

Complexity Theory

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Lecture 18

Approximation

Approximations

Goal

- decision → optimization
- formal definition of approximation
- hardness of approximation

Plan

- vertex cover: VC
- set cover: SC
- travelling salesman problem: TSP

Planes

Example

Given a set of airports, S , assign gas stations to a **smallest subset**, C , where planes can cover at **most two legs** without re-filling.

Formal model

- airports \sim **nodes** in a graph
- legs \sim undirected edges
- find a smallest set of nodes that **covers** all edges
- important problem in **networks**

Vertex Cover

Definition (Cover)

Let $G = (V, E)$ be an undirected graph. A set $C \subseteq V$ is a **cover** of S if

$$\forall (u, v) \in E. u \in C \vee v \in C$$

Decision problem

$$VC = \{ \langle G, k \rangle \mid G \text{ has a cover } C \text{ and } |C| \leq k \}$$

Optimization problem Min – VC

- given: $G = (V, E)$ undirected
- find: a **minimal cover** C

MinVC is NP-hard

Observation

- C is a **cover** iff $V \setminus C$ is an **independent set**.
- C is a **minimal cover** iff $V \setminus C$ is a **maximal independent set**.

Proof

- $\forall (u, v). u \in C \vee v \in C$
- $\Leftrightarrow \forall (u, v). u \notin V \setminus C \vee v \notin V \setminus C$
- $\Leftrightarrow \neg \exists (u, v). u \in V \setminus C \wedge v \in V \setminus C$

Some optimization problems

- many **decision problems** we have seen have **optimization versions**
- both **minimization** and **maximization**
- algorithms return best solution with respect to **optimization parameter ρ**

Examples

problem	min/max	parameter
3SAT	max	number of satisfiable clauses
Indset	max	size of independent set
VC	min	size of cover

Approximation

Computing **precise** solutions is often **NP**-hard for decision and optimization.

Instead of **optimal** solutions, in practice it often suffices to come up with **approximations**.

Definition (ρ -approximation)

A ρ -approximation for a **minimization** (**maximization**) problem with **optimal solution** O , returns a solution that is $\leq \rho O$ ($\geq \rho O$).

Note: ρ may depend on **input size**.

VC approximation algorithm

1. $C \leftarrow \emptyset$
2. **while** C not a cover
3. **pick** $(u, v) \in E$ s.t. $u, v \notin C$
4. $C \leftarrow C \cup \{u, v\}$
5. **return** C

Theorem

Algorithm runs in *polynomial time* and returns a *2-approximation*.

Proof Edges picked contain **no common vertices**. Optimal vertex cover must contain **at least** one of the nodes, where the algorithm adds both.

Teams

Example

All your friends belong to **one or several** teams. You want to invite **all of them** but **team-wise**. What is the **least** number of **invitations** necessary?

Set Cover

- given: **finite set** U and a family \mathcal{F} of **subsets** that covers U :
$$\bigcup \mathcal{F} \supseteq U$$
- find: a **smallest** family $C \subseteq \mathcal{F}$ that **covers** U

Set Cover is NP-hard

Proof by reduction from **vertex cover**.

- let $G = (V, E)$ be an undirected graph
- $f(G) = (E, \mathcal{F})$
- $\mathcal{F} = \{E_v \mid v \in V\}$
- $E_v = \{u \mid (u, v) \in E\}$

Greedy algorithm for SC

1. $C \leftarrow \emptyset, U' \leftarrow U$
 2. **while** $U' \neq \emptyset$
 3. **pick** $S \in \mathcal{F}$ **maximizing** $|S \cap U'|$
 4. $C \leftarrow C \cup \{S\}$
 5. $U' \leftarrow U' \setminus S$
 6. **return** C
- **greedy algorithms** pick the best **local options**.
 - algorithms runs in **polynomial** time

Roadmap

Just seen

- vertex cover
- 2-approximation algorithm for VC
- set cover
- approximation algorithm

Up next

- show that algorithm is a $\ln n$ approximation
- show that algorithm is a $\ln |S|$ approximation for largest set S
- TSP

What is the approximation ratio?

Need to compare result returned by algorithm with the **unknown optimal** solution

Observation If U has a k cover, then **every subset** of U has a k cover too!

Consequence Each step of greedy algorithm covers at least $1/k$ of the uncovered elements!

First bound: $\ln n$

- let S_1, \dots, S_t be the sequence of sets picked by algorithm
- let U_i be U after i stages (uncovered)
- observe: $|U_{i+1}| = |U_i \setminus S_{i+1}| \leq |U_i|(1 - 1/k)$
- hence: $|U_{ik}| \leq |U_0|(1 - 1/k)^{ik} \leq \frac{|U|}{e^i}$
- therefore: $t \leq k \ln(n) + 1$

Note: The bound depends on the input length. We say that the greedy algorithm approximates SC to within a logarithmic factor.

Better bound: $\ln |S|$

Theorem

Greedy algorithm approximates the optimal set cover to within a factor of $H(\max\{|S| \mid S \in \mathcal{F}\})$ where $H(n) = \sum_{i=1}^n \frac{1}{i}$

Proof

- imagine a **price** to be paid by **each team**
 - at each stage **1 euro** has to be paid by **newly invited** team members, split **evenly**
 - $t \leq$ **total amount paid**
 - X** for each $S \in \mathcal{F}$ **selected by the greedy algorithm** the total amount paid by its members is at most $\ln |S|$
- \Rightarrow the **total amount** paid (hence t) is less than $k \cdot \ln |S|$ for the **largest** S selected

Proof of (X)

For an arbitrary set S at any stage of the algorithm holds:

- if m members are uncovered, the algorithm chooses a subset covering at least m elements

⇒ each will pay $\leq 1/m$

- members pay the most, if they are covered one by one

⇒ harmonic series

Travelling Salesman Problem

Example (TSP)

Given a **complete**, **weighted**, undirected graph $G = (V, E)$ with non-negative weights. Find a **Hamiltonian** cycle of **minimal cost**.

Theorem

TSP is **NP-hard**.

Proof: Reduce from **Hamilton cycle (HC)** by giving a large weight to non-edges.

Roadmap

Just seen

- NP-hard optimization problems
- approximation to within a certain factor
- complexity of approximation for any factor?

Up next

- approximation algorithm for special case of TSP
- Inapproximability results

Triangle Equality Instance

In practice, TSP is applied on graphs that satisfy the triangle inequality:

$$\forall u, v, w \in V. c(u, v) \leq c(u, w) + c(w, v)$$

Approximation algorithm for such *geographical* graphs

1. find minimum spanning tree T_G for $G = (V, E)$
 2. traverse along depth-first search of T_G , jump over visited nodes
- algorithm is polynomial
 - 2-approximation
 - $c(T_G) \leq$ minimal tour
 - algorithm traversal costs $2 \cdot c(T_G)$ since jumping over costs at most the sum of traversed edges

Roadmap

Just seen

- special TSP instance with polynomial 2-approximation

Up next

- show it is NP-hard to approximate general TSP to within any factor $\rho \geq 1$
- introduce gap version of TSP

gap-TSP

Given a **complete**, **weighted**, undirected graph $G = (V, E)$ and some **constant** $h \geq 1$.

Definition (gap-TSP)

A solution to the **gap problem**, **gap - TSP** $[|V|, h|V|]$, is an algorithm that return

YES if **there exists** a Hamiltonian cycle of cost $< |V|$

NO if **all** Hamiltonian cycles have cost $> h|V|$

For all other cases, it may return either yes or no.

Observation: An efficient **h -approximation** for **TSP** decides **gap - TSP** $[C, hC]$ for any C .

gap-TSP is NP-hard

Theorem

For any $h \geq 1$, $\text{GC} \leq_p \text{gap-TSP}[|V|, h|V|]$

Proof: Like $\text{GC} \leq_p \text{TSP}$, where non-edge weights are $h|V|$.

\Rightarrow Approximating TSP to within any factor is NP-hard.

What have we learnt?

- some **NP**-hard decision problems have **optimization** problems that can be **efficiently approximated**
 - vertex cover within factor 2
 - set cover within a logarithmic factor
 - **geographical** travelling salesman problem within factor 2
- some other problems are even **NP**-hard to approximate, for instance, **general** TSP
- **gap problems** are a useful tool to establish **inapproximability**

Further Reading

Two books on approximation algorithms

- *Dorit Hochbaum*, [Approximation Algorithms for NP-Hard Problems](#), PWS Publishing.
- *Vijay Vazirani*, [Approximation algorithms](#), Springer.

Lecture Notes

Slides are adapted from a CC course by *Muli Safra*:

<http://www.cs.tau.ac.il/~safra/Complexity/Complexity.htm>