

## Primal-Dual Algorithm

**Note:** The two previous algorithms require solving a linear program. Special purpose algorithms are often much faster!

**Idea:** Construct a feasible dual solution that is “good enough”.

**Primal-dual algorithm** for the Set Cover Problem:

- 1 set  $y := 0$  and  $I := \emptyset$ ;
- 2 while  $\exists e_k \notin \bigcup_{j \in I} S_j$
- 3     increase  $y_k$  until  $\exists j$  with  $e_k \in S_j$  such that  $\sum_{i: e_i \in S_j} y_i = w_j$ ;
- 4     set  $I := I \cup \{j\}$ ;

### Theorem 1.7.

The primal-dual algorithm is an  $f$ -approximation algorithm for the Set Cover Problem.

**Proof:** As before. □

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## Greedy Algorithm

**Idea:** Iteratively select a set minimizing the ratio of its weight to the number of currently uncovered elements it contains.

**Greedy algorithm for the Set Cover Problem**

- 1 set  $I := \emptyset$  and  $\hat{S}_j := S_j$  for all  $j$ ;
- 2 while  $I$  is not a cover
- 3      $\ell := \operatorname{argmin} \left\{ \frac{w_j}{|\hat{S}_j|} \mid \hat{S}_j \neq \emptyset \right\}$ ;
- 4     set  $I := I \cup \{\ell\}$ ;
- 5     set  $\hat{S}_j := \hat{S}_j \setminus S_\ell$  for all  $j$ ;

### Theorem 1.8.

The greedy algorithm returns a cover  $I$  with  $w(I) \leq H_g \cdot z_{LP}^*$ , where  $g := \max_j |S_j|$  and  $H_g := \sum_{k=1}^g \frac{1}{k} \approx \ln g$ .

**Proof:** Use technique called **dual fitting**. . . □

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## Nonapproximability Results for Set Cover

Theorem 1.9 (Lund & Yannakakis 1994, ).

If there is a  $c \ln n$ -approximation algorithm for the Unweighted Set Cover Problem for some constant  $c < 1$ , then there is an  $O(n^{O(\log \log n)})$ -time deterministic algorithm for each  $NP$ -complete problem.

Theorem 1.10 (Feige 1998).

There is some constant  $c > 0$  such that if there is a  $c \ln n$ -approximation algorithm for the Unweighted Set Cover Problem, then  $P = NP$ .

Theorem 1.11 (Dinur & Safra 2002).

If there is an  $\alpha$ -approximation algorithm for the Vertex Cover Problem with  $\alpha < 10\sqrt{5} - 21 \approx 1.36$ , then  $P = NP$ .

Theorem 1.12 (Khot & Regev 2008).

Assuming the Unique Games Conjecture holds, if there is an  $\alpha$ -approximation algorithm for the Vertex Cover Problem with  $\alpha < 2$ , then  $P = NP$ .

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## Chapter 2: Greedy Algorithms and Local Search

(cp. Williamson & Shmoys, Chapter 2)

## Scheduling Jobs with Deadlines on a Single Machine

**Given:**  $n$  jobs  $j = 1, \dots, n$  with processing time  $p_j \geq 0$ , release date  $r_j \geq 0$  and due dates  $d_j$ ,  $j = 1, \dots, n$ .

**Task:** Schedule each job nonpreemptively for  $p_j$  units of time, starting no earlier than time  $r_j$ , such that no two jobs overlap.

**Objective:** Minimize the maximum lateness  $L_{\max} := \max_{j=1, \dots, n} L_j$  with  $L_j := C_j - d_j$  where  $C_j$  denotes the completion time of job  $j$ ,  $j = 1, \dots, n$ .

### Theorem 2.1.

Deciding whether  $L_{\max}^* \leq 0$  is strongly *NP*-complete.

**Proof:** Polynomial transformation of the 3-Partition Problem. □

### Corollary 2.2.

There is no  $\alpha$ -approximation algorithm for the scheduling problem for any  $\alpha$ , unless  $P = NP$ .

**Proof:**...

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