Knapsack:

Given a set of items $\{1, ..., n\}$, where the *i*-th item has weight $w_i \in \mathbb{N}$ and profit $p_i \in \mathbb{N}$, and given a threshold W. Find a subset $I \subseteq \{1, ..., n\}$ of items of total weight at most W such that the profit is maximized (we can assume each $w_i \leq W$).

max		$\sum_{i=1}^{n} p_i x_i$		
s.t.		$\sum_{i=1}^{n} w_i x_i$	\leq	W
	$\forall i \in \{1, \dots, n\}$	x_i	\in	$\{0,1\}$



Algorithm 1 Knapsack1: $A(1) \leftarrow [(0,0), (p_1, w_1)]$ 2: for $j \leftarrow 2$ to n do3: $A(j) \leftarrow A(j-1)$ 4: for each $(p, w) \in A(j-1)$ do5: if $w + w_j \le W$ then6: add $(p + p_j, w + w_j)$ to A(j)7: remove dominated pairs from A(j)8: return $\max_{(p,w)\in A(n)} p$

The running time is $\mathcal{O}(n \cdot \min\{W, P\})$, where $P = \sum_i p_i$ is the total profit of all items. This is only pseudo-polynomial.



Definition 2

An algorithm is said to have pseudo-polynomial running time if the running time is polynomial when the numerical part of the input is encoded in unary.



- Let *M* be the maximum profit of an element.
- Set $\mu := \epsilon M/n$.
- Set $p'_i := \lfloor p_i / \mu \rfloor$ for all *i*.
- Run the dynamic programming algorithm on this revised instance.

Running time is at most

$$\mathcal{O}(nP') = \mathcal{O}\left(n\sum_i p'_i\right) = \mathcal{O}\left(n\sum_i \left\lfloor \frac{p_i}{\epsilon M/n} \right\rfloor\right) \le \mathcal{O}\left(\frac{n^3}{\epsilon}\right) \ .$$



.

Let *S* be the set of items returned by the algorithm, and let *O* be an optimum set of items.

$$\sum_{i \in S} p_i \ge \mu \sum_{i \in S} p'_i$$
$$\ge \mu \sum_{i \in O} p'_i$$
$$\ge \sum_{i \in O} p_i - |O|\mu$$
$$\ge \sum_{i \in O} p_i - n\mu$$
$$= \sum_{i \in O} p_i - \epsilon M$$
$$\ge (1 - \epsilon) \text{OPT} .$$



Scheduling Revisited

The previous analysis of the scheduling algorithm gave a makespan of

$$\frac{1}{m}\sum_{j\neq\ell}p_j+p_\ell$$

where ℓ is the last job to complete.

Together with the obervation that if each $p_i \ge \frac{1}{3}C_{\max}^*$ then LPT is optimal this gave a 4/3-approximation.



17.2 Scheduling Revisited

Partition the input into long jobs and short jobs.

A job j is called short if

$$p_j \le \frac{1}{km} \sum_i p_i$$

Idea:

- 1. Find the optimum Makespan for the long jobs by brute force.
- 2. Then use the list scheduling algorithm for the short jobs, always assigning the next job to the least loaded machine.



We still have the inequality

$$\frac{1}{m}\sum_{j\neq\ell}p_j+p_\ell$$

where ℓ is the last job (this only requires that all machines are busy before time S_{ℓ}).

If ℓ is a long job, then the schedule must be optimal, as it consists of an optimal schedule of long jobs plus a schedule for short jobs.

If ℓ is a short job its length is at most

 $p_\ell \leq \sum_j p_j / (mk)$

which is at most C^*_{\max}/k .



Hence we get a schedule of length at most

 $\left(1+\frac{1}{k}\right)C_{\max}^*$

There are at most km long jobs. Hence, the number of possibilities of scheduling these jobs on m machines is at most m^{km} , which is constant if m is constant. Hence, it is easy to implement the algorithm in polynomial time.

Theorem 3

The above algorithm gives a polynomial time approximation scheme (PTAS) for the problem of scheduling n jobs on m identical machines if m is constant.

We choose $k = \lceil \frac{1}{\epsilon} \rceil$.



How to get rid of the requirement that *m* is constant?

We first design an algorithm that works as follows: On input of T it either finds a schedule of length $(1 + \frac{1}{k})T$ or certifies that no schedule of length at most T exists (assume $T \ge \frac{1}{m} \sum_j p_j$).

We partition the jobs into long jobs and short jobs:

- A job is long if its size is larger than T/k.
- Otw. it is a short job.



- We round all long jobs down to multiples of T/k^2 .
- For these rounded sizes we first find an optimal schedule.
- If this schedule does not have length at most T we conclude that also the original sizes don't allow such a schedule.
- If we have a good schedule we extend it by adding the short jobs according to the LPT rule.



After the first phase the rounded sizes of the long jobs assigned to a machine add up to at most T.

There can be at most k (long) jobs assigned to a machine as otw. their rounded sizes would add up to more than T (note that the rounded size of a long job is at least T/k).

Since, jobs had been rounded to multiples of T/k^2 going from rounded sizes to original sizes gives that the Makespan is at most

$$\left(1+\frac{1}{k}\right)T$$
.



During the second phase there always must exist a machine with load at most T, since T is larger than the average load. Assigning the current (short) job to such a machine gives that the new load is at most

$$T + \frac{T}{k} \le \left(1 + \frac{1}{k}\right)T \;\;.$$



Running Time for scheduling large jobs: There should not be a job with rounded size more than T as otw. the problem becomes trivial.

Hence, any large job has rounded size of $\frac{i}{k^2}T$ for $i \in \{k, ..., k^2\}$. Therefore the number of different inputs is at most n^{k^2} (described by a vector of length k^2 where, the *i*-th entry describes the number of jobs of size $\frac{i}{k^2}T$). This is polynomial.

The schedule/configuration of a particular machine x can be described by a vector of length k^2 where the *i*-th entry describes the number of jobs of rounded size $\frac{i}{k^2}T$ assigned to x. There are only $(k + 1)^{k^2}$ different vectors.

This means there are a constant number of different machine configurations.



Let $OPT(n_1, ..., n_{k^2})$ be the number of machines that are required to schedule input vector $(n_1, ..., n_{k^2})$ with Makespan at most T.

If $OPT(n_1, \ldots, n_{k^2}) \leq m$ we can schedule the input.

We have

$$OPT(n_1, ..., n_{k^2}) = \begin{cases} 0 & (n_1, ..., n_{k^2}) = 0\\ 1 + \min_{(s_1, ..., s_{k^2}) \in C} OPT(n_1 - s_1, ..., n_{k^2} - s_{k^2}) & (n_1, ..., n_{k^2}) \ge 0\\ \infty & \text{otw.} \end{cases}$$

where C is the set of all configurations.

Hence, the running time is roughly $(k + 1)^{k^2} n^{k^2} \approx (nk)^{k^2}$.



We can turn this into a PTAS by choosing $k = \lceil 1/\epsilon \rceil$ and using binary search. This gives a running time that is exponential in $1/\epsilon$.

Can we do better?

Scheduling on identical machines with the goal of minimizing Makespan is a strongly NP-complete problem.

Theorem 4

There is no FPTAS for problems that are strongly NP-hard.



- Suppose we have an instance with polynomially bounded processing times p_i ≤ q(n)
- We set $k := \lceil 2nq(n) \rceil \ge 2 \text{ OPT}$

Then

$$ALG \le \left(1 + \frac{1}{k}\right)OPT \le OPT + \frac{1}{2}$$

- But this means that the algorithm computes the optimal solution as the optimum is integral.
- This means we can solve problem instances if processing times are polynomially bounded
- Running time is $\mathcal{O}(\operatorname{poly}(n,k)) = \mathcal{O}(\operatorname{poly}(n))$
- For strongly NP-complete problems this is not possible unless P=NP



More General

Let $OPT(n_1, ..., n_A)$ be the number of machines that are required to schedule input vector $(n_1, ..., n_A)$ with Makespan at most T (*A*: number of different sizes).

If $OPT(n_1, ..., n_A) \le m$ we can schedule the input.

$$OPT(n_1,...,n_A) = \begin{cases} 0 & (n_1,...,n_A) = 0\\ 1 + \min_{(s_1,...,s_A) \in C} OPT(n_1 - s_1,...,n_A - s_A) & (n_1,...,n_A) \ge 0\\ \infty & \text{otw.} \end{cases}$$

where C is the set of all configurations.

 $|C| \le (B+1)^A$, where *B* is the number of jobs that possibly can fit on the same machine.

The running time is then $O((B + 1)^A n^A)$ because the dynamic programming table has just n^A entries.

Given n items with sizes s_1, \ldots, s_n where

```
1 > s_1 \ge \cdots \ge s_n > 0.
```

Pack items into a minimum number of bins where each bin can hold items of total size at most 1.

Theorem 5

There is no ρ -approximation for Bin Packing with $\rho < 3/2$ unless P = NP.



Proof

▶ In the partition problem we are given positive integers $b_1, ..., b_n$ with $B = \sum_i b_i$ even. Can we partition the integers into two sets *S* and *T* s.t.

$$\sum_{i\in S} b_i = \sum_{i\in T} b_i \quad ?$$

- ▶ We can solve this problem by setting $s_i := 2b_i/B$ and asking whether we can pack the resulting items into 2 bins or not.
- A ρ-approximation algorithm with ρ < 3/2 cannot output 3 or more bins when 2 are optimal.
- Hence, such an algorithm can solve Partition.



Definition 6

An asymptotic polynomial-time approximation scheme (APTAS) is a family of algorithms $\{A_{\epsilon}\}$ along with a constant c such that A_{ϵ} returns a solution of value at most $(1 + \epsilon)$ OPT + c for minimization problems.

- Note that for Set Cover or for Knapsack it makes no sense to differentiate between the notion of a PTAS or an APTAS because of scaling.
- However, we will develop an APTAS for Bin Packing.



Again we can differentiate between small and large items.

Lemma 7

Any packing of items into ℓ bins can be extended with items of size at most γ s.t. we use only $\max\{\ell, \frac{1}{1-\gamma}SIZE(I) + 1\}$ bins, where $SIZE(I) = \sum_i s_i$ is the sum of all item sizes.

- ► If after Greedy we use more than ℓ bins, all bins (apart from the last) must be full to at least 1γ .
- Hence, r(1 − y) ≤ SIZE(I) where r is the number of nearly-full bins.
- This gives the lemma.



Choose $\gamma = \epsilon/2$. Then we either use ℓ bins or at most

$$\frac{1}{1 - \epsilon/2} \cdot \text{OPT} + 1 \le (1 + \epsilon) \cdot \text{OPT} + 1$$

bins.

It remains to find an algorithm for the large items.



Linear Grouping:

Generate an instance I' (for large items) as follows.

- Order large items according to size.
- Let the first k items belong to group 1; the following k items belong to group 2; etc.
- Delete items in the first group;
- Round items in the remaining groups to the size of the largest item in the group.



Linear Grouping





Lemma 8 $OPT(I') \le OPT(I) \le OPT(I') + k$

Proof 1:

- Any bin packing for I gives a bin packing for I' as follows.
- Pack the items of group 2, where in the packing for I the items for group 1 have been packed;
- Pack the items of groups 3, where in the packing for I the items for group 2 have been packed;



▶ ...

Lemma 9 $OPT(I') \le OPT(I) \le OPT(I') + k$

Proof 2:

- Any bin packing for I' gives a bin packing for I as follows.
- Pack the items of group 1 into k new bins;
- Pack the items of groups 2, where in the packing for I' the items for group 2 have been packed;

▶ ...



Assume that our instance does not contain pieces smaller than $\epsilon/2$. Then SIZE(I) $\geq \epsilon n/2$.

We set $k = \lfloor \epsilon \text{SIZE}(I) \rfloor$.

Then $n/k \le n/\lfloor \epsilon^2 n/2 \rfloor \le 4/\epsilon^2$ (here we used $\lfloor \alpha \rfloor \ge \alpha/2$ for $\alpha \ge 1$).

Hence, after grouping we have a constant number of piece sizes $(4/\epsilon^2)$ and at most a constant number $(2/\epsilon)$ can fit into any bin.

We can find an optimal packing for such instances by the previous Dynamic Programming approach.

cost (for large items) at most

 $OPT(I') + k \le OPT(I) + \epsilon SIZE(I) \le (1 + \epsilon)OPT(I)$

• running time $\mathcal{O}((\frac{2}{\epsilon}n)^{4/\epsilon^2})$.

Can we do better?

In the following we show how to obtain a solution where the number of bins is only

```
OPT(I) + O(log^2(SIZE(I))).
```

Note that this is usually better than a guarantee of

 $(1+\epsilon) \operatorname{OPT}(I) + 1$.



17.4 Advanced Rounding for Bin Packing

Configuration LP

Change of Notation:

- Group pieces of identical size.
- Let s₁ denote the largest size, and let b₁ denote the number of pieces of size s₁.
- s_2 is second largest size and b_2 number of pieces of size s_2 ;
- ▶ ...
- *s_m* smallest size and *b_m* number of pieces of size *s_m*.



Configuration LP

A possible packing of a bin can be described by an *m*-tuple (t_1, \ldots, t_m) , where t_i describes the number of pieces of size s_i . Clearly,

 $\sum_i t_i \cdot s_i \leq 1 \; .$

We call a vector that fulfills the above constraint a configuration.



Configuration LP

Let N be the number of configurations (exponential).

Let T_1, \ldots, T_N be the sequence of all possible configurations (a configuration T_j has T_{ji} pieces of size s_i).

$$\begin{array}{c|cccc} \min & & \sum_{j=1}^{N} x_j \\ \text{s.t.} & \forall i \in \{1 \dots m\} & \sum_{j=1}^{N} T_{ji} x_j & \geq & b_i \\ & \forall j \in \{1, \dots, N\} & & x_j & \geq & 0 \\ & \forall j \in \{1, \dots, N\} & & x_j & \text{integral} \end{array}$$



17.4 Advanced Rounding for Bin Packing

How to solve this LP?

later...



17.4 Advanced Rounding for Bin Packing

We can assume that each item has size at least 1/SIZE(I).



Harmonic Grouping

- Sort items according to size (monotonically decreasing).
- Process items in this order; close the current group if size of items in the group is at least 2 (or larger). Then open new group.
- ► I.e., G₁ is the smallest cardinality set of largest items s.t. total size sums up to at least 2. Similarly, for G₂,...,G_{r-1}.
- Only the size of items in the last group G_r may sum up to less than 2.



Harmonic Grouping

From the grouping we obtain instance I' as follows:

- Round all items in a group to the size of the largest group member.
- Delete all items from group G_1 and G_r .
- For groups G_2, \ldots, G_{r-1} delete $n_i n_{i-1}$ items.
- Observe that $n_i \ge n_{i-1}$.



Lemma 10 The number of different sizes in I' is at most SIZE(I)/2.

- Each group that survives (recall that G₁ and G_r are deleted) has total size at least 2.
- Hence, the number of surviving groups is at most SIZE(I)/2.
- ► All items in a group have the same size in *I*′.



Lemma 11

The total size of deleted items is at most $O(\log(SIZE(I)))$.

- ► The total size of items in G₁ and G_r is at most 6 as a group has total size at most 3.
- Consider a group G_i that has strictly more items than G_{i-1} .
- It discards $n_i n_{i-1}$ pieces of total size at most

$$3\frac{n_i - n_{i-1}}{n_i} \le \sum_{j=n_{i-1}+1}^{n_i} \frac{3}{j}$$

since the smallest piece has size at most $3/n_i$.

Summing over all *i* that have n_i > n_{i-1} gives a bound of at most

$$\sum_{j=1}^{n_{r-1}} \frac{3}{j} \leq \mathcal{O}(\log(\text{SIZE}(I))) \ .$$

(note that $n_r \leq \text{SIZE}(I)$ since we assume that the size of each item is at least 1/SIZE(I)).

Algorithm 1 BinPack

- 1: **if** SIZE(I) < 10 **then**
- 2: pack remaining items greedily
- 3: Apply harmonic grouping to create instance I'; pack discarded items in at most $O(\log(\text{SIZE}(I)))$ bins.
- 4: Let x be optimal solution to configuration LP
- 5: Pack $\lfloor x_j \rfloor$ bins in configuration T_j for all j; call the packed instance I_1 .
- 6: Let I_2 be remaining pieces from I'
- 7: Pack I_2 via BinPack (I_2)



Analysis

$OPT_{LP}(I_1) + OPT_{LP}(I_2) \le OPT_{LP}(I') \le OPT_{LP}(I)$

Proof:

- ► Each piece surviving in I' can be mapped to a piece in I of no lesser size. Hence, OPT_{LP}(I') ≤ OPT_{LP}(I)
- $\lfloor x_j \rfloor$ is feasible solution for I_1 (even integral).
- $x_j \lfloor x_j \rfloor$ is feasible solution for I_2 .



Analysis

Each level of the recursion partitions pieces into three types

- 1. Pieces discarded at this level.
- **2.** Pieces scheduled because they are in I_1 .
- **3.** Pieces in I_2 are handed down to the next level.

Pieces of type 2 summed over all recursion levels are packed into at most $\mbox{OPT}_{\mbox{LP}}$ many bins.

Pieces of type 1 are packed into at most

 $\mathcal{O}(\log(\text{SIZE}(I))) \cdot L$

many bins where L is the number of recursion levels.



Analysis

We can show that $SIZE(I_2) \le SIZE(I)/2$. Hence, the number of recursion levels is only $O(\log(SIZE(I_{original})))$ in total.

- ► The number of non-zero entries in the solution to the configuration LP for I' is at most the number of constraints, which is the number of different sizes (≤ SIZE(I)/2).
- ► The total size of items in I₂ can be at most ∑_{j=1}^N x_j ⌊x_j⌋ which is at most the number of non-zero entries in the solution to the configuration LP.



How to solve the LP?

Let T_1, \ldots, T_N be the sequence of all possible configurations (a configuration T_j has T_{ji} pieces of size s_i). In total we have b_j pieces of size s_i .

Primal







17.4 Advanced Rounding for Bin Packing

Separation Oracle

Suppose that I am given variable assignment y for the dual.

How do I find a violated constraint?

I have to find a configuration $T_j = (T_{j1}, \ldots, T_{jm})$ that

▶ is feasible, i.e.,

$$\sum_{i=1}^m T_{ji} \cdot s_i \leq 1$$
 ,

and has a large profit

$$\sum_{i=1}^{m} T_{ji} y_i > 1$$

But this is the Knapsack problem.



Separation Oracle

We have FPTAS for Knapsack. This means if a constraint is violated with $1 + \epsilon' = 1 + \frac{\epsilon}{1-\epsilon}$ we find it, since we can obtain at least $(1 - \epsilon)$ of the optimal profit.

The solution we get is feasible for:

Dual'

$$\begin{array}{|c|c|c|c|c|} \hline \max & & \sum_{i=1}^{m} y_i b_i \\ \text{s.t.} & \forall j \in \{1, \dots, N\} & \sum_{i=1}^{m} T_{ji} y_i & \leq & 1 + \epsilon' \\ & \forall i \in \{1, \dots, m\} & y_i & \geq & 0 \end{array}$$

Primal'

min		$(1+\epsilon')\sum_{j=1}^N x_j$		
s.t.	$\forall i \in \{1 \dots m\}$	$\sum_{j=1}^{N} T_{ji} x_j$	\geq	b_i
	$\forall j \in \{1, \dots, N\}$	x_j		

Separation Oracle

If the value of the computed dual solution (which may be infeasible) is z then

$OPT \le z \le (1 + \epsilon')OPT$

How do we get good primal solution (not just the value)?

- The constraints used when computing z certify that the solution is feasible for DUAL'.
- Suppose that we drop all unused constraints in DUAL. We will compute the same solution feasible for DUAL'.
- ► Let DUAL'' be DUAL without unused constraints.
- The dual to DUAL" is PRIMAL where we ignore variables for which the corresponding dual constraint has not been used.
- The optimum value for PRIMAL'' is at most $(1 + \epsilon')$ OPT.
- We can compute the corresponding solution in polytime.

This gives that overall we need at most

```
(1 + \epsilon') \text{OPT}_{\text{LP}}(I) + \mathcal{O}(\log^2(\text{SIZE}(I)))
```

bins.

We can choose $\epsilon' = \frac{1}{OPT}$ as $OPT \le \#$ items and since we have a fully polynomial time approximation scheme (FPTAS) for knapsack.



17.4 Advanced Rounding for Bin Packing