

2. An FPTAS for knapsack

(V)

idea ~~behind~~ for FPTAS: use (*)

- ignore a certain number of least significant bits of profits of objects (depending on error parameter ϵ)

↳ modified profits: numbers bounded by a polynomial in n and $1/\epsilon$

⇒ find solution whose profit is at least $(1-\epsilon) \cdot \text{OPT}$ in time bounded by a polynomial in n and $1/\epsilon$

Algorithm

1. Given $\epsilon > 0$, let $K = \frac{\epsilon P}{n}$
2. For each object a_i , define $\text{profit}'(a_i) = \left\lfloor \frac{\text{profit}(a_i)}{K} \right\rfloor$
3. With these profits of objects use the dynamic progr. algorithm - find most profitable set: S^*
4. Output S'

Lemma 1: Let A denote the set output by the algorithm. Then $\text{profit}(A) \geq (1-\epsilon) \cdot \text{OPT}$

Proof: O : optimal set

for any object a : $K \cdot \text{profit}'(a)$ can be smaller than $\text{profit}(a)$ (rounding down!!), but: by not more than K

$$\Rightarrow \text{profit}(0) - k \cdot \text{profit}'(0) \leq n \cdot k \quad (**)$$

(1)

Dynamic Programming step: return set at least as good as 0 under new profits

$$\Rightarrow \text{profit}(S') \geq k \cdot \text{profit}'(0)$$

$$\stackrel{(**)}{\geq} \text{profit}(0) - n \cdot k$$

$$k = \frac{\epsilon P}{n} \rightarrow \text{OPT} - \epsilon P$$

$$\text{OPT} \geq P \rightarrow (1 - \epsilon) \text{OPT}$$

□

Theorem 2: The Algorithm is a FPTAS for knapsack.

Proof: Lemma 1 \rightarrow solution found within $(1 - \epsilon)$ factor of OPT.

running time: $O(n^2 \lfloor \frac{P}{k} \rfloor) = O(n^2 \lfloor \frac{n}{\epsilon} \rfloor)$, which is a polynomial in n and $\frac{1}{\epsilon}$.

□