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► **To cite this version:**

Sayan Bandyapadhyay, William Lochet, Saket Saurabh. FPT Constant-Approximations for Capacitated Clustering to Minimize the Sum of Cluster Radii. SoCG 2023 - 39th International Symposium on Computational Geometry, Jun 2023, Dallas, TX, United States. pp.12:1-12:14, 10.4230/LIPIcs.SoCG.2023.12 . hal-04288120

**HAL Id: hal-04288120**

**<https://hal.science/hal-04288120>**

Submitted on 17 Nov 2023

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# FPT Constant-Approximations for Capacitated Clustering to Minimize the Sum of Cluster Radii

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## Abstract

Clustering with capacity constraints is a fundamental problem that attracted significant attention throughout the years. In this paper, we give the first FPT constant-factor approximation algorithm for the problem of clustering points in a general metric into  $k$  clusters to minimize the sum of cluster radii, subject to non-uniform hard capacity constraints (CAPACITATED SUM OF RADII). In particular, we give a  $(15 + \epsilon)$ -approximation algorithm that runs in  $2^{\mathcal{O}(k^2 \log k)} \cdot n^3$  time.

When capacities are uniform, we obtain the following improved approximation bounds.

- A  $(4 + \epsilon)$ -approximation with running time  $2^{\mathcal{O}(k \log(k/\epsilon))} n^3$ , which significantly improves over the FPT 28-approximation of Inamdar and Varadarajan [ESA 2020].
- A  $(2 + \epsilon)$ -approximation with running time  $2^{\mathcal{O}(k/\epsilon^2 \cdot \log(k/\epsilon))} dn^3$  and a  $(1 + \epsilon)$ -approximation with running time  $2^{\mathcal{O}(kd \log((k/\epsilon)))} n^3$  in the Euclidean space. Here  $d$  is the dimension.
- A  $(1 + \epsilon)$ -approximation in the Euclidean space with running time  $2^{\mathcal{O}(k/\epsilon^2 \cdot \log(k/\epsilon))} dn^3$  if we are allowed to violate the capacities by  $(1 + \epsilon)$ -factor. We complement this result by showing that there is no  $(1 + \epsilon)$ -approximation algorithm running in time  $f(k) \cdot n^{\mathcal{O}(1)}$ , if any capacity violation is not allowed.

**2012 ACM Subject Classification** Theory of computation → Design and analysis of algorithms

**Keywords and phrases** Clustering, FPT-approximation

**Digital Object Identifier** 10.4230/LIPIcs.SocG.2023.12

**Related Version** *Full Version*: <https://arxiv.org/abs/2303.07923>

**Funding** *Saket Saurabh*: Supported by the European Research Council (ERC) under the European Union’s Horizon 2020 research and innovation programme (grant agreement no. 819416), and Swarnajayanti Fellowship (no. DST/SJF/MSA01/2017-18).

## 1 Introduction

The SUM OF RADII (clustering) problem is among the most popular and well-studied clustering models in the literature, together with  $k$ -center,  $k$ -means, and  $k$ -median [12, 25, 4, 30]. In SUM OF RADII, we are given a set  $P$  of  $n$  points in a metric space with distance  $\text{dist}$ , and a non-negative integer  $k$  specifying the number of clusters sought. We would like to find: (i) a subset  $C$  of  $P$  containing  $k$  points (called centers) and a non-negative integer  $r_q$  (called radius) for each  $q \in C$ , and (ii) a function assigning each point  $p \in P$  to a center  $q \in C$  such that  $\text{dist}(p, q) \leq r_q$ . The goal is to minimize the sum of the radii  $\sum_{q \in C} r_q$ . Alternatively, the objective is to select  $k$  balls in the metric space centered at  $k$  distinct points of  $P$ , such that each point  $p \in P$  is contained in at least one of those  $k$  balls and the sum of the radii of the balls is minimized.



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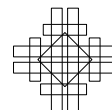
39th International Symposium on Computational Geometry (SoCG 2023).

Editors: Erin W. Chambers and Joachim Gudmundsson; Article No. 12; pp. 12:1–12:14

Leibniz International Proceedings in Informatics



LIPICs Schloss Dagstuhl – Leibniz-Zentrum für Informatik, Dagstuhl Publishing, Germany



In a seminal work, Charikar and Panigrahy [12] studied the SUM OF RADII problem. As mentioned in their paper, sum of radii objective can be used as an alternative to the  $k$ -center objective to reduce the so called *dissection effect*. The  $k$ -center objective is similar to sum of radii, except here one would want to minimize the maximum radius. As in  $k$ -center all balls are assumed to have the same maximum radius, the balls can have huge overlap. Consequently, points that should have been assigned to the same cluster might end up in different clusters. This phenomenon is called the dissection effect which can be reduced by using the sum of radii objective instead.

Considering the sum of radii objective, Charikar and Panigrahy [12] obtained a 3.504-approximation running in polynomial time, which is the best known approximation factor for this problem in polynomial time to date. Their algorithm is based on a primal-dual scheme coupled with an application of Lagrangean relaxation. Subsequently, Gibson et al. [23] obtained a  $(1 + \epsilon)$ -approximation in quasi-polynomial time. It follows from the standard complexity theoretic assumptions that the problem cannot be APX-hard. We note that the problem is known to be NP-hard even in weighted planar metrics and metrics of constant doubling dimension [23]. Surprisingly, the problem can be solved in polynomial time in Euclidean spaces when the dimension is fixed [24]. When the dimension is arbitrary, one can obtain a  $(1 + \epsilon)$ -approximation in  $2^{\mathcal{O}((k \log k)/\epsilon^2)} \cdot n^{\mathcal{O}(1)}$  time, extending the coresset based algorithm for  $k$ -center [5].

## 1.1 Our Problem and Results

In this work, we are interested in the capacitated version of SUM OF RADII. Clustering with capacity constraints is a fundamental problem and has attracted significant attention recently [10, 8, 11, 13, 21, 33, 34, 7, 22, 1, 37, 19]. Indeed, capacitated clustering is relevant in many real-life applications, such as load balancing where the representative of each cluster can handle the load of only a bounded number of objects. It is widely known that clustering problems become much harder in the presence of capacity constraints.

Formally, in the CAPACITATED SUM OF RADII problem, along with the points of  $P$  in a metric space, we are also given a non-negative integer  $\eta_q$  for each  $q \in P$ , which denotes the capacity of  $q$ . The goal is similar to the goal of SUM OF RADII except here each chosen center  $q \in C$  can be assigned at most  $\eta_q$  points of  $P$ . Alternatively, each cluster contains a bounded number of points specified with respect to the center of the cluster. In the uniform-capacitated version of the problem,  $\eta_p = \eta_q$  for all  $p, q \in P$ , and we denote the capacity by  $U$ . We note that in this work, we only consider *hard* capacities, i.e., each point can be chosen at most once to be a cluster center. In this setting, a major open question is to determine whether there is a polynomial time  $\mathcal{O}(1)$ -approximation algorithm for CAPACITATED SUM OF RADII, even in the uniform-capacitated case.

**Question 1:** Does CAPACITATED SUM OF RADII admit a polynomial time constant-approximation algorithm, even with uniform capacities?

Designing polynomial time constant-approximations for capacitated clustering problems are notoriously hard. In fact such algorithms exist only for the  $k$ -center objective out of the four objectives mentioned before. For uniform capacitated  $k$ -center, Khuller and Sussmann [31] designed a 6-approximation improving a 10-approximation of Bar-Ilan et al. [6] who introduced the problem. The first constant-approximation in the non-uniform case [20] was designed after 12 years, which was subsequently improved to a 9-approximation by An et al. [3]. The capacitated problems with  $k$ -means and  $k$ -median objectives have

attracted a lot of attention over the years. But, despite a recent progress for the uniform version in  $\mathbb{R}^2$  [14], where a PTAS is achieved, even in  $\mathbb{R}^3$ , the problem of finding a polynomial time constant-approximation remains open. The best-known polynomial time approximation factor in general metrics is  $\mathcal{O}(\log k)$  [19], which is based on a folklore tree embedding scheme.

**Technical Barriers for Sum of Radii.** The problem with sum of radii objective also appears to be fairly challenging. The main difficulty in achieving a polynomial time  $\mathcal{O}(1)$ -approximation for CAPACITATED SUM OF RADII is obviously the presence of the capacity bounds even if they are uniform, which makes the problem resilient to the techniques used for solving SUM OF RADII. The only polynomial time  $\mathcal{O}(1)$ -approximation known for SUM OF RADII is via a primal-dual scheme. However, it is not clear how to interpret the capacity constraints in the primal, in the realm of dual. Also, while the algorithms for capacitated  $k$ -center use LP-relaxation of the natural LP, the standard LP relaxation for CAPACITATED SUM OF RADII has a large integrality gap [29]. Needless to say, the situation becomes much more intractable in the non-uniform capacitated case.

**Hardness of Approximation.** The lower bounds known for capacitated clustering are equally frustrating as their upper bounds. Surprisingly, the only known lower bounds are the ones for the uncapacitated versions, and hence trivially translated to the capacitated case. Due to the 20-year old work of Guha and Khuller [26],  $k$ -median and  $k$ -means are known to be NP-hard to approximate within factors of 1.735 and 3.943, respectively. In a recent series of papers, Cohen-Addad, Karthik and Lee [16, 17, 18] have obtained improved constant lower bounds for various clustering problems in different metrics and settings. In particular, in the last work, they introduced an interesting Johnson Coverage Hypothesis [18] which helped them obtain improved bounds in various metrics. As mentioned before, SUM OF RADII cannot be APX-hard, and hence there is no known inapproximability results that can be translated to the capacitated version.

In the light of the above discussions, one may conclude that the rather benign capacity constraints have played a bigger role compared to the choice of objective function, in our current lack of understanding of practical clustering models. Therefore, it seems that making any intermediate progress towards understanding capacitated clustering, irrespective of the objective function, is significant and timely.

**Coping with Capacitated Clustering.** In order to improve the understanding of these challenging open questions, researchers have mainly studied two types of relaxations to obtain constant-approximation algorithms. The more traditional approach taken for  $k$ -means and  $k$ -median is to design bi-criteria approximation where we are allowed to violate either capacity or the bound on the number of clusters by a small amount [10, 8, 11, 13, 21, 33, 34]. The other (relatively newer) approach is to design *fixed-parameter tractable* (FPT) approximation, thus allowing an extra factor  $f(k)$  in the running time. We note that, in recent years, FPT approximations are designed for classic problems improving the best known approximation factors in polynomial time, e.g.,  $k$ -vertex separator [32],  $k$ -cut [27] and  $k$ -treewidth deletion [28].

**FPT Approximation for Clustering.** In the context of clustering problems, the number of clusters  $k$  is a natural choice for the parameter, as the value of  $k$  is typically small in practice, e.g.,  $k \leq 10$  in [35, 36]. Consequently, the approach of designing FPT approximation have become fairly successful for clustering problems and have led to interesting results which

## 12:4 FPT Approx. for Capacitated Sum of Radii

are not known or impossible in polynomial time. For example, constant-approximations are obtained for the capacitated version of  $k$ -median and  $k$ -means [1, 37, 19], which almost match the polynomial time constant approximation factors in the uncapacitated case. In the uncapacitated case of  $k$ -median and  $k$ -means, tight  $(1.735 + \epsilon)$  and  $(3.943 + \epsilon)$ -factor FPT approximations are recently obtained [15, 1, 37], whereas the best known factors in polynomial time are only 2.611 [9] and 6.357 [2]. These results are interesting in particular, as a popular belief in the clustering community is that there is no algorithmic separation between FPT and polynomial time in general metrics (for example, see the comment in [17] after Theorem 1.3). We note that it is possible to obtain  $(1 + \epsilon)$ -approximations in high-dimensional Euclidean spaces [7, 22], which is impossible in polynomial time, assuming standard complexity theoretic conjectures.

Inamdar and Varadarajan [29] adapted the approach of designing FPT approximation to study the CAPACITATED SUM OF RADII problem with uniform capacities. They make the first substantial progress in understanding this problem through the lens of fixed-parameter tractability. In particular, they obtained a 28-approximation algorithm for this problem that runs in time  $2^{\mathcal{O}(k^2)} n^{\mathcal{O}(1)}$ . Unfortunately, their algorithm does not work in the presence of non-uniform capacities. Based on their result, the following natural questions arise.

**Question 2:** Does CAPACITATED SUM OF RADII admit a constant-approximation algorithm, in FPT time, even when capacity constraints are non-uniform?

**Question 3:** Does CAPACITATED SUM OF RADII admit a  $(1 + \epsilon)$ -approximation algorithm, in FPT time, when the points are in  $\mathbb{R}^d$  (Euclidean Metric)?

We make significant advances towards answering Questions 2 and 3. Our first result completely answers Question 2.

► **Theorem 1.** *For any constant  $\epsilon > 0$ , the CAPACITATED SUM OF RADII problem admits a  $(15 + \epsilon)$ -approximation algorithm with running time  $2^{\mathcal{O}(k^2 \log k)} \cdot n^3$ .*

Next, we consider the uniform-capacitated version and prove the following theorem significantly improving over the approximation factor of 28 in [29].

► **Theorem 2.** *For any constant  $\epsilon > 0$ , there exists a randomized algorithm for the CAPACITATED SUM OF RADII problem with uniform capacities that outputs with constant probability a  $(4 + \epsilon)$ -approximate solution in time  $2^{\mathcal{O}(k \log(k/\epsilon))} \cdot n^3$ .*

The approximation factor in the above result is interesting in particular, as it almost matches the approximation factor of 3.504 in the uncapacitated case and keeps the avenue of obtaining a matching approximation in polynomial time open.

Finally, we mention the Euclidean version of the problem where we show that adapting the standard coresset argument for regular  $k$ -clustering allows us to obtain the following two results.

► **Theorem 3.** *For any constant  $\epsilon > 0$ , there exists a randomized algorithm for the Euclidean version of CAPACITATED SUM OF RADII with uniform capacities that outputs with constant probability a  $(2 + \epsilon)$ -approximate solution in time  $2^{\mathcal{O}((k/\epsilon^2) \log(k/\epsilon))} \cdot dn^3$ , where  $d$  is the dimension.*

► **Theorem 4.** *For any constant  $\epsilon > 0$ , the Euclidean version of CAPACITATED SUM OF RADII admits an  $(1 + \epsilon)$ -approximation algorithm with running time  $2^{\mathcal{O}(kd \log(k/\epsilon))} n^3$ .*

We also complement our approximability results by hardness bounds. The NP-hardness of CAPACITATED SUM OF RADII trivially follows from the NP-hardness of SUM OF RADII. We strengthen this bound by showing the following result.

► **Theorem 5.** *CAPACITATED SUM OF RADII with uniform capacities cannot be solved in  $f(k)n^{o(k)}$  time for any computable function  $f$ , unless ETH is false. Moreover, it does not admit any FPTAS, unless  $P=NP$ .*

We also show an inapproximability bound in the Euclidean case even with uniform capacities.

► **Theorem 6.** *The Euclidean version of CAPACITATED SUM OF RADII with uniform capacities does not admit any FPTAS even if  $k = 2$ , unless  $P=NP$ .*

Although the above bound does not eradicate the possibility of obtaining a  $(1 + \epsilon)$ -approximation in the Euclidean case, it shows that to obtain such an approximation, even when  $k = 2$ , one needs  $n^{f(\epsilon)}$  time for some non-constant function  $f$  that depends on  $\epsilon$ . This is in contrast to the uncapacitated version of the problem, where one can get  $(1 + \epsilon)$ -approximation in  $2^{\mathcal{O}((k \log k)/\epsilon^2)} \cdot n^{\mathcal{O}(1)}$  time as mentioned before.

As by products of our techniques we have also obtained improved bi-criteria approximations for the uniform-capacitated version of the problem where we are allowed to use  $(1 + \epsilon)U$  capacity.

► **Theorem 7.** *There is a randomized algorithm for CAPACITATED SUM OF RADII with uniform capacities that runs in time  $2^{\mathcal{O}(k \log(k/\epsilon))} \cdot n^{\mathcal{O}(1)}$  and returns a solution with constant probability, such that each ball in the solution uses at most  $(1 + \epsilon)U$  capacity and the cost of the solution is at most  $(2 + \epsilon) \cdot \text{OPT}$ , where OPT is the cost of any optimal solution in which the balls use at most  $U$  capacity.*

The above theorem improves the approximation factor in Theorem 2. In the Euclidean case, we obtain a similar algorithm.

► **Theorem 8.** *There is a randomized algorithm for the Euclidean version of CAPACITATED SUM OF RADII with uniform capacities that runs in time  $2^{\mathcal{O}((k/\epsilon^2) \log k)} \cdot dn^3$  and returns a solution with constant probability, such that each ball in the solution uses at most  $(1 + \epsilon)U$  capacity and the cost of the solution is at most  $(1 + \epsilon) \cdot \text{OPT}$ , where OPT is the cost of any optimal solution in which the balls use at most  $U$  capacity.*

Note that, by Theorem 6, a result as in the above theorem is not possible if we are not allowed to violate the capacity.

## 1.2 Preliminaries

**Capacitated Sum of Radii.** We are given a set  $P$  of  $n$  points in a metric space with distance  $\text{dist}$ , a non-negative integer  $\eta_q$  for each  $q \in P$ , and a non-negative integer  $k$ . The goal is to find: (i) a subset  $C$  of  $P$  containing  $k$  points and a non-negative integer  $r_q$  for each  $q \in C$ , and (ii) a function  $\mu : P \rightarrow C$ , such that for each  $p \in P$ ,  $\text{dist}(p, \mu(p)) \leq r_{\mu(p)}$ , for each  $q \in C$ ,  $|\mu^{-1}(q)| \leq \eta_q$ , and  $\sum_{q \in C} r_q$  is minimized. We will sometimes use OPT to denote the value of an optimal solution.

In the uniform-capacitated case, we denote the common capacity of all centers by  $U$ . In the general metric version of our problem, we assume that we are given the pairwise distances  $\text{dist}$  between the points in  $P$ . In the Euclidean version,  $P$  is a set of points in  $\mathbb{R}^d$  for some  $d \geq 1$ ,  $\text{dist}$  is the Euclidean distance and any point in  $\mathbb{R}^d$  can be selected as a center. Moreover, the capacities of all these centers are uniform.

## 12:6 FPT Approx. for Capacitated Sum of Radii

We denote the ball with center  $c$  and radius  $r$  by  $B(c, r)$ . For any ball  $B = B(c, r)$ , we will use  $\text{ext}(B, r')$  to denote the ball  $B(c, r + r')$ . Sometimes we will also use  $\text{rad}(B)$  to denote the radius of  $B$ . Let  $S$  be a set of points in  $\mathbb{R}^d$ . The *minimum enclosing ball* of  $S$ , noted  $\text{MEB}(S)$  is the smallest ball in  $\mathbb{R}^d$  containing all points of  $S$ . We say a ball  $B$  *covers* a point  $p$  if  $p$  is in  $B$ .

One important remark regarding solving our capacitated clustering problem on  $P$  is that, given a set of  $k$  balls  $\mathcal{B}$ , the problem of deciding whether there is a valid assignment  $\mu : P \rightarrow \mathcal{B}$  satisfying the capacities can easily be modeled as a bipartite matching problem. This implies in particular that if such an assignment exists, it can also be found in  $\mathcal{O}(\sqrt{kn}^{3/2})$  time. Therefore, in all our descriptions of the algorithms, we will focus on finding the solution balls while ensuring that a valid assignment exists.

Another remark is that, in the case where every ball has capacity  $U$ , we can assume that  $|P| \leq k \cdot U$ , or the instance is a trivial NO instance.

**Organization.** Due to limited place, we chose to only present the proof of Theorem 1. The rest of the proofs can be found in the extended version.

### 2 Capacitated Sum of Radii : General Metric

In this section, we study the case of non uniform capacities. In this setting, for every point  $x$  of  $P$ , there is an associated integer  $\eta_x$  and any ball centered at  $x$  can be assigned at most  $\eta_x$  points. The uniform case correspond to the case where  $\eta_x = U$  for all  $x \in P$ . For convenience, we restate the theorem statement.

► **Theorem 1.** *For any constant  $\epsilon > 0$ , the CAPACITATED SUM OF RADII problem admits a  $(15 + \epsilon)$ -approximation algorithm with running time  $2^{\mathcal{O}(k^2 \log k)} \cdot n^3$ .*

From now on, let  $\mathcal{B}^* := \{B_1^*, \dots, B_k^*\}$  denote the set of balls of a hypothetical optimal solution,  $\mu^* : P \rightarrow \mathcal{B}^*$  be the associated assignment and for all  $i \in [k]$ , let  $r_i^*$  and  $c_i^*$  denote the radius and the center of the ball  $B_i^*$ , respectively. By Lemma 9, just below, we can assume that the algorithm knows an approximate radius  $r_i$  for each  $r_i^*$ . For a ball  $B_i^* \in \mathcal{B}^*$ , we say that a ball  $B_i$  is an *approximate* ball of  $B_i^*$  if  $B_i^* \subseteq B_i$ , and if  $x_i$  denotes the center of  $B_i$ , then  $\eta_{x_i} \geq \eta_{c_i^*}$ . Note that because of the capacity constraints, we can associate  $(\mu^*)^{-1}(B_i^*)$  to  $B_i$ .

Let us first mention that it is possible to guess an approximation to each of the radii,  $r_i$ , in polynomial time. The proof can be found in the extended version.

► **Lemma 9.** *For every  $0 < \epsilon < 1$ , there exists a randomized algorithm, running in linear time that finds with probability at least  $\frac{\epsilon^k}{k^k \cdot n^2}$  a set of reals  $\{r_1, \dots, r_k\}$  such that for every  $i \in [k]$ ,  $r_i^* \leq r_i$  and  $\sum_{i \in [k]} r_i \leq (1 + \epsilon) \sum_{i \in [k]} r_i^*$ .*

From now on we assume for simplicity that the algorithm knows an approximate value  $r_i$  of  $r_i^*$  for all  $i \in [k]$ . Let us give some informal ideas about how the algorithm of Theorem 1 works. Some technicalities, especially about making sure we don't pick the same center twice, will be left out to the more formal description of the algorithm.



### Informal sketch

Ideally we would like to find for each optimal ball  $B_i^*$  an approximate ball  $B_i$  having the same center as  $B_i^*$  and a radius  $r_i \leq C \cdot r_i^*$ , for some constant  $C$ . Indeed, if we have such a set of balls, then the obvious assignment  $\mu$  defined as  $\mu(x) = B_i$  whenever  $\mu^*(x) = B_i^*$  would give a solution. While this is not possible in general, the algorithm will start with a greedy procedure to get a set of approximate balls  $\mathcal{B}_1$  for some indices  $I_1$ . The procedure is quite simple: start with  $\mathcal{B}_1 := \emptyset$ ,  $I_1 = \emptyset$  and as long as the union of balls in  $\mathcal{B}_1$  does not cover  $P$ , pick a point  $x$  of  $P$  not in the union, guess the index  $i$  such that  $\mu^*(x) = B_i^*$  and pick  $c$  the point at distance at most  $r_i$  of  $x$  which maximises the value of  $\eta_c$ . Since  $c_i^*$  is at distance at most  $r_i$  of  $x$ , we have that  $\eta_{c_i^*} \leq \eta_c$  and that  $\text{dist}(c, c_i^*) \leq 2r_i$ , which means that the ball  $B_i$  of radius  $5r_i$  centered around  $c$  is an approximate ball of  $B_i^*$ . Therefore, the algorithm will add  $B_i$  to  $\mathcal{B}_1$  and the index  $i$  to  $I_1$ . This procedure stops when the union of  $\mathcal{B}_1$  covers  $P$ . At the end of that first step, we have that  $\mathcal{B}_1$  contains an approximate ball for each ball  $B_i^*$  of radius  $5r_i$  with  $i \in I_1$ . And while the union of  $\mathcal{B}_1$  covers all  $P$ , we are far from being done as the capacity constraints have not been taken into account.

Consider now a ball  $B_j^*$  such that  $j \notin I_1$ , which means that no approximate ball of  $B_j^*$  is in  $\mathcal{B}_1$ . In the best case (Lemma 13 below), there is a ball  $B_i \in \mathcal{B}_1$  of center  $x_i$  approximating  $B_i^*$  such that  $5r_i \leq r_j$  and  $B_i \cap B_j^*$  is non empty. Indeed, in that case the ball of radius  $5r_i + r_j$  around  $x_i$  contains  $c_j^*$ , the center of  $B_j^*$ . This means that if  $x$  is the point in that ball maximizing  $\eta_x$ , then the ball of center  $x$  and radius  $2 \cdot (5r_i + 2r_j) \leq 4r_j$  contains  $x_j^*$  and thus the ball  $B_j$  of center  $x$  and radius  $2 \cdot (5r_i + 2r_j) + r_j \leq 5r_j$  contains  $B_j^*$  and is an approximate ball of  $B_j^*$ . Therefore, if such indices  $j$  and  $i$  exist, the algorithm can guess them and add a new approximate ball to  $\mathcal{B}_1$ .

After this second step, we reach a point where, if  $j \notin I_1$  and  $i \in I_1$  are such that  $B_j^* \cap B_i \neq \emptyset$ , then  $r_j \leq 5r_i$ . In particular, incurring an extra  $5r_i$  as we just did to get a replacement for  $x_j^*$  is too costly. For this reason, at this step of the algorithm we stop trying to find approximate balls and instead focus on finding balls to “fix” the assignment. Since the balls in  $\mathcal{B}_1$  are approximate balls, it means that we can replace  $B_i^*$  with  $B_i \in \mathcal{B}_1$  for any  $i \in I_1$  (and take the other  $B_j^*$ ), and still have a solution to our problem with slightly bigger balls. Abusing notation we can still use  $\mu^*$  for the valid assignment. Now for an index  $j \notin I_1$ , the ball  $B_j^*$  intersects a subset, say  $T_j$ , of balls in  $\mathcal{B}_1$ . Ideally we would like to find a ball  $B_j$  of center  $x$  and radius  $r_j$  such that  $\eta_x \geq \eta_{x_j}$  and  $|B_j \cap (\mu^*)^{-1}(B_i)| \geq |(\mu^*)^{-1}(B_j^*) \cap B_i|$  for all  $i \in T_j$ . Indeed, in that case we could replace  $B_j^*$  by  $B_j$  and the condition on  $B_j \cap B_i^*$  ensures that we could adapt the assignment  $\mu^*$  to be a valid assignment by assigning  $(\mu^*)^{-1}(B_j^*) \cap B_i$  to  $B_i$  and a set of the same size in  $B_j \cap (\mu^*)^{-1}(B_i)$  to  $B_j$ .

The main difficulty here is that even if we guess the set  $T_j$ , picking  $B_j$  greedily is not possible as there might be some competitions between the sizes of the intersection with the different balls in  $B_i$  for  $i \in T_j$  (we cannot afford to guess the  $|(\mu^*)^{-1}(B_j^*) \cap B_i|$ ). The way to avoid this problem is to expand all the balls  $B_i$  of  $\mathcal{B}_1$  by  $10r_i$ . Indeed, since we have assumed that  $r_j \leq 5r_i$  for every  $i \in T_j$ , it means now that  $B_j^*$  is **entirely contained** in the  $\text{ext}(B_i, 10r_i)$  (expanded ball) for  $i \in T_j$ . So now, denoting  $P_j$  to be the intersection of all the  $\text{ext}(B_i, 10r_i)$  for  $i \in T_j$  where we removed all the other  $B_{i'}$  for  $i' \in I_1 \setminus T_j$ , we have that  $(\mu^*)^{-1}(B_j^*)$  is a subset of  $P_j$ , and we can take  $B_j$  as the ball of center  $x$  and radius  $r_j$  which maximizes  $s_x = \min\{\eta_x, |B(x, r_j) \cap P_j|\}$ . Here there are some technicalities if  $B_j$  intersects some ball  $B_{j'}$  for  $j' \notin I_1$  (that includes  $j = j'$ ), but assume for the moment that it is not the case and let us hint why we can actually replace  $B_j^*$  by  $B_j$  in our solution if all the balls  $B_i \in \mathcal{B}_1$  are replaced by  $\text{ext}(B_i, 10r_i)$ . Indeed, by choice of  $B_j$ , we can assign  $s_x$  points of  $P_j$  to  $B_j$ . By our assumptions, all these points were assigned to  $B_i$  for  $i \in T_j$  in  $\mu^*$ , which means that by assigning these points to  $B_j$ , there is now a new budget  $s_x$  of available



points in the union of  $\text{ext}(B_i, 10r_i)$  for  $i \in T_j$ . However, since  $B_j^*$  is entirely contained in the  $\text{ext}(B_i, 10r_i)$  for  $i \in T_j$ , and by choice of  $s_x$ , we can assign all the elements of  $(\mu^*)^{-1}(B_j^*)$  to the balls  $\text{ext}(B_i, 10r_i)$  for  $i \in T_j$  using this new budget.

Therefore, the last phase of the algorithm consists in building a set of “replacement” balls  $\mathcal{B}_2$  for the balls  $B_j^*$  with  $j \notin I_1$  by guessing  $T_j$  and building the intersection  $P_j$  to take greedily a ball of radius  $r_j$  inside that set (see Lemma 14). This is done sequentially, and the set  $I_2$  will contain all indices  $j$  for which  $\mathcal{B}_2$  contains a replacement ball  $B_j$  for  $B_j^*$ . An important remark here is that the properties required for balls in  $\mathcal{B}_2$  are dependent on the balls in  $\mathcal{B}_1$  and not just the optimal balls. For technical reasons, we might have to add a new ball in  $\mathcal{B}_1$  during the process of building  $\mathcal{B}_2$ , in which case we cannot guarantee that the properties of balls in  $\mathcal{B}_2$  hold anymore. If this happens, the algorithm will then erase all the choices of  $\mathcal{B}_2$  and  $I_2$  and start the second phase again. However, since we only do this when  $I_1$  gets bigger, this is done at most  $k$  times before  $I_1 = [k]$ . The algorithm stops when the sets  $I_1$  and  $I_2$  contains all indices of  $[k]$  which means that each ball  $B_j^*$  either has an approximate ball in  $\mathcal{B}_1$  or a replacement ball in  $\mathcal{B}_2$ .

## The algorithm

As explained previously, the algorithm maintains two disjoint sets of indices  $I_1$  and  $I_2$ , initially set to  $\emptyset$ , as well as two sets of balls  $\mathcal{B}_1$  and  $\mathcal{B}_2$ , also initially set to  $\emptyset$ .  $\mathcal{B}_1$  and  $\mathcal{B}_2$  will eventually contain a representative ball  $B_i$  for every ball  $B_i^*$  in the optimal solution. Moreover, we will argue that there exists a valid assignment of the points to the balls (with an expansion) in the union of these two sets.

For every  $i \in I_2$ , let  $T_i$  denote the set of indices  $j$  of  $I_1$ , such that  $B_i^* \cap B_j$  is not empty, and  $P_i$  denote the intersection of the extensions  $\text{ext}(B_j, 10r_j)$  over all  $j \in T_i$  after removing the points of  $B_s$  for  $s \in I_1 \setminus T_i$ .

We say that the sets  $(I_1, I_2, \mathcal{B}_1, \mathcal{B}_2)$  form a *valid configuration* if the following properties are satisfied.

- For every  $i \in I_1$ , there is an approximate ball  $B_i \in \mathcal{B}_1$  of  $B_i^*$  of radius at most  $5r_i$ .
- For every  $i \in I_2$ ,  $T_i$  is non-empty,  $B_i^* \subseteq P_i$  and there exists a ball  $B_i \in \mathcal{B}_2$  of center  $x_i$  and radius  $r_i$ , such that both  $\eta_{x_i}$  and  $B_i \cap P_i$  have size at least  $|(\mu^*)^{-1}(B_i^*)|$ .
- For  $i, j \in I_2$ ,  $B_i$  and  $B_j$  do not intersect.
- For every  $i \in I_2$  and  $s \notin I_1$ ,  $B_s^*$  and  $B_i$  do not intersect.
- For every  $j \in [k]$ , if  $c_j^*$  is a center of a ball in  $\mathcal{B}_1$  (respectively,  $\mathcal{B}_2$ ), then  $j \in I_1$  (respectively,  $I_2$ ) and  $c_j^*$  is the center of  $B_j$ .

Before describing the algorithm to construct a valid configuration  $(I_1, I_2, \mathcal{B}_1, \mathcal{B}_2)$  such that  $I_1 \cup I_2 = [k]$ , let us show that such a configuration would indeed yield an approximate solution.

► **Lemma 10.** *Let  $(I_1, I_2, \mathcal{B}_1, \mathcal{B}_2)$  be a valid configuration such that  $I_1 \cup I_2 = [k]$ , then the set of balls  $\mathcal{B}$  containing the balls in  $\mathcal{B}_2$ , as well as for every  $i \in I_1$  the ball  $\text{ext}(B_i, 10r_i)$  is a 15-approximate solution.*

**Proof.** The fact that the sum of radii of the balls in  $\mathcal{B}$  is at most 15 times the optimal solution follows from the definition. To prove the lemma, we have to show that this is a valid solution by giving a valid assignment. Recall that  $\mu^*$  is the assignment for  $\mathcal{B}^*$ .

For every  $i \in I_2$ , recall that  $T_i$  denotes the set of indices  $j$  of  $I_1$  such that  $B_i^*$  intersects  $B_j$  and  $P_i$  denotes the intersection of all the  $\text{ext}(B_j, 10r_j)$  for  $j \in T_i$  where we removed the points in  $B_s$  for  $s \in I_1 \setminus T_i$  for  $j \in I_1$ . By definition of a valid configuration, if we use  $Y_i$  to denote the set  $(\mu^*)^{-1}(B_i^*)$ , then there exists a set  $X_i$  of size  $|Y_i|$  in  $B_i \cap P_i$ . The following claim is a crucial part of the proof.

▷ Claim 11. Any point  $x \in X_i$  is such that  $\mu^*(x) = B_j^*$  for some  $j \in T_i$

Proof. Indeed, by definition, the only balls  $B_j \in \mathcal{B}_1$  containing an element  $x$  of  $P_i$  are such that  $j \in T_i$ , so in particular if  $j \in I_1 \setminus T_i$ ,  $B_j^* \subseteq B_j$  doesn't contain  $x$ . Moreover, if  $j \in I_2$ , then we know by definition that  $B_j^* \cap B_i$  is empty (that includes  $B_i^*$ ). Since  $x \in B_i$ , this concludes the proof of our claim. ◁

The previous claim implies that, if we define for every  $j \in T_i$  the set  $X_{i,j} := X_i \cap (\mu^*)^{-1}(B_j^*)$ , then the  $X_{i,j}$  for  $j \in T_i$  actually defines a partition of  $X_i$ . As  $|X_i| = |Y_i|$ , we can partition the set  $Y_i$  into sets  $Y_{i,j}$  for  $j \in T_i$  such that  $|X_{i,j}| = |Y_{i,j}|$  for all  $j \in T_i$ . Remember that, for  $j \in T_i$ ,  $Y_i \subseteq \text{ext}(B_j, 10r_j)$ . By convention, if  $j \in T_1 \setminus T_i$ , then  $X_{i,j}$  and  $Y_{i,j}$  are defined as the empty set.

For every  $j \in I_1$ , we can now define  $L_j = ((\mu^*)^{-1}(B_j^*) \setminus (\cup_{i \in I_2} X_{i,j})) \cup_{i \in I_2} Y_{i,j}$ . Since the sets  $B_i$ , for  $i \in I_2$ , are pair-wise disjoint and  $|X_{i,j}| = |Y_{i,j}|$  for all elements  $j \in I_1$  and  $i \in I_2$ , we have that  $|L_j| = |(\mu^*)^{-1}(B_j^*)|$ . Moreover, since  $Y_{i,j}$  is non empty only if  $Y_i \subseteq \text{ext}(B_j, 10r_j)$ , it means that  $L_j \subseteq \text{ext}(B_j, 10r_j)$  and because  $B_j$  is an approximate ball of  $B_j^*$ , it means that the center  $x_j$  of  $B_j$  is such that  $\eta_{x_j} \geq |(\mu^*)^{-1}(B_j^*)| = |L_j|$ .

Finally this means that the function  $\mu$  such that  $\mu^{-1}(\text{ext}(B_j, 10r_j)) = L_j$  for all  $j \in I_1$  and  $\mu^{-1}(B_i) = X_i$  for all  $i \in I_2$  is a valid assignment from  $P$  to  $\mathcal{B}$ , which ends the proof. ◀

Now, we describe the algorithm that constructs the desired configuration. The first phase of the algorithm will consist of a greedy selection of elements in  $I_1$ , such that the union of  $\mathcal{B}_1$  covers  $P$  (Lemma 12). As said previously, this will not imply that we can assign points to these balls, without violating capacity constraints. The following two other lemmas (Lemma 13 and 14) will be used to achieve that.

As we deal with hard capacities, we cannot reuse any center. We need the following definition to enforce that. We call a point  $p \in P$  an *available center*, if  $p$  has not already been selected as a center of a ball in  $\mathcal{B}_1$  or  $\mathcal{B}_2$ .

► **Lemma 12.** *If  $(I_1, I_2 = \emptyset, \mathcal{B}_1, \mathcal{B}_2 = \emptyset)$  is a valid configuration such that the union of the balls in  $\mathcal{B}_1$  do not cover  $P$ , then there exists a randomized algorithm, running in linear time and with probability at least  $1/2k^2$ , that finds an index  $s$  and a ball  $B_s$  such that adding  $s$  to  $I_1$  and  $B_s$  to  $\mathcal{B}$  still yields a valid configuration.*

**Proof.** Let  $x$  be any point in  $P$  not covered by the union of the balls in  $\mathcal{B}_1$  and  $i$  be the index such that  $\mu^*(x) = B_i^*$ . Let  $c$  be the available potential center in  $P$  at distance at most  $r_i$  from  $x$  which maximises the value of  $\eta_c$ . If  $c$  is not a center of some  $B_j^*$  for  $j \notin (I_1 \cup I_2)$ , then the ball  $B_i$  of center  $c$  and radius  $3r_i$  is an approximate ball of  $B_i^*$  and thus adding  $B_i$  to  $\mathcal{B}_1$  and  $i$  to  $I_1$  yields a valid configuration. If  $c$  is a center of some  $B_j^*$  for  $j \notin (I_1 \cup I_2)$ , then adding the ball  $B_j$  of center  $c$  and radius  $r_j$  to  $\mathcal{B}_1$  and  $j$  to  $I_1$  also yields a valid configuration.

The algorithm will then pick uniformly at random an index  $i' \in [k]$ , then decide uniformly at random whether the available center  $c'$  at distance at most  $r_{i'}$  is a center of some  $B_j^*$  for some  $j \notin (I_1 \cup I_2)$ . If it decides negatively, then the algorithm will output  $s := i'$  and  $B_s$  the ball of center  $c'$  and radius  $3r_{i'}$ . If it decides positively, then the algorithm will then also pick uniformly at random an index  $j' \in [k]$  and output  $s := j'$  as well as  $B_s$  the ball of center  $c'$  and radius  $r_{j'}$ .

The algorithm then succeeds if  $i' = i$ , if it decides correctly if  $c'$  is a center of some  $B_j^*$  and if  $j' = j$  in the case where it is. Overall this is true with probability at least  $\frac{1}{k \cdot 2 \cdot k}$ , which ends the proof. ◀

## 12:10 FPT Approx. for Capacitated Sum of Radii

The first phase of the algorithm consists of applying the algorithm from Lemma 12 until the union of the balls in  $\mathcal{B}_1$  covers all the points in  $P$ . The next two lemmas are used in the next phase of the algorithm.

► **Lemma 13.** *If  $(I_1, I_2 = \emptyset, \mathcal{B}_1, \mathcal{B}_2 = \emptyset)$  is a valid configuration such that the balls in  $\mathcal{B}_1$  cover the points of  $P$  and there exist two indices  $i \in I_1$  and  $j \in [k] \setminus (I_1 \cup I_2)$  such that  $B_i$  and  $B_j^*$  intersect and  $r_j \geq 5r_i$ , then there exists a randomized algorithm that in linear time and with probability at least  $1/2k$ , finds an index  $t \in [k] \setminus (I_1 \cup I_2)$  and a ball  $B_t$  such that  $(I_1 \cup \{t\}, I_2, \mathcal{B}_1 \cup \{B_t\}, \mathcal{B}_2)$  is a valid configuration.*

**Proof.** Let  $x_i$  denote the center of  $B_i$ , and  $B'$  be the ball of center  $x_i$  and radius  $5r_i + r_j$ . Because  $B_i$  is an approximate ball of  $B_i^*$ , and  $B_j^*$  and  $B_i$  intersect, we have that  $B'$  contains  $c_j^*$ . Let  $x$  be the potential center of  $B'$  which maximises  $\eta_x$ . If there exists an index  $j' \in [k] \setminus (I_1 \cup I_2)$ , such that the ball  $B_{j'}$  is centered at  $x$ , then  $t := j'$  and the ball  $B_t$  of center  $x$  and radius  $r_{j'}$ , satisfy the property of the lemma (remember that  $\mathcal{B}_2 = \emptyset$ ). If not, then the ball  $B_j$  at center  $x$  and of radius  $2 \cdot (5r_i + r_j) + r_j$  is an approximate ball of  $B_j^*$  of radius at most  $5r_j$ . Indeed, because the ball at center  $x_i$  and of radius  $(5r_i + r_j)$  contains both  $x$  and  $c_j^*$ , it means that the ball at center  $x$  and of radius  $2(5r_i + r_j)$  contains  $c_j^*$  and thus  $B_j^* \subseteq B_j$ . Again, as  $\mathcal{B}_2 = \emptyset$ , then  $t := j$  and  $B_t := B_j$  satisfy the properties of the lemma.

The algorithm therefore consists of choosing uniformly at random which of the two cases is true. In the first case it also chooses uniformly at random an index  $j_1 \in [k]$  and outputs  $t := j_1$  as well as the ball  $B_t$  of center  $x$  and radius  $r_{j_1}$ . In the second case it outputs  $t := j$  as well as the ball  $B_t$  of center  $x$  and radius  $2 \cdot (5r_i + r_j) + r_j$ . The previous discussion implies that the algorithm succeeds if it chooses correctly between the two cases, and in the first case if  $j_1 = j'$ . Overall, the probability of success is at least  $1/2k$ . ◀

► **Lemma 14.** *Suppose  $(I_1, I_2, \mathcal{B}_1, \mathcal{B}_2)$  is a valid configuration with the property that the balls in  $\mathcal{B}_1$  cover the points of  $P$  and for every  $i \in [k] \setminus (I_1 \cup I_2)$  and  $j \in I_1$ , such that  $B_j$  and  $B_i^*$  intersect,  $r_i \leq 5r_j$ . Then there exists a randomized algorithm that in linear time and with probability at least  $1/4k^2$ , either finds an index  $t \in [k] \setminus (I_1 \cup I_2)$  and a ball  $B_t$  such that  $(I_1 \cup \{t\}, I_2 = \emptyset, \mathcal{B}_1 \cup \{B_t\}, \mathcal{B}_2 = \emptyset)$  is a valid configuration, or finds an index  $s \in [k] \setminus (I_1 \cup I_2)$  and a ball  $B_s$  such that  $(I_1, I_2 \cup \{s\}, \mathcal{B}_1, \mathcal{B}_2 \cup \{B_s\})$  is a valid configuration.*

**Proof.** Let  $i$  be the element of  $[k] \setminus (I_1 \cup I_2)$  minimizing  $r_i$ , and let  $T_i$  denote the set of indices  $j \in I_1$  such that  $B_j \cap B_i^*$  is non-empty. By the hypothesis of the lemma, we have that  $r_i \leq 5r_j$  for each element  $j \in T_i$ . In particular, it means that  $B_i^* \subseteq \text{ext}(B_j, 10r_j)$  for every  $j \in T_i$ . Let  $P_i$  denotes the intersection of all those sets  $\text{ext}(B_j, 10r_j)$  where we removed  $B_s$  for all  $s \in I_1 \setminus T_i$ . Let  $x$  be the available center in  $P_i$  such that, denoting  $B_x$  the ball at center  $x$  and of radius  $r_i$ ,  $B_x$  is disjoint from all the elements in  $\mathcal{B}_2$  and  $s_x = \min\{\eta_x, |B_x \cap P_i|\}$  is maximized. Note that because  $(I_1, I_2, \mathcal{B}_1, \mathcal{B}_2)$  is a valid configuration,  $x_i^*$  is an available center in  $P_i$  and  $B_i^*$  does not intersect any of the balls in  $\mathcal{B}_2$ . This implies that  $s_x \geq |(\mu^*)^{-1}(B_i^*)|$ . If  $B_x$  does not intersect any ball  $B_{i'}$  with  $i' \in [k] \setminus (I_1 \cup I_2)$ , then by the above discussion we have that setting  $B_i = B_x$ ,  $(I_1, I_2 \cup \{i\}, \mathcal{B}_1, \mathcal{B}_2 \cup \{B_i\})$  is a valid configuration.

Suppose now that  $B_x$  intersects some  $B_{i'}$  with  $i' \in [k] \setminus (I_1 \cup I_2)$ . ( $i'$  can also be  $i$ .) In that case, the ball at center  $x$  and of radius  $r_i + r_{i'}$  contains  $c_{i'}^*$ . Since  $r_i \leq r_{i'}$  by the choice of  $i$ , this means that the ball  $B_{i'}$  of center  $x$  and radius  $r_i + 2r_{i'} \leq 3r_{i'}$  is an approximate ball of  $B_{i'}^*$ . There might be several options for  $i'$ , but we can just make an arbitrary choice. The only thing to be careful about is if  $x = c_{i''}^*$  for some  $i'' \in [k] \setminus (I_1 \cup I_2)$ , then the algorithm will pick that index and add the ball  $B_{i''}$  of center  $x$  and radius  $r_{i''}$  to  $\mathcal{B}_1$ . In any case,  $(I_1 \cup \{i'\}, I_2 = \emptyset, \mathcal{B}_1 \cup \{B_{i'}\}, \mathcal{B}_2 = \emptyset)$  or  $(I_1 \cup \{i''\}, I_2 = \emptyset, \mathcal{B}_1 \cup \{B_{i''}\}, \mathcal{B}_2 = \emptyset)$ , depending on that last condition, is a valid configuration, in particular as  $\mathcal{B}_2 = \emptyset$ .

Finally, the algorithm just decides between these two cases randomly, and in the second case picks uniformly the index  $i'$  and then outputs the described ball and index. In the second case, it also needs to decide if there exists  $i''$  such that  $x = c_{i''}^*$ , and in which case pick that index uniformly at random as well. Overall, the probability of success of this algorithm is at least  $1/4k^2$ . ◀

We are now ready to prove our main theorem.

**Proof of Theorem 1.** Let us describe the algorithm. First, it applies Lemma 9 to obtain an approximation  $r_i$  of each  $r_i^*$  with probability at least  $\frac{\epsilon^k}{k^k \cdot \eta^2}$ . Then the algorithm initialize a valid configuration  $(I_1 = \emptyset, I_2 = \emptyset, \mathcal{B}_1 = \emptyset, \mathcal{B}_2 = \emptyset)$  and run the algorithm of Lemma 12 at most  $k$  times, until  $\mathcal{B}_1$  covers all the points of  $P$ . At each step, the probability of success is at least  $1/k^2$ , so in total at least  $1/k^{2k}$ . Then the algorithm enters into the second phase. This phase is divided into multiple steps.

In the beginning of each step, we maintain the invariant that the current configuration is valid with  $I_2 = \emptyset$  and  $\mathcal{B}_2 = \emptyset$ . Each step then consists of a series of applications of Lemma 13 followed by a series of applications of Lemma 14. The current step ends when an index is added to  $I_1$  by the application of Lemma 14, and hence at that point  $I_2 = \emptyset$  and  $\mathcal{B}_2 = \emptyset$ , or  $I_1 \cup I_2 = [k]$ . We go to the next step (maintaining the invariant), unless  $I_1 \cup I_2 = [k]$  in which case the algorithm terminates.

In a step, the algorithm decides which lemma to apply as long as  $I_2 = \emptyset$ . Otherwise, it applies only Lemma 14. If  $I_2 = \emptyset$ , it randomly decides if there exists indices  $i \in I_1$  and  $j \in [k] \setminus (I_1 \cup I_2)$  such that  $B_i^*$  and  $B_j^*$  intersect and  $r_j \geq 5r_i$ . In which case, the algorithm applies Lemma 13 to increase the size of  $|I_1|$  in linear time and with probability at least  $1/2^2k$ . If no such pair of indices exists, then the algorithm applies Lemma 14 to increase  $|I_1 \cup I_2|$  or  $|I_1|$  in linear time and with probability at least  $1/2k^2$ .

▷ **Claim 15.** Assuming the algorithm made all the correct random choices, it terminates with a valid configuration  $(I_1, I_2, \mathcal{B}_1, \mathcal{B}_2)$  such that  $I_1 \cup I_2 = [k]$  after  $O(k^2)$  applications of Lemma 13 and 14.

*Proof.* First, we argue about the maximum number of applications of the two lemmas. Note that in each step, we add at least one index to  $I_1$  and then only go to the next step. Also, once an index is added to  $I_1$  it is never removed. Thus, the total number of steps is at most  $k$ . Also, in each step, everytime we apply a lemma, the size of  $I_1 \cup I_2$  gets increased, which can be at most  $k$ . Thus, in each step we will apply the lemmas at most  $k$  times in total. Hence, the total number of applications of both lemmas is  $O(k^2)$ .

Next, we prove that the algorithm terminates with the desired configuration. Fix a step. Note that if  $I_2 = \emptyset$  and we make correct choices, we can correctly apply a lemma and make progress. This is true, as the conditions in the two lemmas are complementary. Now, if  $I_2 \neq \emptyset$ , then we have applied Lemma 14 at least once. This implies for every  $i \in [k] \setminus (I_1 \cup I_2)$  and  $j \in I_1$ , such that  $B_j$  and  $B_i^*$  intersect,  $r_i \leq 5r_j$ . Hence, the condition of Lemma 13 is false for the current set  $I_1$ . Now, we do not change  $I_1$  throughout a step once we apply Lemma 14, except at the last time, in which case we go to the next step emptying  $I_2$ . Thus, once  $I_2 \neq \emptyset$ , throughout the step, it holds that for every  $i \in [k] \setminus (I_1 \cup I_2)$  and  $j \in I_1$ , such that  $B_j$  and  $B_i^*$  intersect,  $r_i \leq 5r_j$ . Hence, we can always apply Lemma 14 and make progress.

Now, consider the last step, we prove that at the end of this step  $I_1 \cup I_2 = [k]$ . By the above discussion, this step ends either if  $I_1 \cup I_2$  becomes  $[k]$  or an index is added to  $I_1$ . In the latter case, we go to the next step. However, as the current step is the last one, it must be the case that  $I_1 \cup I_2 = [k]$ . This completes the proof of the claim, as we always maintain a valid configuration. ◀

If the algorithm made all the correct random choices, by the above claim together with Lemma 10, we can get a  $15$ -approximate solution from  $\mathcal{B}_1$  and  $\mathcal{B}_2$ . The algorithm runs in linear time and succeeds with probability at least  $\frac{\epsilon^k}{k^k \cdot n^2} \cdot \frac{1}{k^{2k}} \cdot \frac{1}{(2k^3)^{k^2}}$ . This means that running the previous algorithm  $2^{\mathcal{O}(k^2 \log k)} \cdot n^2$  times, we obtain a  $(15 + \epsilon)$ -approximation algorithm with constant probability. Lastly, it is not hard to derandomize this algorithm by performing exhaustive searches in each step instead of making decisions randomly. The time bound still remains the same. ◀

### 3 Conclusions

In this paper, considering the CAPACITATED SUM OF RADII problem, we obtained the first constant-factor  $(15 + \epsilon)$  approximation algorithm that runs in FPT time, making significant progress towards understanding the barriers of capacitated clustering. While our techniques are tailor-made for FPT type results, we hope some of the ideas will also be useful in obtaining a similar approximation in polynomial time. We leave this as an open question.

**Question 1:** Does CAPACITATED SUM OF RADII admit a polynomial time constant-factor approximation algorithm, even with uniform capacities?

For the problem with uniform capacities, we obtained improved approximation bounds of  $4 + \epsilon$  and  $2 + \epsilon$  in general and Euclidean metric spaces, respectively. We also showed hardness bounds in both general and Euclidean metric spaces complementing our approximation results. The following two natural open questions are left by our work.

**Question 2:** What is the best constant-factor approximation possible for CAPACITATED SUM OF RADII or uniform CAPACITATED SUM OF RADII in FPT time?  
**Question 3:** Does Euclidean CAPACITATED SUM OF RADII admit an  $(1 + \epsilon)$ -approximation algorithm, in  $f(k, \epsilon) \cdot n^{g(\epsilon)}$  time for some functions  $f$  and  $g$ ?

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