

# Extending the limits of Tractability Chapter-10.1

## Vertex cover

Given graph  $G = (V, E)$  and an integer  $k$ . Find vertex cover of size at most  $k$ . Let  $S \subseteq V$  where  $|S| \leq k$ , every edge  $e \in E$  has at least one end in  $S$ .

$$|V| = 5 = \{a, b, c, d, e\}$$

$$k = 2$$

then the no. of ~~vertex cover~~ subset =  $5C_2$

$$= 10$$

So the no. of subset =  $nC_k$

where  $n$  = no. of vertices  
 $k$  = size of the vertex cover

⇒ Vertex cover has two parameters  $(n, k)$   
where  $n$  = no. of vertices in the graph  $G \Rightarrow n = |V|$ .  
 $k$  = size of the vertex cover / allowable size of the vertex cover.

⇒ Typically if  $k = 2$  or  $k = 3$  then in this case the problem can be solved in polynomial time. i.e.  $O(kn)$

⇒ Now try all subsets of  $V$  of size  $k$  and see whether any of them is a vertex cover. There are  $nC_k$  i.e.  $\binom{n}{k}$  subsets and checking each subset ~~then~~ a vertex cover or not take  $O(kn)$  time.

⇒ Total time =  $O(kn) \times nC_k = O(kn \cdot n^k)$   
 $O(k \cdot n^{k+1}) = O(k \cdot n^{k+1})$

$\begin{bmatrix} \dots \\ O(n^k) \\ = O(n^k) \end{bmatrix}$



→ The intractability of vertex cover only sets in for real, once  $k$  grows a function of  $n$ .

→ Example

let  $n = 1000$  and  $k = 10$

→ This will take at least  $10^{34}$  time units, which is very very large quantity of time (i.e. longer than the life of universe)

• How to make it more tractable that is practically viable when  $k$  is small constant?

let us plan for algorithm running time bound of  $O(2^k \cdot kn)$ . In this case if  $n = 1000$  and  $k = 10$  then time estimated is feasible i.e.  $2^k$  is more appealing than  $n^k$ .

• Idea behind this algorithm

consider any arbitrary edge  $e(u, v)$  in  $G$ . ~~using~~ on ~~edge~~ any ~~vertex cover~~  $k$ -node vertex cover  $S$  of  $G$ , one of  $u$  or  $v$  must belong to  $S$ .

Suppose  $u \in S$ :

if we ~~also~~ delete  $u$  and all its incident edges then it must be possible to cover remaining edges by at most  $k-1$  nodes.

let  $G - \{u\}$  be the graph after deleting node  $u$  and all its incident edges. There must be a vertex cover of size at most  $k-1$  in a  $G - \{u\}$ .

→ suppose  $v \in S$ :

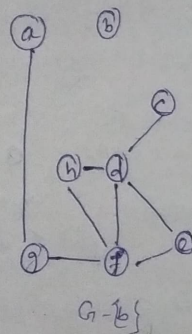
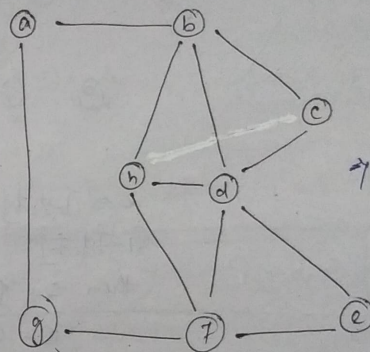
similar to above case, there must be a vertex cover of size at most  $k-1$  in  $G - \{v\}$ .

Example  $O(2^k \cdot kn)$

$V = \{a, b, c, d, e, f, g\}$

$S = \{d, b, g, f\}$

$k = 4$



let  $(u, v) = (b, c) \in S$

then  $b \in S$

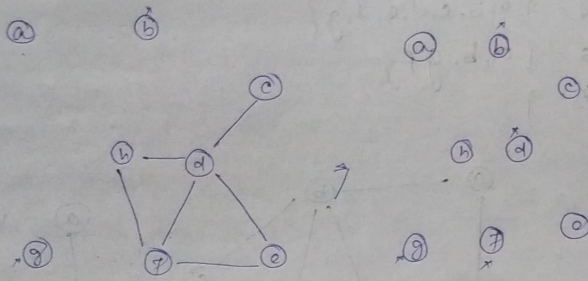
then we delete 'b' from the 'S' then

$S = \{d, b, g, f\} = \{d, g, f\} = k-1$

then  $S = \{d, g, f\}$  is another subgraph that is the vertex cover of the graph  $G$ .

simultaneously we delete the vertex from the vertex cover. i.e.

$e = (g, a)$  then  $S = \{d, g, f\} = \{d, f\}$   
 $= k-1 = 3-1 = 2$  is the vertex cover.

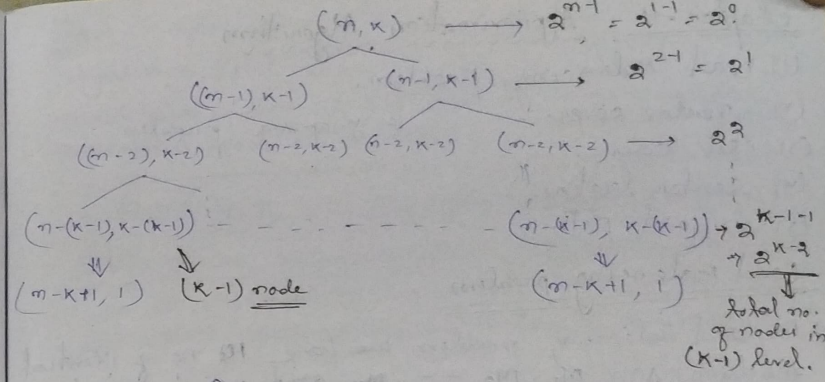


$G - \{g\}$   
 $K=2$   
 $S = \{d, f\}$

$e = \{d, f\}$   
 $G - \{d, f\}$   
 then  $S = \{d, f\} = \{e\}$   
 $K=0$

Algorithm to search a  $k$ -node vertex cover in  $G$ :

- (1) if in  $G$ ,  $|E| = 0$ , then vertex cover is empty set.
- (2) if in  $G$ ,  $|E| > k \cdot |V|$ , then it has no  $k$ -node vertex cover.
- (3) else
- (4) let  $e = \{u, v\} \in E$
- (5) recursively check: If either of  $G - \{u\}$  or  $G - \{v\}$  has a vertex cover of size  $k-1$ ;
- (6) If neither of them does, then  $G$  has no  $k$ -node vertex cover.
- (7) else
- (8) one of them say  $(G - \{u\})$  has a  $(k-1)$  node vertex cover  $T$ . so  $T \cup \{u\}$  is the  $k$ -node vertex cover of  $G$  // Hence  $K$  is either  $u$ , or  $v$ .



Time complexity

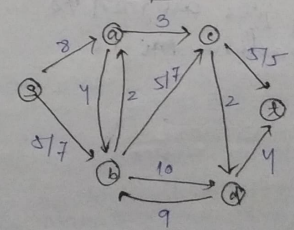
$$O(kn \cdot 2^{k-2}) \approx O(kn \cdot 2^k)$$

$\Rightarrow$  If  $K=40$  then this problem is also intractable

Challenge

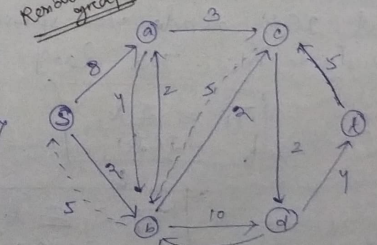
through there is some improvement for getting a solution when  $n=1000$  and  $k=1, 2, \dots, 10$  but when  $K=40$  finding a solution is intractable again.

Residual graph



$S \rightarrow b \rightarrow c \rightarrow f \rightarrow T$

Residual graph



Residual capacity = forward edge  
 Flow capacity = backward edge