

Randomized approximation algorithms: CS60023

Epsilon nets: Spring 2024: S P Pal

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The method of random sampling

- Take any *set system* (hypergraph) $G(V, S)$ where $V = \{v_1, \dots, v_n\}$ and $S = \{e_1, \dots, e_m\}$; here, $e_i \subseteq V$ for all $1 \leq i \leq m$.

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- Given any integer $1 \leq r \leq n$, we wish to find a subset $N \subseteq V$ that intersects every e_i of size greater than $\frac{n}{r}$.
- We can assume that $|e_i| > \frac{n}{r}$, for any i , and $m > 1$.

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- The probability that N does not intersect some e_i is less than $m(1 - p)^{\frac{n}{r}}$.

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- So, the sample N of expected size $np = cr \log m$ intersects every set e_i of size $\frac{n}{r}$; note also that the random sample N is of size $O(r \log m)$ with high probability.
- Therefore, we have a way of getting random samples such as N of size $O(r \log m)$ with high probability, so that N intersects all the sets e_i of size greater than $\frac{n}{r}$.

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- Show that this algorithm can be made to run in $O(mn)$ time.

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- We have a distribution of $n - k$ distinct vertices in at least $m_k \times \frac{n}{r}$ instances over the m_k sets.
- So, the most frequent vertex of the m_k sets must be in at least $\frac{m_k \times \frac{n}{r}}{n - k} \geq \frac{m_k}{r}$ sets. Why?

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- For a large enough constant $c > 0$, and any $k \geq cr \log m$, we have $m_k < 1$, and therefore $m_k = 0$.
- In other words, picking any sufficiently large number $k \geq cr \log m$ of vertices we can ensure that we hit all the hyperedges that have at least $\frac{n}{r}$ vertices.
- So, we can deterministically compute a $\frac{1}{r}$ -net N of size $O(r \log m)$, greedily as above.