

Approximation Algorithms

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Knapsack Problem

Given n items of

integer weights: $w_1 \quad w_2 \quad \dots \quad w_n$

values: $p_1 \quad p_2 \quad \dots \quad p_n$

a knapsack of integer capacity W

find most valuable subset of the items
that fit into the knapsack

Knapsack Problem by DP



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$$W(1,j) = w_1 \text{ if } j \leq p_1 \text{ else MAX}$$

$$W(i,j) = \text{Min}(W(i-1,j), w_i + W(i-1,j - p_i))$$

$K = P\varepsilon/n$ Note that $Kn = P\varepsilon$

$p'_i = \text{floor of } p_i/K$

$p'_i > p_i/K - 1$ and $Kp'_i \leq p_i$

$KP'(O) > P(O) - Kn$

Approximation Algorithms



- S be the optimum solution to the rounded down version of the problem.
- O be the optimum solution to the original problem.

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$$\begin{aligned} P(S) &\geq KP'(S) \geq KP'(O) \geq P(O) - Kn \geq OPT - P\varepsilon \\ &\geq OPT - \varepsilon OPT \end{aligned}$$

$$P(S) \geq (1 - \varepsilon) OPT$$

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$$n/\epsilon = P/K = P'$$

$$O(n^2 P') \text{ which is } O(n^3 / \epsilon)$$

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$O(n^2 P')$ which is $O(n^3 / \epsilon)$

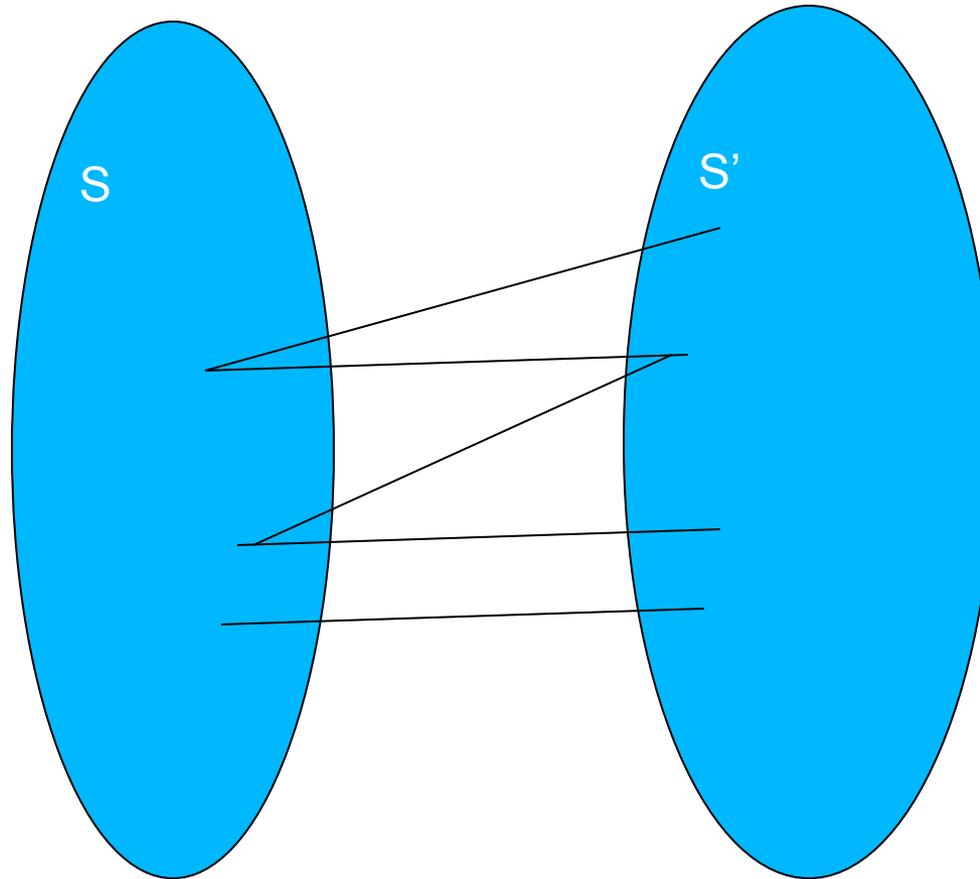
FPTAS - Fully Polynomial Time
Approximation Scheme

Given an weighted graph $G=(V,E)$, a non empty proper subset of vertices S , is called cut.

We say that (S,S') is a cut , where $S'=V\setminus S$. An edge is a cut edge , if exactly one end point is in S .

$C(S)$ = The weight of the cut edges.

Cut edges



Start with any S

Try to move a node across the cut, if it increases the weight of the cut, move it.

Stop, when you do not find any such node.

u is in S , move it to S' , the weight should not increase

$$\sum_{v \in S'} w(u, v) \geq \sum_{v \in S} w(u, v)$$

$$2 \sum_{v \in S'} w(u, v) \geq \sum_{v \in S} w(u, v) + \sum_{v \in S'} w(u, v)$$

$$2 \sum_{v \in S'} w(u, v) \geq \sum w(u, v)$$

$$2.C(S) = \sum w(u, v) > OPT$$

The best known algorithm achieves a bound of 0.878

This is the best we can do, if the unique game conjecture is true.

It has been proven to be NP-hard to approximate with an approximation ratio better than $16/17$