



Heuristics for ***t*-admissibility** with complex network approach

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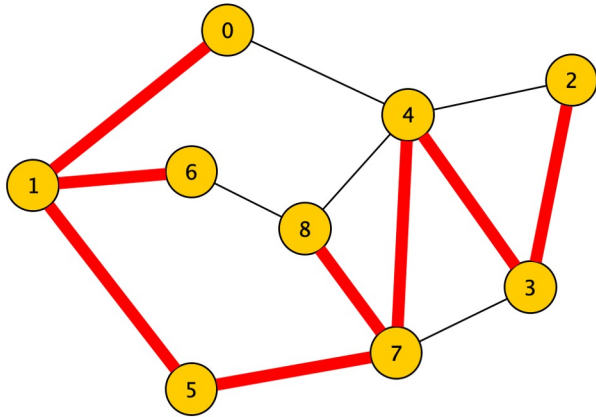


t-ADMISSIBILITY **DEFINITION**

- The **t-admissibility** problem aims to decide whether a graph G has a spanning tree T in which **the distance** between any two adjacent vertices of G is **at most t** . (**stretch factor**)
- **The smallest t** for which the graph is **t-admissible**, we call **stretch index**.



t-ADMISSIBILITY EXAMPLE



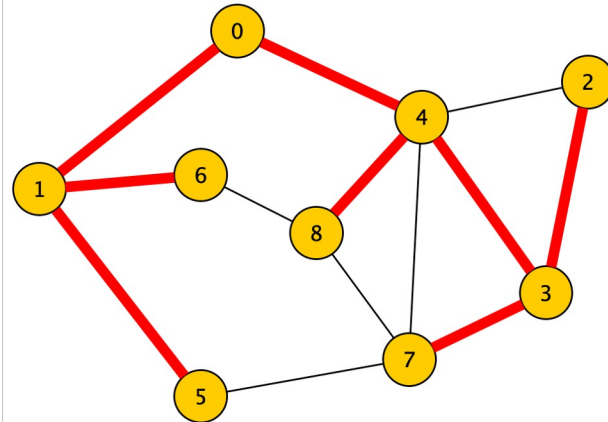
$$d(0,4) = 4$$

$$d(6,8) = 4$$

$$d(4,8) = 2$$

$$d(3,7) = 2$$

$$d(2,4) = 2$$



$$d(5,7) = 5$$

$$d(6,8) = 4$$

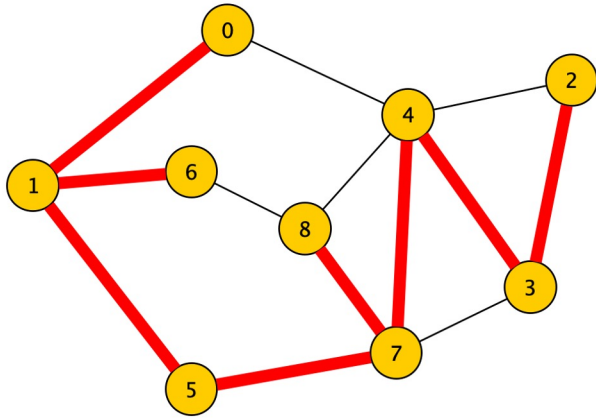
$$d(7,8) = 3$$

$$d(4,7) = 2$$

$$d(2,4) = 2$$



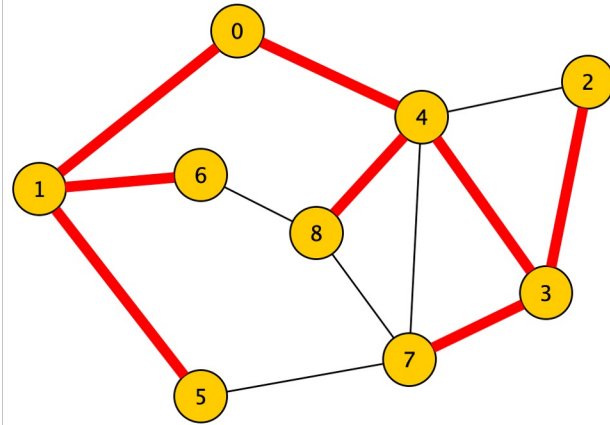
t-ADMISSIBILITY EXAMPLE



$$\begin{aligned} d(0,4) &= 4 \\ d(6,8) &= 4 \end{aligned}$$



Stretch index = 4



$$d(5,7) = 5$$



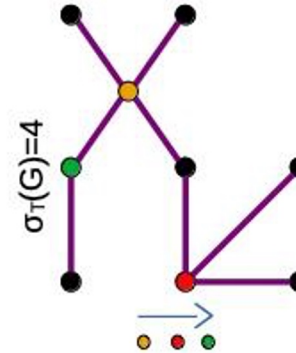
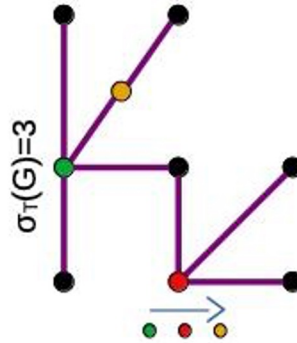
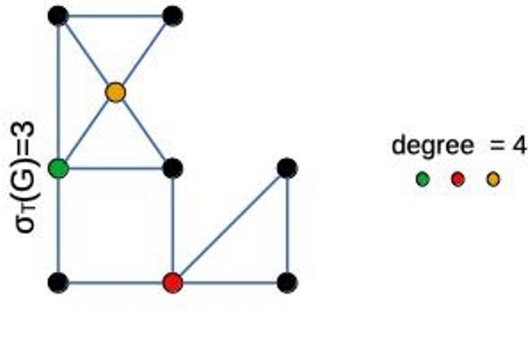
COMPLEXITY CLASSES

Complexity	
$t = 2$	Polynomial
$t = 3$	Open
$t \geq 4$	NP-Complete



HEURISTICS

Strategies for generating tree spanners:
Algorithms, heuristics and optimal graph
classes²





MEDIDAS DE CENTRALIDADE

Degree centrality

$$D_c(v) = \sum_{u=1}^n A_{uv}, u \neq v$$

Leverage centrality

$$L_c(v) = \frac{1}{d(v)} \cdot \sum_{v_j \in N(v)} \frac{d(v) - d(v_j)}{d(v) + d(v_j)}$$

Closeness centrality

$$C_c(v) = \frac{1}{\sum_{u \in V(G) \setminus v} d(u, v)}$$

CONTRIBUTION

- Utilization of new centrality measures for the tie-breaking problem
- Development of 4 heuristics (2 adapted and 2 new)
- Analysis of the quality of the heuristics.

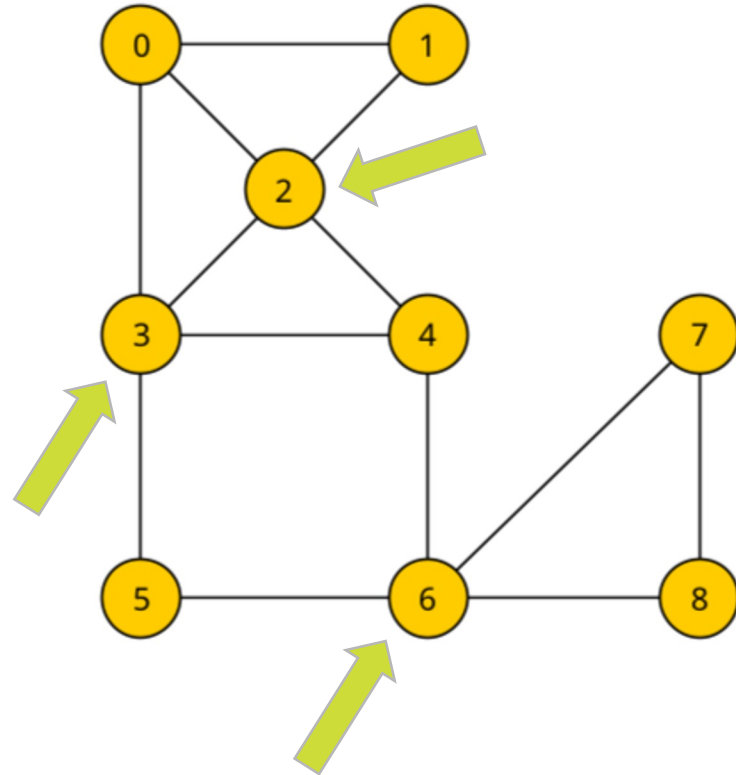


INSTRUCTIONS FOR HEURISTICS 1

- Sort the vertices by

+ degree
+ closeness
- leverage

v	d(v)	Clos.	Lev.
3	4	0,0434	0,1547
2	4	0,0434	0,1547
6	4	0,0434	0,2857
0	3	0,0370	-0,0285
4	3	0,0454	-0,1428
1	2	0,0344	-0,0266
5	2	0,0416	-0,3333
8	2	0,0344	-0,1666
7	2	0,0344	-0,1666

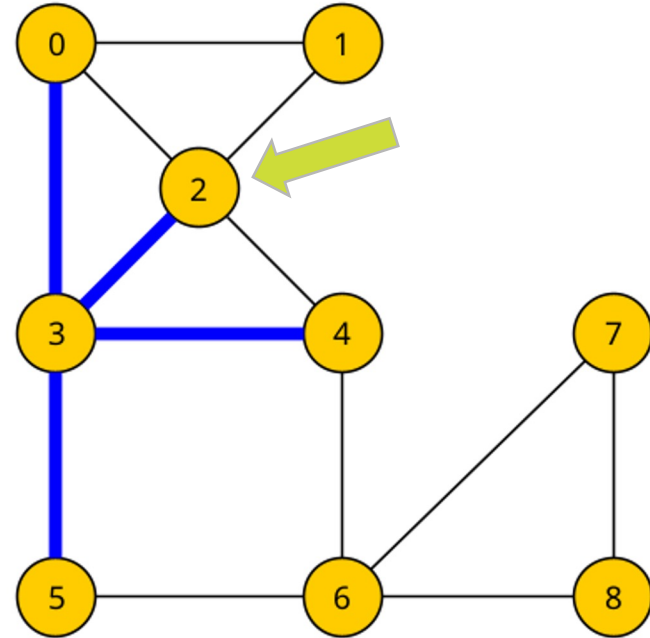




INSTRUCTIONS FOR HEURISTICS 1

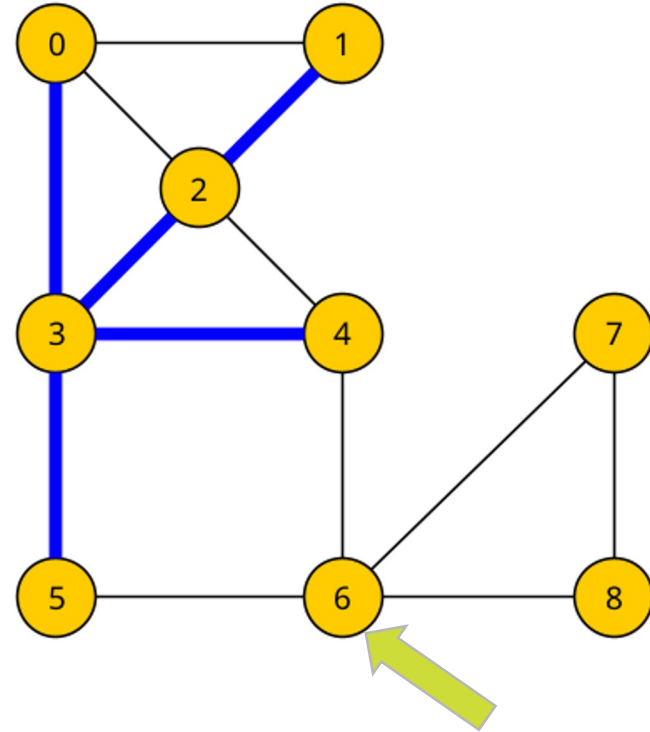
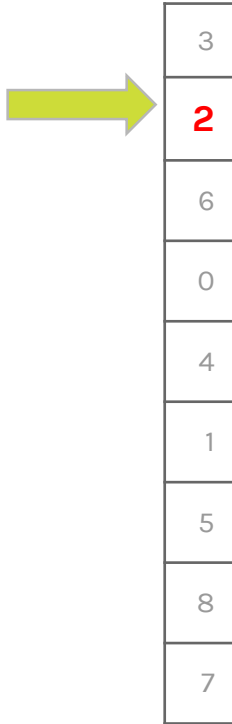


3
2
6
0
4
1
5
8
7



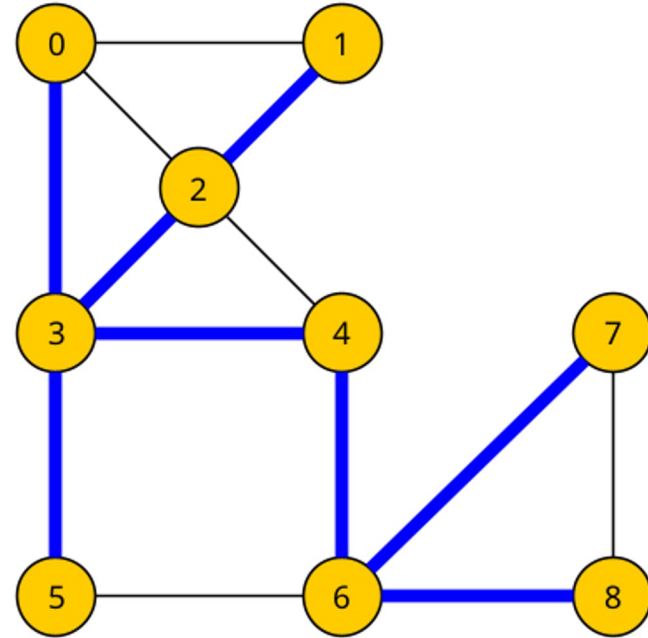
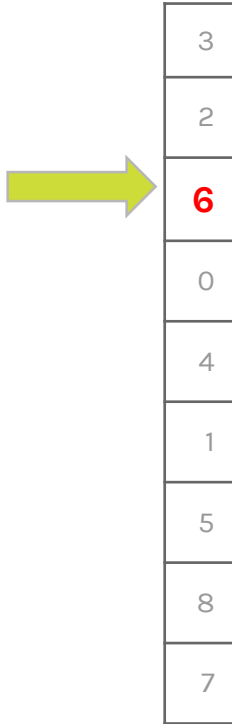


INSTRUCTIONS FOR HEURISTICS 1





INSTRUCTIONS FOR HEURISTICS 1

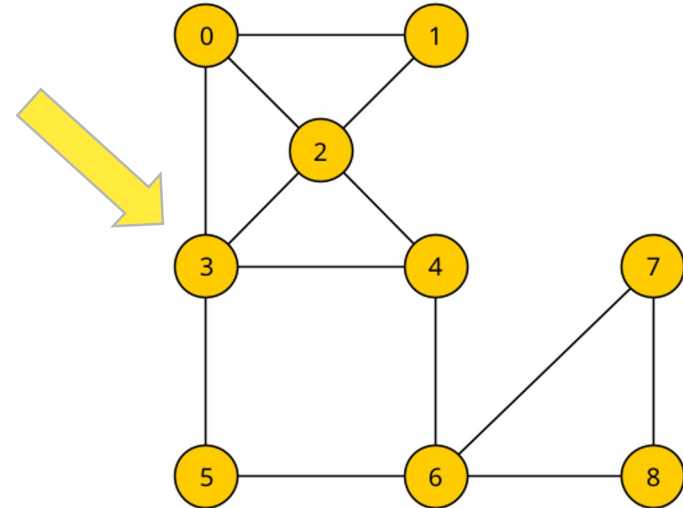




INSTRUCTIONS FOR HEURISTICS 2

- Sort the vertices by
 - + degree
 - + closeness
 - leverage

v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2





INSTRUCTIONS FOR HEURISTICS 2



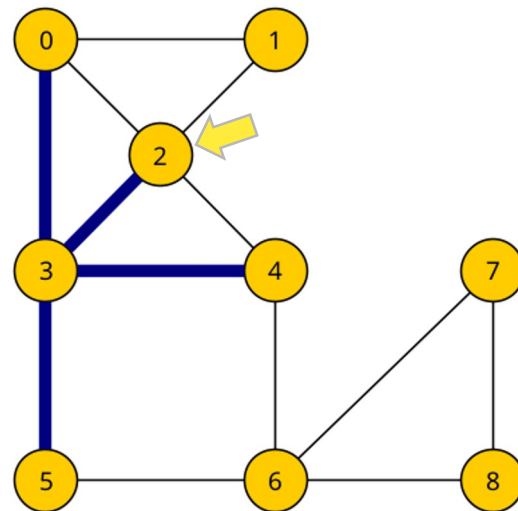
v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

Vertex degree in the graph

Number of neighbors of the vertex that are in the tree

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
0	1
2	1
4	1
5	1

The vertex that has the ability to contribute the largest number of new neighbors to the tree



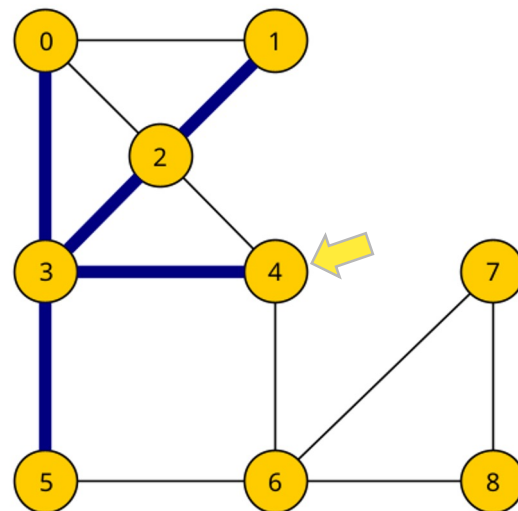


INSTRUCTIONS FOR HEURISTICS 2



v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
0	0
1	0
4	1
5	1



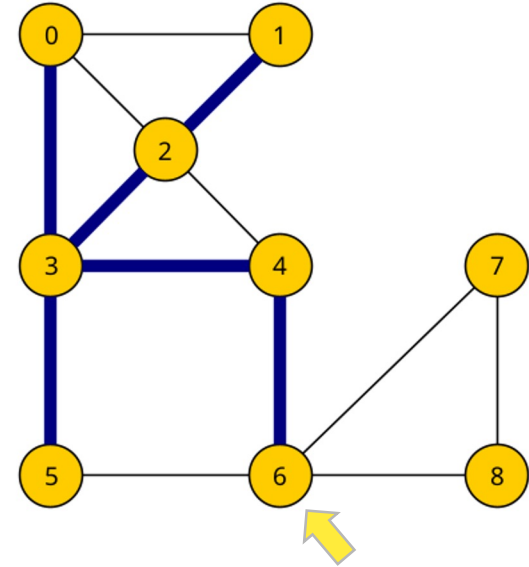


INSTRUCTIONS FOR HEURISTICS 2



v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
0	0
5	0
1	0
6	2



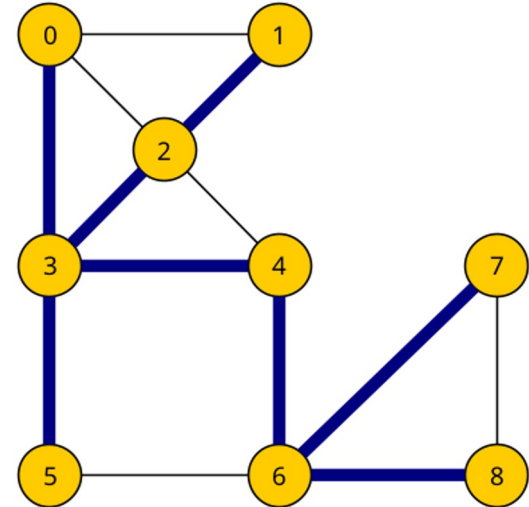


INSTRUCTIONS FOR HEURISTICS 2



v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
0	0
1	0
5	0
7	0
8	0

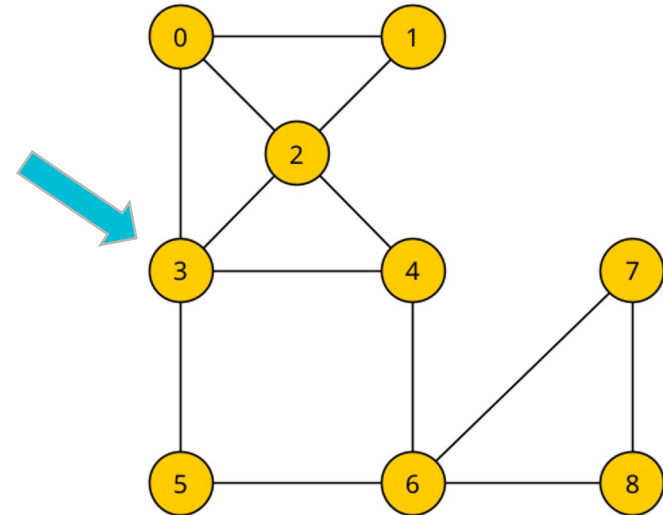




INSTRUCTIONS FOR HEURISTICS 3

- Sort the vertices by
 - + degree
 - + closeness
 - leverage

v'	$d(v)$
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2





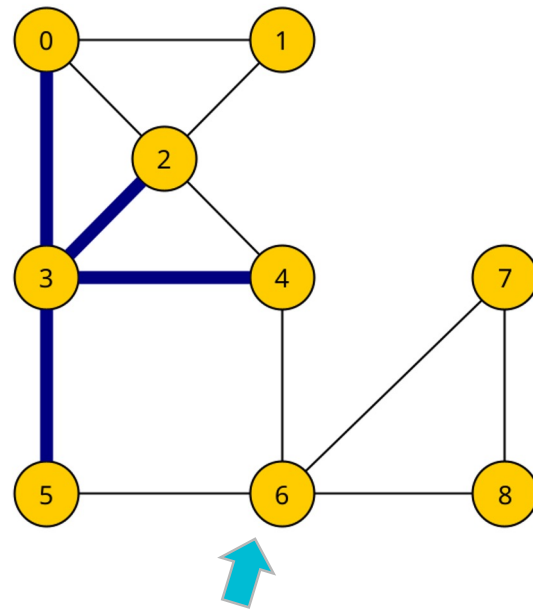
INSTRUCTIONS FOR HEURISTICS 3



v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
1	0
0	1
2	1
4	1
5	1
6	2
7	2
8	2

Compute for all vertices of G



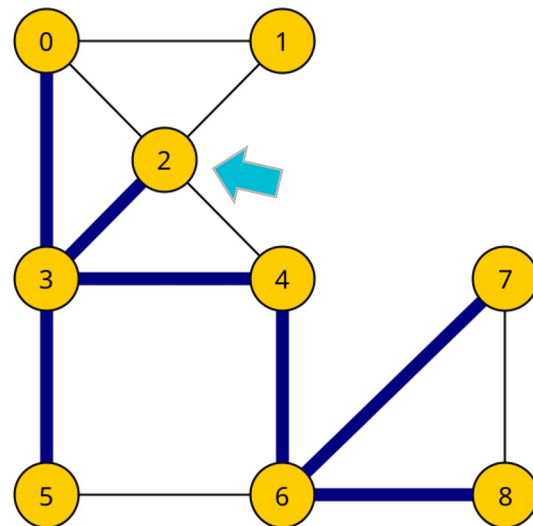


INSTRUCTIONS FOR HEURISTICS 3



v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
1	0
4	0
5	0
7	0
8	0
0	1
2	1

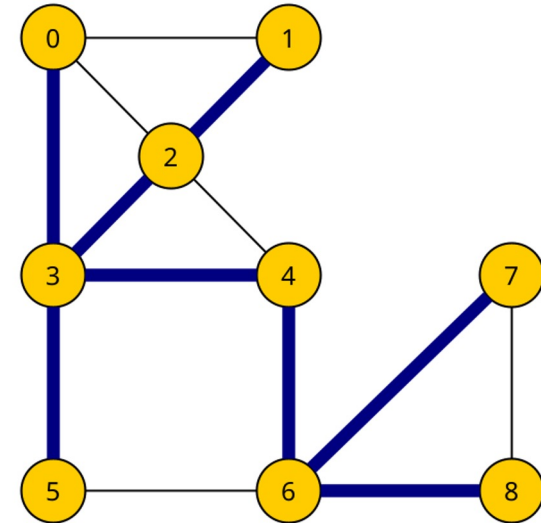




INSTRUCTIONS FOR HEURISTICS 3

v	d(v)
3	4
2	4
6	4
0	3
4	3
1	2
5	2
8	2
7	2

v	$f(v) = d_G(v) - A_{\text{tree}}(v)$
1	0
4	0
5	0
7	0
8	0
0	0
2	0

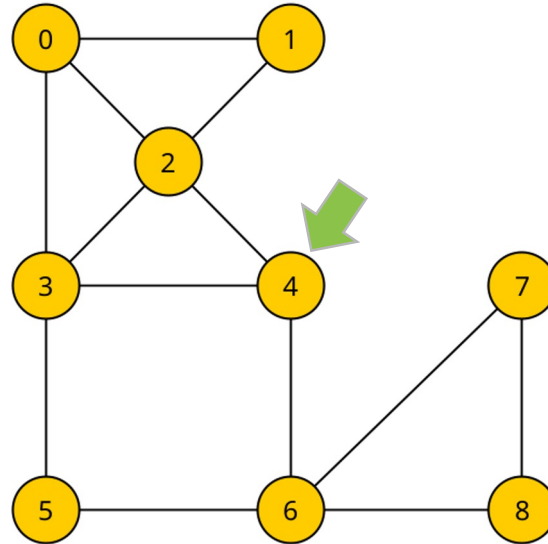




INSTRUCTIONS FOR HEURISTICS 4

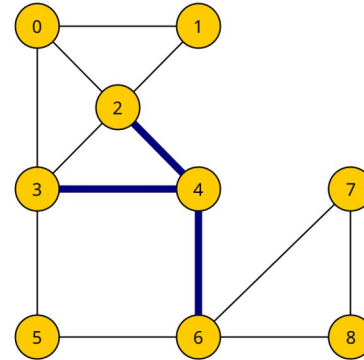
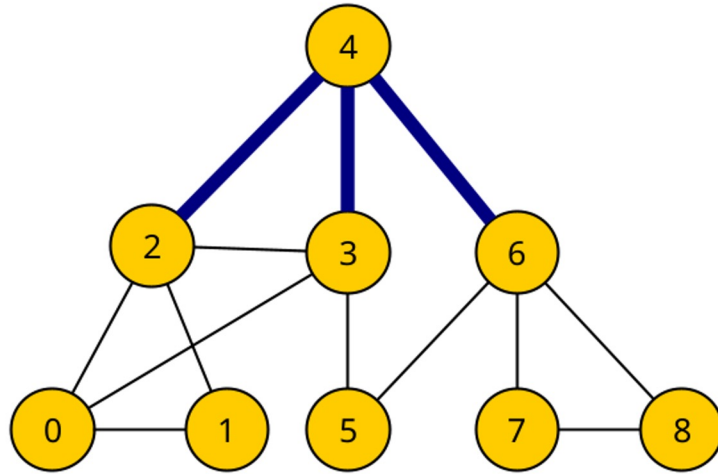


v	Closeness	Leverage
0	0,0370	-0,0285
1	0,0344	-0,0266
2	0,0434	0,1547
3	0,0434	0,1547
4	0,0454	-0,1428
5	0,0416	-0,3333
6	0,0434	0,2857
7	0,0344	-0,1666
8	0,0344	-0,1666



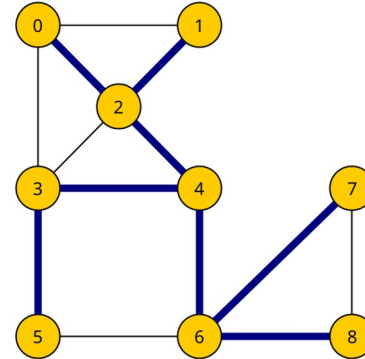
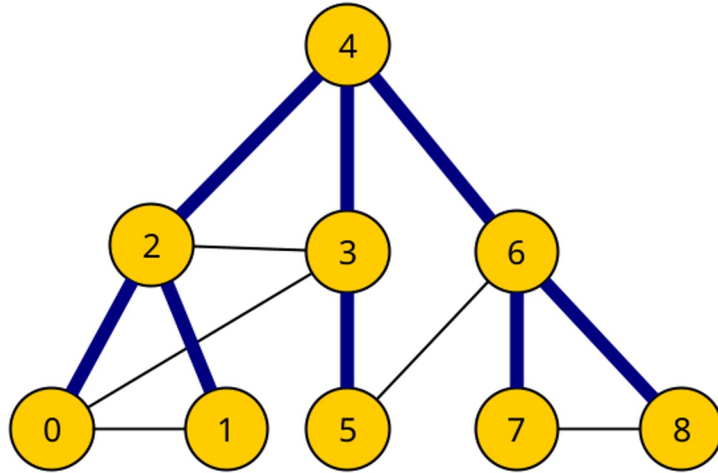


INSTRUCTIONS FOR HEURISTICS 4





INSTRUCTIONS FOR HEURISTICS 4





COMPUTATIONAL EXPERIMENTS

- ▶ Generate 11 random graphs with 10 to 20 vertices and a maximum of 34 edges.
- ▶ Generate 400 graphs distributed between 100 and 1000 vertices from the Bipartite, Erdos, Watts, and Barabási classes.



QUALITY OF HEURISTICS

<i>Type</i> Vertices \	H1v1	H1v2	H2v1	H2v2	H3v1	H3v2	H4v1	H4v2r1	H4v2r3
10	0.0	0.0	1.0	0.0	0.0	0.0	0.0	0.0	0.0
11	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
12	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
13	0.0	0.0	0.0	1.0	1.0	1.0	0.0	0.0	0.0
14	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
15	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
16	0.0	1.0	0.0	1.0	0.0	0.0	0.0	0.0	0.0
17	0.0	0.0	0.0	0.0	3.0	3.0	0.0	1.0	0.0
18	2.0	1.0	1.0	1.0	2.0	1.0	0.0	0.0	0.0
19	0.0	0.0	1.0	0.0	1.0	1.0	0.0	0.0	0.0
20	1.0	1.0	2.0	1.0	2.0	2.0	0.0	0.0	0.0
	DC	DC CC LC	DC	DC CC LC	DC	DC CC LC	DC	CC LC	CC LC



QUALITY FOR HEURISTIC 1

Class \ n $Av(m)$	100.0 1.9k	200.0 7.6k	300.0 17.4k	400.0 30.5k	500.0 46.9k	600.0 68.8k	700.0 93.6k	800.0 122.3k	900.0 154.8k	1000.0 191.1k
Barabasi	1.9 0.3	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0
Erdos	2.8 0.39	3.2 0.6	3.3 0.78	3.8 0.74	4.0 0.77	4.4 1.2	3.8 0.87	3.6 0.91	4.3 0.64	4.3 0.78
Watts	3.6 0.8	4.8 1.07	5.1 1.04	4.8 0.6	5.2 1.07	5.3 1.00	5.2 1.07	5.5 1.20	5.3 1.1	5.0 0.63
Bipartite	4.8 1.32	5.6 1.49	5.6 1.2	6.8 0.97	7.0 1.61	6.8 1.32	7.2 2.03	8.0 2.0	6.6 1.28	7.2 1.83

DC CC LC

- ▶ The values at the bottom of the cell represent the average between the heuristic's stretch factor and the lower limit value as specified in the literature.
- ▶ The values at the top of the cell represent the standard deviation.



QUALITY FOR HEURISTIC 2

Class \ n $Av(m)$	100.0 1.9k	200.0 7.6k	300.0 17.4k	400.0 30.5k	500.0 46.9k	600.0 68.8k	700.0 93.6k	800.0 122.3k	900.0 154.8k	1000.0 191.1k
Barabasi	1.3 0.45	1.9 0.3	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0
Erdos	2.4 0.48	2.5 0.67	2.9 0.3	2.9 0.53	2.9 0.83	3.4 0.8	3.4 0.66	3.2 0.39	3.2 0.6	3.2 0.6
Watts	3.0 0.63	3.2 0.6	3.6 0.66	3.0 0.63	3.6 0.48	3.7 0.78	3.7 0.64	3.4 0.8	3.4 0.66	3.7 0.64
Bipartite	4.4 0.79	4.4 1.49	4.8 0.97	4.4 1.2	4.6 0.91	4.8 0.97	5.0 1.0	5.2 1.32	4.6 0.91	5.4 1.28

DC CC LC

- ▶ The values at the bottom of the cell represent the average between the heuristic's stretch factor and the lower limit value as specified in the literature.
- ▶ The values at the top of the cell represent the standard deviation.



QUALITY FOR HEURISTIC 3

n Class $Av(m)$	100.0 1.9k	200.0 7.6k	300.0 17.2k	400.0 30.5k	500.0 46.9k	600.0 68.8k	700.0 93.6k	800.0 122.3k	900.0 154.8k	1000.0 191.8k
Barabasi	0.78 2.7	0.5 3.5	0.80 3.6	0.45 3.7	0.0 4.0	0.6 3.8	0.0 4.0	0.0 4.0	0.3 4.1	0.0 4.0
Erdos	1.34 4.3	1.3 5.1	0.66 4.4	1.0 5.0	0.0 0.0	0.94 5.1	1.28 5.4	1.13 4.9	1.79 5.7	1.49 5.6
Watts	1.26 5.3	1.28 6.4	1.49 5.4	1.40 6.2	1.54 6.0	1.55 7.3	1.85 6.5	1.74 6.4	1.5 6.5	2.15 6.4
Bipartite	1.88 5.33	1.78 6.0	2.33 6.88	1.0 7.0	1.56 7.4	1.95 8.4	1.28 8.6	2.2 7.4	1.2 8.4	1.66 8.2

DC CC LC

- ▶ The values at the bottom of the cell represent the average between the heuristic's stretch factor and the lower limit value as specified in the literature.
- ▶ The values at the top of the cell represent the standard deviation.



QUALITY FOR HEURISTIC 4

Class \ n $Av(m)$	100.0 1.9k	200.0 7.6k	300.0 17.4k	400.0 30.5k	500.0 46.9k	600.0 68.8k	700.0 93.6k	800.0 122.3k	900.0 154.8k	1000.0 191.1k
Barabasi	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0
Erdos	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0
Watts	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0
Bipartite	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0	2.0 0.0

DC CC LC

- ▶ The values at the bottom of the cell represent the average between the heuristic's stretch factor and the lower limit value as specified in the literature.
- ▶ The values at the top of the cell represent the standard deviation.



CONCLUSION

- The centrality measures improved the selection of vertices.
- The heuristic 4 presented trees with better solutions for the stretch factor
- We need to evaluate the heuristics with new classes of graphs.



THANKS!



GITHUB

Questions?

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