## **Cluster Editing**

Heuristic Solution

## **Algorithm 1** Main solver

```
Input: G, t, w
 1: G \leftarrow \mathtt{kernelize}(G)
 2: for each connected component C_i do
      S_i \leftarrow \texttt{trivial solution}(C_i)
 4: while timeout is not reached do
        for each connected component C_i do
 5:
     j \leftarrow \mathtt{sample\_weights}(w_1, \dots, w_\ell)
 6:
     S' \leftarrow \texttt{bfs\_greedy}(C_i, S_i, t[j])
 7:
     if cost(S') < cost(S_i) then
 8:
    S_i \leftarrow S'
 9:
        w[j] \leftarrow w[j] + 1
10:
11: return S = \bigcup_i S_i
```

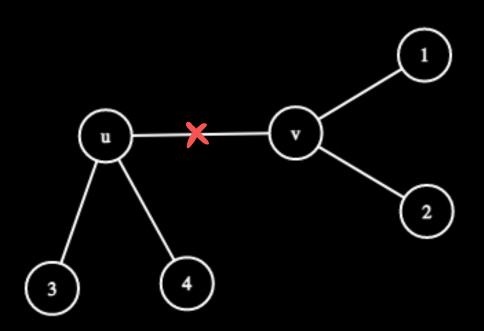
## Algorithm 2 bfs\_greedy heuristic

```
Input: C, S, t
   1: seen \leftarrow [false] * n
2: for each v \in C in a random order do
     3: if seen[v] then
               go to the next vertex
     5: X \leftarrow \mathtt{select\_BFS}(C, v, seen, t)
    6: S' \leftarrow S
     7: for u in X do
     8: S' \leftarrow \mathtt{isolate}(u, S')
     9: for u in X do
    10: S' \leftarrow \text{best\_move}(u, S')
```

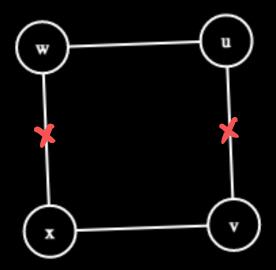
```
self.cost_calculate = (self.n * (self.n - 1)) / 2 - self.graph.m()
```

11: return S'

1. Let u be a vertex with either a 1-neighbor or two adjacent 2-neighbors. If u has another neighbor v such that u and v have no common neighbor, then delete uv.



2. Let uvxw be an induced C4 where v and w have degree 2. Delete uv and wx.



- 3. Let u be a 3-vertex with neighbors a, b, c.
  - If ab, bc and ac are edges, a has degree 3 and b, c both have degree at most 5, delete all edges bx and cx for x not in (u, a, b, c).
  - If ac and bc are edges, ab is a non-edge, and a, b, c all have degree at most 3, delete all edges ax and bx for x not in (u, c).

