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

Input: n items with weights w₁,..., w_n and values v₁,..., v_n, and a knapsack capacity W. All weights and values are positive integers; w_i ≤ 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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- We already showed the decision version to be NP-complete.

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- Exercise: Modify the greedy algorithm and get a 2-approximation with a greedy approach (Question 3 in PS6 is a special case)

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- Example: If the weights are 5, 24, 77, 131, 142, with *W* = 156, round weights to 0, 25, 75, 125, 150, and *W* = 150?

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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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- For each item $i = 1, 2, \ldots, n$
 - for v from $(i-1)v^*$ down to 0
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Running time: for each item *i*, we go through the array of length $O(iv^*)$, so total running time $O(v^*n^2)$.

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- Run the dynamic programming on $\hat{v}_1, \ldots, \hat{v}_n$, then the running time would be $O(n^2 v^*/b)$.
- 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

$$\sum_{i \in S^*} v_i \leq \sum_{i \in S^*} \tilde{v}_i = b \sum_{i \in S^*} \hat{v}_i \leq b \sum_{i \in S} \hat{v}_i = \sum_{i \in S} \tilde{v}_i \leq nb + \sum_{i \in S} v_i.$$

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- We want nb ≤ ε∑_{i∈S} v_i. Fixing ε, this asks for lower bounding ∑_{i∈S} v_i.
 But ∑_{i∈S} v_i ≥ v* nb!

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• But
$$\sum_{i \in S} v_i \ge v^* - nb!$$

It suffices to have nb ≤ ε(v* – nb). Using ε < 1, we are good as long as nb ≤ εv* – nb ⇔ b ≤ εv*/(2n).

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- How big should be b?
- We want $nb \le \epsilon \sum_{i \in S} v_i$. Fixing ϵ , this asks for lower bounding $\sum_{i \in S} v_i$.
 - But $\sum_{i \in S} v_i \ge v^* nb!$
 - It suffices to have nb ≤ ε(v* nb). Using ε < 1, we are good as long as nb ≤ εv* nb ⇔ b ≤ εv*/(2n).
- Running time: $O(n^2v^*/b) = O(n^3\epsilon^{-1})$.

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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 ϵ is treated as a constant. If the running time depends polynomially on ϵ^{-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.