There are many practically important optimization problems that are NP-hard.

#### What can we do?

- Heuristics.
- Exploit special structure of instances occurring in practise.
- Consider algorithms that do not compute the optimal solution but provide solutions that are close to optimum.

#### **Definition 2**

An  $\alpha$ -approximation for an optimization problem is a polynomial-time algorithm that for all instances of the problem produces a solution whose value is within a factor of  $\alpha$  of the value of an optimal solution.

## Why approximation algorithms?

- We need algorithms for hard problems.
- It gives a rigorous mathematical base for studying heuristics.
- It provides a metric to compare the difficulty of various optimization problems.
- Proving theorems may give a deeper theoretical understanding which in turn leads to new algorithmic approaches.

### Why not?

Sometimes the results are very pessimistic due to the fact that an algorithm has to provide a close-to-optimum solution on every instance.

### **Definition 3**

An optimization problem P = (1, sol, m, goal) is in **NPO** if

- $x \in I$  can be decided in polynomial time
- ▶  $y \in sol(1)$  can be verified in polynomial time
- ightharpoonup m can be computed in polynomial time
- ▶ goal ∈ {min, max}

In other words: the decision problem is there a solution y with m(x, y) at most/at least z is in NP.

- x is problem instance
- y is candidate solution
- $\blacktriangleright$   $m^*(x)$  cost/profit of an optimal solution

## **Definition 4 (Performance Ratio)**

$$R(x,y) := \max \left\{ \frac{m(x,y)}{m^*(x)}, \frac{m^*(x)}{m(x,y)} \right\}$$

## **Definition 5** ( $\gamma$ -approximation)

An algorithm A is an  $\gamma$ -approximation algorithm iff

$$\forall x \in \mathcal{I} : R(x, A(x)) \le r$$
,

and A runs in polynomial time.

### **Definition 6 (PTAS)**

A PTAS for a problem P from NPO is an algorithm that takes as input  $x\in\mathcal{I}$  and  $\epsilon>0$  and produces a solution y for x with

$$R(x, y) \le 1 + \epsilon$$
.

The running time is polynomial in |x|.

approximation with arbitrary good factor... fast?

### Problems that have a PTAS

**Scheduling**. Given m jobs with known processing times; schedule the jobs on n machines such that the MAKESPAN is minimized.

### **Definition 7 (FPTAS)**

An FPTAS for a problem P from NPO is an algorithm that takes as input  $x\in\mathcal{I}$  and  $\epsilon>0$  and produces a solution y for x with

$$R(x,y) \le 1 + \epsilon$$
.

The running time is polynomial in |x| and  $1/\epsilon$ .

approximation with arbitrary good factor... fast!

#### Problems that have an FPTAS

**KNAPSACK**. Given a set of items with profits and weights choose a subset of total weight at most W s.t. the profit is maximized.

## **Definition 8 (APX - approximable)**

A problem P from NPO is in APX if there exist a constant  $r \ge 1$  and an r-approximation algorithm for P.

constant factor approximation...

#### Problems that are in APX

**MAXCUT.** Given a graph G = (V, E); partition V into two disjoint pieces A and B s. t. the number of edges between both pieces is maximized.

MAX-3SAT. Given a 3CNF-formula. Find an assignment to the variables that satisfies the maximum number of clauses.

# Problems with polylogarithmic approximation guarantees

- Set Cover
- Minimum Multicut
- Sparsest Cut
- Minimum Bisection

There is an r-approximation with  $r \leq \mathcal{O}(\log^c(|x|))$  for some constant c.

Note that only for some of the above problem a matching lower bound is known.

# There are really difficult problems!

#### **Theorem 9**

For any constant  $\epsilon>0$  there does not exist an  $\Omega(n^{1-\epsilon})$ -approximation algorithm for the maximum clique problem on a given graph G with n nodes unless P=NP.

Note that an n-approximation is trivial.

# There are weird problems!

Asymmetric k-Center admits an  $O(\log^* n)$ -approximation.

There is no  $o(\log^* n)$ -approximation to Asymmetric k-Center unless  $NP \subseteq DTIME(n^{\log\log\log n})$ .

Class APX not important in practise.

Instead of saying problem P is in APX one says problem P admits a 4-approximation.

One only says that a problem is APX-hard.