

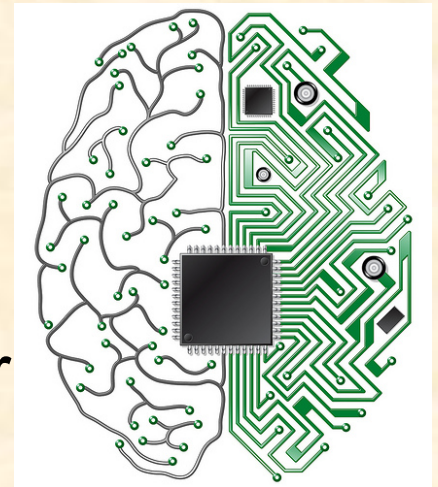
Algorithms in Nature

Path selection in networks:
Steiner trees

Building efficient graphs

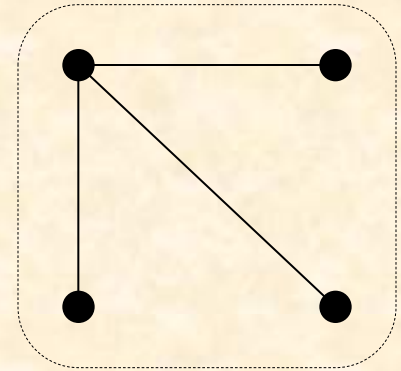
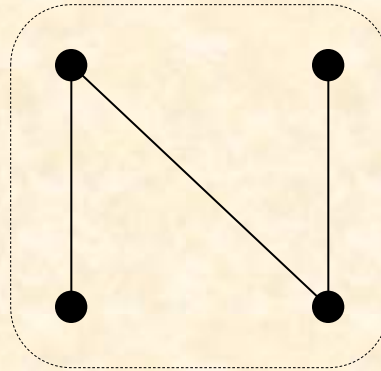
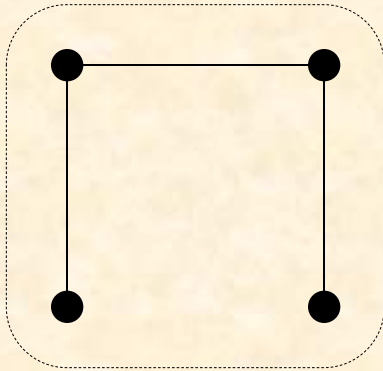
Building the shortest graphs

- Very often we have a set of points and want to find the shortest collection of edges that connect them up. For example,
 - Roads/railways connecting towns
 - Telephone/internet cables
 - Gas pipes
 - Connections in electronic circuits
 - Neurons connecting bits of your brain



The shortest graph?

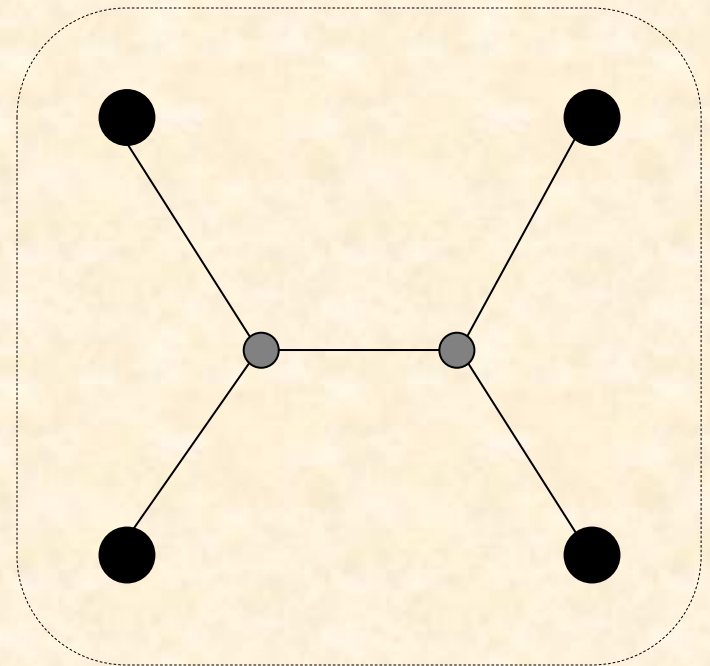
- Suppose we have 4 towns that we wish to connect up. Which of these do you think is shortest?



An unexpected solution

- If we're restricted to roads between towns, then the first graph is the shortest.
- But there is a better solution, ...

Steiner graph



Steiner tree

- **Given:** connected undirected **graph** $G=(V,E)$, weight for each edge $e \in E$, subset of vertices N (known as terminals)
- **Question:** **find a subtree** T of G , such that each vertex of N is on T and the total length of T is as small as possible
 - Steiner tree *spanning* N

Applications

- Wire routing of *very large scale integration* (VLSI)
- Other network design and facility location problems

Special cases

- $|N| = 1$: trivial
- $|N| = 2$: shortest path
- $N = V$: minimum spanning tree

The problem is NP hard

- Membership of ST in NP: trivial
- Hardness: Reduction from Exact Cover by 3-Sets (X3C)

X3C:

- $3q$ variables, $x_1 \dots x_{3q}$
- n sets $C_1 \dots C_n$ each containing 3 variables ($|C| = 3$)
- For example, $C_1 = \{x_5, x_8, x_{12}\}$
- Goal – Are there q sets C that together cover all the variables x ?

Reduction

- Construct a graph with a source node v , sink nodes x and intermediate nodes C .
- Set terminal nodes to be v and the x 's.
- There is a Steiner tree with $4q$ edges iff there is a solution to X3C with q sets.

Approximation algorithms

- Several different algorithms that guarantee ratio 2 (or, more precise: $2 - 2/n$).

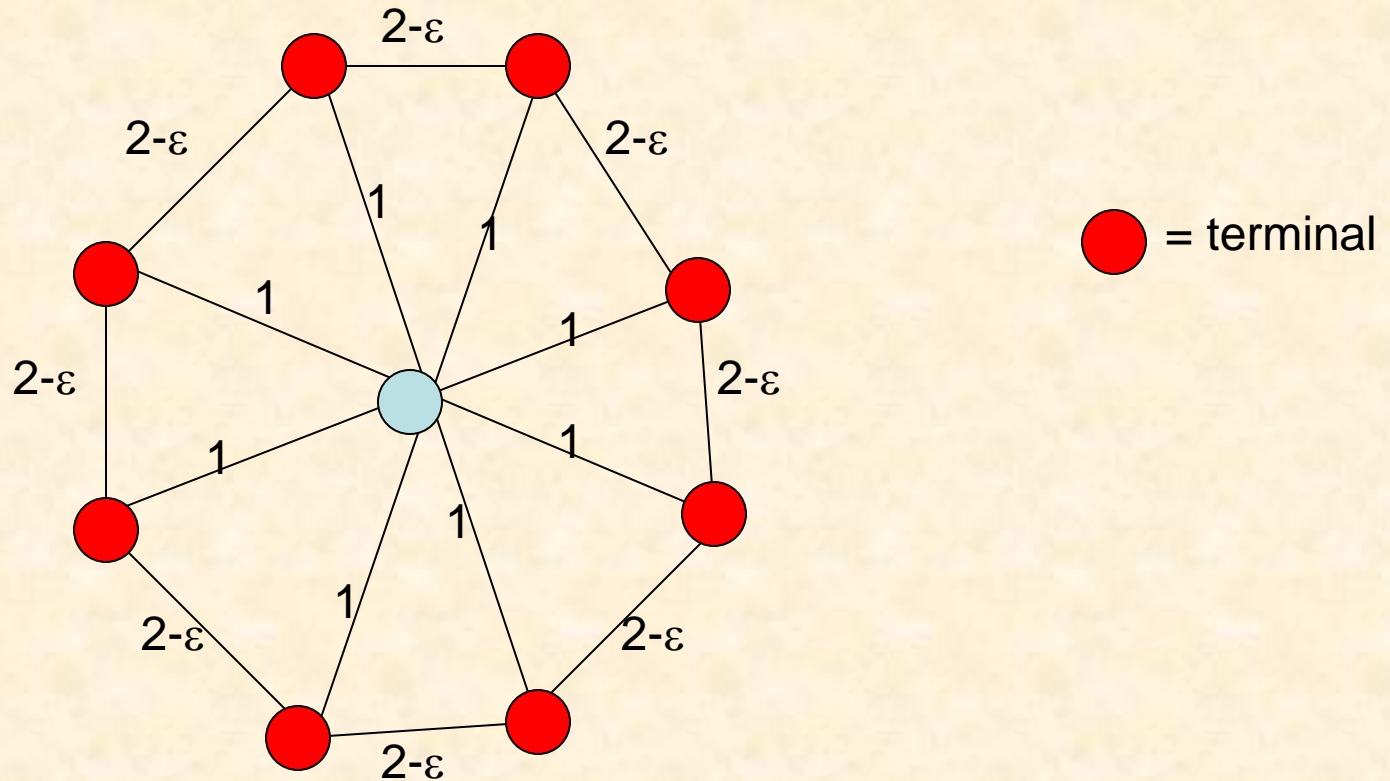
Shortest paths heuristic

- Start with a subtree T consisting of one terminal
- While T does not span all terminals
 - Select a terminal x not in T that is closest to a vertex in T .
 - Add to T the shortest path that connects x with T .

Improving the shortest paths heuristic

- Take the solution T from the heuristic
- Build the subgraph of G , induced by the vertices in T
- Compute a minimum spanning tree of this subgraph
- Repeat
 - Delete non-terminals of degree 1 from this spanning tree
 - Until there are no such non-terminals

Example where bound is met



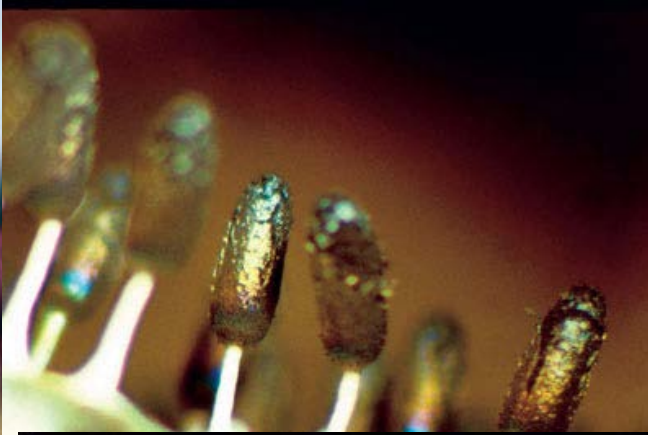
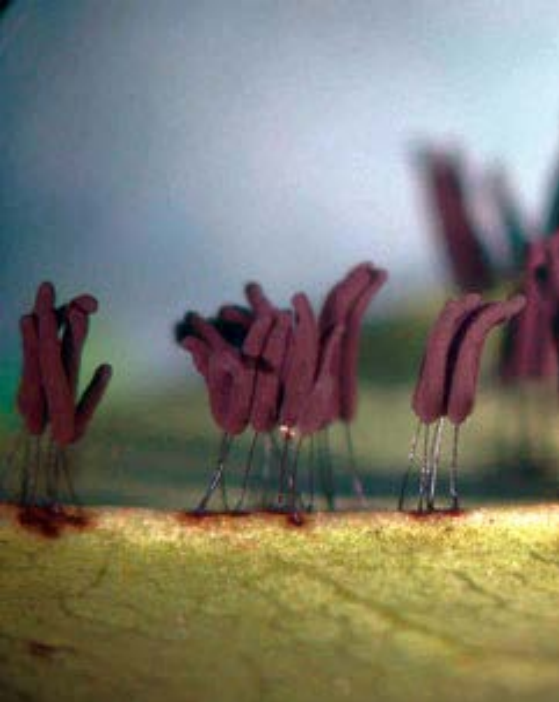
Variants

- Points in the plane
- Vertex weights
- Directed graphs

How can we find these solutions?

- We currently have no (fast) algorithm for finding the shortest Steiner graph between a given number of points.
- Nature, on the other hand, is quite good at it.

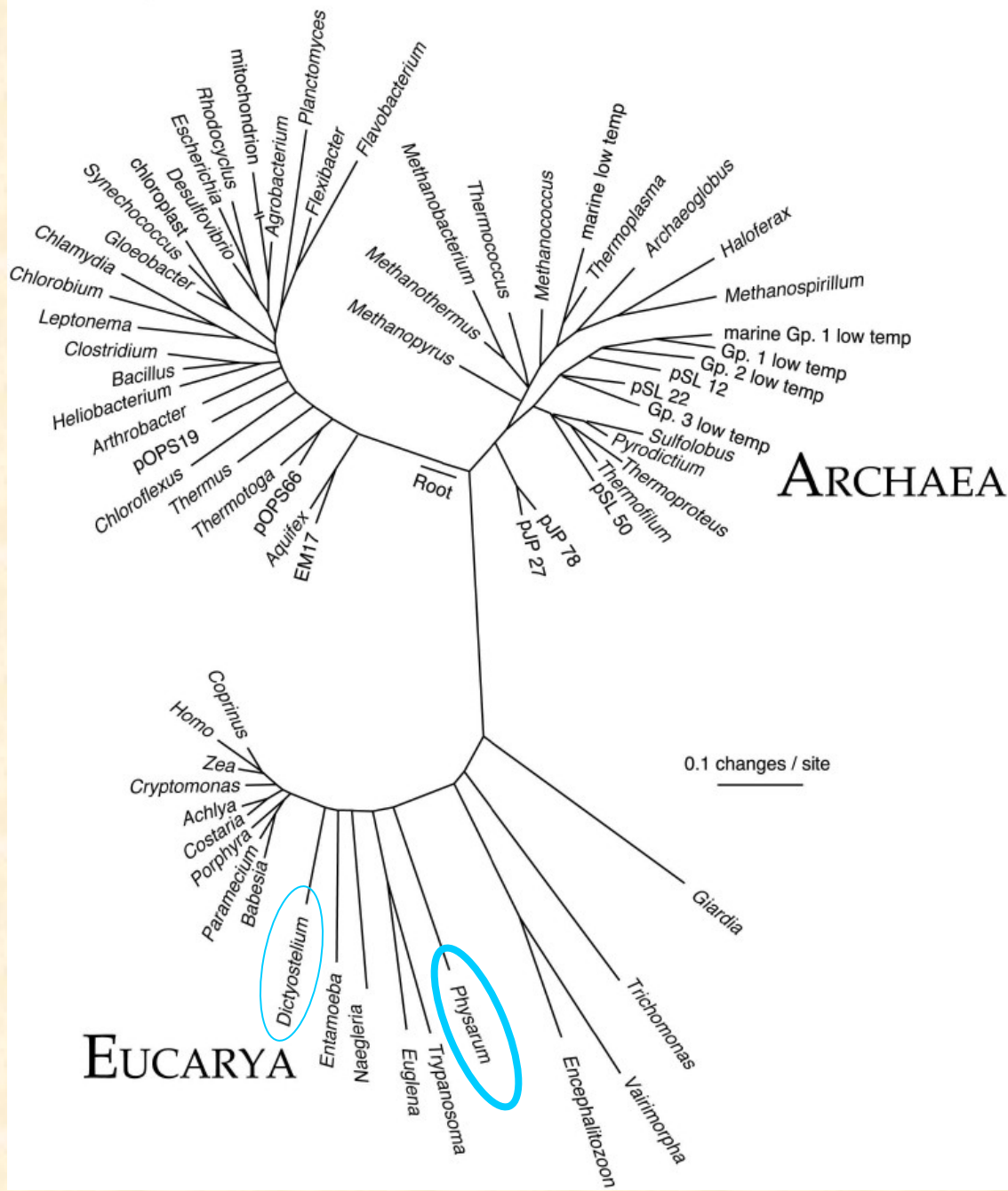
Slime molds



"Pretzel Slime Mold"
(*Hemitrichia serpula*)



BACTERIA

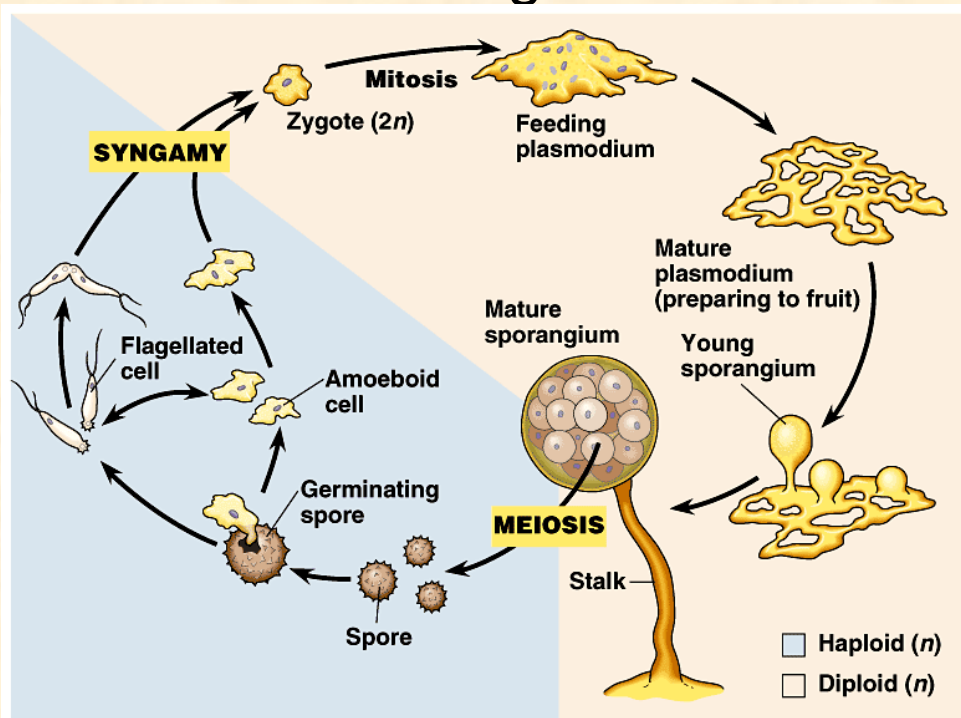


ARCHAEA

EUCARYA

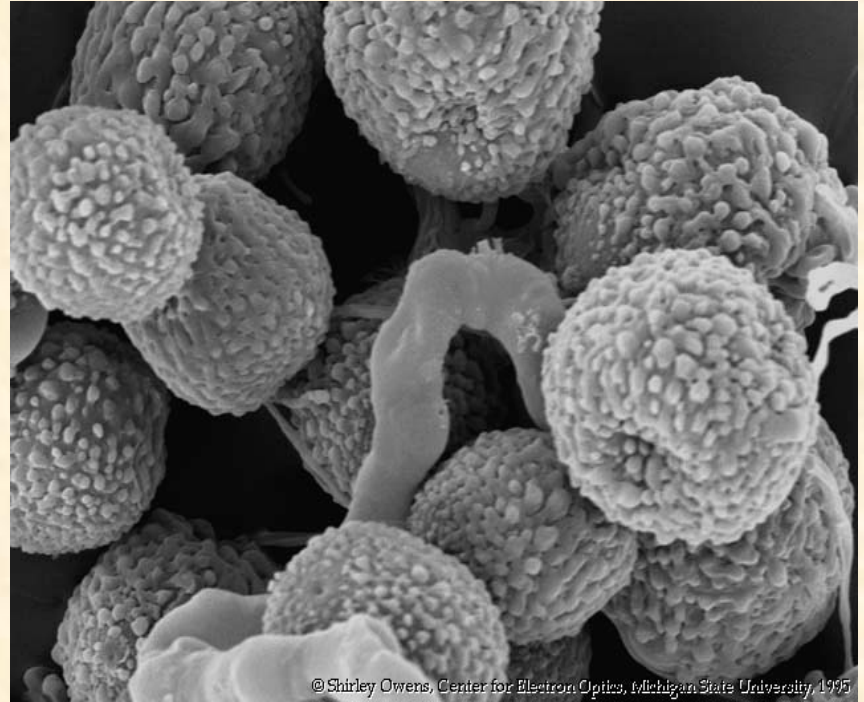
Eeeew! What is it?

- Kingdom Protista
 - True slime molds: Phylum Myxomycota
 - Cellular slime molds: Phylum Acrasiomycota
- True slime molds: nucleus replicates without dividing to form multinucleated feeding mass



Stages in Life Cycle

- **Spores ($2n \rightarrow n$)**
 - 4-20 μm , pigmented ornamented; meiosis in spore = 4 nuclei; 3 degenerate



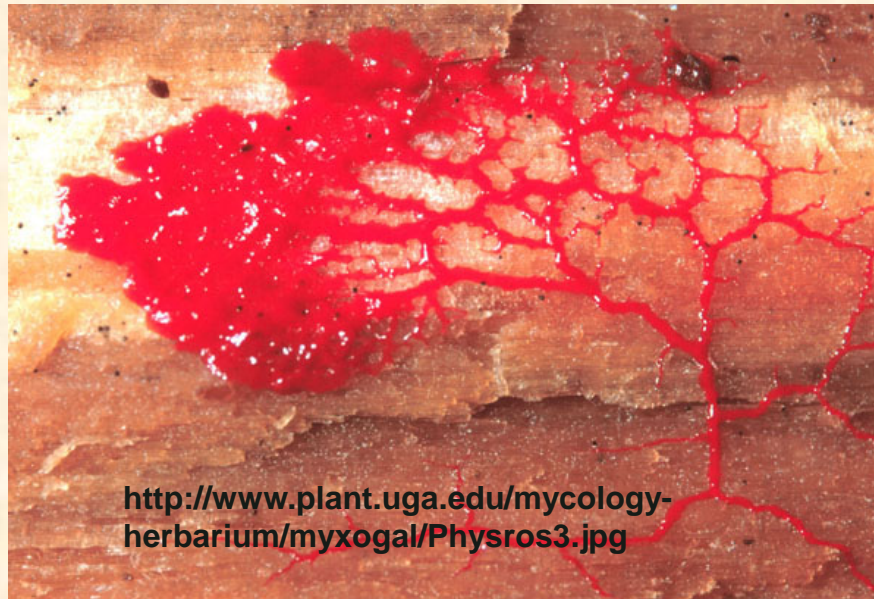
Stages in Life Cycle

- **Myxamoebae (n)**
 - feed, divide, convert to swarm cells, function as gametes; form microcysts under adverse conditions



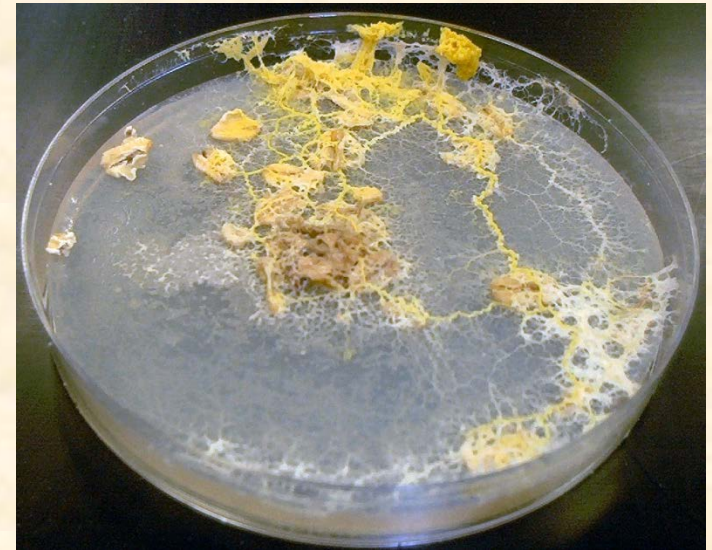
Stages in Life Cycle

- **Zygote (2n)**
 - Formed by fusion of myxamoebae or swarm cells; enlarges through synchronous nuclear division
- **Plasmodium (2n)**
 - Multinucleate, wall-less protoplasm



Why study them?

- Single, giant, multinucleated cell
 - Up to 20 meters in diameter!
- Biological information processing
 - Cell integrates sensory information and develops response
 - Solve maze
 - Minimal risk path
 - Robot control
- Phototactic and chemotactic
- Easily motivated by oats 😊

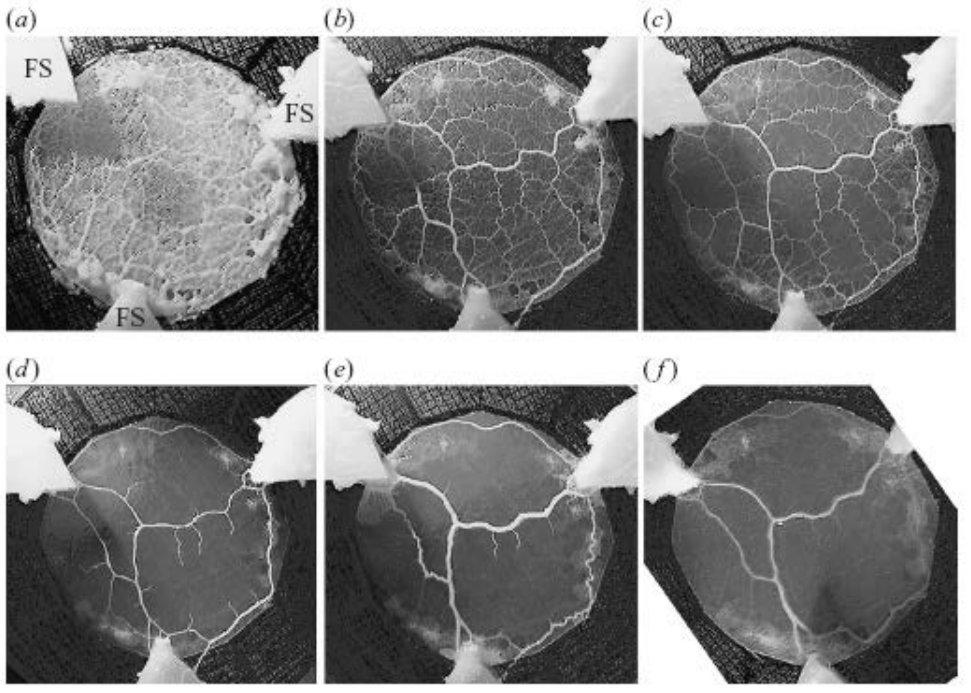


Information Processing

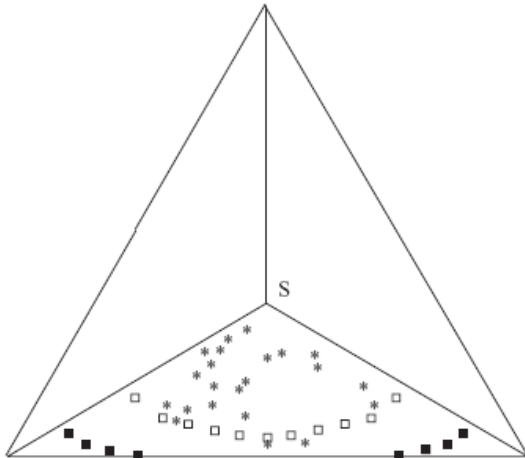
- “Intelligence” without a brain:
Distributed computing
- Constraints:
 - Absorb nutrients
 - Maintain intracellular communication
(remain connected)
 - Limit body mass



Efficient Pathfinding?

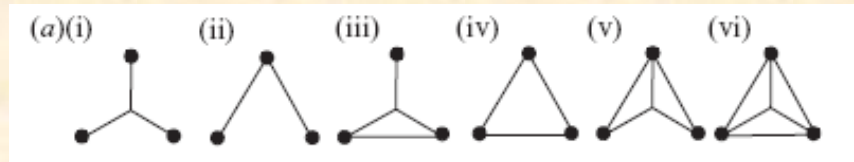


1. Grow *Physarum* on agar (forms plasmodium)
2. Add food sources (oats) at specific points
3. Wait & take pictures



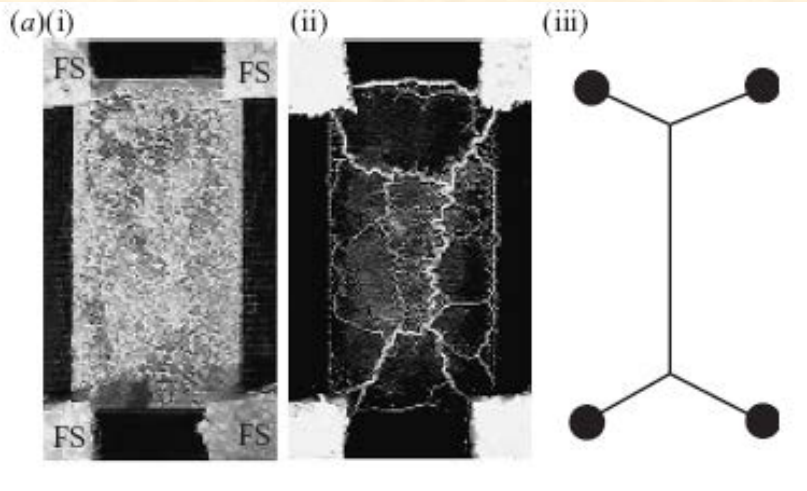
SMT and CYC

- SMT = Steiner's minimum tree:

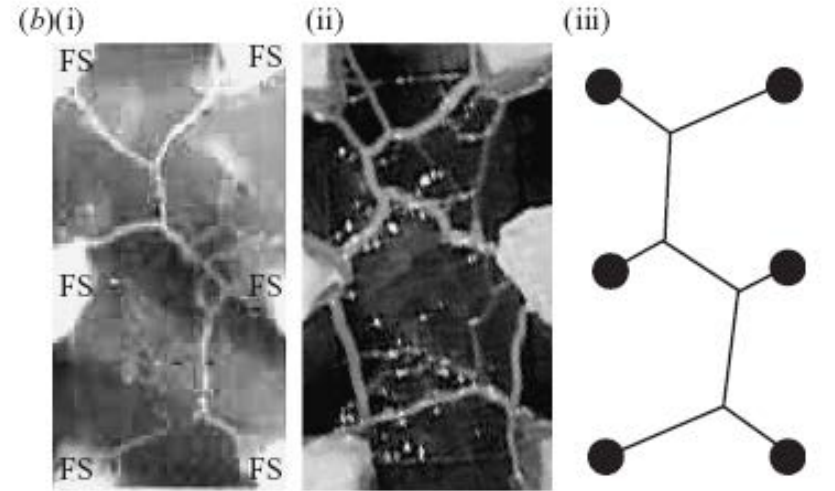


graph with least sum of edge lengths (NP-complete problem)

- CYC = plasmodium forms cyclical network
- Minimum tube length vs robustness



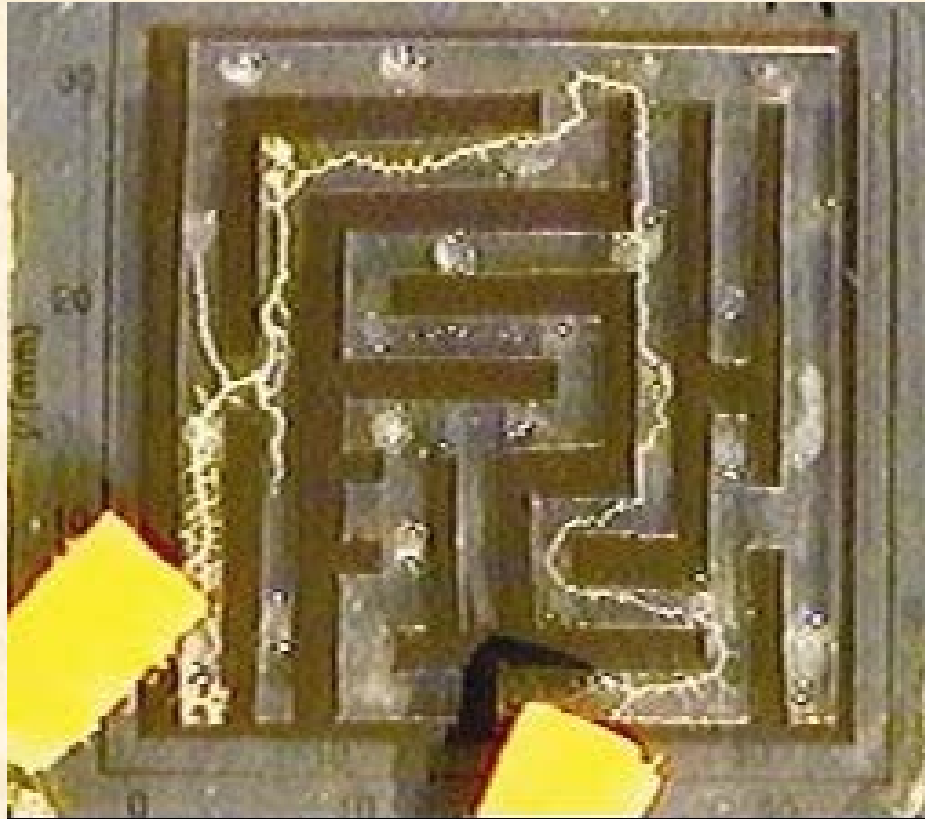
SMT-like



i) SMT-like

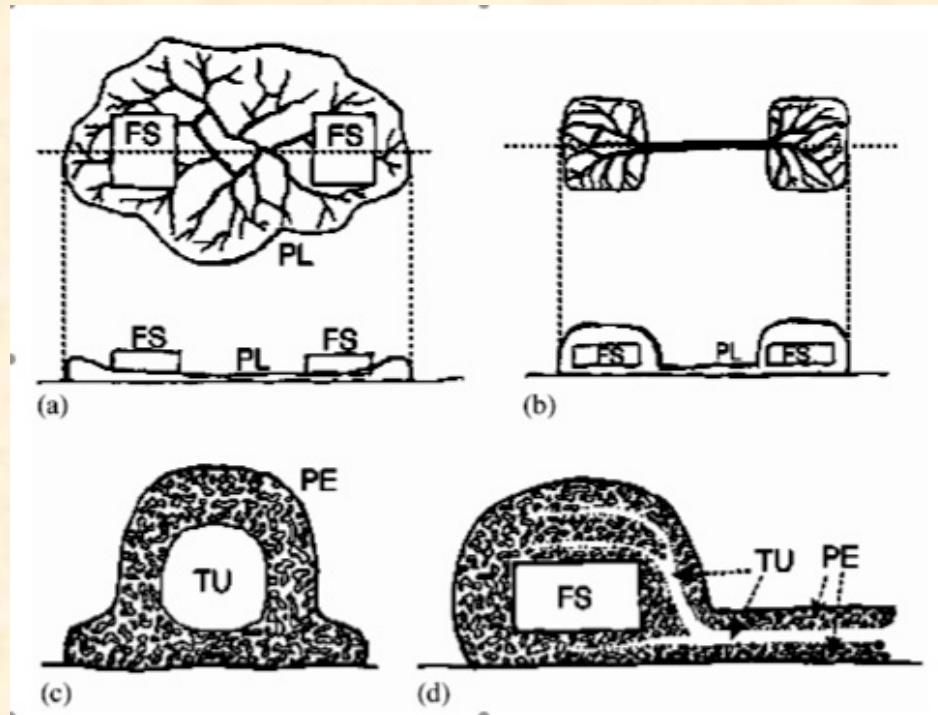
ii) combination

Maze Solving



Physical principles

- Mathematical model: feedback between thickness of tube and flux through it
 - More flux leads to wider tube
- Cytoplasmic streaming driven by rhythmic contractions of organism produces sheer stress to organize tubes



Mathematical model

- Cytosol is “shuttled” back and forth through the tubes-- most of the slime mold’s mass is at the food sources

The diagram shows the Hagen-Poiseuille equation for flow rate Q_{ij} through a tube. The equation is $Q_{ij} = \frac{\pi a_{ij}^4}{8\kappa} \frac{p_i - p_j}{L_{ij}}$. A light blue arrow labeled "Flux" points to the left of the equation. Four purple arrows point from labels to the variables in the equation: "Radius of tube" points to a_{ij} , "Pressure difference between ends of tube" points to $p_i - p_j$, "Viscosity of sol" points to κ , and "Length of tube" points to L_{ij} .

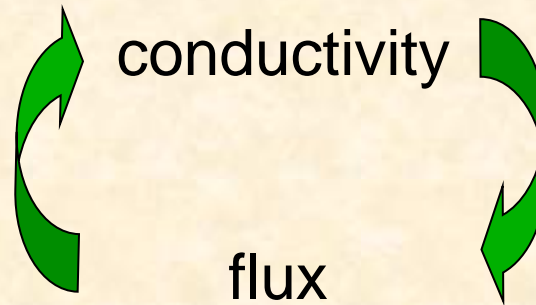
$$Q_{ij} = \frac{\pi a_{ij}^4}{8\kappa} \frac{p_i - p_j}{L_{ij}},$$

- Network of tubes “evolves” - conductivity D changes depending on flux through tube

$$\frac{d}{dt} D_{ij} = f(|Q_{ij}|) - D_{ij},$$

Evolution of network

- Positive feedback:



- Leads to:
 - Dead end cutting
 - Selection of solution path from other possibilities