# Approximation Algorithms (ADM III) 5- Random Sampling \& Randomized Rounding 

## Guillaume Sagnol

## Randomized Approximation Algorithm

## Definition 5.1

A randomized $\alpha$-approximation algorithm is a polynomial-time randomized algorithm which always finds a feasible solution whose expected value is bounded by $\alpha \cdot$ OPT .

## Randomized Approximation Algorithm

## Definition 5.1

A randomized $\alpha$-approximation algorithm is a polynomial-time randomized algorithm which always finds a feasible solution whose expected value is bounded by $\alpha \cdot$ OPT .

Remarks
■ Often, a randomized $\alpha$-approximation algorithm can be derandomized, i.e., turned into a deterministic $\alpha$-approximation algorithm.

## Randomized Approximation Algorithm

## Definition 5.1

A randomized $\alpha$-approximation algorithm is a polynomial-time randomized algorithm which always finds a feasible solution whose expected value is bounded by $\alpha \cdot$ OPT .

Remarks
■ Often, a randomized $\alpha$-approximation algorithm can be derandomized, i.e., turned into a deterministic $\alpha$-approximation algorithm.
■ It is usually simpler to state and analyze the randomized algorithm.

## Randomized Approximation Algorithm

## Definition 5.1

A randomized $\alpha$-approximation algorithm is a polynomial-time randomized algorithm which always finds a feasible solution whose expected value is bounded by $\alpha \cdot$ OPT .

Remarks
■ Often, a randomized $\alpha$-approximation algorithm can be derandomized, i.e., turned into a deterministic $\alpha$-approximation algorithm.
■ It is usually simpler to state and analyze the randomized algorithm.
■ Sometimes, the only known way of analyzing a deterministic approximation algorithm is to analyze a randomized version.

## Randomized Approximation Algorithm

## Definition 5.1

A randomized $\alpha$-approximation algorithm is a polynomial-time randomized algorithm which always finds a feasible solution whose expected value is bounded by $\alpha \cdot$ OPT .

Remarks
■ Often, a randomized $\alpha$-approximation algorithm can be derandomized, i.e., turned into a deterministic $\alpha$-approximation algorithm.
■ It is usually simpler to state and analyze the randomized algorithm.
■ Sometimes, the only known way of analyzing a deterministic approximation algorithm is to analyze a randomized version.

- Sometimes one can show that the performance guarantee of a randomized algorithm holds with high probability.


## Outline

## 1 Random sampling for MAX SAT and MAXCUT

2 Randomized Rounding for MAX SAT
3 Price-Collecting Steiner Tree Problem
4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
\% Minimum-Capacity Multicommodity Flow Problem
7 Rounding a semidefinite programming relaxation for MAXCUT

## Maximum Satisfiability Problem (MAXSAT)

Given: Boolean variables $x_{1}, \ldots, x_{n}$ and clauses $C_{1}, \ldots, C_{m}$ with weights $w_{1}, \ldots, w_{m} \in \mathbb{R}_{\geq 0}$.
(Clause is disjunction of Boolean variables or negations, e.g., $x_{1} \vee \overline{x_{2}} \vee x_{3}$ )
Task: Find a truth assignment to $x_{1}, \ldots, x_{n}$.
Objective: Maximize the total weight of satisfied clauses.

## Maximum Satisfiability Problem (MAX SAT)

Given: Boolean variables $x_{1}, \ldots, x_{n}$ and clauses $C_{1}, \ldots, C_{m}$ with weights $w_{1}, \ldots, w_{m} \in \mathbb{R}_{\geq 0}$.
(Clause is disjunction of Boolean variables or negations, e.g., $x_{1} \vee \overline{x_{2}} \vee x_{3}$ )
Task: Find a truth assignment to $x_{1}, \ldots, x_{n}$.
Objective: Maximize the total weight of satisfied clauses.
Example: $\left(x_{1} \vee \overline{x_{2}} \vee x_{3}\right) \wedge\left(\overline{x_{1}} \vee x_{2} \vee x_{3}\right) \wedge\left(\overline{x_{1}} \vee \overline{x_{2}}\right) \wedge\left(x_{2} \vee x_{3}\right) \wedge\left(\overline{x_{3}}\right)$

## Maximum Satisfiability Problem (MAXSAT)

Given: Boolean variables $x_{1}, \ldots, x_{n}$ and clauses $C_{1}, \ldots, C_{m}$ with weights $w_{1}, \ldots, w_{m} \in \mathbb{R}_{\geq 0}$.
(Clause is disjunction of Boolean variables or negations, e.g., $x_{1} \vee \overline{x_{2}} \vee x_{3}$ )
Task: Find a truth assignment to $x_{1}, \ldots, x_{n}$.
Objective: Maximize the total weight of satisfied clauses.
Example: $\left(x_{1} \vee \overline{x_{2}} \vee x_{3}\right) \wedge\left(\overline{x_{1}} \vee x_{2} \vee x_{3}\right) \wedge\left(\overline{x_{1}} \vee \overline{x_{2}}\right) \wedge\left(x_{2} \vee x_{3}\right) \wedge\left(\overline{x_{3}}\right)$
Remarks:

- A variable $x_{i}$ or its negation $\overline{x_{i}}$ is a literal.
- The number of literals $\ell_{j}$ in clause $C_{j}$ is its size or length.
- If $\ell_{j}=1$, then $C_{j}$ is a unit clause.
- W.I.o.g. no literal is repeated in a clause and clauses are distinct.
$■$ W.I.o.g. at most one of $x_{i}$ and $\overline{x_{i}}$ appears in a clause.


## Randomized Truth Assignment

## Theorem 5.2

a Setting each $x_{i}$ to true independently with probability $1 / 2$ gives a randomized $1 / 2$-approximation algorithm for MAX SAT.
b If $\ell_{j} \geq k$ for all $j=1, \ldots, m$, then the above algorithm is a randomized ( $1-1 / 2^{k}$ )-approximation algorithm.

## Randomized Truth Assignment

## Theorem 5.2

a Setting each $x_{i}$ to true independently with probability $1 / 2$ gives a randomized $1 / 2$-approximation algorithm for MAX SAT.
b If $\ell_{j} \geq k$ for all $j=1, \ldots, m$, then the above algorithm is a randomized $\left(1-1 / 2^{k}\right)$-approximation algorithm.

Proof:...

## Randomized Truth Assignment

## Theorem 5.2

a Setting each $x_{i}$ to true independently with probability $1 / 2$ gives a randomized $1 / 2$-approximation algorithm for MAX SAT.
b If $\ell_{j} \geq k$ for all $j=1, \ldots, m$, then the above algorithm is a randomized $\left(1-1 / 2^{k}\right)$-approximation algorithm.

Proof:...
Maximum Exactly 3SAT (MAX E 3SAT): The special case of MAX SAT where $\ell_{j}=3$ for all $j=1, \ldots, m$ is called MAX E 3SAT.

## Randomized Truth Assignment

## Theorem 5.2

a Setting each $x_{i}$ to true independently with probability $1 / 2$ gives a randomized $1 / 2$-approximation algorithm for MAX SAT.
b If $\ell_{j} \geq k$ for all $j=1, \ldots, m$, then the above algorithm is a randomized $\left(1-1 / 2^{k}\right)$-approximation algorithm.

Proof:. . .
Maximum Exactly 3SAT (MAX E 3SAT): The special case of MAX SAT where $\ell_{j}=3$ for all $j=1, \ldots, m$ is called MAX E 3SAT. We state the following theorem without proof.

## Randomized Truth Assignment

## Theorem 5.2

a Setting each $x_{i}$ to true independently with probability $1 / 2$ gives a randomized 1/2-approximation algorithm for MAX SAT.
b If $\ell_{j} \geq k$ for all $j=1, \ldots, m$, then the above algorithm is a randomized $\left(1-1 / 2^{k}\right)$-approximation algorithm.

Proof:...
Maximum Exactly 3SAT (MAX E 3SAT): The special case of MAX SAT where $\ell_{j}=3$ for all $j=1, \ldots, m$ is called MAX E 3SAT. We state the following theorem without proof.

## Theorem 5.3

Unless $P=N P$, there is no $(7 / 8+\varepsilon)$-approximation algorithm for MAXE 3SAT for any constant $\varepsilon>0$.

## Maximum Cut Problem (MAX CUT)

Given: Undirected Graph $G=(V, E)$ with edge weights $w_{e} \geq 0$, $e \in E$.
Task: Find $S \subset V$ maximizing $\sum_{e \in \delta(S)} w_{e}$.

## Maximum Cut Problem (MAX CUT)

Given: Undirected Graph $G=(V, E)$ with edge weights $w_{e} \geq 0$, $e \in E$.
Task: Find $S \subset V$ maximizing $\sum_{e \in \delta(S)} w_{e}$.

## Theorem 5.4

Placing each node $v \in V$ into $S$ independently at random with probability $1 / 2$ gives a randomized $1 / 2$-approximation algorithm for MAX CUT.

## Maximum Cut Problem (MAX CUT)

Given: Undirected Graph $G=(V, E)$ with edge weights $w_{e} \geq 0$, $e \in E$.
Task: Find $S \subset V$ maximizing $\sum_{e \in \delta(S)} w_{e}$.

## Theorem 5.4

Placing each node $v \in V$ into $S$ independently at random with probability $1 / 2$ gives a randomized $1 / 2$-approximation algorithm for MAX CUT.

Proof:...

## Derandomization: Method of Conditional Expectations

Basic Idea:
■ Consider random decisions sequentially one after another.
■ Take next decision deterministically optimizing the expected solution value assuming that all remaining decisions are taken randomly.

## Derandomization: Method of Conditional Expectations

Basic Idea:
■ Consider random decisions sequentially one after another.

- Take next decision deterministically optimizing the expected solution value assuming that all remaining decisions are taken randomly.

Example: Derandomized version of randomized
MAX SATalgorithm
Let $W$ denote the total weight of satisfied clauses in final solution.

## Derandomization: Method of Conditional Expectations

Basic Idea:
■ Consider random decisions sequentially one after another.

- Take next decision deterministically optimizing the expected solution value assuming that all remaining decisions are taken randomly.

Example: Derandomized version of randomized
MAX SATalgorithm
Let $W$ denote the total weight of satisfied clauses in final solution.
1 for $i=1$ to $n$
$\mathrm{E}\left[\mathrm{W} \mid x_{1}=b_{1}, \ldots, x_{i-1}=b_{i-1}, x_{i}=\right.$ true $]$
$\begin{array}{ll}2 & \text { if } \geq \mathrm{E}\left[W \mid x_{1}=\right. \\ 3 & \text { then set } b_{i}:=\text { true; }\end{array}$
4 else set $b_{i}:=$ false;
5 return $\mathrm{x}:=\mathrm{b}$;

## Method of Conditional Expectations: Analysis

## Theorem 5.5

The value of the solution computed by the deterministic MAX SAT algorithm is at least the expected value of the randomized solution.

## Method of Conditional Expectations: Analysis

## Theorem 5.5

The value of the solution computed by the deterministic MAX SAT algorithm is at least the expected value of the randomized solution.

## Remarks.

■ The crucial step of the derandomized algorithm is to compute the conditional expectations.

## Method of Conditional Expectations: Analysis

## Theorem 5.5

The value of the solution computed by the deterministic MAX SAT algorithm is at least the expected value of the randomized solution.

Remarks.
■ The crucial step of the derandomized algorithm is to compute the conditional expectations.
■ Notice that $\mathrm{E}\left[W \mid x_{1}=b_{1}, \ldots, x_{i}=b_{i}\right]$

$$
=\sum_{j=1}^{m} w_{j} \cdot \operatorname{Pr}\left[C_{j}=\text { true } \mid x_{1}=b_{1}, \ldots, x_{i}=b_{i}\right]
$$

## Method of Conditional Expectations: Analysis

## Theorem 5.5

The value of the solution computed by the deterministic MAX SAT algorithm is at least the expected value of the randomized solution.

## Remarks.

■ The crucial step of the derandomized algorithm is to compute the conditional expectations.
■ Notice that $\mathrm{E}\left[W \mid x_{1}=b_{1}, \ldots, x_{i}=b_{i}\right]$

$$
=\sum_{j=1}^{m} w_{j} \cdot \operatorname{Pr}\left[C_{j}=\operatorname{true} \mid x_{1}=b_{1}, \ldots, x_{i}=b_{i}\right]
$$

and

$$
\begin{aligned}
& \operatorname{Pr}\left[C_{j}=\operatorname{true} \mid x_{1}=b_{1}, \ldots, x_{i}=b_{i}\right] \\
& \quad= \begin{cases}1 & \text { if } x_{1}=b_{1}, \ldots, x_{i}=b_{i} \text { satisfies } C_{j}, \\
1-1 / 2^{k} & \text { else },\end{cases}
\end{aligned}
$$

where $k$ is the number of remaining literals in clause $C_{j}$.

## Flipping Biased Coins

## We first restrict to MAX SAT instances with no negated unit clause.

## Flipping Biased Coins

We first restrict to MAX SAT instances with no negated unit clause.

## Lemma 5.6

If each $x_{i}$ is independently set to true with probability $p>1 / 2$, then the probability that a clause is satisfied is at least $\min \left\{p, 1-p^{2}\right\}$.

## Flipping Biased Coins

We first restrict to MAX SAT instances with no negated unit clause.

## Lemma 5.6

If each $x_{i}$ is independently set to true with probability $p>1 / 2$, then the probability that a clause is satisfied is at least $\min \left\{p, 1-p^{2}\right\}$.

Proof:...

## Flipping Biased Coins

We first restrict to MAX SAT instances with no negated unit clause.

## Lemma 5.6

If each $x_{i}$ is independently set to true with probability $p>1 / 2$, then the probability that a clause is satisfied is at least $\min \left\{p, 1-p^{2}\right\}$. Proof:...

## Theorem 5.7

For $1 / 2<p \leq 1$ this gives a randomized $\min \left\{p, 1-p^{2}\right\}$-approximation algorithm for MAX SAT.

## Flipping Biased Coins

We first restrict to MAX SAT instances with no negated unit clause.

## Lemma 5.6

If each $x_{i}$ is independently set to true with probability $p>1 / 2$, then the probability that a clause is satisfied is at least $\min \left\{p, 1-p^{2}\right\}$. Proof:...

## Theorem 5.7

For $1 / 2<p \leq 1$ this gives a randomized $\min \left\{p, 1-p^{2}\right\}$-approximation algorithm for MAX SAT.

Notice: For $p=(\sqrt{5}-1) / 2$ we get $\min \left\{p, 1-p^{2}\right\}=(\sqrt{5}-1) / 2 \approx 0.618$.

## Flipping Biased Coins

We first restrict to MAX SAT instances with no negated unit clause.

## Lemma 5.6

If each $x_{i}$ is independently set to true with probability $p>1 / 2$, then the probability that a clause is satisfied is at least $\min \left\{p, 1-p^{2}\right\}$. Proof:...

## Theorem 5.7

For $1 / 2<p \leq 1$ this gives a randomized $\min \left\{p, 1-p^{2}\right\}$-approximation algorithm for MAX SAT.

Notice: For $p=(\sqrt{5}-1) / 2$ we get $\min \left\{p, 1-p^{2}\right\}=(\sqrt{5}-1) / 2 \approx 0.618$. Remark:
The initial assumption on the absence of negated unit clauses holds w.l.o.g.!

## Outline

## 1 Random sampling for MAX SAT and MAX CUT

2 Randomized Rounding for MAXSAT
3 Price-Collecting Steiner Tree Problem

4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
6 Minimum-Capacity Multicommodity Flow Problem

7 Rounding a semidefinite programming relaxation for MAXCUT

## Integer Programming Formulation for MAX SAT


That is,

$$
C_{j}=\bigvee_{i \in P_{j}} x_{i} \vee \bigvee_{i \in N_{j}} \overline{x_{i}} .
$$

Integer Programming Formulation for MAX SAT
For $j=1, \ldots, m$ let $\begin{aligned} & P_{j}:=\left\{i \mid \text { literal } x_{i} \text { occurs in } C_{j}\right\} \\ & \text { and } N_{j}:=\left\{i \mid \text { literal } \overline{x_{i}} \text { occurs in } C_{j}\right\} \text {. }\end{aligned}$
That is,

$$
C_{j}=\bigvee_{i \in P_{j}} x_{i} \vee \bigvee_{i \in N_{j}} \overline{x_{i}} .
$$

IP formulation:

$$
\begin{array}{ll}
\max & \sum_{j=1}^{m} w_{j} \cdot z_{j} \\
\text { s.t. } & \sum_{i \in P_{j}} y_{i}+\sum_{i \in N_{j}}\left(1-y_{i}\right) \geq z_{j} \\
& \text { for all } j=1, \ldots, m, \\
& y_{i} \in\{0,1\} \\
& 0 \leq z_{j} \leq 1
\end{array}
$$

Integer Programming Formulation for MAX SAT
For $j=1, \ldots, m$ let $\begin{aligned} & P_{j}:=\left\{i \mid \text { literal } x_{i} \text { occurs in } C_{j}\right\} \\ & \text { and } N_{j}:=\left\{i \mid \text { literal } \overline{x_{i}} \text { occurs in } C_{j}\right\} \text {. }\end{aligned}$
That is,

$$
C_{j}=\bigvee_{i \in P_{j}} x_{i} \vee \bigvee_{i \in N_{j}} \overline{x_{i}} .
$$

IP formulation:

$$
\begin{array}{ll}
\max & \sum_{j=1}^{m} w_{j} \cdot z_{j} \\
\text { s.t. } & \sum_{i \in P_{j}} y_{i}+\sum_{i \in N_{j}}\left(1-y_{i}\right) \geq z_{j} \\
& \text { for all } j=1, \ldots, m, \\
& y_{i} \in\{0,1\} \\
& 0 \leq z_{j} \leq 1
\end{array}
$$

LP relaxation: Replace $y_{i} \in\{0,1\}$ with $0 \leq y_{i} \leq 1$ for all $i=1, \ldots, n$.

## Randomized Rounding

1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
[2 for $i=1$ to $n$ do
3 set $x_{i}$ to true independently at random with probability $y_{i}^{*}$;

## Randomized Rounding

1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
[2 for $i=1$ to $n$ do
3 set $x_{i}$ to true independently at random with probability $y_{i}^{*}$;

## Theorem 5.8

Randomized rounding gives a randomized ( $1-1 / e$ )-approximation algorithm for MAXSAT.

## Randomized Rounding

1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
[2 for $i=1$ to $n$ do
3 set $x_{i}$ to true independently at random with probability $y_{i}^{*}$;

## Theorem 5.8

Randomized rounding gives a randomized ( $1-1 / e$ )-approximation algorithm for MAX SAT.

Proof:...

## Randomized Rounding

1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
[2 for $i=1$ to $n$ do
3 set $x_{i}$ to true independently at random with probability $y_{i}^{*}$;

## Theorem 5.8

Randomized rounding gives a randomized ( $1-1 / e$ )-approximation algorithm for MAX SAT.

Proof:...
Remark.
Algorithm can be derandomized by method of conditional expectations.

## Choosing the Better of Two Solutions

## Theorem 5.9

Running either the unbiased randomized $1 / 2$-approximation algorithm or the randomized rounding algorithm, both with probability $1 / 2$, yields a randomized $3 / 4$-approximation algorithm.

## Choosing the Better of Two Solutions

## Theorem 5.9

Running either the unbiased randomized $1 / 2$-approximation algorithm or the randomized rounding algorithm, both with probability $1 / 2$, yields a randomized $3 / 4$-approximation algorithm.

Proof: Consider clause $C_{j}$ of length $\ell_{j}$ :
■ 1st algorithm: $\operatorname{Pr}\left[C_{j}=\right.$ true $]=1-1 / 2^{\ell_{j}}$.

- 2nd algorithm: $\operatorname{Pr}\left[C_{j}=\right.$ true $] \geq\left(1-\left(1-1 / \ell_{j}\right)^{\ell_{j}}\right) z_{j}^{*}$.


## Choosing the Better of Two Solutions

## Theorem 5.9

Running either the unbiased randomized $1 / 2$-approximation algorithm or the randomized rounding algorithm, both with probability $1 / 2$, yields a randomized $3 / 4$-approximation algorithm.

Proof: Consider clause $C_{j}$ of length $\ell_{j}$ :
■ 1st algorithm: $\operatorname{Pr}\left[C_{j}=\right.$ true $]=1-1 / 2^{\ell_{j}}$.

- 2nd algorithm: $\operatorname{Pr}\left[C_{j}=\right.$ true $] \geq\left(1-\left(1-1 / \ell_{j}\right)^{\ell_{j}}\right) z_{j}^{*}$.

Derandomizing the initial coin flip yields:

## Corollary 5.10

Running both algorithms and choosing the better of the two solutions is a randomized $3 / 4$-approximation algorithm.

## Visualization of Proof of Theorem 5.9



5- Random Sampling \& Randomized Rounding

## Non-linear Randomized Rounding

Consider a function $f:[0,1] \rightarrow[0,1]$.
1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
2 for $i=1$ to $n$ do
3 set $x_{i}$ to true independently at random with probability $f\left(y_{i}^{*}\right)$;

## Non-linear Randomized Rounding

Consider a function $f:[0,1] \rightarrow[0,1]$.
1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
(2) for $i=1$ to $n$ do

3 set $x_{i}$ to true independently at random with probability $f\left(y_{i}^{*}\right)$;

## Theorem 5.11

Let $f:[0,1] \rightarrow[0,1]$ with $1-4^{-x} \leq f(x) \leq 4^{x-1}$ for all $x \in[0,1]$. Then non-linear randomized rounding with function $f$ is a randomized 3/4-approximation algorithm.

## Non-linear Randomized Rounding

Consider a function $f:[0,1] \rightarrow[0,1]$.
1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
(2) for $i=1$ to $n$ do

3 set $x_{i}$ to true independently at random with probability $f\left(y_{i}^{*}\right)$;

## Theorem 5.11

Let $f:[0,1] \rightarrow[0,1]$ with $1-4^{-x} \leq f(x) \leq 4^{x-1}$ for all $x \in[0,1]$. Then non-linear randomized rounding with function $f$ is a randomized 3/4-approximation algorithm.

Proof:...

## Non-linear Randomized Rounding

Consider a function $f:[0,1] \rightarrow[0,1]$.
1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
(2) for $i=1$ to $n$ do
(3) set $x_{i}$ to true independently at random with probability $f\left(y_{i}^{*}\right)$;

## Theorem 5.11

Let $f:[0,1] \rightarrow[0,1]$ with $1-4^{-x} \leq f(x) \leq 4^{x-1}$ for all $x \in[0,1]$. Then non-linear randomized rounding with function $f$ is a randomized 3/4-approximation algorithm.

Proof:...
Remark:

- The integrality gap of the LP relaxation for MAX SAT is $3 / 4$.


## Non-linear Randomized Rounding

Consider a function $f:[0,1] \rightarrow[0,1]$.
1 compute an optimal solution $\left(y^{*}, z^{*}\right)$ to the LP relaxation;
(2) for $i=1$ to $n$ do

3 set $x_{i}$ to true independently at random with probability $f\left(y_{i}^{*}\right)$;

## Theorem 5.11

Let $f:[0,1] \rightarrow[0,1]$ with $1-4^{-x} \leq f(x) \leq 4^{x-1}$ for all $x \in[0,1]$. Then non-linear randomized rounding with function $f$ is a randomized 3/4-approximation algorithm.

Proof:...
Remark:

- The integrality gap of the LP relaxation for MAX SAT is $3 / 4$.
- Thus, $3 / 4$ is best performance ratio one can prove based on the LP.
G. Sagnol

5- Random Sampling \& Randomized Rounding
$15 / 43$

## Visualization of Lower and Upper Bound on $f$



## Outline

1 Random sampling for MAX SAT and MAX CUT
$\overline{2}$ Randomized Rounding for MAX SAT

## 3 Price-Collecting Steiner Tree Problem

4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
6 Minimum-Capacity Multicommodity Flow Problem

7 Rounding a semidefinite programming relaxation for MAXCUT

## Randomized Algo for Prize-Collecting Steiner Trees

Idea:
■ Obtain randomized variant of deterministic LP rounding algorithm from Chapter 4 by choosing $\alpha$ randomly.

## Randomized Algo for Prize-Collecting Steiner Trees

Idea:
■ Obtain randomized variant of deterministic LP rounding algorithm from Chapter 4 by choosing $\alpha$ randomly.

■ For some fixed $\gamma>0$ choose $\alpha$ uniformly at random from $[\gamma, 1]$.

## Randomized Algo for Prize-Collecting Steiner Trees

Idea:
■ Obtain randomized variant of deterministic LP rounding algorithm from Chapter 4 by choosing $\alpha$ randomly.

■ For some fixed $\gamma>0$ choose $\alpha$ uniformly at random from $[\gamma, 1]$.

- That is, choose $\alpha$ from $[\gamma, 1]$ with constant density function $1 /(1-\gamma)$.


## Randomized Algo for Prize-Collecting Steiner Trees

 Idea:■ Obtain randomized variant of deterministic LP rounding algorithm from Chapter 4 by choosing $\alpha$ randomly.

- For some fixed $\gamma>0$ choose $\alpha$ uniformly at random from $[\gamma, 1]$.

■ That is, choose $\alpha$ from $[\gamma, 1]$ with constant density function $1 /(1-\gamma)$.

## Lemma 5.12

The tree $T$ returned by the randomized algorithm has expected cost

$$
\mathrm{E}\left[\sum_{e \in E(T)} c_{e}\right] \leq \frac{2}{1-\gamma} \ln \frac{1}{\gamma} \sum_{e \in E} c_{e} \cdot x_{e}^{*} .
$$

## Randomized Algo for Prize-Collecting Steiner Trees

 Idea:■ Obtain randomized variant of deterministic LP rounding algorithm from Chapter 4 by choosing $\alpha$ randomly.

- For some fixed $\gamma>0$ choose $\alpha$ uniformly at random from $[\gamma, 1]$.
- That is, choose $\alpha$ from $[\gamma, 1]$ with constant density function $1 /(1-\gamma)$.


## Lemma 5.12

The tree $T$ returned by the randomized algorithm has expected cost

$$
\mathrm{E}\left[\sum_{e \in E(T)} c_{e}\right] \leq \frac{2}{1-\gamma} \ln \frac{1}{\gamma} \sum_{e \in E} c_{e} \cdot x_{e}^{*} .
$$

## Randomized Algo for Prize-Collecting Steiner Trees

## Lemma 5.13

The expected penalty costs are

$$
\mathrm{E}\left[\sum_{i \in V \backslash V(T)} \pi_{i}\right] \leq \frac{1}{1-\gamma} \sum_{i \in V} \pi_{i} \cdot\left(1-y_{i}^{*}\right)
$$

## Randomized Algo for Prize-Collecting Steiner Trees

## Lemma 5.13

The expected penalty costs are

$$
\mathrm{E}\left[\sum_{i \in V \backslash V(T)} \pi_{i}\right] \leq \frac{1}{1-\gamma} \sum_{i \in V} \pi_{i} \cdot\left(1-y_{i}^{*}\right)
$$

Proof:...

## Randomized Algo for Prize-Collecting Steiner Trees

## Lemma 5.13

The expected penalty costs are

$$
\mathrm{E}\left[\sum_{i \in V \backslash V(T)} \pi_{i}\right] \leq \frac{1}{1-\gamma} \sum_{i \in V} \pi_{i} \cdot\left(1-y_{i}^{*}\right)
$$

## Proof:...

## Theorem 5.14

For $\gamma:=e^{-1 / 2}$ the expected cost of the solution is

$$
\mathrm{E}\left[\sum_{e \in E(T)} c_{e}+\sum_{i \in V \backslash V(T)} \pi_{i}\right] \leq \frac{1}{1-1 / \sqrt{e}} \cdot \mathrm{OPT}_{L P} .
$$

Thus, we have a randomized 2.54-approximation algorithm.

## Derandomization and Integrality Gap

Derandomization.

- There are at most $n:=|V|$ distinct values of $y_{i}^{*}$.
- Consider $n$ sets $U_{j}:=\left\{i \in V \mid y_{i}^{*} \geq y_{j}^{*}\right\}$, for $j=1, \ldots, n$.
- Any possible value of $\alpha$ corresponds to one of these $n$ sets.
- Derandomize by trying each set $U_{j}$ and choosing the best solution.


## Derandomization and Integrality Gap

Derandomization.

- There are at most $n:=|V|$ distinct values of $y_{i}^{*}$.
- Consider $n$ sets $U_{j}:=\left\{i \in V \mid y_{i}^{*} \geq y_{j}^{*}\right\}$, for $j=1, \ldots, n$.
- Any possible value of $\alpha$ corresponds to one of these $n$ sets.
- Derandomize by trying each set $U_{j}$ and choosing the best solution.

Integrality gap.

- There exist instances with integrality gap $2-\frac{2}{n}$.


## Derandomization and Integrality Gap

Derandomization.

- There are at most $n:=|V|$ distinct values of $y_{i}^{*}$.
- Consider $n$ sets $U_{j}:=\left\{i \in V \mid y_{i}^{*} \geq y_{j}^{*}\right\}$, for $j=1, \ldots, n$.
- Any possible value of $\alpha$ corresponds to one of these $n$ sets.
- Derandomize by trying each set $U_{j}$ and choosing the best solution.

Integrality gap.

- There exist instances with integrality gap $2-\frac{2}{n}$.
- By Theorem 5.14 the integrality gap is at most $\frac{1}{1-1 / \sqrt{e}} \approx 2.54$.


## Derandomization and Integrality Gap

Derandomization.

- There are at most $n:=|V|$ distinct values of $y_{i}^{*}$.
- Consider $n$ sets $U_{j}:=\left\{i \in V \mid y_{i}^{*} \geq y_{j}^{*}\right\}$, for $j=1, \ldots, n$.
- Any possible value of $\alpha$ corresponds to one of these $n$ sets.
- Derandomize by trying each set $U_{j}$ and choosing the best solution.

Integrality gap.

- There exist instances with integrality gap $2-\frac{2}{n}$.
- By Theorem 5.14 the integrality gap is at most $\frac{1}{1-1 / \sqrt{e}} \approx 2.54$.
- We will prove later that the integrality gap is at most 2.


## Outline

1 Random sampling for MAX SAT and MAXCUT
2 Randomized Rounding for MAXSAT
3 Price-Collecting Steiner Tree Problem
4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
6 Minimum-Capacity Multicommodity Flow Problem
7 Rounding a semidefinite programming relaxation for MAXCUT

## Randomized Algo for Uncapacitated Facility Location

In Chapter 4 we obtained an LP-based 4-approximation algorithm which computes a solution of cost at most

$$
\sum_{i \in F} f_{i} \cdot y_{i}^{*}+3 \cdot \sum_{j \in D} v_{j}^{*} .
$$

## Randomized Algo for Uncapacitated Facility Location

In Chapter 4 we obtained an LP-based 4-approximation algorithm which computes a solution of cost at most

$$
\sum_{i \in F} f_{i} \cdot y_{i}^{*}+3 \cdot \sum_{j \in D} v_{j}^{*} .
$$

Notation.
Let $C_{j}^{*}:=\sum_{i \in F} c_{i j} \cdot x_{i j}^{*}$ denote the assignment cost of $j$ paid by the LP, i.e.,

$$
\mathrm{OPT}_{L P}=\sum_{i \in F} f_{i} \cdot y_{i}^{*}+\sum_{j \in D} C_{j}^{*} .
$$

## Randomized Algo for Uncapacitated Facility Location

In Chapter 4 we obtained an LP-based 4-approximation algorithm which computes a solution of cost at most

$$
\sum_{i \in F} f_{i} \cdot y_{i}^{*}+3 \cdot \sum_{j \in D} v_{j}^{*} .
$$

Notation.
Let $C_{j}^{*}:=\sum_{i \in F} c_{i j} \cdot x_{i j}^{*}$ denote the assignment cost of $j$ paid by the LP, i.e.,

$$
\mathrm{OPT}_{L P}=\sum_{i \in F} f_{i} \cdot y_{i}^{*}+\sum_{j \in D} C_{j}^{*} .
$$

Idea:

- Include the assignment cost $C_{j}^{*}$ in the analysis.
- Instead of bounding only the facility cost by OPT ${ }_{L P}$, bound both the facility cost and part of the assignment cost by OPT $\angle P$.


## Randomized Algorithm for Uncapacitated Facility Location

Randomized algorithm for Uncapacitated Facility Location Problem
1 compute optimal LP solutions ( $x^{*}, y^{*}$ ) and ( $v^{*}, w^{*}$ );
2 while $D \neq \emptyset$
$3 \quad$ choose $j:=\operatorname{argmin}_{j^{\prime} \in D}\left(v_{j^{\prime}}^{*}+C_{j^{\prime}}^{*}\right)$;
$4 \quad$ choose $i \in N(j)$ according to probability distribution $x_{i j}^{*}$;
5 assign all unassigned clients in $N^{2}(j)$ to facility $i$;
6 set $D:=D \backslash N^{2}(j)$;

## Randomized Algorithm for Uncapacitated Facility Location

Randomized algorithm for Uncapacitated Facility Location Problem
1 compute optimal LP solutions ( $x^{*}, y^{*}$ ) and ( $v^{*}, w^{*}$ );
$\simeq$ while $D \neq \emptyset$
$3 \quad$ choose $j:=\operatorname{argmin}_{j^{\prime} \in D}\left(v_{j^{\prime}}^{*}+C_{j^{\prime}}^{*}\right)$;
$4 \quad$ choose $i \in N(j)$ according to probability distribution $x_{i j}^{*}$;
5 assign all unassigned clients in $N^{2}(j)$ to facility $i$;
$6 \quad$ set $D:=D \backslash N^{2}(j)$;

## Theorem 5.15

The algorithm above is a randomized 3-approximation algorithm for the Uncapacitated Facility Location Problem.

## Randomized Algorithm for Uncapacitated Facility Location

Randomized algorithm for Uncapacitated Facility Location Problem
1 compute optimal LP solutions ( $x^{*}, y^{*}$ ) and ( $v^{*}, w^{*}$ );
$\simeq$ while $D \neq \emptyset$
$3 \quad$ choose $j:=\operatorname{argmin}_{j^{\prime} \in D}\left(v_{j^{\prime}}^{*}+C_{j^{\prime}}^{*}\right)$;
4 choose $i \in N(j)$ according to probability distribution $x_{i j}^{*}$;
5 assign all unassigned clients in $N^{2}(j)$ to facility $i$;
6 set $D:=D \backslash N^{2}(j)$;

## Theorem 5.15

The algorithm above is a randomized 3-approximation algorithm for the Uncapacitated Facility Location Problem.

Proof:...

## Outline

1 Random sampling for MAX SAT and MAX CUT
$\overline{2}$ Randomized Rounding for MAX SAT
3 Price-Collecting Steiner Tree Problem
4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
6 Minimum-Capacity Multicommodity Flow Problem
7 Rounding a semidefinite programming relaxation for MAXCUT

## Min Weighted Sum of Completion Times $1\left|r_{j}\right| \sum w_{j} C_{j}$

Given: jobs with processing time $p_{j} \in \mathbb{Z}_{>0}$, weight $w_{j} \geq 0$, and release date $r_{j} \in \mathbb{Z}_{\geq 0}, j=1, \ldots, n$.
Task: Schedule the jobs nonpreemptively on a single machine; minimize the total weighted completion time $\sum_{j=1}^{n} w_{j} \cdot C_{j}$.

## Min Weighted Sum of Completion Times $1\left|r_{j}\right| \sum w_{j} C_{j}$

Given: jobs with processing time $p_{j} \in \mathbb{Z}_{>0}$, weight $w_{j} \geq 0$, and release date $r_{j} \in \mathbb{Z}_{\geq 0}, j=1, \ldots, n$.
Task: Schedule the jobs nonpreemptively on a single machine;
minimize the total weighted completion time $\sum_{j=1}^{n} w_{j} \cdot C_{j}$.
Let $T:=\max _{j} r_{j}+\sum_{j=1}^{n} p_{j}$ (upper bound on all completion times).

## Min Weighted Sum of Completion Times $1\left|r_{j}\right| \sum w_{j} C_{j}$

Given: jobs with processing time $p_{j} \in \mathbb{Z}_{>0}$, weight $w_{j} \geq 0$, and release date $r_{j} \in \mathbb{Z}_{\geq 0}, j=1, \ldots, n$.
Task: Schedule the jobs nonpreemptively on a single machine;
minimize the total weighted completion time $\sum_{j=1}^{n} w_{j} \cdot C_{j}$.
Let $T:=\max _{j} r_{j}+\sum_{j=1}^{n} p_{j}$ (upper bound on all completion times).
Consider an integer programming relaxation with variables

$$
y_{j t}= \begin{cases}1 & \text { if job } j \text { is processed in time }[t-1, t) \\ 0 & \text { otherwise }\end{cases}
$$

for $j=1, \ldots, n, t=1, \ldots, T$.

## Integer Programming Relaxation

$$
\begin{array}{lll}
\min & \sum_{j=1}^{n} w_{j} \cdot C_{j} & \\
\text { s.t. } & \sum_{j=1}^{n} y_{j t} \leq 1 & \text { for } t=1, \ldots, T \\
& \sum_{t=1}^{T} y_{j t}=p_{j} & \text { for } j=1, \ldots, n, \\
& y_{j t}=0 & \text { for } j=1, \ldots, n, t=1, \ldots, r_{j}, \\
& C_{j}=\frac{1}{p_{j}} \sum_{t=1}^{T} y_{j t}\left(t-\frac{1}{2}\right)+\frac{1}{2} p_{j} & \text { for } j=1, \ldots, n, \\
& y_{j t} \in\{0,1\} & \text { for } j=1, \ldots, n, t=1, \ldots, T
\end{array}
$$

## Integer Programming Relaxation

$$
\begin{array}{lll}
\min & \sum_{j=1}^{n} w_{j} \cdot C_{j} & \\
\text { s.t. } & \sum_{j=1}^{n} y_{j t} \leq 1 & \text { for } t=1, \ldots, T \\
& \sum_{t=1}^{T} y_{j t}=p_{j} & \text { for } j=1, \ldots, n, \\
& y_{j t}=0 & \text { for } j=1, \ldots, n, t=1, \ldots, r_{j}, \\
& C_{j}=\frac{1}{p_{j}} \sum_{t=1}^{T} y_{j t}\left(t-\frac{1}{2}\right)+\frac{1}{2} p_{j} & \text { for } j=1, \ldots, n, \\
& y_{j t} \in\{0,1\} & \text { for } j=1, \ldots, n, t=1, \ldots, T .
\end{array}
$$

Remarks.
■ Notice that in a feasible IP solution jobs might be preempted.

## Integer Programming Relaxation

$$
\begin{array}{lll}
\min & \sum_{j=1}^{n} w_{j} \cdot C_{j} & \\
\text { s.t. } & \sum_{j=1}^{n} y_{j t} \leq 1 & \text { for } t=1, \ldots, T \\
& \sum_{t=1}^{T} y_{j t}=p_{j} & \text { for } j=1, \ldots, n, \\
& y_{j t}=0 & \text { for } j=1, \ldots, n, t=1, \ldots, r_{j}, \\
& C_{j}=\frac{1}{p_{j}} \sum_{t=1}^{T} y_{j t}\left(t-\frac{1}{2}\right)+\frac{1}{2} p_{j} & \text { for } j=1, \ldots, n, \\
& y_{j t} \in\{0,1\} & \text { for } j=1, \ldots, n, t=1, \ldots, T .
\end{array}
$$

Remarks.
■ Notice that in a feasible IP solution jobs might be preempted.
■ In this case, $C_{j}$ underestimates the actual completion time of job $j$.

## Randomized Rounding

1 compute optimal IP solution ( $y^{*}, C^{*}$ );
[2 for $j=1$ to $n$ set random variable $X_{j}$ to $t-\frac{1}{2}$ with probability $y_{j t}^{*} / p_{j} ;$
3 sort the jobs such that $X_{1} \leq X_{2} \leq \cdots \leq X_{n}$;
4 schedule all jobs nonpreemptively and as early as possible in this order;

## Randomized Rounding

1 compute optimal IP solution $\left(y^{*}, C^{*}\right)$;
2 for $j=1$ to $n$ set random variable $X_{j}$ to $t-\frac{1}{2}$ with probability $y_{j t}^{*} / p_{j} ;$
3 sort the jobs such that $X_{1} \leq X_{2} \leq \cdots \leq X_{n}$;
4 schedule all jobs nonpreemptively and as early as possible in this order;

## Lemma 5.16

If the random variables $X_{j}$ are independent, then
$\mathrm{E}\left[C_{j} \mid X_{j}=x\right] \leq p_{j}+2 x$.

## Randomized Rounding

1 compute optimal IP solution $\left(y^{*}, C^{*}\right)$;
2 for $j=1$ to $n$ set random variable $X_{j}$ to $t-\frac{1}{2}$ with probability $y_{j t}^{*} / p_{j} ;$
3 sort the jobs such that $X_{1} \leq X_{2} \leq \cdots \leq X_{n}$;
4 schedule all jobs nonpreemptively and as early as possible in this order;

## Lemma 5.16

If the random variables $X_{j}$ are independent, then
$\mathrm{E}\left[C_{j} \mid X_{j}=x\right] \leq p_{j}+2 x$.

## Theorem 5.17

The expected performance ratio of the randomized algorithm is at most 2.

## Computing an Optimum IP Solution

11 sort the jobs such that $w_{1} / p_{1} \geq w_{2} / p_{2} \geq \cdots \geq w_{n} / p_{n}$;
2 construct a preemptive schedule:
$3 \rightarrow$ always schedule the first available job which is not yet completed;
4 implicitely assign the variables $y_{j t}$ (and $C_{j}$ ) accordingly;

## Computing an Optimum IP Solution

1 sort the jobs such that $w_{1} / p_{1} \geq w_{2} / p_{2} \geq \cdots \geq w_{n} / p_{n}$;
2 construct a preemptive schedule:
$3 \rightarrow$ always schedule the first available job which is not yet completed;
4 implicitely assign the variables $y_{j t}$ (and $C_{j}$ ) accordingly;

## Lemma 5.18

The algorithm finds an optimal IP solution in polynomial time.

## Computing an Optimum IP Solution

1 sort the jobs such that $w_{1} / p_{1} \geq w_{2} / p_{2} \geq \cdots \geq w_{n} / p_{n}$;
2 construct a preemptive schedule:
$3 \rightarrow$ always schedule the first available job which is not yet completed;
4 implicitely assign the variables $y_{j t}$ (and $C_{j}$ ) accordingly;

## Lemma 5.18

The algorithm finds an optimal IP solution in polynomial time.
Proof: Exchange argument...

## Computing an Optimum IP Solution

1 sort the jobs such that $w_{1} / p_{1} \geq w_{2} / p_{2} \geq \cdots \geq w_{n} / p_{n}$;
2 construct a preemptive schedule:
$3 \rightarrow$ always schedule the first available job which is not yet completed;
4 implicitely assign the variables $y_{j t}$ (and $C_{j}$ ) accordingly;

## Lemma 5.18

The algorithm finds an optimal IP solution in polynomial time.
Proof: Exchange argument...
Remarks.
■ This schedule consists of at most $2 n$ intervals of time.

## Computing an Optimum IP Solution

1 sort the jobs such that $w_{1} / p_{1} \geq w_{2} / p_{2} \geq \cdots \geq w_{n} / p_{n}$;
2 construct a preemptive schedule:
$3 \rightarrow$ always schedule the first available job which is not yet completed;
4 implicitely assign the variables $y_{j t}$ (and $C_{j}$ ) accordingly;

## Lemma 5.18

The algorithm finds an optimal IP solution in polynomial time.
Proof: Exchange argument...
Remarks.
■ This schedule consists of at most $2 n$ intervals of time.

- Randomized rounding can be implemented to run in polytime.


## Computing an Optimum IP Solution

1 sort the jobs such that $w_{1} / p_{1} \geq w_{2} / p_{2} \geq \cdots \geq w_{n} / p_{n}$;
2 construct a preemptive schedule:
$3 \rightarrow$ always schedule the first available job which is not yet completed;
4 implicitely assign the variables $y_{j t}$ (and $C_{j}$ ) accordingly;

## Lemma 5.18

The algorithm finds an optimal IP solution in polynomial time.
Proof: Exchange argument...
Remarks.
■ This schedule consists of at most $2 n$ intervals of time.

- Randomized rounding can be implemented to run in polytime.

■ Derandomization (of a variant) of this algo by method of conditional expectations.

## Outline

1 Random sampling for MAX SAT and MAX CUT
$\overline{2}$ Randomized Rounding for MAXSAT
3 Price-Collecting Steiner Tree Problem
4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
6 Minimum-Capacity Multicommodity Flow Problem
7 Rounding a semidefinite programming relaxation for MAXCUT

## Minimum-Capacity Multicommodity Flow Problem

Given: Undirected graph $G=(V, E)$ and $k$ pairs $s_{i}, t_{i} \in V, i=1, \ldots, k$. Task: Find single $s_{i}$ - $t_{i}$-path in $G$, for $i=1, \ldots, k$.

Objective: Minimize maximum number of paths containing same edge.

## Minimum-Capacity Multicommodity Flow Problem

Given: Undirected graph $G=(V, E)$ and $k$ pairs $s_{i}, t_{i} \in V, i=1, \ldots, k$.
Task: Find single $s_{i}-t_{i}$-path in $G$, for $i=1, \ldots, k$.
Objective: Minimize maximum number of paths containing same edge.
Path-based IP formulation: Let $\mathcal{P}_{i}:=\left\{P \mid P\right.$ is $s_{i}-t_{i}$-path $\}$. $\min W$

$$
\begin{aligned}
& \text { s.t. } \quad \sum x_{P}=1 \quad \text { for all } i=1, \ldots, k \text {, } \\
& \sum_{P: e \in P} x_{P} \leq W \quad \text { for all } e \in E \text {, } \\
& x_{P} \in\{0,1\} \quad \text { for all } P \in \mathcal{P}_{i}, i=1, \ldots, k \text {. }
\end{aligned}
$$

## Minimum-Capacity Multicommodity Flow Problem

Given: Undirected graph $G=(V, E)$ and $k$ pairs $s_{i}, t_{i} \in V, i=1, \ldots, k$.
Task: Find single $s_{i}-t_{i}$-path in $G$, for $i=1, \ldots, k$.
Objective: Minimize maximum number of paths containing same edge.
Path-based IP formulation: Let $\mathcal{P}_{i}:=\left\{P \mid P\right.$ is $s_{i}-t_{i}$-path $\}$. $\min W$

$$
\begin{array}{ll}
\text { s.t. } & \sum_{P \in \mathcal{P}_{i}} x_{P}=1 \\
& \text { for all } i=1, \ldots, k, \\
& \sum_{P: e \in P} x_{P} \leq W
\end{array} \text { for all } e \in E, .
$$

LP relaxation: Replace $x_{P} \in\{0,1\}$ with $x_{P} \geq 0$.

## Minimum-Capacity Multicommodity Flow Problem

Given: Undirected graph $G=(V, E)$ and $k$ pairs $s_{i}, t_{i} \in V, i=1, \ldots, k$.
Task: Find single $s_{i}-t_{i}$-path in $G$, for $i=1, \ldots, k$.
Objective: Minimize maximum number of paths containing same edge.
Path-based IP formulation: Let $\mathcal{P}_{i}:=\left\{P \mid P\right.$ is $s_{i}-t_{i}$-path $\}$. $\min W$

$$
\begin{array}{ll}
\text { s.t. } & \sum_{P \in \mathcal{P}_{i}} x_{P}=1 \\
& \text { for all } i=1, \ldots, k, \\
& \sum_{P: e \in P} x_{P} \leq W
\end{array} \text { for all } e \in E, .
$$

LP relaxation: Replace $x_{P} \in\{0,1\}$ with $x_{P} \geq 0$.

- Despite exponential number of variables, LP relaxation can be solved in polynomial time!


## Randomized Rounding

1 compute optimal LP solution $\left(x^{*}, W^{*}\right)$;
2 for $i=1$ to $k$
3 independently choose one path $P \in \mathcal{P}_{i}$ with probability $x_{P}^{*}$;

## Randomized Rounding

1 compute optimal LP solution ( $x^{*}, W^{*}$ );
2 for $i=1$ to $k$
3 independently choose one path $P \in \mathcal{P}_{i}$ with probability $x_{P}^{*}$;

## Definition 5.19

A probabilistic event happens with high probability if the probability that it does not occur is at most $n^{-c}$ for some constant $c \geq 1$.

## Theorem 5.20

If $W^{*} \geq c \cdot \ln n$ for a large enough constant $c$, then with high probability, the total number of paths using any edge is at most $W^{*}+\sqrt{c \cdot W^{*} \ln n}$.

## Markov's Inequality and Chernoff Bound

## Lemma 5.21 (Markov's Inequality)

If $X \geq 0$ is a random variable, then $\operatorname{Pr}[X \geq a] \leq \mathrm{E}[X] /$ a for $a>0$.

## Markov's Inequality and Chernoff Bound

## Lemma 5.21 (Markov's Inequality)

If $X \geq 0$ is a random variable, then $\operatorname{Pr}[X \geq a] \leq \mathrm{E}[X] /$ a for $a>0$.
Proof:

## Markov's Inequality and Chernoff Bound

## Lemma 5.21 (Markov's Inequality)

If $X \geq 0$ is a random variable, then $\operatorname{Pr}[X \geq a] \leq \mathrm{E}[X] /$ a for $a>0$. Proof:

## Theorem 5.22 (Chernoff Bound)

Let $X_{1}, \ldots, X_{k}$ be independent 0-1 random variables. Then for
$X:=\sum_{i=1}^{k} X_{i}, \mu \geq \mathrm{E}[X]$, and $0<\delta \leq 1$

$$
\operatorname{Pr}[X \geq(1+\delta) \cdot \mu]<\left(\frac{e^{\delta}}{(1+\delta)^{1+\delta}}\right)^{\mu} \leq e^{-\mu \cdot \delta^{2} / 3}
$$

Proof idea: Apply Markov inequality to the event $\operatorname{Pr}\left[e^{t X} \geq e^{t(1+\delta) \mu}\right]$ for a well-chosen value of $t$.

## Performance Guarantees

## Corollary 5.23

a If $W^{*} \geq c \cdot \ln n$, then randomized rounding with high probability produces a solution of value at most $2 W^{*}$.
b If $W^{*} \geq 1$, then with high probability the total number of paths using any edge is $O(\log n) \cdot W^{*}$.

## Performance Guarantees

## Corollary 5.23

a If $W^{*} \geq c \cdot \ln n$, then randomized rounding with high probability produces a solution of value at most $2 W^{*}$.
b If $W^{*} \geq 1$, then with high probability the total number of paths using any edge is $O(\log n) \cdot W^{*}$.

## Proof:...

## Performance Guarantees

## Corollary 5.23

a If $W^{*} \geq c \cdot \ln n$, then randomized rounding with high probability produces a solution of value at most $2 W^{*}$.
b If $W^{*} \geq 1$, then with high probability the total number of paths using any edge is $O(\log n) \cdot W^{*}$.

Proof:...
Remarks.
■ The statement of
Corollary 5.23 can be sharpened by replacing the term $O(\log n)$ with $O(\log n / \log \log n)$.

## Performance Guarantees

## Corollary 5.23

a If $W^{*} \geq c \cdot \ln n$, then randomized rounding with high probability produces a solution of value at most $2 W^{*}$.
b If $W^{*} \geq 1$, then with high probability the total number of paths using any edge is $O(\log n) \cdot W^{*}$.

Proof:...
Remarks.
■ The statement of
Corollary 5.23 can be sharpened by replacing the term $O(\log n)$ with $O(\log n / \log \log n)$.
■ On the other hand, the integrality gap of the IP formulation is in $\Omega(\log n / \log \log n)$.

## Outline

1 Random sampling for MAX SAT and MAX CUT
2 Randomized Rounding for MAX SAT
3 Price-Collecting Steiner Tree Problem
4 Uncapacited Facility Location Problem
5 Minimizing the Weighted Sum of Completion Times
6 Minimum-Capacity Multicommodity Flow Problem
7 Rounding a semidefinite programming relaxation for MAXCUT

## Semidefinite Matrices

## Definition 5.24

A symmetric matrix $X \in \mathbb{R}^{n \times n}$ is positive semidefinite if $y^{T} \cdot X \cdot y \geq 0$ for all $y \in \mathbb{R}^{n}$. In this case we write $X \succeq 0$.

## Semidefinite Matrices

## Definition 5.24

A symmetric matrix $X \in \mathbb{R}^{n \times n}$ is positive semidefinite if $y^{\top} \cdot X \cdot y \geq 0$ for all $y \in \mathbb{R}^{n}$. In this case we write $X \succeq 0$.

## Theorem 5.25

For a symmetric $X \in \mathbb{R}^{n \times n}$ the following statements are equivalent:
i $X$ is positive semidefinite;
iii all eigenvalues of $X$ are non-negative;
四 $X=V^{T}$. $V$ for some $V \in \mathbb{R}^{m \times n}$ where $m \leq n$;
iv $X=\sum_{i=1}^{n} \lambda_{i}\left(w_{i} \cdot w_{i}^{T}\right)$ for some $\lambda_{i} \geq 0$ and $w_{i} \in \mathbb{R}^{n}$ such that
$w_{i}^{T} \cdot w_{i}=1$ and $w_{i}^{T} \cdot w_{j}=0$ for $i \neq j$.

## Semidefinite Programs (SDPs)

## Definition 5.26

A semidefinite program is a linear program with the additional constraint that a square symmetric matrix of variables must be positive semidefinite.

## Semidefinite Programs (SDPs)

## Definition 5.26

A semidefinite program is a linear program with the additional constraint that a square symmetric matrix of variables must be positive semidefinite.

Example.

$$
\begin{array}{rll}
\min / \max & \sum_{i, j} c_{i j} x_{i j} & \\
\text { s.t. } & \sum_{i, j} a_{i j k} x_{i j}=b_{k} & \text { for all } k, \\
& x_{i j}=x_{j i} & \text { for all } i, j, \\
& X=\left(x_{i j}\right) \succeq 0 &
\end{array}
$$

## Semidefinite Programs (SDPs)

## Definition 5.26

A semidefinite program is a linear program with the additional constraint that a square symmetric matrix of variables must be positive semidefinite.

Example.

$$
\begin{array}{rll}
\min / \max & \sum_{i, j} c_{i j} x_{i j} & \\
\text { s.t. } & \sum_{i, j} a_{i j k} x_{i j}=b_{k} & \text { for all } k, \\
& x_{i j}=x_{j i} & \text { for all } i, j, \\
& X=\left(x_{i j}\right) \succeq 0 &
\end{array}
$$

Remark. The set of feasible solutions of a semidefinite program is convex.

## Vector Programs

A semidefinite program can be stated equivalently as a vector program and vice versa (see Theorem 5.25(iii)):

$$
\begin{array}{rll}
\min / \max & \sum_{i, j} c_{i j}\left(v_{i}^{\top} \cdot v_{j}\right) & \\
\text { s.t. } & \sum_{i, j} a_{i j k}\left(v_{i}^{\top} \cdot v_{j}\right)=b_{k} & \text { for all } k=1, \ldots, K, \\
& v_{i} \in \mathbb{R}^{n} & \text { for all } i=1, \ldots, n .
\end{array}
$$

## Vector Programs

A semidefinite program can be stated equivalently as a vector program and vice versa (see Theorem 5.25(iii)):

$$
\begin{array}{rll}
\min / \max & \sum_{i, j} c_{i j}\left(v_{i}^{\top} \cdot v_{j}\right) & \\
\text { s.t. } & \sum_{i, j} a_{i j k}\left(v_{i}^{\top} \cdot v_{j}\right)=b_{k} & \text { for all } k=1, \ldots, K, \\
& v_{i} \in \mathbb{R}^{n} & \text { for all } i=1, \ldots, n .
\end{array}
$$

## Remark.

■ Under mild technical conditions, semidefinite programs can be solved within additive error $\varepsilon$ in time polynomial in input size and $\log (1 / \varepsilon)$.

## Vector Programs

A semidefinite program can be stated equivalently as a vector program and vice versa (see Theorem 5.25(iii)):

$$
\begin{array}{rll}
\min / \max & \sum_{i, j} c_{i j}\left(v_{i}^{\top} \cdot v_{j}\right) & \\
\text { s.t. } & \sum_{i, j} a_{i j k}\left(v_{i}^{\top} \cdot v_{j}\right)=b_{k} & \text { for all } k=1, \ldots, K, \\
& v_{i} \in \mathbb{R}^{n} & \text { for all } i=1, \ldots, n .
\end{array}
$$

## Remark.

■ Under mild technical conditions, semidefinite programs can be solved within additive error $\varepsilon$ in time polynomial in input size and $\log (1 / \varepsilon)$.

- For simplicity, we assume in the following that we can efficiently obtain an optimal solution.


## SDP Relaxation of MAX CUT

Integer quadratic programming formulation of MAX CUT

$$
\begin{array}{rll}
\max & \frac{1}{2} \sum_{i j \in E} w_{i j}\left(1-y_{i} y_{j}\right) & \\
\text { s.t. } & y_{i} \in\{-1,1\} & \text { for all } i \in V .
\end{array}
$$

## SDP Relaxation of MAX CUT

Integer quadratic programming formulation of MAX CUT

$$
\begin{array}{rll}
\max & \frac{1}{2} \sum_{i j \in E} w_{i j}\left(1-y_{i} y_{j}\right) & \\
\text { s.t. } & y_{i} \in\{-1,1\} & \text { for all } i \in V .
\end{array}
$$

Semidefinite programming relaxation of MAX CUT

$$
\begin{array}{lll}
\max & \frac{1}{2} \sum_{i j \in E} w_{i j}\left(1-v_{i}^{T} \cdot v_{j}\right) & \\
\text { s.t. } & v_{i}^{T} \cdot v_{i}=1 & \text { for all } i \in V, \\
& v_{i} \in \mathbb{R}^{n} & \text { for all } i \in V .
\end{array}
$$

The above SDP is a relaxation of MAXCUT, therefore OPT $\leq$ SDP.

## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;

## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;


## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
$\sqrt{2}$ pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;


## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;


The random hyperplane with normal vector $r$ produces the cut

$$
\begin{gathered}
S=\{1,4,5\}, \\
V \backslash S=\{2,3\} .
\end{gathered}
$$

## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;
Remarks.

- The hyperplane orthogonal to $r$ partitions the $n$-dimensional unit sphere into two halves, corresponding to $S$ and $V \backslash S$.


## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;

## Remarks.

■ The hyperplane orthogonal to $r$ partitions the $n$-dimensional unit sphere into two halves, corresponding to $S$ and $V \backslash S$.
■ The normalization $r /\|r\|$ of $r$ is uniformly distributed over the $n$-dimensional unit sphere.

## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;

## Remarks.

■ The hyperplane orthogonal to $r$ partitions the $n$-dimensional unit sphere into two halves, corresponding to $S$ and $V \backslash S$.
■ The normalization $r /\|r\|$ of $r$ is uniformly distributed over the $n$-dimensional unit sphere.
■ The projections of $r$ onto two unit vectors $e_{1}, e_{2}$ are independent and normally distributed if and only if $e_{1}$ and $e_{2}$ are orthogonal.

## Randomized Rounding of Vector Program

1 compute (near-)optimal solution ( $v^{*}$ ) to SDP relaxation;
2 pick a random vector $r=\left(r_{1}, \ldots, r_{n}\right)^{T}$ by drawing each component from $\mathcal{N}(0,1)$, the normal distribution with mean 0 and variance 1 ;
3 for $i=1, \ldots, n$ : if $r^{T} \cdot v_{i}^{*} \geq 0$ then put $i$ in $S$;

## Remarks.

- The hyperplane orthogonal to $r$ partitions the $n$-dimensional unit sphere into two halves, corresponding to $S$ and $V \backslash S$.
■ The normalization $r /\|r\|$ of $r$ is uniformly distributed over the $n$-dimensional unit sphere.
■ The projections of $r$ onto two unit vectors $e_{1}, e_{2}$ are independent and normally distributed if and only if $e_{1}$ and $e_{2}$ are orthogonal.


## Corollary 5.28

Let $r^{\prime}$ the projection of $r$ onto a 2-dimensional plane. The normalization $r^{\prime} /\left\|r^{\prime}\right\|$ of $r^{\prime}$, is uniformly distributed on a unit circle in the plane.

## Analysis of the SDP-based Algorithm

## Lemma 5.29

The probability that edge $i j \in E$ is in the cut is $\frac{1}{\pi} \arccos \left(v_{i}{ }^{T} \cdot v_{j}\right)$.

## Analysis of the SDP-based Algorithm

## Lemma 5.29

The probability that edge $i j \in E$ is in the cut is $\frac{1}{\pi} \arccos \left(v_{i}{ }^{T} \cdot v_{j}\right)$.

Proof:...

## Analysis of the SDP-based Algorithm

## Lemma 5.29

The probability that edge $i j \in E$ is in the cut is $\frac{1}{\pi} \arccos \left(v_{i}^{T} \cdot v_{j}\right)$.
Proof:...

## Lemma 5.30

For $x \in[-1,1]$ it holds that $\frac{1}{\pi} \arccos (x) \geq 0.878 \cdot \frac{1}{2}(1-x)$.

## Analysis of the SDP-based Algorithm

## Lemma 5.29

The probability that edge $i j \in E$ is in the cut is $\frac{1}{\pi} \arccos \left(v_{i}{ }^{T} \cdot v_{j}\right)$. Proof:...

## Lemma 5.30

For $x \in[-1,1]$ it holds that $\frac{1}{\pi} \arccos (x) \geq 0.878 \cdot \frac{1}{2}(1-x)$.

## Theorem 5.31 (Goemans \& Williamson)

SDP-based randomized rounding is a randomized 0.878 -approximation algorithm for MAXCUT.

## Analysis of the SDP-based Algorithm

## Lemma 5.29

The probability that edge $i j \in E$ is in the cut is $\frac{1}{\pi} \arccos \left(v_{i}^{T} \cdot v_{j}\right)$. Proof:...

## Lemma 5.30

For $x \in[-1,1]$ it holds that $\frac{1}{\pi} \arccos (x) \geq 0.878 \cdot \frac{1}{2}(1-x)$.

## Theorem 5.31 (Goemans \& Williamson)

SDP-based randomized rounding is a randomized 0.878 -approximation algorithm for MAXCUT.

Proof:...

## Analysis of the SDP-based Algorithm

## Lemma 5.29

The probability that edge $i j \in E$ is in the cut is $\frac{1}{\pi} \arccos \left(v_{i}{ }^{T} \cdot v_{j}\right)$.

## Proof:...

## Lemma 5.30

For $x \in[-1,1]$ it holds that $\frac{1}{\pi} \arccos (x) \geq 0.878 \cdot \frac{1}{2}(1-x)$.

## Theorem 5.31 (Goemans \& Williamson)

SDP-based randomized rounding is a randomized 0.878 -approximation algorithm for MAXCUT.

Proof:...
Remark. The algorithm can be derandomized by using a sophisticated application of the method of conditional expectations.

## Illustration of Lemma 5.30



## Illustration of Lemma 5.30 (Cont.)



## Inapproximability Results for MAX CUT

We state the following results without proof.

## Theorem 5.32

If there is an $\alpha$-approximation algorithm for MAX CUT with $\alpha>16 / 17 \approx 0.941$, then $P=N P$.

## Inapproximability Results for MAX CUT

We state the following results without proof.

## Theorem 5.32

If there is an $\alpha$-approximation algorithm for MAX CUT with $\alpha>16 / 17 \approx 0.941$, then $P=N P$.

## Theorem 5.33

Given the Unique Games Conjecture there is no $\alpha$-approximation algorithm for MAX CUT with constant

$$
\alpha>\min _{-1 \leq x \leq 1} \frac{\frac{1}{\pi} \arccos (x)}{\frac{1}{2}(1-x)} \approx 0.878
$$

unless $P=N P$.

