CSE 421

Vertex Cover / Set Cover

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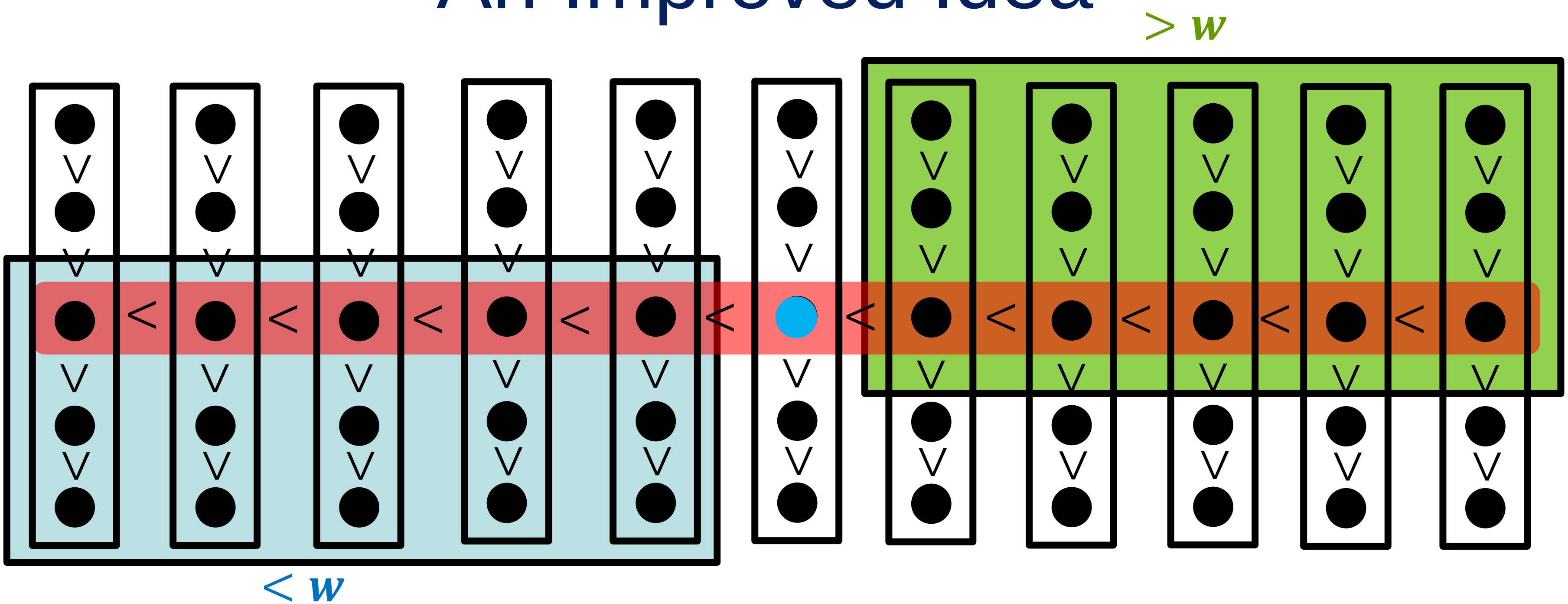
An Improved Idea



Partition into n/5 sets. Sort each set and set $w = Sel(midpoints, n/10)$

- $|S_<(w)| \geq 3\left(\frac{n}{10}\right) = \frac{3n}{10}$
- $|S_>(w)| \geq 3\left(\frac{n}{10}\right) = \frac{3n}{10}$

$$\frac{3n}{10} \leq |S_<(w)|, |S_>(w)| \leq \frac{7n}{10}$$

$$T(n) = T\left(\frac{n}{5}\right) + T\left(\frac{7n}{10}\right) + O(n) \Rightarrow T(n) = O(n)$$

An Improved Idea

```
Sel(S, k) {
   n ← |S|
   If (n < ??) return ??
   Partition S into n/5 sets of size 5
   Sort each set of size 5 and let M be the set of medians, so
|M|=n/5
   Let w=Sel(M,n/10)
   For i=1 to n{
     If x_i < w add x to S_<(w)
     If x_i > w add x to S_>(w)
     If x_i = w add x to S_=(w)
   }
   If (k ≤ |S_<(w)|)
     return Sel(S_<(w), k)
   else if (k ≤ |S_<(w)| + |S_=(w)|)
     return w;
   else
     return Sel(S_>(w), k − |S_<(w)| − |S_=(w)|)
}
```

We can maintain each set in an array

D&C Summary

Idea:

“Two halves are better than a whole”

- if the base algorithm has super-linear complexity.

“If a little's good, then more's better”

- repeat above, recursively

- Applications: Many.
  - Binary Search, Merge Sort, (Quicksort),
  - Root of a Function
  - Closest points,
  - Integer multiplication
  - Median
  - Matrix Multiplication

Approximation Algorithms

How to deal with NP-complete Problem

Many of the important problems in real world are NP-complete.

SAT, Set Cover, Graph Coloring, TSP, Max IND Set, Vertex Cover, …

So, we cannot find optimum solutions in polynomial time.

What to do instead?

- Find optimum solution of special cases (e.g., random inputs)

- Find near optimum solution in the worst case

Approximation Algorithm

Polynomial-time Algorithms with a guaranteed approximation ratio.

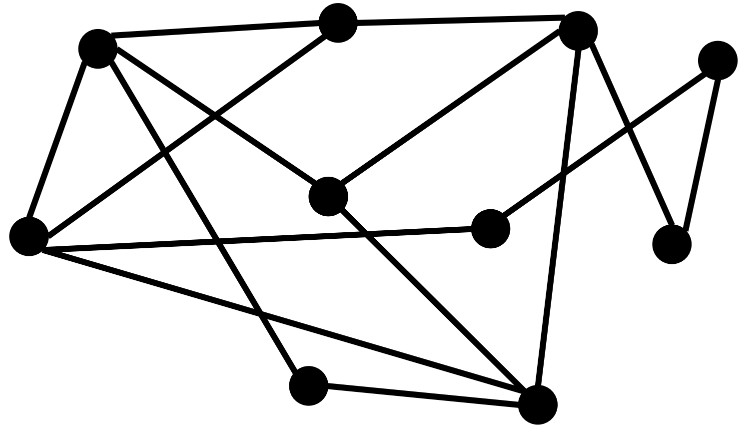
$$\alpha = \frac{\text{Cost of computed solution}}{\text{Cost of the optimum}}$$

worst case over all instances.

Goal: For each NP-hard problem find an approximation algorithm with the best possible approximation ratio.

Vertex Cover

Given a graph G=(V,E), Find smallest set of vertices touching every edge



Greedy Algorithm?

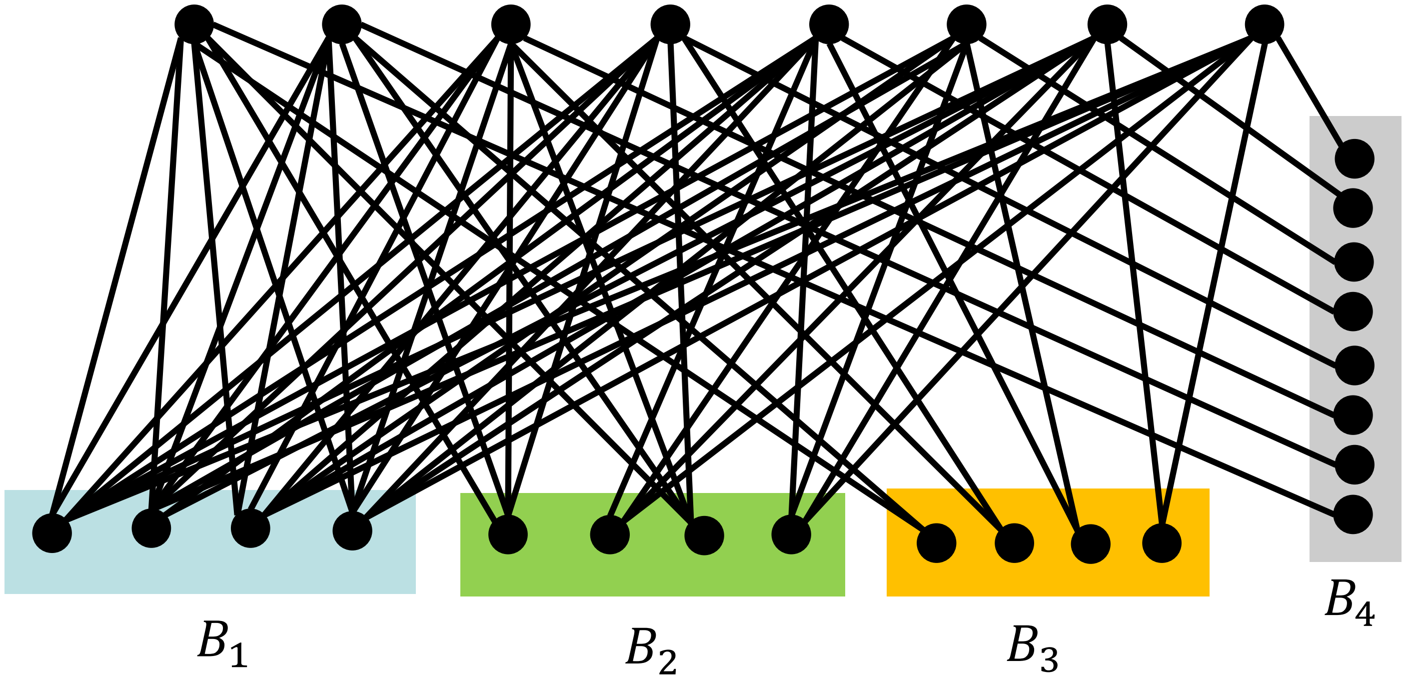
Greedy algorithms are typically used in practice to find a (good) solution to NP-hard problems

Strategy (1): Iteratively, include a vertex that covers most new edges

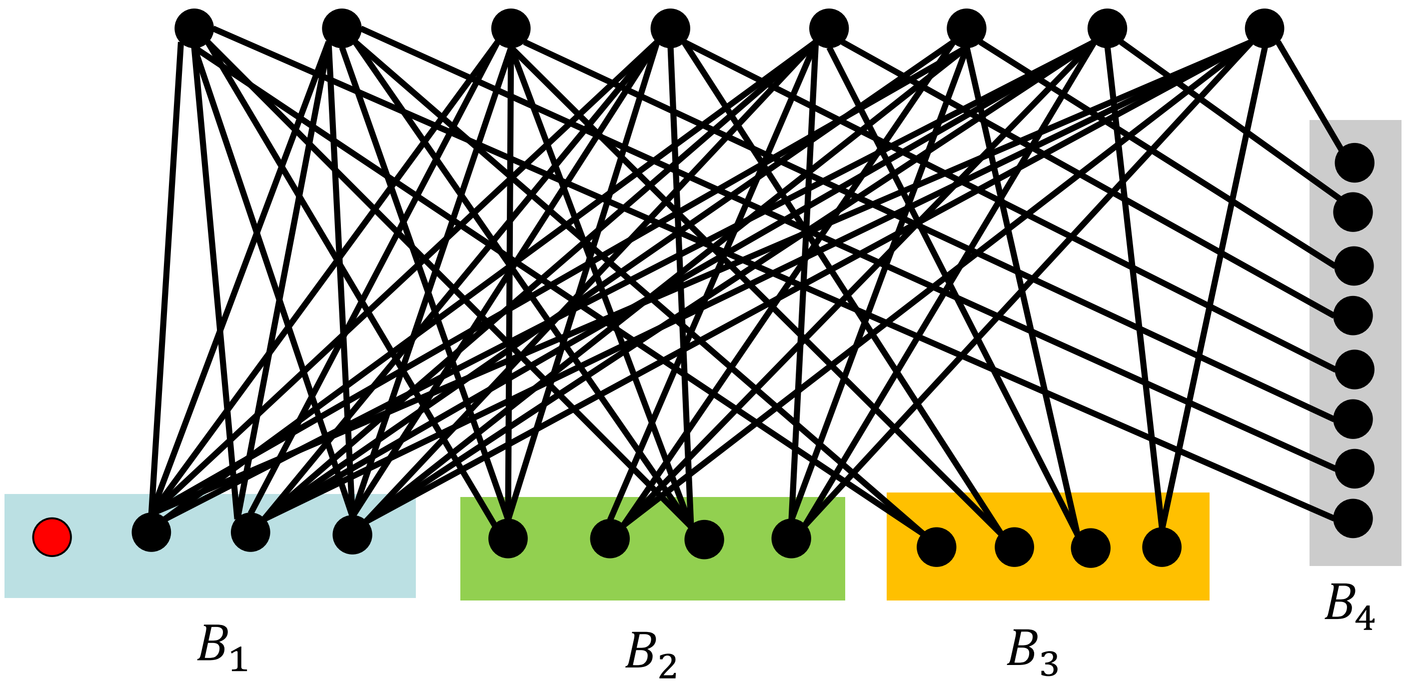
Q:Does this give an optimum solution?

A: No,

Greedy (1): Pick vertex that covers the most



Greedy (1): Pick vertex that covers the most



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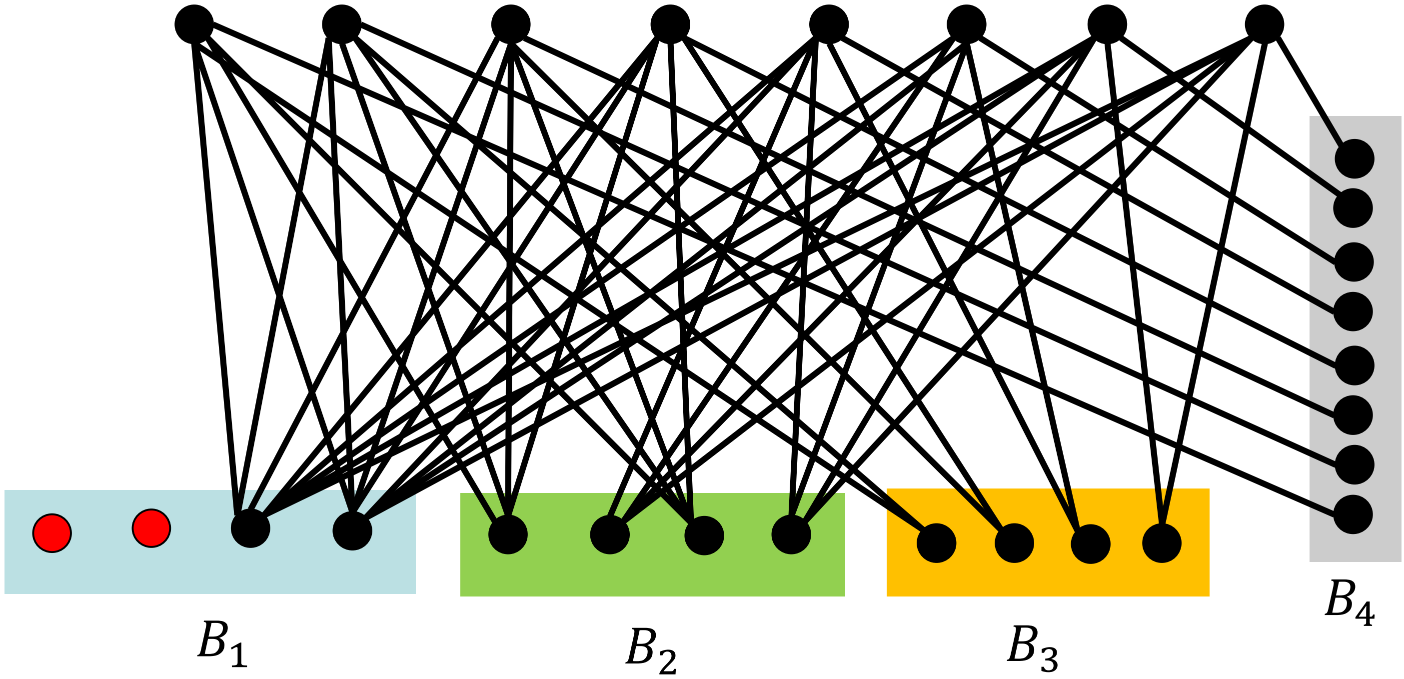

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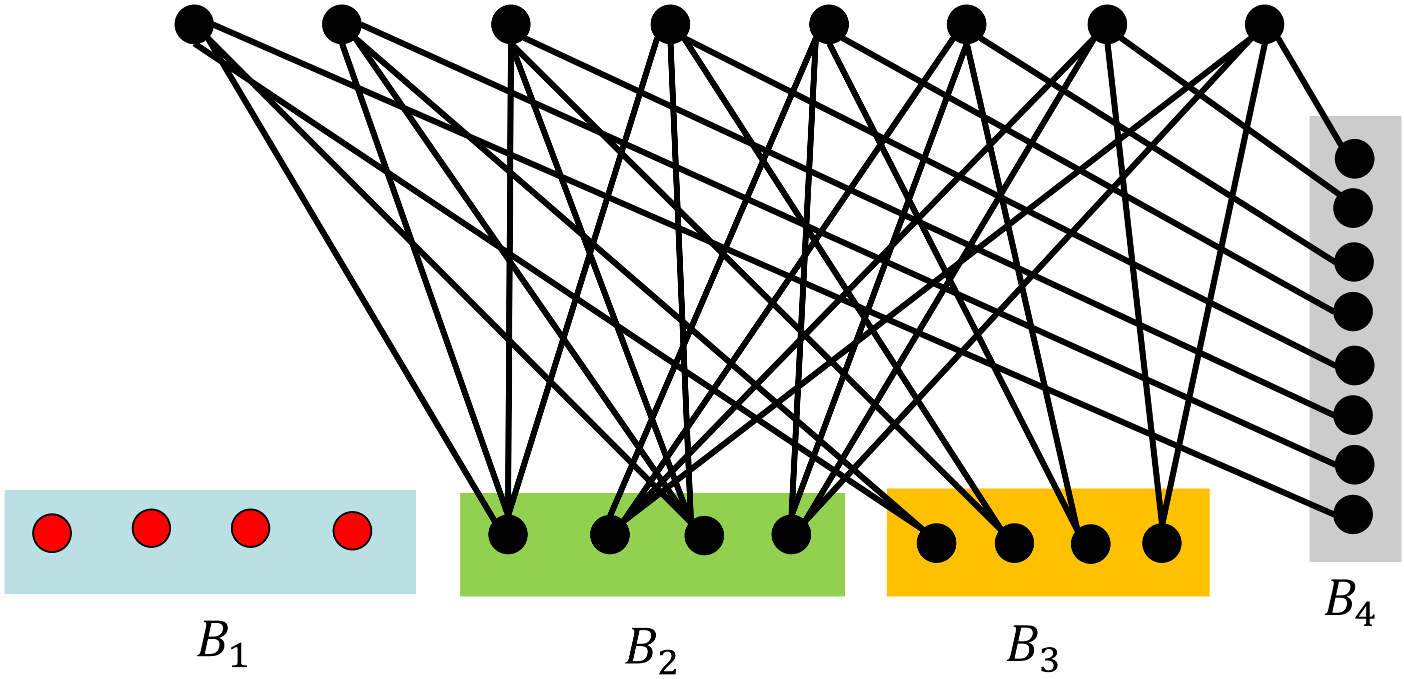

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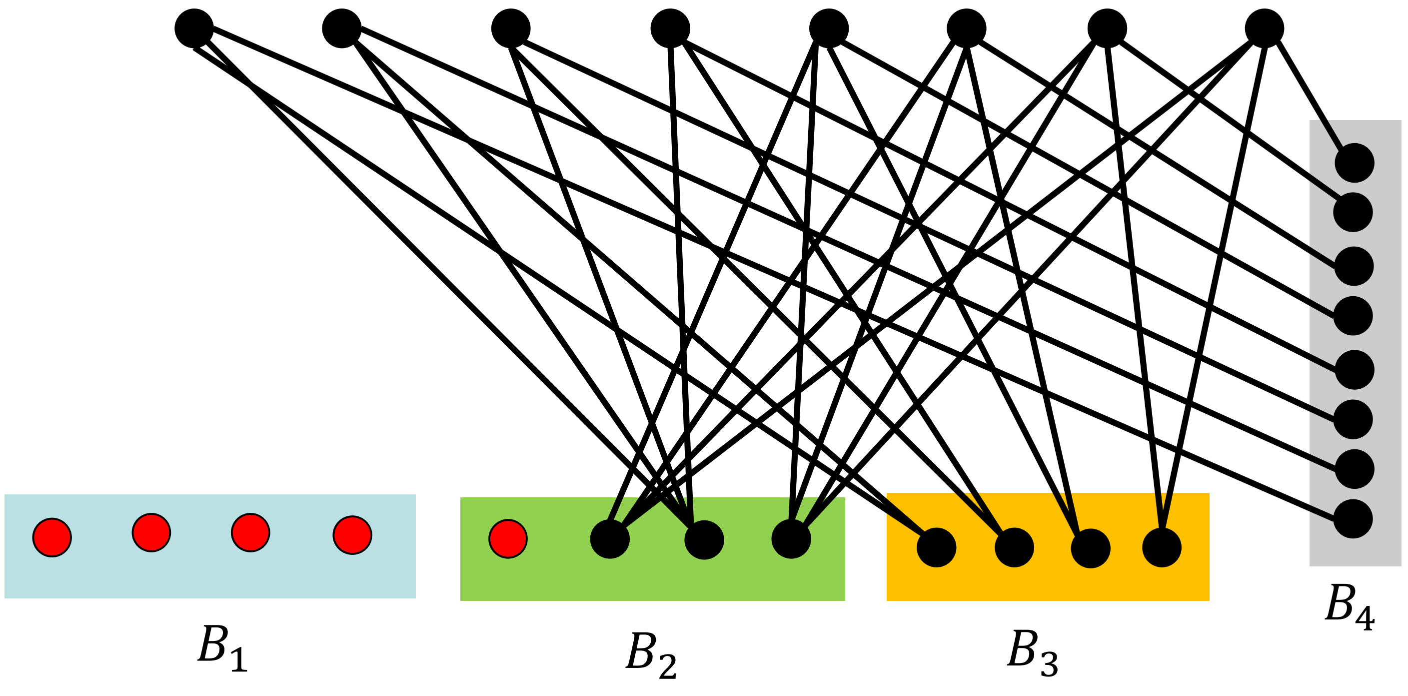

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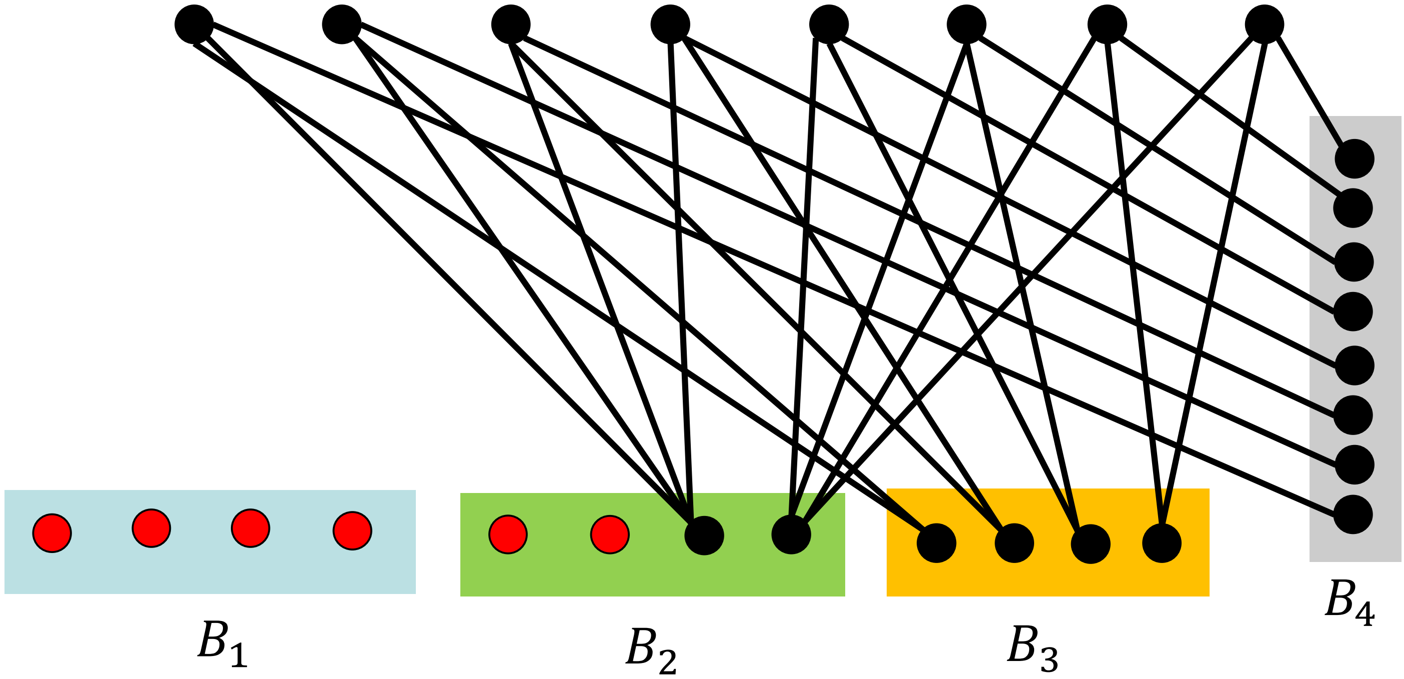

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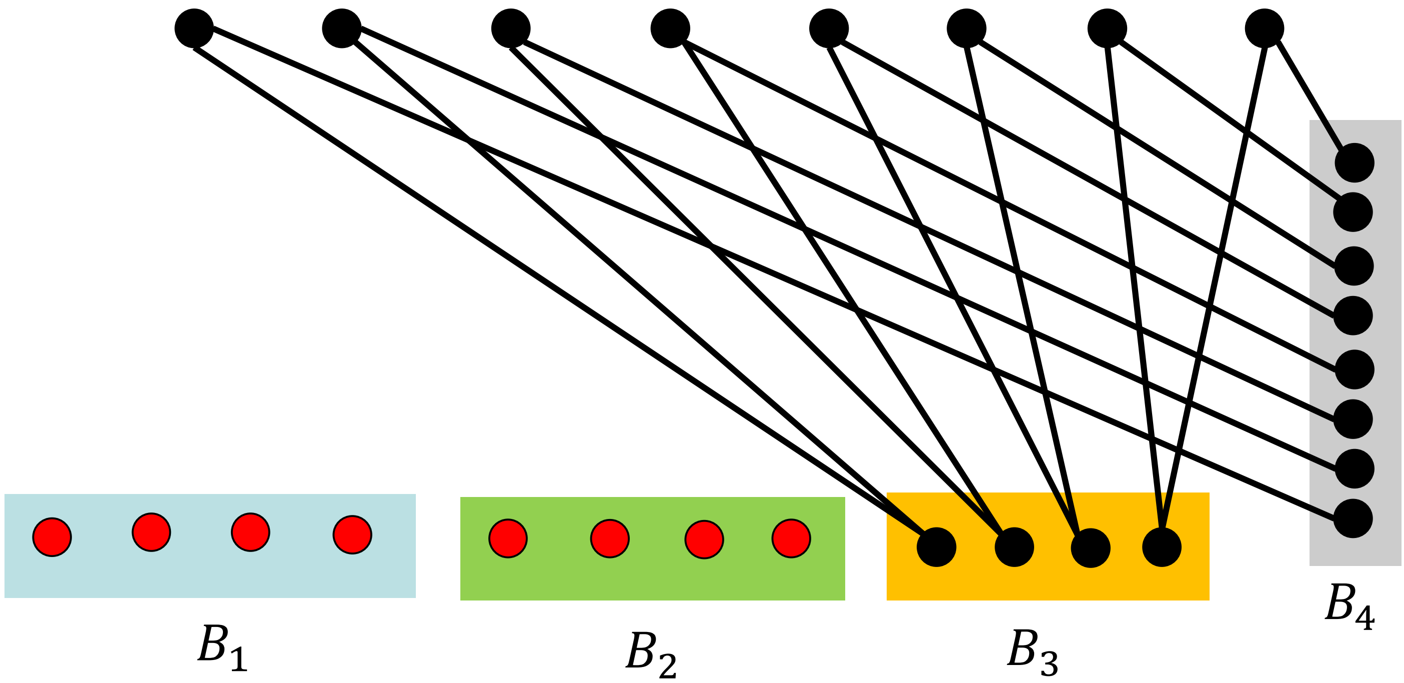

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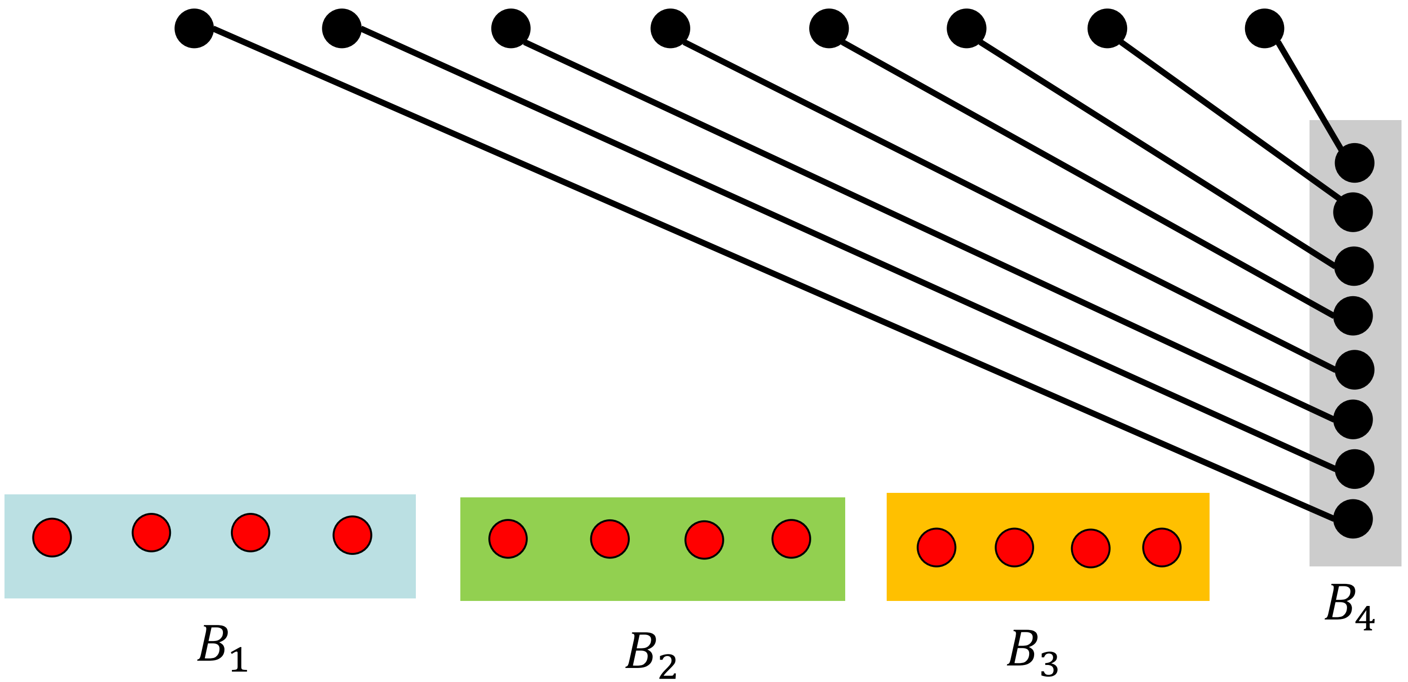

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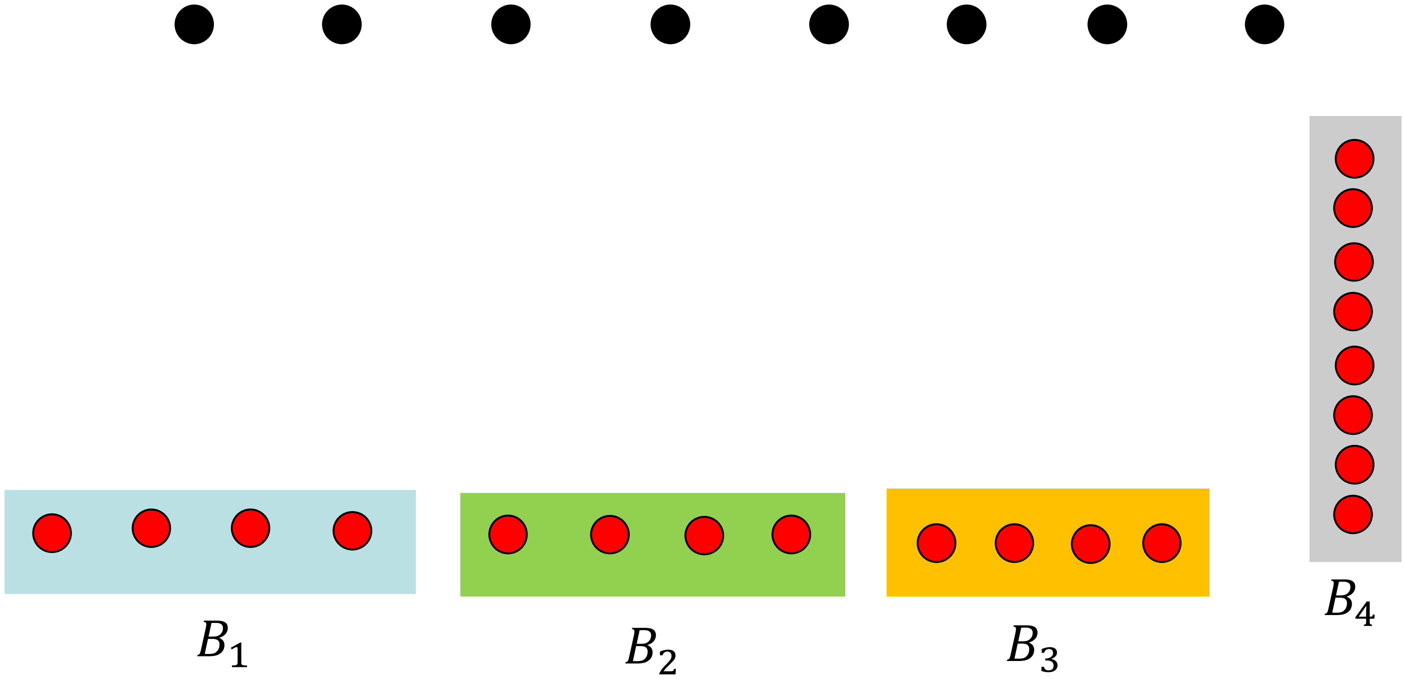

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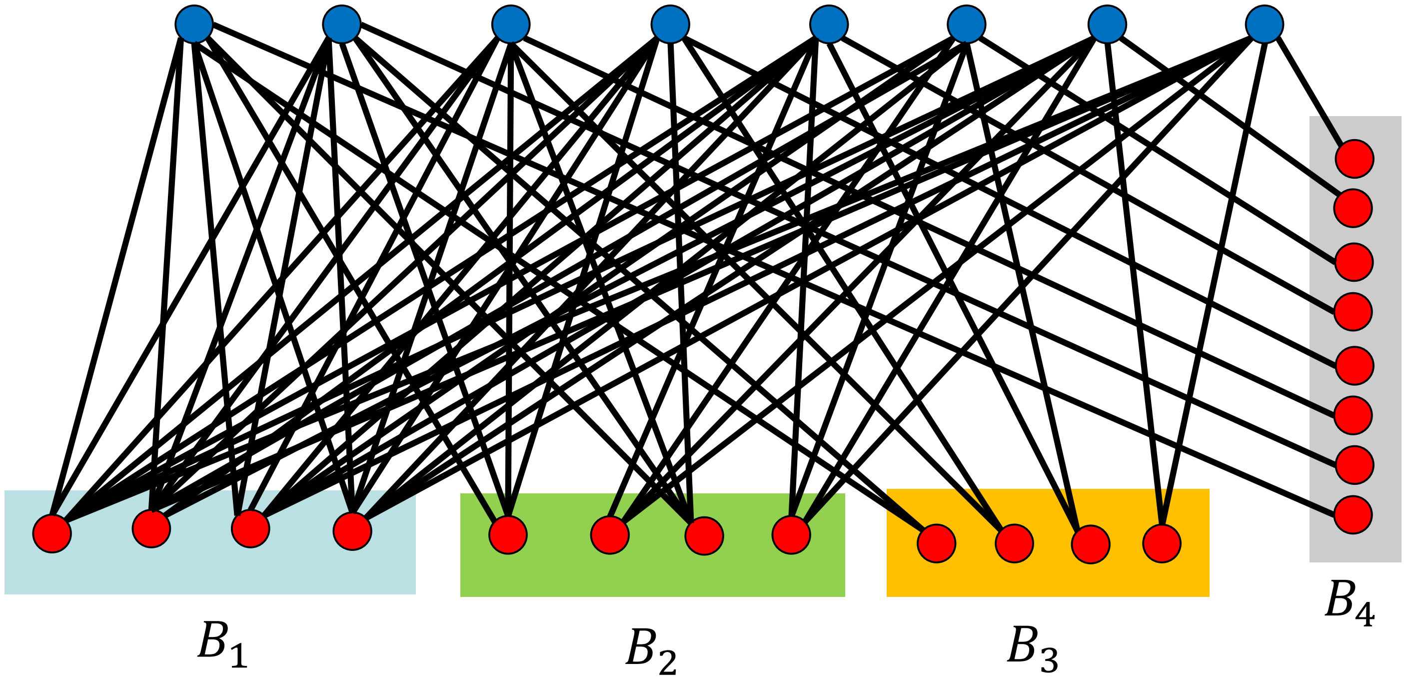
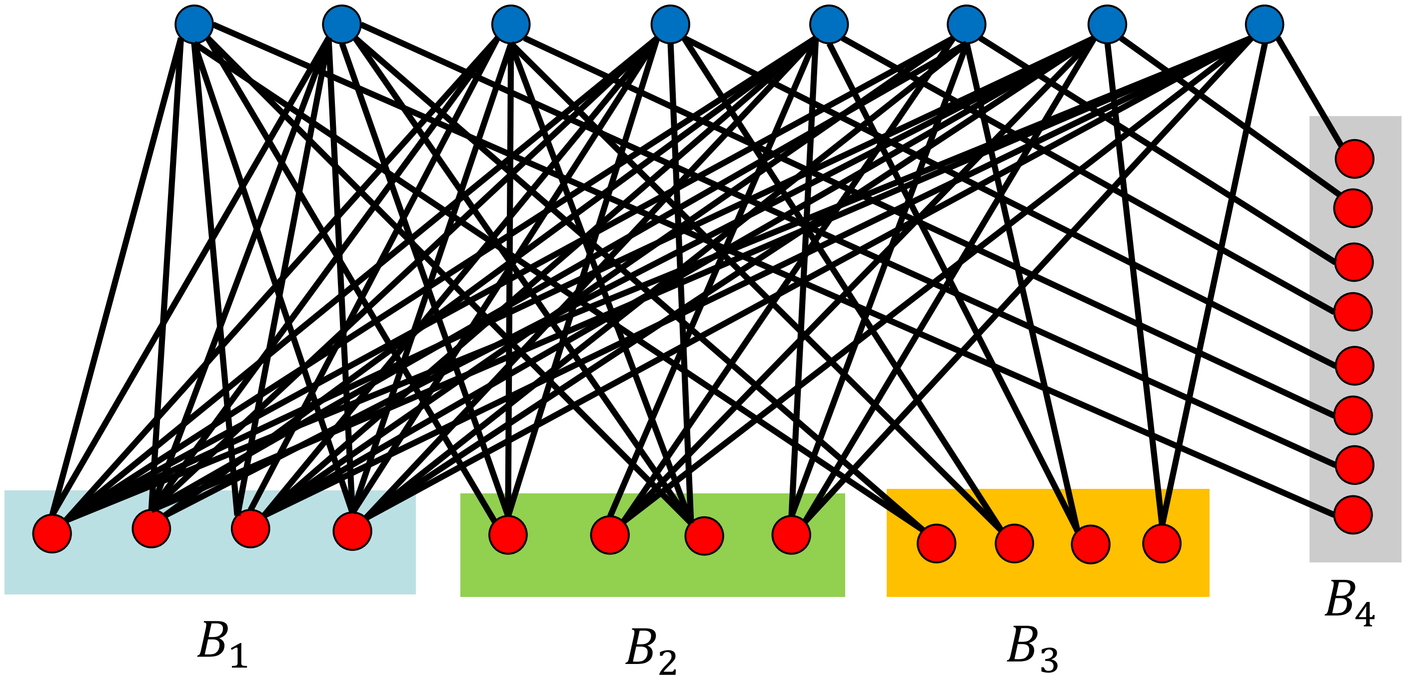


Greedy Vertex cover = 20

OPT Vertex cover = 8

Greedy (1): Pick vertex that covers the most

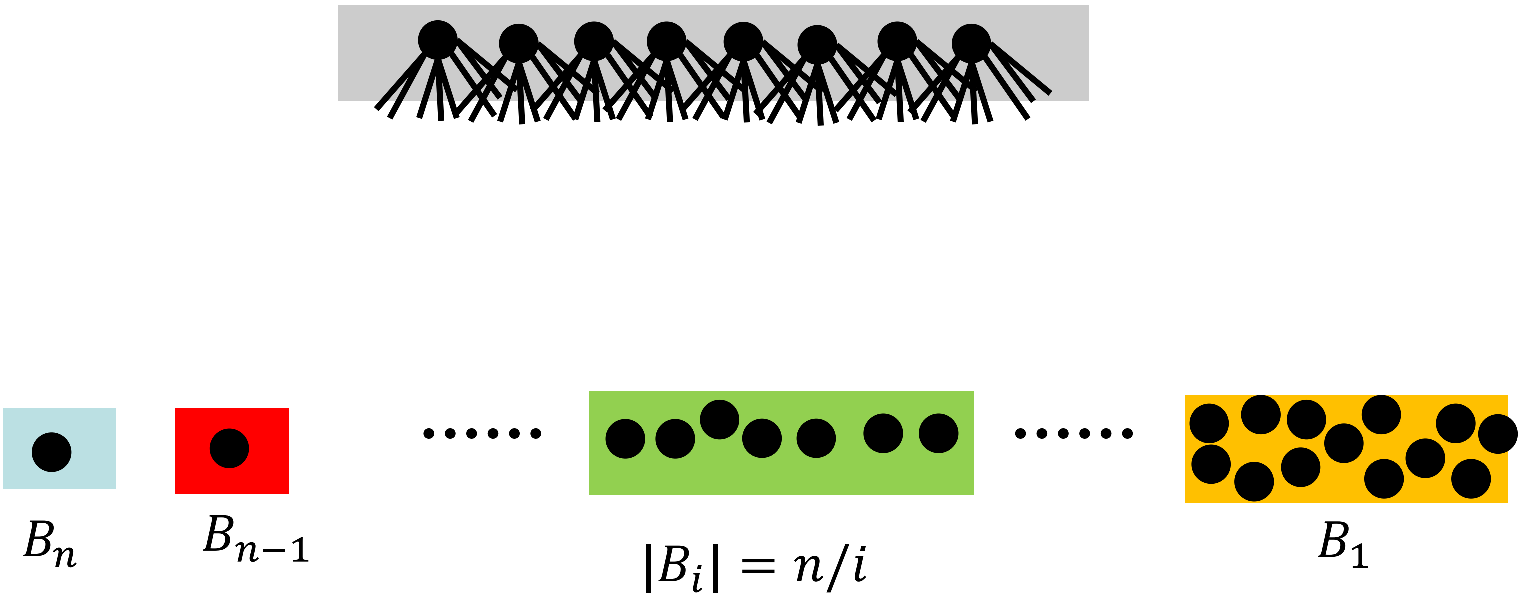


Greedy Vertex cover = 20

OPT Vertex cover = 8

Greedy (1): Pick vertex that covers the most

n vertices. Each vertex has one edge into each B_i



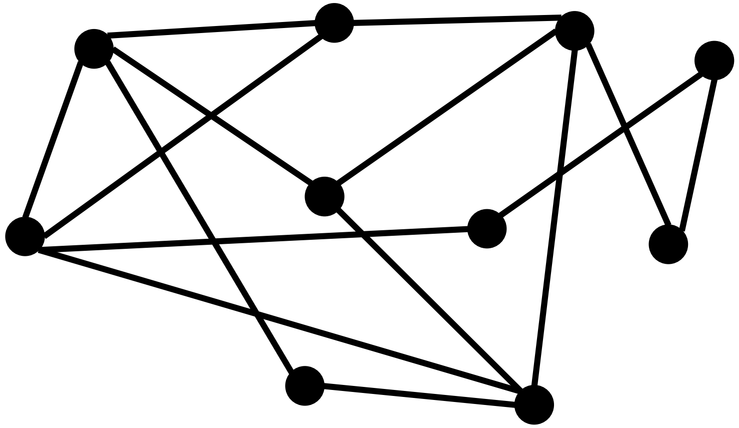
Greedy pick bottom vertices = $n + \frac{n}{2} + \frac{n}{3} + \cdots + 1 \approx n \ln n$

OPT pick top vertices = n

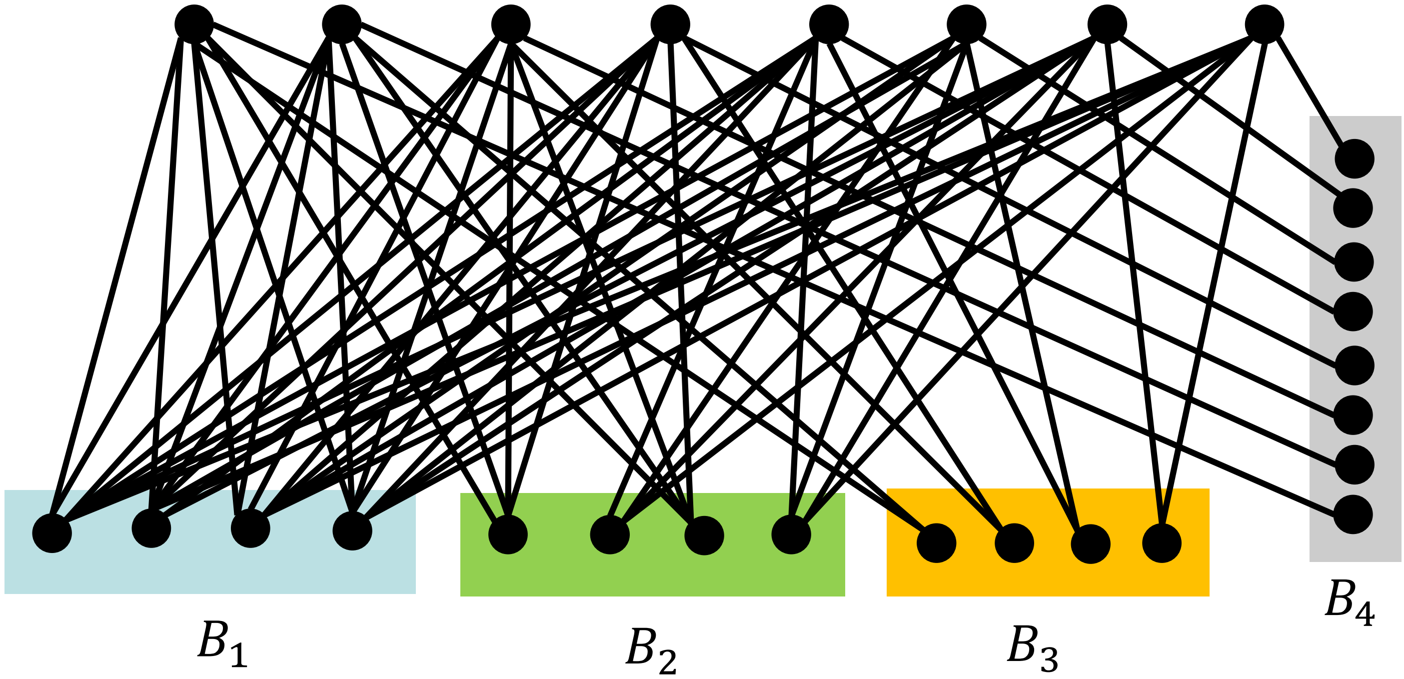
A Different Greedy Rule

Greedy 2: Iteratively, pick **both endpoints** of an uncovered edge.

Vertex cover = 6



Greedy 2: Pick Both endpoints of an uncovered edge



Greedy vertex cover = 16

OPT vertex cover = 8

Greedy (2) gives 2-approximation

Thm: Size of greedy (2) vertex cover is at most twice as big as size of optimal cover

Pf: Suppose Greedy (2) picks endpoints of edges $e_1, \ldots, e_k$.
Since these edges do not touch, every valid cover must pick one vertex from each of these edges!

i.e., $OPT \geq k$.

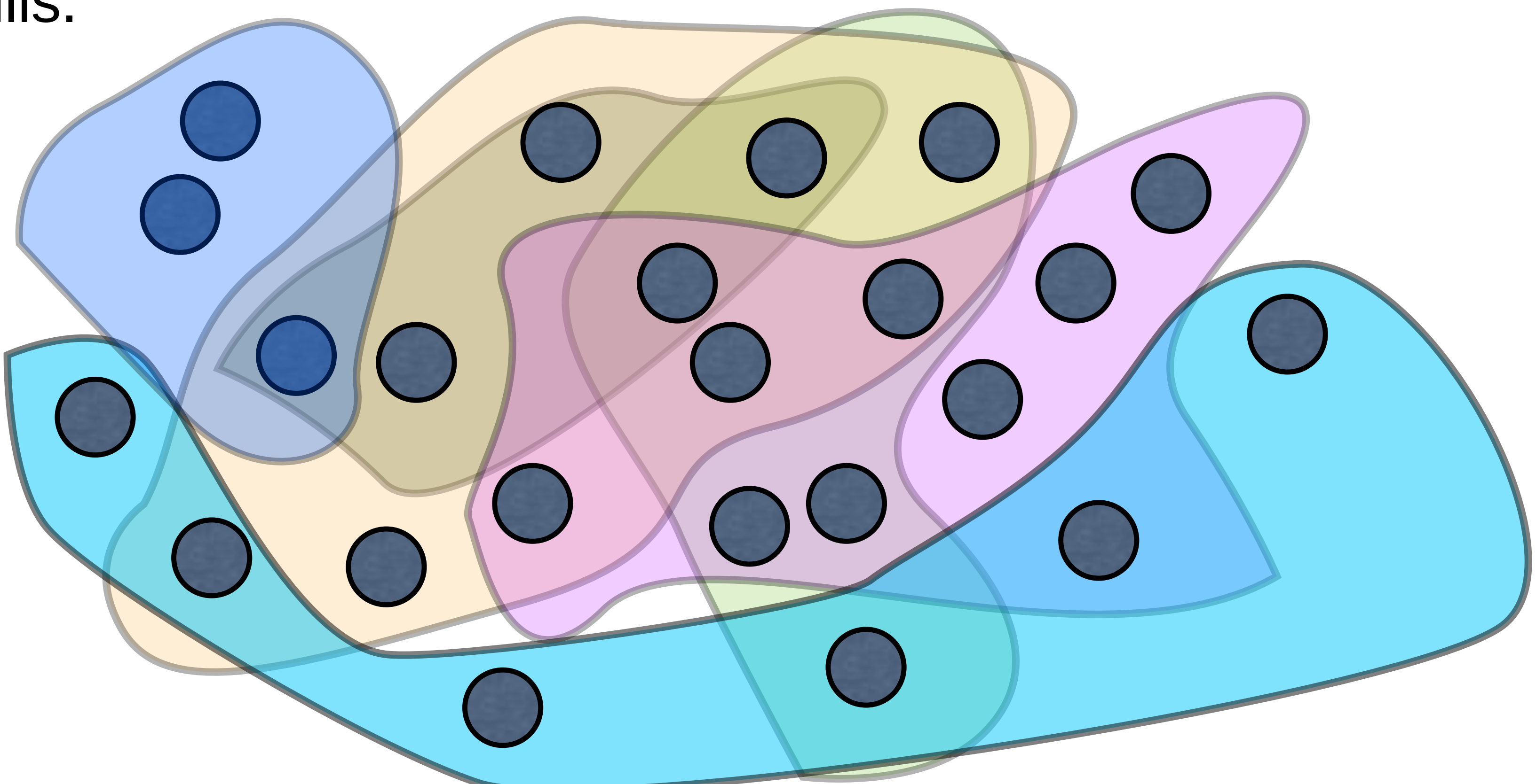
But the size of greedy cover is 2k. So, Greedy is a 2-approximation.

Set Cover

Given a number of sets on a ground set of elements,

Goal: choose minimum number of sets that cover all.

e.g., a company wants to hire employees with certain skills.

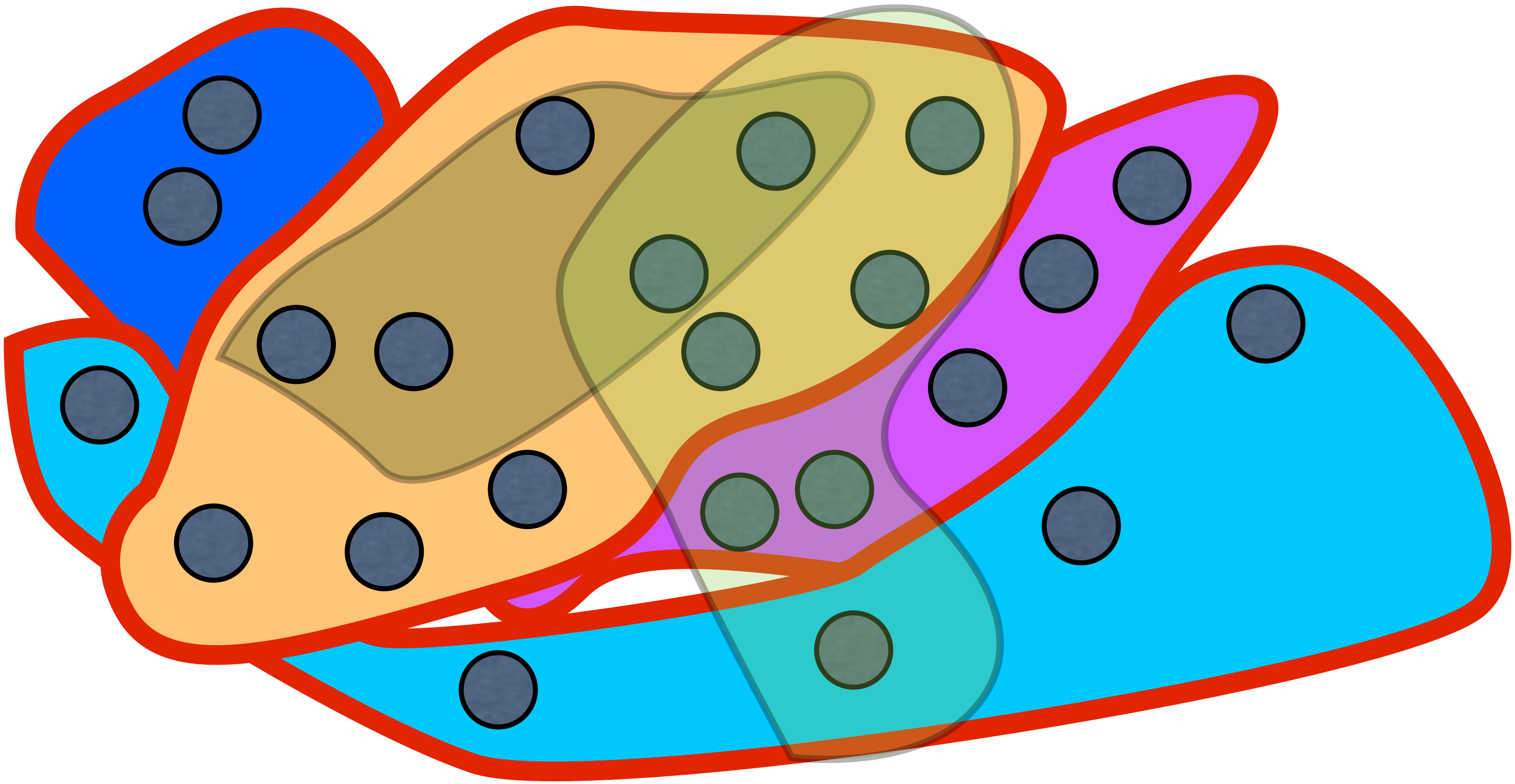


Set Cover

Given a number of sets on a ground set of elements,

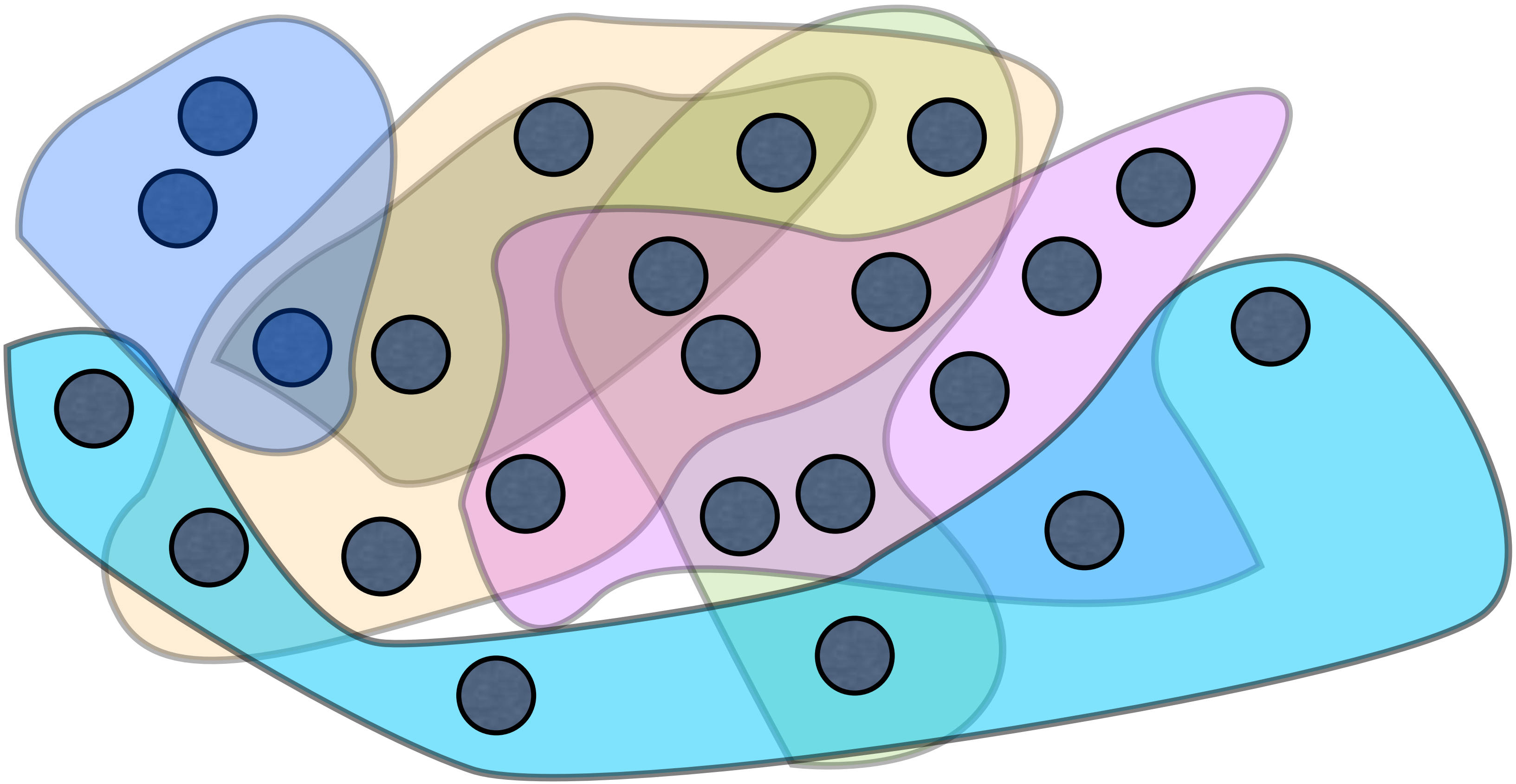
Goal: choose minimum number of sets that cover all.

Set cover = 4



A Greedy Algorithm

Strategy: Pick the set that maximizes # new elements covered



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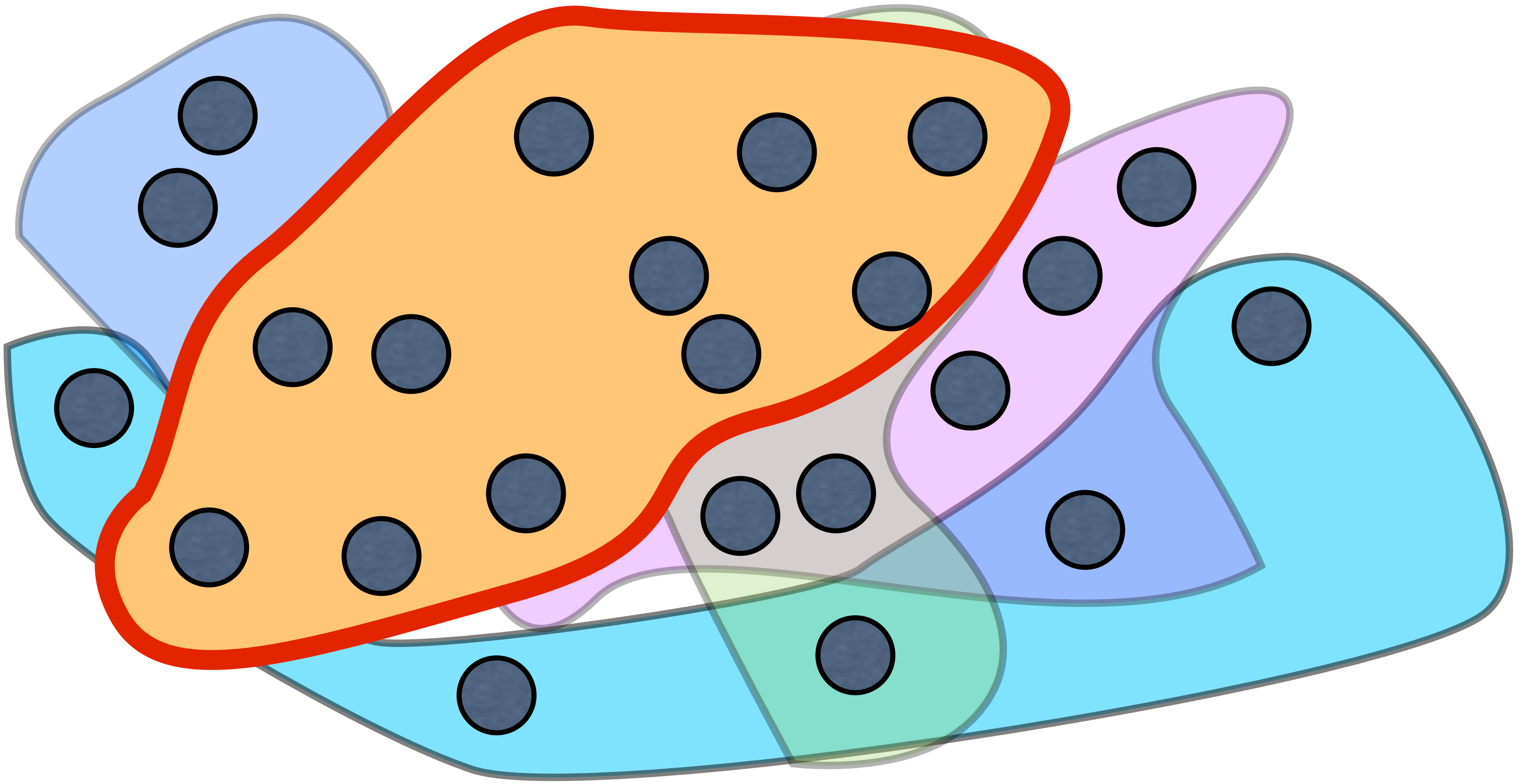

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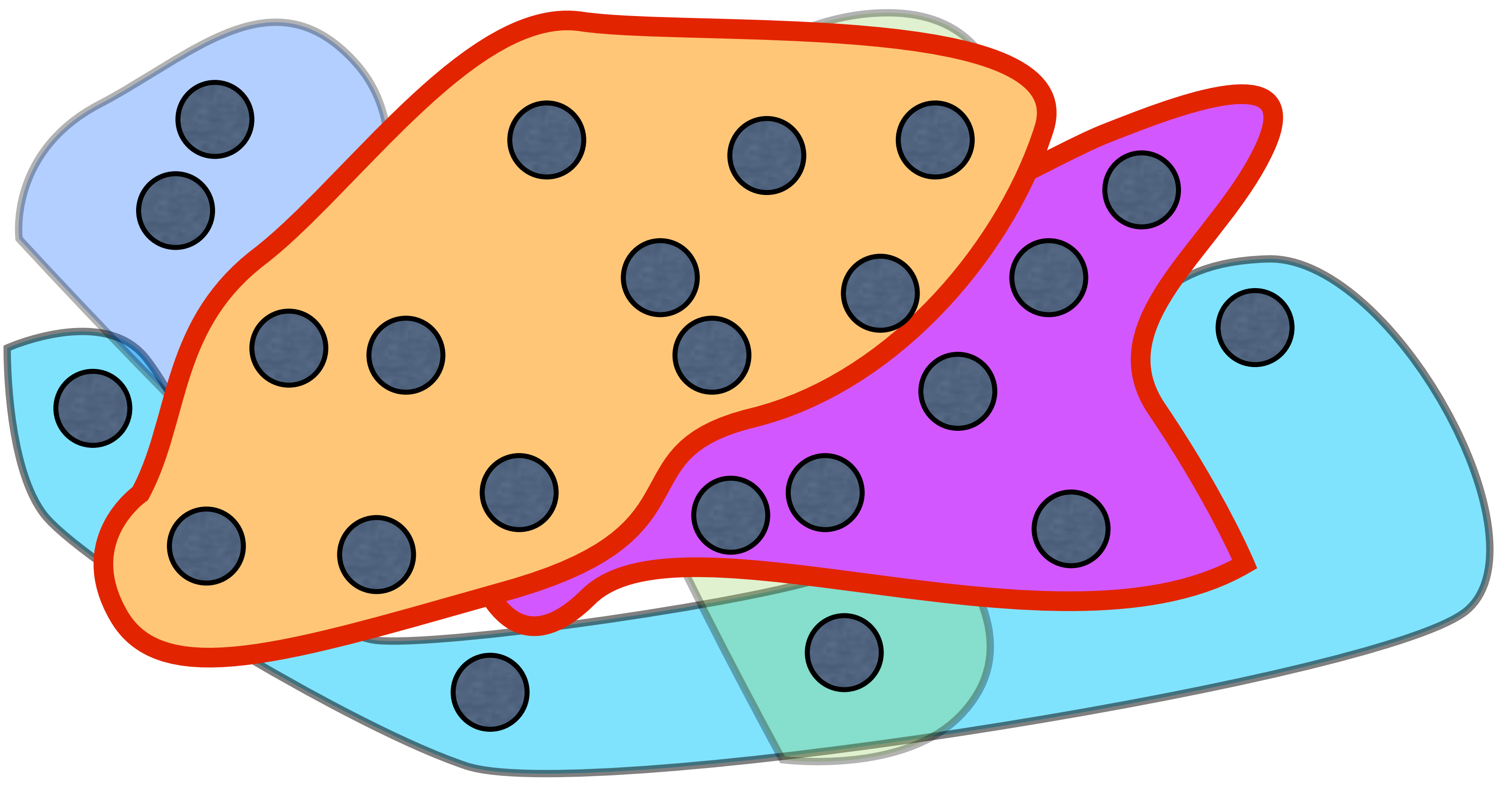

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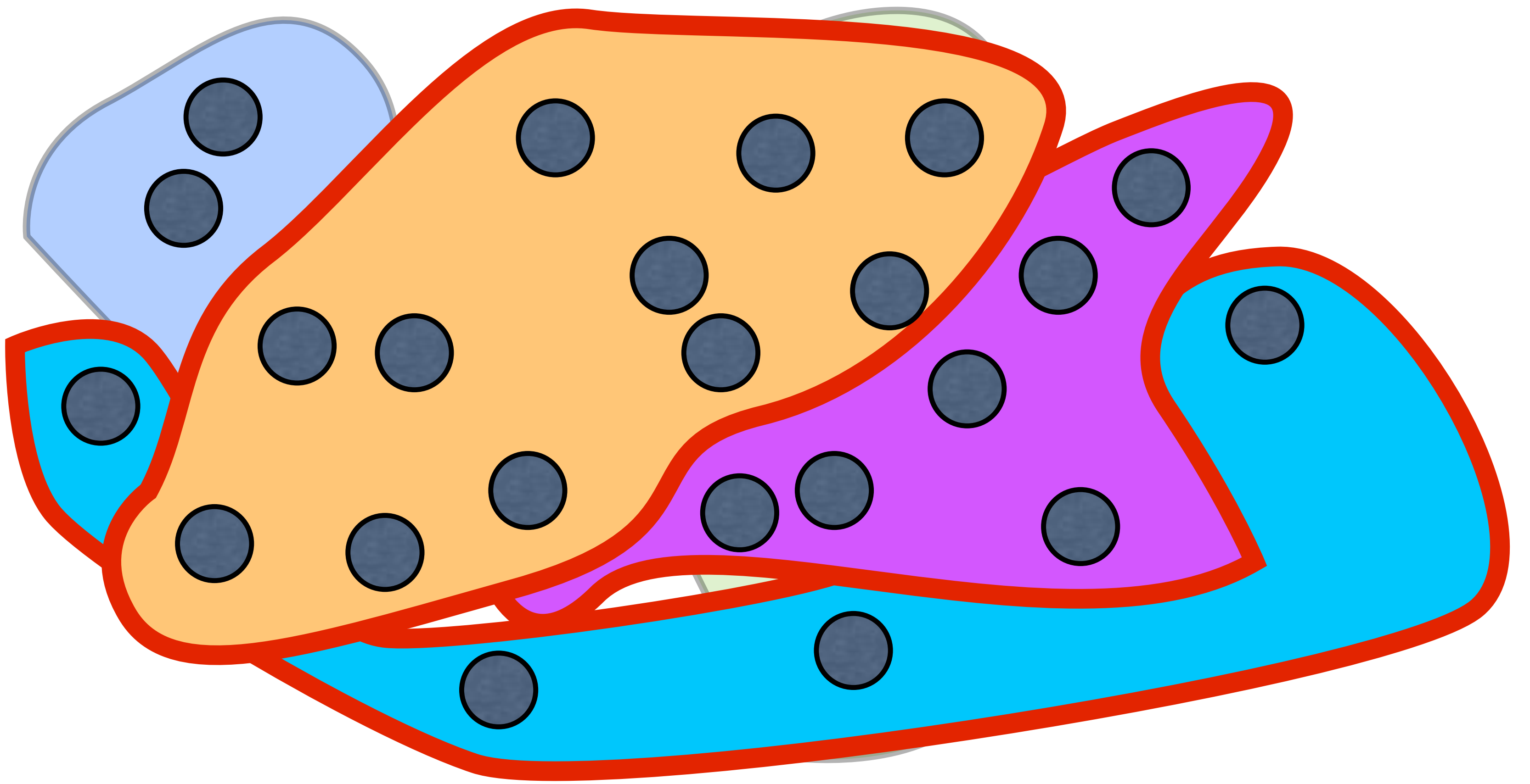
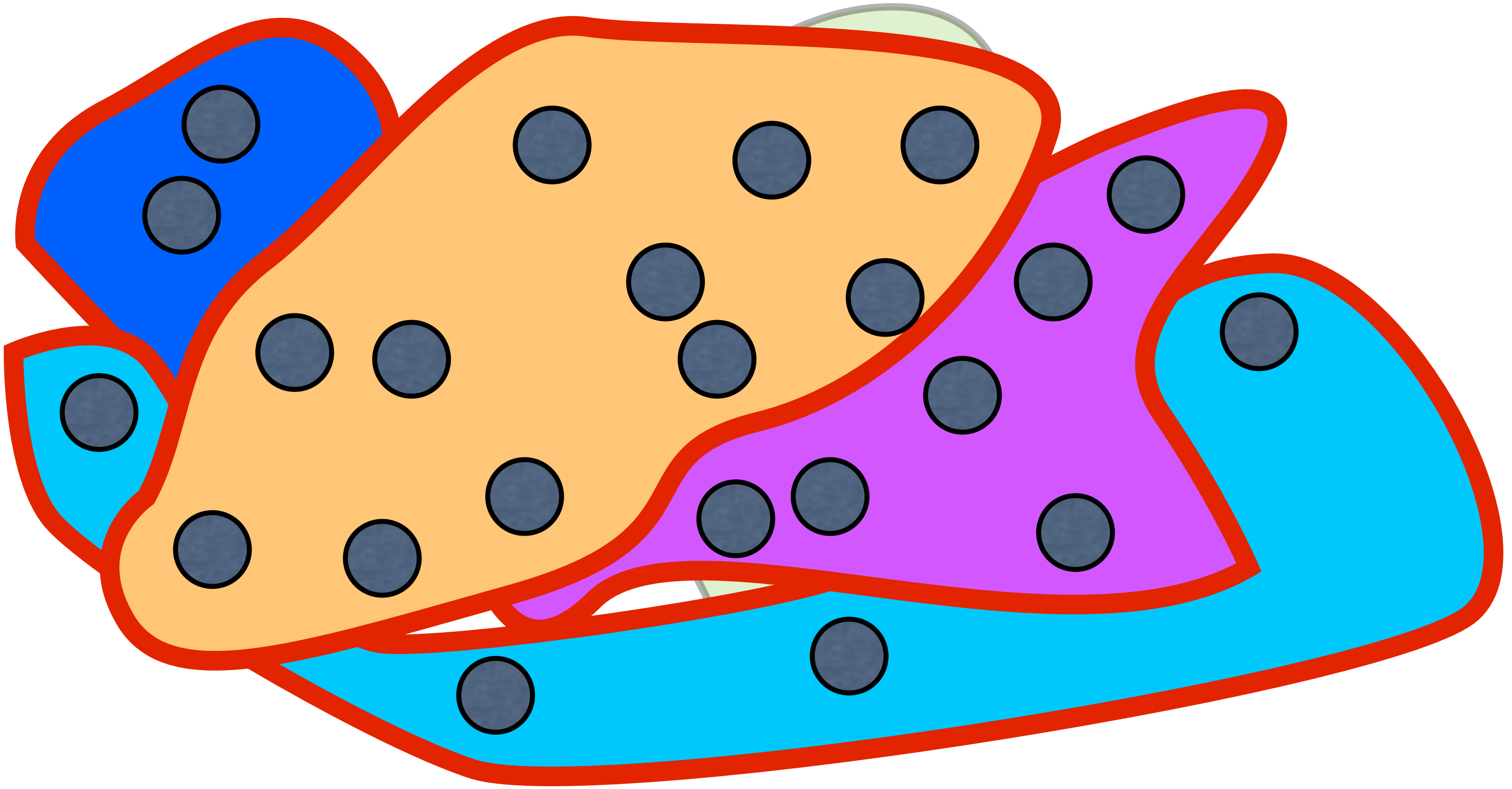


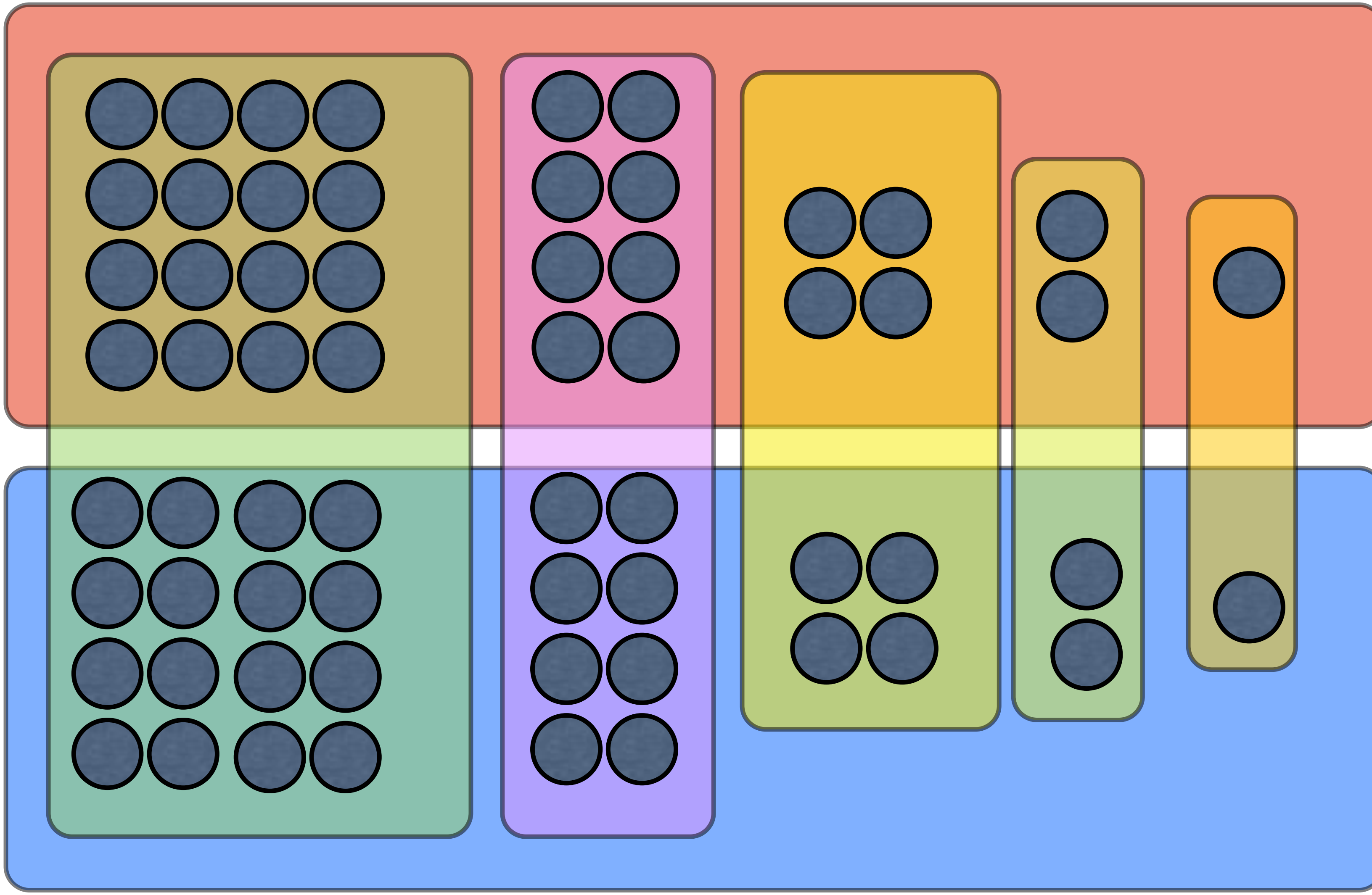
A Greedy Algorithm

Strategy: Pick the set that maximizes # new elements covered

Thm: Greedy has ln n approximation ratio



A Tight Example for Greedy



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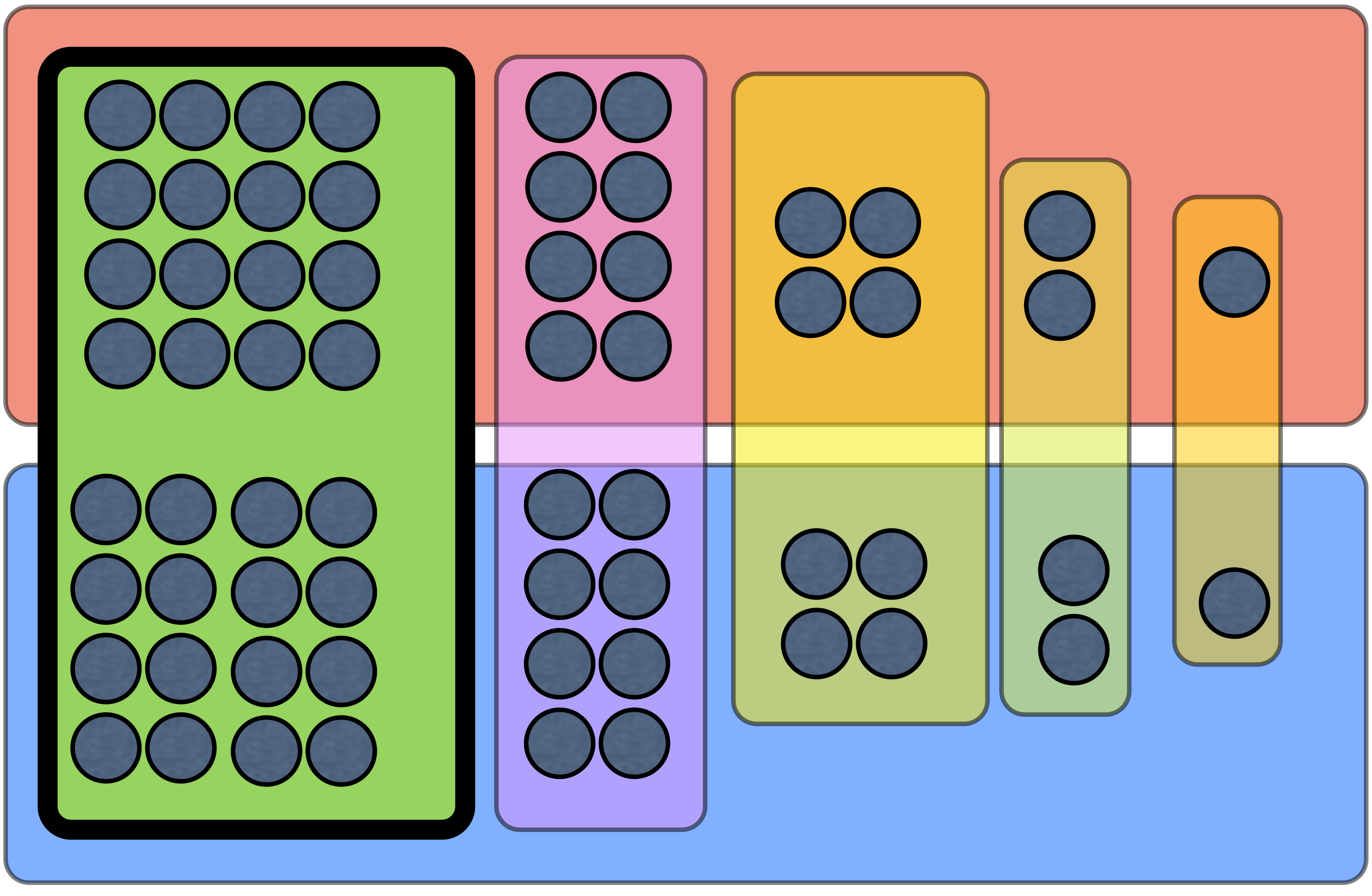

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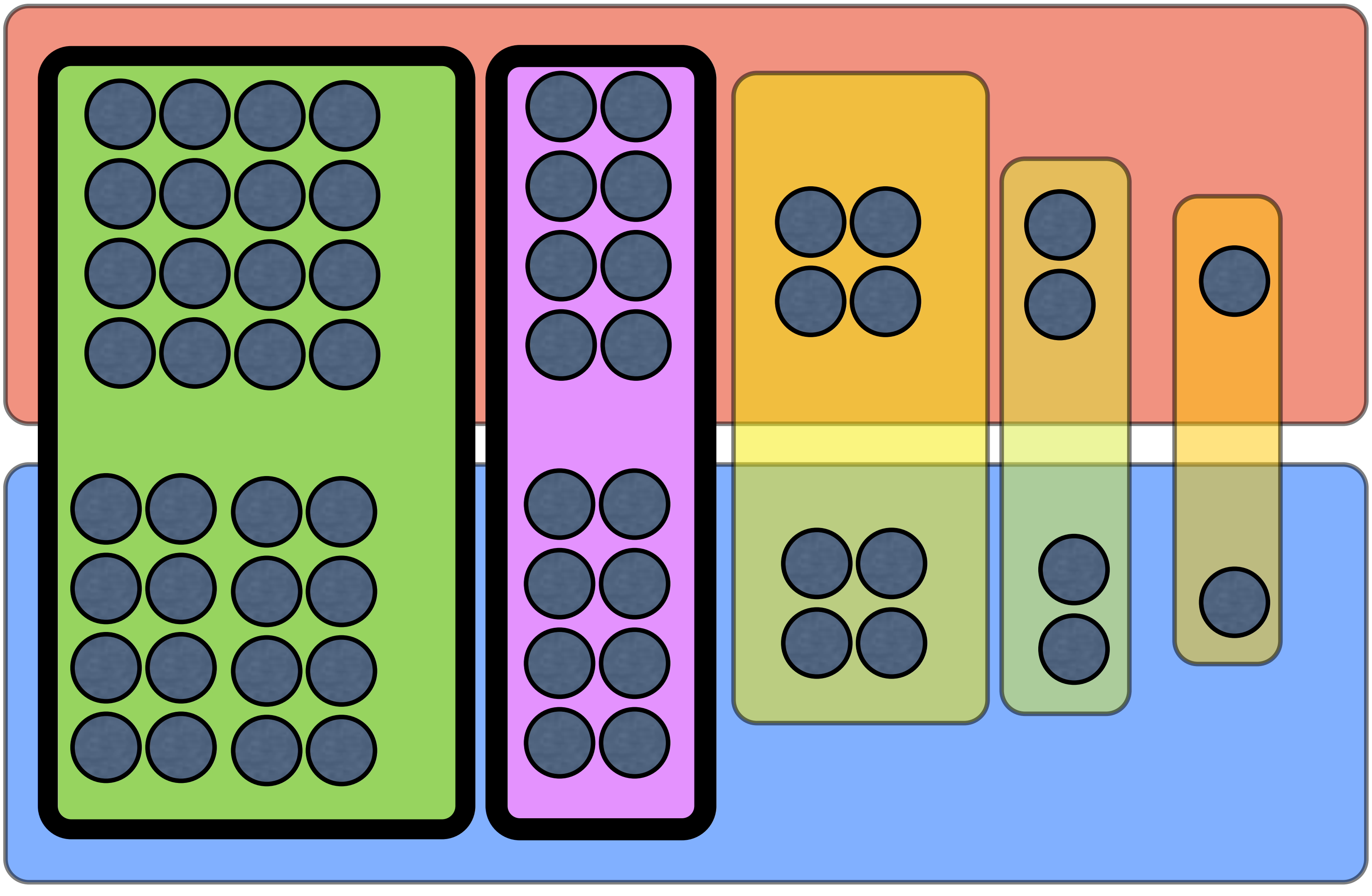

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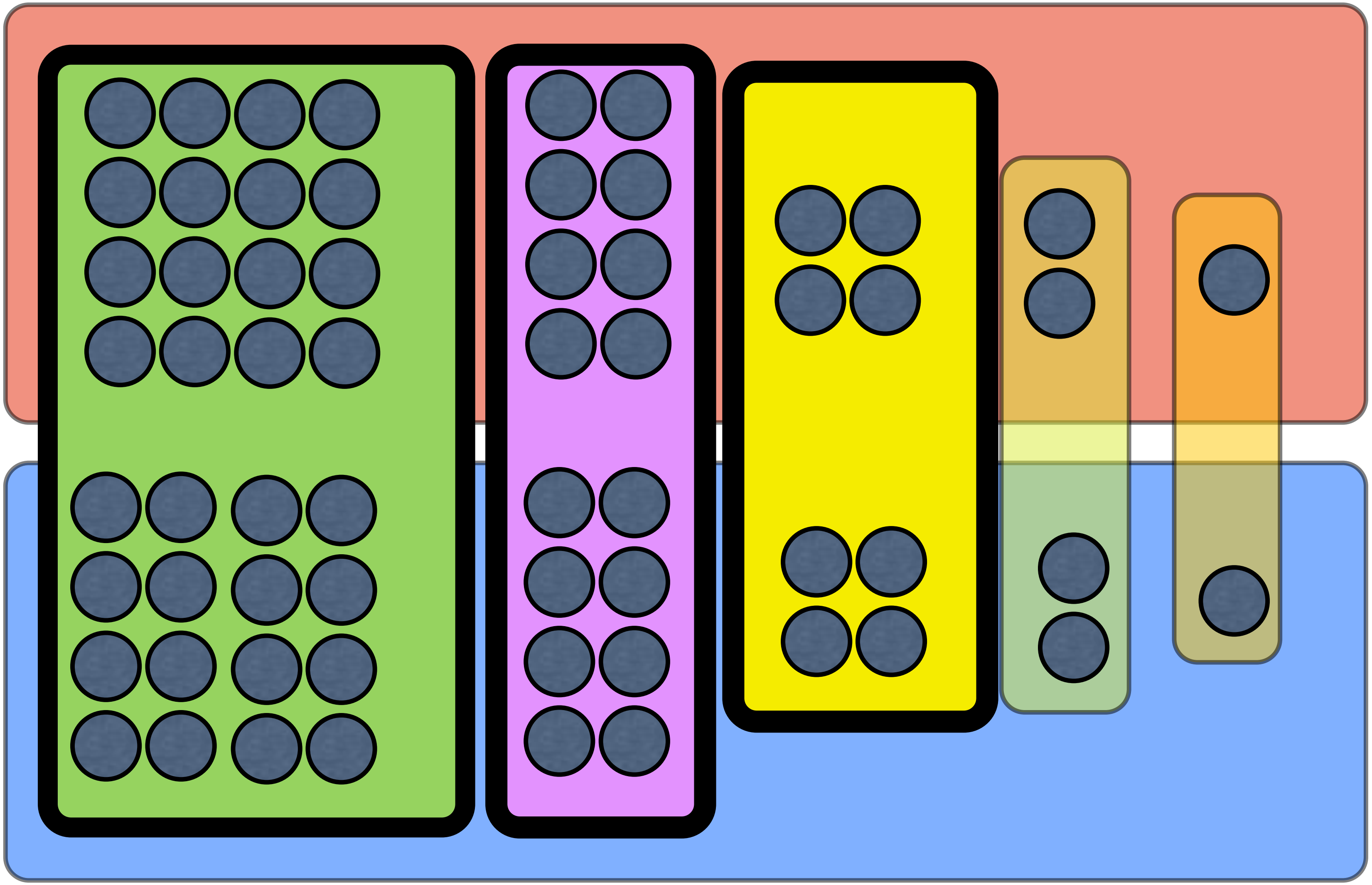

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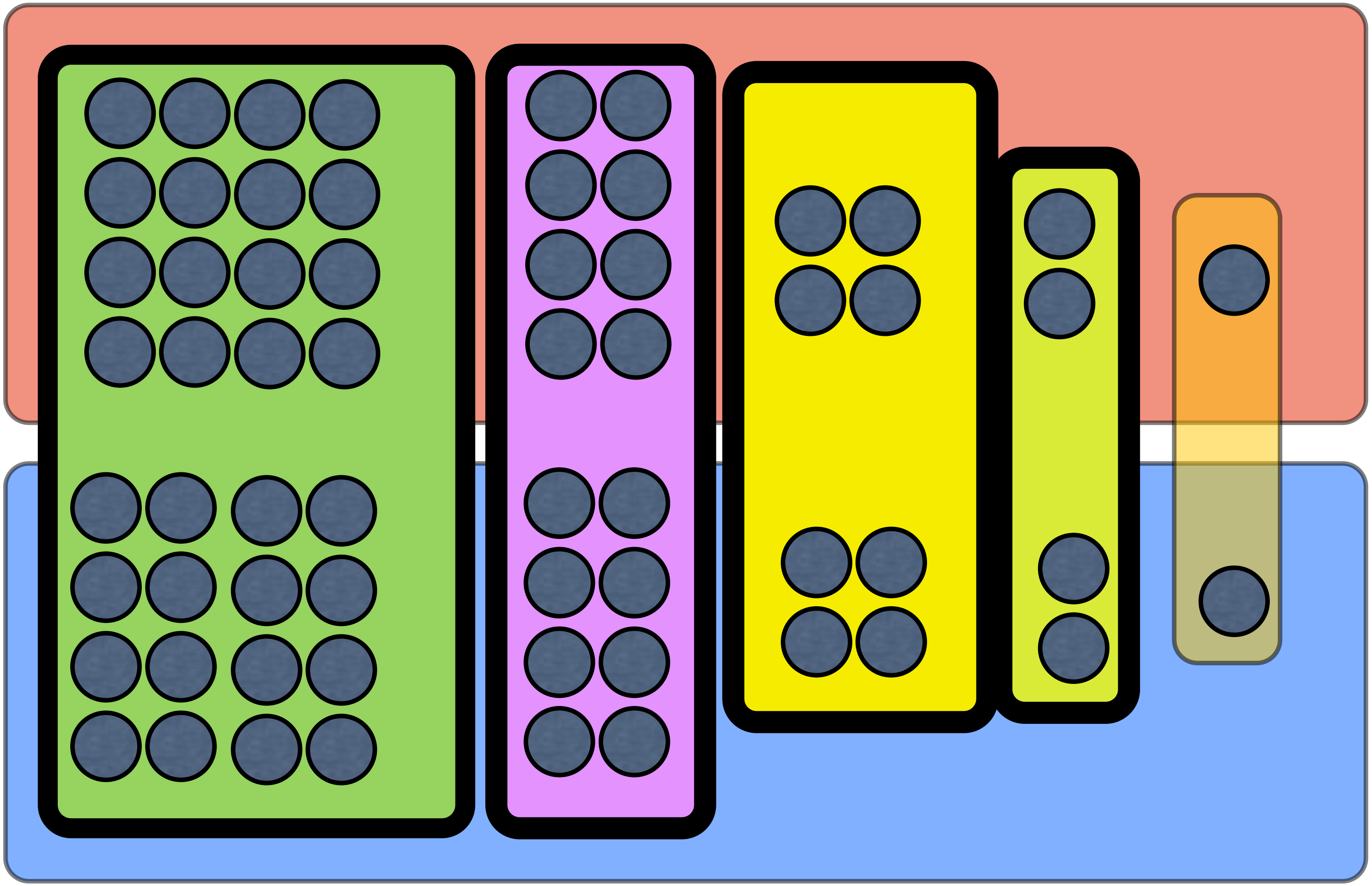

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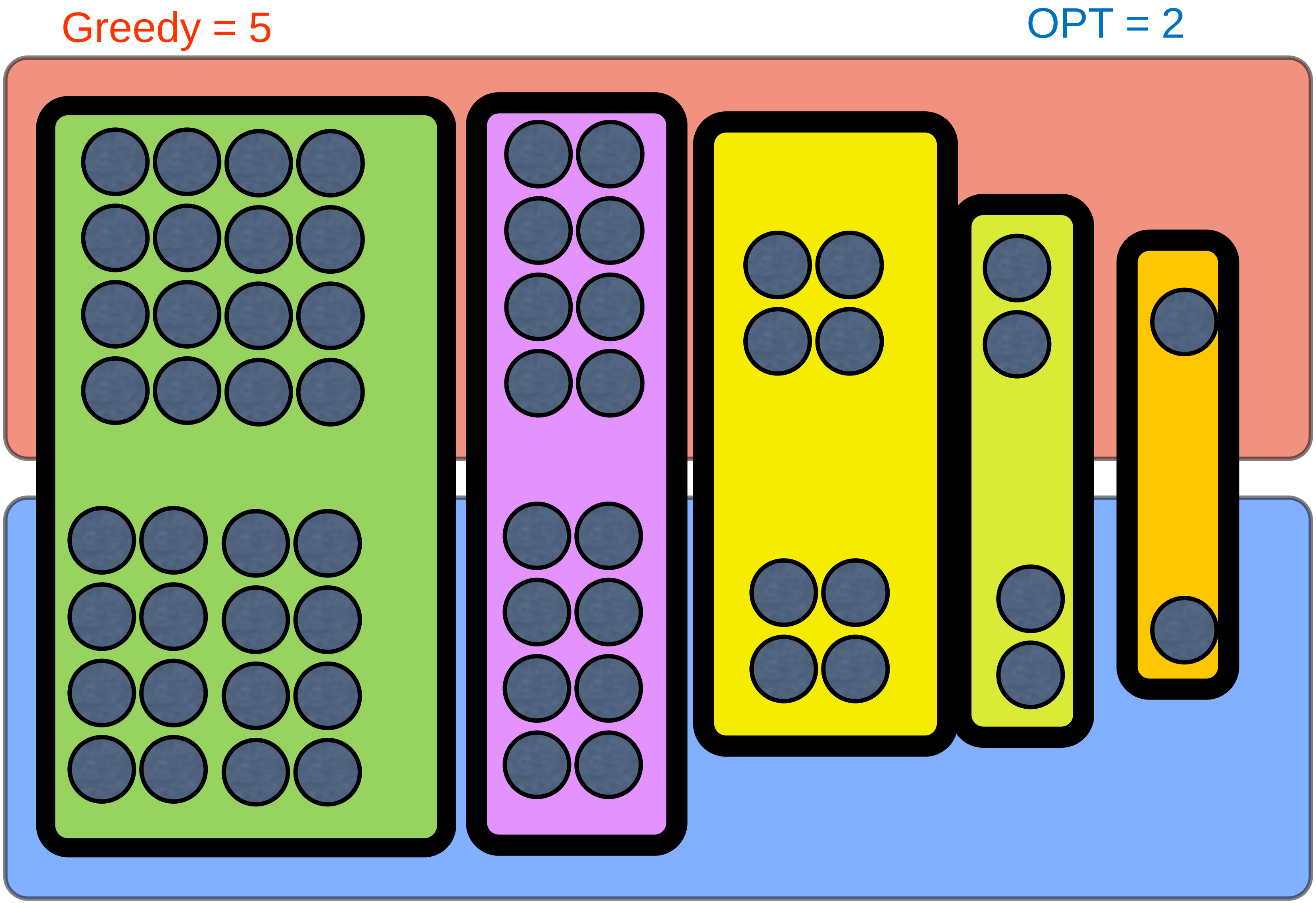

Greedy Gives O(log(n)) approximation

Thm: If the best solution has k sets, greedy finds at most k ln(n) sets.

Pf: Suppose OPT=k

There is set that covers 1/k fraction of remaining elements, since there are k sets that cover all remaining elements.

So in each step, algorithm will cover 1/k fraction of remaining elements.

#elements uncovered after t steps

$$\leq n\left(1-\frac{1}{k}\right)^t \leq ne^{-\frac{t}{k}}$$

So after $t = k \ln n$ steps, # uncovered elements < 1.

Approximation Alg Summary

- To design approximation Alg, always find a way to lower bound OPT

- The best known approximation Alg for vertex cover is the greedy.
  - It has been open for 40 years to obtain a polynomial time algorithm with approximation ratio better than 2

- The best known approximation Alg for set cover is the greedy.
  - It is NP-Complete to obtain better than ln n approximation ratio for set cover.