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Experimental Comparison of Five Approximation Algorithms for Minimum Vertex Cover

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Abstract

Numerous approximation algorithms have been presented by researchers for approximation of minimum vertex cover, all of these approaches have deficiencies in one way or another. As minimum vertex cover is NP-Complete so we can't find out optimal solution so approximation is the way left but it is very hard for someone to decide which one procedure to use, in this comparison paper we have selected five approximation algorithms and have drawn detailed experimental comparison. Best available benchmarks were used for the comparison process which was to compare multiple algorithms for the same task on different aspects. Extensive results have been provided to clarify the selection process, probability of production optimal solutions, run time complexity and approximation ratio were factors involved in the process of selection.

Keywords: *Keywords: MVC (Minimum vertex cover), MIS (Maximum independent sets), DCA (Degree Contribution Algorithm), VSA (Vertex Support Algorithm), DC (Degree Contribution), MWVC (Minimal Weighted Vertex Cover), And MWIS (Maximal Weighted Independent Set)*

1. Introduction

Approximation algorithms play a critical role in obtaining near to optimal solution to all NP-Complete problems, these problems are intractable and we can't find out optimal solution in polynomial time. This strong belief of computer science community about NP-Completeness compelled researchers to come out with new techniques, of them approximation is one of the best approach. Another approach is heuristics but it has no guarantee of producing quality solution in reasonable time. Most of NP-Complete problems are modeled in graphs and minimum vertex cover is one of the problems where objective is to find out the minimum number of vertices to cover the whole graph. Graph $G(V, E)$ is combination of nodes and edges where nodes are connected through edges. After modeling the input problem over graph, it is then manipulated in several ways depends on the final objective. Application areas of graph theory includes bioinformatics, biochemistry, logistic networks, social science, electrical engineering, digital electronics *etc.* [1]

All algorithms that adopts approximation approach can be efficiently judged on the basis of ratio between their solution and optimal actual solution, the minimum it is the good the algorithm is. Mathematically $\rho_i = A(i)/OPT(i) \geq 1$. When $\rho_i = 1$ then the approximate solution is actual optimal solution, but this is not the case always because these problems are intractable and according to Gray & Johnson a problem as intractable if it is so hard that no polynomial algorithm can possibly solve it [2]. The value of ρ_i determines the quality of solution, the more it diverts from 1 the more solution degrades. Basically there are two

different versions of graph related problems one is decision version and other one is optimization. In decision version a try is made to answer a question, like is there exist such a solution that the whole graph is covered with 'k' nodes etc. In this version just a check is made to answer this, while in optimization version a search is made for the optimal solution as much possible. Here we will deal with optimization version to find out the most optimal solution possible for a problem.

Vertex cover is one of the graph related problem where the objective is to extract a set of vertices in a specific graph which cover all the edges of the graph. Minimal vertex cover is just the same but here another objective is to optimize the solution such that the total vertices in the vertex cover set remains as minimum as possible, Let a Graph $G(V, E)$ where 'V' represent vertices and 'E' represent edges then minimal vertex cover vertices are such that $V_c \subseteq V$ which cover all the edges in the graph. In 1972, Richard Karp showed that finding the solution of minimal vertex cover in a graph is an NP-complete problem [3]. Vertex cover remains NP-complete even in cubic graphs [4] and even in planar graphs of degree at most 3 [5]. Li *et al.* argued that current heuristic algorithms of MVC only consider vertex features in isolation in order to decide whether a vertex is in or not in the solution set [6]. Independent set problem also belongs to NP complete and these both problems can be easily solved with just one solution [Reference]. Independent set is a set of nodes which share no each with each other and in maximum independent set search is made to maximize total number of independent nodes as much as possible. Practically the nodes other than MVC are MIS nodes and vice versa. Maximum clique is also one of the related NP-Complete problem where the objective is to find out maximum number of nodes which are completely connected to each other, in simple words this is complement of maximum independent set and the rule hold opposite direction too.

Comparison parameters that we have selected here are runtime complexity, approximation ratio and the probability of producing optimal solution which leads to accurate operational decision in any field. Run time complexity is the total number of basis operations involved in solving a problem but here we will only encounter worst case complexity as this shows a peak value of an algorithm to be worst. Approximation ratio as mentioned above shows how much the solution is diverted from the original one, the greater it is the worst the solution is. The actual probability of an algorithm to find out optimal solution can be guessed by obtaining the percentage of approximation solution equal to optimal solution in a set of well-defined benchmarks, and for this we have collected best heterogeneous benchmarks available across the repository of internet. This comparison will help businesses and all other fields where MVC, MIS and clique application exist as these three problems are easily reducible to one another and vice versa.

2. Literature Review

R Karp proved that Minimal vertex cover is NP-Complete [3]. This means that we cannot find an optimal solution in polynomial time for the minimal vertex cover problem until it is proved that $P=NP$. Vertex cover problem has received considerable attention from researchers and scientists in the last decade due to its potential for enormous and wide-range of applications. Chavatal proposed a simplest approximation algorithm for MVC named "Maximum degree Greedy" which a vertex randomly to be in MVC set, all adjacent edges are deleted and the process continues till no edge remains [7]. This was not a good approach because selection of node for MVC needs quite intelligent guess not a random guess. Clarkson modified this random approach and random selection was changed with selection made on the basis of degree [8]. Halldorsson and Radhakrishnan took a greedy approach

when they proposed an algorithm for Maximum independent set (MIS) called Greedy Independent Cover (GIC) [11]. They added minimum degree node to MIS. MIS is also NP-Complete problem [1] and there is a simple reduction from MIS to MVC. *i. e.* all the vertices that are not in independent set are in MVC. This approach identifies an important property of graphs for calculation of minimum vertex cover. The chances for selection of a node in optimal vertex cover that has minimum degree are very low. The same fact was exploited with some added optimization by several other researchers. They proved that GIC can find optimal solution for trees and therefore in paths. Delbot and Laforest have shown that on average, GIC performs better than other algorithms in terms of quality, but its performance is worst for the average worst case graphs [9]. They have also noted after various experimentation of GIC on several categories of graphs that error percentage never exceeds more than 25 [9]. In comparison to other techniques, GIC can be reliably used on general graphs but then we have to compromise with the worst case complexity returned on average worst case graphs which is not a norm in practice. These algorithms (MDG and GIC) are the simplest algorithms in every respect like design, decision process and running time.

Avis and Imamura devised a List left heuristic approach for solving MVC with maximum approximation ratio of $\sqrt{\Delta/2+3/2}$ and minimum ratio of $\sqrt{\Delta/2}$ where ' Δ ' is the maximum degree in the graph [12]. They also prove that $\sqrt{\Delta/2}$ is the least approximation ratio for any sort list algorithm that is applied to find solution of minimum vertex cover problem. They make use of list heuristics and makes decision on the information available for a particular instance. All nodes are first sorted in decreasing order by their degrees and for each node, the decision of including or excluding this node to the MVC is made on the basis of incident edges. If a node has incident edge and is not yet covered then that node is selected for minimal vertex cover. But when this method was applied and analyzed in experimental settings considering various type of graphs [9], it became obvious that this list heuristic cannot provide better or even comparable solution to the other greedy approaches in general.

An Annealing algorithm for finding out minimum vertex cover was proposed by Xu and Ma [16] they have proposed the adoption of a new acceptance factor for deciding about the solution for minimum vertex cover problem. They call each vertex a neuron and total number of neurons are equal to the total number of vertices in a graph. The layout of their algorithm is like an iterative improvement algorithm and the only change is that the cost increasing transitions are also accepted with cost decreasing transitions. Starting with an initial solution, a neighbor solution is generated. If reduction in the cost is found then existing solution is replaced by the newly produced solution. But if no reduction in cost is found then the decision of keeping or discarding this new solution is made on the basis of specific probability. The effectiveness of algorithm is demonstrated by providing implementation results with some benchmarks. Although their approximation ratio is near 100% for few benchmarks but the number of applied benchmarks are not extensive so it is difficult to judge their performance for different graph types. Plus they have also not provided any pseudo code that could have been helpful for other researchers to implement and test the approach for the comparison purpose.

Delbot and La forest presented another list heuristic for vertex cover named List Right [13]. This approach is based on technically similar List Left that was presented by Avis and Imamura [12]. By introducing slight modifications in the original paper, they have been able to receive better result ratio. This approach gives an approximation ratio of ' Δ ' at worst case, where ' Δ ' is the maximum degree in the graph. List right works by scanning the list of vertices from right to left and making decisions for the currently scanned vertex for selection for MVC. If the currently scanned vertex has at least one right neighbor that is not in vertex cover then the currently scanned vertex is selected for vertex cover. The problem of scanning

vertices from one direction to another is same as List Left. The technique applied in List right can be extended to the scenarios where graphs are processed online and nodes are added and deleted on the fly. Experimental results of list right carried out by Delbot and Laforest have shown that list right outperforms list left on all graphs and the maximum percentage error of list right never exceeds than that of 55% and even in worst case graphs, list right provides better results among other techniques analyzed [9]. The main feature of this approach is that it takes decision on the basis of already scanned vertices.

Aggression and Stein presented a divide and conquer approach but their approach does not seem to be feasible for practical purpose as the criteria for graph division is vague [17]. The idea is to divide the graph into sub graphs and then solving each sub graph. The sub-solutions are then combined to get the solution of the original graph. The division of graph is done on the basis of specific graph structure and unique properties. This specific division is done for the sake of trimming computation effort. The included methodologies are degree one and two vertices elimination, triangle elimination, almost bipartite etc. Their algorithm offers no specific approximation ratio. In fact it depends on the methodology applied for the division of graph into sub graphs. Divide and conquer approach is very efficient for providing solutions to other scenarios it fails to provide a generic solution plus the graph divisions also add to the complexity. Balaji *et al.* devised a new approach with new data structure named support of a vertex [14]. All decisions regarding vertices are made on the basis of this value. Support of vertex that they proposed is the sum of degrees of all vertices adjacent to a vertex. They have tested their approach on large number of benchmarks and are optimal in most of the cases and its run time complexity is $O(EV^2)$. VSA is optimized by Imran and Hasham by modifying the decision of MVC node selection and named it MVSA, the initial selection was on the basis of maximum vertex support while MVSA select node on the basis of their surroundings [18]. A new clever intelligent greedy approach is presented by Gajurel and Bielefeld named NOVAC-1[15]. This approach works on a clever concept raised from the keen observation and analysis of relationship among vertices. The vertices attached to minimum degree nodes are candidate of MVC with high probability. A well modified version of VSA named AVSA has been proposed by [19] and has shown that their modification has made the stated previous approach efficient.

3. The Algorithms

This section includes description of algorithms which have been selected for the comparison process against minimum vertex cover.

3.1. Maximum Degree Greedy (MDG)

Chavatal proposed a simple approximation algorithm that was based on the random approach *i. e.* the fate of vertex for possible inclusion in MVC was based on the minimal available information [7]. The algorithm selects a single vertex through random approach in the input graph for every iteration. Then this random node is added to the MVC and all its adjacent edges are deleted. The process is terminated when no edge remains in the graph. Later it was modified by Clarkson [8], he noticed that those nodes of a graph have high probability of inclusion in the vertex cover that have the maximum degree among all vertices. So, he opted for a stepping approach where at each step he would select the node with the maximum degree and then would drop the entire edges incident on that vertex. The process continues till no edge remains. This algorithm is known as Maximum Degree Greedy (MDG) and the complexity of this algorithm is $O(E^2)$ where E is the total number of Edges in the graph. Experimental analysis carried out by Delbot and Laforest have shown that MDG gives

a max of 33% error on ErdosRenyi graphs, 9% on trees, 44% on Bhoslib, 32% on regular graphs and 70% on average worst case graphs. Worst case graphs are those that are designed to trap an algorithm [9]. Error percentage is high because every time the vertex with maximum degree is not the one to be in Minimal vertex cover set, it will affect all the other future MVC nodes. As the algorithm we proposed in this article is based on greedy approach, we will first present literature related to the greedy approaches. The below is pseudo code of the simple MDG approach as discussed above.

Maximum-Degree-Greedy (Graph G)

```
{
C ← ∅;           //initially no vertex is in vertex cover set
While E! = ∅ do
Select a vertex u of maximum degree;
V ← V - {u};
C ← C ∪ {u};
Drop all edges of u
End;
Return C;
};
```

The degree for each vertex is calculated in each step to identify a vertex with maximum degree for the next step. As degrees are calculated using network bench model (Degree Calculation Model) so it calculates it in a total of $O(E)$ steps. The main loop also executes 'E' times and the operations take a constant basis operation and thus have a constant run time. The total run time complexity for Maximum degree greedy is $O(E^2)$ in worst case. This approach fails on various graphs in producing optimal solution presented in the literature.

3.2. Vertex Support Algorithm (VSA)

A different approach is proposed by Balaji, Swaminathan and Kannan [14] that selects vertices for MVC on the basis of new criteria named support of a vertex. They define support of vertex as sum of degrees of all adjacent vertices to a vertex. Here they have used a new technique for the selection criteria of vertex for inclusion into MVC. In this approach, support of a vertex is actually the sum of degrees of vertices adjacent to that vertex. i.e $\text{Support}(V) = S(V) = \sum_{(u \in N)G(v)} d(u)$. The vertex which has maximum support value is selected for MVC and all edges incident on that node are deleted. The same process is repeated till all edges are processed in the graph. They have shown the effectiveness of algorithm by providing empirical results obtained using extensive set benchmark graphs. They have also compared their approach with other techniques. The algorithm design is a bit complex and the calculation of support for each and every node in iterative manner adds to the complexity but the quality of results is considerably better than other approaches. Run time complexity of this algorithm is $O(E.V^2)$, where 'E' is total number of Edges and 'V' is total number of vertices in the graph. VSA also based on greedy methodology. The pseudo code for VSA is as under.

Vertex-Support-Algorithm (Graph g)

```
{
Repeat while E ≠ ∅
Step 1: Calculate Degree of each vertex.
```

Step 2: Calculate Support of each vertex which is sum of degrees of adjacent vertices to that vertex.

Step 3: Add the vertex with maximum value of Support to 'Vertex Cover' and if more than one vertex have same max value then add one which has higher degree.

Step 4: Delete all adjacent edges to that vertex by putting 0's in adjacency matrix.

End;

Return 'Vertex Cover';

};

Its only flaw is probably the run time complexity. This method is more suited for finding MVC for small or medium sized graphs.

3.3. Nearly Optimal Vertex Cover (NOVAC-1)

Gajurel and Bielfeld presented a clever and simple technique named as NOVAC-I that is based on very important concept of analyzing the relationship among vertices [15]. While analyzing the relationship between a vertex and its probability to be a part of MVC, they observed that those vertices are high probable candidates for MVC that are connected to the minimum degree vertex. The algorithm they have developed works by selecting those vertices in vertex cover that are adjacent to minimum degree vertex. First, degree of each vertex is calculated and then sum of degree of adjacent vertices is also calculated for each vertex. Vertices are processed in increasing order by their degrees. Vertex with minimum degree is selected for further processing and all its adjacent vertices are added to minimum vertex cover. If there are more than one vertex that have the same minimum degree value then selection is based on the value of the sum of the adjacent vertices degrees. A vertex that has maximum adjacent value is selected and all adjacent vertices are added to vertex cover. The process repeats till no edge remains. At the end minimum vertex cover is obtained. The analysis of this approach in experimental settings carried out in [14] provided the information that this approach only provides an average of 35% optimal results. But a positive note is that the approximation ratio never exceeds 1.077 and the average approximation ratio is 1.008. This is also a greedy approach but there are some modifications to handle the changes in graph.

NOVAC-I-Algorithm (Graph g)

{

Initialize VC to '0'; //VC means vertex cover set.

Step 1: Calculate degree for each vertex in the graph.

Step 2: Calculate the sum of degrees of adjacent vertices for each vertex.

Repeat while all Edges are processed.

{

Step 3: Get a vertex with minimum degree, and if there are more than one vertex with minimum degree the select the one having maximum value of sum of degrees of adjacent vertices.

Step 4: Add all adjacent vertices of that vertex to vertex cover and delete all its edges.

Step 5: Update value of degrees and sum of degrees of adjacent vertices for each vertex.

}

};

Run time complexity using their approach is in $O(n^2 \log n)$ where 'n' is total number of vertices.

3.4. Advanced Vertex Support Algorithm (AVSA)

A modified version of VSA have been proposed in [19] and have showed that if the selection is modified then results vary a lot from the original values. Conclusion drawn from this is that not only the data structure affects the final values but the way how we manipulate that is also most important one.

AVSA (Graph G)

```
{
MVC [],
D [],
S [],
min_support [],
While (Edges  $\neq$   $\emptyset$ )
{
For each  $v \in V$  calculate degree of v
// calculate degree for each node in the graph.
For each  $v \in V$ 
Calculate support value for each v that is  $S(V) =$  .
Find out all nodes with minimum support value and add it to 'min_support'
Find out neighbors to all nodes in 'min_support'.
Find node with maximum support value in neighbors of 'min_support'.
Add it to MVC, Drop all its edges.
}
}
```

3.5. Modified Vertex Support Algorithm (MVSA)

MVSA (Modified vertex support algorithm) is a modified form of VSA that was proposed by Imran and Hasham [18] in which they have modified the way vertices are chosen for minimum vertex cover. The original method was solely dependent on greedy methodology in which they selected vertex on the basis of maximum support. The change was made in the selection process and rather than selecting vertex just on the basis of maximum support, MVSA selects vertex after analysis of surrounding support value of all attached vertices to the candidate node. All vertices attached to minimum support value is analyzed first on the basis of their support value and then vertex with maximum support is selected. This change although seems to be a small modification but experimental results provided in [14] show that MVSA can provide better results in comparison to the original VSA proposed. The pseudo code of MVSA is as under:

MVSA (Graph G)

```
{
    MVC [],
    D [],
    S [],
    min_support []
While (Edges  $\neq$   $\emptyset$ )
{
    For each  $v \in V$  calculate degree of v
    // calculate degree for each node in the graph.
    For each  $v \in V$ 
        Calculate support value for each v that is  $S(V) = \sum (u \in N)[(v)] d(u)$ .
        Find out all nodes with minimum support value and add it to 'min_support'
```



```

    Find out neighbors to all nodes in 'min_support'.
    Find node with minimum support value in neighbors of 'min_support'.
    Add it to MVC, Drop all its edges.
  }
}

```

There is no extra complexity involved in computation and decisions are quite straight forward. Run time complexity of the proposed algorithm is in $O(EV \log v)$.

4. Experimental Comparison

For the sack of comparative analysis we have encountered approximation ratio, percent of producing optimal solution against benchmarks and run time complexity. Approximation ratio is actually the ratio of diversion from the optimal value, if it is equal to 1 means the produced solution is optimal, the more it deviates from 1 shows that solution is diverting from the original value. In addition to this the capability of an algorithm to produce optimal solution in overall benchmarks tested is measured and represented in terms of percentage. Run time complexity is the total number of basic operations that is used by a technique to solve an input problem. In analysis of algorithms we usually take care of worst case complexity because it can be total number of maximum operations that an algorithm can perform.

4.1. Capability of Producing Optimal Solutions

The criteria for calculating percentage is a little bit stupid but if analyzed in the set of well collected benchmarks can produce optimal percentage ratio nearly equal to the real world scenario. For the sake of this perfection all benchmarks used in this article for comparative analysis we tried to collect all best benchmarks. The total number of solution equal to optimal solution in terms of percent to total benchmarks is calculated from the table given below which contains results of algorithms used in comparative analysis against benchmarks with known optimal solution and total number of nodes in that graph. All algorithms selected for comparison are checked against the collection of benchmarks and the data was collect in the table 1 which shows all benchmarks, their total number of nodes, optimal solution and solution produced by each algorithm in the set. For clarification we converted the information of table1 in terms of optimal solution percentage and graph given in figure 1 shows these percentage values.

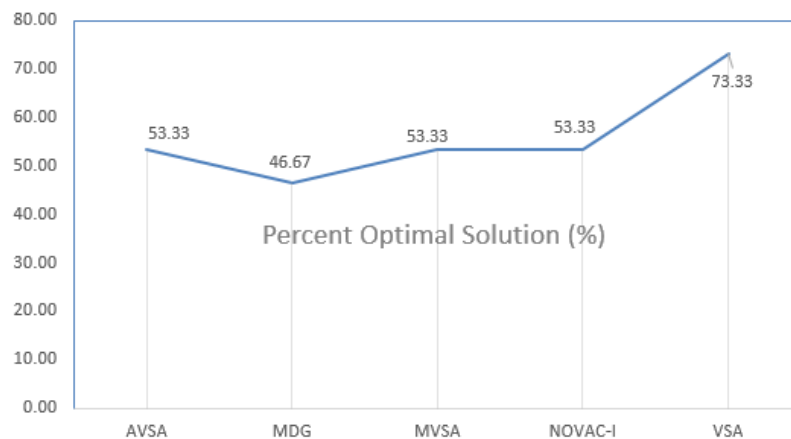


Figure 1. Optimal Solution Percentage

According to information given in figure1 VSA is able to produce optimal solution in almost 73.33% of benchmarks and is highest percentage among all. NOVAC-I, MVSA, AVSA produced optimal solution in approximately 53.33% of benchmarks tested while MDG lies in the last category by producing optimal solution with just 46.67% approximately. Here from total percentage one can decide which algorithm is better but just the total percentage is not important, we have other factors that's why we have done a full fletched combine comparison on these different factors.

The probability of producing optimal solutions for VSA, AVSA, MVSA, NOVAC-I and MDG is 0.7, 0.5, 0.5, 0.5 and 0.4 respectively. According to the above calculation of probability VSA is capable of extracting optimal solution for MVC with a very high probability among others but as mentioned earlier this is just the single factor. The probability of producing wrong solution for VSA is 0.3 which is very less but approximation ratio there is of great importance, though it can product optimal solution with a very high ratio but if the approximation ratio is far greater the rest of solution then this carry no worth. The combined comparison is done in the last part of this article which tries to visualize all these factors. MDG is as one of the simplest algorithm but one of the worst too in producing solutions.

Table 1. Benchmarks, their Total Nodes and known Optimal Solutions with Results of Algorithms

Benchmarks	Total Vertices	Optimal MVC	MDG	VSA	NOVAC-1	AVSA	MVSA
graph50_6	50	38	38	44	38	38	38
graph50_10	50	35	35	41	35	35	35
graph100_1	100	60	60	95	60	60	60
graph100_10	100	70	70	96	70	70	70
graph200_5	200	150	150	184	150	150	150
graph500_1	500	350	350	485	350	350	350
graph500_2	500	400	400	484	400	400	400
graph500_5	500	290	290	454	290	290	290
phat300_1	300	292	293	292	293	294	294
phat300_2	300	275	278	275	275	279	279
phat300_3	300	264	269	264	266	272	272
phat700_1	700	689	693	692	692	692	692
phat700_2	700	656	660	656	657	660	660
phat700_3	700	638	642	639	641	649	649
jhonson8_2_4	28	24	24	24	24	24	24
jhonson8_4_4	70	56	62	56	56	56	56
jhonson16_2_4	120	112	112	112	112	112	112
jhonson32_2_4	496	480	480	480	480	480	480
sanr200-0.7	200	182	184	182	185	186	186
sanr200-0.9	200	158	164	158	159	163	163
sanr400_0.5	400	387	392	387	388	389	389
sanr400_0.7	400	379	384	397	381	381	381

fbr_30_15_5	450	420	429	429	424	424	424
fbr_35_17_2	595	560	570	573	565	565	565
c 125	125	91	93	91	92	92	95
c 250	250	206	211	206	211	211	211
c500.9	500	≤443	453	443	449	449	449
broc200_2	200	188	192	188	190	191	191
broc200_4	200	183	188	183	192	185	193
gen200_p0.9_44	200	156	165	156	163	160	166
Hamming6_2	64	32	32	32	32	32	32
Hamming6_4	64	60	60	60	60	60	60
Hamming8_2	256	128	128	128	128	128	128
Hamming8_4	256	240	248	240	240	240	240
Hamming10_2	1024	512	512	512	512	512	512
dsjc500	500	487	491	487	488	489	489
keller4	171	160	164	160	164	160	160
keller5	776	749	764	749	761	754	754
cfat200_1	200	188	188	188	188	188	188
cfat200_2	200	176	176	176	176	176	176
cfat200_5	200	142	142	142	142	142	142
cfat500_1	500	486	486	486	486	486	486
cfat500_2	500	474	474	474	474	474	474
cfat500_5	500	436	436	436	436	436	436
mann_a27	378	252	261	253	253	253	253

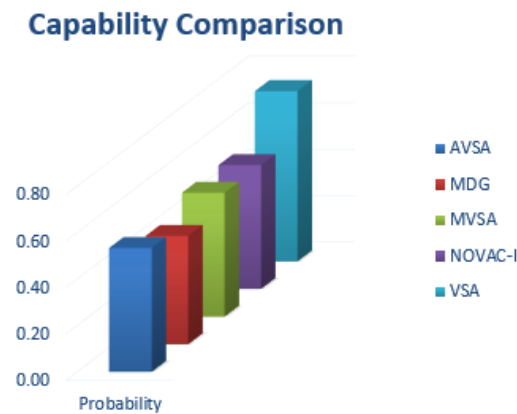


Figure 2. Probability of Producing Optimal Solutions

4.2. Comparison on the Basis of Approximation Ratio

The ratio of calculated solution and actual optimal solution termed as approximation ratio, if it is equal to 1 then the produced solution is optimal. Mathematically ' $P_i = A(i)/Opt(i)$ ', where ' $A(i)$ ' represents approximate solution and ' $Opt(i)$ ' represents

optimal solution. The value of 'Pi' indicates the severity of diversion from the optimal solution, the more it is greater than '1' the worst the solution is. As we have collected all possible best benchmarks available so approximation ratio produced by the algorithms against these will almost near to practical scenarios. For the sack of clear representation of capability and behavior of an algorithm we have also calculated worst case approximation ratio and average case approximation ratio which shows how much an algorithm can give wrong solution approximately. Figure 3 shows the approximation ratio produced by these algorithms.

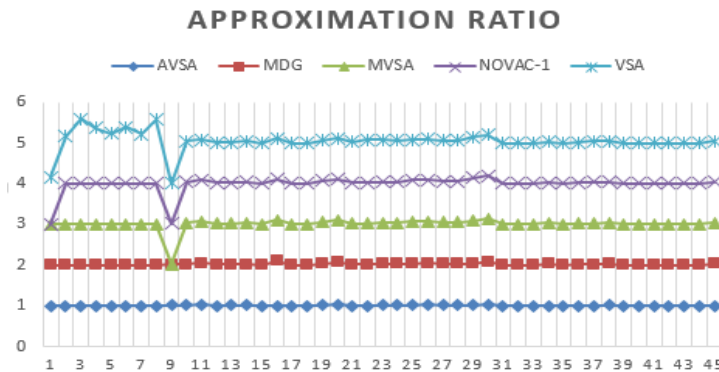


Figure 3. Approximation Ratio of Selected Algorithms against Benchmarks

Straight line in Figure 3 shows the accuracy of an algorithm, the more it has variations the more different solution will be. Information reflected from Figure 3 shows that AVSA and MDG are more stable as compared to other three. Largest variation has been noted in VSA where at start of the line and then the solution is a little bit stable and reliable, the case is same with NOVAC-I where number of variations are smaller but their amplitude is far greater than any of these algorithms.

Table 2 shows the approximation ratio produced by these algorithms as applied against the selected benchmarks. First column contains benchmark name, total nodes and approximation ratio produced.

Analysis of data give in table 2 shows that worst case approximation ratio for AVSA, MDG, MVSA, NOVAC-1 and VSA are 1.032, 1.107, 1.064, 1.049 and 1.583 respectively. The worst one among these algorithms is VSA which give maximum approximation ratio while solving these benchmarks. This comparison is shown graphically with the help of graph given in Figure 4.

Table 2. Algorithms and Benchmarks with their Approximation Ratios

Benchmarks	Total Vertices	Approximation Ratio				
		AVSA	MDG	MVSA	NOVAC-1	VSA
graph50_6	50	1	1	1.000	0	1.158
graph50_10	50	1	1	1.000	1	1.171
graph100_1	100	1	1	1.000	1	1.583
graph100_10	100	1	1	1.000	1	1.371
graph200_5	200	1	1	1.000	1	1.227
graph500_1	500	1	1	1.000	1	1.386

graph500_2	500	1	1	1.000	1	1.210
graph500_5	500	1	1	1.000	1	1.566
phat300_1	300	1.007	1.003		1.003	1.000
phat300_2	300	1.015	1.011	1.015	1	1.000
phat300_3	300	1.03	1.019	1.030	1.008	1.000
phat700_1	700	1.004	1.006	1.004	1.004	1.000
phat700_2	700	1.006	1.006	1.006	1.002	1.000
phat700_3	700	1.017	1.006	1.017	1.005	1.000
jhonson8_2_4	28	1	1	1.000	1	1.000
jhonson8_4_4	70	1	1.107	1.000	1	1.000
jhonson16_2_4	120	1	1	1.000	1	1.000
jhonson32_2_4	496	1	1	1.000	1	1.000
sanr200-0.7	200	1.022	1.011	1.022	1.016	1.000
sanr200-0.9	200	1.032	1.038	1.032	1.006	1.000
sanr400_0.5	400	1.005	1.013	1.005	1.003	1.000
sanr400_0.7	400	1.005	1.013	1.005	1.005	1.047
fbr_30_15_5	450	1.01	1.021	1.010	1.01	1.021
fbr_35_17_2	595	1.009	1.018	1.009	1.009	1.023
c 125	125	1.011	1.022	1.044	1.011	1.000
c 250	250	1.024	1.024	1.024	1.024	1.000
c500.9	500	1.014	1.023	1.014	1.014	1.000
broc200_2	200	1.016	1.021	1.016	1.011	1.000
broc200_4	200	1.011	1.027	1.055	1.049	1.000
gen200_p0.9_44	200	1.026	1.058	1.064	1.045	1.000
Hamming6_2	64	1	1	1.000	1	1.000
Hamming6_4	64	1	1	1.000	1	1.000
Hamming8_2	256	1	1	1.000	1	1.000
Hamming8_4	256	1	1.033	1.000	1	1.000
Hamming10_2	1024	1	1	1.000	1	1.000
dsjc500	500	1.004	1.008	1.004	1.002	1.000
keller4	171	1	1.025	1.000	1.025	1.000
keller5	776	1.007	1.02	1.007	1.016	1.000
cfat200_1	200	1	1	1.000	1	1.000
cfat200_2	200	1	1	1.000	1	1.000
cfat200_5	200	1	1	1.000	1	1.000
cfat500_1	500	1	1	1.000	1	1.000
cfat500_2	500	1	1	1.000	1	1.000
cfat500_5	500	1	1	1.000	1	1.000
mann_a27	378	1.004	1.036	1.004	1.004	1.004

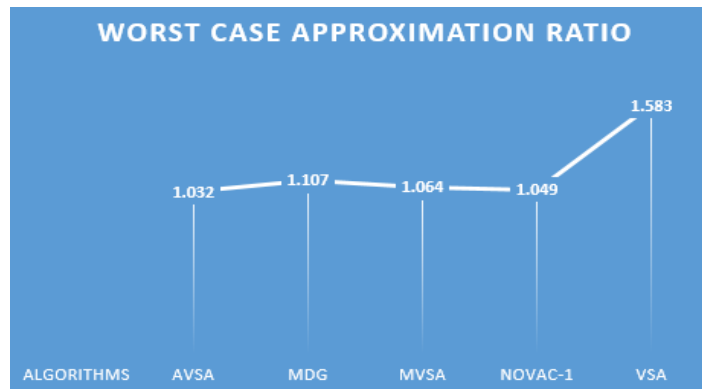


Figure 4. Worst Case Approximation Ratio Comparison

The graph show in Figure 4 clearly visualize that AVSA is able to produce minimum worst case approximation ration in contrast to other approaches. VSA and AVSA are same algorithms, both make use of same data structures but the way that vertices are choose diverts the solutions towards optimal ones. Average case analysis of the approximation ratios given in Table 2 results that AVSA, MDG, MVSA, NOVAC-1 and VSA can produce average approximation ratios of 1.006, 1.013, 1.009, 1.006 and 1.061 respectively. On average AVSA and NOVAC-1 can perform best as compared to others. The average case comparison analysis is shown in figure 5. Graph give in figure 5 witness that AVSA is one of the best comparing other ones, the case is same with NOVAC-1.

4.2. Comparison on the Basis of Run Time Complexity

The mathematical representation of total number of basis operations performed by an algorithm for solving an input problem instance is known as run time complexity. To provide independency from architectural issues theoretical scientists have assumed an ideal machine used for analysis of algorithms, that ideal machine is known as RAM (Random Access Machine) which have infinite memory and instructions are executed each by each in a sequential manner. This assumption made the analysis completely independent of operating system issues, hardware and other technical problems.

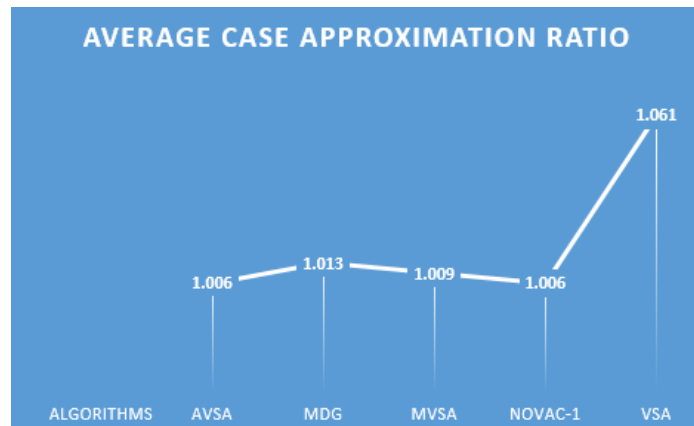


Figure 5. Average Case Approximation Ratio

Regarding the problem domain there are three types of run time complexities including best case, average case and worst case. Best case represent the total possible minimum number of operations performed by an algorithm to solve input problem instance, average case is average number of operations and worst case is the possible maximum number of operations. Table 3 presents algorithms with their worst case run time complexity.

Table 3. Run Time Complexity of Selected Algorithms

Algorithms	Runtime Complexity
Maximum degree greedy	n^2
NOVCA-I	$n^2 \log n$
VSA	n^2
MVSA	n^2
AVSA	n^2

From run time complexity point of view NOVAC-I is worst algorithm among others, the rest of algorithms have same run time complexity means they perform same number of operations.

5. Conclusion

Various algorithms have been analyzed by applying them to extensive benchmarks available across the internet. Efforts have been made to collect best of them which can give real idea about an algorithm. The analysis was based on percentage of producing optimal solutions, approximation ratio produced and their worst case running time complexity. According to the optimal solution percentage factor VSA is desirable algorithm capable of solving almost 73% of benchmarks optimally, this is a very big ratio as just 27% were left unsolvable in accordance to optimal one. Though VSA can produce optimal solution with high probability but it is also the fact that VSA is one of the worst algorithm according to analysis based on worst case approximation ratio. This means that either you will get optimal solution or the worst one but worst one can be in rare cases as compared to optimal ones. AVSA on the other hand managed to solve just 53% of benchmarks optimally but on both average and worst case analysis of approximation ratio support AVSA for producing best results. MDG, NOVAC-1 and MVSA were the flop one as they perform badly in fight against benchmarks for extracting minimum vertex cover. The final conclusion is to tradeoff between AVSA and VSA. If you need accuracy the VSA can give you optimal solution with high probability but is not reliable on the other hand AVSA is reliable one as either it will produce optimal solution or solution very near to optimal one so AVSA is desirable to be used in practical environment.

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