

ON THE SOLUTION APPROACHES OF THE BAND COLLOCATION PROBLEM

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ABSTRACT. This paper introduces the first genetic algorithm approach for solving the Band Collocation Problem (BCP) which is a combinatorial optimization problem that aims to reduce the hardware costs on fiber optic networks. This problem consists of finding an optimal permutation of rows of a given binary rectangular matrix representing a communication network so that the total cost of covering all 1's by Bands is minimum. We present computational results which indicate that we can obtain almost optimal solutions of moderately large size instances (up to 96 rows and 28 columns) of the BCP within a few seconds.

Keywords: Band Collocation Problem, Dense Wavelength Division Multiplexing, Meta-heuristic Algorithms

AMS Subject Classification: 90C05, 90C09, 90B18, 93A30, 90C27, 90C59

1. INTRODUCTION

We consider a communication network in which a service provider or a source transmits data stream including m data packages to n sinks. Modern optic cable using Dense Wavelength Division Multiplexing (DWDM) technology can carry data stream coded in a given m different wavelengths [5, 17]. DWDM uses a *multiplexer* at the service provider to join the several signals (data) together, and a *demultiplexer* at the sink to split them apart. *Add/Drop Multiplexers* (ADM) installed at sinks facilitate flows on some wavelengths to exit the cable according to their paths.

In Figure 1, a service provider transmits a data stream at different wavelengths of light simultaneously. Sink stations have special cards to control these wavelengths. Sink s_1 requests the data carried on wavelengths $\lambda_1, \lambda_2, \lambda_4$ and λ_5 ; sink s_2 requests the data carried on wavelengths $\lambda_1, \lambda_3, \lambda_5$ and λ_6 ; sink s_3 requests the data carried on wavelengths

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$\lambda_1, \lambda_3, \lambda_5$ and λ_6 ; sink s_4 requests the data carried on wavelengths λ_1 and λ_5 and finally sink s_5 requests the data carried on wavelengths λ_1 and λ_4 . This is described by a binary matrix $A = a_{ij}$: if data carried on wavelength $i = 1, \dots, m$ is requested by sink $j = 1, \dots, n$ then $a_{ij} = 1$ otherwise $a_{ij} = 0$.

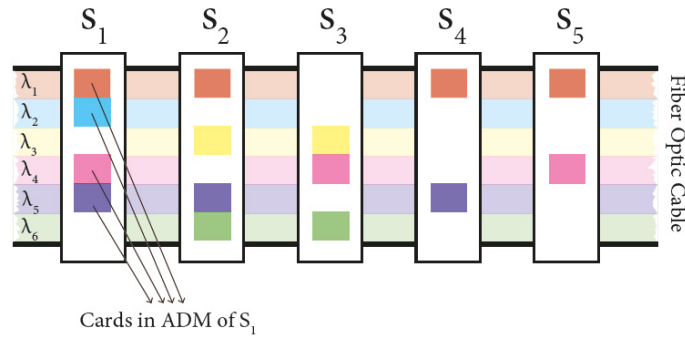


FIGURE 1. Cards in ADMs needed for each wavelength.

Let c_0 be the cost of one card controlling only one wavelength. In this case, the total cost of the cards is $15 \times c_0$ since 15 cards are used in the above network.

In DWDM networks, there are some cards that are able to control a group of consecutive (adjacent) wavelengths as well as there are cards controlling only one single wavelength. We call this group *Band*. For instance, there are cards controlling two, four or eight wavelengths, that is, cards controlling *Bands* of length two, four or eight. The length of these Bands are generally power of two. We represent the length 2^k of cards as B_k -Band. Naturally, c_k denotes the cost of B_k -Band.

Network hardware vendors generally price the cards so that a card cannot be more expensive than two cards in a lower level. In this regard, the following condition always holds:

$$2 \times c_k > c_{k+1}. \tag{1}$$

We may handle the communication from the source to five sinks in Figure 2 using cards of different lengths instead of using 15 cards of length one. If we use four cards for B_1 -Band and seven cards for B_0 -Band shown in Figure 2, then the total cost would be $4 \times c_1 + 7 \times c_0$. By the condition (1), $4 \times c_1 + 7 \times c_0 < 15 \times c_0$.

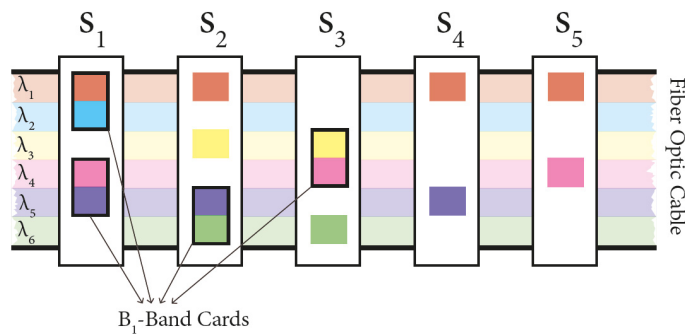


FIGURE 2. The positions of B_0 -Band and B_1 -Band cards.

In DWDM networks, it is also possible to arrange the order of the wavelengths. Re-ordering the wavelengths may provide us to decrease the cost and the number of cards used

in the ADMs. If we reorder the wavelengths as in Figure 3, then two B_2 -Bands and four B_1 -Bands can be used to group of consecutive wavelengths. The cost of this configuration is $2 \times c_2 + 4 \times c_1$ which is less than $4 \times c_1 + 7 \times c_0$ by the condition (1).

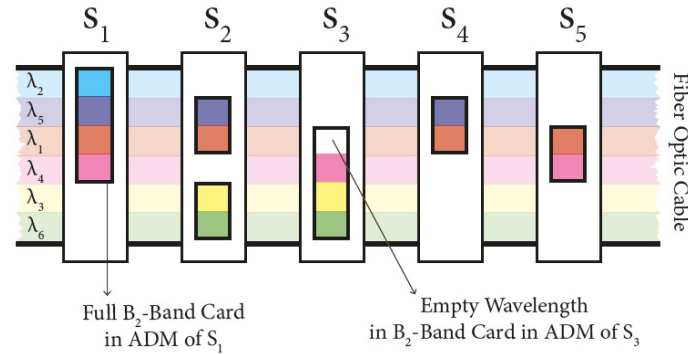


FIGURE 3. New B_k -Bands after reordering wavelengths in Figure 1.

The Band Collocation Problem is defined formally as follows: Let $A = (a_{ij})$ be a binary matrix of dimension $m \times n$ which represents a communication traffic where m is the number of wavelengths and n is the number of sinks. Let 2^k be the length of B_k -Band and c_k be the cost of B_k -Band, where $(k = 0, 1, \dots, \lfloor \log_2 m \rfloor)$. Each one in a column have to be included (or covered) in (or by) exactly one band. The BCP consists of finding an optimal permutation of rows of the matrix A that minimizes the total cost of B_k -Bands in all columns.

The BCP is indeed an extended version of the Bandpass Problem (BP) introduced and formulated mathematically by Babayev et al. in 2009 [1]. The BCP was first proposed and modeled combinatorially by Nuriyev et al. in 2015 [14]. Then, Nuriyev et al. gave a mathematical formulation of the BCP as a binary integer nonlinear programming model [13]. Recent changes in ADM technology made the BP ineffective. In the BP, the length of consecutive wavelengths which are controlled by special cards are defined as a fixed number B . However, the bandpasses may be in different sizes. Furthermore, in the BP, each wavelength existing in a bandpass B corresponding to a fixed B_k -Band has to carry a data for a sink. But, the technology allows an ADM to drop a wavelength even if it does not carry any information. In the BCP, a band may contain zero elements. Besides, the BP ignores costs of the programmable cards. For the state of the art techniques, the reader can refer to [14], [6] and [13].

The BP is studied by several researcher during the last decade. Li and Lin showed that the three-column BP is solvable in linear time [12].

Chen and Wang improved an approximation algorithm for the BP when $B = 2$ using two maximum weight matchings [2]. Their algorithm achieves a performance ratio of $\frac{220}{117} \approx 1.8805$. Afterwards, Huang et al. proposed an improvement to partition a 4-matching into a number of candidate sub-matchings, each of which can be used to extend the first maximum weight matching. This last improved approximation algorithm in the literature has a worst-case performance ratio of $\frac{128}{70-\sqrt{2}} \approx 1.8663$ [8].

Laguna et al. approached the BP with a scatter search procedure which is a population-based meta-heuristic framework [11]. In [18], Tong et al. used the BP to prove that the general multiple RNA interaction prediction problem, either allowing or disallowing pseudo-knot-like interactions, is NP-hard.

The paper is organized as follows: In Section 2, we first analyze how to solve the BCP. We present a dynamic programming algorithm to find the cost of the current configuration of the wavelengths ordering. This will be used as the fitness function of genetic algorithm. In Section 3, we present some computational results for the problem and finally, give some concluding remarks in Section 4.

2. SOLUTION ANALYSIS OF THE BCP

Solving the BCP includes two stages. The first one is finding the minimum total cost to cover all 1's in all columns using bands in the current permutation of the matrix. Covering 1's in a column is independent from the other columns. Therefore, the numbers of B_k -bands used and their coordinates would be determined for each column separately. Let us consider the second column of the matrix representing a network traffic in Figure 4.

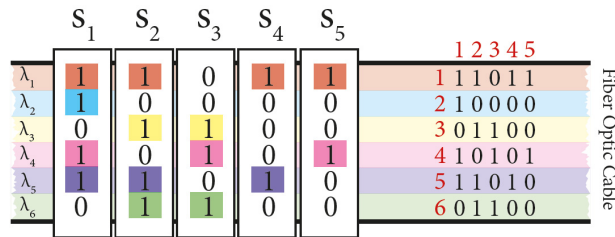


FIGURE 4. A binary matrix representing the network traffic.

In what follows, there are just three of the alternatives to cover 1's in this column:

- using four B_0 item in Figure 5(a),
- using two B_0 and one B_1 in Figure 5(b),
- using one B_0 and one B_2 in Figure 5(c).

We note that a zero element can be included by any B_k -Band.

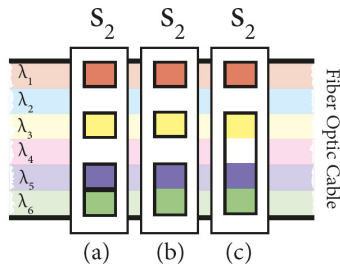


FIGURE 5. Some combinations of B_k -Bands used in column 2.

The costs of B_k bands used in (a), (b) and (c) are $4 \times c_0$, $2 \times c_0 + c_1$ and $c_0 + c_2$ respectively. Naturally, we choose the one yielding the minimum cost.

When the number of rows and B_k -Bands increase, the number of combinations will increase exponentially. A brute-force technique is not reasonable. In [16], Nuriyeva improve a dynamic programming algorithm to find the coordinates of B_k -Bands and also the minimum cost to cover all 1's of the underlying matrix. We use this algorithm given in Section 2.1 for the first stage.

The second stage of solving the BCP is obtaining an optimal permutation of rows of the matrix that minimizes the total cost of B_k -Bands in all columns. We improve a genetic algorithm in Section 2.2 which uses the first stage as the fitness function.

2.1. The Subproblem of the BCP and Its Exact Solution. We consider each column of the traffic matrix as a sequence. The subproblem as the first stage for solving the BCP is defined as follows:

Let $Q[m]$ be a sequence with m elements such that $Q(i) \in \{0, 1\}$, $i = 1, 2, \dots, m$. Let B_k -Band be a cover with 2^k elements and c_k be the cost of B_k -Band, where $k = 0, 1, \dots, \lfloor \log_2 m \rfloor$.

The cost function $f[B_k(Q(j), Q(j-1), \dots, Q(j-2^k+1))]$ to cover the elements of $B_k : Q(j), Q(j-1), \dots, Q(j-2^k+1)$, where $j = 1, 2, \dots, m$, is defined as follows:

$$f[B_k(Q(j), \dots, Q(j-2^k+1))] = \begin{cases} 0, & \text{if the elements covered by } B_k \text{ are equal to 0, i.e.,} \\ & Q(j) = Q(j-1) = \dots = Q(j-2^k+1) = 0 \\ c_k, & \text{otherwise.} \end{cases}$$

The aim is to cover all nonzero elements in $Q[m]$ with a minimum cost. Algorithm 1 finds the set of covered elements of B_k -Bands with a minimum cost. This dynamic programming algorithm runs in $O(mn \log_2 m)$ time, where m is the number of rows and n is the number of columns [16].

Algorithm 1: Dynamic Algorithm finds the minimum cost for a given traffic matrix.

Data: A binary matrix $A[m, n]$ and costs c_k of B_k -Bands for $k = 0, 1, \dots, \lfloor \log_2 m \rfloor$

Result: The coordinates of B_k -Bands in each column and the total cost

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1: for column = 1 to n do
2:   for j = 1 to m do
3:     Q[j] = A[j, column]
4:   end for
5:   R0 = 0, E0 = ∅
6:   R1 = f[B0(Q(1))] + R0
7:   if Q(1) = 0 then
8:     E1 = ∅
9:   else
10:    E1 = {1}
11:  end if
12:  for j = 2 to m do
13:    k = ⌊log2 j⌋
14:    Rj = min{f[B0(Q(j))] + Rj-20, f[B1(Q(j), Q(j-1))] + Rj-21,
              ..., f[Bk(Q(j), Q(j-1), ..., Q(j-2k+1))] + Rj-2k}
15:    Ej = arg minelements Rj {the covered elements which gives the minimum value for Rj}
16:  end for
17:  Coordinates[column] = Em
18:  Total_Cost = Total_Cost + Rm
19: end for

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2.2. Metaheuristic Solution Approaches of the BCP. Due to the complexity of combinatorial optimization problems, metaheuristic approaches have increased the interest of researchers in the last four decades. The leading metaheuristic techniques are Genetic Algorithm (GA), Simulated Annealing (SA), Particular Swarm Optimization (PSO), Ant Colony Optimization (ACO) and Tabu Search (TS) proposed in [7], [10], [9], and [3], respectively. In this section, we present the first genetic algorithm to solve the BCP. In the genetic algorithm, a number of genes creates a chromosome (individual), and a number of chromosomes create the population pool. New individuals are produced by crossover and mutation operators. Then, the next generations are built using various

selection methods from the union of old and new individuals until a termination criterion is satisfied.

In our GA, individuals (solutions) are represented as permutations of rows (integers) of the traffic matrix A . The general scheme of the GA is presented in pseudocode in Algorithm 2. The fitting value of an individual is the minimum band cost calculated in line 3 by Algorithm 1. Two parents are chosen using Binary Tournament Selection in line 6 at each generation. The crossover and mutation operators are applied to the individuals in lines 8 and 9, respectively, with specified probabilities. Finally, the offspring is/are inserted into the population (line 11) only if its/their fitness value is smaller than that of any parent in the current population (elitist replacement). The algorithm stops when a priori predetermined maximum number of generations is reached.

Algorithm 2: Pseudocode of the genetic algorithm for the BCP.

Data: A binary matrix $A[m, n]$, costs c_k of B_k -Bands for $k = 0, 1, \dots, \lfloor \log_2 m \rfloor$ and genetic algorithm parameters.

Result: An optimal permutation of rows of the matrix that minimizes the total cost of B_k -Bands.

- 1: Set iteration number $t = 1$;
 - 2: Initialize the population P randomly;
 - 3: Evaluate the population according to fitness value $f(P)$;
 - 4: Sort the population in increasing order of fitness;
 - 5: **while** termination condition is not met **do**
 - 6: $t = t + 1$;
 - 7: Select parents from the current population by binary tournament selection;
 - 8: Crossover the selected chromosomes according to cr ;
 - 9: Mutate the selected chromosomes according to mr ;
 - 10: Evaluate new individuals;
 - 11: Insert offspring into the population by the Elitism strategy;
 - 12: **end while**
 - 13: Return the row order having the best fitness value;
-

We use two crossover operators Partially-mapped crossover (PMX) and Order crossover (OX) [4]. In examples of Figure 6 and Figure 7, all parents and offspring have 9-gene length. The examples in Figure 6 show how PMX and OX construct two offspring from two parents (chromosomes). In this figure, P_i and O_i ($i = 1, 2$) are called parents and offspring, respectively. The mutation consists in applying three different mutation methods that are Insertion, Swap and Inverse [4]. They are illustrated in Figure 7.

3. COMPUTATIONAL EXPERIMENTS

Our genetic algorithm has been implemented in C++ and tested on i7-5600U machine with a 2.60 GHz processor and 8GB RAM with a test suite composed by instances of the BCPLib [15]. 72 problem instances with known optimal solutions are chosen. We performed 10 independent runs to get reliable statistical results. We listed in Table 1 the parameters used in Algorithm 2 in all our tests. We implemented the genetic algorithm according to six combinations of two crossover and three mutation operators discussed before.

We presented the results of 72 problem instances in this paper. Besides, due to the limited space, we showed the computational results with just the inverse mutation and OX,

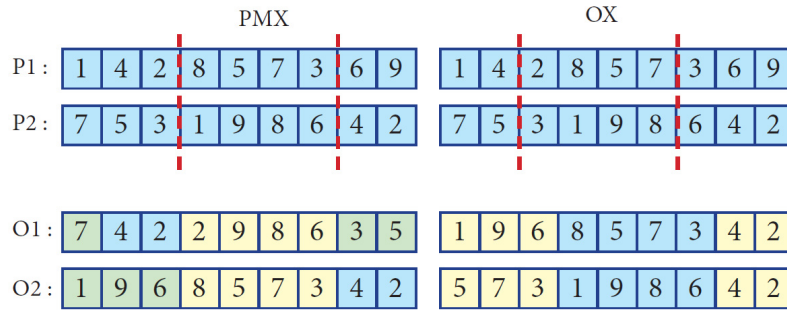


FIGURE 6. An example of two crossover operators.

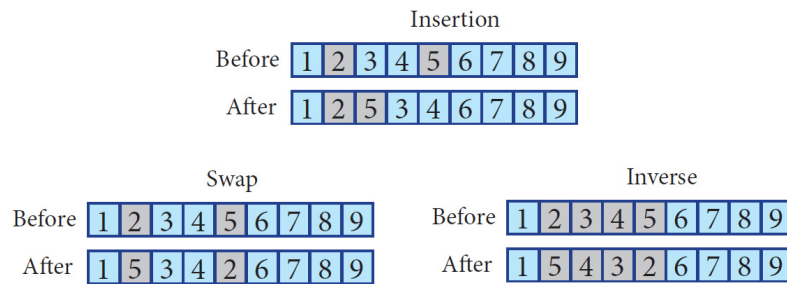


FIGURE 7. An example of three mutation operators.

PMX crossover methods. The results of the other mutation operators (insertion and swap) can be accessed at http://fen.ege.edu.tr/~arifgursoy/bps/BCP_Large_Tables.pdf. In Table 2, m is the number of rows, n is the number of columns, d is the density of non-zero elements of the matrix in %, Opt is the optimal value of the problem instance (matrix), $Best$ is the best value obtained over 10 runs, Avg is the average value obtained over 10 runs, Gap is the relative error (in %) between the optimal value and the best value, $Time$ is the average CPU time in seconds.

The computational results which are presented in Table 3 show that the solutions obtained using PMX crossover are better than using OX crossover for the inverse mutation operator. We compare three mutation operators using PMX operator in Table 3. The inverse mutation operator outperforms insertion and swap operators. The genetic algorithm with the inverse operator and PMX crossover has solved to optimality 30 instances out of 72 and CPU time varies from 1 second to 61 seconds.

TABLE 1. Parameters used in the GA.

Population size	200 Individuals
Selection of parents	Binary Tournament Selection
Crossover	PMX, OX
Mutation	Insertion, Swap, Inverse
Probability of crossover (cr)	0.9
Probability of mutation (mr)	0.3
Termination condition	25000 Generations

TABLE 3. Computational results for PMX crossover and three mutation operators.

instance	opt	Insert			Swap			Inverse		
		best	gap	time	best	gap	time	best	gap	time
OT1-M1-R10	22950	22950	0.00	0.99	22950	0.00	1.00	22950	0.00	1.00
OT1-M1-R30	19150	19150	0.00	1.02	19150	0.00	1.00	19150	0.00	1.00
OT3-M1-R10	47160	47160	0.00	1.06	47160	0.00	1.00	47160	0.00	1.02
OT3-M1-R30	35520	35520	0.00	1.02	35520	0.00	1.00	35520	0.00	1.01
OT4-M1-R10	41380	41380	0.00	1.94	41380	0.00	1.93	41380	0.00	1.95
OT4-M1-R30	34620	34620	0.00	2.00	34620	0.00	1.92	34620	0.00	2.03
OT6-M1-R10	84340	84340	0.00	2.00	84340	0.00	1.94	84340	0.00	2.07
OT6-M1-R30	60660	60660	0.00	1.99	60660	0.00	1.95	60660	0.00	1.96
OT7-M1-R10	73870	73870	0.00	4.37	74260	0.53	4.31	73870	0.00	4.36
OT7-M1-R30	55950	55950	0.00	4.40	55950	0.00	4.47	55950	0.00	4.37
OT9-M1-R10	148310	148310	0.00	4.49	148310	0.00	4.45	148310	0.00	4.55
OT9-M1-R30	100490	100490	0.00	4.48	100490	0.00	4.41	100490	0.00	4.44
OT10-M1-R10	118540	118540	0.00	6.83	118920	0.32	7.83	118540	0.00	7.57
OT10-M1-R30	91820	91820	0.00	6.13	91820	0.00	7.73	91820	0.00	8.52
OT12-M1-R10	242530	242530	0.00	6.24	242530	0.00	7.62	242530	0.00	8.98
OT12-M1-R30	163690	163690	0.00	6.25	163690	0.00	7.61	163690	0.00	8.43
OT13-M1-R10	173850	175180	0.77	10.00	174250	0.23	12.15	173850	0.00	12.81
OT13-M1-R30	118580	118580	0.00	9.99	119620	0.88	12.20	118580	0.00	13.56
OT15-M1-R10	344030	344030	0.00	10.04	344030	0.00	12.47	344030	0.00	13.31
OT15-M1-R30	202600	202600	0.00	10.05	202600	0.00	12.08	202600	0.00	12.52
OT16-M1-R10	224640	231580	3.09	14.48	235710	4.93	17.42	224640	0.00	18.11
OT16-M1-R30	151520	154320	1.85	14.54	155720	2.77	17.80	152520	0.66	17.77
OT18-M1-R10	453270	453270	0.00	14.60	453950	0.15	17.95	453270	0.00	16.87
OT18-M1-R30	279310	282220	1.04	14.66	279820	0.18	17.91	279310	0.00	14.34
OT19-M1-R10	293570	301310	2.64	19.82	302180	2.93	24.31	293570	0.00	19.45
OT19-M1-R30	201780	205480	1.83	19.85	202990	0.60	24.36	202380	0.30	19.39
OT21-M1-R10	603720	604640	0.15	19.96	604540	0.14	24.29	603920	0.03	19.48
OT21-M1-R30	378360	380560	0.58	20.04	378360	0.00	24.00	378960	0.16	19.54
OT22-M1-R10	377700	383870	1.63	25.95	385080	1.95	31.62	378560	0.23	25.39
OT22-M1-R30	263850	266440	0.98	25.97	269740	2.23	31.92	265460	0.61	25.42
OT24-M1-R10	756400	763320	0.91	26.14	765400	1.19	32.49	758400	0.26	25.49
OT24-M1-R30	457400	489600	7.04	26.30	489600	7.04	32.38	489600	7.04	25.66
OT25-M1-R10	464300	478140	2.98	33.68	479120	3.19	41.53	467710	0.73	32.88
OT25-M1-R30	316630	319130	0.79	34.02	323010	2.01	42.82	316720	0.03	32.92
OT27-M1-R10	953260	955720	0.26	33.79	953850	0.06	42.58	954040	0.08	33.04
OT27-M1-R30	538560	538560	0.00	34.02	538560	0.00	43.33	538560	0.00	33.25
OT28-M1-R10	564240	589160	4.42	42.15	578760	2.57	51.52	569150	0.87	41.24
OT28-M1-R30	345600	356600	3.18	42.27	354000	2.43	51.59	346600	0.29	41.22
OT30-M1-R10	1130160	1138160	0.71	42.44	1130160	0.00	51.88	1130160	0.00	41.45
OT30-M1-R30	587520	587520	0.00	42.63	587520	0.00	52.35	589520	0.34	41.60
OT31-M1-R10	644280	694360	7.77	51.75	686160	6.50	63.48	665290	3.26	50.61
OT31-M1-R30	374400	379400	1.34	51.79	393640	5.14	63.65	384400	2.67	50.60
OT33-M1-R10	1272940	1275740	0.22	52.09	1279760	0.54	63.37	1273140	0.02	50.80
OT33-M1-R30	680280	696750	2.42	52.16	683860	0.53	51.15	682680	0.35	50.95
OT34-M1-R10	736240	817740	11.07	62.06	813240	10.46	60.57	755150	2.57	60.79
OT34-M1-R30	442400	473830	7.10	62.20	478310	8.12	60.55	465590	5.24	60.67
OT36-M1-R10	1514880	1526360	0.76	62.59	1526530	0.77	60.89	1521750	0.45	61.04
OT36-M1-R30	828120	849170	2.54	62.79	841150	1.57	61.09	846230	2.19	61.31
OT37-M1-R10	196560	199670	1.58	13.30	199760	1.63	12.95	197410	0.43	12.98
OT37-M1-R30	136340	137540	0.88	13.30	138150	1.33	12.92	136340	0.00	12.98
OT39-M1-R10	402480	404800	0.58	13.40	403140	0.16	13.02	402580	0.02	13.06
OT39-M1-R30	252240	253440	0.48	13.40	254040	0.71	13.03	252540	0.12	13.10
OT40-M1-R10	227600	231090	1.53	15.69	233880	2.76	15.27	227700	0.04	15.33
OT40-M1-R30	158370	163860	3.47	15.65	162480	2.60	15.27	159270	0.57	15.33
OT42-M1-R10	453840	461200	1.62	15.80	458850	1.10	15.36	454840	0.22	15.40
OT42-M1-R30	274440	293760	7.04	15.91	293760	7.04	15.47	293760	7.04	15.47
OT43-M1-R10	252600	259570	2.76	18.49	258800	2.45	17.99	253250	0.26	18.09
OT43-M1-R30	172700	177720	2.91	18.49	175810	1.80	18.03	173750	0.61	18.06
OT45-M1-R10	519960	521450	0.29	18.60	520060	0.02	18.11	520260	0.06	18.15
OT45-M1-R30	293760	293760	0.00	18.67	293760	0.00	18.19	293760	0.00	18.25
OT46-M1-R10	279630	288120	3.04	21.34	287350	2.76	20.77	281290	0.59	20.87
OT46-M1-R30	181830	186650	2.65	21.37	188310	3.56	20.77	181860	0.02	20.86
OT48-M1-R10	565080	567830	0.49	21.43	566930	0.33	20.87	565080	0.00	20.94
OT48-M1-R30	293760	293760	0.00	21.53	293760	0.00	20.90	293760	0.00	20.98
OT49-M1-R10	297360	322220	8.36	24.13	319000	7.28	23.50	305160	2.62	23.62
OT49-M1-R30	172800	192460	11.38	24.13	184390	6.71	23.55	180800	4.63	23.60
OT51-M1-R10	587880	591980	0.70	24.29	592080	0.71	23.62	590280	0.41	23.71
OT51-M1-R30	314160	321410	2.31	24.41	314760	0.19	23.69	316460	0.73	23.75
OT52-M1-R10	315660	346490	9.77	26.90	337820	7.02	26.24	319760	1.30	26.39
OT52-M1-R30	189700	204210	7.65	26.92	201060	5.99	26.26	196270	3.46	26.26
OT54-M1-R10	647400	653950	1.01	27.05	653850	1.00	26.37	651940	0.70	26.45
OT54-M1-R30	352800	369970	4.87	27.22	358500	1.62	26.44	359240	1.83	26.54

4. CONCLUSION

In this paper, we presented a genetic algorithm by applying two crossover operators PMX, OX and three mutation operators Insertion, Inverse and Swap for solving the Band Collocation Problem. We tested all implementations of the GA using the problem instances with known optimal solutions taken from the BCPLib. We observed that the GA using PMX and inverse operators gave better results. In the literature, there is no any relevant work solving the BCP instances with known optimal solutions to compare our results. However, computational experiments show that the proposed GA is satisfactory.

As a future work, it may be interesting to test the behaviour of the GA with some local search methods such as 2-Opt, 3-Opt and λ -interchange. Our future plan is to develop other metaheuristic algorithm mentioned in Section 2.2.

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