- 教材讨论
  - -JH第4章第1节、第2节第1、2小节

## 问题1: 近似算法的基本概念

• 什么样的算法可以称作近似算法?

We start with the fundamental definition of approximation algorithms. Informally and roughly, an approximation algorithm for an optimization problem is an algorithm that provides a feasible solution whose quality does not differ too much from the quality of an optimal solution.

• 你理解does not differ too much了吗?

## 问题1:近似算法的基本概念(续)

- 你理解这些概念了吗?
  - relative error

$$\varepsilon_{\mathbf{A}}(\mathbf{x}) = \frac{|cost(A(\mathbf{x})) - Opt_{U}(\mathbf{x})|}{Opt_{U}(\mathbf{x})}.$$

$$\varepsilon_{\mathbf{A}}(\mathbf{n}) = \max \left\{ \varepsilon_{A}(\mathbf{x}) \, | \, \mathbf{x} \in L_{I} \cap (\Sigma_{I})^{n} \right\}.$$

approximation ratio

$$egin{aligned} m{R_A(x)} &= \max \left\{ rac{cost(A(x))}{Opt_U(x)}, rac{Opt_U(x)}{cost(A(x))} 
ight\}. \ m{R_A(n)} &= \max \left\{ R_A(x) \, | \, x \in L_I \cap (\Sigma_I)^n 
ight\}. \end{aligned}$$

-  $\delta$ -approximation algorithm

$$R_A(x) \le \delta$$
 for every  $x \in L_I$ .

f(n)-approximation algorithm

$$R_A(n) \leq f(n)$$
 for every  $n \in \mathbb{N}$ .

## 问题1: 近似算法的基本概念(续)

#### • 这个算法的基本过程是什么?

```
Algorithm 4.2.1.3 (GMS (GREEDY MAKESPAN SCHEDULE)).
   Input: I = (p_1, \dots, p_n, m), n, m, p_1, \dots, p_n positive integers and m \ge 2.
   Step 1: Sort p_1, \ldots, p_n.
             To simplify the notation we assume p_1 \geq p_2 \geq \cdots \geq p_n in the rest
             of the algorithm.
   Step 2: for i = 1 to m do
                begin T_i := \{i\};
                    Time(T_i) := p_i
                end
             In the initialization step the m largest jobs are distributed to the
             m machines. At the end, T_i should contain the indices of all jobs
             assigned to the ith machine for i = 1, ..., m.
   Step 3: for i = m + 1 to n do
                begin compute an l such that
                    Time(T_l) := \min\{Time(T_i)|1 \leq j \leq m\};
                    T_l := T_l \cup \{i\};
                    Time(T_l) := Time(T_l) + p_i
                end
   Output: (T_1, T_2, \ldots, T_m).
```

	6			
4		1_		
3		3		
3	2			

## 问题1: 近似算法的基本概念(续)

### • 你能逐步推导出它的approximation ratio吗?

$$Opt_{MS}(I) \ge p_1 \ge p_2 \ge \cdots \ge p_n.$$
 (4.1)  
 $Opt_{MS}(I) \ge \frac{\sum_{i=1}^{n} p_i}{m}$ 

$$p_k \le \frac{\sum_{i=1}^k p_i}{k} \tag{4.3}$$

- Let n ≤ m.
   Since Opt<sub>MS</sub>(I) ≥ p<sub>1</sub> (4.1) and cost({1}, {2},...,{n}, ∅,..., ∅) = p<sub>1</sub>, GMS has found an optimal solution and so the approximation ratio is 1.
- (2) Let n > m. Let  $T_l$  be such that  $cost(T_l) = \sum_{r \in T_l} p_r = cost(GMS(I))$ , and let k be the largest index in  $T_l$ . If  $k \le m$ , then  $|T_l| = 1$  and so  $Opt_{MS}(I) = p_1 = p_k$  and GMS(I) is an optimal solution.

Now, assume m < k. Following Figure 4.2 we see that

$$Opt_{MS}(I) \ge cost(GMS(I)) - p_k$$
 (4.4)

because of  $\sum_{i=1}^{k-1} p_i \ge m \cdot [cost(GMS(I)) - p_k]$  and (4.2).

$$cost(GMS(I)) - Opt_{MS}(I) \le p_k \le \sum_{(4.4)} p_i \le \sum_{k=1}^k p_i / k.$$
 (4.5)

$$\frac{cost(\mathrm{GMS}(I)) - Opt_{\mathrm{MS}}(I)}{Opt_{\mathrm{MS}}(I)} \leq \frac{\left(\sum_{i=1}^{k} p_i\right)/k}{\left(\sum_{i=1}^{n} p_i\right)/m} \leq \frac{m}{k} < 1.$$

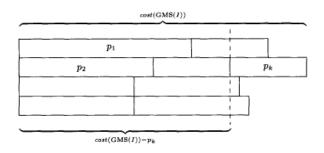


Fig. 4.2.

### 问题1: 近似算法的基本概念(续)

• 你理解PTAS和FPTAS了吗?它们的区别是什么?

**Definition 4.2.1.6.** Let  $U = (\Sigma_I, \Sigma_O, L, L_I, \mathcal{M}, cost, goal)$  be an optimization problem. An algorithm A is called a **polynomial-time approximation** scheme (**PTAS**) for U, if, for every input pair  $(x, \varepsilon) \in L_I \times \mathbb{R}^+$ , A computes a feasible solution A(x) with a relative error at most  $\varepsilon$ , and  $Time_A(x, \varepsilon^{-1})$  can be bounded by a function<sup>3</sup> that is polynomial in |x|. If  $Time_A(x, \varepsilon^{-1})$  can be bounded by a function that is polynomial in both |x| and  $\varepsilon^{-1}$ , then we say that A is a fully polynomial-time approximation scheme (**FPTAS**) for U.

#### • 你理解这两句话了吗?

- The advantage of PTASs is that the user has the choice of  $\epsilon$  in this tradeoff of the quality of the output and the amount of computer work.
- Probably a FPTAS is the best that one can have for a NP-hard optimization problem.

# 问题2: stability

- 你觉得讨论stability的意义是什么?
- 你理解这些概念了吗?

**Definition 4.2.3.1.** Let  $U = (\Sigma_I, \Sigma_O, L, L_I, \mathcal{M}, cost, goal)$  and  $\overline{U} = (\Sigma_I, \Sigma_O, L, L, \mathcal{M}, cost, goal)$  be two optimization problems with  $L_I \subset L$ . A distance function for  $\overline{U}$  according to  $L_I$  is any function  $h_L : L \to \mathbb{R}^{\geq 0}$  satisfying the properties

- (i)  $h_L(x) = 0$  for every  $x \in L_I$ , and
- (ii) h is polynomial-time computable.

Let h be a distance function for  $\overline{U}$  according to  $L_I$ . We define, for any  $r \in \mathbb{R}^+$ ,

$$Ball_{r,h}(L_I) = \{w \in L \mid h(w) \le r\}.^6$$

Let A be a consistent algorithm for  $\overline{U}$ , and let A be an  $\varepsilon$ -approximation algorithm for U for some  $\varepsilon \in \mathbb{R}^{>1}$ . Let p be a positive real. We say that A is **p-stable according to** h if, for every real  $0 < r \le p$ , there exists a  $\delta_{r,\varepsilon} \in \mathbb{R}^{>1}$  such that A is a  $\delta_{r,\varepsilon}$ -approximation algorithm for  $U_r = (\Sigma_I, \Sigma_O, L, Ball_{r,h}(L_I), \mathcal{M}, cost, goal)$ .

A is stable according to h if A is p-stable according to h for every  $p \in \mathbb{R}^+$ . We say that A is unstable according to h if A is not p-stable for any  $p \in \mathbb{R}^+$ .

For every positive integer r, and every function  $f_r : \mathbb{N} \to \mathbb{R}^{>1}$  we say that A is  $(r, f_r(n))$ -quasistable according to h if A is an  $f_r(n)$ -approximation algorithm for  $U_r = (\Sigma_I, \Sigma_O, L, Ball_{r,h}(L_I), \mathcal{M}, cost, goal)$ .

# 问题2: stability (续)

• 你理解TSP中的这些distance了吗?

$$\begin{aligned} \operatorname{dist}(G,c) &= \max \left\{ 0, \max \left\{ \frac{c(\{u,v\})}{c(\{u,p\}) + c(\{p,v\})} - 1 \,\middle|\, u,v,p \in V(G), \\ u &\neq v, u \neq p, v \neq p \right\} \right\}, \\ \operatorname{dist}_k(G,c) &= \max \left\{ 0, \max \left\{ \frac{c(\{u,v\})}{\sum_{i=1}^m c(\{p_i,p_{i+1}\})} - 1 \,\middle|\, u,v \in V(G) \text{ and } \right. \\ u &= p_1, p_2, \ldots, p_m = v \text{ is a simple path between } u \text{ and } v \\ \operatorname{of length at most } k \text{ (i.e., } m+1 \leq k) \right\} \right\} \\ \operatorname{distance}(G,c) &= \max \{ \operatorname{dist}_k(G,c) \, | \, 2 \leq k \leq |V(G)| - 1 \}. \end{aligned}$$

- 例如,Ball<sub>r,dist</sub>(L<sub>△</sub>)中都是些什么?
  - $c(\{u,v\}) \le (1+r)(c(\{u,p\}) + c(\{p,v\}))$
- · 你能基于其它难问题,举出一些distance的例子吗?

# 问题2: stability (续)

#### 你理解PTAS的stability了吗?

Note that applying the concept of stability to PTASs one can get two different outcomes. Let us consider a PTAS A as a collection of polynomial-time  $(1 + \varepsilon)$ -approximation algorithms  $A_{\varepsilon}$  for every  $\varepsilon \in \mathbb{R}^+$ . If  $A_{\varepsilon}$  is stable according to a distance measure h for every  $\varepsilon > 0$ , then we can obtain either

- (i) a PTAS for U<sub>r</sub> = (Σ<sub>I</sub>, Σ<sub>O</sub>, L, Ball<sub>r,h</sub>(L<sub>I</sub>), M, cost, goal) for every r ∈ ℝ<sup>+</sup> (this happens, for instance, if δ<sub>r,ε</sub> = 1 + ε · f(r), where f is an arbitrary function), or
- (ii) a δ<sub>r,ε</sub>-approximation algorithm for U<sub>r</sub> for every r ∈ ℝ<sup>+</sup>, but no PTAS for U<sub>r</sub> for any r ∈ ℝ<sup>+</sup> (this happens, for instance, if δ<sub>r,ε</sub> = 1 + r + ε).