

# CS7800: Advanced Algorithms

## Lecture 14: Approximation Algorithms I

- Knapsack
- Maximum Coverage

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# Approximation Algorithms

How to deal with computational intractability?

Exact

Given  $F, g \geq 0$  find  $y^* \in \operatorname{argmax}_{y \in F} g(y)$

feasible solutions

objective function

input

Approximate

find  $\hat{y}$  such that  $g(\hat{y}) \geq c \cdot g(y^*)$

approximation ratio  $c < 1$

# Knapsack Problem

Input:  $n$  items with integer values  $v_i \geq 0$   
integer weights  $w_i \geq 0$   
integer capacity  $W \geq 0$

Objective:  $\max_{S \subseteq \{1, \dots, n\}}$   $\sum_{i \in S} v_i$   
s.t.  $\sum_{i \in S} w_i \leq W$

Recap: ① NP-hard to solve exactly

② Can solve with running times

$$O(2^n)$$

$$O(nW)$$

$$O\left(n \cdot \sum_i v_i\right)$$

How?

# Greedy Knapsack

Attempt 1: Most valuable first

greedy gets  $v$

opt get  $W(v-1)$

$$\frac{v}{W(v-1)}$$

bad ex

$$v_1 = V \quad w_1 = W$$

$$v_i = V-1 \quad w_i = 1 \quad (\text{for } i \neq 1)$$

a  $\frac{1}{W}$ -approx

Attempt 2: "Densest" first

$$d_i = \frac{v_i}{w_i} \quad (\text{bang-per-buck})$$

bad ex

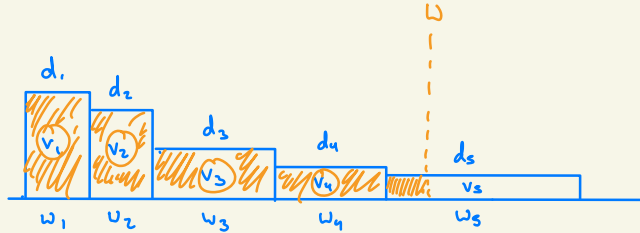
$$v_1 = W \quad w_1 = W \quad d_1 = 1$$

$$v_2 = 1 + \epsilon \quad w_2 = 1 \quad d_2 = 1 + \epsilon$$

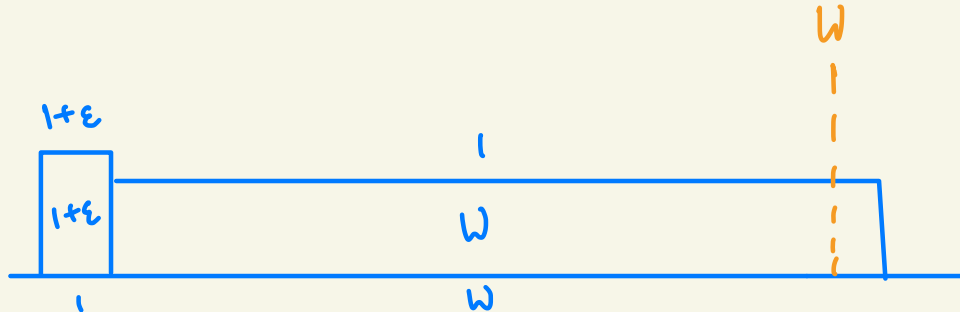
a  $\frac{1}{W}$ -approx

# Fractional Knapsack

Claim: Densest first is optimal for the "fractional" knapsack problem

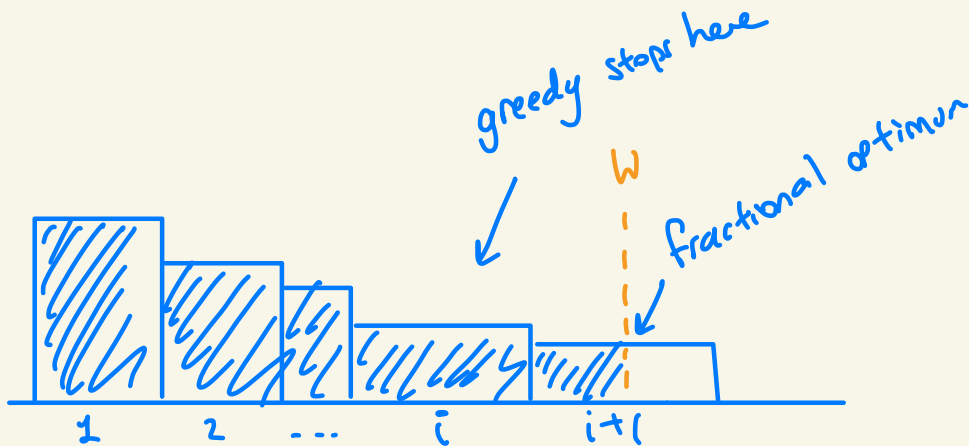


bad example for integral knapsack



# Modified Greedy Knapsack

- ① Sort by density  $\frac{v_1}{w_1} \geq \frac{v_2}{w_2} \geq \dots \geq \frac{v_n}{w_n}$
- ② Take items  $1, \dots, i$  until running out of space
- ③ Take the best of  $\{1, \dots, i\}$  and  $\{i+1\}$



Thm: Mod Greedy is a  $\frac{1}{2}$ -approximation

$$\begin{aligned} \text{OPT} &\leq \text{OPT}_{\text{frac}} \\ &\leq \sum_{j=1}^i v_j + v_{i+1} \\ &\leq \text{greedy} + v_{i+1} \end{aligned}$$

# Faster Dynamic Programming for Knapsack

There is an algorithm running in time  $O(n \cdot \sum_{i=1}^n v_i)$

values are integers

What if we could scale down the values?

①  $\alpha = \frac{n}{\epsilon \cdot v_{\max}}$  ( $v_{\max} = \max_i v_i$ )

② Let  $v'_i = \lfloor \alpha v_i \rfloor \in \{0, 1, \dots, \frac{n}{\epsilon}\}$

③ Run dynamic programming on  $\{(v'_i, w_i)\}$

$\epsilon \in (0, 1)$   
is something  
we choose

Running time is now  $O(\frac{n^3}{\epsilon})$

Thm. Mod DP is a  $(1-\epsilon)$ -approx

# DP Knapsack

Thm: ModDP is a  $(1-\epsilon)$ -approx

Pf:

Key Claim: for any set  $S$   $\alpha v(S) \geq v'(S) \geq \alpha v(S) - n$

$$v(S) = \sum_{i \in S} v_i$$

$$v'(S) = \sum_{i \in S} v'_i$$

Assume  $OPT \geq v_{max}$

$$\textcircled{1} \alpha = \frac{n}{\epsilon \cdot v_{max}} \quad (v_{max} = \max_i v_i)$$

$$\textcircled{2} \text{ Let } v'_i = \lfloor \alpha v_i \rfloor \in \{0, 1, \dots, \frac{n}{\epsilon}\}$$

$$\textcircled{3} \text{ Run dynamic programming on } \{(v'_i, w_i)\}$$

Let  $A'$  be the opt for modified inputs  
Let  $A$  be the opt for original problem

$$v(A') \geq \frac{1}{\alpha} v'(A') \geq \frac{1}{\alpha} v'(A) \geq \frac{1}{\alpha} (\alpha v(A) - n) = v(A) - \epsilon \cdot v_{max}$$

clm

optimality

clm

$$\geq OPT - \epsilon \cdot OPT$$

$$= (1-\epsilon) \cdot OPT$$



# Alternative DP for Knapsack

Original DP

$OPT(i, u)$  = value of the best solution using items  $1, \dots, i$  and knapsack of size  $u$

$$OPT(n, W) = \max \{ OPT(n-1, W), v_n + OPT(n-1, W - v_n) \}$$

Running Time:  $O(n \cdot W)$

$$i \in \{0, 1, \dots, n\}$$



$$t \in \{0, 1, \dots, \sum_j v_j\}$$

$OPT(i, t)$  = min wt required to get value  $t$  using items  $1, \dots, i$

$$OPT(i, t) = \min \{ OPT(i-1, t), w_i + OPT(i-1, t - v_i) \}$$

Running Time:  $O(n \cdot \sum_{i=1}^n v_i)$

# Maximum Coverage (variant of Set Cover)

Inputs: Sets  $S_1, \dots, S_m \subseteq \{1, \dots, n\}$

A budget  $k$

Objective: Output sets  $\{A_1, \dots, A_k\} \subseteq \{S_1, \dots, S_m\}$

maximizing  $|\bigcup_{i=1}^k A_i|$

Recap: Problem is NP-hard to solve exactly

# Greedy Maximum Coverage