

Improving Local Search Algorithms via Probabilistic Configuration Checking

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Content

- 1 Motivation
- 2 Approach: PC and PCC
- 3 Preliminary Results
- 4 Conclusion and Future Work

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Definition of Problem

Combinatorial optimization problems (COPs)

- Minimum weight dominating set problem (MWDS)

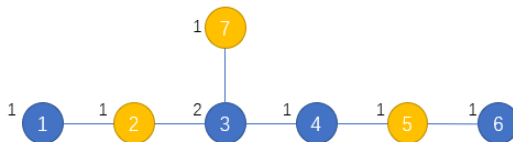


Figure 1: Example for MWDS.

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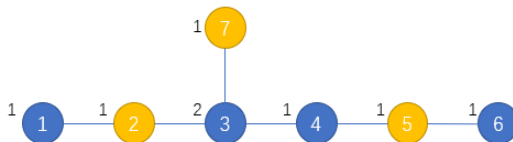


Figure 1: Example for MWDS.

- Maximum weight clique problem (MWCP)

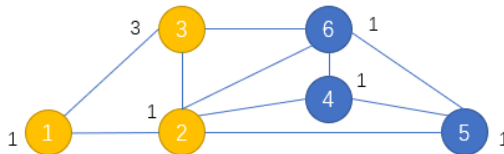


Figure 2: Example for MWCP.

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Local search

- A popular method for solving COPs^[4,9–11]

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- Configuration checking (CC)^[3]: alleviate the *cycling problem* for COPs

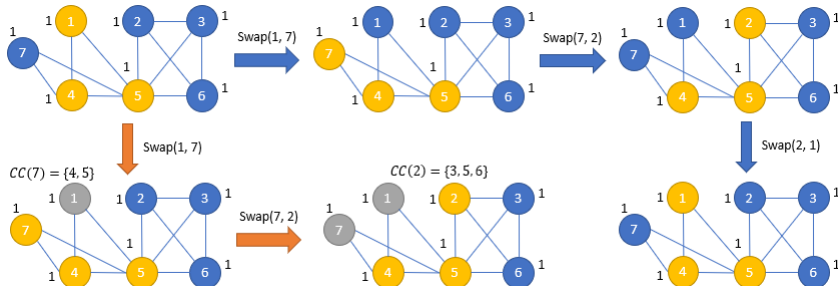


Figure 3: CC for MWCP.

Related Work

The variants of CC

- Redefinition of configuration (What we focus)
 - 1-level neighborhoods: $[1,2,10]$
 - 2-level neighborhoods: $[8,11]$
- Multi-value CC
- Changes of CC rules

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CC strategy of CC²FS^[11] (MWDS 2-level neighborhoods)

- When removing a vertex u from the candidate solution S
 - $confCh[u] := 0$;
 - for each vertex $w \in N_1(u) \cup N_2(u)$, $confCh[w]$ is set to 1.
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What about 3-, 4-, or larger-level neighborhoods?

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Neighborhoods with more than two levels can have an impact on a vertex and should be considered in the configuration.

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Table 1: CC²FS vs. CC²FS-H.

Instances	CC ² FS			CC ² FS-H		
	min	avg	time	min	avg	time (s)
frb30-15-1	212	214.2	2.59	212	212.0	0.11
frb30-15-2	242	242.0	8.81	242	242.0	0.18
frb30-15-3	175	175.0	0.01	175	175.0	0.03
frb30-15-4	166	168.6	0.19	166	166.0	0.08
frb30-15-5	160	160.0	0.01	160	160.0	0.02
frb35-17-1	274	274.9	0.57	274	274.0	0.11
frb35-17-2	208	208.3	67.44	208	208.0	0.29
frb35-17-3	201	201.0	0.38	201	201.0	0.10
frb35-17-4	286	286.8	0.73	286	286.0	0.45
frb35-17-5	295	295.7	5.60	295	295.0	0.11
frb40-19-1	262	262.0	1.99	262	262.0	0.14
frb40-19-2	243	243.9	0.66	243	243.0	0.18
frb40-19-3	250	251.8	102.43	250	250.0	3.88
frb40-19-4	250	250.0	0.07	249	249.0	95.82
frb40-19-5	272	282.3	0.31	272	277.6	82.50
frb45-21-1	328	328.3	7.82	328	328.0	0.64
frb45-21-2	259	261.7	46.82	259	259.1	1.39
frb45-21-3	233	233.9	9.19	233	233.0	0.89
frb45-21-4	399	399.2	22.67	399	399.0	0.95
frb45-21-5	312	318.8	128.19	312	312.0	1.82
frb50-23-1	261	264.7	90.71	261	261.0	8.97
frb50-23-2	277	277.0	0.01	277	277.0	0.17
frb50-23-3	299	301.9	1.21	281	292.2	31.13
frb50-23-4	265	265.0	3.04	265	265.0	0.47
frb50-23-5	410	418.8	128.09	410	411.1	158.96
frb53-24-1	229	230.0	95.41	229	229.0	2.35
frb53-24-2	298	298.0	1.04	298	298.0	0.38
frb53-24-3	182	182.1	0.01	182	182.0	0.26
frb53-24-4	189	189.0	0.02	189	189.0	0.27
frb53-24-5	204	204.0	0.01	204	204.0	0.29
frb56-25-1	229	229.2	0.32	229	229.0	0.41
frb56-25-2	319	319.5	25.27	319	319.0	3.46
frb56-25-3	336	338.7	30.21	336	336.0	38.80
frb56-25-4	268	268.0	0.21	268	268.0	0.41
frb56-25-5	425	427.6	103.13	425	425.0	1.83
frb59-26-1	262	264.0	1.62	262	262.0	25.31
frb59-26-2	383	391.1	97.04	383	383.0	5.64
frb59-26-3	248	248.0	1.13	246	246.0	14.24
frb59-26-4	248	248.9	47.47	248	248.0	0.62
frb59-26-5	288	288.8	195.62	288	288.0	3.26
frb100-40	350	350.0	2.04	350	350.0	9.70
#win	1	0	7	3	29	25

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- 1 Is there a general way to define the configuration of a vertex?
- 2 How does the new configuration lead to a further improvement of the CC strategy?

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- The distance between two vertices u and v , denoted by $\text{dist}(u, v)$, is the number of edges in the shortest path between them.

Definition 1 (*i*-th-level Neighborhoods)

For a vertex v , we define its *i*-th-level neighborhoods as $N_i(v) = \{u \in V \mid \text{dist}(u, v) = i\}$, *i*-level neighborhoods as $N_{\leq i}(v) = \bigcup_{j=1}^i N_j(v)$, and its i^+ -level neighborhoods as $N_{>i}(v) = \bigcup_{j=i+1} N_j(v)$, particularly, $N_1(v) = N_{\leq 1}(v) = N(v)$.

Probabilistic Configuration

Definition 2 (Probabilistic Configuration (PC))

Given an undirected graph $G = (V, E)$ and a candidate solution S , the probabilistic configuration (PC) of a vertex $v \in V$ is a vector consisting of the states of all vertices in $(\bigcup_{i=1}^2 (N_i(v))^{p_i}) \cup (N_{>2}(v))^{p_3}$, where $p_i \in [0, 1]$, $i = 1, 2, 3$, and $\{*\}^{p_i}$ is randomly chosen vertices from the set $\{*\}$ with the size of $\lceil |\{*\}| \cdot p_i \rceil$.

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Existing configurations are *special cases* of the PC.

Table 2: Configurations in the form of PC.

Configuration	Probabilistic configuration form
$N_1(v)$	$(N_1(v))^{1.0} \cup (N_2(v))^{0.0} \cup (N_{>2}(v))^{0.0}$
$N_1(v) \cup N_2(v)$	$\bigcup_{i=1}^2 (N_i(v))^{1.0} \cup (N_{>2}(v))^{0.0}$

Probabilistic Configuration Checking

Probabilistic Configuration Checking (PCC)

- 1 At beginning, compute the 1st-, 2nd-, and 2^+ -level neighborhoods for each vertex
 - quickly implemented with a breadth-first search algorithm ($O(|V| \cdot |E|)$)
 - only needs to be run once

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 - quickly implemented with a breadth-first search algorithm ($O(|V| \cdot |E|)$)
 - only needs to be run once
- 2 In each search step, for the operated vertex v , select vertices from $N_1(v)$, $N_2(v)$ and $N_{>2}(v)$ to form its configuration

Algorithm 2 SelectConf(v , $N_1(v)$, $N_2(v)$, $N_{>2}(v)$, P)

Input: a vertex v and $N_1(v)$, $N_2(v)$, $N_{>2}(v)$, $P = \{p_1, p_2, p_3\}$ a set of probabilities.

Output: the configuration $Conf$.

- 1: $Q_1 \leftarrow$ randomly choose $\lceil |N_1(v)| \cdot p_1 \rceil$ vertices from $N_1(v)$;
 - 2: $Q_2 \leftarrow$ randomly choose $\lceil |N_2(v)| \cdot p_2 \rceil$ vertices from $N_2(v)$;
 - 3: $Q_3 \leftarrow$ randomly choose $\lceil |N_{>2}(v)| \cdot p_3 \rceil$ vertices from $N_{>2}(v)$;
 - 4: $Conf(v) \leftarrow Q_1 \cup Q_2 \cup Q_3$;
 - 5: **return** $Conf(v)$;
-

Example of PC and PCC

Example 1

PC: $p_1 = p_2 = p_3 = 0.5$

For $v = 3$, $N_1(3) = \{2, 4, 7\}$, $N_2(3) = \{1, 5\}$, $N_{>2}(3) = \{6\}$.

Calculate $Conf[3]$ according to Algorithm 1.

Assume $Q_1 \leftarrow \{4, 7\}$, $Q_2 \leftarrow \{1\}$, $Q_3 \leftarrow \{6\}$.

$Conf[3] \leftarrow Q_1 \cup Q_2 \cup Q_3 = \{1, 4, 6, 7\}$.

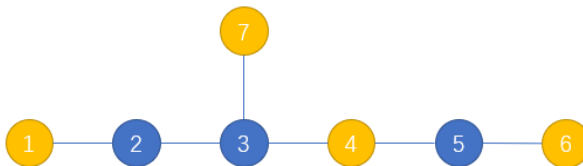


Figure 4: Example for vertex 3.

A PCC Strategy for MWDS

When removing a vertex u from the candidate solution S

- $confCh[u] := 0$;
- calculate $Conf[u]$ according to Algorithm 1;
- for each vertex $w \in Conf[u]$, $confCh[w]$ is set to 1.

When adding a vertex v to the candidate solution S

- calculate $Conf[v]$ according to Algorithm 1;
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A PCC Strategy for MWCP

When removing a vertex u from the candidate solution S

- $confCh[u] := 0$;

When adding a vertex v to the candidate solution S

- calculate $Conf[v]$ according to Algorithm 1;
- for each vertex $w \in Conf[v]$, $confCh[w]$ is set to 1.

When swapping a vertex u from the candidate solution S with a vertex v

- $confCh[u] := 0$;
- calculate $Conf[v]$ according to Algorithm 1;
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 - Time-consuming
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The complexity of PCC is roughly comparable with CC.

Automatic Configuration Process

Three parameters in the definition of PC: p_1, p_2 , and p_3

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Training set

COP	Benchmarks	Instances	t.t.(s)
MWDS	T1	1000_1000_1, 1000_5000_3, 1000_10000_6, 1000_15000_6, 1000_20000_1	2
	T2	1000_1000_4, 1000_5000_6, 1000_10000_2, 1000_15000_6, 1000_20000_1	2
	UDG	S3N800U150, S0N800U200, S7N1000U150, S6N1000U200	10
	BHSOLIB	50-23-1.mis, 53-24-3.mis, 56-25-3.mis, 59-26-4.mis	30
	DIMACS	brock800_4.mis, C4000.5.mis, DSJC1000.5.mis, gen400_p0.9_75.mis, hamming10-4.mis, keller6.mis, MANN_a81.mis, p_hat1500-3.mis	10
MWCP	BHSOLIB	50-23-5.clq, 53-24-4.clq, 56-25-3.clq, 59-26-1.clq	30
	DIMACS	brock800_4.clq, C4000.5.clq, DSJC1000.5.clq, gen400_p0.9_75.clq, hamming10-4.clq, keller6.clq, MANN_a81.clq, p_hat1500-3.clq	10

Table 3: The detail about the training set, where ‘t.t.’ means the evaluation time of each instance during training.

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Training

- average scores of the training set as the evaluate metric
- 24 hours for the entire configuration process

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Setting

Benchmarks

- MWDS: T1^[7], T2^[7], UDG^[7], BHOSLIB^[12], DIMACS^[6]
- MWCP: BHOSLIB^[12], DIMACS^[6]

Setting

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- MWDS: T1^[7], T2^[7], UDG^[7], BHOSLIB^[12], DIMACS^[6]
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Competitors

- MWDS
 - CC²FS^[11]
 - CC²FS-P (ours, one PC for each COP)
 - CC²FS-SP (ours, one PC for each benchmark)
- MWCP
 - LSCC^[10]
 - LSCC-P (ours, one PC for each COP)
 - LSCC-SP(ours, one PC for each benchmark)

Comparison PCC with CC in MWDS

Table 4: Comparison results of CC^2FS and CC^2FS-P on 7 benchmarks. We also report the sum of difference ('sum of diff') between CC^2FS-P and CC^2FS in 'min' and 'avg'. The smaller the difference, the better for CC^2FS-P .

	Benchmarks	#inst.	CC^2FS		CC^2FS-P		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	min	avg
train	T1	5	0	0	5	5	-167	-167.0
	T2	5	0	0	3	3	-49	-49.0
	UDG	4	4	4	0	0	30	30.0
	BHOSLIB	4	0	0	1	4	-1	-8.4
	DIMACS	8	0	0	0	0	0	0.0
test	T1	525	10	10	152	152	-2129	-2129.0
	T2	525	0	0	57	57	-697	-697.0
	UDG	116	81	81	16	16	541	541.0
	BHOSLIB	37	0	0	6	26	-52	-105.1
	DIMACS	29	0	0	2	9	-4	-27.2
Total		1258	95	95	242	272	-2528	-2611.7

- CC^2FS-P is the better solver (except the UDG)
- CC^2FS-P performs worse even in the training set for UDG

Comparison PCC with CC in MWDS

Table 4: Comparison results of CC²FS and CC²FS-P on 7 benchmarks. We also report the sum of difference ('sum of diff') between CC²FS-P and CC²FS in 'min' and 'avg'. The smaller the difference, the better for CC²FS-P.

	Benchmarks	#inst.	CC ² FS		CC ² FS-P		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	min	avg
train	T1	5	0	0	5	5	-167	-167.0
	T2	5	0	0	3	3	-49	-49.0
	UDG	4	4	4	0	0	30	30.0
	BHOSLIB	4	0	0	1	4	-1	-8.4
	DIMACS	8	0	0	0	0	0	0.0
test	T1	525	10	10	152	152	-2129	-2129.0
	T2	525	0	0	57	57	-697	-697.0
	UDG	116	81	81	16	16	541	541.0
	BHOSLIB	37	0	0	6	26	-52	-105.1
	DIMACS	29	0	0	2	9	-4	-27.2
Total		1258	95	95	242	272	-2528	-2611.7

- CC²FS-P is the better solver (except the UDG)
- CC²FS-P performs worse even in the training set for UDG

the adverse bias generated from training data from other benchmarks

Comparison PCC with CC in MWCP

Table 5: Experimental results of LSCC and LSCC-P on DIMACS and BHOSLIB benchmarks. We report the sum of difference between LSCC-P and LSCC in 'min' and 'avg'. The larger the difference, the better for LSCC-P.

	Benchmarks	#inst.	LSCC		LSCC-P		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	min	avg
train	BHOSLIB	4	1	0	2	4	13	67
	DIMACS	8	0	1	3	3	124	166.8
test	BHOSLIB	37	2	3	14	26	315	462.7
	DIMACS	29	2	2	0	2	-19	52.9
Total		78	5	6	19	35	433	749.4

- LSCC-P achieves better performance than LSCC in BHOSLIB
- LSCC-P achieves comparable performance with LSCC in DIMACS

Discussion About the Bias of Training in MWDS

Table 6: Comparison results of CC²FS and CC²FS-SP.

	Benchmarks	#inst.	CC ² FS		CC ² FS-SP		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	min	avg
train	T1	5	0	0	5	5	-184	-184.0
	T2	5	0	0	3	3	-49	-49.0
	UDG	4	1	1	2	2	-8	-8.0
	BHOSLIB	4	0	0	1	4	-1	-8.4
	DIMACS	8	0	0	0	0	0	0.0
test	T1	525	10	10	154	154	-2205	-2205.0
	T2	525	0	0	58	58	-697	-697.0
	UDG	116	47	47	41	41	-14	-14.0
	BHOSLIB	37	0	0	6	26	-52	-109.1
	DIMACS	29	0	0	2	9	-4	-27.1
Total		1258	58	58	272	302	-3214	-3301.6

Table 7: Comparison results of CC²FS-P and CC²FS-SP.

	Benchmarks	#inst.	CC ² FS-P		CC ² FS-SP		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	min	avg
train	T1	5	0	0	2	2	-17	-17.0
	T2	5	0	0	0	0	0	0.0
	UDG	4	0	0	4	4	-38	-38.0
	BHOSLIB	4	0	0	0	0	0	0.0
	DIMACS	8	0	0	0	0	0	0.0
test	T1	525	17	17	36	36	-76	-76.0
	T2	525	1	1	1	1	0	0.0
	UDG	116	22	22	82	82	-555	-555.0
	BHOSLIB	37	0	0	0	1	0	-4.0
	DIMACS	29	0	1	0	0	0	0.1
Total		1258	40	41	125	126	-686	-689.9

- CC²FS-SP achieves a better performance than CC²FS-P
- CC²FS-SP and CC²FS are comparable in UDG

Discussion About the Bias of Training in MWCP

Table 8: Comparison results of LSCC and LSCC-SP.

	Benchmarks	#inst.	LSCC		LSCC-SP		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	max	avg
train	BHOSLIB	4	1	0	2	4	8	69.4
	DIMACS	8	0	1	3	3	124	166.8
test	BHOSLIB	37	2	2	14	27	371	502.3
	DIMACS	29	2	2	0	2	-19	52.9
Total		78	5	5	19	36	484	791.4

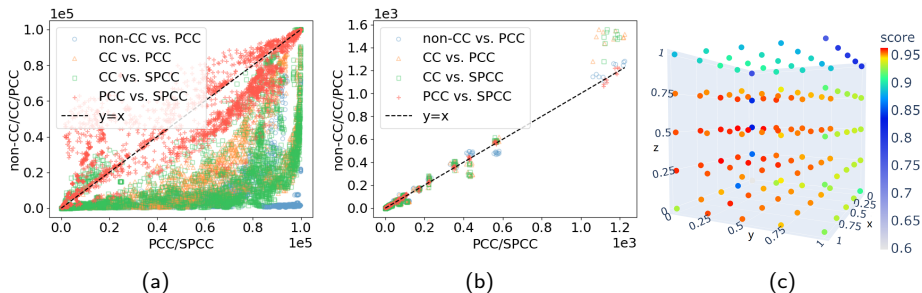
Table 9: Comparison results of LSCC-P and LSCC-SP.

	Benchmarks	#inst.	LSCC-P		LSCC-SP		sum of diff	
			#w.m.	#w.a.	#w.m.	#w.a.	max	avg
train	BHOSLIB	4	1	2	2	2	-5	2.4
	DIMACS	8	0	0	0	0	0	0
test	BHOSLIB	37	9	8	6	15	56	39.6
	DIMACS	29	0	0	0	0	0	0
Total		78	10	10	8	17	51	42

- specially PC for each benchmark can improve the performance
- in DIMACS, LSCC-SP and LSCC-P are the same because they share the same PC

Performance on Reducing the Cycling Problem

Figure 5: (a) Comparison of the number of different candidate solutions of non-CC, CC, PCC, SPCC. (b) Comparison of CPU time. (c) The scores of CC²FS-P with different configurations on MWDS benchmark. The X-axis, Y-axis, and Z-axis represent p_1 , p_2 , and p_3 respectively.



- not have much more time consumption
- potentially alleviates the cycling problem
- necessary to tune for an optimal PC

Content

- 1 Motivation
- 2 Approach: PC and PCC
- 3 Preliminary Results
- 4 Conclusion and Future Work

Conclusion and Future Work

Conclusion:

- 1 We observe that neighborhoods with different levels should have different contributions to alleviate the cycling problem.
- 2 We expand the configuration with probability, i.e., probabilistic configuration (PC), to capture the contributions of vertices at different levels, resulting in the probabilistic configuration checking (PCC) strategy.
- 3 Our experimental results confirm that the PC can improve existing local search algorithms in two classic COPs, i.e., MWDS and MWCP, due to alleviating the cycling problem.

Conclusion and Future Work

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Future work:

- 1 making the method suitable for massive graphs.
- 2 extending our approach to other COPs.

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Thank you for your listening!