

# CS 420: Advanced Algorithm Design and Analysis

## Spring 2015 – Lecture 21

Department of Computer Science  
University of British Columbia



March 24, 2015

# Announcements

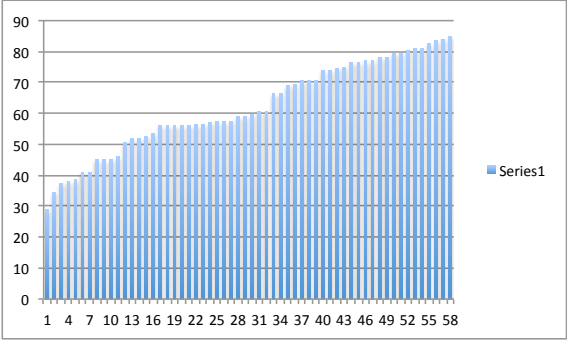
## Assignments...

- ▶ Asst6/7 sample solutions posted
- ▶ Asst8/9 out Thursday (due April 9)

## Midterm II...

- ▶ back today
- ▶ average 62; median 59

# Midterm II Distribution



# Announcements (cont.)

## Midterm III...

- ▶ Q/A session...today, March 24; 5:30-7:00; **DMPT 110**
- ▶ Exam...tomorrow, March 25; 5:30-7:00; **DMPT 110**
- ▶ ...on *all* course material up to and including March 19 lecture

## Readings...

- ▶ matchings and network flows [Kleinberg&Tardos, Chapt. 7], [Cormen et al., Chapt. 26], [Dasgupta et al., Chapter 7]
- ▶ reductions and NP-hardness [Kleinberg&Tardos, Chapt. 8, 11], [Cormen et al., Chapt. 34,35]

## Last class...

### Coping with **NP**-hardness

- ▶ approximate solutions
- ▶ heuristics (empirically effective algorithms)
- ▶ restriction (exploiting structure of certain input classes)

# Approximations?

- ▶ VERTEX-COVER
  - ▶ 2-approximation via maximal matching
  - ▶ best approx known
- ▶ KNAPSACK
  - ▶  $(1 + \epsilon)$ -approximation (via dynamic programming)
  - ▶ *polynomial-time approximation scheme*
- ▶ COLORING
  - ▶ approximation factor  $n^\epsilon$ , for some fixed  $\epsilon$ , cannot be achieved, unless **P=NP**

Today...

Finding extrema revisited...

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Finding extrema revisited... convex hulls (in 2 and higher dimensions)

- ▶ “equivalence” 2-d convex hull and sorting problems
  - ▶  $O(n \lg n)$  time algorithms following various sorting paradigms
  - ▶  $\Omega(n \lg n)$  lower bound by reduction from sorting



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Finding extrema revisited... convex hulls (in 2 and higher dimensions)

- ▶ “equivalence” 2-d convex hull and sorting problems
  - ▶  $O(n \lg n)$  time algorithms following various sorting paradigms
  - ▶  $\Omega(n \lg n)$  lower bound by reduction from sorting
- ▶ breaking the “equivalence” ...output-size sensitive algorithms

## Coming up...

- ▶ low-dimensional linear programming
- ▶ two-dimensional searching...planar point location
- ▶ motion planning problems