

Maximum Leaf Spanning Tree & Parallelization

GALe Project

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The MLST Problem

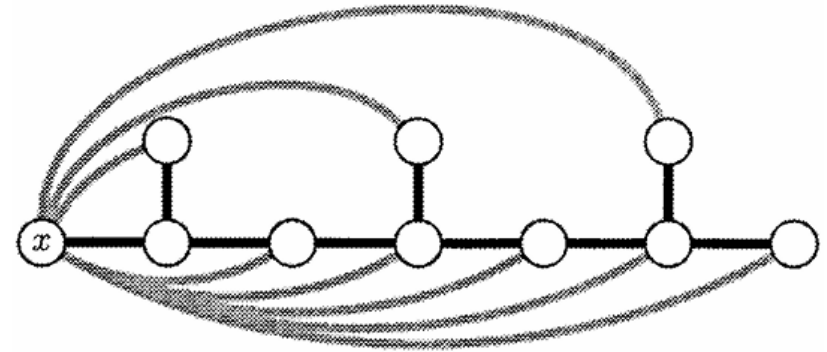
→ A Spanning Tree with the maximum number of leaves

MAX SNP problem:

- cycle-free.
- maximizes $\{v \in V \text{ and } \deg(v)_T = 1\}$; $G=\{V,E\}$ and T the spanning tree
- No deterministic algorithm in polynomial time

→ Approximation algorithms

+ Parallelizing → Reduce Time Complexity



2-Approximation MLST Algorithm, Robert Solis-Oba

Ratio $L_{\text{opt}}/L_{\text{2-app}} = 2$

Linear time

2-Approximation MLST Algorithm, Robert Solis-Oba

1. MULTI THREADING AND EXPAND

Algorithm *tree*(G)

$F \leftarrow \emptyset$

while there is a vertex v of degree at least 3 **do**

 Build a tree T_i with root v and leaves the neighbors of v .

while at least one leaf of T_i can be expanded **do**

 Find a leaf of T_i that can be expanded with
 a rule of largest priority, and expand it.

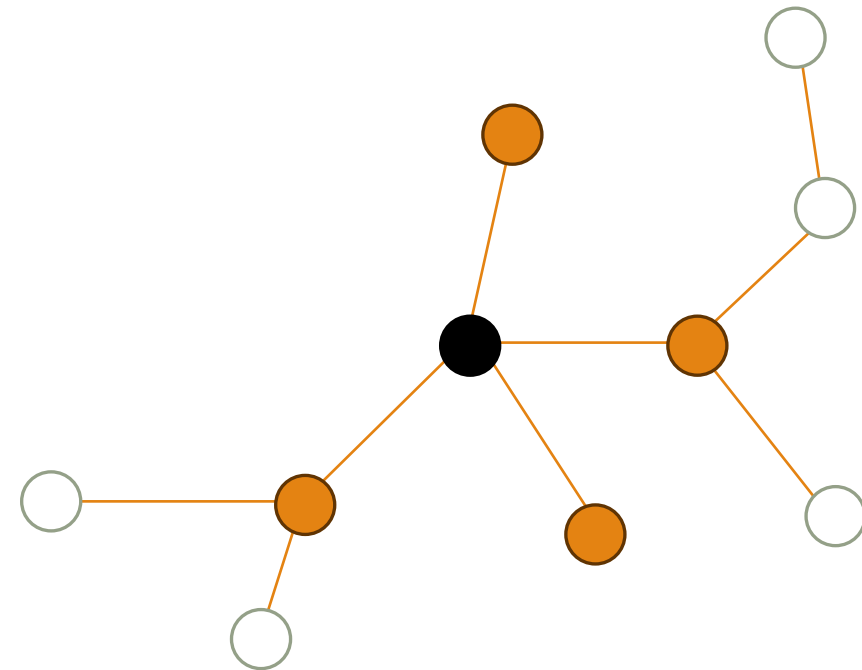
end while

$F \leftarrow F \cup T_i$

 Remove from G all vertices in T_i and all edges incident to them.

end while

Connect the trees in F and all vertices not in F to form a spanning tree T .



2-Approximation MLST Algorithm, Robert Solis-Oba

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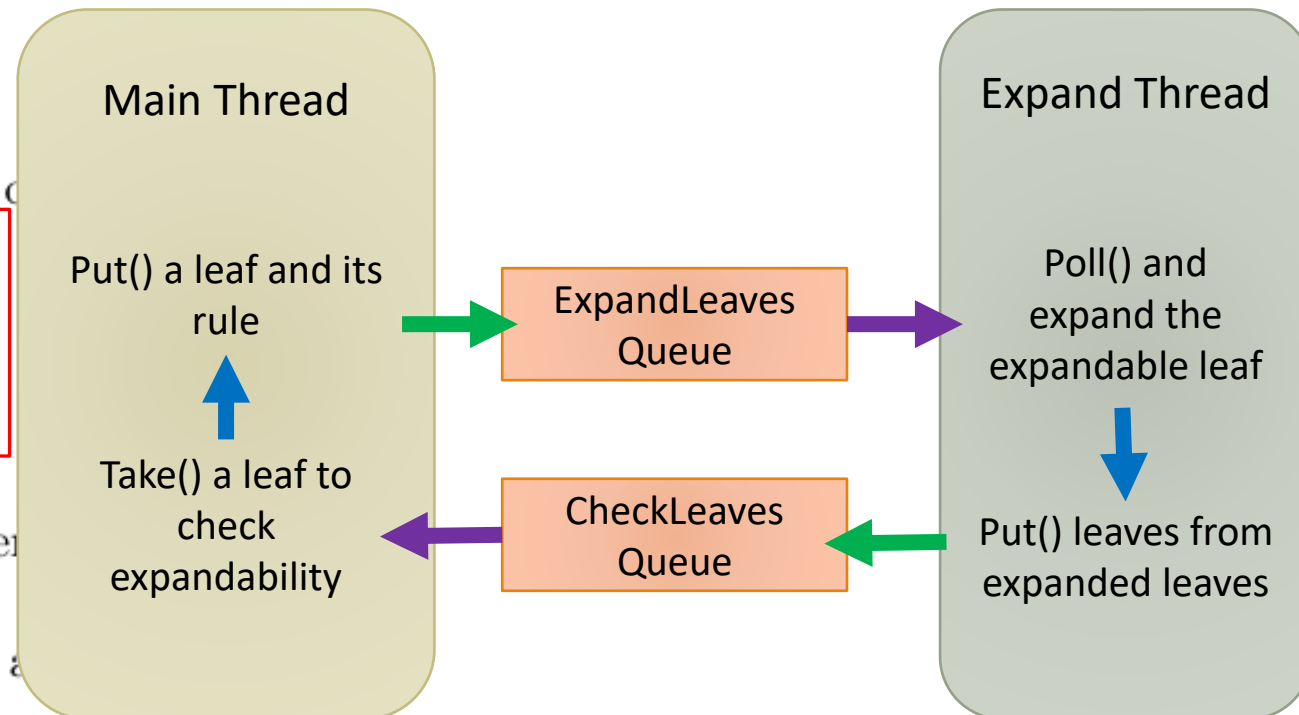
Remove from G all vertices in T_i and all edges incident to them

end while

Connect the trees in F and all vertices not in F to form a forest

1. MULTI THREADING AND EXPAND

Producer – Consumer



2-Approximation MLST Algorithm, Robert Solis-Oba

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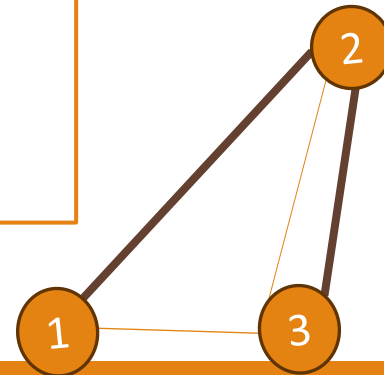
end while

Connect the trees in F and all vertices not in F to form a spanning tree T .

2. CONNECT THE TREES & DFS

Trees		Node		Edges
1	→	2	→	[4,6]
2	→	3	→	[6,9]
3	→	2	→	[9,6]

HashMap<Integer,int[]> []



3-Approximation MLST Algorithm, Lu & Ravi

Ratio $L_{\text{opt}}/L_{\text{3-app}} = 3$

Linear time

3-Approximation MLST Algorithm, Lu & Ravi

MAXIMALLYLEAFYFOREST(G)

```
1  Let  $F$  be an empty set.
2  For every node  $v$  in  $G$  do
3       $S(v) := \{v\}$ .
4       $d(v) := 0$ .
5  For every node  $v$  in  $G$  do
6       $S' := \emptyset$ .
7       $d' := 0$ .
8      For every node  $u$  that is adjacent to  $v$  in  $G$  do
9          If  $u \notin S(v)$  and  $S(u) \notin S'$  then
10              $d' := d' + 1$ .
11             Insert  $S(u)$  into  $S'$ .
12      If  $d(v) + d' \geq 3$  then
13          For every  $S(u)$  in  $S'$  do
14              Add edge  $uv$  to  $F$ .
15              Union  $S(v)$  and  $S(u)$ .
16              Update  $d(u) := d(u) + 1$  and  $d(v) := d(v) + 1$ .
17  Output  $F$  as a maximally leafy forest of  $G$ .
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3-Approximation MLST Algorithm, Lu & Ravi

1. MULTI THREADING AND EXPAND

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Thread-1

Thread-3

Thread-2

Locks for
each set

s1

s2

s3

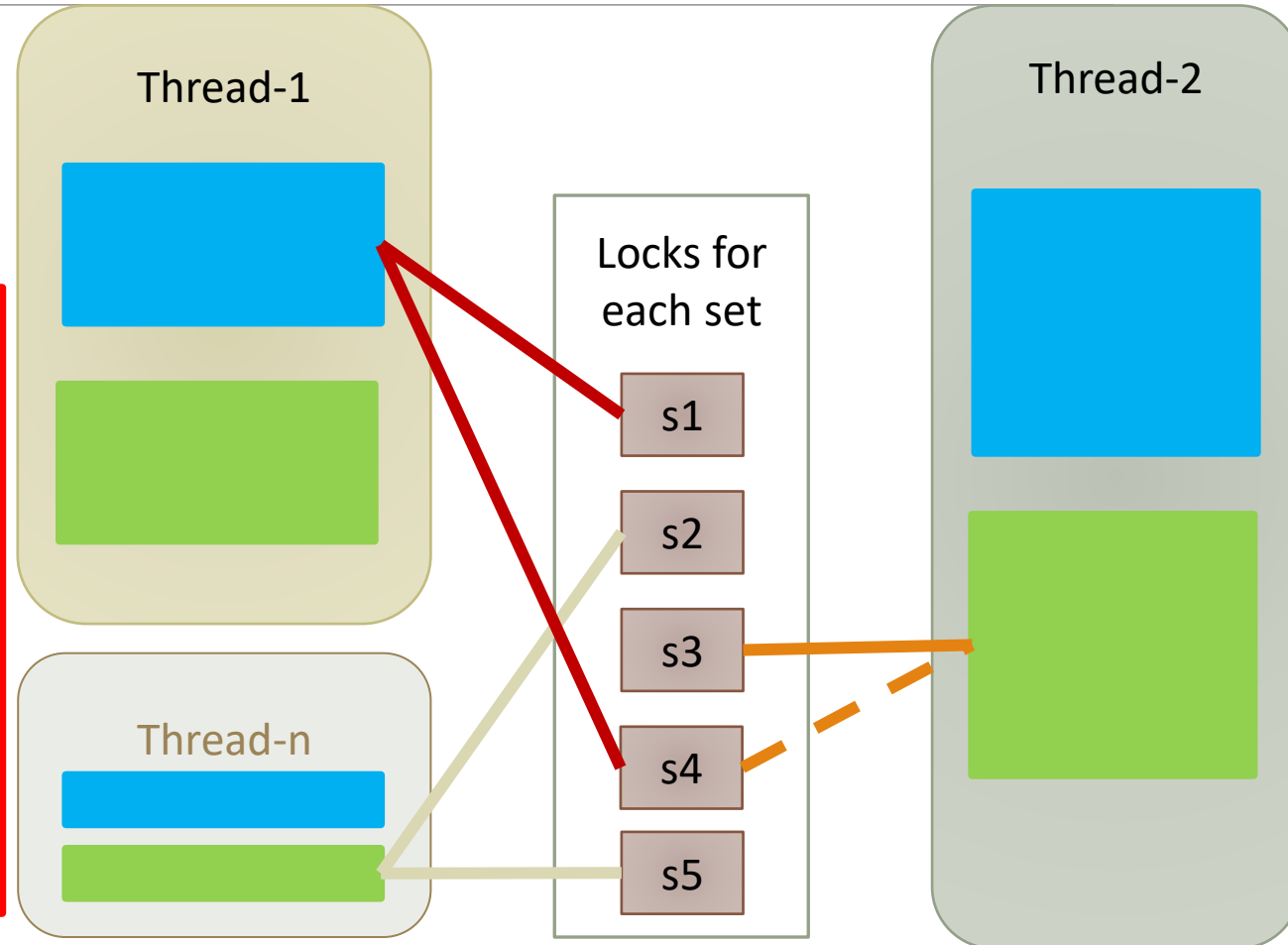
s4

3-Approximation MLST Algorithm, Lu & Ravi

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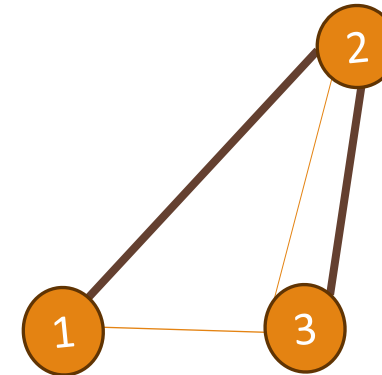


3-Approximation MLST Algorithm, Lu & Ravi

MAXIMALLYLEAFYFOREST(G)

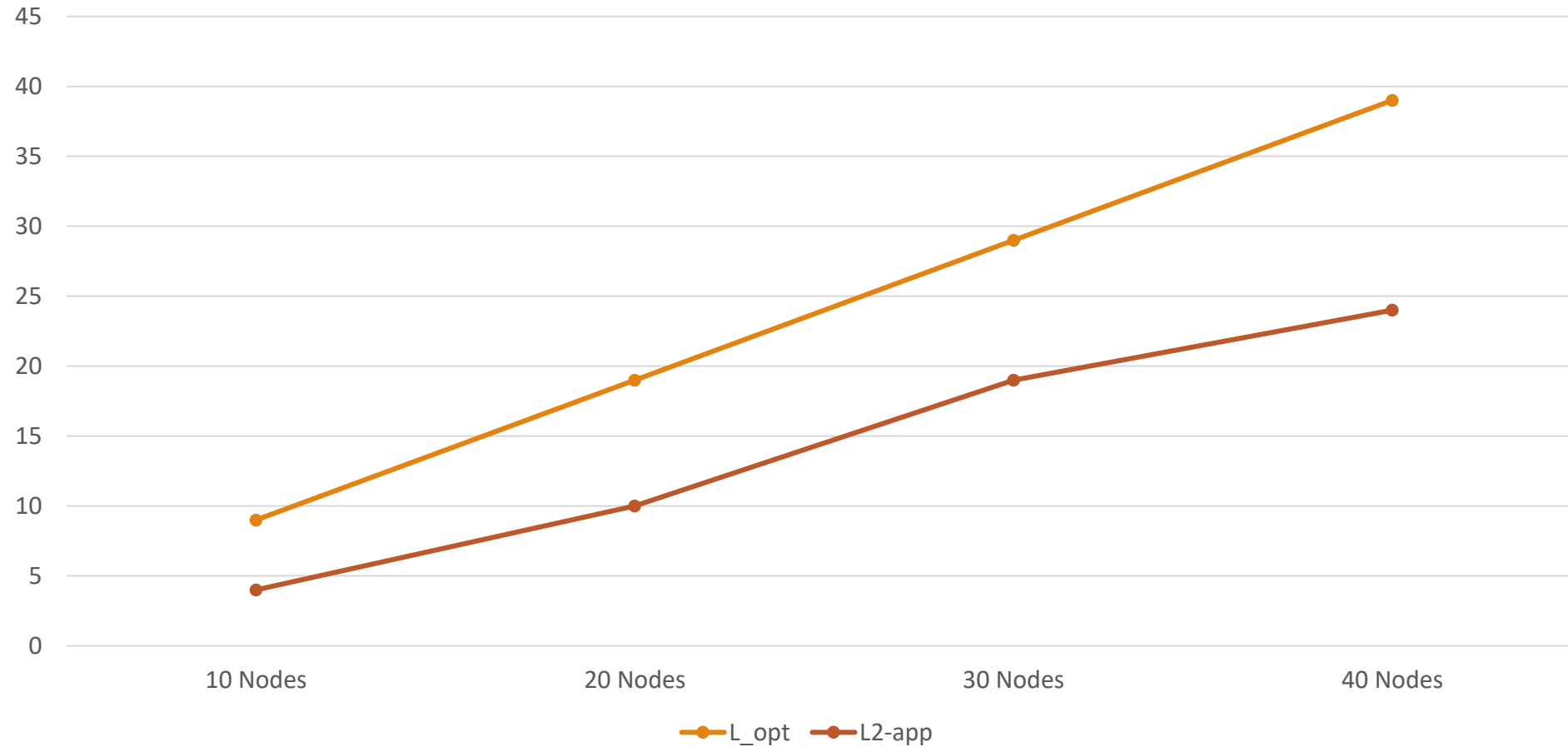
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2. CONNECT THE TREES & DFS



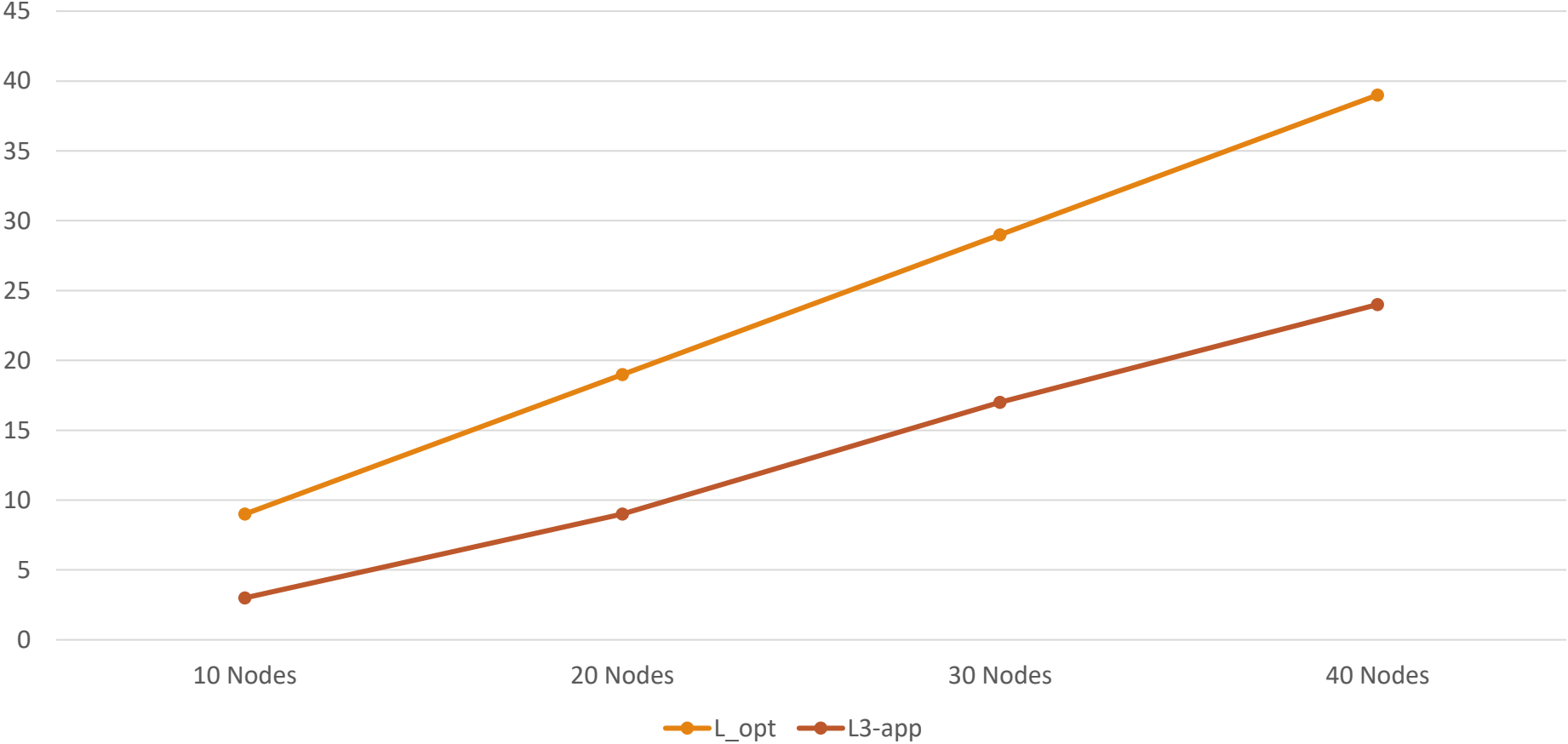
- a) Find trees
- b) Connect the same way as 2-approximation

Optimal of number of leaves and Number of leaves with 2-app



Experiments

Optimal of number of leaves and Number of leaves with 3-app



Conclusion

MLST Problem is MAX NSP-problem

Approximation Algorithm in polynomial time

2-approximation $\geq 50\%$ of optimal number of leaves in linear time

3-approximation $\geq 33\%$ of optimal number of leaves in linear time

More nodes, More MLST leaves

Parallelization can help reducing Time Complexity