Greedy algorithms for finding a set of generators

Question: For a given vector space V, what is the minimum number of vectors whose span equals V?

How can we obtain a minimum number of vectors?

Two natural approaches come to mind, the *Grow* algorithm and the *Shrink* algorithm.

Grow algorithm

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\begin{split} & \operatorname{def} \, \mathrm{Grow}(\mathcal{V}) \\ & S = \emptyset \\ & \operatorname{repeat} \, \operatorname{while} \, \operatorname{possible:} \\ & \operatorname{find} \, \operatorname{a} \, \operatorname{vector} \, \mathbf{v} \, \operatorname{in} \, \mathcal{V} \, \operatorname{that} \, \operatorname{is} \, \operatorname{not} \, \operatorname{in} \, \operatorname{Span} \, \, \mathcal{S}, \, \operatorname{and} \, \operatorname{put} \, \operatorname{it} \, \operatorname{in} \, \mathcal{S}. \end{split}
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The algorithm stops when there is no vector to add, at which time S spans all of V. Thus, if the algorithm stops, it will have found a generating set.

But is it bigger than necessary?

Shrink Algorithm

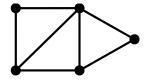
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\begin{split} & \text{def Shrink}(\mathcal{V}) \\ & S = \text{some finite set of vectors that spans } \mathcal{V} \\ & \text{repeat while possible:} \\ & \text{find a vector } \mathbf{v} \text{ in } S \text{ such that Span } (S - \{v\}) = \mathcal{V}, \text{ and remove } \mathbf{v} \text{ from } S. \end{split}
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The algorithm stops when there is no vector whose removal would leave a spanning set. At every point during the algorithm, S spans \mathcal{V} , so it spans \mathcal{V} at the end. Thus, if the algorithm stops, the algorithm will have found a generating set.

The question is, again: is it bigger than necessary?

When greed fails

Is it obvious that Grow algorithm and Shrink algorithm find smallest sets of generators? Look at example for a problem in *graphs...*



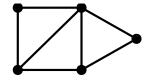
Points are called *nodes*, links are called *edges*.

Each edge has two *endpoints*, the nodes it connects. The endpoints of an edge are *neighbors*.

Definition: A dominating set in a graph is a set S of nodes such that every node is in S or a neighbor of a node in S.

When greed fails: dominating set

Definition: A dominating set in a graph is a set S of nodes such that every node is in S or a neighbor of a node in S.



Grow Algorithm:

initialize $S = \emptyset$ while S is not a dominating set, add a node to S.

Shrink Algorithm:

initialize S =all nodes

while there is a node x such that $S - \{x\}$ is a dominating set, remove x from S

Neither algorithm is guaranteed to find the smallest solution.