## Learning Goals

- Definition of Fully Polynomial-Time Approximation Schemes (FPTAS)
- Design pseudo-polynomial time dynamic programming algorithms for NP-hard problems
- Apply rounding to DP and analyze it to obtain approximation algorithms


## The Knapsack Problem

- Input: $n$ items with weights $w_{1}, \ldots, w_{n}$ and values $v_{1}, \ldots, v_{n}$, and a knapsack capacity $W$. All weights and values are positive integers; $w_{i} \leq W$ for all $i$.


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- Optimization version: output a subset $S$ of items whose total weight does not exceed $W$ and whose total value is maximum
- Formally, $\max _{i \in S} \sum_{i \in S} v_{i}$ such that $\sum_{i \in S} w_{i} \leq W$.


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- Formally, $\max _{i \in S} \sum_{i \in S} v_{i}$ such that $\sum_{i \in S} w_{i} \leq W$.
- We already showed the decision version to be NP-complete.


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- This does not guarantee any finite approximation ratio.
- Exercise: Modify the greedy algorithm and get a 2-approximation with a greedy approach (Question 3 in PS6 is a special case)


## Attempt at Approximation: Dynamic Programming (DP)

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- Approximation idea: Can we round the weights, by replacing the actual weights by multiple of an appropriate integer $b$ ?
- Example: If the weights are $5,24,77,131,142$, with $W=156$, round weights to $0,25,75,125,150$, and $W=150$ ?


## Problem with rounding weights

- Approximation idea: Can we round the weights, by replacing the actual weights by multiple of an appropriate integer $b$ ?
- Problem: weights are hard constraints; by rounding them, easily lead us to infeasible solutions (if we round weights down) or bad approximations (if we round weights up).


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- Problem: weights are hard constraints; by rounding them, easily lead us to infeasible solutions (if we round weights down) or bad approximations (if we round weights up).
- Alternative: Such problems won't arise if we round values instead. We need a new DP that has a pseudopolynomial dependence on values instead of weights.


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Running time: for each item $i$, we go through the array of length $O\left(i v^{*}\right)$, so total running time $O\left(v^{*} n^{2}\right)$.

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- How good an approximation is $S$, the set of items chosen by the algorithm?
- Let $S^{*}$ be any other feasible set of items (think it as the optimal solution), then

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\sum_{i \in S^{*}} v_{i} \leq \sum_{i \in S^{*}} \tilde{v}_{i}=b \sum_{i \in S^{*}} \hat{v}_{i} \leq b \sum_{i \in S} \hat{v}_{i}=\sum_{i \in S} \tilde{v}_{i} \leq n b+\sum_{i \in S} v_{i}
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- It suffices to have $n b \leq \epsilon\left(v^{*}-n b\right)$. Using $\epsilon<1$, we are good as long as $n b \leq \epsilon v^{*}-n b \Leftrightarrow b \leq \epsilon v^{*} /(2 n)$.


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- Running time: $O\left(n^{2} v^{*} / b\right)=O\left(n^{3} \epsilon^{-1}\right)$.


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For any $\epsilon>0$, the Knapsack problem can be approximated to a factor of $1+\epsilon$ by an algorithm that runs in time $O\left(n^{3} \epsilon^{-1}\right)$.

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A family of approximation algorithms is a polynomial-time approximation scheme (PTAS) for an optimization problem if for any $\epsilon>0$, there is an algorithm in the family that is a $(1+\epsilon)$-approximation algorithm for the problem, with polynomial running time when $\epsilon$ is treated as a constant. If the running time depends polynomially on $\epsilon^{-1}$, the family is said to be a fully polynomial-time approximation scheme (FPTAS).

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We have obtained an FPTAS for the Knapsack problem.

