

Table 1: The whole configuration space of *MetaVC*.

Parameter	Depended Conditions	Parameter Type	Value Domain	Default Value
<i>performPreProcess</i>	–	Boolean-valued	{ <i>True</i> , <i>False</i> }	<i>True</i>
<i>initConstruct</i>	–	Categorical	{1, 2}	1
<i>performReConstruct</i>	–	Boolean-valued	{ <i>True</i> , <i>False</i> }	<i>False</i>
<i>prob_rc</i>	<i>performReConstruct</i> == <i>True</i>	Real-valued	[0.00001, 0.05]	0.0001
<i>t</i>	<i>performReConstruct</i> == <i>True</i>	Integer-valued	[1, 100]	10
<i>performBMS</i>	–	Boolean-valued	{ <i>True</i> , <i>False</i> }	<i>False</i>
<i>bms_k</i>	<i>performBMS</i> == <i>True</i>	Integer-valued	[10, 1000]	50
<i>pickRmVertex</i>	–	Categorical	{1, 2, 3}	1
<i>pickUncovEdge</i>	–	Categorical	{1, 2}	1
<i>pickAddVertex</i>	–	Categorical	{1, 2, 3}	1
<i>tabu_tenure</i>	<i>pickAddVertex</i> == 3	Integer-valued	[1, 5]	3
<i>performEdgeWeight</i>	–	Boolean-valued	{ <i>True</i> , <i>False</i> }	<i>True</i>
<i>edgeWeight</i>	<i>performEdgeWeight</i> == <i>True</i>	Categorical	{1, 2}	1

Table 2: The default configuration of *MetaVC*.

Instantiation	Configuration Setting
Default	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =1, <i>performReConstruct</i> = <i>False</i> , <i>prob_rc</i> =0.0001, <i>t</i> =10, <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =1, <i>pickUncovEdge</i> =1, <i>pickAddVertex</i> =1, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =1

Table 3: The optimized configurations of *MetaVC* for all benchmarks.

Benchmark/Instance Family	Optimized Configuration
<i>brock-HARD</i> and <i>brock-EASY</i>	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =2, <i>performReConstruct</i> = <i>True</i> , <i>prob_rc</i> =0.0028421872317207584, <i>t</i> =100, <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =3, <i>pickUncovEdge</i> =2, <i>pickAddVertex</i> =1, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =2
<i>DIMACS-HARD</i> and <i>DIMACS-EASY</i>	<i>performPreProcess</i> = <i>False</i> , <i>initConstruct</i> =1, <i>performReConstruct</i> = <i>False</i> , <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =1, <i>pickUncovEdge</i> =2, <i>pickAddVertex</i> =1, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =1
<i>BHOSLIB-HARD</i> and <i>BHOSLIB-EASY</i>	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =2, <i>performReConstruct</i> = <i>False</i> , <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =2, <i>pickUncovEdge</i> =1, <i>pickAddVertex</i> =3, <i>tabu_tenure</i> =5, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =1
<i>REAL-WORLD-HARD</i> and <i>REAL-WORLD-EASY</i>	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =2, <i>performReConstruct</i> = <i>True</i> , <i>prob_rc</i> =3.908659583029911E-5, <i>t</i> =84, <i>performBMS</i> = <i>True</i> , <i>bms_k</i> =633, <i>pickRmVertex</i> =2, <i>pickUncovEdge</i> =1, <i>pickAddVertex</i> =2, <i>performEdgeWeight</i> = <i>False</i>

Table 4: The optimized configuration of *MetaVC2* for all benchmarks.

Benchmark/Instance Family	Optimized Configuration
<i>brock-HARD</i> and <i>brock-EASY</i>	<i>performPreProcess</i> = <i>False</i> , <i>initConstruct</i> =2, <i>performReConstruct</i> = <i>True</i> , <i>prob_rc</i> =0.010648810472426678, <i>t</i> =100, <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =3, <i>pickUncovEdge</i> =2, <i>pickAddVertex</i> =1, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =2
<i>DIMACS-HARD</i> and <i>DIMACS-EASY</i>	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =1, <i>performReConstruct</i> = <i>False</i> , <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =1, <i>pickUncovEdge</i> =2, <i>pickAddVertex</i> =1, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =1
<i>BHOSLIB-HARD</i> and <i>BHOSLIB-EASY</i>	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =1, <i>performReConstruct</i> = <i>False</i> , <i>performBMS</i> = <i>False</i> , <i>pickRmVertex</i> =2, <i>pickUncovEdge</i> =1, <i>pickAddVertex</i> =1, <i>performEdgeWeight</i> = <i>True</i> , <i>edgeWeight</i> =1
<i>REAL-WORLD-HARD</i> and <i>REAL-WORLD-EASY</i>	<i>performPreProcess</i> = <i>True</i> , <i>initConstruct</i> =2, <i>performReConstruct</i> = <i>True</i> , <i>prob_rc</i> =3.0886947578801404E-5, <i>t</i> =76, <i>performBMS</i> = <i>True</i> , <i>bms_k</i> =720, <i>pickRmVertex</i> =1, <i>pickUncovEdge</i> =1, <i>pickAddVertex</i> =2, <i>performEdgeWeight</i> = <i>False</i>