

Highlight description of
constrained group placement
algorithm

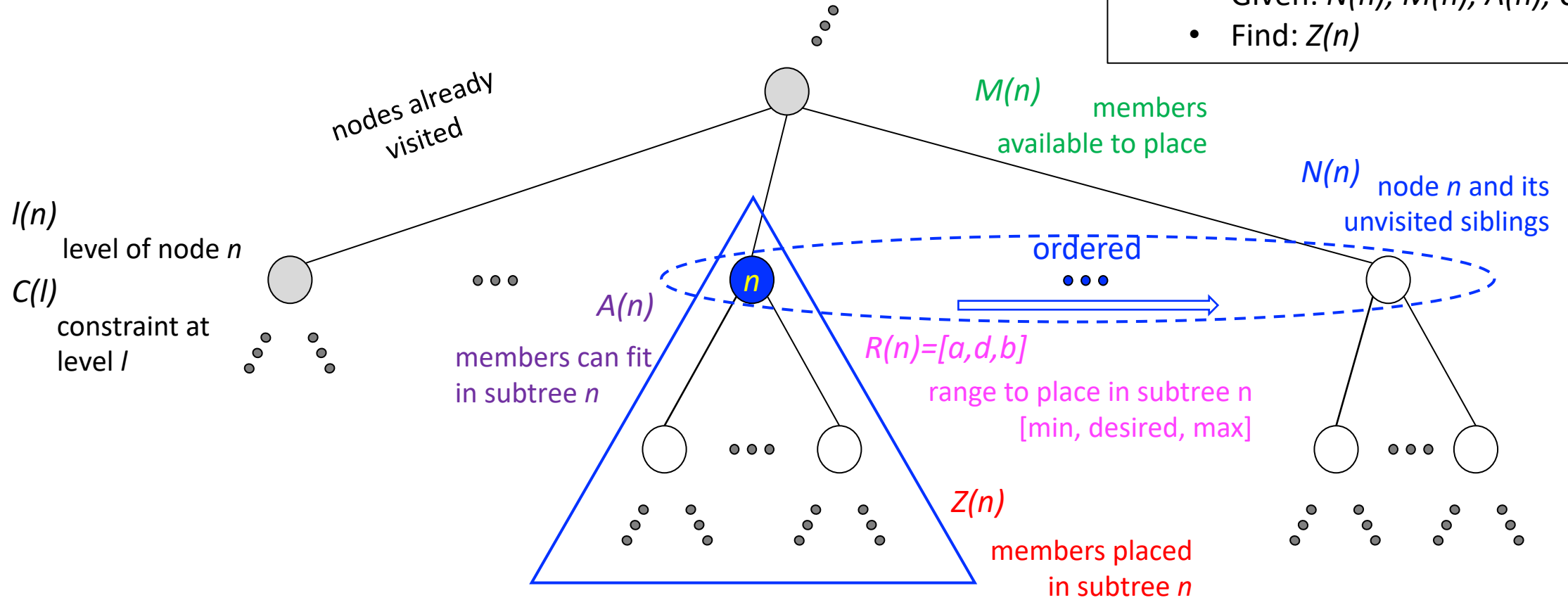
Placement algorithm

- Traverse physical tree in depth first order
- Solve placement subproblem when visiting node n
- Choice of heuristics
 - ordering of sibling nodes
 - determination of placement range
 - selection of best number to place at a node
- Return of logical tree, representing placement result
- Variations of algorithm
 - place a partially placed group
 - place dynamic group (size changes)

Visit node n

Placement problem at node n :

- Given: $N(n)$, $M(n)$, $A(n)$, $C(l(n))$
- Find: $Z(n)$



Procedure:

- Calculate $R(n)$ based on $N(n)$, $M(n)$, $C(l(n))$
- Calculate best choice $Z^*(n)$ based on $A(n)$ in $R(n)$
- Order and visit children of n
 - visit first child with $M(.)=Z^*(n)$
 - visit next, subtracting $Z(.)$ from $M(.)$ and adjusting $N(.)$
- $Z(n)$ is total placed in subtree n

Initially,

- n = root
- $N(n) = 1$
- $M(n)$ = group size

Setting range based on level constraint

$$R = [a, d, b]$$
$$[\text{min, desired, max}]$$

Constraint, C	Pack	Spread
Hard	[M, M, M]	[1, 1, 1]
Soft	[1, M, M]	[1, ceil(M/N), M]

- Let
- $M(n) = M$
 - $N(n) = N$
 - $C(l(n)) = C$

Setting best number to place

$Z^* = \min\{\min\{A, b\}, d\},$ $A \geq a$ $0,$ $A < a$

- Let
- $A(n) = A$
 - $Z^*(n) = Z^*$

Partial placement

Given a partially placed group, place remainder of group

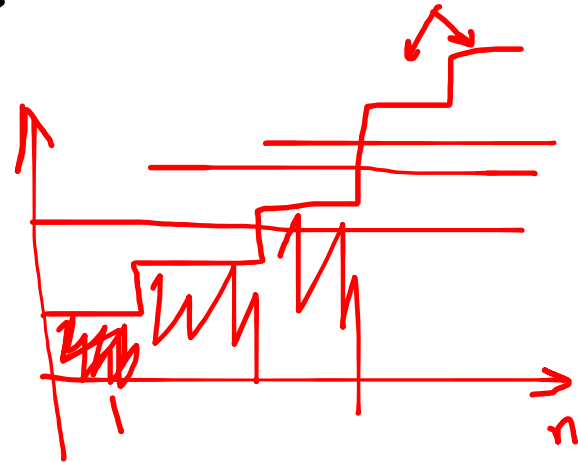
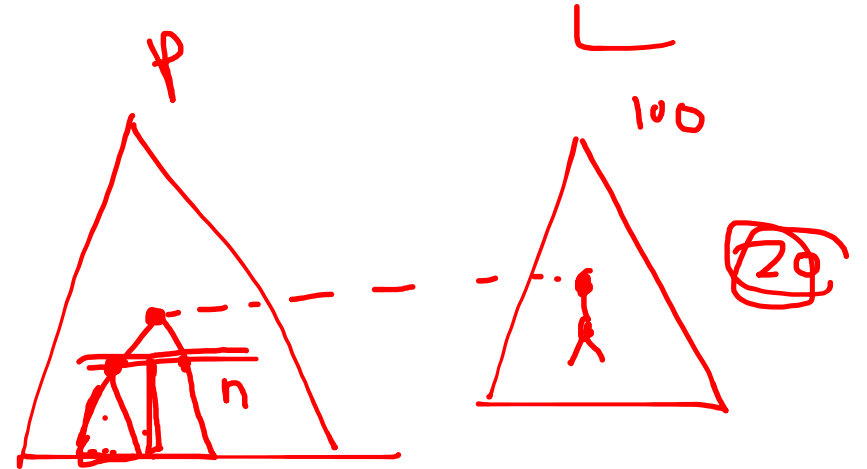
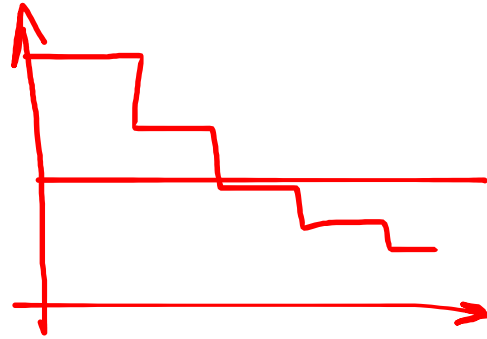
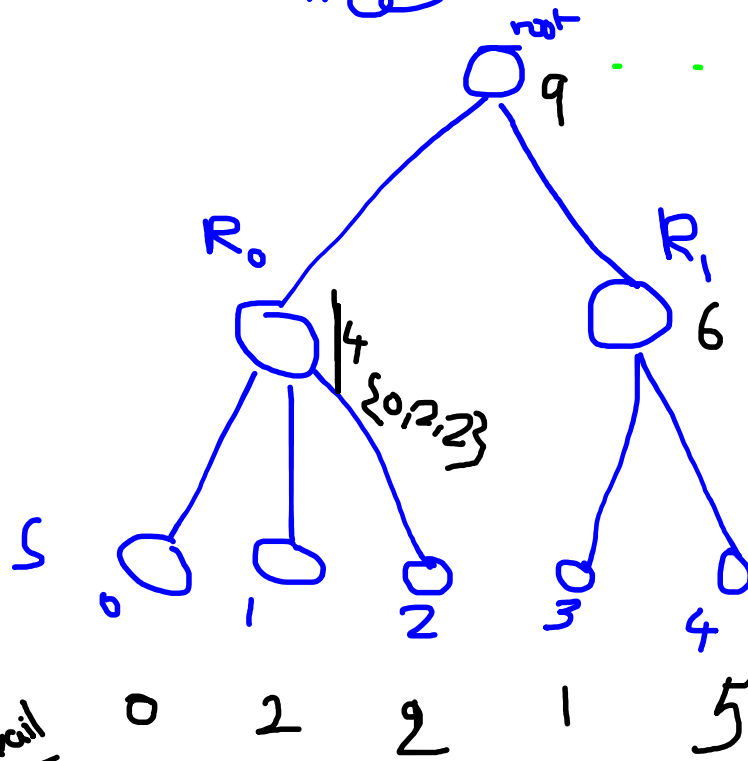
- Let $B(n)$ be the number of members already placed in subtree rooted at node n
- Modify Visit node n
 - add primary ordering criterion, decreasing $B(.)$
 - calculation of range $R(n)$ remains same
 - when selecting best choice $Z^*(n)$
 - use $(A(n) + B(n))$ instead of $A(n)$
 - if $Z^*(n) < B(n)$ then return failure (cannot satisfy constraint given partial placement)
 - on leaf nodes, place over partially placed entities
- Logical tree includes partially and newly placed entities

Background

P Tree:

LTre: 4 + C
O_{max}

[S read
Pack ✓ S ← level



PH [min * max
 , ,]

PS
SH
(SS)
20, 20, 20
1, 20, 20
1, 1, 1
1, 20/n, 20