

# A primal-dual approximation algorithm for the k-prize-collecting minimum vertex cover problem with submodular penalties

August 23 2023

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## Algorithm 1 The two-phase primal-dual algorithm

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**Input:** An instance  $\mathcal{I} = (G; c, \pi; k)$  of the  $k$ -PCVCS.

**Output:** A feasible pair  $(S, R)$ .

- 1 Set  $V^{tight} = \emptyset$ ,  $E^{act} = E$ ,  $y_e = 0$  for any  $e \in E$  and  $\gamma = 0$ .
- 2 **while**  $E^{act} \neq \emptyset$  **do**
- 3     Keep  $\gamma = 0$  and increase  $\{y_e\}_{e \in E^{act}}$  simultaneously until either some vertex  $v$  becomes tight or some edge set  $E'$  becomes tight.
- 4     **if** *vertex  $v$  become tight* **then**
- 5          $V^{tight} := V^{tight} \cup \{v\}$ ,  $E^{act} := E^{act} \setminus \delta(\{v\})$ .
- 6     **else**
- 7          $E^{act} := E^{act} \setminus E'$ .
- 8 **while**  $|\delta(V^{tight})| < k$  **do**
- 9     Increase  $\{y_e\}_{e \in E \setminus \delta(V^{tight})}$  and  $\gamma$  simultaneously until some vertex  $v$  becomes tight.
- 10      $V^{tight} := V^{tight} \cup \{v\}$ .

A combinatorial 3-approximation algorithm (Algorithm 2) based on the guessing technique and the primal-dual framework. Credit: Liu, X., Li, W. & Yang, J.

The k-prize-collecting minimum vertex cover problem with submodular

penalties (k-PCVCS) is a generalization of the minimum vertex cover problem, which is one of the most important and fundamental problems in graph theory and combinatorial optimization.

This problem is to select a [vertex](#) set that covers at least  $k$  edges, and the objective is to minimize the total cost of the vertices in the selected set plus the penalty of the uncovered edge set, where the penalty is determined by a submodular function.

To solve the k-PCVCS, Xiaofei Liu et al. published their new research in *Frontiers of Computer Science*.

In the research, they first proved that Algorithm 1 can be implemented in  $O(n^{16}r + n^{17})$ , where  $r$  is the time for one function evaluation. Then, they proved that Algorithm 2 is a 3-approximation [algorithm](#) for the k-PCVCS. Specifically, if the penalty function is linear, Algorithm 2 is a 2-approximation algorithm.

Future work may focus on studying the version with general penalties, such as, subadditive or supermodular penalties. Meanwhile, the k-PCVCS with hard capacities deserves to be explored, in which each vertex  $v$  is covered at most  $C_v$  edges.

**More information:** Xiaofei Liu et al, A primal-dual approximation algorithm for the k-prize-collecting minimum vertex cover problem with submodular penalties, *Frontiers of Computer Science* (2022). [DOI: 10.1007/s11704-022-1665-9](https://doi.org/10.1007/s11704-022-1665-9)

Provided by Higher Education Press

Citation: A primal-dual approximation algorithm for the k-prize-collecting minimum vertex

cover problem with submodular penalties (2023, August 23) retrieved 3 May 2024 from <https://techxplore.com/news/2023-08-primal-dual-approximation-algorithm-k-prize-collecting-minimum.html>

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