Metaheuristics for the Haplotype Inference Problem: a preliminary analysis

*— **Position paper** —*

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Abstract. Haplotype Inference is a challenging problem in bioinformatics that consists in inferring the basic genetic constitution of diploid organisms on the basis of their genotype. This information allows researchers to perform association studies for the genetic variants involved in diseases and the individual responses to therapeutic agents.
A notable approach to the problem is to encode it as a combinatorial problem (under certain hypotheses, such as the *pure parsimony* criterion) and to solve it using off-the-shelf combinatorial optimization techniques. The main methods applied to Haplotype Inference are either simple greedy heuristic or exact methods (Integer Linear Programming, Semidefinite Programming, SAT encoding) that, at present, are adequate only for moderate size instances.
We believe that metaheuristic and hybrid approaches could provide a better scalability. Moreover, metaheuristics can be very easily combined with problem specific heuristics and they can also be integrated with tree-based search techniques, thus providing a promising framework for hybrid systems in which a good trade-off between effectiveness and efficiency can be reached.
In this paper we illustrate a feasibility study of the approach and discuss some relevant design issues, such as modeling and design of approximate solvers that combine constructive heuristics, local search-based improvement strategies and learning mechanisms. Besides the relevance of the Haplotype Inference problem itself, this preliminary analysis is also an interesting case study because the formulation of the problem poses some challenges in modeling and hybrid metaheuristic solver design that can be generalized to other problems.

1 Introduction

A fundamental tool of analysis to investigate the genetic variations in a population is based on *haplotype* data. A haplotype is a copy of a chromosome of a diploid organism (i.e., an organism that has two copies of each chromosome, one inherited from the father and one from the mother). The haplotype information allows to perform association studies for the genetic variants involved in

diseases and the individual responses to therapeutic agents. The assessment of a full Haplotype Map of the human genome is indeed one of the current high priority tasks of human genomics [21].

Instead of dealing with complete DNA sequences, usually the researchers are focusing on *Single Nucleotide Polymorphisms* (SNPs), which are the most common mutations among haplotypes. A SNP is a single nucleotide site (allele) where exactly two (out of four) different nucleotides occur in a large percentage of the population.

The haplotype collection is not an easy task: in fact, due to technological limitations it is currently infeasible to directly collect haplotypes in an experimental way, but rather it is possible to collect *genotypes*, i.e., the conflation of a pair of haplotypes. Moreover, instruments can only identify whether the individual is *homozygous* (i.e., the alleles are the same) or *heterozygous* (i.e., the alleles are different) at a given site. Therefore, haplotypes have to be inferred from genotypes in order to reconstruct the detailed information and trace the precise structure of human populations. This process is called *Haplotype Inference* and the goal is to find a set of haplotype pairs so that all the genotypes are *resolved*.

The main approaches to solve the Haplotype Inference are either combinatorial or statistical methods. However, both of them, being of non-experimental nature, need some genetic model of haplotype evolution, which poses some hypotheses to constraint the possible inferences to the ones compatible with the nature. In the case of the combinatorial methods, which are the subject of the present work, a reasonable criterion is the *pure parsimony* approach [8], which searches for the smallest collection of distinct haplotypes that solves the Haplotype Inference problem. This criterion is consistent with current observations in natural populations for which the actual number of haplotypes is vastly smaller than the total number of possible haplotypes.

Current approaches for solving the problem include simple greedy heuristic [4] and exact methods such as Integer Linear Programming [3, 8, 9, 14], Semidefinite Programming [11, 13], SAT models [16, 17]. These approaches, however, at present are adequate only for moderate size instances.

Up to the best of our knowledge, the only attempt to employ metaheuristic techniques for the problem is a recently proposed Genetic Algorithm [22]. However, also the cited paper does not report results on real size instances. Anyway, we believe that metaheuristic approaches could be effective on this problem since they could provide a better scalability.

In this work we make a preliminary conceptual analysis on the use of metaheuristics for the Haplotype Inference problem. We start introducing the Haplotype Inference problem in Section 2 and then we present two possible local search models for the problem (Section 3) highlighting the possible benefits and drawbacks of each model. Section 4 contains the description of metaheuristic approaches that, in our opinion, could be adequate for Haplotype Inference. In Section 5 we consider the role of constructive techniques in the hybridization with metaheuristics and, finally, in Section 6 we discuss our proposals and outline future developments.

2 The Haplotype Inference problem

In the Haplotype Inference problem we deal with *genotypes*, that is, strings of length m that corresponds to a chromosome with m sites. Each value in the string belongs to the alphabet $\{0, 1, 2\}$. A position in the genotype is associated with a site of interest on the chromosome (e.g., a SNP) and it has value 0 (wild type) or 1 (mutant) if the corresponding chromosome site is a homozygous site (i.e., it has that state on both copies) or the value 2 if the chromosome site is heterozygous. A *haplotype* is a string of length m that corresponds to only one copy of the chromosome (in diploid organisms) and whose positions can assume the symbols 0 or 1.

Given a chromosome g, we are interested in finding an unordered[3] pair of haplotypes $\eta = \langle h, k \rangle$ that *resolves* the chromosome. We say that the pair $\langle h, k \rangle$ resolves g, and we write $\langle h, k \rangle \rhd g$, if the following conditions hold (for $j = 1, \ldots, m$):

$$g[j] = 0 \Rightarrow h[j] = 0 \wedge k[j] = 0 \tag{1}$$

$$g[j] = 1 \Rightarrow h[j] = 1 \wedge k[j] = 1 \tag{2}$$

$$g[j] = 2 \Rightarrow (h[j] = 0 \wedge k[j] = 1) \vee (h[j] = 1 \wedge k[j] = 0) \tag{3}$$

Conditions (1) and (2) require that both haplotypes must have the same value in all homozygous sites, while condition (3) states that in heterozygous sites the haplotypes must have different values.

Therefore, in the case of a single genotype string, the haplotype values at a given site are predetermined in the case of homozygous sites, whereas there is a freedom to choose between two possibilities at heterozygous places. This means that for a genotype string with l heterozygous sites there are 2^{l-1} possible pairs of haplotypes that resolve it.

As an example, consider the genotype $g = (0212)$, then the possible pairs of haplotypes that resolve it are $\langle (0110), (0011) \rangle$ and $\langle (0010), (0111) \rangle$.

After these preliminaries we can state the *Haplotype Inference* problem as follows:

Definition 1 (Haplotype Inference problem). *Given a population of n individuals, each of them represented by a genotype string g_i of length m we are interested in finding a set R of n pairs of (not necessarily distinct) haplotypes $R = \{\eta_1 = \langle h_1, k_1 \rangle, \ldots, \eta_n = \langle h_n, k_n \rangle\}$, so that $\eta_i \rhd g_i$. We call H the set of haplotypes used in the construction of R, i.e., $H = \{h_1, \ldots, h_n, k_1, \ldots, k_n\}$.*

Of course, from the mathematical point of view, there are many possibility in constructing the set R since there is an exponential number of possible haplotypes for each genotype. However, the knowledge about the biological phenomena should guide the selection of the haplotypes used by constraining it through a genetic model.

[3] In the problem there is no distinction between the maternal and paternal haplotypes.

One natural model of the Haplotype Inference problem is the already mentioned *pure parsimony* approach that consists in searching for a solution that minimizes the total number of distinct haplotypes used or, in other words, $|H|$, the cardinality of the set H.

It has been shown that the Haplotype Inference problem under the pure parsimony hypothesis is APX-hard [14] and therefore NP-hard.

3 Local Search models for Haplotype Inference

We start our conceptual analysis of metaheuristic approaches for Haplotype Inference with the basic building blocks of local search methods. Indeed, in order to apply this class of methods to a given problem we need to specify three entities, namely the *search space*, the *cost function* and the *neighborhood relation*, that constitute the so-called *local search model* of the problem.

In the following subsections we consider some natural choices for the search space and the cost function, and we try to envisage their benefits and drawbacks on the basis of the general experience on different problem domains. Instead, the discussion of the possible neighborhood relations is provided in the next section together with the general strategies for tackling the problem.

3.1 Search space

As the search space for the Haplotype Inference problem we could either adopt a *direct* or *indirect* representation as explained below.

Direct representation: This search space is based on a straightforward encoding of the problem. In this representation we consider, for each genotype g, the pair of haplotypes $\langle h, k\rangle$ that resolves it. Therefore in this representation all the genotypes are fully resolved at each state by construction. The search space is therefore the collection of sets R defined as in the problem statement.

Notice that, due to the resolution definition, only one of the two haplotypes composing the pair, say h, could be chosen to represent the state, since the other haplotype can be directly inferred from h and the genotype g thanks to the Conditions (1)–(3). Moreover, since the pair is unordered, the haplotype pair $\langle h, k\rangle$ is equal to $\langle k, h\rangle$, therefore we can break this symmetry by selecting the haplotype h as the representative for the state if $h \prec k$, where the symbol $\prec$ indicates the lexicographic precedence of the two strings, otherwise we select k as the representative.

Indirect representation: In the indirect representation, instead, we deal with sets of haplotypes that are the elements of the set H. An element $h \in H$ is a *potential resolvent* of a genotype g, and it actually resolve it only whether its companion k, so that $\langle h, k\rangle \rhd g$, also belongs to H. As a consequence, in this representation not necessarily all the genotypes have a resolvent and the search space is the powerset $\mathcal{P}(\bigcup_{i=1}^{n} A_i)$, where $A_i = \{h | \exists k \langle h, k\rangle \rhd g_i\}$

is the set of all potential resolvents of a genotype g_i of the problem. This formulation is an indirect representation of the problem, since the genotype resolution is only potential and a solution of the problem must be constructed on the basis of the haplotypes selected in a given state.

The direct representation is in general more adequate for hybridization with constructive methods since it maintains the feasibility (i.e., the resolution of all genotypes) at every state of the search. For example it makes possible to employ local search in a GRASP-like manner [20] or to hybridize it with more informed strategies making use problem-specific knowledge.

On the other hand, in some problem domains, this type of representation could constrain too much the search so that it is difficult to explore different areas of the search space because of the impossibility to relax feasibility constraints. For this reason, sophisticated metaheuristic approaches must be employed to improve the effectiveness of methods based on this representation.

Moreover, this formulation makes the neighborhood design more difficult since the search can move only from and to fully resolved sets of genotypes. A possibility to deal with this complication could be the fine-grain hybridization with declarative neighborhood formulations that explicitly encode the feasibility constraints (e.g., those expressed through Constraint Programming or Integer Linear Programming).

On the contrary, the indirect representation does not guarantee feasibility at every search step since in a given state it is not mandatory to resolve all the genotypes. As a consequence, it commonly happens that in this kind of search spaces a great part of the search effort focuses in uninteresting areas of the search space just to pursue a feasible solution.

Nevertheless, this representation permits more freedom to explore different areas of the search space and a higher degree of flexibility. For example, it allows an easier design of neighborhood relations.

3.2 Cost function

As for the cost function we identify different components related either to optimality or to feasibility of the problem.

A natural component is the objective function of the original problem, that is the cardinality $|H|$ of the set of haplotypes employed in the resolution.

$$f_1 = |H| \tag{4}$$

In the indirect representation, however, we must also include the so-called *distance to feasibility*, which can simply be measured as the number of genotypes not resolved in the current solution.

$$f_2 = |\{g | \nexists h, k \in H : \langle h, k \rangle \rhd g\}| \tag{5}$$

Moreover in both formulations we might want to include some heuristic measure related to the potential quality of the solution. To this respect, a possible measure could be the number of genotypes resolved by each haplotype.

$$f_3 = \sum_{h \in H} |\{g | \exists k \in H : \langle h, k \rangle \rhd g\}| \tag{6}$$

Components f_1 and f_2 have to be minimized in the cost function whereas, in contrast, f_3 must be maximized. To simplify the formulation we prefer to deal only with minimization components, therefore we consider the function $f'_3 = n|H| - f_3$ ($n|H|$ is an upper bound on function f_3) as the component to be included in the cost function.

The cost function F is then the weighted sum of the three components:

$$F = \alpha_1 f_1 + \alpha_2 f_2 + \alpha_3 f'_3 = |H|(n\alpha_3 - \alpha_1) + \alpha_2 f_2 \tag{7}$$

in which the weights α_1, α_2 and α_3 must be chosen for the problem at hand to reflect the trade-offs among the different components.

Notice that α_2 can be zero in the case of the direct representation of the search space. Conversely, α_2 must be a value much greater than the possible values of the other components in the case of the indirect representation in order to reflect the importance of feasibility.

4 Metaheuristic approaches

In this section we discuss some possible metaheuristic approaches to tackle the problem and we emphasize their strengths and weaknesses.

In the following discussion we will assume states encoded with the indirect formulation, even if most of the considerations holds also for the direct formulation. Indeed, the difference between the two is that the latter is associated to a cost function in which the distance from a feasible solution is not considered, as all states are feasible.

In general, the problem can be solved either by trying to solve it for a given cardinality $k = |H|$, progressively decreased during search, or by trying to minimize $|H|$ while searching at the same time a set of haplotypes that resolve all the genotypes. The first approach is often preferred over the former as it can be easily reduced to a sequence of feasibility problems (see, for example, the case of graph coloring problem family [10]). Nevertheless, this method might require a very high execution time, because a quite long series of feasibility problems has often to be solved. In the next subsections we detail some promising formulations, using either of the mentioned approaches, which can be effectively employed by metaheuristic strategies such as Tabu Search, Iterated local search, Variable neighborhood search, etc. [2]. Indeed, the choice of the actual metaheuristic is in general orthogonal with respect to the formulation.

4.1 Iterative minimization of the number of haplotypes

This approach is based on the classical method of iteratively solving the problem by decreasing values of $k = |H|$. Hence, the problem is reduced to find k different

haplotypes such that all the genotypes can be resolved. A solution to the problem is represented by a set of distinct haplotypes. Neighborhoods can be defined in many ways; in the following we discuss what we believe are the most promising ones.

Hamming neighborhoods As it is often the case with solutions encoded as boolean variables, also in this case we can consider a neighborhood based on Hamming distance. In particular, a good trade-off between exploration and execution time is the 1-Hamming distance neighborhood w.r.t. each haplotype in the current solution. The exploration of such a neighborhood has a time complexity of $O(nk)$, where k is the number of haplotypes and n the number of sites per haplotype. Besides its low time complexity, this neighborhood has the advantage of making it very easy to generate more complex neighborhoods just by concatenating 1-Hamming distance moves. The drawback of this choice relies in its local character of exploring neighboring solutions, that might not help search escape from areas in which it has been attracted.

Deletion/insertion A complementary neighborhood structure is the one that does not pose restrictions on the distance among solutions. The neighborhoods based on deletion/insertion consist in deleting an haplotype in the solution and inserting a new one. The criteria upon which haplotypes are deleted and inserted define the actual neighborhood; moreover, the way the neighborhood is explored represents another degree of freedom.

The most general neighborhood relation would be to try the move deletion/insertion for all the possible combinations, i.e., for each haplotype in the solution, try to substitute it with each possible new haplotype and check the corresponding cost function. Since the number of haplotypes with n sites is 2^n, this choice is in general not feasible. A more practical solution, instead, consists of choosing the new haplotype among the ones stored in a kind of candidate set of given cardinality. Among the possible ways of generating the candidate set we may distinguish between random and heuristically generated. The general neighborhood relation can thus be defined as follows:

$$N(s) = \{M | M = N(s) \setminus s' \cup z, s' \in N(s), z \in C\} \tag{8}$$

where s is the current solution and C the candidate set. Both the elements and cardinality of C can be kept constant or varied during search. Since the complexity of enumerating all the neighborhood is $O(|H| \cdot |C|)$, an efficient balance between exploration and time complexity has to be set.

A hybrid strategy: Iterated local search The characteristics of the previous described neighborhoods can be combined in a single metaheuristic such as Iterated local search [15]. This local search metaheuristic uses the first neighborhood (1-Hamming) with a local search metaheuristic (e.g., hill climbing, tabu search, etc.) until stagnation, then a run of another local search method with

the insertion/deletion neighborhood is performed in order to move away from the attractor (perturbation phase). The strategy is described in algorithm 1.

Algorithm 1 Two neighborhoods Iterated Local Search

```
s_0 ← GenerateInitialSolution()
s* ← LocalSearch(s_0) with 1-Hamming neighborhood
while termination conditions not met do
  s' ← LocalSearch(s*) with I/D neighborhood {perturbation phase}
  s*' ← LocalSearch(s') with 1-Hamming neighborhood
  s* ← ApplyAcceptanceCriterion(s*, s*', history)
end while
```

4.2 Minimization and feasibility approach

The second approach for tackling the Haplotype Inference problem defines a search strategy that tries to minimize $|H|$ and resolve all the genotypes at the same time. In such a case, it is possible that some genotypes are not resolved during search, therefore also states which are infeasible w.r.t. the original problem formulations are explored during search. We will illustrate two possible strategies for implementing metaheuristics based on this problem formulation.

Dynamic local search The core of a possible local search strategy for this model strongly relies on an effective penalty mechanism that should be able to guide the search toward 'good' (i.e., at low values of $|H|$) and feasible (i.e., all genotypes are resolved) states. A very effective technique for achieving such a search guidance is what is usually called *Dynamic local search* [10], in which the cost function is composed of two (or more) components, each with a weight that is dynamically varied during search. In formulas, referring to the cost functions defined in section 3.2:

$$\begin{aligned} F &= w_1 f_1 + w_2 f_2 \\ &= w_1 |H| + w_2 |\{g | g \text{ is not resolved from haplotypes in } H\}| \end{aligned} \tag{9}$$

The coefficients w_1 and w_2 are varied during search by trying to explore feasible states with $|H|$ as low as possible. Effective techniques for achieving this goal can be inspired by Guided local search, as discussed in [2] and, more in general, Dynamic local search strategies described in [10]. The high level description of this metaheuristic is reported in algorithm 2. A very effective scheme used for weight update is the *shifting penalty* method, that, in this case, can be implemented as follows. First of all, w_1 and w_2 have to be initialized in such a way that the contribution of $w_2 f_2$ (feasibility) is higher than the

optimization contribution of $w_1 f_1$. Then, during search, if the set of haplotypes resolve all the genotypes for K consecutive iterations, w_2 is reduced (by a small random factor $\gamma > 1$), otherwise it is increased (by a comparable value).

Algorithm 2 Dynamic Local Search for Haplotype Inference problem

```
s ← GenerateInitialSolution()
while termination conditions not met do
  s ← LocalSearch(s)
  Update(weights w1, w2)
end while
```

Adaptive constructive approach Another very promising approach, which deals with both direct and indirect representation of the search space, is inspired by Strategic oscillation [6] and Squeaky wheel search [12]. The idea is to expand and reduce the set of haplotypes in solution by trying to minimize the combined cost function F defined above. The difference between these and dynamic local search is that the focus of this algorithm is based on the selection of elements to be deleted and to be inserted, i.e., the critical decision is on the delete and insert sets. Several effective techniques can be employed, such as the already mentioned Strategic oscillation and Squeaky wheel search; moreover, some incomplete iterative constructive heuristics could be effectively applied, such as Incomplete dynamic backtracking [19].

As an example, we briefly discuss one of the possible implementations of such a strategy for tackling the Haplotype Inference problem. In this implementation, haplotypes are added one at a time and we use a probabilistic criterion for accepting the new haplotype. As shown in algorithm 3, we start with an empty set of haplotypes and we incrementally add one element at a time. The criteria upon which the candidate set is built and the new haplotype is chosen can be based on heuristics or randomness or both. The new element is always added to the current solution if it decreases the cost function (i.e., the overall quality of the solution increases); even if it does not improve the current solution, it can be added anyway in a simulated annealing fashion.

When the cardinality of $|H|$ reaches its maximum value (parameter of the algorithm) some haplotypes are removed from the solution and the insertion restarted on this smaller set. As one can easily see, there are many choices a designer has to make and the implementation and comparison of these techniques is subject of ongoing work.

5 Constructive procedures

Constructive heuristics produce often an important contribution to the effectiveness of the metaheuristic. Initial sets of haplotypes can be constructed on

Algorithm 3 Adaptive constructive metaheuristic for the Haplotype Inference problem

```
s ← ∅ {Initial solution is an empty set}
while termination conditions not met do
  s' ← s ∪ h', h' ∈ C {Choose haplotype to add from the candidate set}
  Δ ← F(s') − F(s)
  if Δ < 0 then
    s ← s'
  else
    With probability p(Δ, history): s ← s'
  end if
  if |H| > maxCard then
    Delete q haplotypes from s
  end if
end while
```

the basis of several heuristics. For instance, variations of the Clark's algorithm and the other rule-based methods described in [7] can be employed. Moreover, some SAT/Constraint Programming-based techniques can be used to reduce the search space for the initial solution construction.

One critical factor the designer has to take into account is whether to prefer small $|H|$ over number of resolved genotypes or viceversa. In the first case, a better choice would be to start from an empty set, while in the second a complete set (corresponding to the direct formulation) would be preferable. Furthermore, constructive procedures should also be employed for generating the candidate sets, as this could make the search more effective.

6 Discussion and future work

We have presented a feasibility study on the application of metaheuristics to the Haplotype Inference problem. The main purpose of this work was to point out critical design issues about the problem in order to guide future developments and to foster further research on metaheuristic approaches to this problem. Indeed, we believe that the Haplotype Inference problem could become a relevant problem subject of application of metaheuristic techniques. However, besides the relevance of the Haplotype Inference problem itself, this preliminary analysis has posed some challenges in modeling hybrid metaheuristic solver design that can be generalized to other problems.

The result of this analysis is in some sense a roadmap of the work that has still to be done. The first steps consist in implementing the described metaheuristic solvers for the problem and evaluating them on some benchmarks. To this respect we plan to use a set of publicly available datasets (simulated or extracted from the HapMap project), which are provided by J. Marchini at the website `http://www.stats.ox.ac.uk/~marchini/phaseoff.html`.

Afterwards, we will investigate the ways in which domain specific knowledge can be integrated in the metaheuristics. As an example, it is possible to easily construct (in)compatibility relations between genotypes and it will be interesting to exploit this information to make the search more effective. Other ways to integrate domain specific information is through the hybridization with constructive techniques or with other search paradigms (e.g., Constraint Programming [1]).

Finally, in future work we intend also to take into consideration different kind of metaheuristics such as population-based algorithms (e.g., Ant-Colony Optimization [5] or Memetic algorithms [18]).

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