# A List Heuristic for Vertex Cover

Happy Birthday Vasek!

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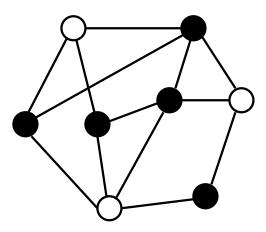
# Outline

- The Vertex Cover Problem
- Integer Programming Formulation
- LP-Relaxation
- Heuristics: LP rounding, matching & greedy
- List Heuristic
- Analysis of List Heuristic

# Introduction

# Vertex Cover

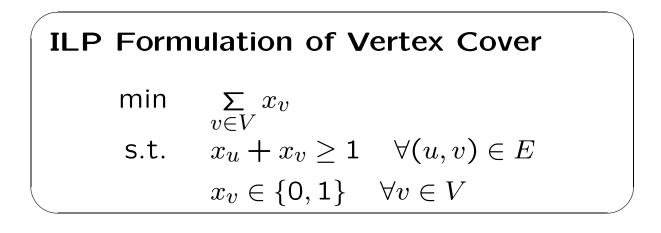
A subset of vertices C s.t. every edge has one of its endpoints in C.

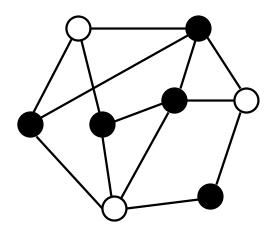


# Minimum Vertex Cover Problem

Find a minimum cardinality vertex cover.

## ILP and LP





 $\begin{array}{c|c} \textbf{LP Relaxation of Vertex Cover(primal)} \\ & \min & \sum_{v \in V} x_v \\ & \text{s.t.} & x_u + x_v \geq 1 \quad \forall (u,v) \in E \\ & x_v \geq 0 \quad \forall v \in V \end{array}$ 

Non-integer solution is a fractional vertex cover.

# Primal and Dual LPs

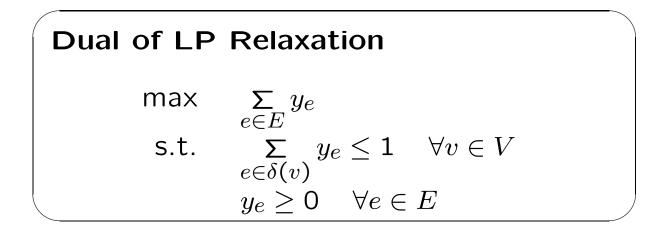
# Primal LPmin $\sum_{v \in V} x_v$ s.t. $x_u + x_v \ge 1$ $\forall (u, v) \in E$ $x_v \ge 0$ $\forall v \in V$

Primal variables are vertex weights.

Dual variables are edge weights.

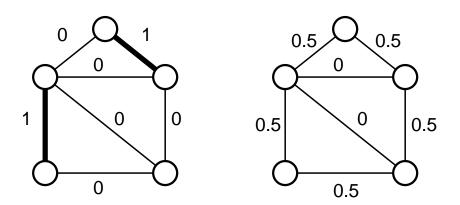
 $\delta(v)$  is the set of edges with endpoint v.

# Dual: Matching



An integer feasible solution is a matching.

A non-integer solution is called a **fractional matching**.



# LP duality

 $x = \{x_v\}$ : any  $\{0, 1\}$  primal feasible solution  $y = \{y_e\}$ : any feasible fractional matching Opt : size of min vertex cover.

By weak LP-duality,

$$\sum_{e \in E} y_e \le \sum_{v \in V} x_v$$

Since min cover is optimum ILP solution,

$$\sum_{e \in E} y_e \leq \mathsf{Opt} \leq \sum_{v \in V} x_v$$

## LP heuristic

 $x^* = \{x_v^*\}$ : optimal for LP relaxation.

Define  $\{0,1\}$ -solution  $x = \{x_v\}$  by rounding:

$$x_v = \begin{cases} 1 & (x_v^* \ge 1/2) \\ 0 & (x_v^* < 1/2) \end{cases}$$

### Proposition.

x has approx. ratio 2.

- By definition,  $\forall v \ x_v \leq 2x_v^*$ .
- Since  $x^*$  is an optimum fractional cover,

$$\sum_{v \in V} x_v^* \leq \mathsf{Opt.}$$

Thus,

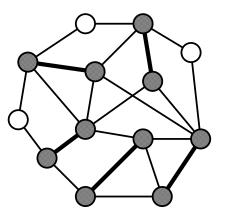
$$\frac{\sum x_v}{\text{Opt}} \le \frac{\sum 2x_v^*}{\text{Opt}} \le \frac{2\text{Opt}}{\text{Opt}} = 2$$

# Matching heuristic

1. Take any maximal matching M.

2. Let C be set of the vertices incident with

some matching edge.



### Proposition.

C has approx. ratio 2.

- |C| = 2|M|.
- M is a feasible solution of the dual.

Thus, by LP-duality,  $Opt \ge |M| = |C|/2$  and  $\frac{|C|}{Opt} \le \frac{|C|}{|C|/2} = 2.$ 

Greedy heuristic

while G has an edge do
 let v be the highest degree vertex.
 select v.
 remove v and all edges incident to it.
end
Output the selected vertices.

Has tight approx. ratio

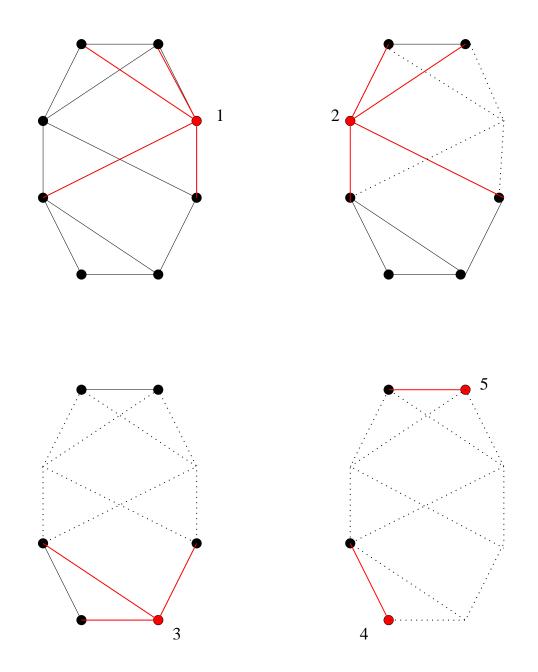
$$H(\Delta) = 1 + \frac{1}{2} \dots + \frac{1}{\Delta}$$

 $(\Delta = \max \text{ vertex degree})$ 

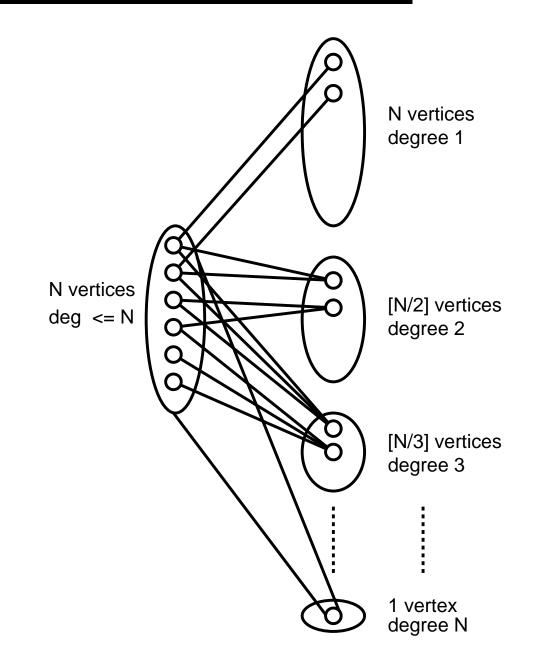
Unweighted case : Johnson '74, Lovasz '75

Weighted case: Chvátal '79

# Example of Greedy Heuristic



# Worst case for Greedy heuristic



Opt = N  

$$C_{\text{GRE}} = N + \lfloor \frac{N}{2} \rfloor + \lfloor \frac{N}{3} \rfloor + \dots + 1 \simeq N * H(N)$$
  
So  $\frac{|C_{\text{GRE}}|}{\text{Opt}} \simeq H(N) = H(\Delta)$ 

# Proof of Greedy upper bound

 $C = \{v_1, v_2, \dots, v_t\}$ : vertices chosen by greedy.

 $u_i$ : # of uncovered edges when  $v_i$  chosen.

Assign each of these edges weight  $1/u_i$ 

Total edge weight assigned is |C|

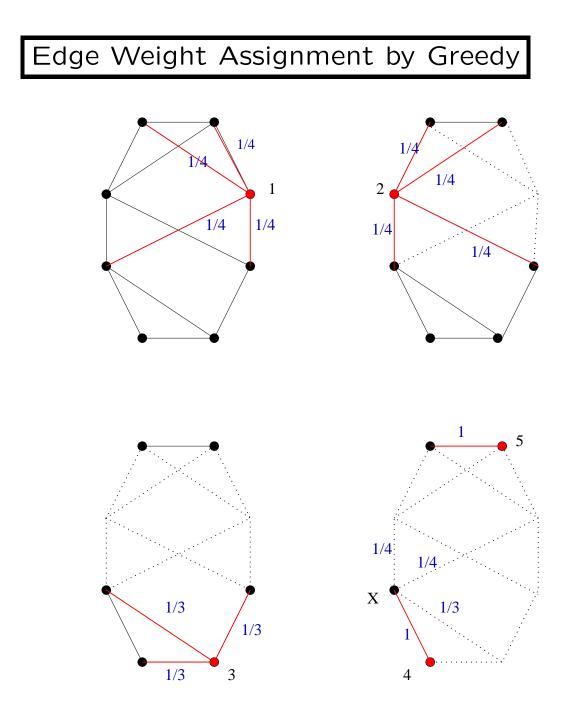
At any vertex v:

At most k incident edges have weight  $\geq 1/k$ (otherwise weight of first labelled is < 1/k)

So maximum weight of edges at v is  $H(\Delta)$ 

Dividing all edge weights by  $H(\Delta)$  gives a fractional matching of total weight  $|C|/H(\Delta)$ 

So: 
$$OPT \ge \frac{|C|}{H(\Delta)}$$



Weight of each vertex is at most  $H(\Delta)$ , eg.  $w(x) = 1 + \frac{1}{3} + \frac{1}{4} + \frac{1}{4} \le 1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} = H(\Delta).$ 

Total edge weight is |C| = 5.

# List heuristic

Sort vertices in non-increasing order by degrees.

for each vertex v in this order
if there is an edge incident to v
select v.
remove v and all its edges.

Output the selected vertices.

# List heuristic: static ordering

Sort vertices in non-increasing order by degrees.

for each vertex v in this order
if there is an edge incident to v
select v.

remove v and all its edges.

Output the selected vertices.

Greedy heuristic: dynamic ordering

while G has an edge do

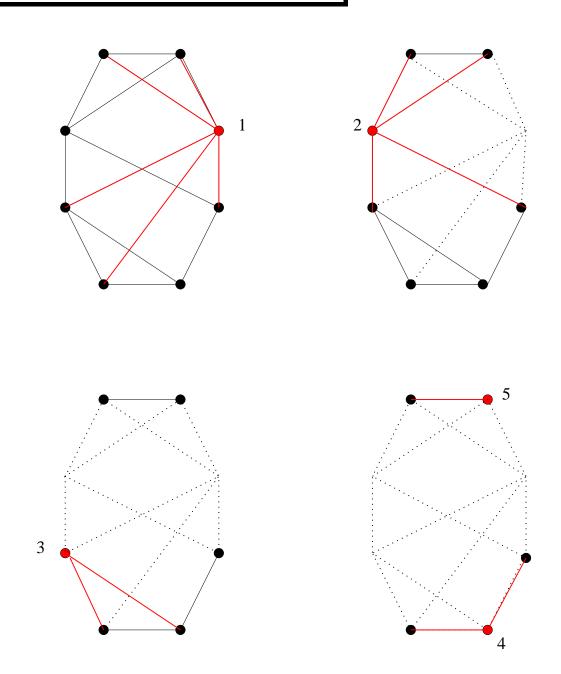
let v be the highest degree vertex. select v.

remove v and all edges incident to it.

end

Output the selected vertices.

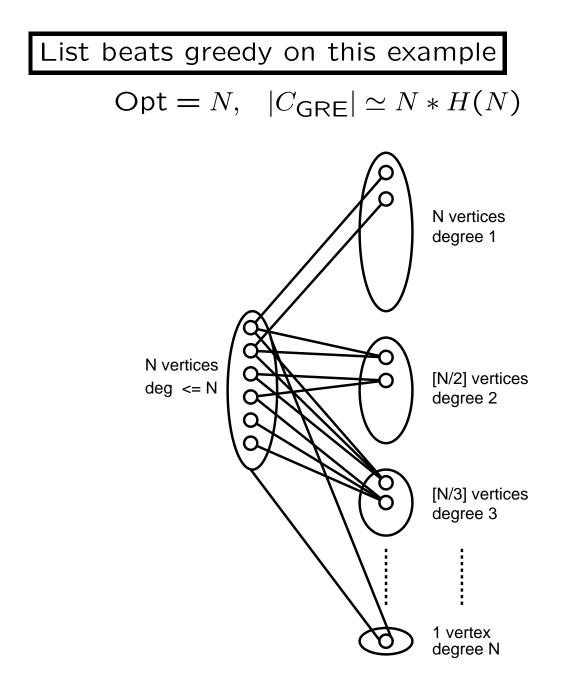
# Example of List Heuristic



Greedy would choose vertex 4 instead of 3

# Motivating Example

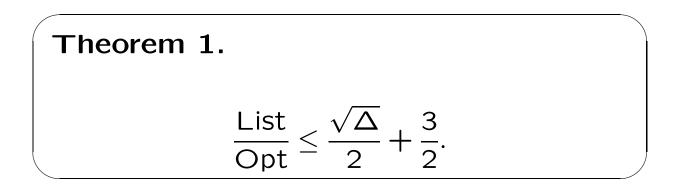
- Nodes submit secret bids to supply connectivity to other nodes for a fixed price K
- Node *i* offers to connect to a subset δ(*i*) of other nodes.
- Regulator must accept bids in decreasing order by  $d_i = |\delta(i)|$ , as long as each bid connects to at least one new node.



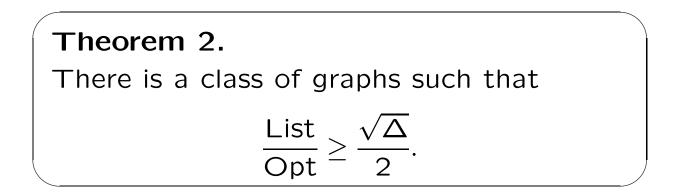
 $|C_{\mathsf{List}}| \leq 3N/2$ 

since min degree on LHS > N/2 and  $\leq N/2$  vertices on the RHS have degree > N/2 but.....

# Bounds for List heuristic

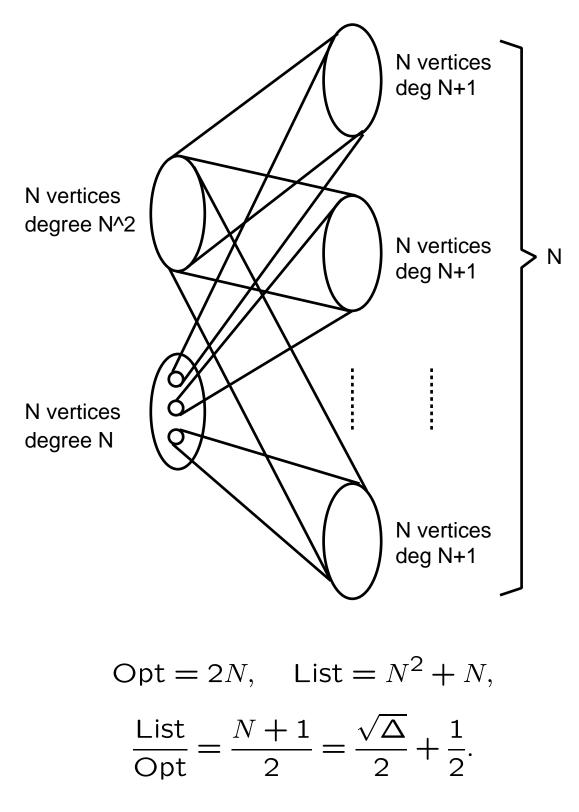


This bound is tight up to the constant.



The above bound holds for any fixed vertex order based on the degree sequence.

## Worst case for List decreasing



# Worst case for any List heuristic N vertices degree N N vertices degree N^2 N vertices > N-1 degree N N-1 vertices degree N N vertices degree N $Opt = 2N - 1, \quad List = N^2,$ $\frac{\text{List}}{\text{Opt}} = \frac{N^2}{2N-1} \ge \frac{\sqrt{\Delta}}{2}.$

Proof of a weaker upper bound (1/2)

Theorem 3.
$$\frac{\text{List}}{\text{Opt}} \leq \sqrt{2\Delta}.$$

For i = 1, ..., t suppose List selects vertex  $v_i$  which has degree  $d_i$ .

Assign edge weights as follows:

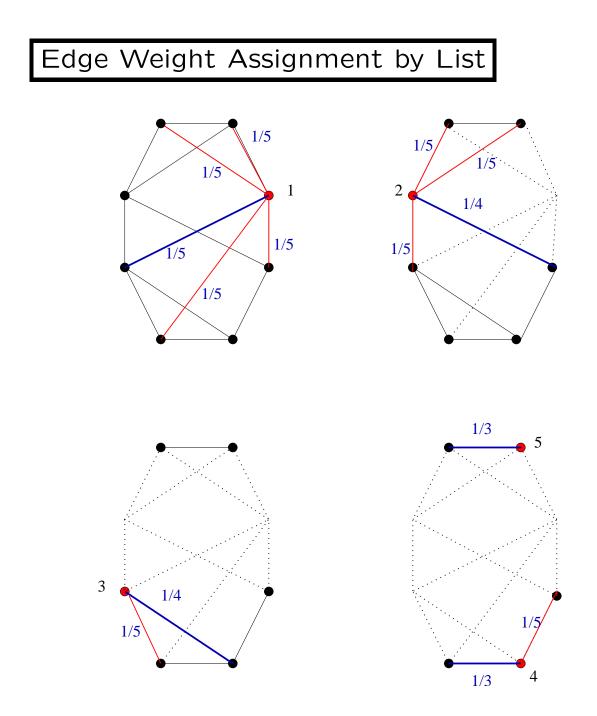
for i = 1, ...t, assign **one** of  $v_i$ 's uncovered edges weight

$$y_e = \frac{1}{d_i}.$$

All unassigned edges get weight

$$y_e = \frac{1}{\Delta}.$$

This is a feasible fractional matching for G.



For each  $v_i$  selected one (blue) edge gets weight  $1/d_i$ .

The other (red) edges get weight  $1/\Delta = 1/5$ . Total edge weight is  $3\frac{1}{6}$ , so Opt  $\geq 4$  Proof of upper bound (2/2)

Lemma (Cauchy-Schwartz) If  $d_i \ge 0, i = 1, ..., t$  have  $\sum_{i=1}^{t} d_i \le 2m$  then  $\sum_{i=1}^{t} d_i \ge \frac{t^2}{2m}.$ 

$$Opt \geq \sum_{e \in E} y_e$$

$$= \sum_{i=1}^{t} \frac{1}{d_i} + \frac{m-t}{\Delta}$$

$$\geq \frac{t^2}{2m} + \frac{m}{\Delta} - \frac{t}{\Delta} \quad (\text{Lemma})$$

$$\geq 2\sqrt{\frac{t^2}{2m} \cdot \frac{m}{\Delta}} - \frac{t}{\Delta} \quad (a+b \geq 2\sqrt{ab})$$

$$= \frac{2t}{\sqrt{2\Delta}} - \frac{t}{\Delta}$$

$$\geq \frac{t}{\sqrt{2\Delta}} \quad (\Delta \geq 2)$$

$$= \frac{List}{\sqrt{2\Delta}}$$

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# Conclusion

Four heuristics analyzed by LP methods.

Ranked by perfomance ration  $PR = \frac{HEUR}{OPT}$ :

- LP-rounding: PR = 2
- Matching: PR = 2
- Greedy:  $PR = H(\Delta) = O(log(\Delta))$
- List:  $PR = \sqrt{\Delta}/2 + 3/2$

### In practice?