

- Different NP-hard problems have different hardness for approximations
- Arbitrarily good approximation algorithms: Fully polynomial-time approximation schemes (FPTAS)
- Dynamic programming in the design of approximation algorithms
- The FPTAS for the Knapsack problem

The Knapsack Problem

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- We already showed the decision version to be NP-complete.

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- Exercise: Remedy this and get a 2-approximation with a greedy approach (Question 3 in PS5 is a special case)

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- We need a new DP!

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- Return the largest v such that $A[v] \leq W$.

Running time: for each item i , we go through the array which has length nv^* , so total running time $O(v^*n^2)$.

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- Run the dynamic programming on $\hat{v}_1, \dots, \hat{v}_n$, 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, 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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 - As long as $b \leq \epsilon v^* / (2n)$, we have $nb \leq \epsilon v^* - nb \leq \epsilon(v^* - nb) \leq \epsilon \sum_{i \in S} v_i$ for $\epsilon < 1$.

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 - As long as $b \leq \epsilon v^* / (2n)$, we have $nb \leq \epsilon v^* - nb \leq \epsilon(v^* - nb) \leq \epsilon \sum_{i \in S} v_i$ for $\epsilon < 1$.
- Running time: $O(n^2 v^* / b) = O(n^3 \epsilon^{-1})$.

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We have obtained an FPTAS for the Knapsack problem.