

Reflections on Approximation  
or  
How I (almost) finished my PhD thesis

Mihalis Yannakakis  
Stanford University

# Some History ...

## NP-completeness

- Cook, The complexity of theorem-proving procedures, STOC 1971
- Karp, Reducibility among combinatorial problems, 1972

# NP-completeness

- Satisfiability
- Many optimization problems
  - Max Clique / Independent Set
  - Min Node Cover; Set Cover
  - Min Graph Coloring
  - Traveling Salesman Problem
  - .....
- In the following years, tons of other NP-complete problems

# Approximation Algorithms

- Ullman, The performance of memory allocation algorithms, Princeton U. TR 100, 1971.
- Garey, Graham, Ullman: Worst-case analysis of memory allocation algorithms, STOC 1972

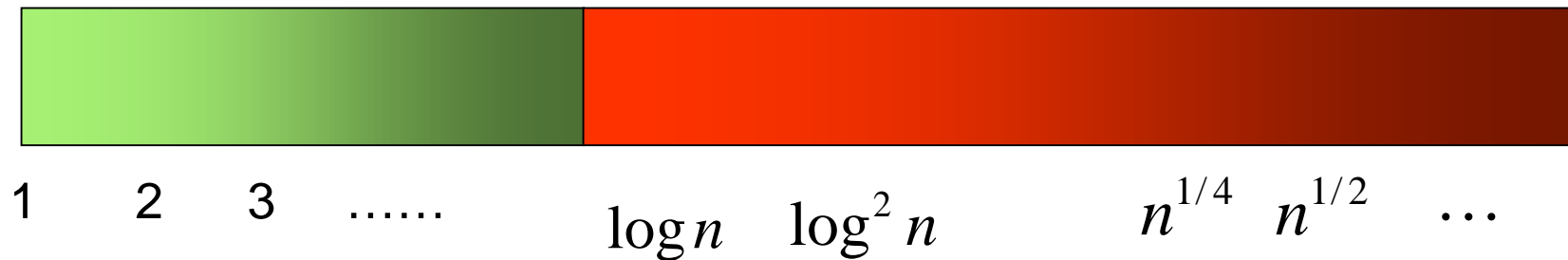
$$\text{approximation ratio} = \frac{\text{approximate cost}}{\text{optimal cost}}$$

## Bin Packing

First Fit algorithm: ratio 17/10

# Approximability spectrum

approximation ratio



All kinds of different behavior: For some problems:

- can get any ratio arbitrarily close to 1 (PTAS)
- others, can get some constant ratio, but no better
- others, can get no constant ratio unless P=NP

## Picture ca 1976: Many unknowns

- Node Cover: can get 2; better?  $1+\epsilon$ ?
- Metric TSP: can get  $3/2$  ; better?  $1+\epsilon$ ?
- Set Cover: can get  $\log n$  ; constant ?
- Clique: either can get any constant  $1+\epsilon$  arbitrarily close to 1 or no constant at all
- Graph Coloring: can't get ratio 2 ; some constant?

# Theory of approximation?

- NP-completeness theory: ties together different hard computational problems
- Analogue for approximation?

Here's the material you gave me on redshifts.  
I have very little in the way of technical errors. The  
main problems are with organization and exposition.  
You need to define terms ~~more~~ that are apparently left  
undefined. You need examples. Most importantly, you need  
a uniform framework in which to collect your results.  
Let's talk about what that might be (after general  
if you prefer).

uniform framework?

# Maximum Subgraph & Minimum Node Deletion Problems

- Find maximum number of nodes which induces a subgraph that satisfies a desired property  $\pi$
- Find minimum number of nodes whose deletion leaves a subgraph that satisfies desired property  $\pi$
- Examples:
  - $\pi =$  no edges • Max Independent Set, Min Node Cover
  - $\pi =$  clique • Clique problem
  - acyclic • Feedback Node Set problem
  - planar
  - bipartite, ...

# Hereditary Properties

- Inherited by subgraphs: If a graph satisfies the property, then deleting nodes does not destroy the property
- For every nontrivial hereditary property, the maximum subgraph and minimum node deletion problems are NP-hard

# Approximation?

- Complementary problems (max subgraph – min node deletion problem for same property  $\pi$ ) are equivalent in terms of exact optimization, but not in terms of approximation.
- Node Cover has ratio 2 approximation does not mean that Max Independent Set (Clique) does too.

## Connected version

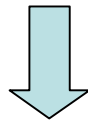
- If we require the remaining subgraph to be a *connected* graph that satisfies property  $\pi$ , then the node deletion problem is not approximable within ratio  $n^{1-\varepsilon}$  unless  $P=NP$ , for any hereditary property  $\pi$  that is “determined by the biconnected components” (eg. tree, planar, bipartite – but not clique).

# Problem traces back to Satisfiability

- Max Independent set = max “consistent” set, with pairwise consistency constraints (edges=conflicts)
- Other properties – more complex consistency constraints
- **Satisfiability:** pick for each clause a literal (a way of satisfying the clause), so that the local choices are mutually consistent
- **Need a gap in Satisfiability:**  
Can we tell apart formulas in which we can satisfy all (or most) clauses from those where we can satisfy much fewer?

## and further back to computations, proofs

- Computation of nondeterministic machine on given input, written down step-by-step



Satisfiability formula which checks that the steps of the computation satisfy all the rules of the Turing machine and that they end in acceptance

- Fragility of computations
- Robust version of NP ?

## MAX SNP [PY'88]

- Class of optimization problems
- Defined logically
- Max-3SAT complete,  
various others problems complete or hard  
→ if Max-3SAT has an approximation barrier,  
then so do they  
(Node Cover, Metric TSP, Clique , ...)

# Probabilistically Checkable Proofs (PCP)

## [ALMSS'92, AS, FGLS]

- Robust version of Cook's theorem
  - NP-hard to approximate Max-3SAT within some constant
    - yes instances • satisfiable formulas
    - no instances • 'very' unsatisfiable formulas
- Robust proofs (of yes instances)
  - Can check few random places in proof and gain high confidence on its correctness
- Opened door to many inapproximability results (Clique, Coloring, Set Cover, ....)

# Maximum Subgraph Problems

- For every nontrivial hereditary property  $\pi$  we cannot approximate the maximum  $\pi$  subgraph problem within any constant factor (and much worse) (LY'93)

# Node Deletion Problems

(the last chapter)

- All at least as hard to approximate as Node Cover  
→ all have a barrier

- Picture is still quite blurry

$\pi = \text{acyclic}$  (Feedback Node Set)

- Undirected graphs : ratio 2 [BBF'95]
- Directed graphs:  $\log n \log \log n$  [S'95] ; better? constant?

$\pi = \text{bipartite}$

- $\log n$  (GVY'95); better? constant?

(related to multicommodity cut / flow problems)

- What's missing?