

# Approximation Algorithms

## Lecture 1: Introduction and Vertex Cover

### Part I: Organizational

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Lectures: Zoom (in German or English)

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Synchronous (key material)

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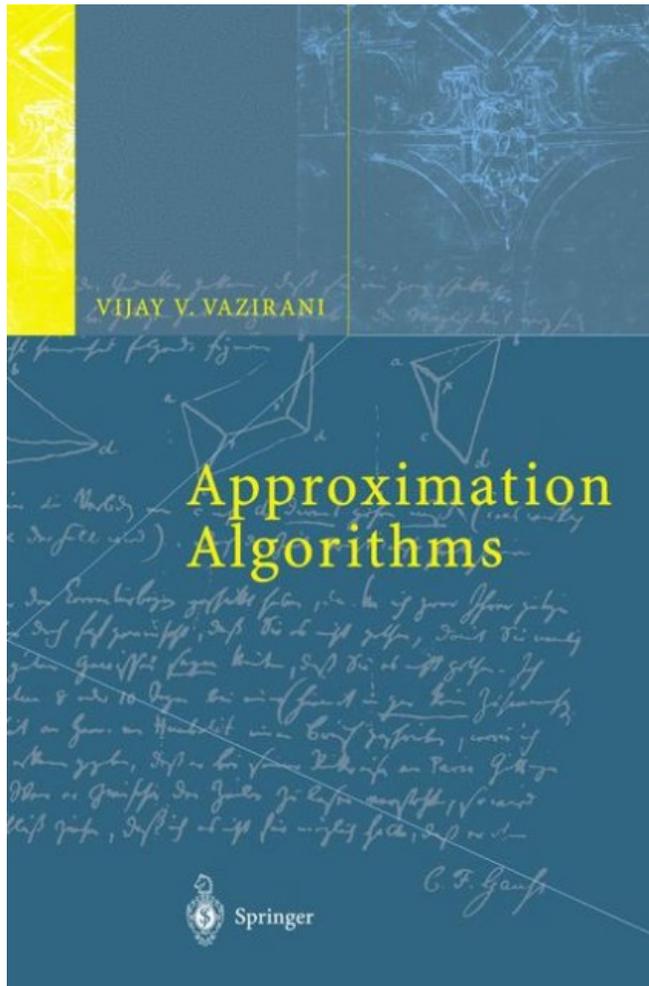
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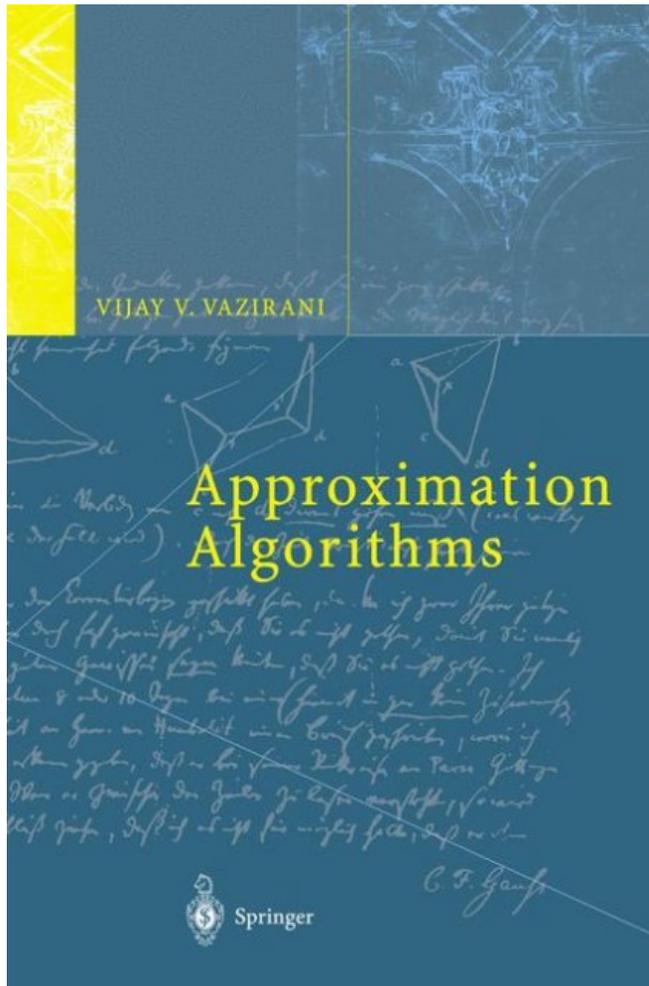
Questions/Tasks during the lecture

# Textbooks

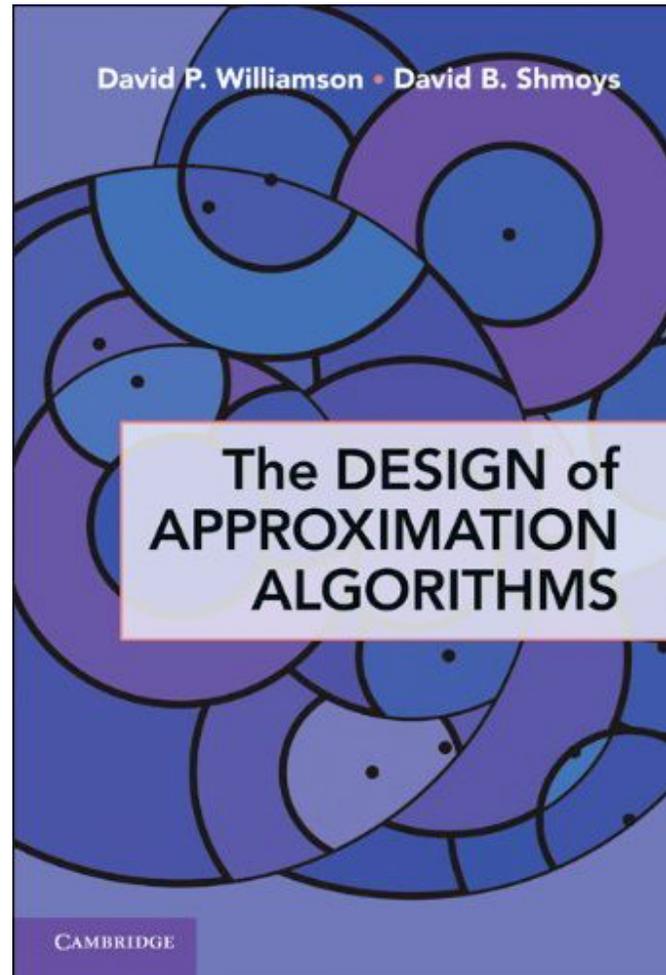


Vijay V. Vazirani:  
Approximation  
Algorithms  
Springer-Verlag, 2003.

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D. P. Williamson & D. B. Shmoys:  
The Design of Approximation Algorithms  
Cambridge-Verlag, 2011.  
<http://www.designofapproxalgs.com/>

# Approximation Algorithms

„All exact science is dominated by the idea of approximation.“

– Bertrand Russell  
(1872 – 1970)



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- However, good approximate solutions can often be found efficiently!
- **Techniques** for the design and analysis of approximation algorithms arise from studying specific optimization problems.

# Overview

## Combinatorial Algorithms

- Introduction (Vertex Cover)
- Set Cover via Greedy
- Shortest Superstring via reduction to SC
- Steiner Tree via MST
- Multiway Cut via Greedy
- $k$ -Center via param. Pruning
- Min-Deg-Spanning-Tree & local search
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## LP-based Algorithms

- introduction to LP-Duality
- Set Cover via LP Rounding
- Set Cover via Primal-Dual Schema
- Maximum Satisfiability
- Scheduling und Extreme Point Solutions
- Steiner Forest via Primal-Dual

# Approximation Algorithms

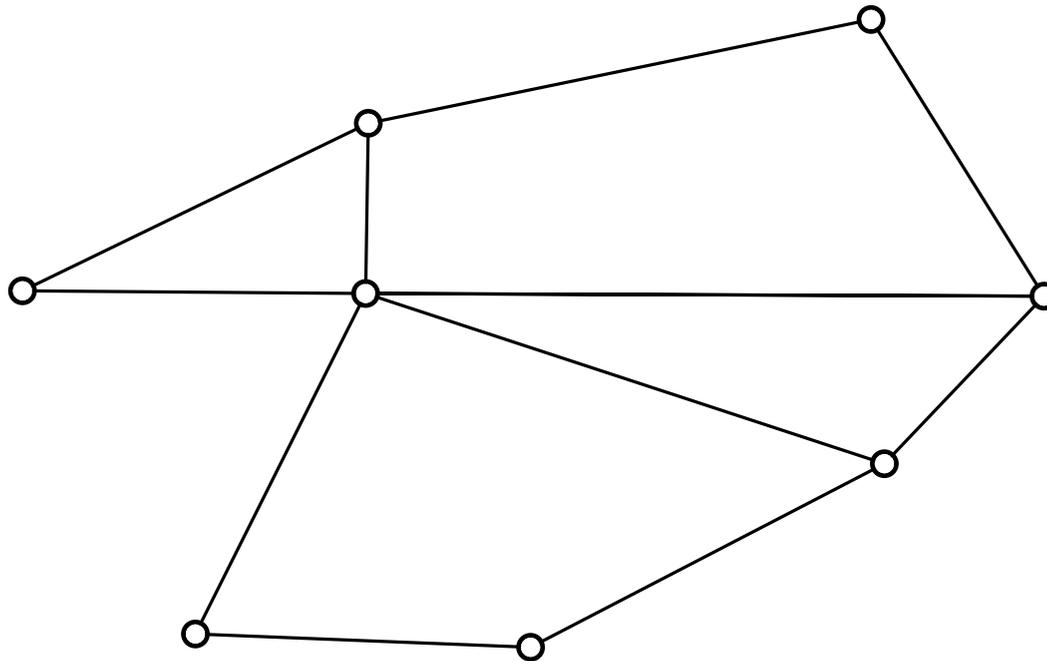
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### Part II: Vertex Cover (card.)

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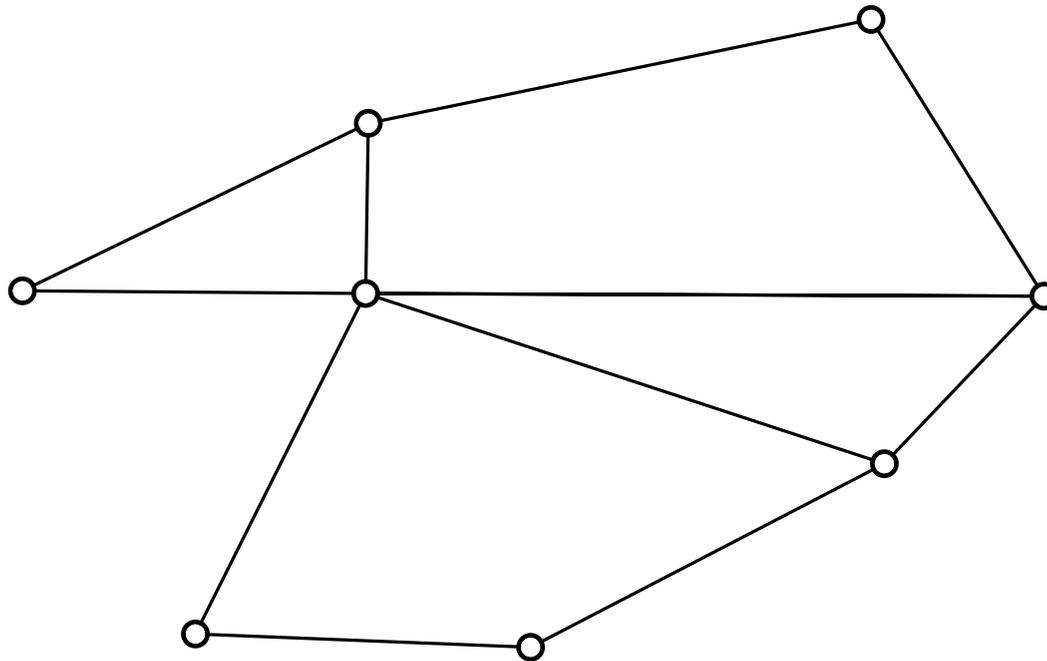
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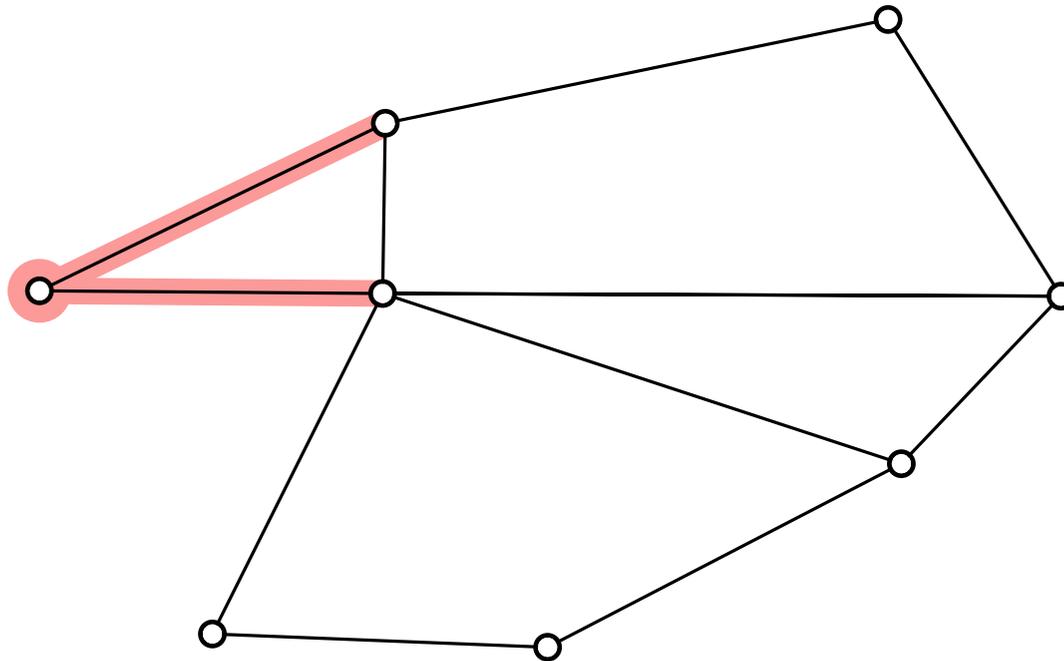
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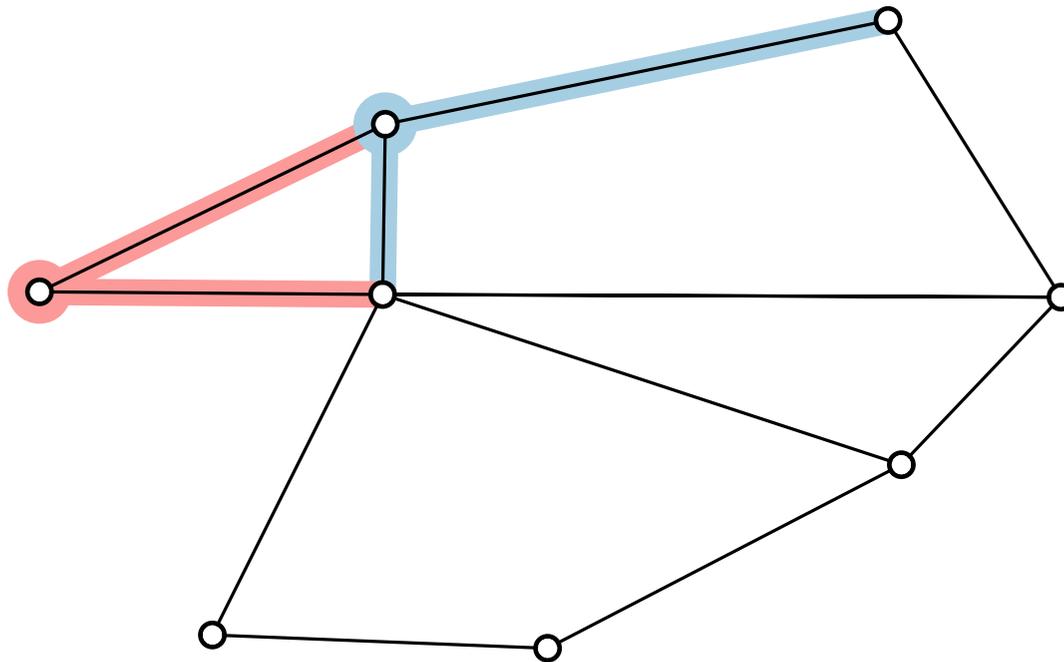
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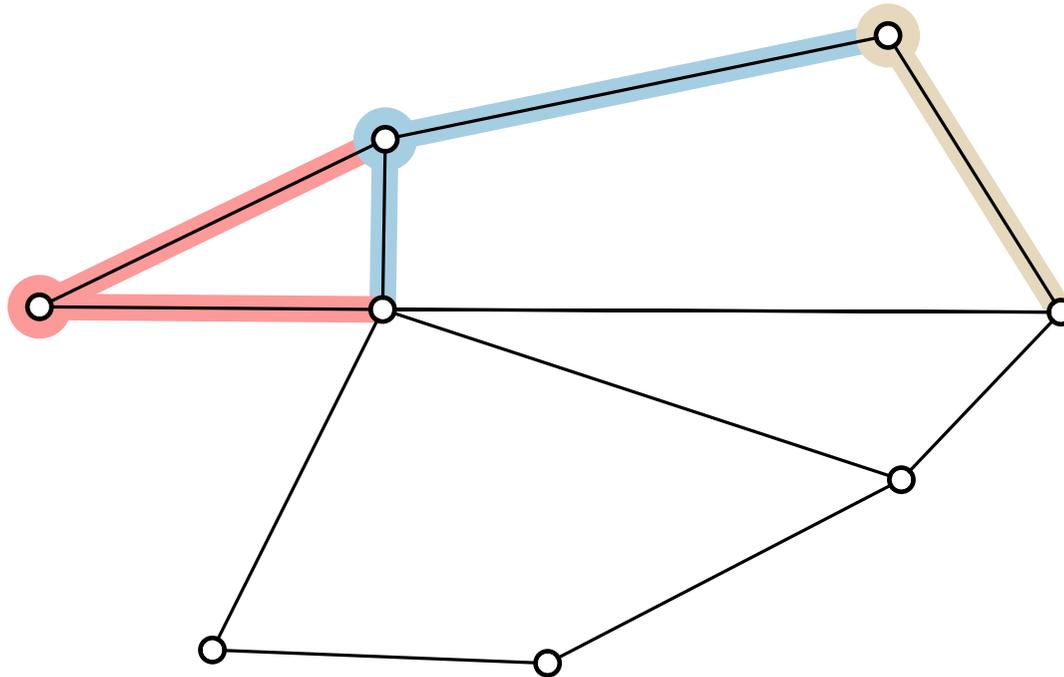
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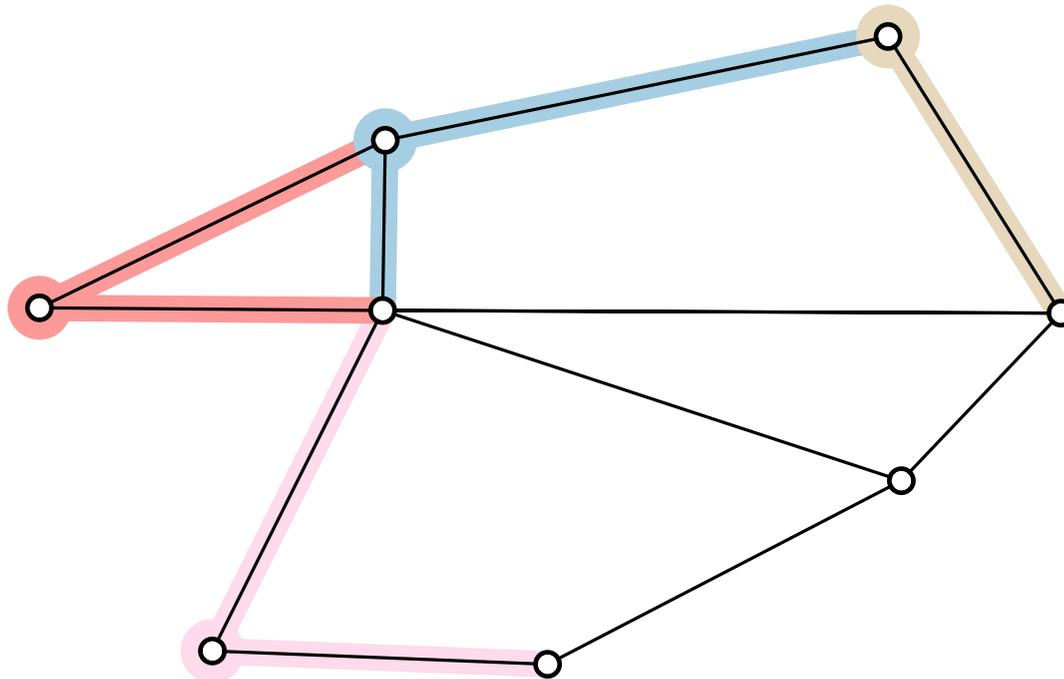
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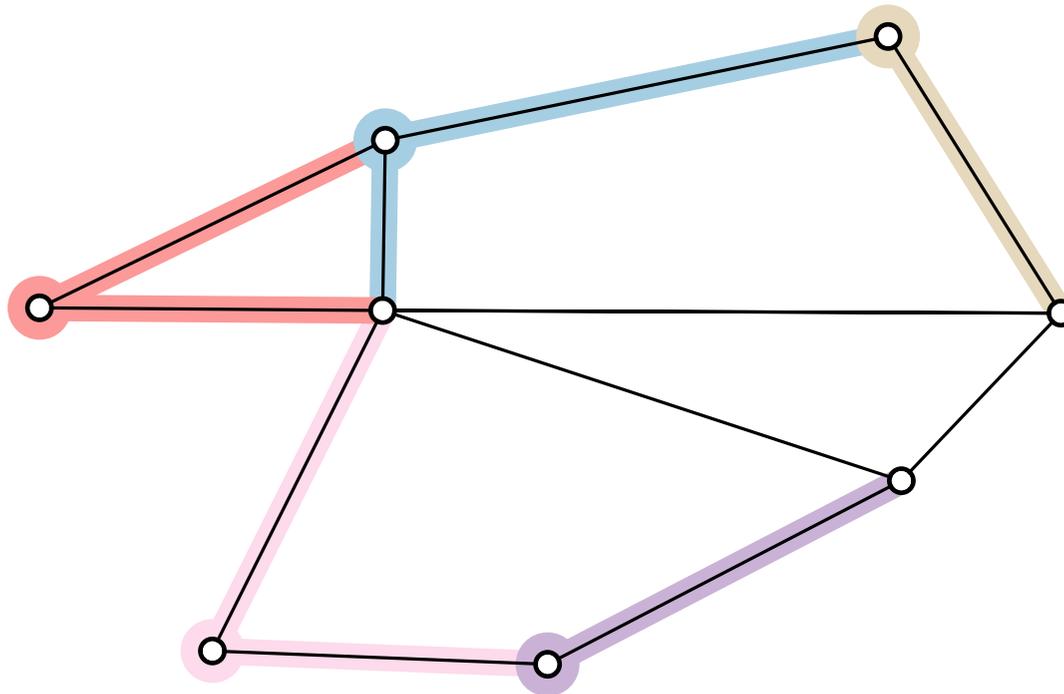
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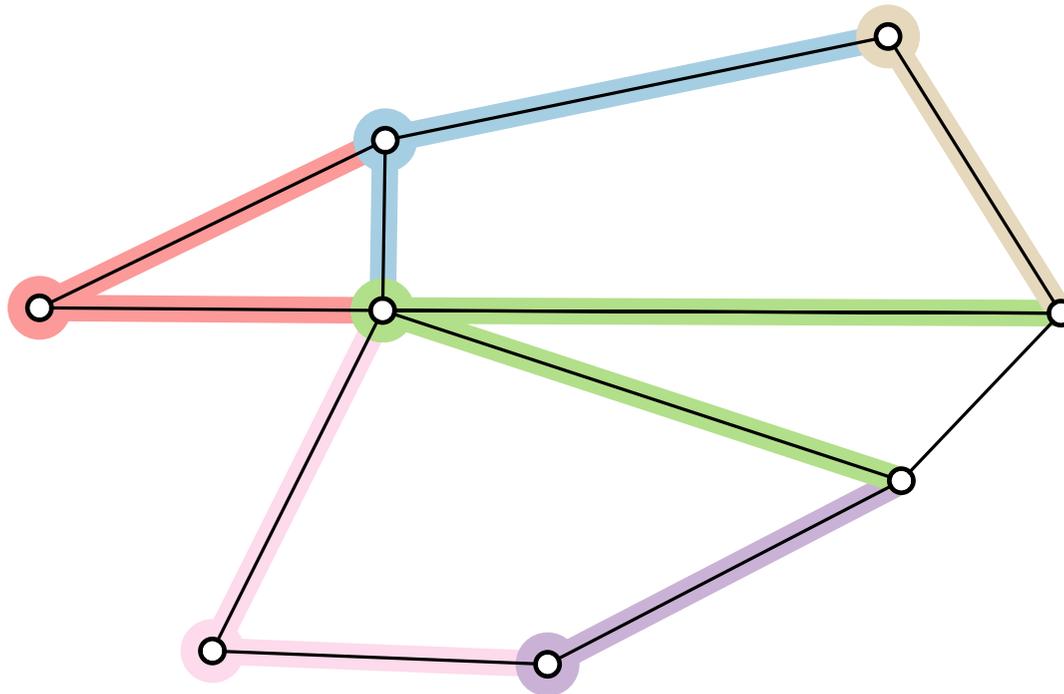
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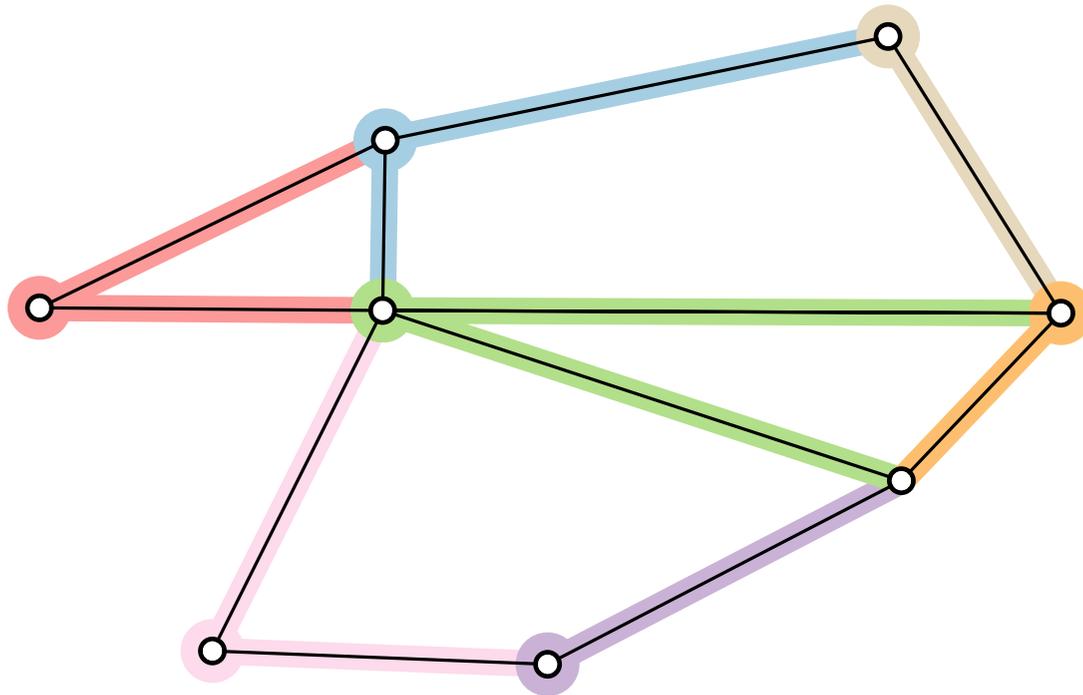
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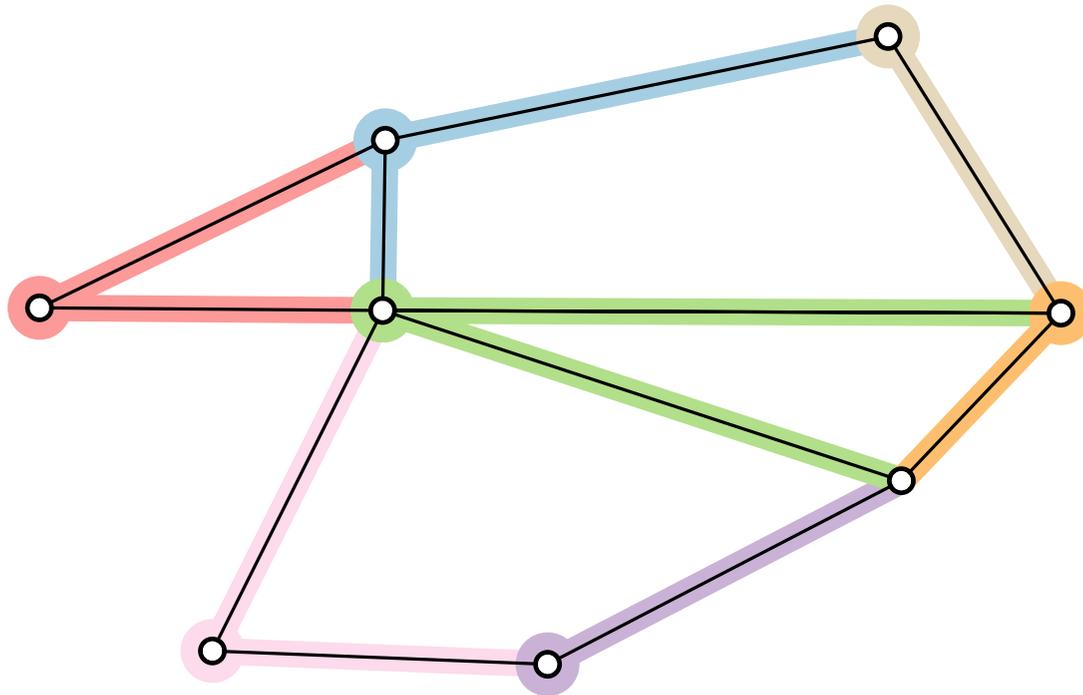
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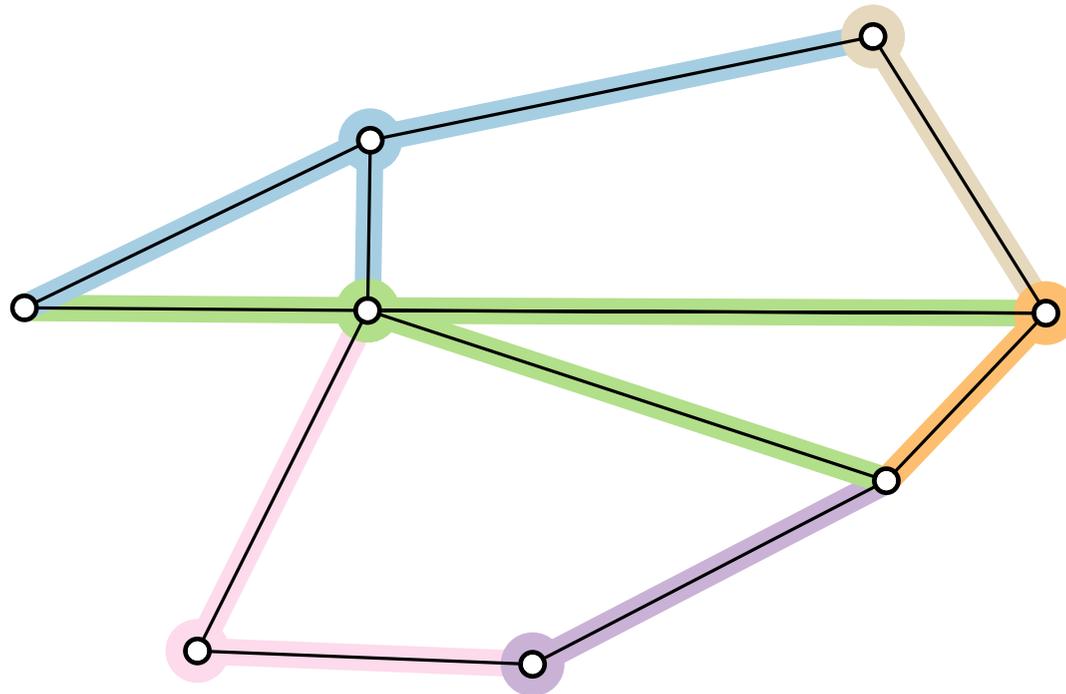


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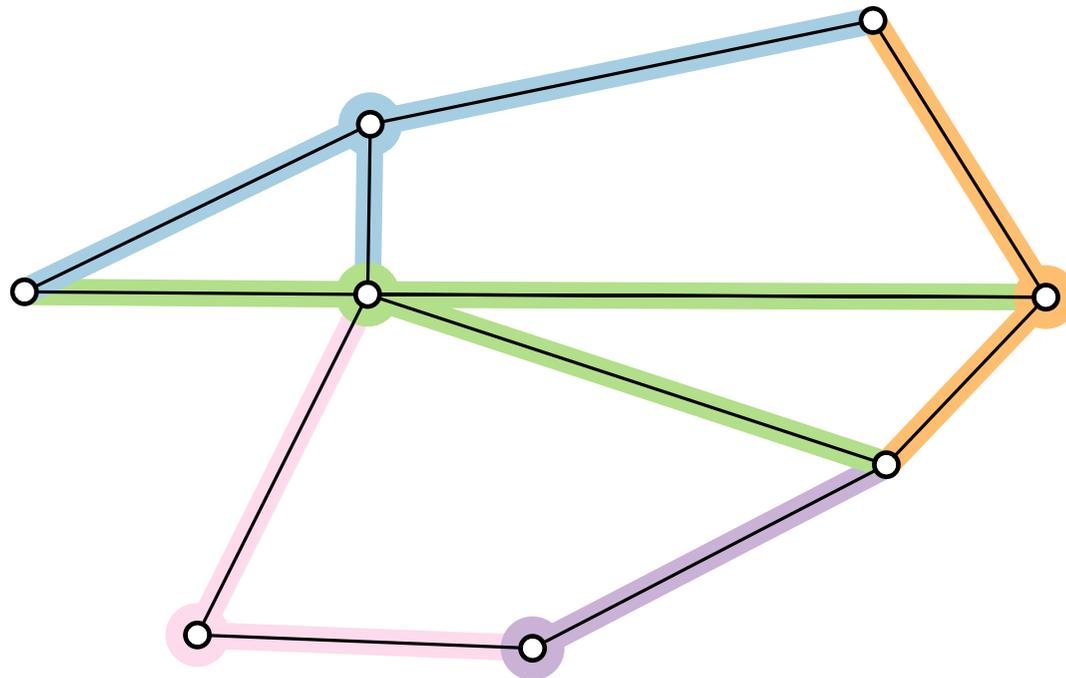


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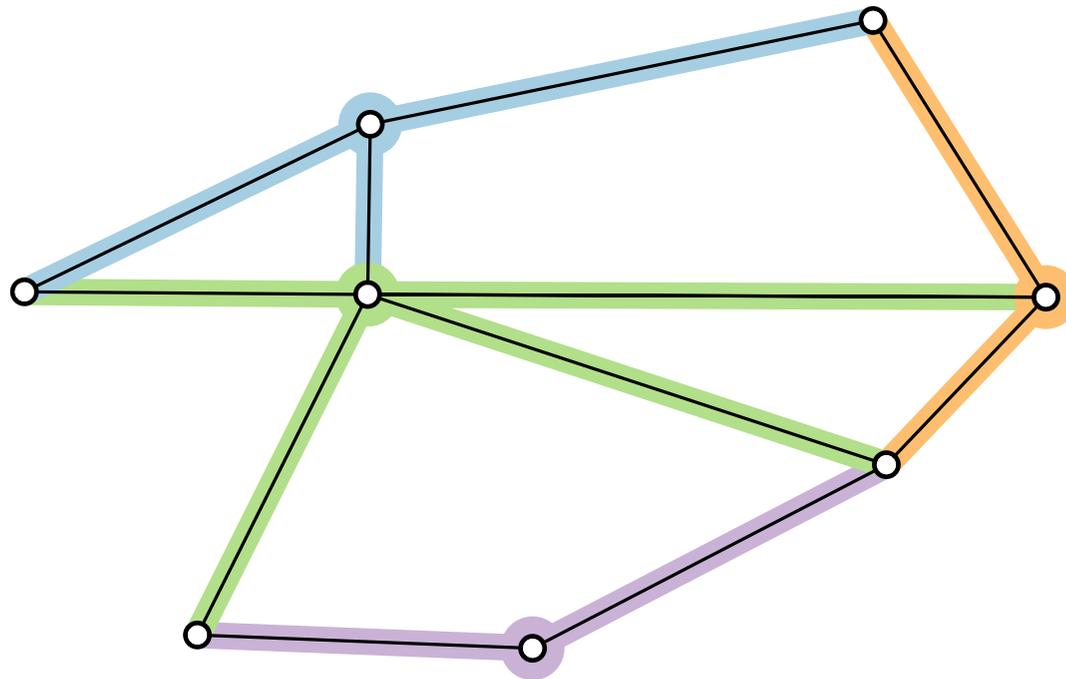


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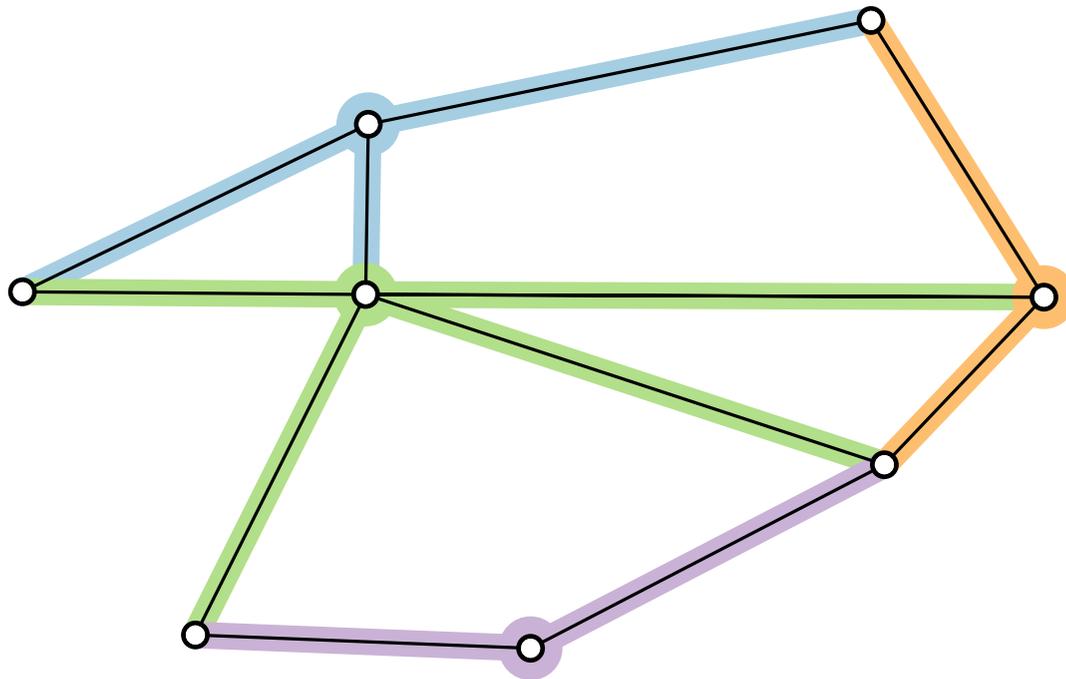


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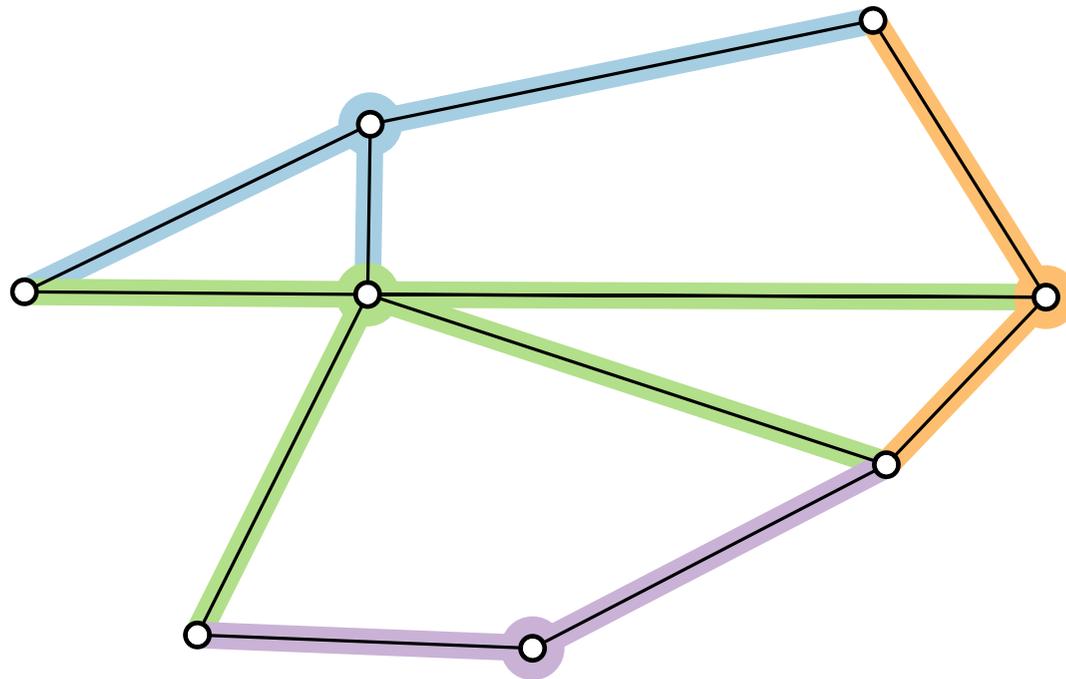


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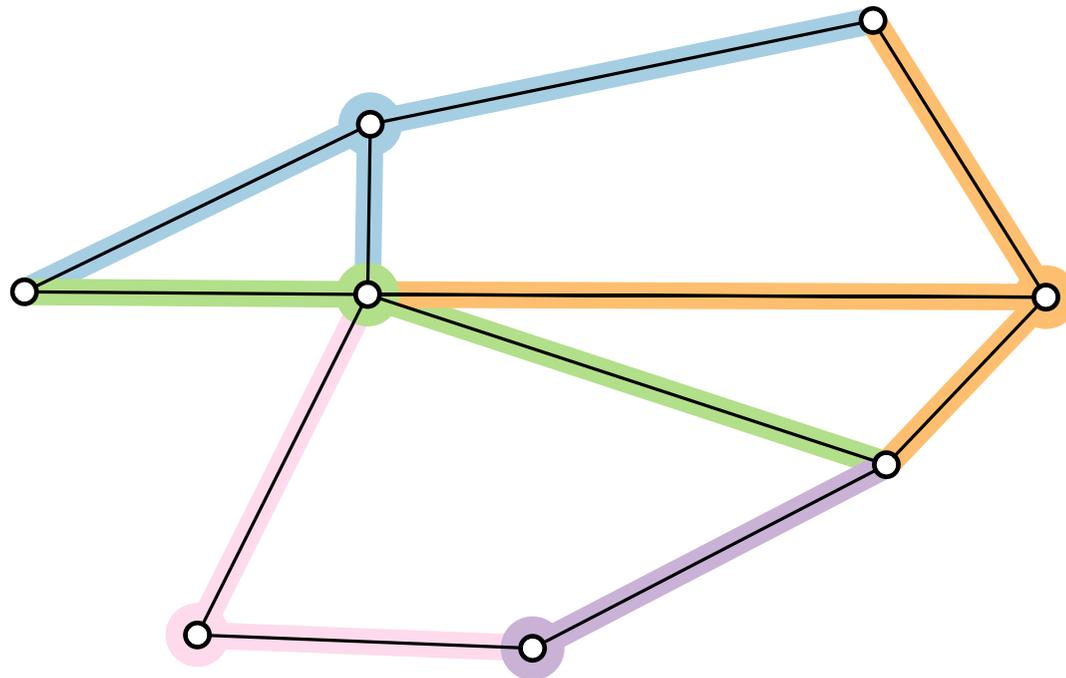


**Optimum** ( $\text{OPT} = 4$ ) – but in general NP-hard to find :-)

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“good” approximate solution (5/4-approximation)

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### Part III: NP-Optimization Problem

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- $\Pi$  is either a minimization or maximization problem.

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Task: Fill in the gaps for  $\Pi = \text{VERTEX COVER}$ .

$D_{\Pi} =$

For  $I \in D_{\Pi}$ :  $|I| =$

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$$\frac{\text{obj}_\Pi(I, s)}{\text{OPT}_\Pi(I)} \stackrel{\geq}{\leq} \alpha \cdot \alpha(|I|)$$

# Approximation Algorithms

Lecture 1:

Introduction and Vertex Cover

Part IV:

Approximation Algorithm for VERTEXCOVER

# Approximation Alg. for VERTEXCOVER

Ideas?

# Approximation Alg. for VERTEXCOVER

Ideas?

- Edge-Greedy

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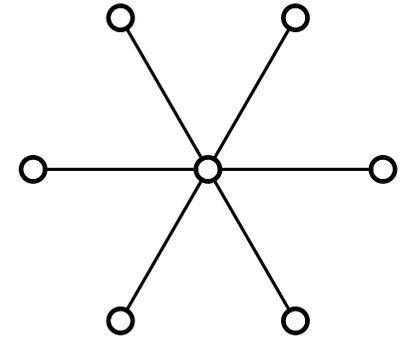
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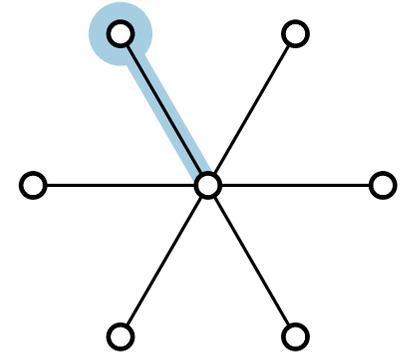
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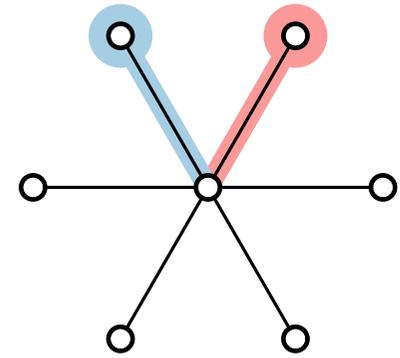
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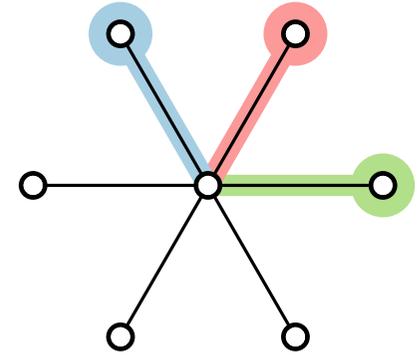
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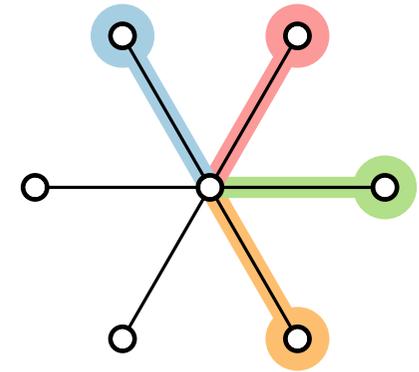
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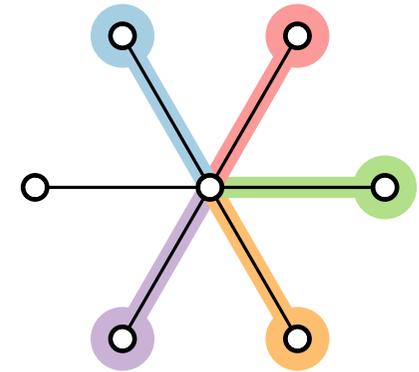
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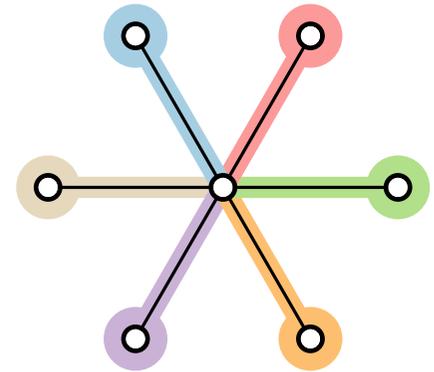
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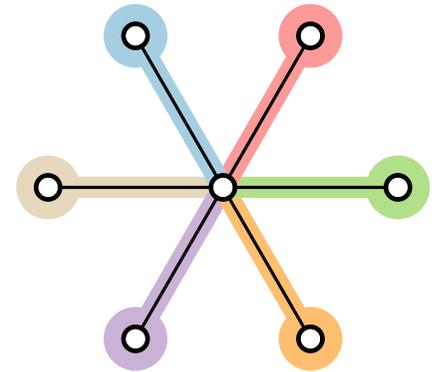
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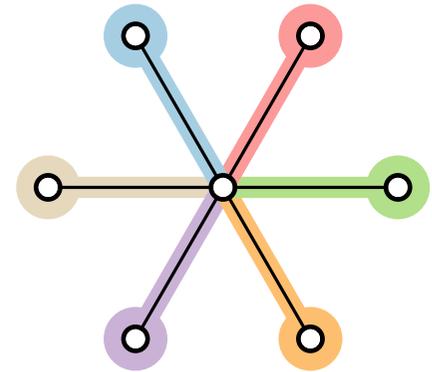


Quality?

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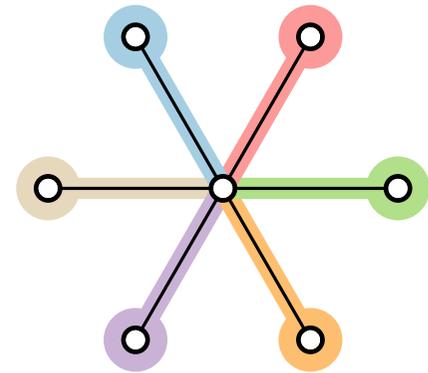
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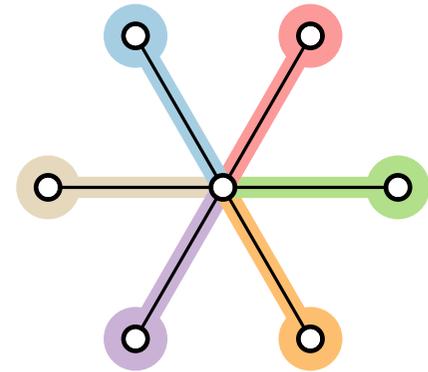
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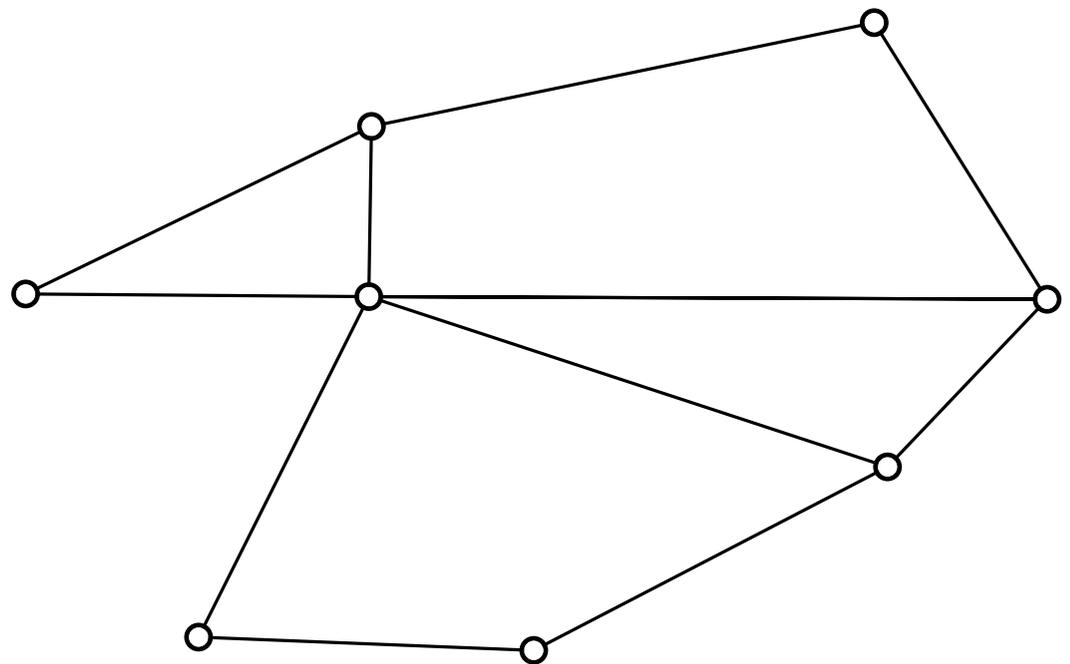
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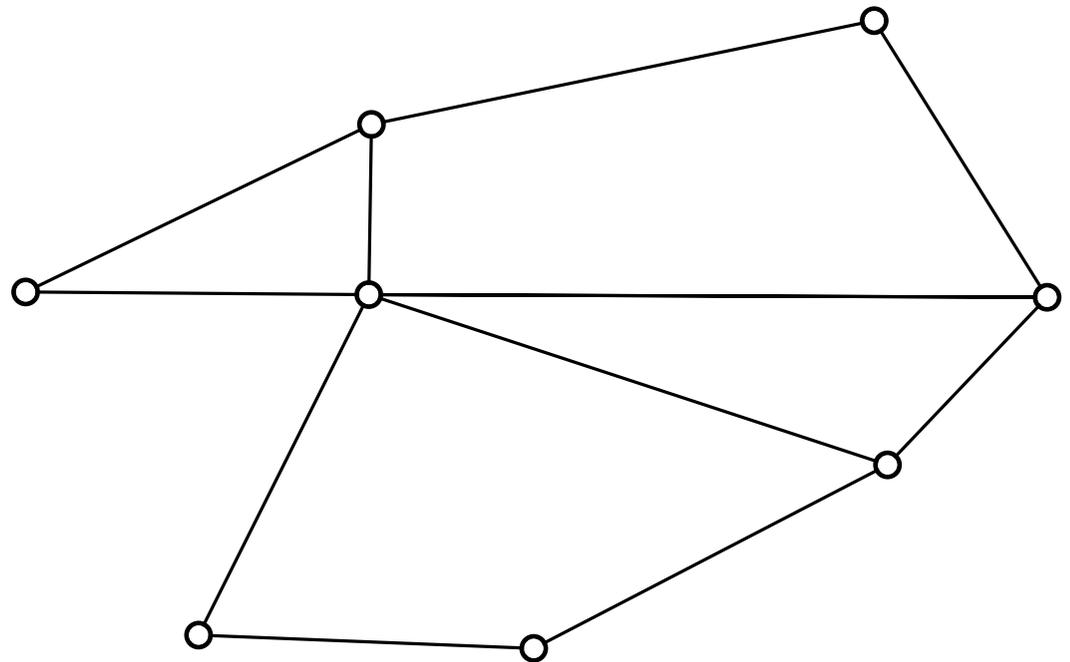
$$\frac{\text{obj}_{\Pi}(I, s)}{\text{OPT}} \leq \frac{\text{obj}_{\Pi}(I, s)}{L}$$

# Lower Bound by Matchings



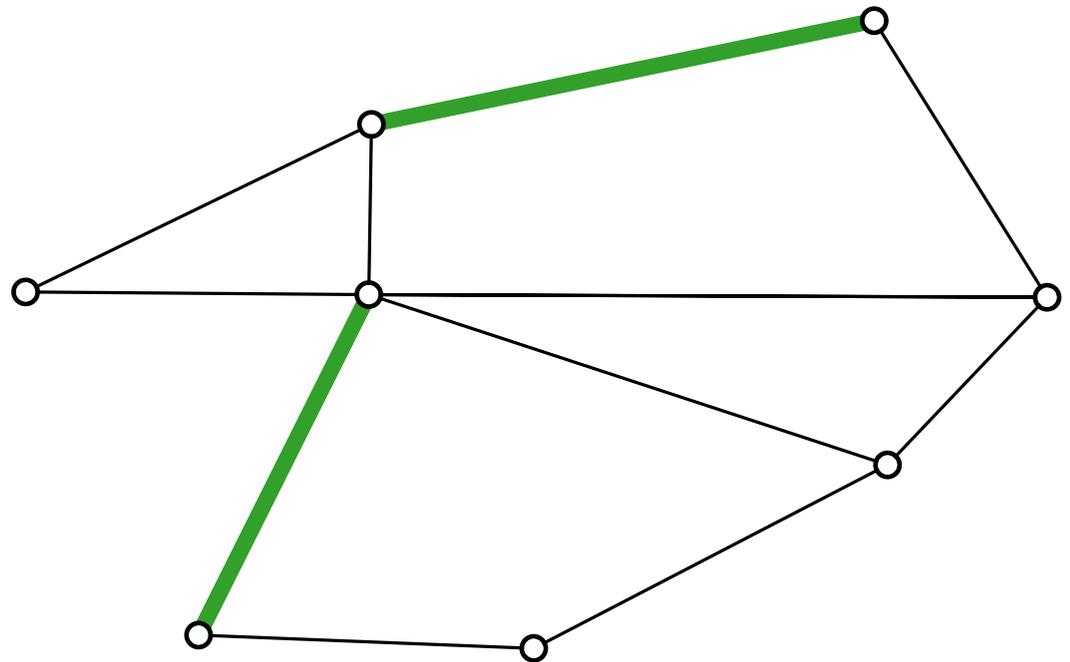
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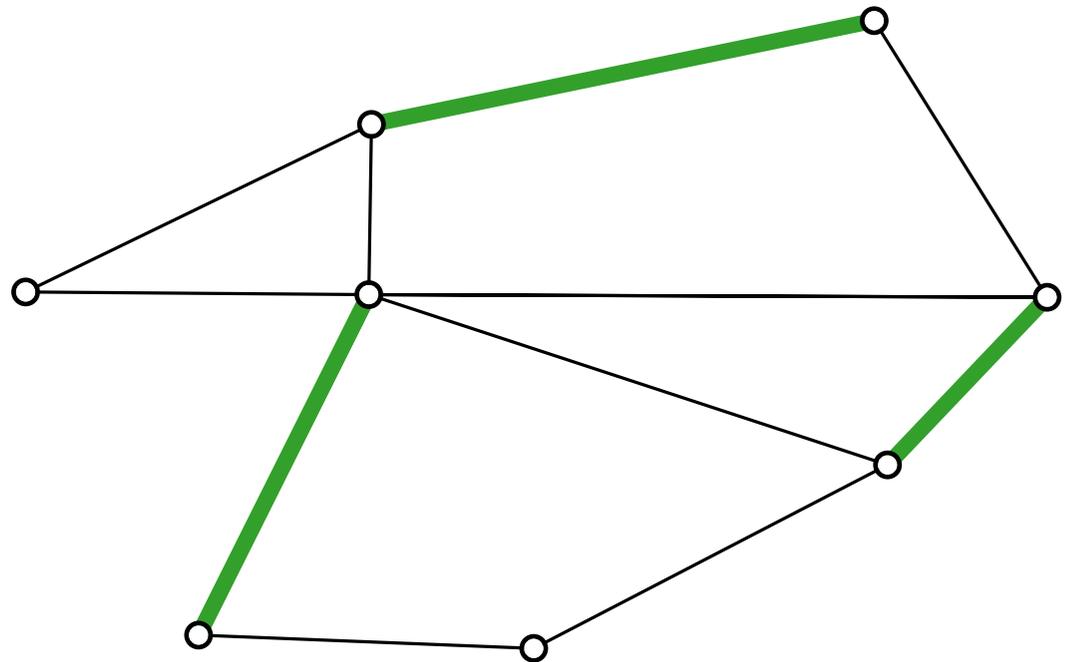
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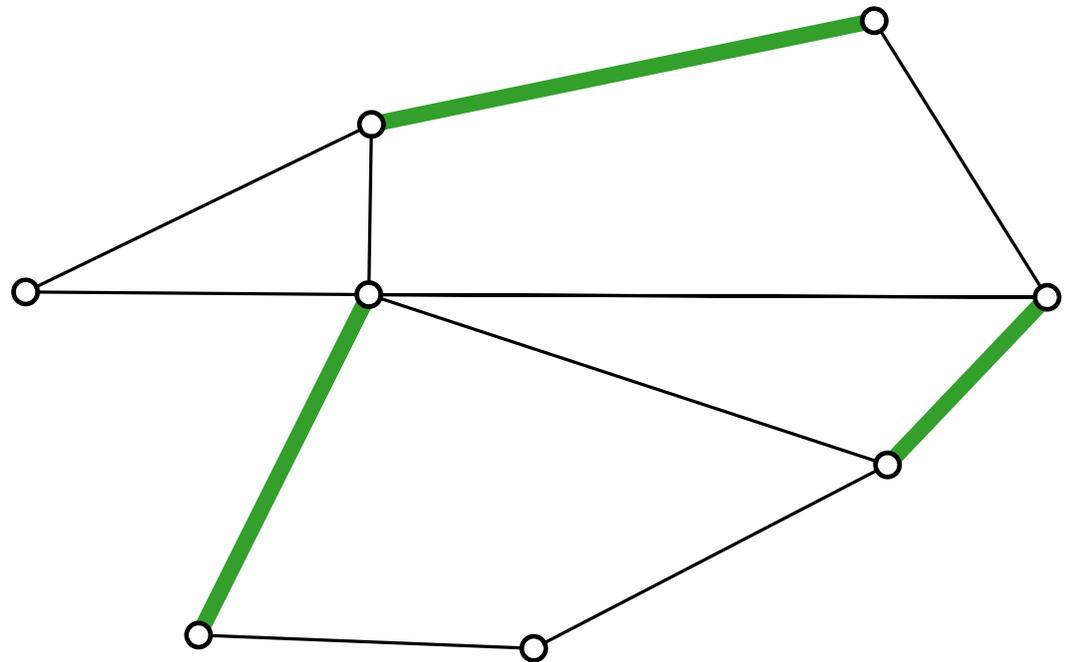


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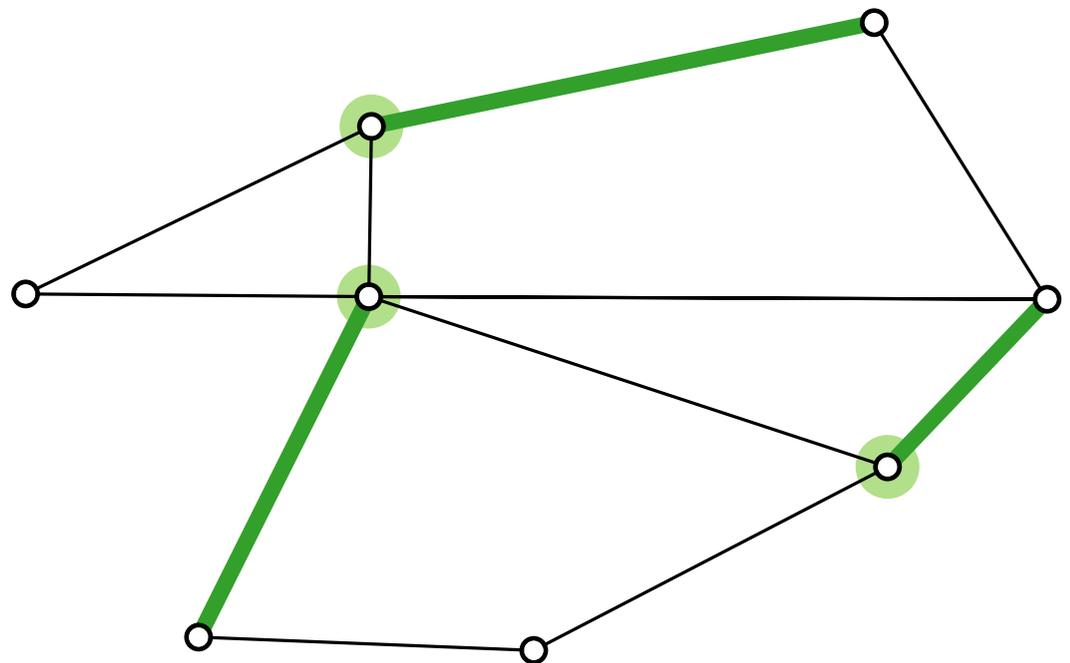
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Vertex cover of  $M$



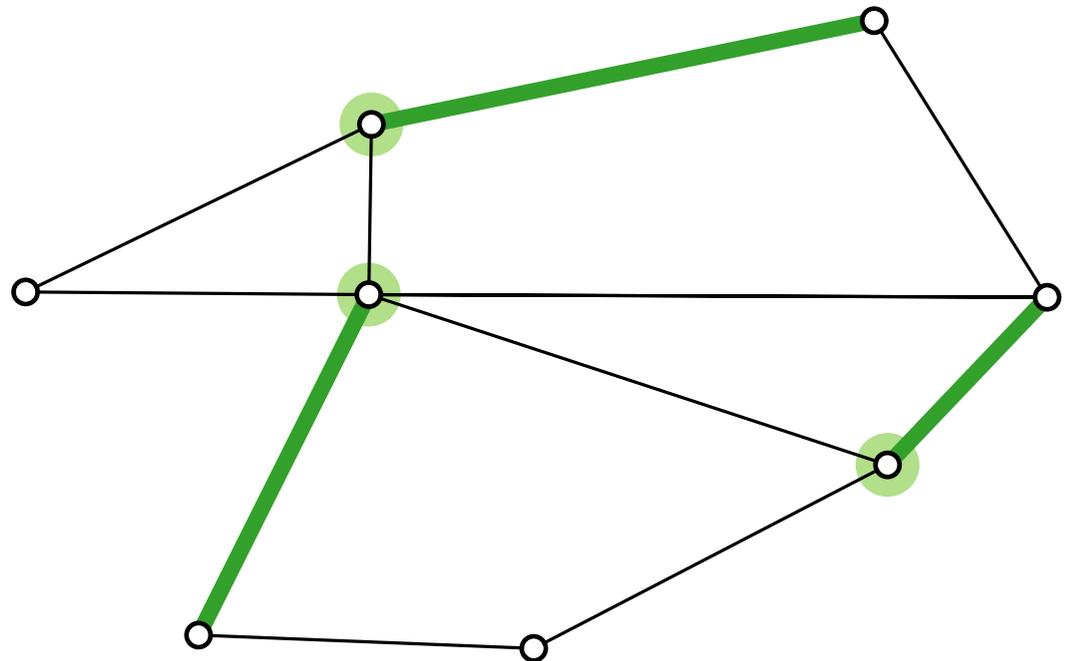
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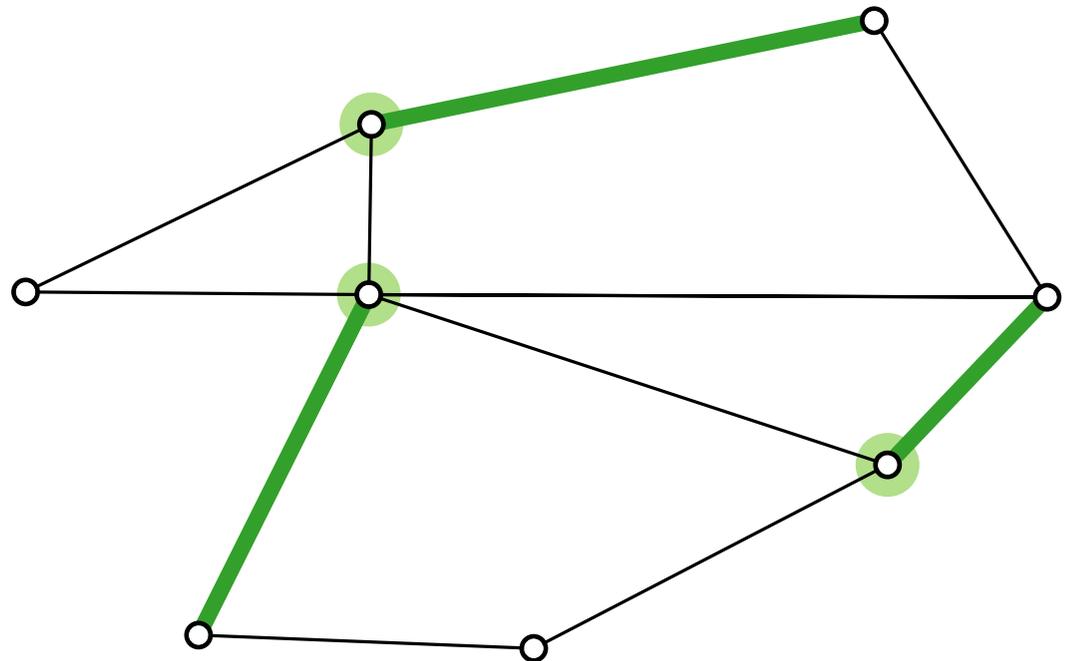
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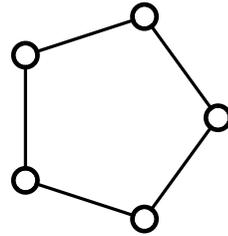
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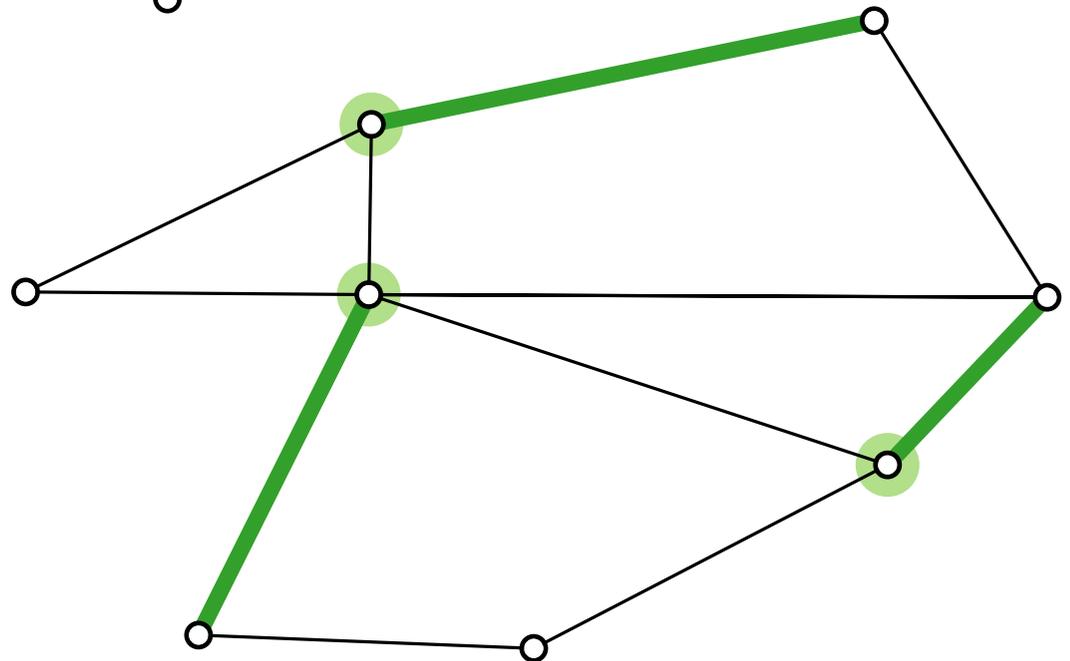
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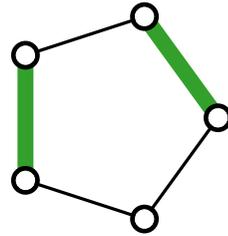
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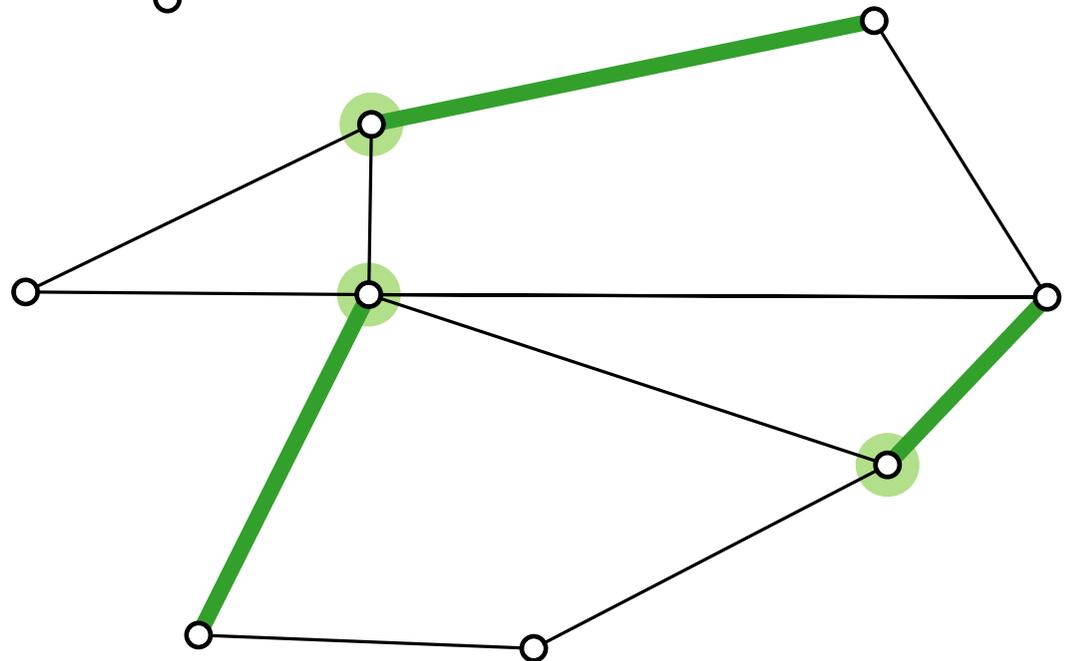
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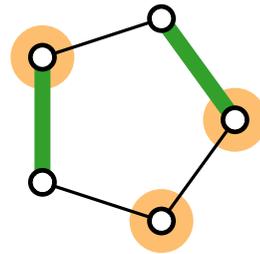
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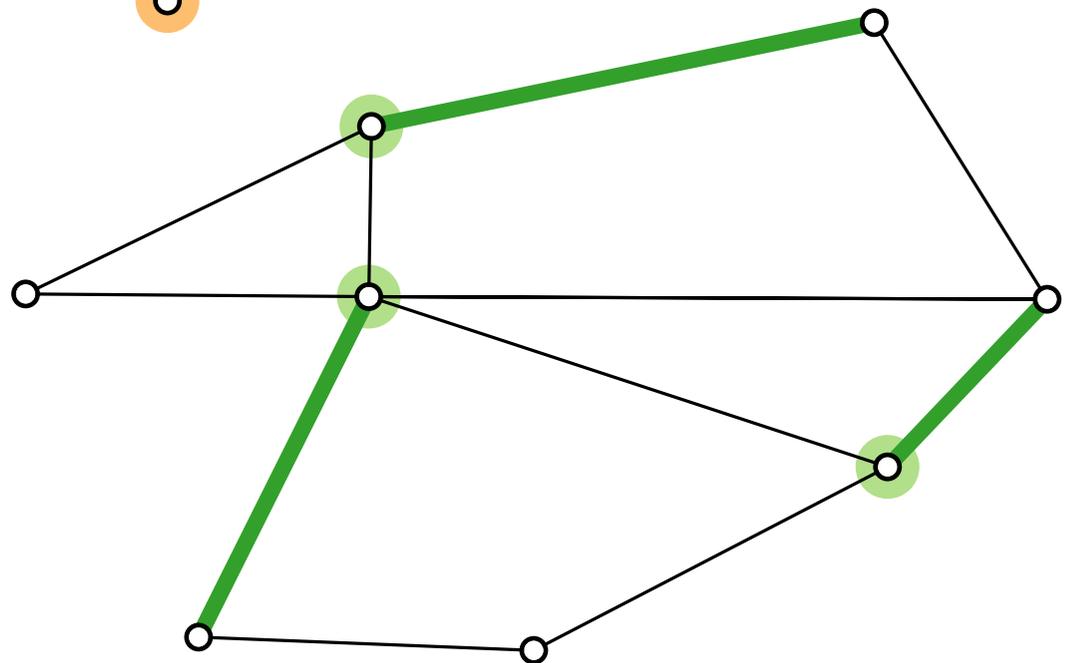
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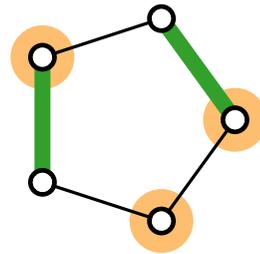
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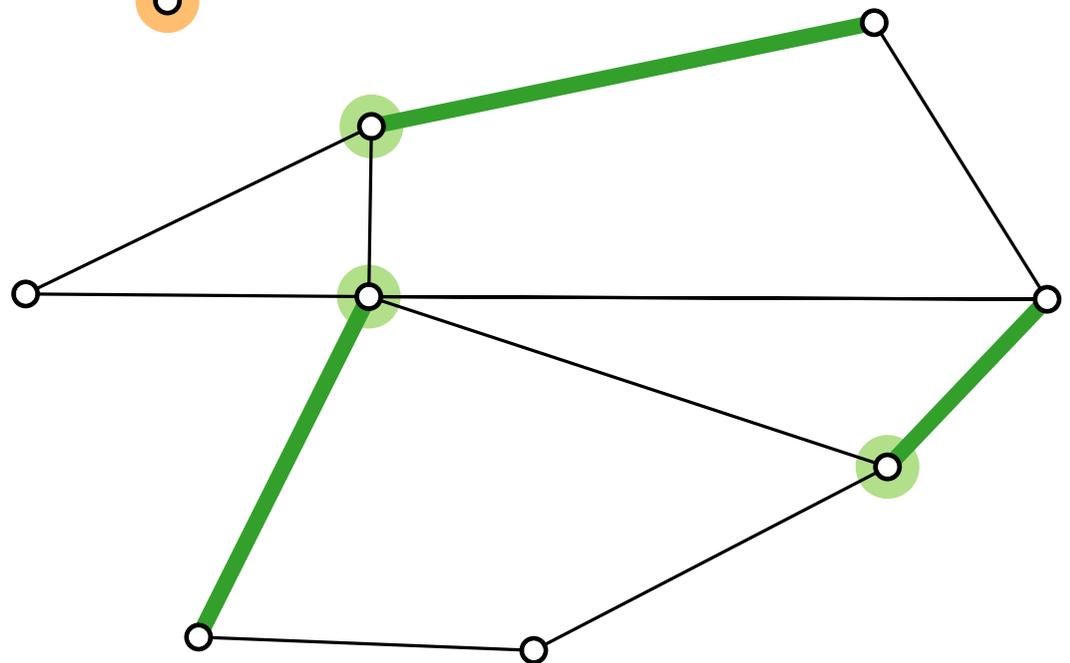
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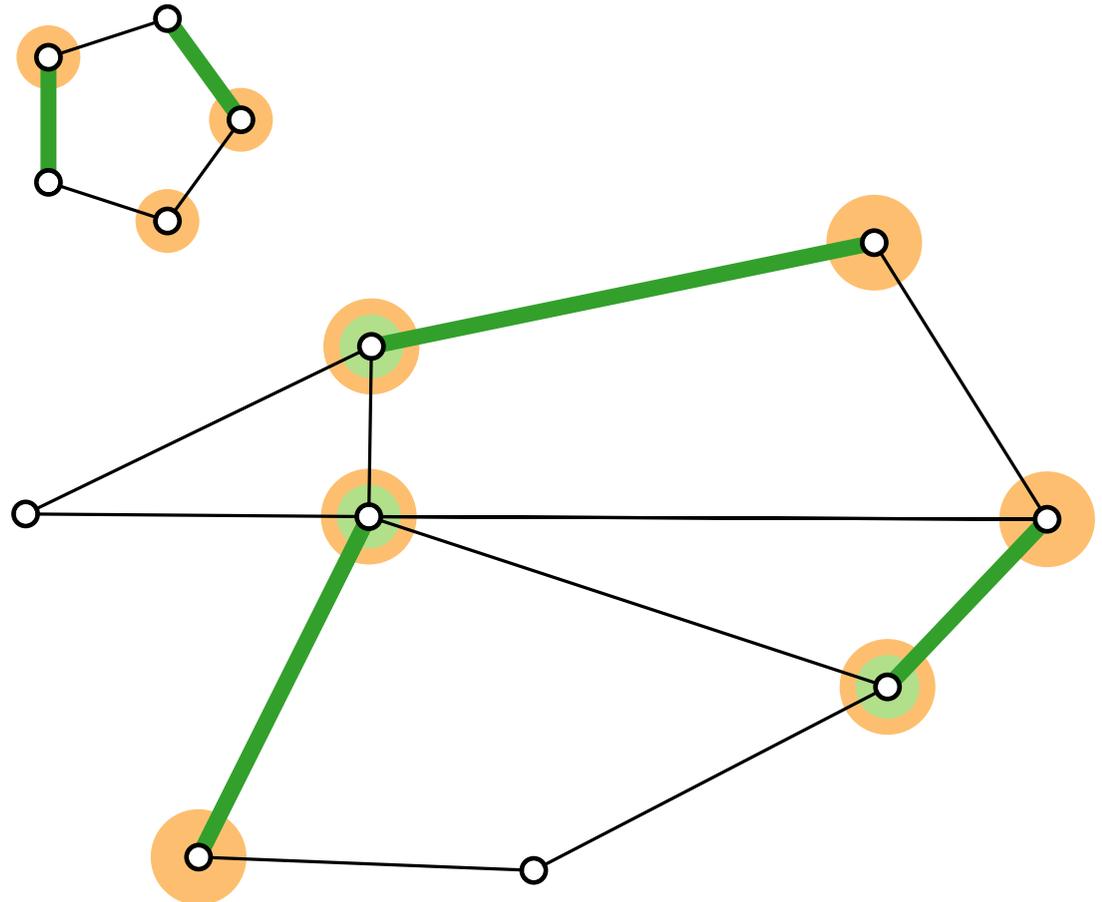
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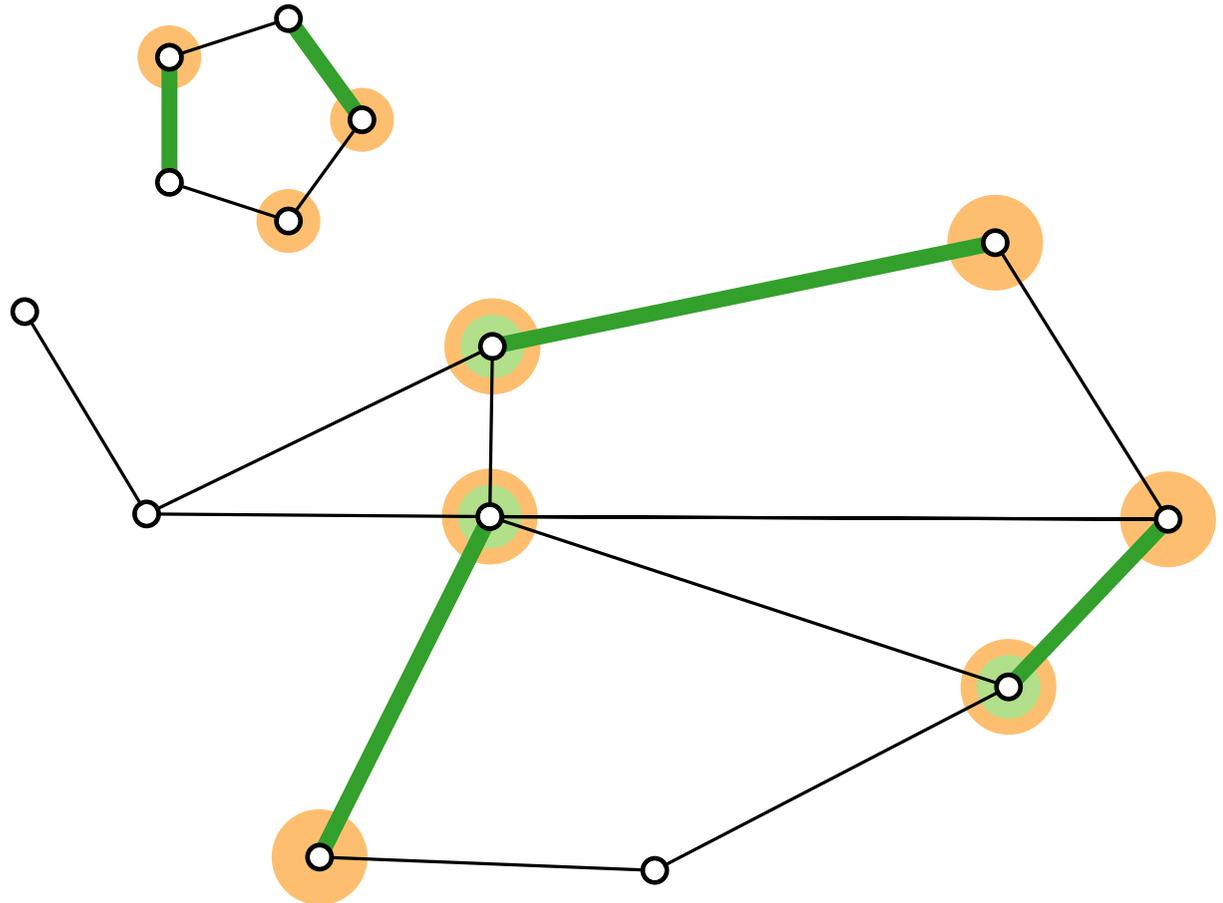
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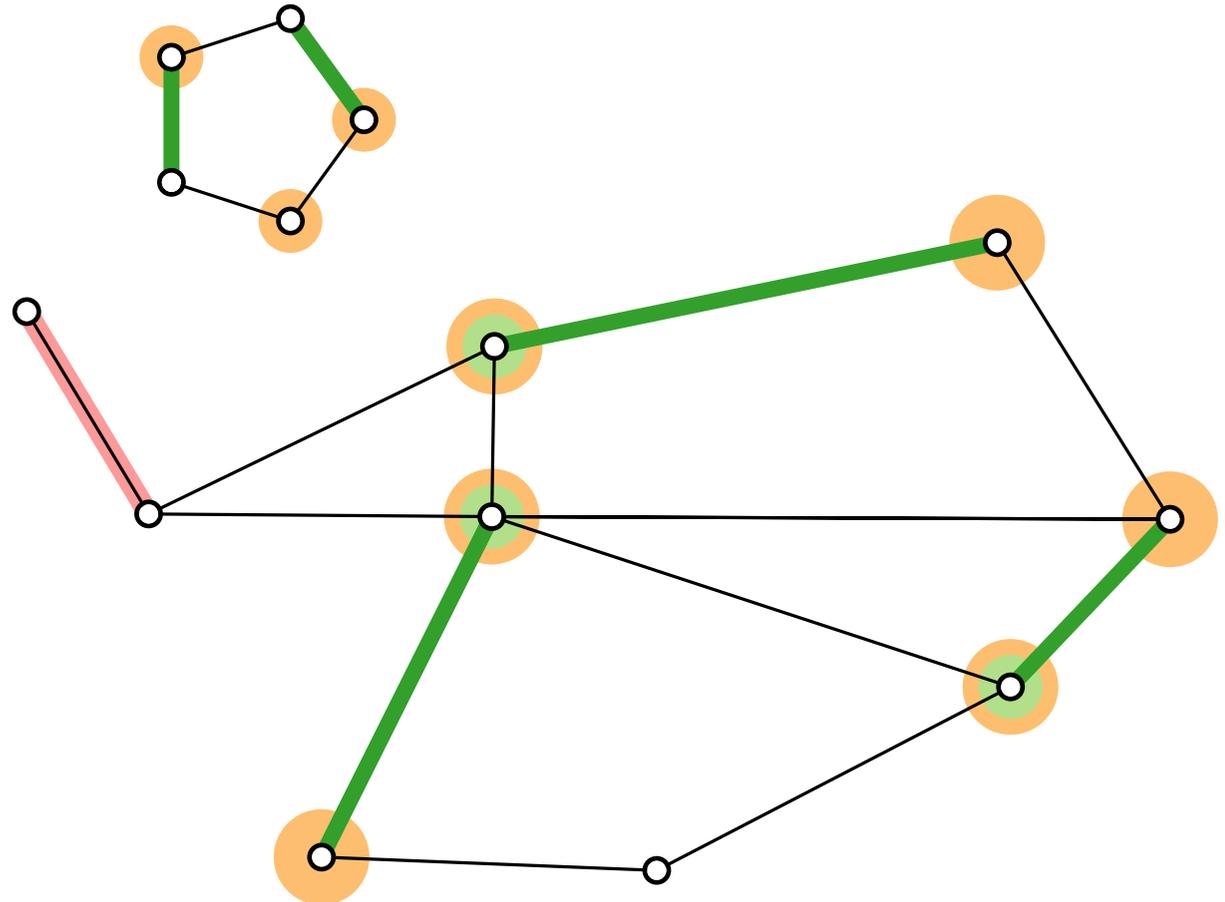
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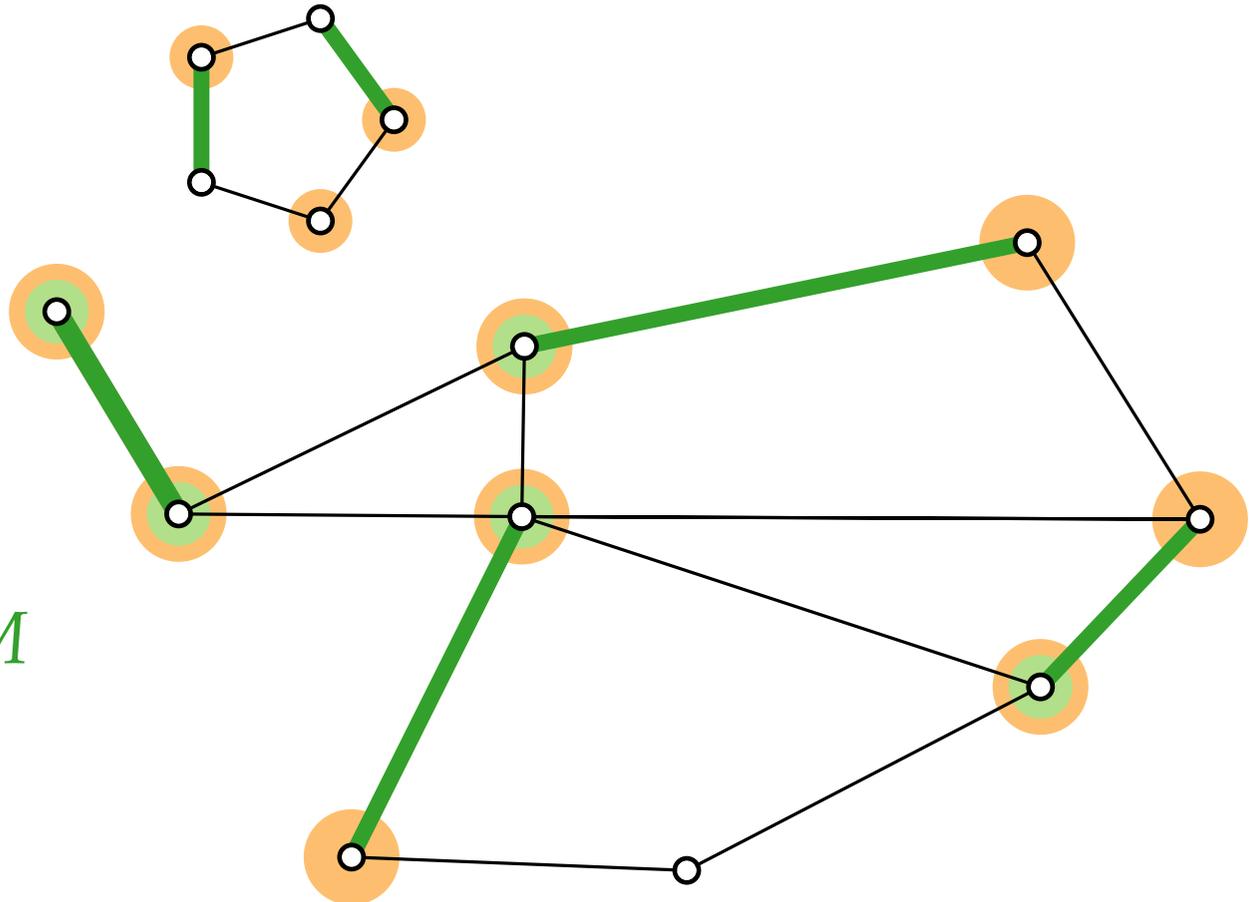
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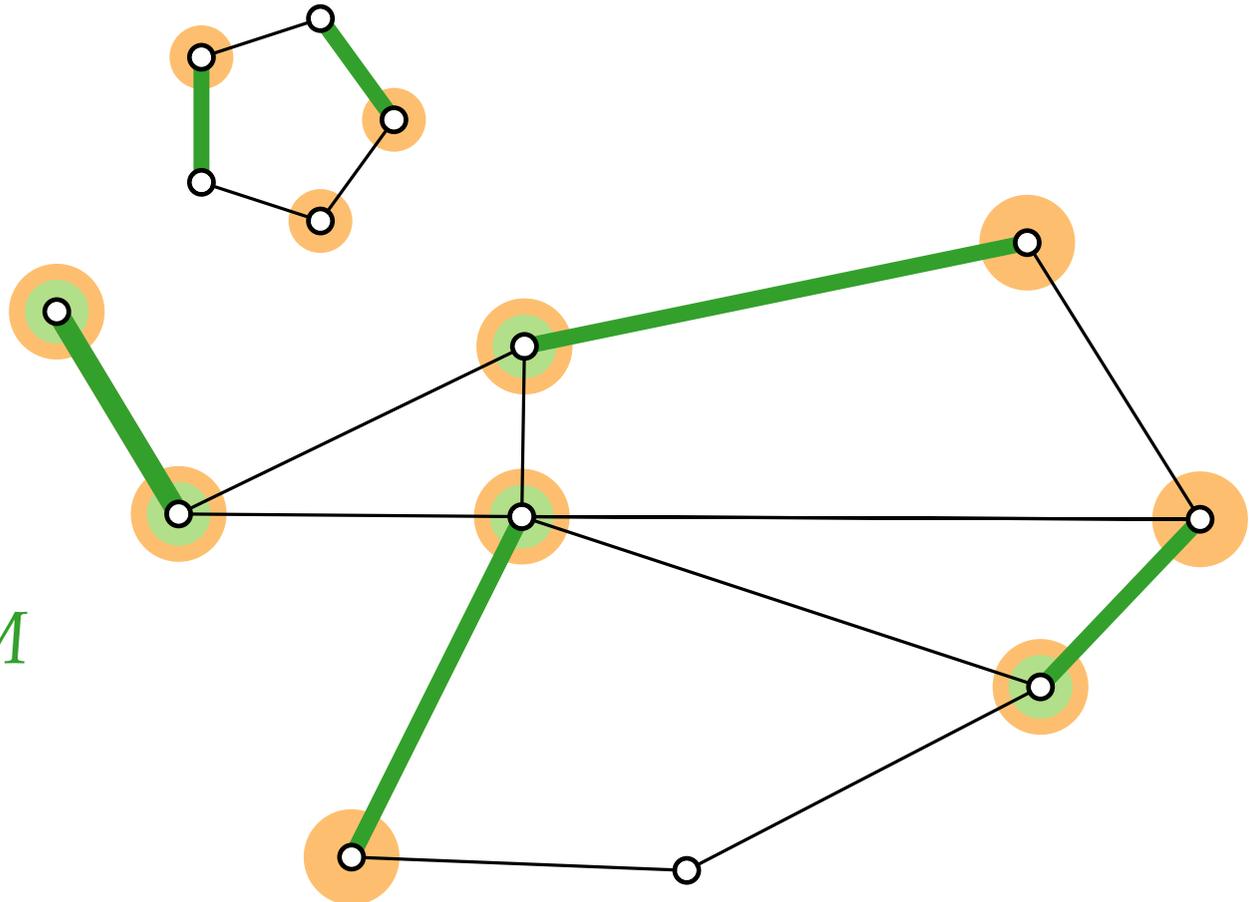
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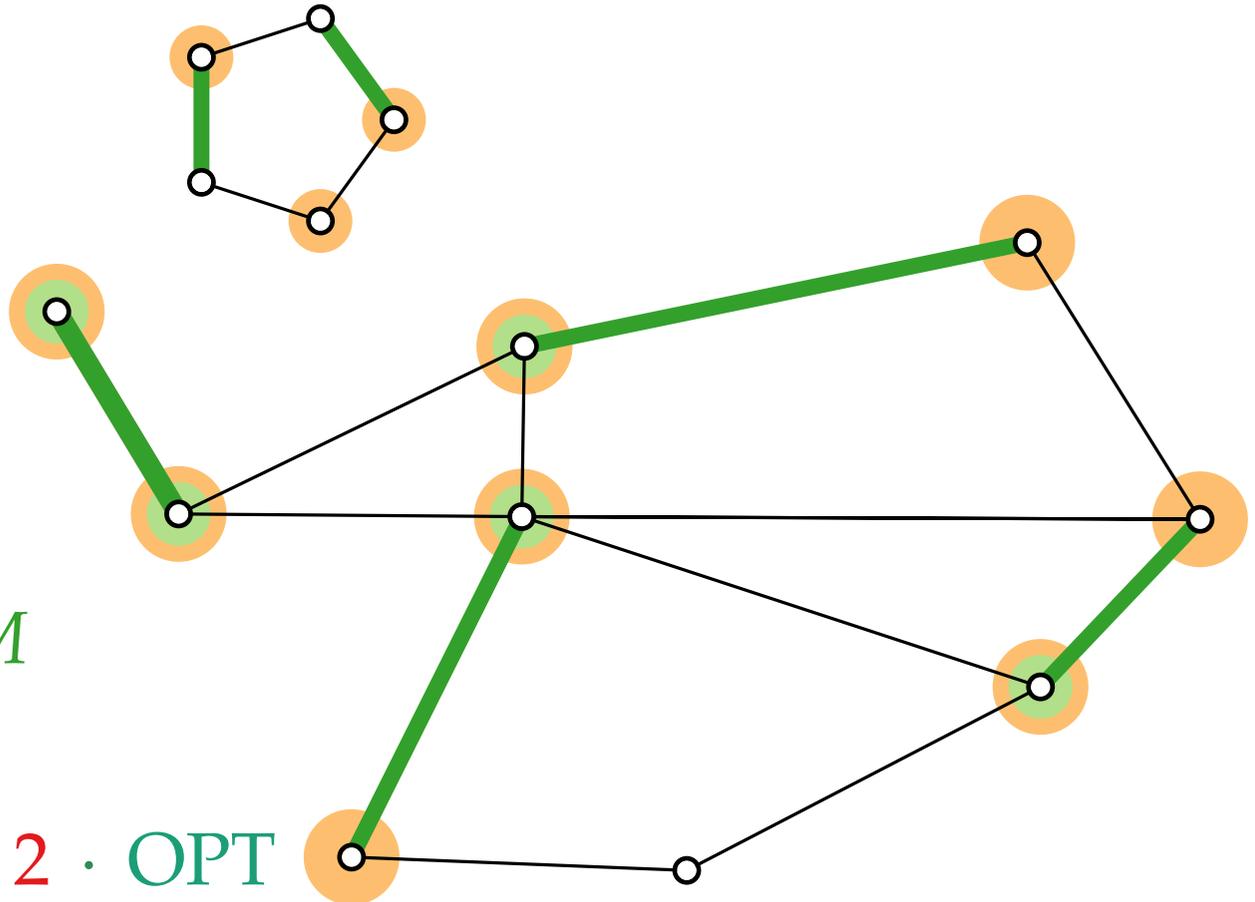
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