# HCPS42

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## 4 1 Abstract

- 5 In this paper we describe a solver submitted to the heuristic track of PACE 2024. This solver
- 6 was also submitted to the parametrized track with minor changes.
- Digital Object Identifier: https://doi.org/10.5281/zenodo.12087453
- 8 GitHub Repository: https://github.com/HCPS42/PACE2024

### 9 2 Problem

We are given a bipartite graph G = (U, V, E) as an input. We need to output a permutation  $\pi$  of vertices from V that minimizes

$$f(\pi) = |\{((u_1, v_1), (u_2, v_2)) \in E^2 \mid u_1 < u_2, \pi^{-1}(v_1) > \pi^{-1}(v_2)\}|.$$

## 3 Heuristic approximate solution

For  $v \in V$ , let

$$N(v) = \{ u \in U \mid (u, v) \in E \}.$$

If |V| > 15000, then just order the vertices of V with respect to

$$\frac{\sum_{u \in N(v)} u}{|N(v)|}.$$

Otherwise, for any  $i \neq j \in V$  let

$$c_{i,j} = |\{(u_1, u_2) \in N(i) \times N(j) \mid u_1 > u_2\}|.$$

Note that

$$f(\pi) = \sum_{\substack{\pi_i, \pi_j \in V \\ \pi_i < \pi_j}} c_{\pi_i, \pi_j}.$$

Then a trivial lower bound of  $f(\pi)$  is

$$f(\pi) \ge L(G) = \sum_{\substack{i,j \in V \\ i < j}} \min(c_{i,j}, c_{j,i}).$$

Let us consider a directed graph H = (V, S), where  $(i, j) \in V^2$ ,  $i \neq j$  belongs to S if and only if  $c_{i,j} < c_{j,i}$ . That is, we would prefer i to be before j. Now we can run Kosaraju's algorithm to find the strongly connected components of H and their topological order:

$$(V_1, V_2, \ldots, V_k).$$

Clearly, it is optimal to leave the relative order of the strongly connected components  $V_i$  as is and only to work with individual components from now on.

We can try to improve a component  $V_i$  in the following way. First, sort the vertices in  $V_i$  according to

$$\frac{\sum_{u \in N(v)} u}{|N(v)|}.$$



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Next, split it into blocks of 40 consecutive vertices (there might be less than 40 vertices in the last block). Last, apply a divide-and-conquer algorithm that splits the current block into two halves, processes each half, and then orders them to minimize  $f(\pi)$ . If the current block is of size not bigger than 10, then iterate over all possible permutations of the vertices in the block.

 $_{\rm 18}$   $\,$  Finally, return the improved components in the order obtained by the Kosaraju's algorithm.