

# Molecular Algorithms

DNA Algorithm for the Graph Coloring Problem  
Xiaoming Liu et al.(2005)

Julien A. Nguinkal

Department of Bioinformatics  
Faculty for Mathematics and Computer Science  
Friedrich-Schiller University of Jena

Block Colloquium, Summer 2015



## 1 Introduction

- Motivation
- Graph Coloring Problem

## 2 Implementation of a Genetic Approach

- DNA Algorithm
- DNA Operators & Operations
- Implementations

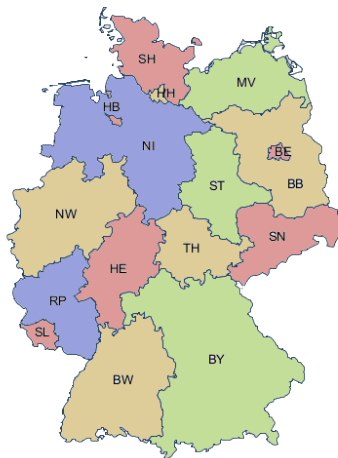
## 1 Introduction

- Motivation
- Graph Coloring Problem

## 2 Implementation of a Genetic Approach

- DNA Algorithm
- DNA Operators & Operations
- Implementations

# Motivation - Map Coloring Problem



## Map Coloring Problem...

Coloring the countries of the card with a minimum number of colors so that adjacent Countries do not have the same color

- The most famous graph coloring problem
- Proposed in the nineteenth century and finally solved in 1976.

## 1 Introduction

- Motivation
- Graph Coloring Problem

## 2 Implementation of a Genetic Approach

- DNA Algorithm
- DNA Operators & Operations
- Implementations

# Graph Coloring Problem

- A **proper coloring of a graph** is an assignment of nodes(vertices) with colors so that each 2 adjacent nodes have different colors scheme.

# Graph Coloring Problem

- A **proper coloring of a graph** is an assignment of nodes(vertices) with colors so that each 2 adjacent nodes have different colors scheme.
- A **c-coloring** is a coloring which uses c different colors.



# Graph Coloring Problem

- A **proper coloring of a graph** is an assignment of nodes(vertices) with colors so that each 2 adjacent nodes have different colors scheme.
- A **c-coloring** is a coloring which uses c different colors.
- The **chromatic number**  $\chi(G)$  of a graph G is the smallest number c for which G a c-coloring possesses.

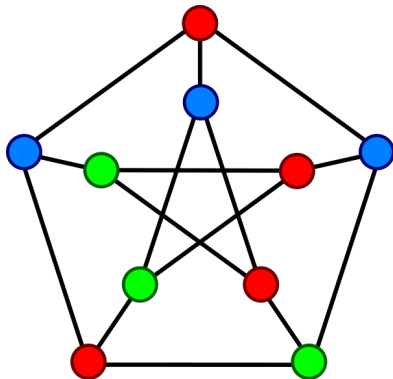


Figure: Petersen graph

# Graph Coloring - Formal

**Given:** Graph  $G = (V, E)$

**Sought:** Coloring of  $G$  with  $X(G)$

# Graph Coloring - Formal

**Given:** Graph  $G = (V, E)$

**Sought:** Coloring of  $G$  with  $X(G)$

⇒ can we find a  $c$ -coloring for  $G$  or is  $G$   $c$  colorable?

# Graph Coloring - Formal

**Given:** Graph  $G = (V, E)$

**Sought:** Coloring of  $G$  with  $X(G)$

$\implies$  **can we find a  $c$ -coloring for  $G$  or is  $G$   $c$  colorable?**

$\implies$  *Answer YES/NO : NP – hard problem!*

# Solution with molecular algorithms : DNA Computing

- 1 Introduction
  - Motivation
  - Graph Coloring Problem
- 2 Implementation of a Genetic Approach
  - DNA Algorithm
  - DNA Operators & Operations
  - Implementations

# Croitorus Algorithm (2002)

Let  $G=(V,E)$  be a graph with the vertices set  $V=\{ 1, 2, \dots, n\}$  and  $S_n$  the set of all permutations on the set  $V \implies S_n = n!$

# Croitorus Algorithm (2002)

Let  $G=(V,E)$  be a graph with the vertices set  $V=\{ 1, 2, \dots, n\}$  and  $S_n$  the set of all permutations on the set  $V \implies S_n = n!$

## Theorem

For an element  $e v = v_1 \dots v_i \dots v_j \dots v_n$  of  $S_n$ , if  $e = v_i v_j, i < j$  and  $v_{i+1} v_{j-1}$  is a stable set (=independent set), then  $e$  is called a **bad edge with respect to  $v$**

Let  $b(v)$  the number of all bad edges in  $G$  with respect to  $v$ . There is the following theorem:

$$X(G) = 1 + \min_{v \in S_n} b(v) \quad (1)$$



# Croitorus Algorithm (2002)

Let  $G=(V,E)$  be a graph with the vertices set  $V=\{ 1, 2, \dots, n\}$  and  $S_n$  the set of all permutations on the set  $V \implies S_n = n!$

## Theorem

For an element  $e v = v_1 \dots v_i \dots v_j \dots v_n$  of  $S_n$ , if  $e = v_i v_j, i < j$  and  $v_{i+1} v_{j-1}$  is a stable set (=independent set), then  $e$  is called **a bad edge with respect to  $v$**

Let  $b(v)$  the number of all bad edges in  $G$  with respect to  $v$ . There is the following theorem:

$$X(G) = 1 + \min_{v \in S_n} b(v) \quad (1)$$

For a given graph:

Obtaining an optimal  $c$ -coloring  $\Leftrightarrow$  to find an ordering with minimum number of bad edges.

- genetic algorithm with 1 crossover operator and 4 mutation operators
- A chromosome represents an ordering of the vertices of the graph
- If the graph has  $n$  vertices, the chromosome will be a vector:  
 $\text{chrom}=(v_1, v_2 \dots v_n)$ , where  $v_i \in \{1, 2 \dots n\}$ ,  $v_i \neq v_j, i \neq j$ .

## 1 Introduction

- Motivation
- Graph Coloring Problem

## 2 Implementation of a Genetic Approach

- DNA Algorithm
- DNA Operators & Operations
- Implementations

## Operator : Crossing-over

Let  $P_1 = (v_1, v_2 \dots v_n)$  and  $P_2 = (u_1, u_2 \dots u_n)$  be two parents chromosomes.

- Two cutting points  $C_1, C_2 \in \{1, 2 \dots n - 1\}$  are generated randomly for *parent1*( $P_1$ ) and *parent2*( $P_2$ ) respectively.
- One offspring is obtained by keeping unaltered genetic information from *parent1* before  $C_1$ , the vertices after  $C_1$  from the first parent are rearranged using the ordering defined by the second parent
- The second offspring is constructed similarly

# Operator : Crossing-over

## Example

$$\begin{cases} \textit{Parent1} = 316 \downarrow 254 \\ \textit{Parent2} = 52 \downarrow 4136 \end{cases} \implies \begin{cases} \textit{Offspring1} = 316524 \\ \textit{Offspring2} = 523164 \end{cases}$$

## Operator : Order Mutation

Let  $parent = (v_1, v_2, \dots, v_n)$  be a parent chromosome, the offspring is obtained by exchange 2 vertices located in 2 randomly generated positions.

### Example

parent= 316\*254\*  $\implies$  offspring 314256

## Example

The operator translates blocks of  $k$  successive vertices ( $k$  is randomly generated). Let

*parent* =  $(v_1, v_2, \dots, v_n)$  be a parent chromosome. If  $k = 2$  and  $i, j \in [1, n - 1]$  are randomly generated, the block mutation yields offspring =  $(v_1 \dots v_{i-1} v_{i+2} \dots v_j v_i v_{i+1} v_{j+1} \dots)$

# Operator : Evaluation by Bad Edge

Will be discussed later...



- 1 Merge: mixing the contents of two or more test tube into one, denote by  $T \leftarrow \text{Merge}(T_1, T_2 \dots T_n)$
- 2 Detect: testing whether a test tube contains a DNA strand
- 3 Cut: cutting DNA strands at specific restriction sites, denote by  $\text{Cut}(T, s_1 | s_2)$ .
- 4 Length: separating DNA strands according to their base length, denoted by  $T \leftarrow \text{length}(T_0, l)$ .
- 5 Extract: extracting all strands containing certain subsequences, denoted by  $T \leftarrow \text{Extract}(T_0, (s_1, s_2 \dots s_n))$ .
- 6 To-Single-Stranded: denature each dsDNA in tube and remove one ssDNA, denoted by  $T \leftarrow \text{To-Single-Stranded}(T_0)$ .
- 7 To-Double-Stranded: making ssDNA to dsDNA, denoted by  $T \leftarrow \text{To-Double-Stranded}(T_0)$ .

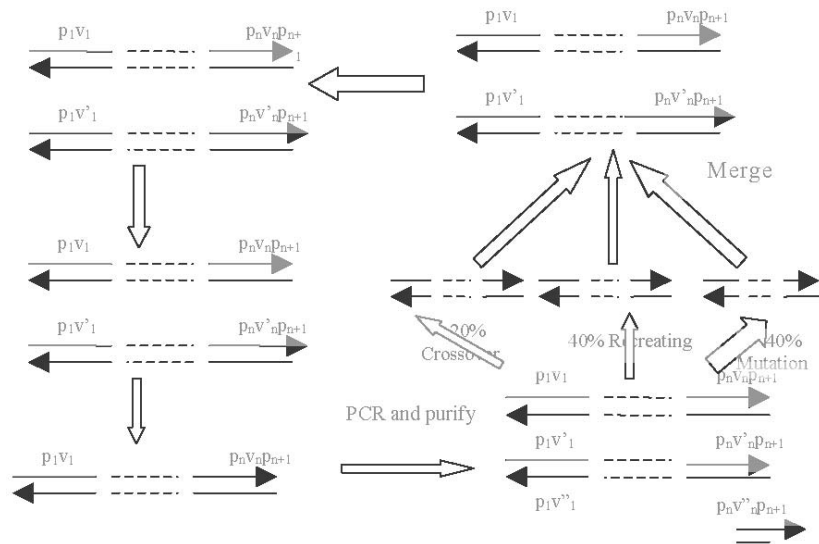
- 1 Introduction
  - Motivation
  - Graph Coloring Problem
- 2 Implementation of a Genetic Approach
  - DNA Algorithm
  - DNA Operators & Operations
  - Implementations

# DNA Implementation of Croitorus Algorithm

Begin with a diverse initial population of candidates.

- 1 Evaluate the fitness of the candidates.
- 2 Select and purify more fit candidates.
- 3 Amplify fit candidates with PCR
- 4 Reserve some, crossover a part and mutate others.
- 5 Combine all the candidates from step 4, and obtain a new generation.  
Repeat.

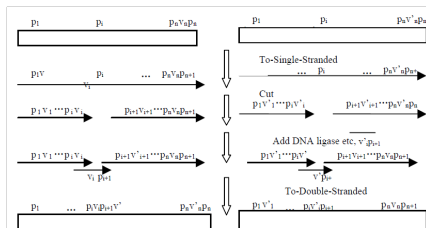
# DNA Implementation of Croitorus Algorithm



# Encoding Scheme and Generating of Initial Candidate Pool

- Use of dsDNA to encode the permutation of vertices and the encoding looks like  $p_1 v_1 p_2 v_2 \dots p_n v_n p_{n+1}$ .
- $|V|=n$ ,  $|E|=m$ . For each vertex  $v_j$ , a series of encoding  $p_1 v_i, p_2 v_i \dots p_n v_i$  denotes it, where  $p_j$  ( $1 \leq j \leq n$ ) means the order of vertex  $v_j$  in a specific permutation  $j$ .
- the length of a proper permutation will be  $(2n+1)l$
- For a DNA strand representing a permutation of vertices, there are  $n$  value sections ( $v_1$  to  $v_n$ ) sandwiched between  $n+1$  position sections ( $p_1$  to  $p_{n+1}$ )
- To encode an edge  $e=v_i v_j$ , we use a series of encoding  $v_i p_k v_j$  ( $1 \leq k \leq n$ )
- To generate an initial candidate pool, we can use POA (Parallel Overlap Assembly)

# Implementation of Crossover



1.  $T_2 \leftarrow To - Single - Stranded(T_1)$
2. For each  $v_i \in \{v_1, \dots, v_n\}, T_2 \leftarrow Cut(T_2, v_i | p_{i+1})$
3. For  $j=1$  to  $n$  add  $(T_2, v_j p_{j+1})$  [In Parallel]
4.  $Ligase(T_2), T_2 \leftarrow Extract(T_2, (v_1, v_2, \dots, v_n)),$   
 $T_2 \leftarrow Length(T_2, (2n+1)l)$
5.  $T_2 \leftarrow To - Double - Stranded(T_2)$

# Implementation of Order Mutation

1.  $T_1 \leftarrow To-Single-Stranded(T_1)$   
For  $v_i, v_j \in \{v_1, \dots, v_n\}$  [In Parallel]
2.  $Cut(T_1, p_i \mid v_i)$                        $Cut(T_1, v_i \mid p_{i+1})$   
 $Cut(T_1, p_j \mid v_j)$                        $Cut(T_1, v_j \mid p_{j+1})$   
*End For*
3.  $Add(T_1, \overline{p_{i+1}v_i} \mid p_i, \overline{p_{j+1}v_j} \mid p_j), Ligase(T_1)$
4.  $Extract(T_1, (v_1, v_2, \dots, v_n)), To-Double-Strand(T_1)$

# Implementation of Block Mutation

Block Mutation: The operator is used to translate blocks of successive vertices. This operation can be implemented by many order mutations.



# Implementation of of Evaluation by Bad Edges

=> each stable set consists of successive vertices in the ordering

=> Our aim is to separate chromosomes by their fitness

- 1) prepare  $2^m$  empty test tubes, Labels  $T_{e_1 e_2 \dots e_m}, e_1, \dots, e_m \in \{0, 1\}$   
For  $i=1$  to  $m$
- 2)  $(T_{e_1 \dots e_{i-1} 0}, T_{e_1 \dots e_{i-1} 1}) \leftarrow \text{Extract}(T_{e_1 \dots e_{i-1}}, e_i)$   
End For  
Prepare  $m+1$  test tubes, Label with  $W_k, k \in \{0, \dots, m\}$ , do the following  
For each  $T_{e_1 \dots e_m}$  [In Parallel]
- 3) If  $\sum_{j=1}^m e_j = k (e_j \in \{0, 1\})$ ,  $W_k \leftarrow \text{Merge}(W_k, T_{e_1 \dots e_m})$   
End For

=> We get  $k+1$  DNA strands sets of different ranks when the algorithm completes

=> We use  $2^m$  test tubes in step 2 and  $m+1$  test tube in step 3

# Implementation of of Evaluation by Bad Edges

- Selection is used to keep fit parent chromosomes in child generation and let less fit chromosomes to die
- For a given tube  $W_k$  obtained at the end of evaluation, the chromosomes in it have the same fitness rank.
- To let less fit candidates die, we can take a threshold  $c$  ( $c \leq m$ ) and discard chromosomes in tube  $W_k$  where  $c \leq k$ .
- To embody the difference of fitness among reserved chromosomes, we can perform different times of PCR for them, making the more fit chromosomes to breed more offspring.
- If after the evaluating, some test tubes  $W_i$  are not empty, that is the number of bad edges less  $k-1$ .
- then we can say that graph  $G$  can be  $k$ -colored and answer YES
- We can get concrete colors by decoding these DNA sequences.

- => The initial generation of candidate data pool can be done in  $O(1)$  steps.
- => To complete the crossover operation, the number of extracting operations required is  $O(n)$ .
- => Order mutation requires  $O(n)$  extracting
- => The number of extracting operations required for block mutation is  $O(n^3)$
- => Evaluation of candidate based on bad edges is proportional to  $O(mn)$ .
- => total running time complexity to get a new generation is  $O(n^3 + mn)$

END

THANKS FOR YOUR ATTENTION