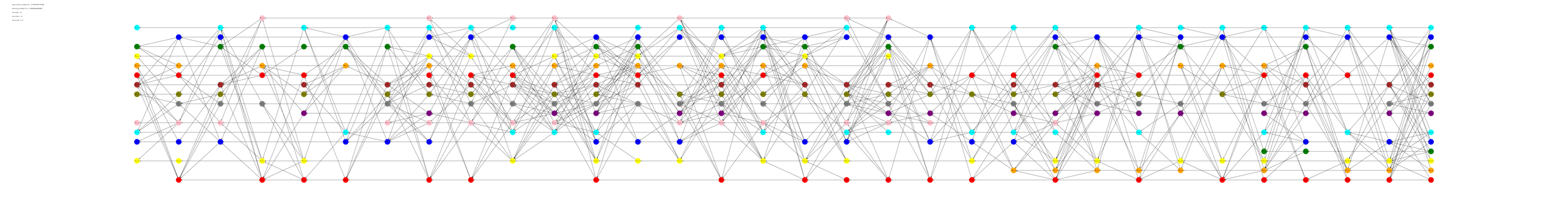

Vertex_Cover_Cost_Cost = 0.000000000000000
Vertex_Cover_Cost_Cost = 0.000000000000000
Vertex_Cover_Cost = 0
Vertex_Cover_Cost = 0
Vertex_Cover_Cost = 0