

**Ex 1**

I. Approximation Algorithms  
(Definition, ...)

Vertex Cover vs. Matching

2-Approx. für VC / Hardness VC

II. Set Cover / Greedy  $H_n$  Approximation  
 $\Theta(\log n)$

Shortest Superstring  $2 H_n$

Max Cover  $1 - \frac{1}{e}$

III. Packing (Covering)

(Grid) Shifting Technique

$k \times k$ -Square in Polyominoes PTAS  $(1+\epsilon)$

Strip Cover

$(1+\epsilon)$ -Approx.

LP-Relaxation / Duality

- Alg. Family

IV. Tours

Metric TSP:  $\begin{cases} 2 \text{ MST} \\ 3/2 \text{ Christofides} \end{cases}$   
( $\Delta$ -Inequality)

Euklidisches TSP: Guillotine Subdivisions  
PTAS

...  
Max TSP

V Angular (Scan Cover / Freeze Tag) / Freeze Tag

**Ex 2**



$$1^2 - \left(\frac{1}{2}\right)^2 = \frac{d^2}{4} \quad \rightarrow d = \sqrt{3} \approx 1.73...$$

Greedy tour

Embed the hexagonal grid graph in the plane with edge length 1.

The distance between any pair of non-adjacent points is at least  $\sqrt{3}$ .

If we had an approximation algorithm with factor  $c < \sqrt{3}$ , we could solve HC on hexagonal grid graphs in polynomial time ( $\hat{=} P \neq NP$ ):

Our approximation algorithm cannot give a solution with bottleneck  $\geq \sqrt{3}$  if the graph is Hamiltonian ( $c < \sqrt{3}$ ); thus, if our approximation algorithm is given points corresponding to a Hamiltonian GG, it will find a solution with bottleneck 1.  $\square$