# A Trivial Randomized Approximation Algorithm for MAX-E3SAT

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Given: 3SAT instance where each clause has exactly three literals. Example:

$$(X \lor Y \lor Z) \land (X \lor Y \lor \overline{Z}) \land (X \lor \overline{Y} \lor Z) \land (X \lor \overline{Y} \lor \overline{Z}) \land (X \lor \overline{Y} \lor \overline{Z}) \land (X \lor Y \lor \overline{Z}) \land (X \lor \overline{Y} \lor \overline{Z}) \land (X \lor \overline{Y} \lor \overline{Z})$$

Goal: Find an assignment to satisfy as many clauses as possible.

## The Algorithm

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Choose each variable to be true or false uniformly at random.

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### Analysis

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- $\mathbb{E}[C_i] = 1 1/2^{l_i}$ , where  $l_i$  is the number of literals in the clause.
- Expected number of satisfied clauses is  $\mathbb{E}[\sum_i C_i] = 7m/8$ .

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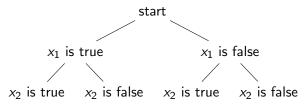
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- Non-constructive: We don't know what the solution is, but we know one always exists.

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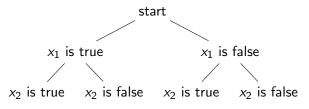
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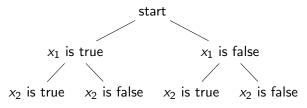
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- Use the conditional expectation as a heuristic to derandomize the algorithm.
- Optimal: unless P = NP, this is the best approximation ratio a polytime algorithm can achieve.

### Conclusion

- Trivial randomized algorithms can do surprisingly well.
- Randomized algorithms can give deterministic conclusions.

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 Some kinds of randomized algorithms can be easily derandomized.

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- Why can't we use this to approximate 3SAT?