

Approximation Algorithms  
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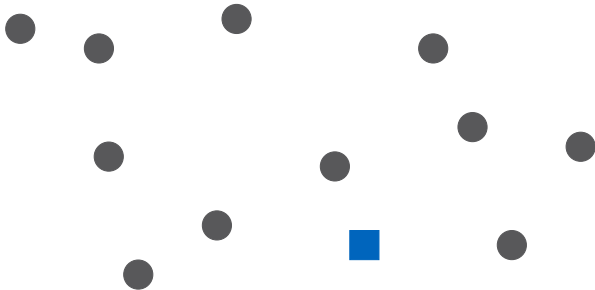
# **LP Rounding: Prize-collecting Steiner Tree**

# Prize-collecting Steiner Tree

**Input:** graph  $G = (V \cup \{r\}, E)$ , distances  $d : E \rightarrow \mathbb{R}_+$ , penalties  $\pi : V \rightarrow \mathbb{R}_+$ .

**Task:** find  $U \subseteq V$  and a tree  $T$  spanning  $U \cup \{r\}$ .

**Objective:** minimize  $\sum_{e \in T} d(e) + \sum_{v \in V \setminus U} \pi(v)$ .

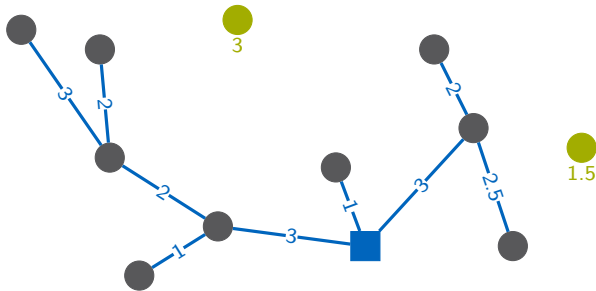


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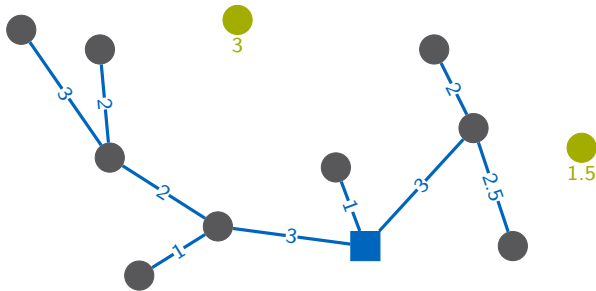


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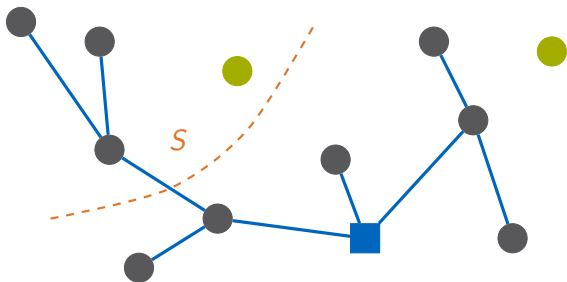
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\*w.l.o.g.:  $G$  is complete and  $d$  is metric

# LP relaxation



**variables:**

$$x(e) = 1 \Leftrightarrow e \in T$$

$$y(v) = 1 \Leftrightarrow v \in U$$

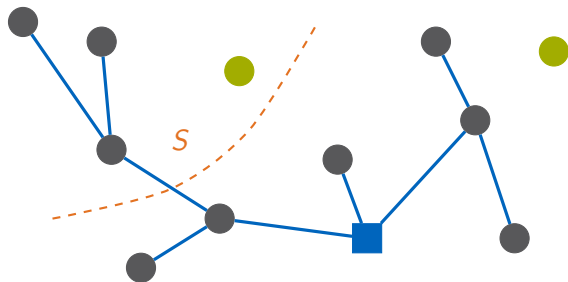
$$\min \sum_{e \in E} d(e)x(e) + \sum_{v \in V} \pi(v)(1 - y(v))$$

$$\text{s.t.} \quad \sum_{e \in \delta(S)} x(e) \geq y(v) \quad \forall S \subseteq V, \forall v \in S$$

$$x(e) \in \{0, 1\} \quad \forall e \in E$$

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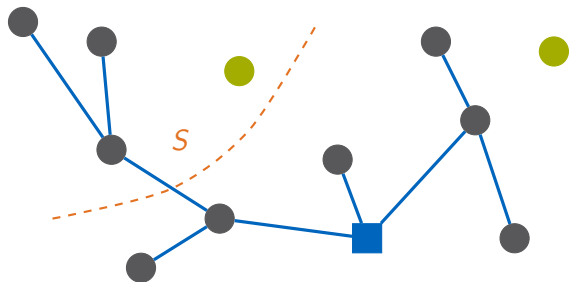
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$$x(e) \geq 0 \quad \forall e \in E$$

$$1 \geq y(v) \geq 0 \quad \forall v \in V$$

# A 3-approximation algorithm

## Algorithm D

- 1 Compute optimal solution  $(x^*, y^*)$  to LP.
- 2 Let  $U := \{v \in V : y^*(v) \geq \alpha\}$ .
- 3 Let  $T$  be minimum spanning tree on  $U \cup \{r\}$ .
- 4 Return  $T$  and  $U$ .



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**Claim 1:** 
$$d(T) \leq \frac{2}{\alpha} \cdot \sum_{e \in E} d(e)x^*(e)$$

**Claim 2:** 
$$\pi(V \setminus U) \leq \frac{1}{1 - \alpha} \cdot \sum_{v \in V} \pi(v)(1 - y^*(v))$$

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## Theorem

Algorithm D is a 3-approximation algorithm for Prize-collecting Steiner Tree (when setting  $\alpha = 2/3$ ).

## Algorithm B (Best of Many)

- 1 Compute optimal solution  $(x^*, y^*)$  to LP.
- 2 Run Algorithm  $D$  for every  $\alpha \in \{y^*(v) : v \in V\}$ .
- 3 Return best solution found.

# Improvement with randomization

## Algorithm B (Best of Many)

- 1 Compute optimal solution  $(x^*, y^*)$  to LP.
- 2 Run Algorithm  $D$  for every  $\alpha \in \{y^*(v) : v \in V\}$ .
- 3 Return best solution found.

## Algorithm R (Randomized rounding)

Choose  $\alpha$  uniformly at random from  $[\gamma, 1]$  and run Algorithm D.

**Observation:** Algorithm B is at least as good as Algorithm R.

(randomized analysis)

# Improvement with randomization

## Theorem

Algorithm R is a randomized 2.54-approximation algorithm for Prize-collecting steiner tree (when setting  $\gamma = e^{-1/2}$ ).

**Claim 1r:**  $\mathbb{E}[d(T)] \leq \left( \frac{2}{1-\gamma} \ln \frac{1}{\gamma} \right) \cdot \sum_{e \in E} d(e)x^*(e)$

**Claim 2r:**  $\mathbb{E}[\pi(V \setminus U)] \leq \frac{1}{1-\gamma} \cdot \sum_{v \in V} \pi(v)(1 - y^*(v))$

# Improvement with randomization

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Algorithm R is a randomized 2.54-approximation algorithm for Prize-collecting steiner tree (when setting  $\gamma = e^{-1/2}$ ).

## Derandomization

Try all  $\gamma = y^*(v)$ . These are  $n$  possibilities and find all possible outcomes for any  $\gamma$ .

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## Integrality gap

No algorithm using the LP relaxation as a lower bound can have a  $(2 - \epsilon)$  approximation factor.