

7 May 2021

# Set Cover Analysis Linear Programming

Announcement. Trying to arrange alternate final exam date. I've been told now I need to get approval from the University Scheduler. Stay tuned for more info.

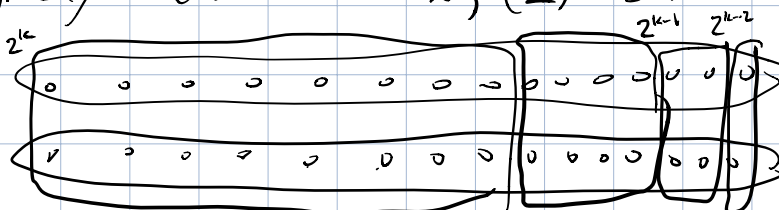
---

Given sets  $S_1, \dots, S_m \subseteq U$ ,  $|U| = n = \bigcup_{i=1}^m S_i$ .  
Want to find minimum  $k$  such that  
 $U =$  the union of  $k$  of the given sets.

**GREEDY SET COVER:** repeatedly choose  $S_i$  that covers the greatest number of elements not yet covered, until all elements are covered.

Recall. Example where the opt # of sets,  $k^*$ , is 2 but greedy chooses  $\approx \log\left(\frac{n}{2}\right)$  sets.

$2^k - 1$   
 $2^k - 1$



Fact Greedy never does worse than  $O(\log n) \cdot k^*$ .

Observation. If  $k^* = 2$  then greedy never chooses more than  $\log(n)$  sets.

Reason: in any iteration of the greedy main loop, we have a set  $T$  of not yet covered elements, and we know there exist two sets that cover all of  $T$ . ( $k^* = 2$ )

At least one of those two sets must cover half of  $T$ .

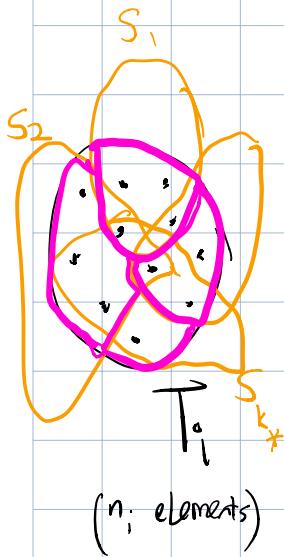
$\Rightarrow$  The set chosen by greedy covers at least half of  $T$ .

Conclusion: the # of not yet covered elements drops by a factor of at least 2 in every iteration.

After  $\log(n)$  iterations, the number must be  $< 1$ , hence  $\emptyset$ .

Theorem: For any instance of SET COVER if  $k^*$  is the optimum value, then Greedy Algorithm chooses at most  $k^* \cdot \ln(n)$  sets.

Proof: Let  $n_i = \#$  elements left uncovered after  $i$  iterations of greedy.  
 $n_0 = n.$



As above, if  $T_i$  denotes the elements not yet covered after  $i$  iterations then we know  $\exists k^*$  sets whose union covers  $T_i$

$\Rightarrow$  at least one of the sets covers at least  $n_i/k^*$  elements of  $T_i$

$\Rightarrow$  Greedy picks a set containing at least  $n_i/k^*$  elements of  $T_i$

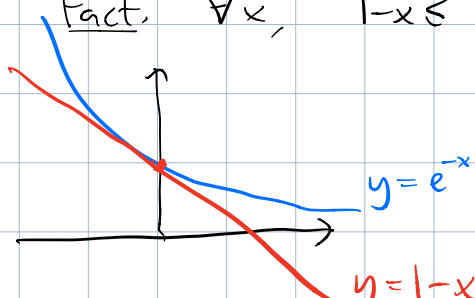
$$\Rightarrow n_{i+1} \leq \left(1 - \frac{1}{k^*}\right) \cdot n_i$$

$\left(\frac{1}{k^*} n_i\right)$  or more of the elements were covered, so  
 $\left(1 - \frac{1}{k^*}\right) n_i$  or fewer remain uncovered

After  $k$  iterations,  $n_k \leq \left(1 - \frac{1}{k^*}\right)^k \cdot n_0.$

Fact.  $\forall x, 1-x \leq e^{-x}.$

$$\leq e^{-\left(\frac{1}{k^*}\right) \cdot k} \cdot n$$



When  $k > k^* \ln(n)$ ,

$$e^{-(k/k^*)} < e^{-\ln(n)} = \frac{1}{n}$$

so  $n_k \leq e^{-k/k^*} \cdot n < \frac{1}{n} \cdot n = 1$ .

Therefore  $n_k = 0$ .

I've shown that after  $k^* \ln(n)$  or fewer iterations, Greedy has covered all elements.

In Chapter 11.3 you'll see a different analysis with two advantages.

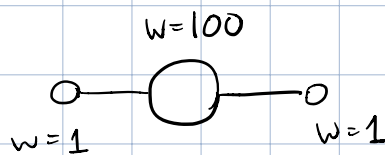
1. Applies to ~~Weighted~~ Set Cover where sets have costs and the goal is to find set cover with min total cost.
2. Shows the approximation factor is  $\leq \ln(\max_i |S_i|)$

Next up... ~~Weighted~~ Vertex Cover.

Given:  $G = (V, E)$  undirected, weights  $w(v) \geq 0 \forall v \in V$ .

Find  $S \subseteq V$  that covers every edge, minimize  $\sum_{v \in S} w(v)$ .

Recall. When all weights are 1, we saw a 2-approximation by simply picking uncovered edges and selecting both their endpoints, until all edges are covered.



The alg. above selects a set with combined weight 101.

Best vertex cover has weight 2.

I will present an alg. based on **LINEAR PROGRAMMING. (LP)**

LP is one of the most powerful and general purpose problems we know how to solve in poly time.

LP: Given a system of linear equations and inequalities in  $n$  real-valued variables, find a solution that maximizes some linear objective function.

Example (2 variables)

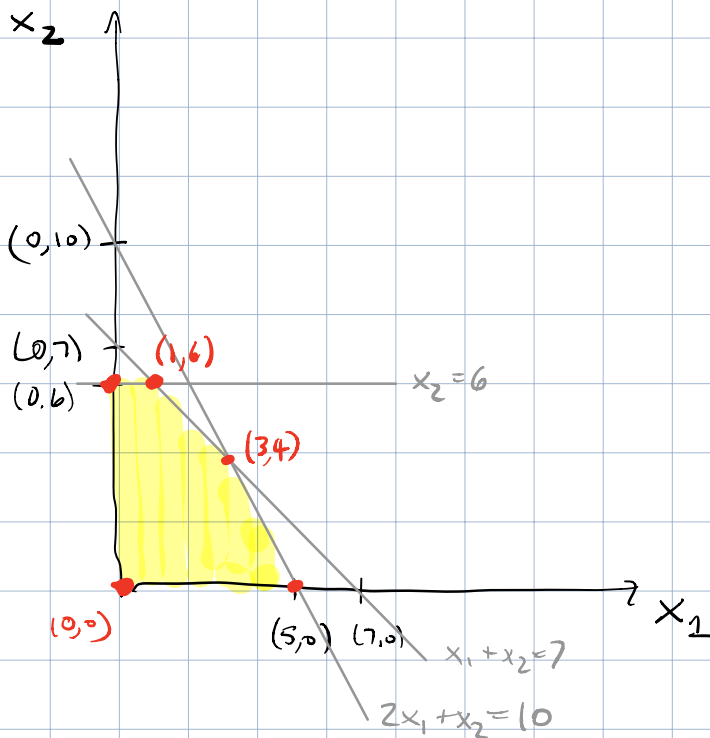
$$\text{max. } 3x_1 + 4x_2$$

$$\text{s.t. } 2x_1 + x_2 \leq 10$$

$$x_1 + x_2 \leq 7$$

$$x_2 \leq 6$$

$$x_1, x_2 \geq 0$$



In higher dimensions, a system of linear inequalities defines a polyhedron.

In dimension  $n$ , with  $m$  linear inequalities, a vertex of the polyhedron occurs when  $n$  linearly independent

inequalities become equations.

⇒ could be as many as  $\binom{m}{n}$  vertices.

⇒ # of vertices can be exponential in dimension.

Must seek alternative algorithms for finding best vertex.

Poly-time algorithms have been known since 1970's - 80's.

First such algorithm to be discovered, "ellipsoid algorithm", is a high-dimensional analogue of binary search.

