CSE525 Lec2#2 Approximation algo

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Non-decision problems

For NP-completeness, need decision problems.

Problems that are not decision problems can be ...

- Function problems (<u>Find</u> a colouring of a graph using at most 3 colours)
- Counting problems (<u>Count</u> the number of 3-colourings of a graph)
- Optimization problems (<u>Optimize</u> the number of colours needed to colour a graph)

How to deal with ophimisation versions of NP-complete decision problems? \longrightarrow algorithms are probabilistic, $A(x) \rightarrow random, correct Wp >99%.$ \rightarrow algorithms return slightly? approximation algorithms inaccurate result?

Approximation Ratio

APPROX = solution of approximate algorithm, OPT = optimal solution $\gamma - alp \otimes algorithm<math>\gamma - alp \otimes algorithmApprox. algo is relative if ...$

- Maximization problem:
- Minimization problem: is Approx. algo has <u>r-absolute</u> if ...
- Thate algorithm, OPT = optimal solution $2 - \alpha \beta prop \cdot dgorithm for knopsack$ $APPROM \in [opT, ..., oPT]$ $OPT \leq APPROM \leq OPT = APPROM \leq OPT \leq r. APPROM$ $<math>OPT \leq APPROM \leq r. OPT = APPROM \leq OPT \leq APPROM$ $OPT \leq APPROM \leq r. OPT = APPROM \leq OPT \leq APPROM$
 - Maximization problem:
 - Minimization problem:

OPT-r < APPROX SOPT OPT < APPROX S OPT +r

ApproxVC ≤ 2× OPT → APP^{YDA} ≤f(#edge) → OPT ≥ f (#edge)

Minimum Vertex Cover

- XX
- 1. Pick an edge (u,v)
- 2. Add one of u or v to VC [based on some] 2. Add both u & v to V
- 3. Remove adjacent edges from added node 3.
- 4. Goto 1. ⊘(E.V)

Q: Consider 2nd Algo and denote its output as ApproxVC.. Show that in OptVC (<u>optimum vertex cover</u>) at least ApproxVC/2 vertices must be present. Algorithmic $de = 2 \times |E'|$

Given G. find a

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vertex cover with the smallest

> 2 aprox. Edge in El

Remove all adjacent edges from u & v

5 27 OPTVE

Pick an edge (u,v)

4. Goto 1. O(EV)

Q: Does ApproxVC return a VC? What is its (relative) approximation ratio?

Fact: VC can be approximated but not to a high quality.

- Dinur Safra 2002: VC cannot be approximated to any constant ≤ 1.36
- Khot Regev 2003: VC cannot^{*} be approximated to any <u>constant</u> \leq = 2 !!!

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Chromatic number (CHR)



Chromatic number of G = optimal number of colours Polynomial-time algorithm is unlikely.

What about polynomial-time algorithms returning "ad-hoc" solutions? Cold Cd 2 and Cd n Greedy Algorithm (G): Colour greedily all vertices in some order. Number of colours? M: we call for every vertex using the smallest possible colour Trivial Algorithm (G): Colour every vertex using different colour. Number of colours?

Which algorithm is better ? How to evaluate quality ?





 $CHR(G) \le k \text{ OR } CHR(G) \ge k+1 \quad \underline{IFF} \quad CHR(G') \le ??? \text{ OR } CHR(G') \ge ???$ $F = CHRAlgo(G') \le ?? \text{ OR } CHRAlgo(G') \ge ??$