Space Optimal Vertex Cover in Dynamic Streams

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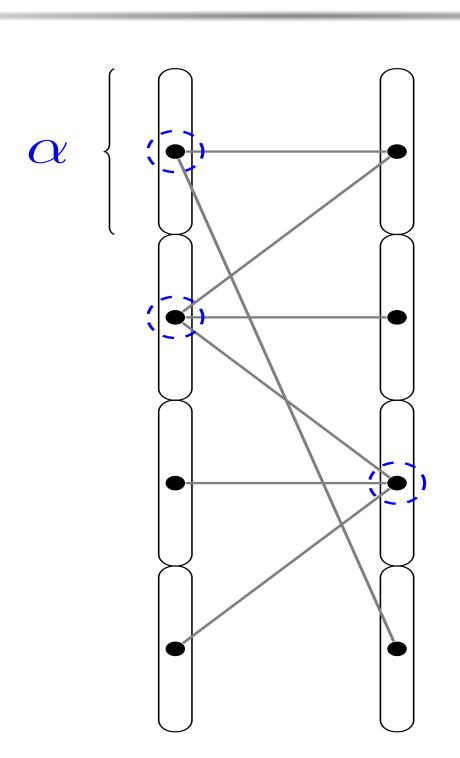
Preliminaries

- Graph G = (V, E) given as an adversarial dynamic stream.
- The input cannot be a multi-graph.

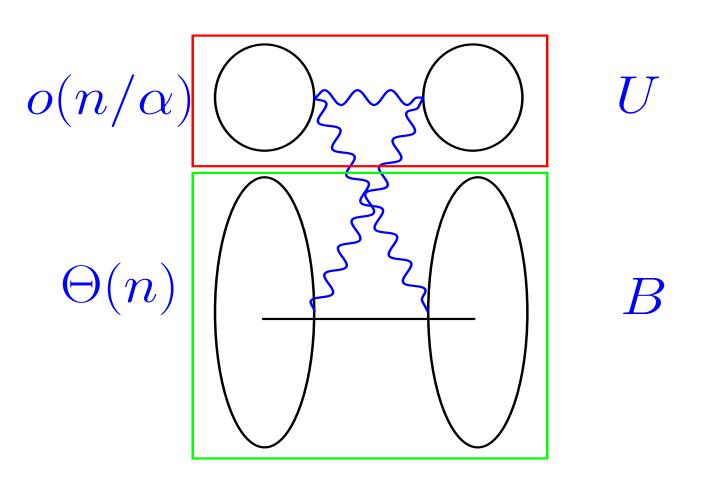
Previous work

- Upper bound of $\tilde{O}(n^2/\alpha^2)$ bits [DK20].
- Lower bound of $\Omega(n^2/\alpha^2)$ bits [DK20].

Algorithm of [DK20]



Hard Instance



Main Results

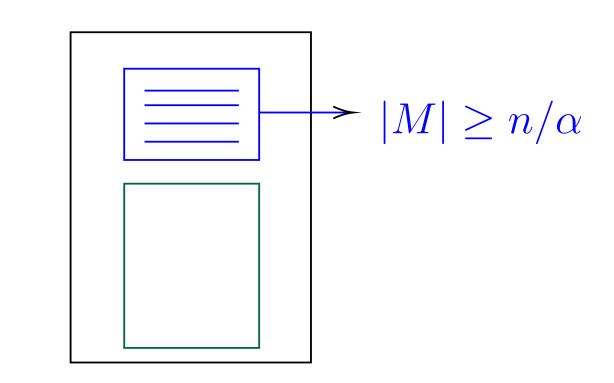
There is a randomised dynamic streaming algorithm that with high probability outputs an α -approximation to the minimum vertex cover using $O(n^2/\alpha^2)$ bits of space given any $\alpha \leq n^{1-\delta}$ for any constant $\delta > 0$.

Match-Or-Sparsify Lemma

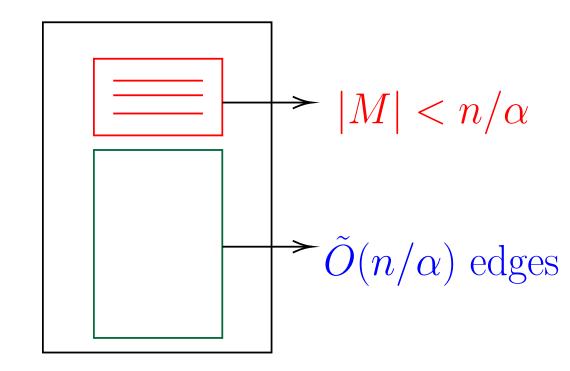
This algorithm uses $O(n^2/\alpha^2)$ bits of space and whp outputs a matching M that satisfies at least one of the following conditions (see also [AS22]):

- Match-case: $|M| \ge n/\alpha$;
- **Sparsify-case:** The induced subgraph on vertices not matched by M, has at most $\widetilde{O}(n/\alpha)$ edges.

Match Case



Sparsify Case

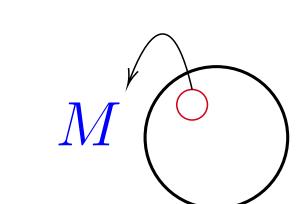


Grouping

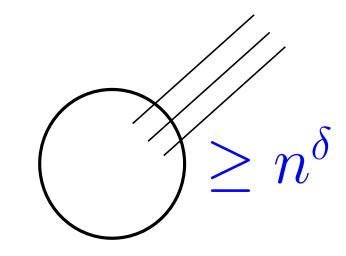
• Create n/α groups of size roughly α using a $O(\log n)$ wise independent hash function.

Group Types

Simple



Residual



• Clean: Remaining groups (for group level vertex cover).

Algorithm for small opt

- Run algorithm of [CCE⁺16] for exact vertex cover when opt $\leq k$.
- Set $k = n/\alpha \log^2 n$.
- Space: $O(k^2 \log^4 n) = O(n^2/\alpha^2)$.

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