** View the optimal fractional solutions as **probabilities**.
- **Algorithm:**
 - Flip coins with biases and round accordingly (S is in the cover with probability x_S).
 - Repeat the rounding $O(\log n)$ times.
- This leads to an **$O(\log n)$ factor randomized approximation algorithm**. That is
 - The set is covered with high probability.
 - The cover has expected cost: $O(\log n)OPT$.



Take Aways

- Fractional relaxation is a method to obtain for some problems:
 - **Lower bounds** on the optimal solution of an integer linear program (minimization).
Remark: Used in Branch & Bound algorithms to cut branches.
 - **Polynomial approximation algorithms** (with rounding).
- Complexity:
 - **Integer linear programs** are often **hard**.
 - (Fractional) **linear programs** are quicker to solve (**polynomial time**).