

# Approximation Algorithms

Lecture 11:

MAXSAT via Randomized Rounding

Part I:

Maximum Satisfiability (MAXSAT)

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

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Part II:

A Simple Randomized Algorithm

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Part III:

Derandomization by Conditional Expectation

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The conditional expectation is simply the sum of the contributions from each clause. □

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Quality of the obtained solution is then at least as high as the expected value.



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*Global optimization?*

# Approximation Algorithms

Lecture 11:

MAXSAT via Randomized Rounding

Part IV:

Randomized Rounding

# An ILP

**maximize**

**subject to**

where  $C_j = \bigvee_{i \in P_j} x_i \vee \bigvee_{i \in N_j} \bar{x}_i$  for  $j = 1, \dots, m$ .

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# An ILP

**maximize**  $\sum_{j=1}^m w_j z_j$

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$$\begin{array}{ll} \text{maximize} & \sum_{j=1}^m w_j z_j \\ \text{subject to} & \sum_{i \in P_j} y_i + \sum_{i \in N_j} z_i \leq C_j \quad \text{for } j = 1, \dots, m \\ & y_i \in \{0, 1\}, \quad \text{for } i = 1, \dots, n \\ & z_j \in \{0, 1\}, \quad \text{for } j = 1, \dots, m \end{array}$$

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# ... and its Relaxation

$$\begin{aligned} &\text{maximize} && \sum_{j=1}^m w_j z_j \\ &\text{subject to} && \sum_{i \in P_j} y_i + \sum_{i \in N_j} (1 - y_i) \geq z_j \quad \text{for } j = 1, \dots, m \\ & && 0 \leq y_i \leq 1, \quad \text{for } i = 1, \dots, n \\ & && 0 \leq z_j \leq 1, \quad \text{for } j = 1, \dots, m \end{aligned}$$

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**Theorem.** Let  $(y^*, z^*)$  be an optimal solution to the LP-relaxation. Independently setting each variable  $x_i$  to 1 with probability  $y_i^*$  provides a  $(1 - 1/e)$ -approximation for MAXSAT.

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$\approx 0.63$

# Approximation Algorithms

Lecture 11:

MAXSAT via Randomized Rounding

Part V:

Randomized Rounding – Proof

# Mathematical Toolkit

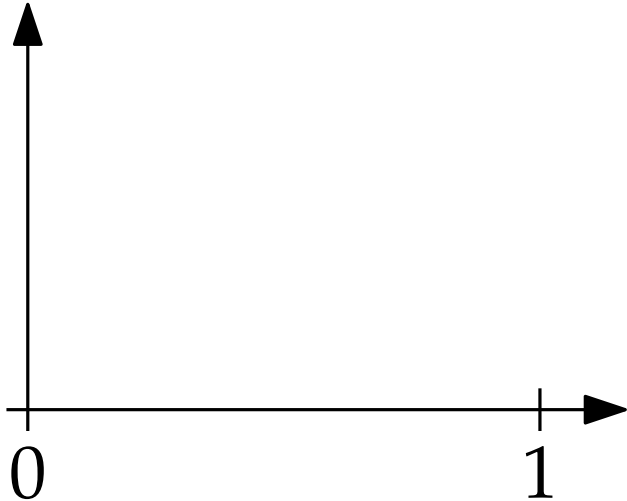
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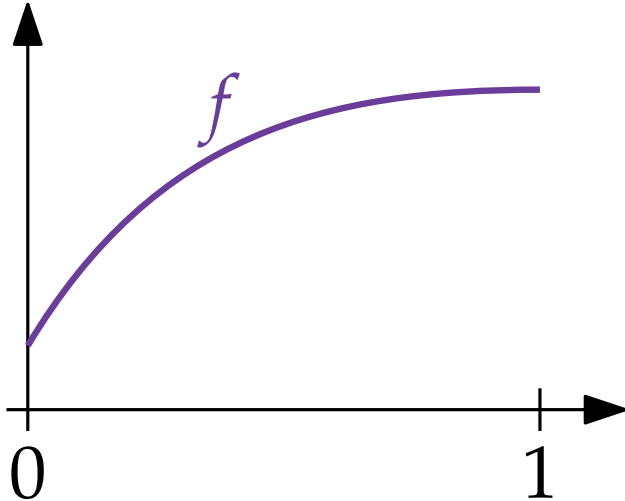
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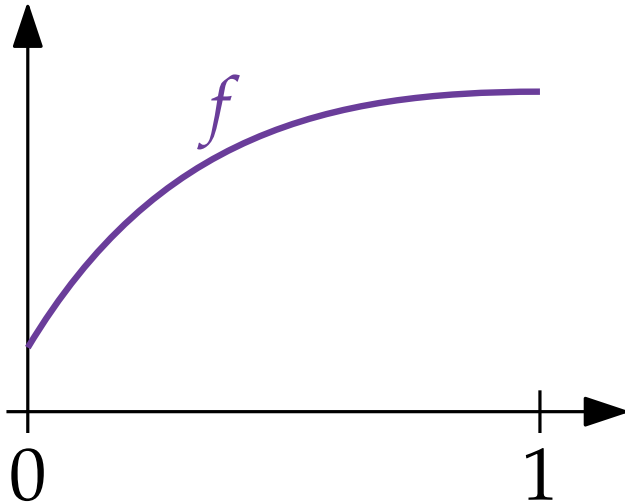
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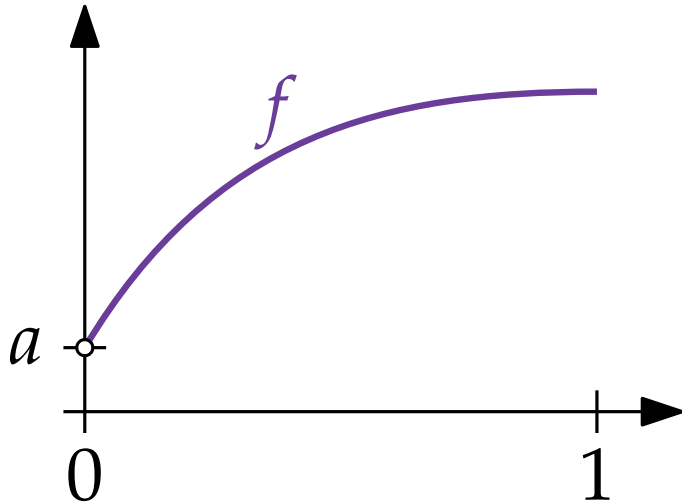
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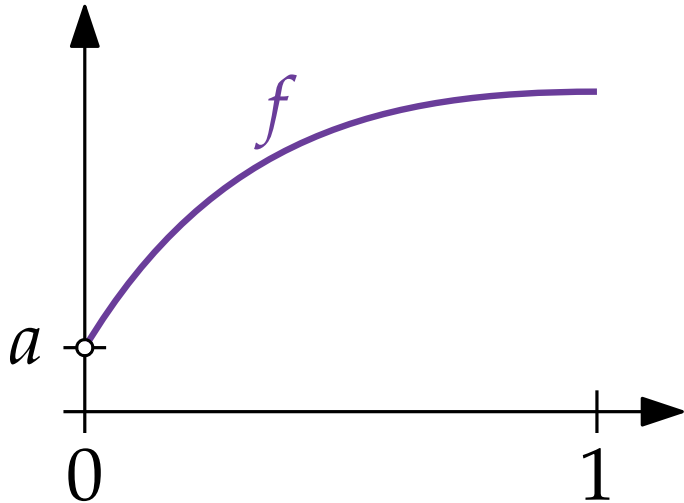
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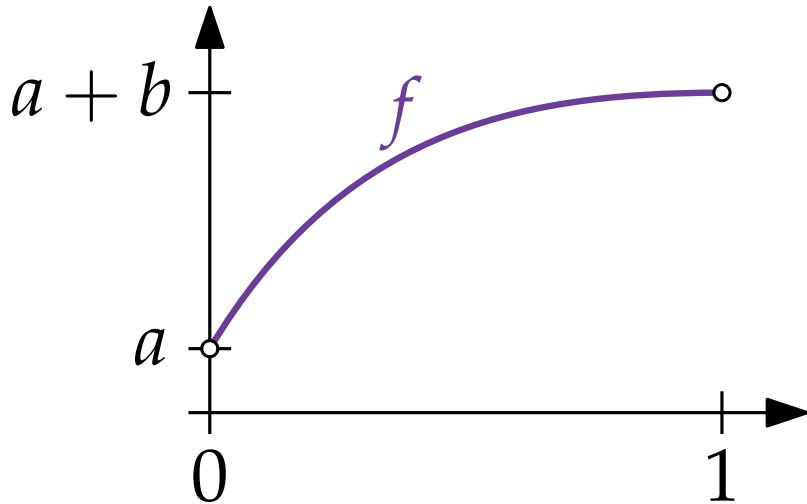
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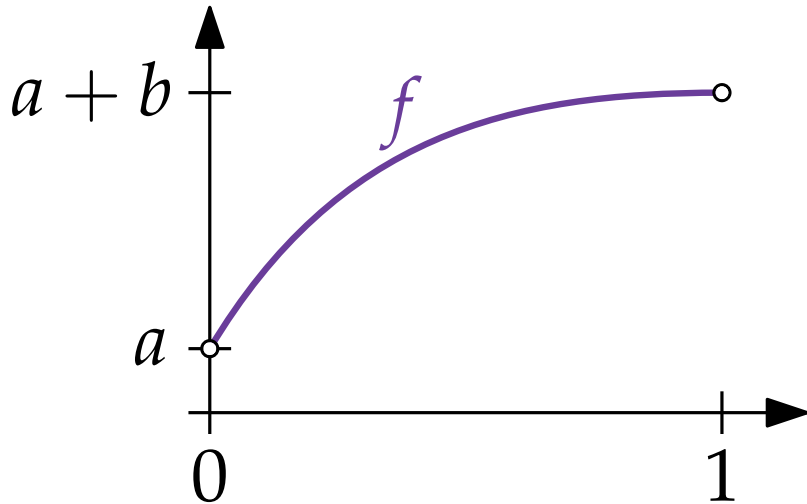
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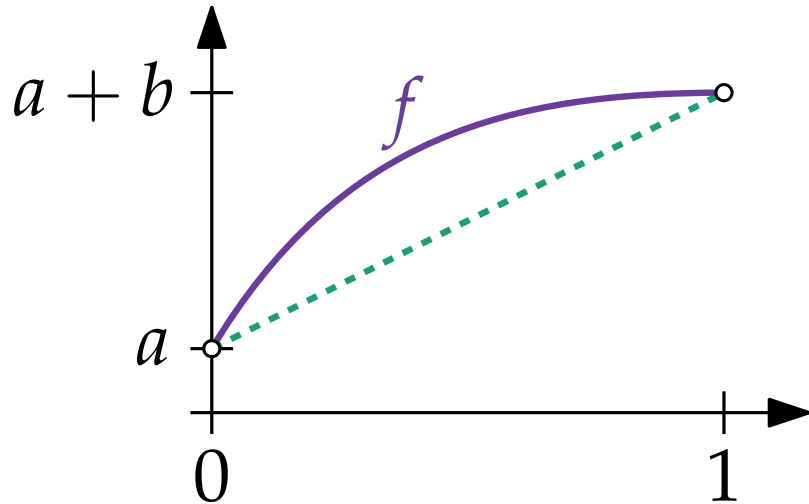
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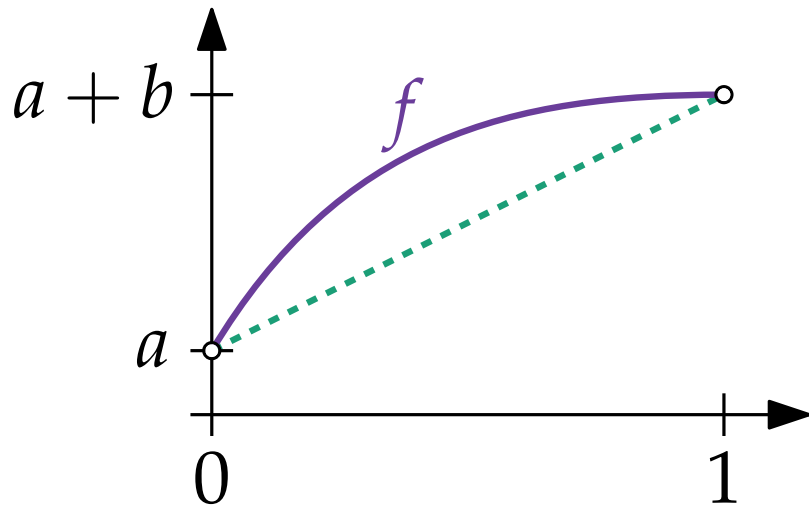
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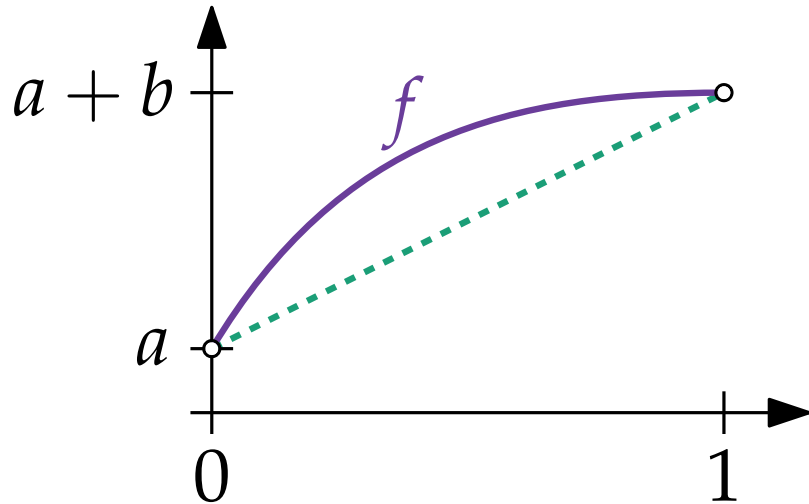


Arithmetic–Geometric Mean Inequality (AGMI):

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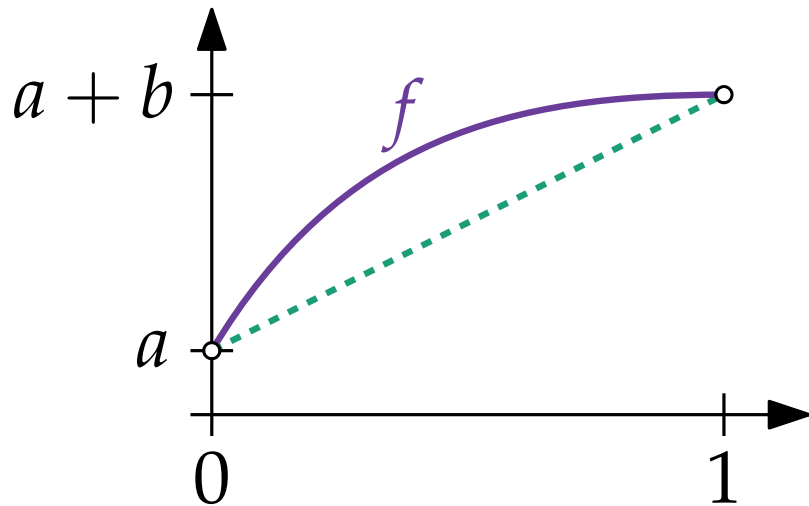
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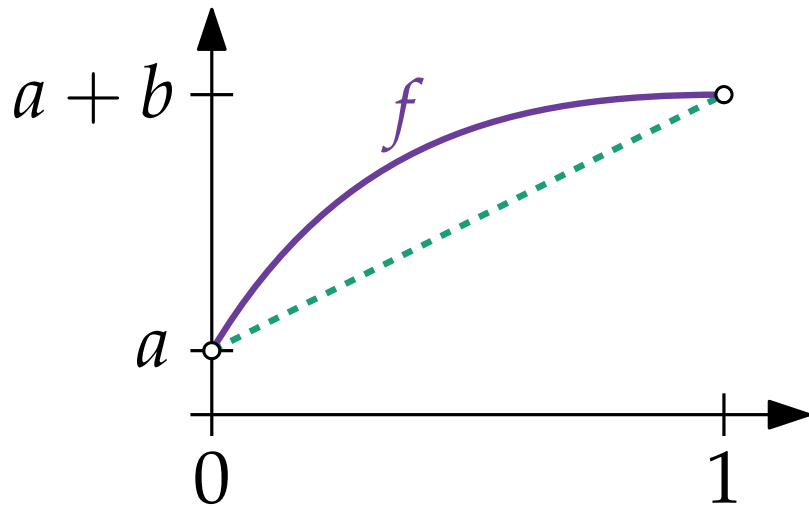
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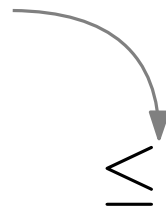
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**Theorem.** The previous algorithm can be derandomized by the method of conditional expectation.

# Approximation Algorithms

Lecture 11:

MAXSAT via Randomized Rounding

Part VI:

Combining the Algorithms

# Take the better of the two solutions!

**Theorem.** The better solution among the randomized algorithm and the randomized LP-rounding algorithm provides a  $\frac{3}{4}$ -approximation for MAXSAT.

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With probability  $1/2$ , choose the solution of the first algorithm; otherwise the solution of the second algorithm.



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## Proof.

We use another probabilistic argument.

With probability  $1/2$ , choose the solution of the first algorithm; otherwise the solution of the second algorithm.

The better solution is at least as good as the expectation of the above algorithm.

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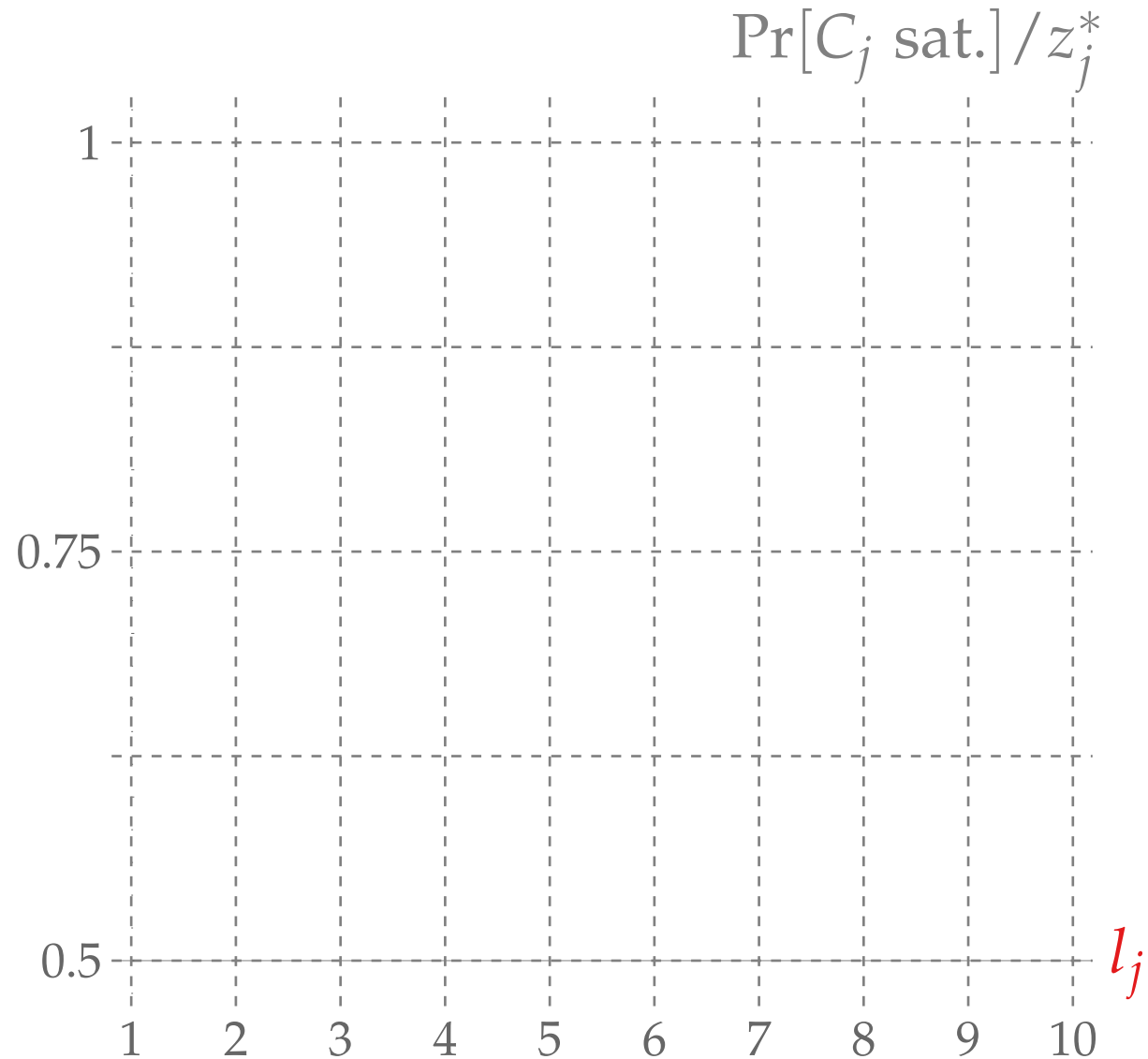
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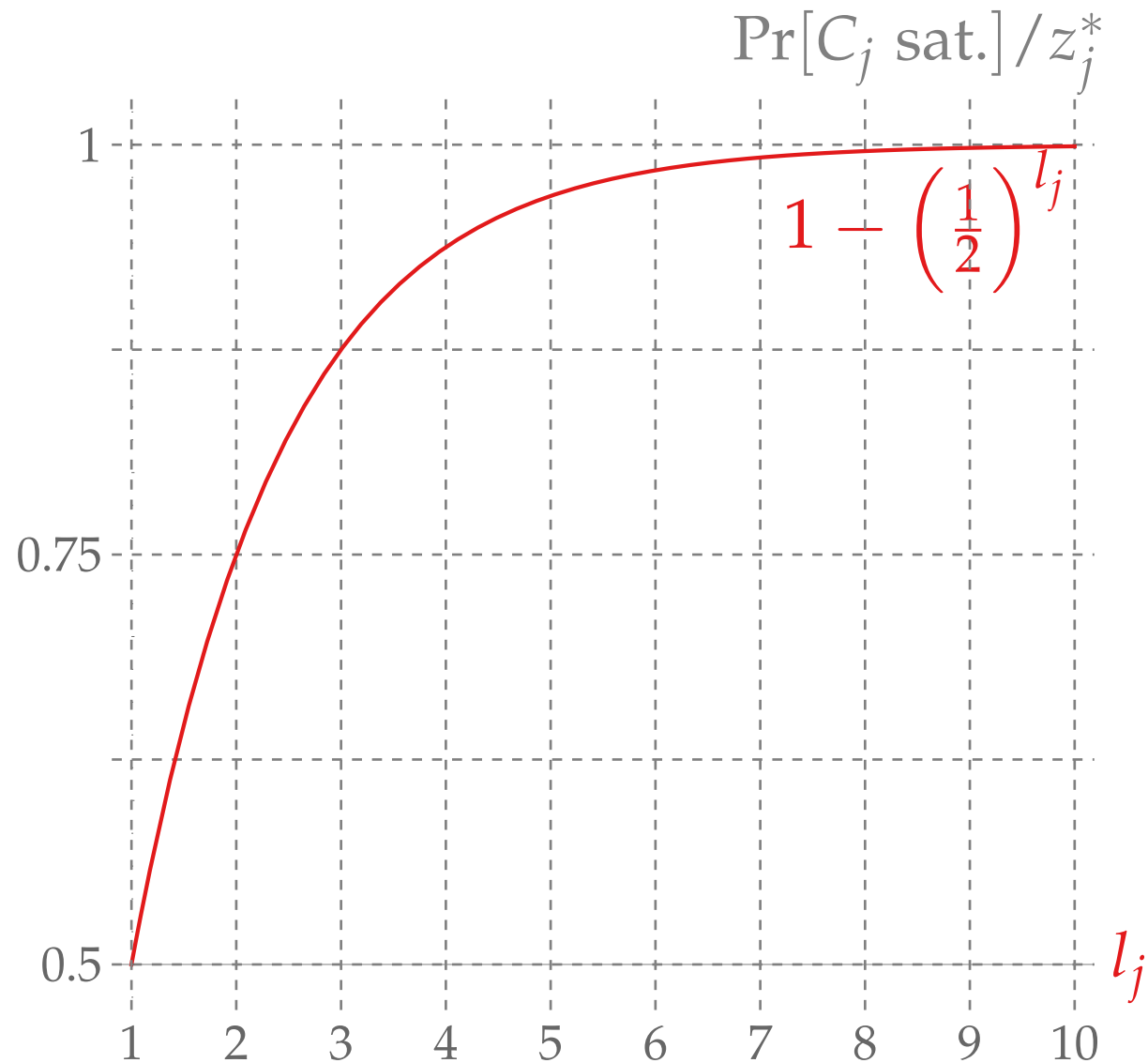
# Visualization and Derandomization



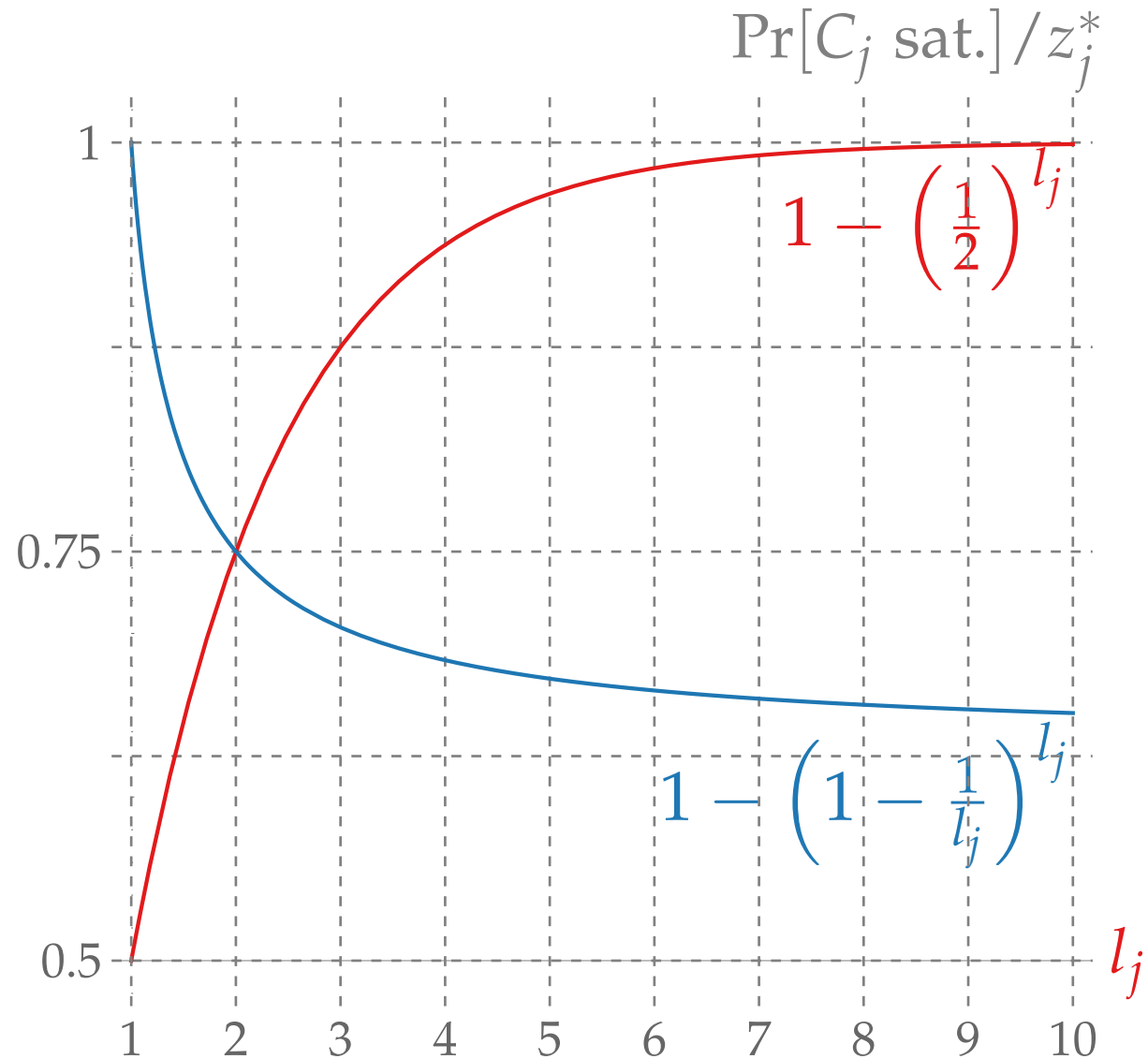
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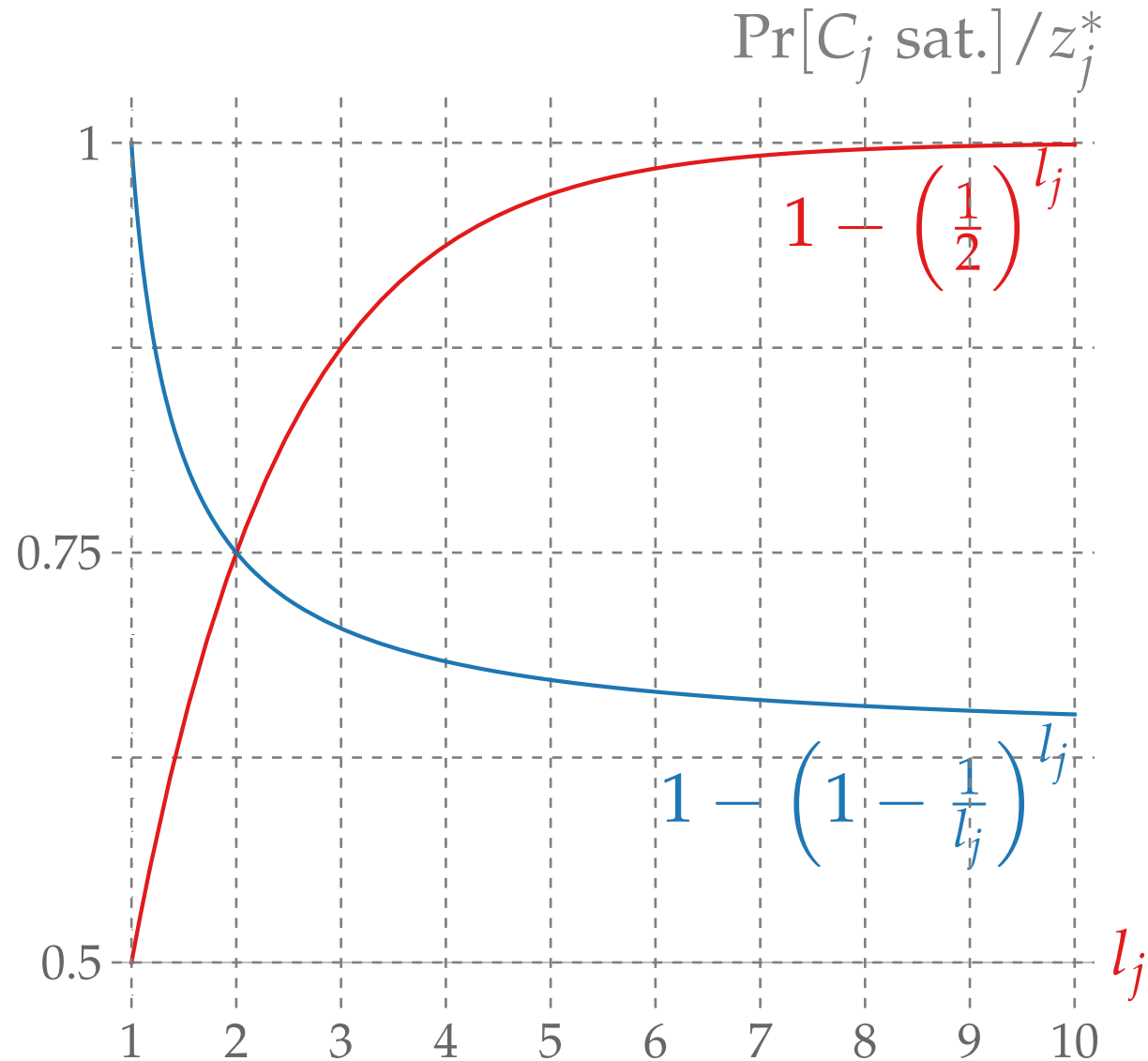


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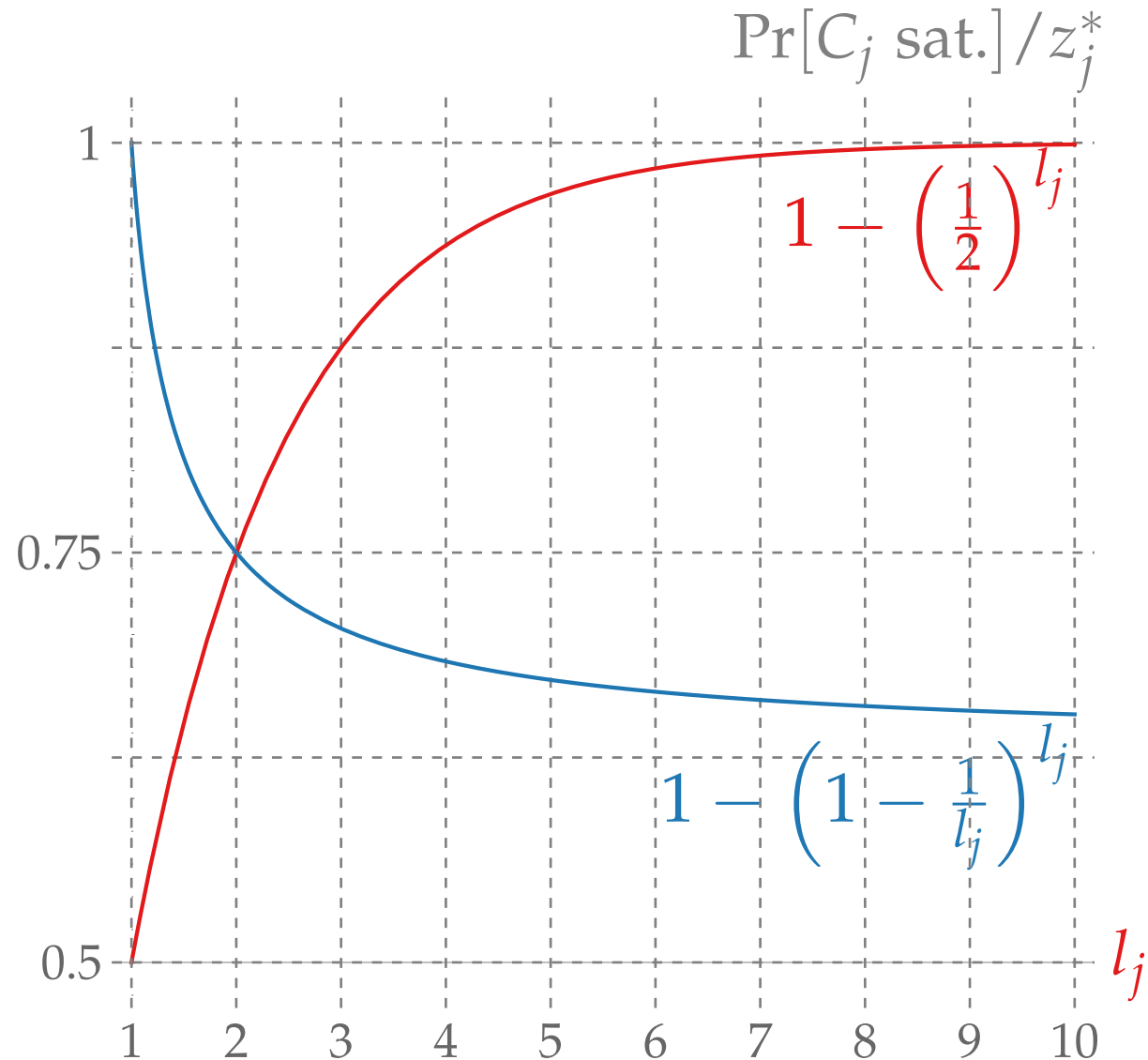
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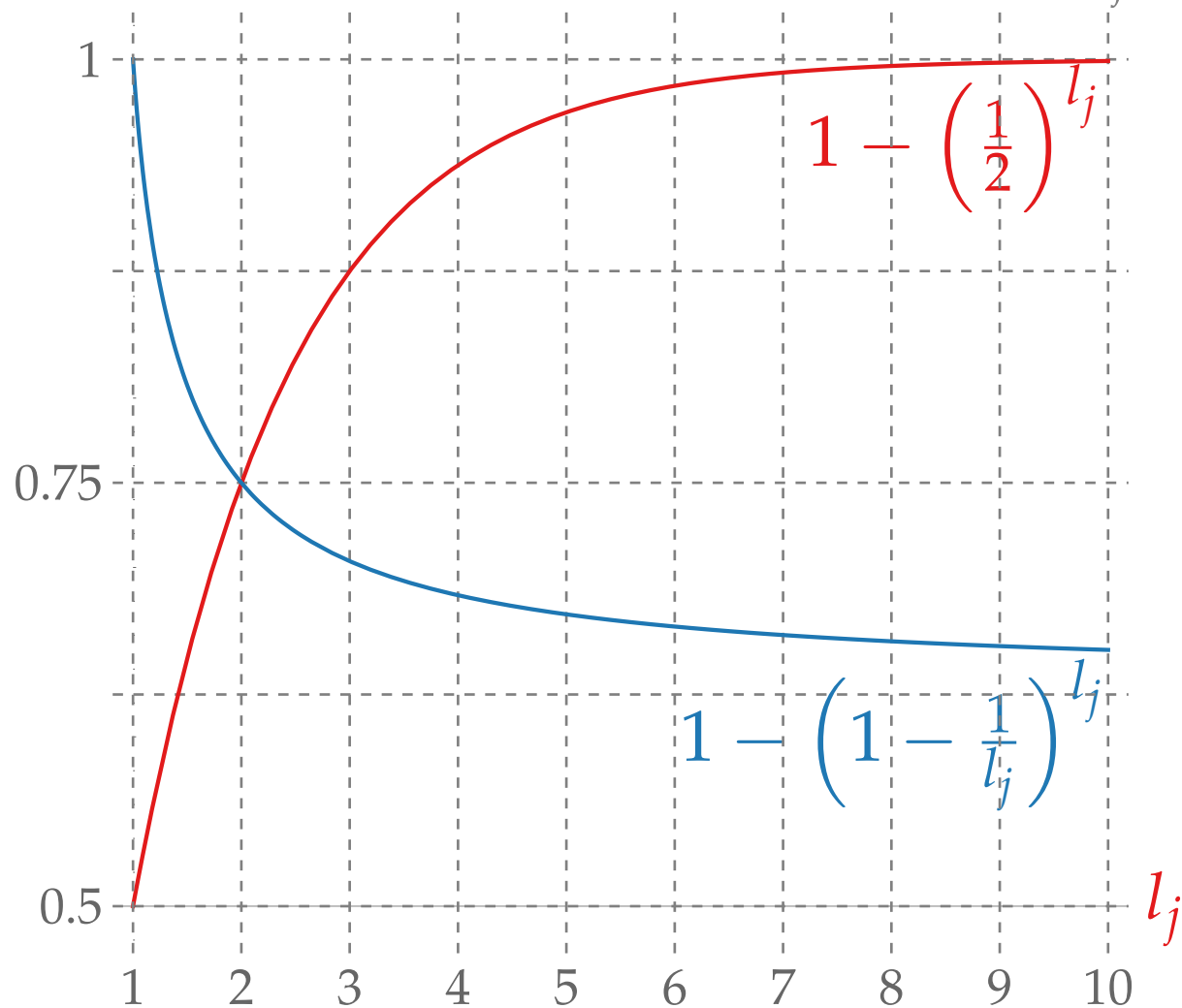
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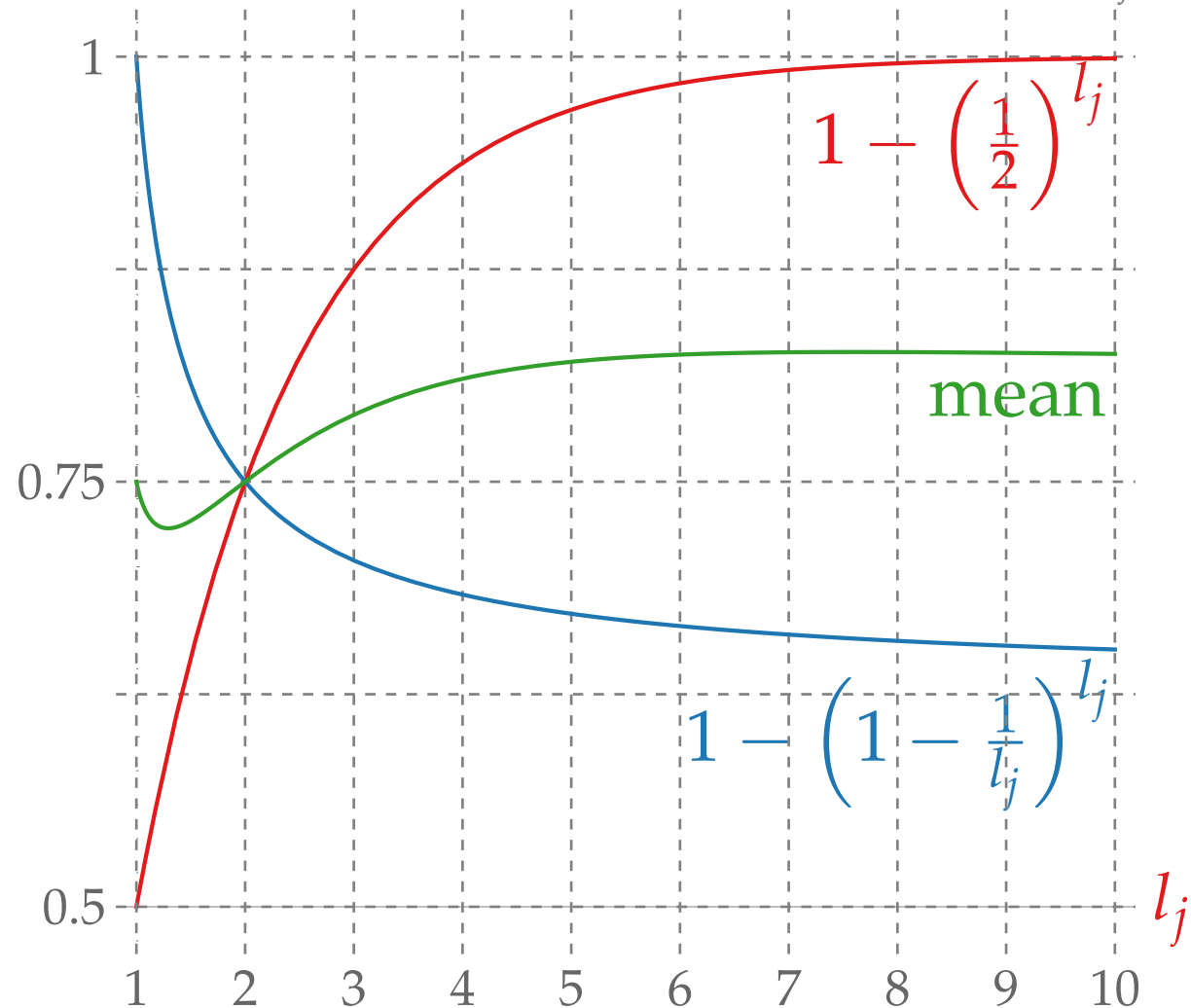
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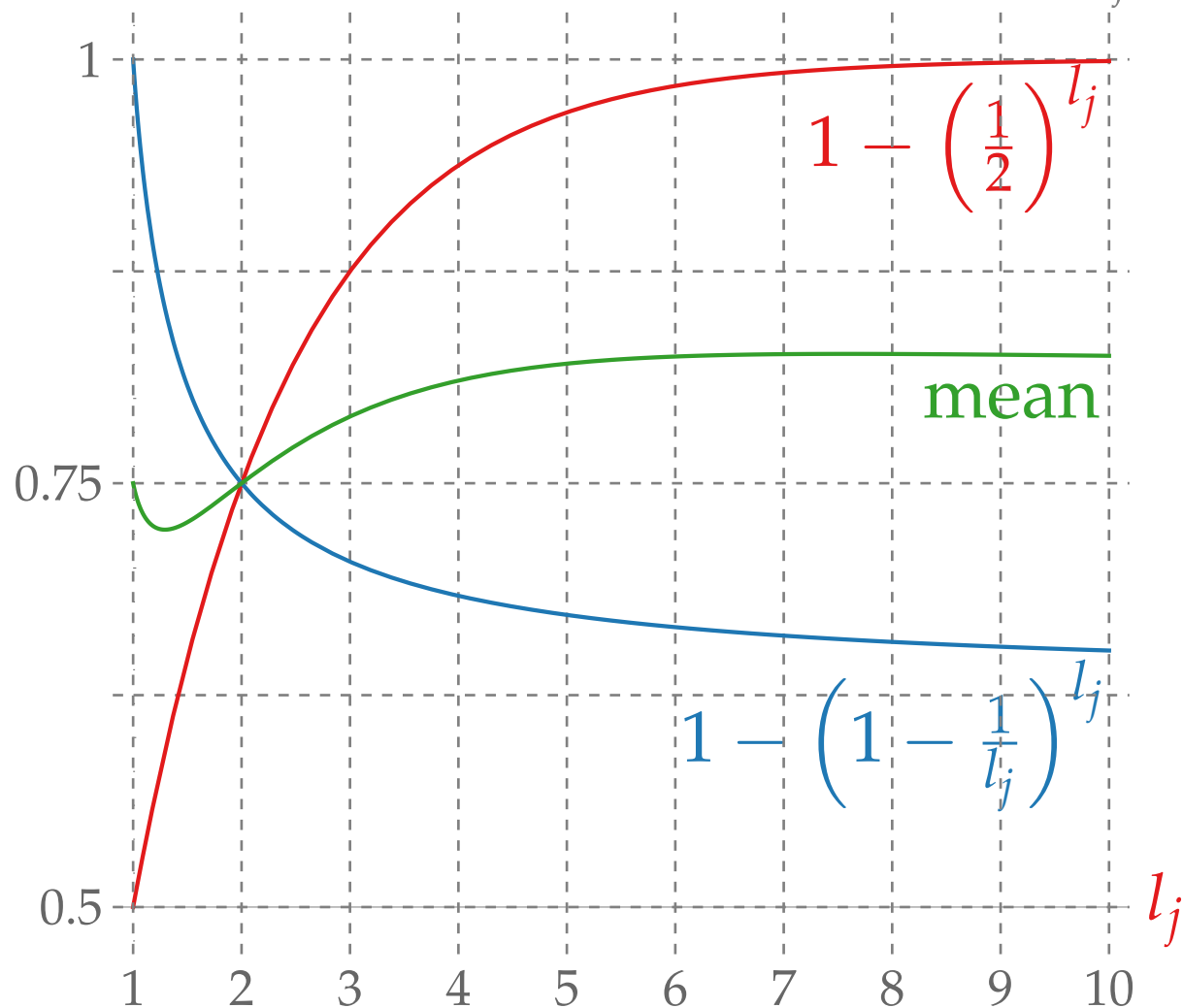
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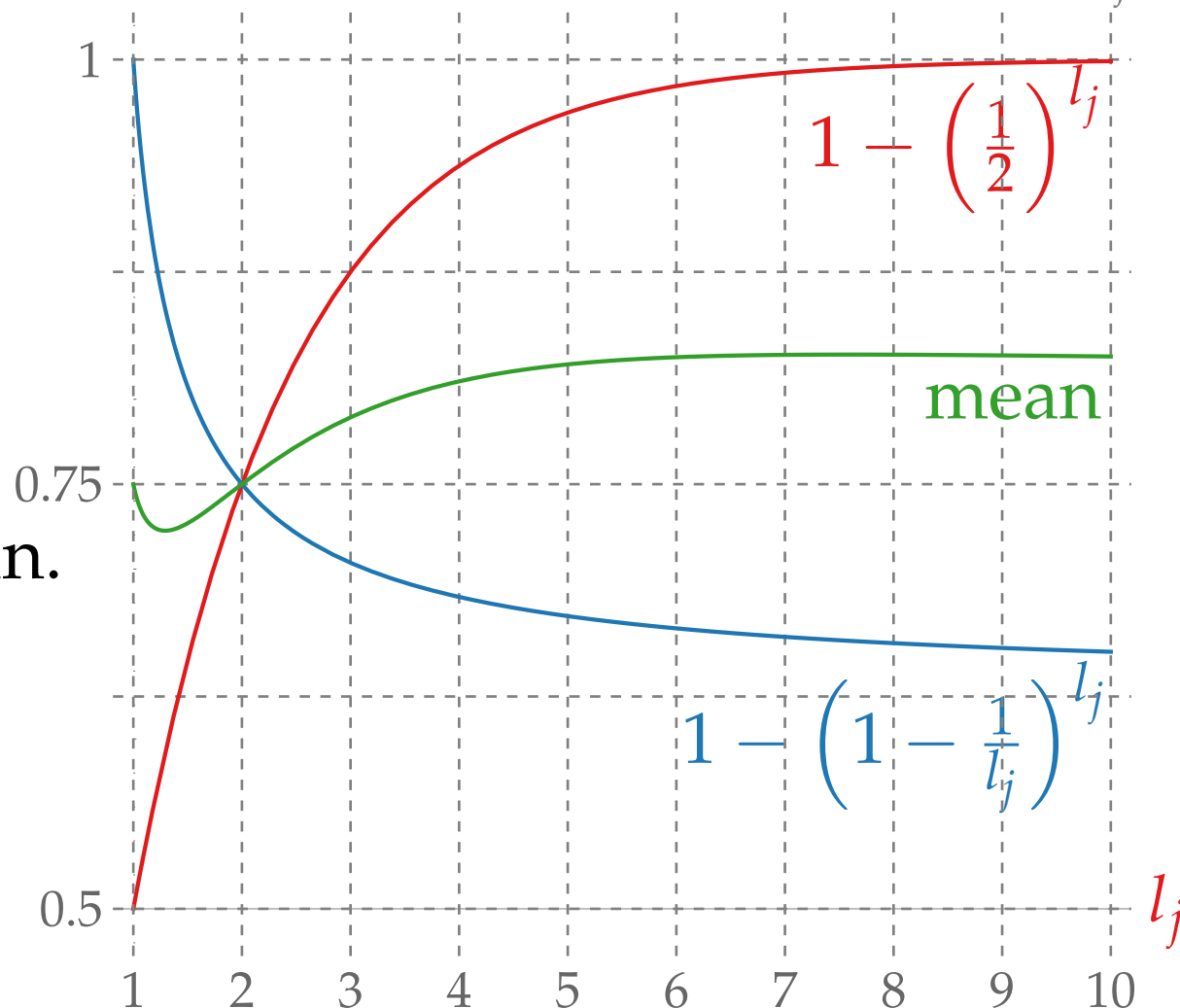


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This algorithm, too, can be derandomized by conditional expectation.

