

## Efficient Approximation Schemes for Geometric Problems?

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- 6 An  $n^{O(1/\epsilon^2)}$  approximation scheme is grossly inefficient for small  $\epsilon$ .
- 9 Parameterized complexity might help determine if this inefficiency is unavoidable or can be improved.
- 6 Concrete examples for some geometric problems:
  - ▲ MAXIMUM INDEPENDENT SET for unit disk graphs
  - MINIMUM VERTEX COVER for unit disk graphs
  - △ COVERING POINTS WITH SQUARES

## **Approximation schemes**



**Polynomial-Time Approximation Scheme (PTAS):** algorithm that produces an  $\epsilon$ -approximate solution in time  $n^{f(\epsilon)}$ . **Example:**  $n^{O(1/\epsilon)}$  time PTAS for INDEPENDENT SET in unit disk graphs.

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Fully Polynomial-Time Approximation Scheme (FPTAS): algorithm that produces an  $\epsilon$ -approximate solution in time  $(1/\epsilon)^c \cdot n^c$ . Example:  $O(1/\epsilon \cdot n^3)$  time PTAS for KNAPSACK.

## The PTAS scandal situation

Running time of some approximation schemes for 20% error: (reproduced from [Downey '03])

MULTIPLE KNAPSACK [Checkuri and Khanna '00]	$O(n^{9,375,000})$
MAXIMUM SUBFOREST [Shamir and Tsur '98]	$O(n^{958,267,391})$
GENERAL MULTIPROCESSOR JOB SCHEDULING [Chen and Miranda '99]	$> O(n^{10^{60}})$ (4 processors)
MAXIMUM INDEPENDENT SET for disk graphs [Erlebach <i>et al.</i> '01]	$O(n^{523,804})$



Do people care whether their PTAS is an EPTAS?

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  Kolliopoulos and Rao [ESA '99] gave a 2<sup>O(1/ε·log 1/ε)</sup> · n log<sup>6</sup> n time EPTAS for the problem.



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  - **?** When is such an improvement possible? Can we prove negative results?

#### **Parameterized complexity**



**Goal:** restrict the exponential growth of the running time to one parameter of the input.

**Example:** Finding a vertex cover of size k can be done in  $O(1.3^k \cdot n^2)$  time. **Example:** Finding a path of length k can be done in  $O(2^k \cdot n^2)$  time. **Example:** No algorithm with running time  $n^{o(k)}$  is known for finding a k-clique.

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In a **parameterized problem**, every instance has a special part *k* called the **parameter**.

**Definition:** A parameterized problem is **fixed-parameter tractable (FPT)** with parameter k if there is an algorithm with running time  $f(k) \cdot n^c$  where c is a fixed constant not depending on k.

#### Parameterized intractability



We expect that MAXIMUM INDEPENDENT SET is not fixed-parameter tractable, no  $n^{o(k)}$  algorithm is known.

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**Parameterized reductions:**  $L_1$  is reducible to  $L_2$ , if there is a function f that transforms (x, k) to (x', k') such that

- $(x,k)\in L_1$  if and only if  $(x',k')\in L_2$ ,
- 6 f can be computed in  $f(k)|x|^c$  time,
- k' depends only on k

If  $L_1$  is reducible to  $L_2$ , and  $L_2$  is in FPT, then  $L_1$  is in FPT as well. Most NP-completeness proofs are not good for parameterized reductions.



Optimization problem :

Parameterized decision problem: "Is there a solution with value k?"

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**Proof:** Given an  $f(\epsilon) \cdot n^c$  time EPTAS, set  $\epsilon = \frac{1}{2k}$ , now the approximation algorithm can decide in  $f(\frac{1}{2k}) \cdot n^c$  time whether the optimum is k or k + 1.



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**Remark:** Does not work the other way. Problem is FPT does not imply that there is an EPTAS. For example, MINIMUM VERTEX COVER can be solved in  $1.3^k \cdot n^2$  time, but there is no PTAS.

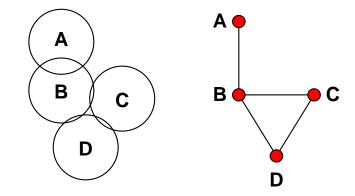
### Geometric problems



**Geometric problems:** problems involving geometric objects (usually in 2D or 3D). Often motivated by practical applications.

**Geometric graphs:** Intersection graphs of geometric objects. Vertices are the objects, two vertices are connected if the objects intersect.

Examples: disk graphs, unit disk graphs, coin graphs (=planar graphs).



Classical problems such as INDEPENDENT SET, DOMINATING SET, VERTEX COVER, VERTEX COLORING were investigated on different types of geometric graphs.

## **INDEPENDENT SET** for unit disk graphs



Unit disk graphs:

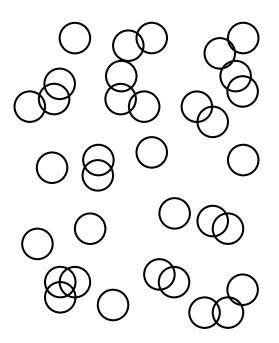
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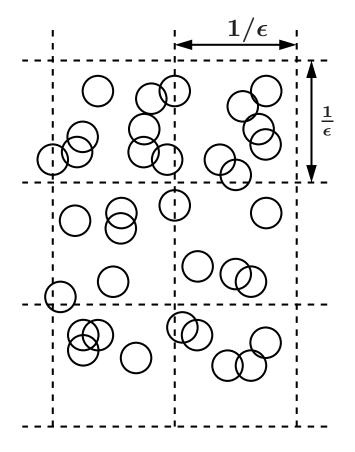
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- Sew result: parameterized version is W[1]-hard
  ⇒ no EPTAS (unless W[1]=FPT).



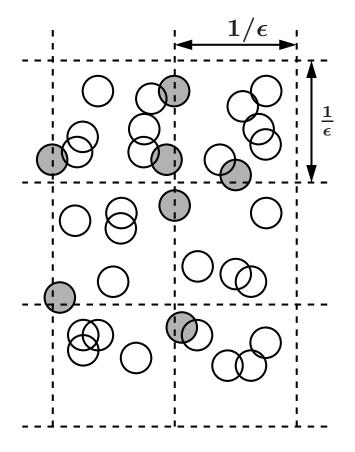
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Oraw parallel horizontal and vertical lines.

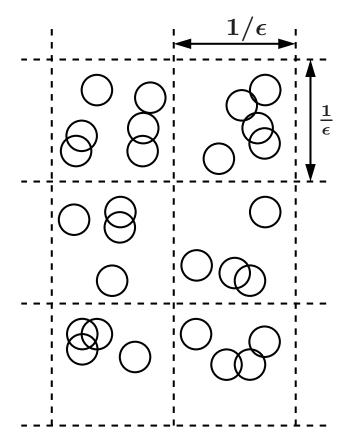


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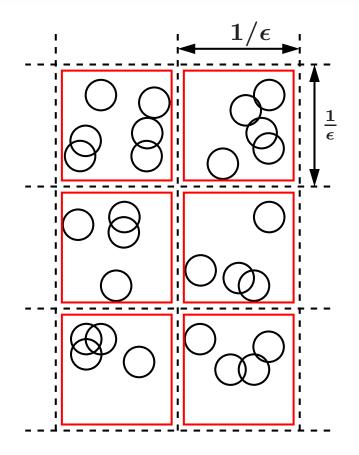
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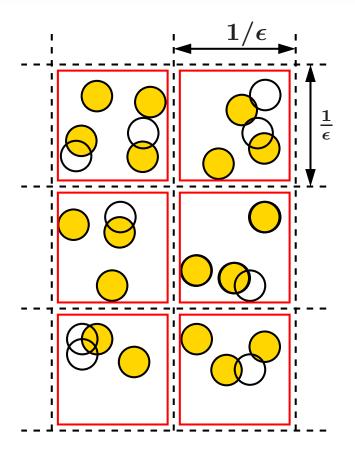
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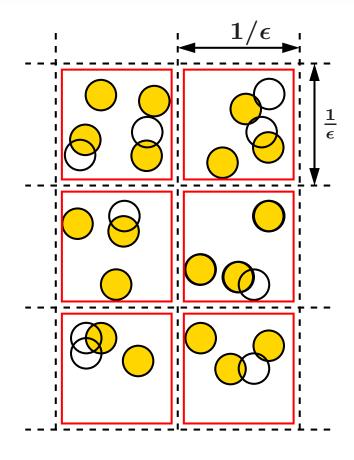
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- 6 ... that can be solved by brute force in  $n^{O(1/\epsilon^2)}$  time.
- Shifting argument: there is at least one way of drawing the lines such that deleting the disks does not change the optimum much.



# $\lambda$ -precision unit disk graphs



 $\lambda$ -precision unit disk graphs (distance of centers is at least  $\lambda$ ):

- 6 INDEPENDENT SET is NP-hard even for  $\lambda = 1$ .
- 6 Admits an EPTAS [Hunt *et al.* '98]. (Each small problem contains at most  $O(1/(\lambda \epsilon)^2)$  disks.)
- 6 Can be solved in  $2^{\sqrt{k}} + n^c$  time [Alber and Fiala '03]  $\Rightarrow$  FPT.

# **VERTEX COVER** for unit disk graphs



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There is an EPTAS:

- Split the problem into  $1/\epsilon \times 1/\epsilon$  rectangles.
- If a point is covered by more than  $1/\epsilon$  disks, then select all these disks into the vertex cover (all but one has to be selected anyway).
- 6 If every point is covered by at most  $1/\epsilon$  disks  $\Rightarrow$  there are at most  $O(1/\epsilon^3)$  disks  $\Rightarrow$  can be solved by brute force in  $f(\epsilon)$  time.

## **COVERING POINTS WITH SQUARES**



**Given:** *n* points in the plane

**Find:** a minimum number of unit squares such that every point is covered by at least one square.

 $n^{O(1/\epsilon^2)}$  time PTAS by Hochbaum and Maas [*J. ACM* '85]. (Usual shifting strategy: split the problem into small parts and use brute force.)

Parameterized version: "Is it possible to cover the points with k squares?"

**New result:** the parameterized version of the problem is W[1]-hard  $\Rightarrow$  there is no EPTAS (unless FPT=W[1])

## Conclusions



- <sup>6</sup> PTASs are polynomial for fixed  $\epsilon$ , but often with very high degree.
- 6 PTAS vs. EPTAS
- 6 Parameterized complexity can give evidence that there is no EPTAS for the problem.
- 6 Works especially well for geometric problems.
- 6 Concrete examples: INDEPENDENT SET and VERTEX COVER for unit disk graphs, COVERING POINTS WITH SQUARES.