DIRECTED ORDERED ACYCLIC GRAPHS

ASYMPTOTIC ANALYSIS AND EFFICIENT RANDOM SAMPLING

Martin Pépin

joint work with Antoine Genitrini & Alfredo Viola

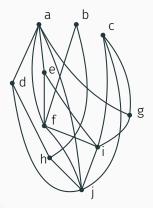




Directed Acyclic Graphs

Directed Acyclic Graph (DAG)

- A finite set of vertices V e.g. $\{a, b, c, \dots, j\}$;
- a set of directed edges $E \subseteq V \times V$;
- no cycles.



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Without labels: Unlabelled DAGs 🖑

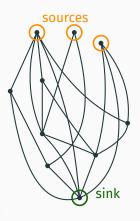


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Omnipresent data structure:

- Encoding partial orders in scheduling problems;
- · Git histories;
- · Bayesian networks in probabilities;
- genealogy trees (those are not trees!);
- class inheritance in OOP;
- compacted trees (or XML documents);
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- Inclusion-exclusion
- No or little control over the number of edges
- Only binary

Still missing

- Finer control over the number of edges?
- What can we say about compacted structures?

Outline of the presentation

Background

Directed ordered acyclic graphs

→ definition and recursive decomposition

Asymptotic analysis

→ matrix encoding

→ asymptotic result

→ faster sampler

Bonus: labelled DAGs

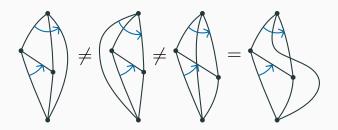
→ another way of counting

A new kind of DAG

Directed Ordered Acyclic Graphs

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- + a total order on the **outgoing** edges of each vertex
- + a total order on the sources
- + only one sink

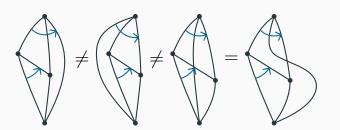


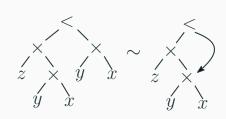
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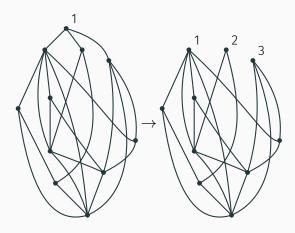
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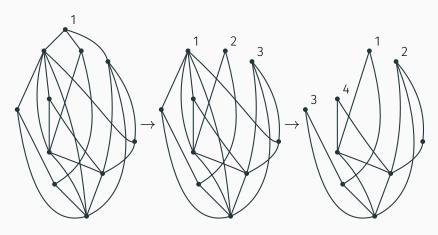
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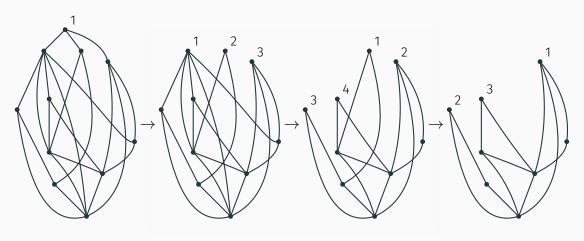
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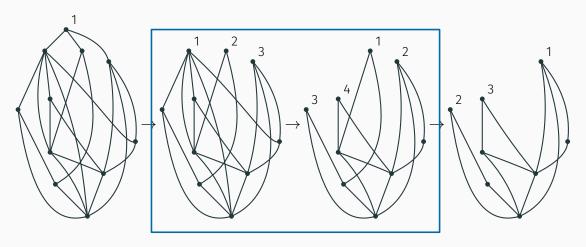






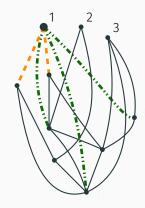




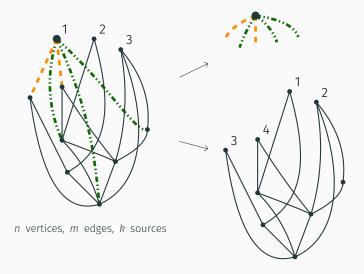


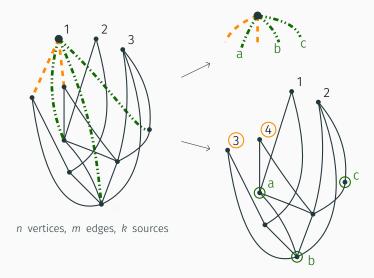


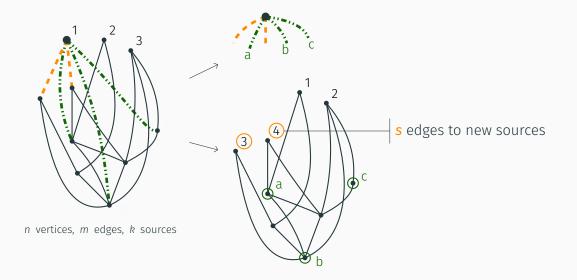
n vertices, m edges, k sources

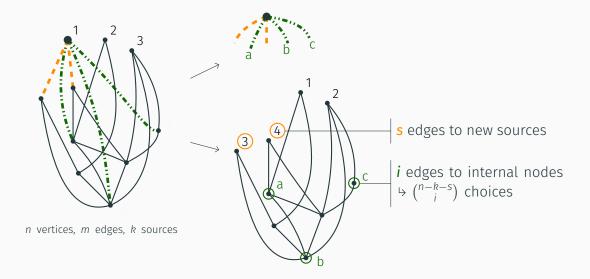


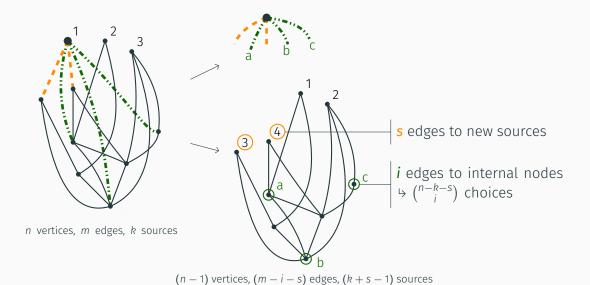
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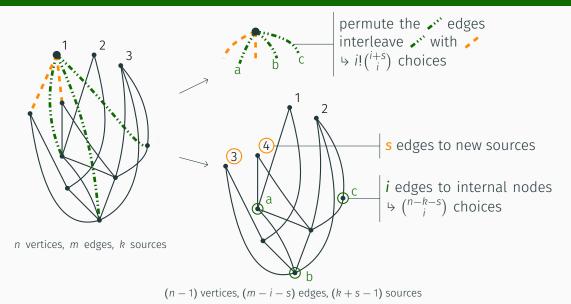








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Recurrence formula

Counting formula

$$D_{n,m,k} = \#\{DOAGs \text{ with } n \text{ vertices, } m \text{ edges and } k \text{ sources}\}$$

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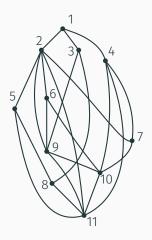
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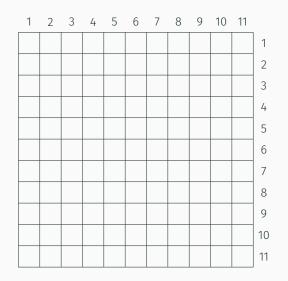
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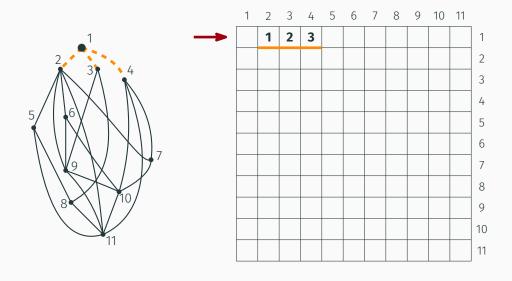
Number of single-source DOAGs

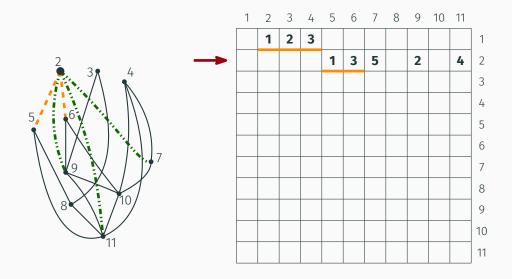
$$D_n \underset{n \to \infty}{\sim} c \cdot n^{-1/2} \cdot e^{n-1} \cdot |n-1|$$

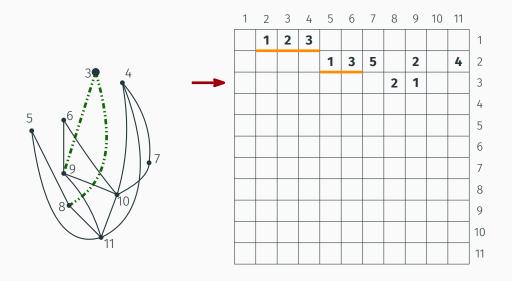
for $c \approx 0.30256$ and where $m! = \prod_{k=1}^{m} k!$.

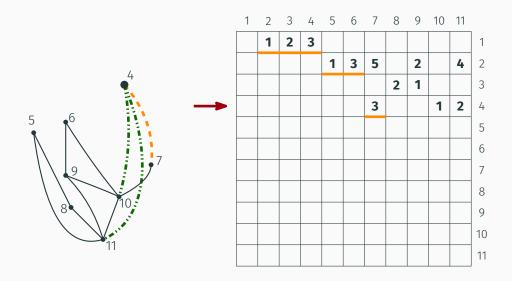


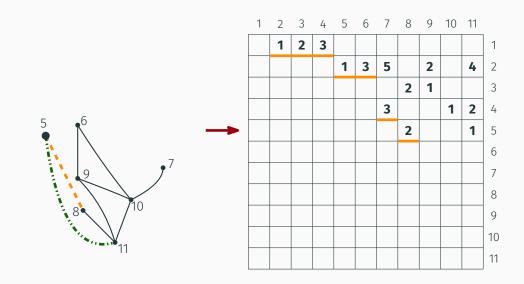


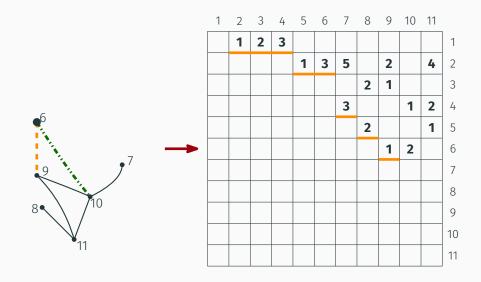


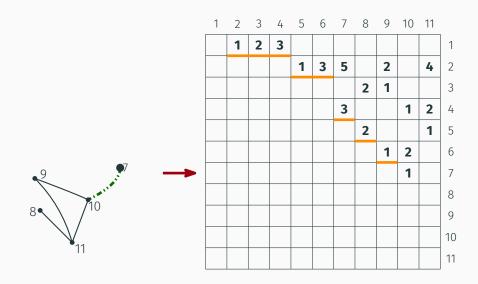


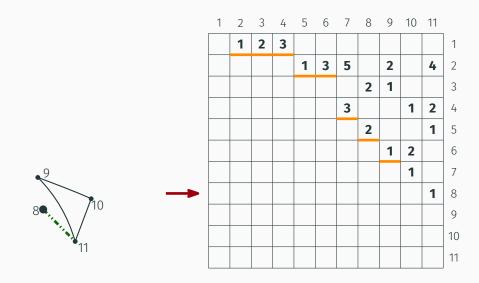


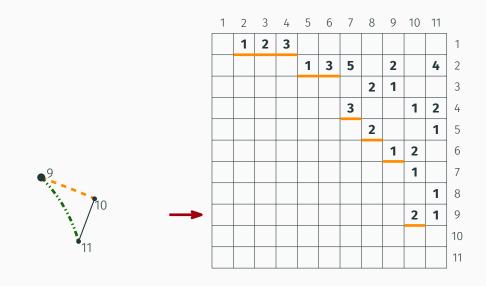


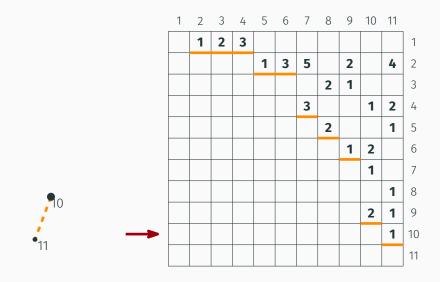


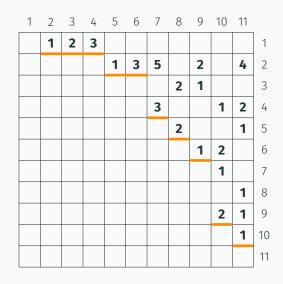




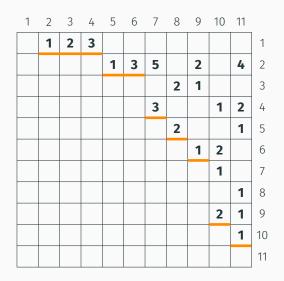




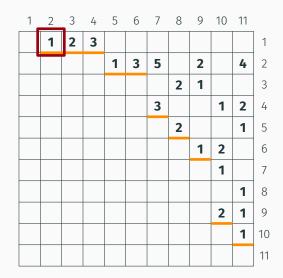




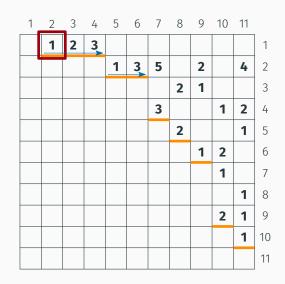
1. strict upper triangular matrix;



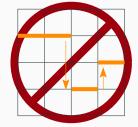
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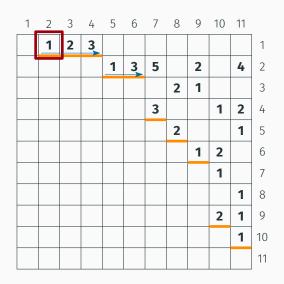


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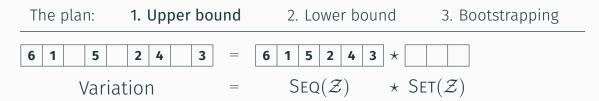


The plan: 1. Upper bound 2. Lower bound 3. Bootstrapping

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Variation

SEQ(Z) \star SET(Z)

V(z)

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 - Variation

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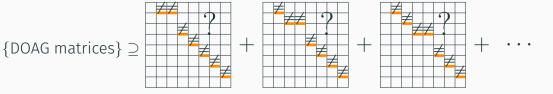
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$$D_n \le \prod_{k=1}^{n-1} v_k \le e^{n-1} ; n-1!$$

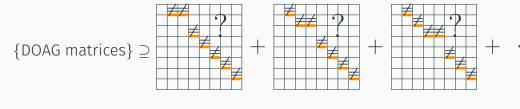
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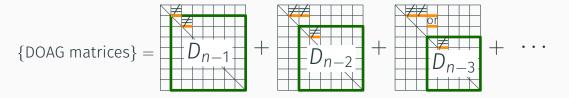
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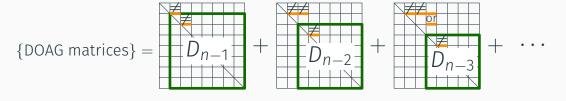
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$$P_n = P_{n-1} \left(1 - \frac{1}{2n} + O(n^{-2}) \right) \Rightarrow P_n \sim c \cdot n^{-1/2}$$

Corollary

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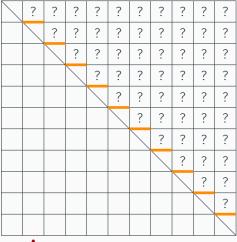
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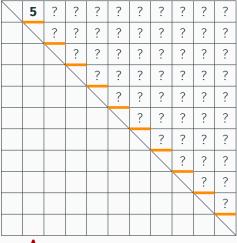
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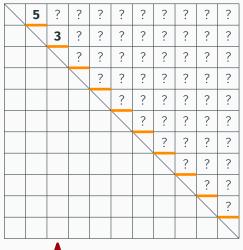
Cost(successful generation) + #rejections × Cost(failed generation)
=
$$\frac{n^2}{2} \log_2(n) + O(\sqrt{n} \cdot \text{Cost}(\text{one failed generation}))$$



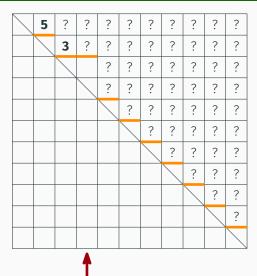


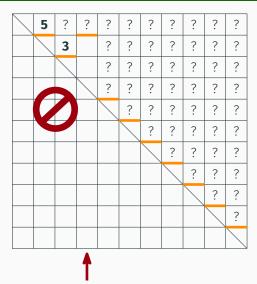


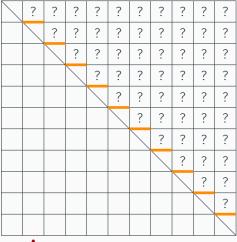




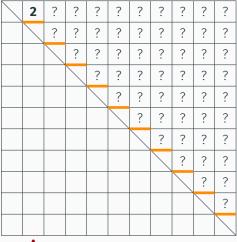




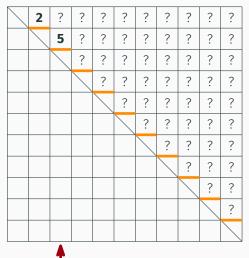




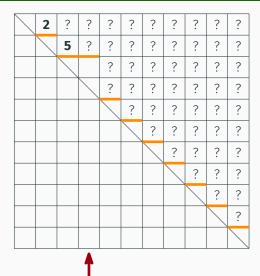


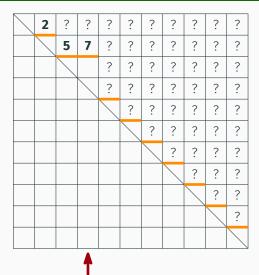


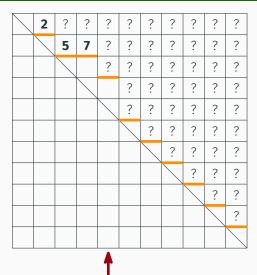


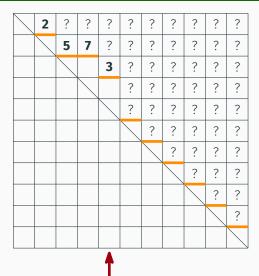


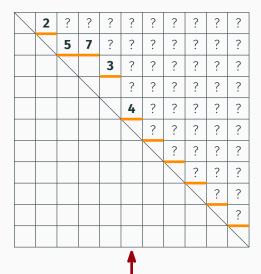


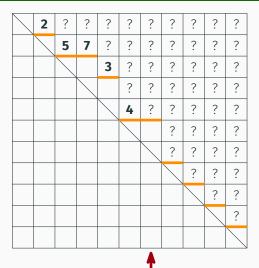


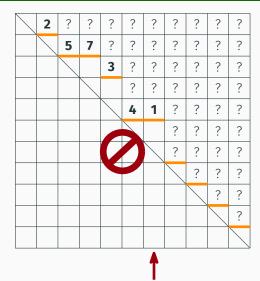


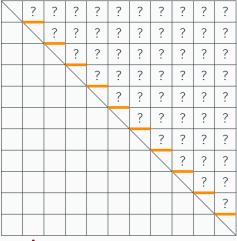




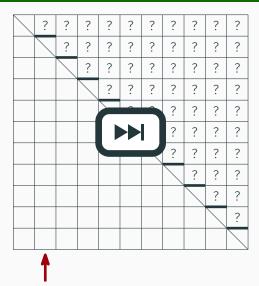


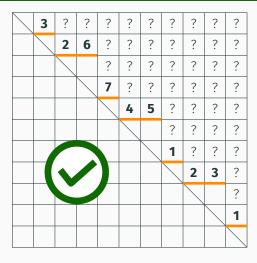


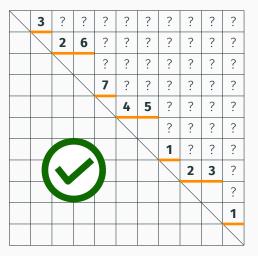












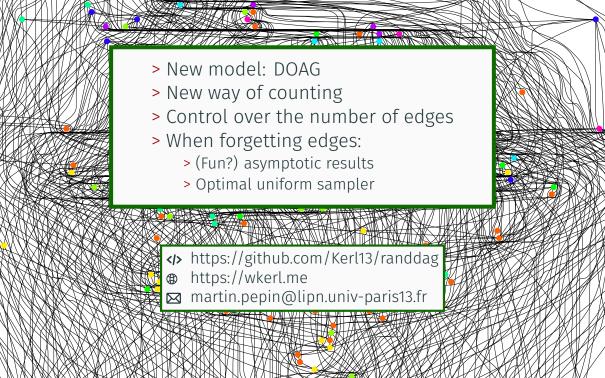
Complexity =
$$O(n \ln(n))$$
 Total complexity = $\frac{n^2}{2} \log_2(n) + O(\sqrt{n} \cdot n \ln(n))$

Perspectives

• Law of the number of edges?

Perspectives

- · Law of the number of edges?
- · Multigraph equivalent: DOAMG
 - Identical to compacted plane trees
 - · We have to count by edges
 - · Simpler recurrence relation
 - No asymptotics (yet)
 - · Collaborations with Alfredo Viola (Montevideo) and Michael Wallner (TU Wien)



Outline of the presentation

Background

Directed ordered acyclic graphs

→ definition and recursive decomposition

Asymptotic analysis

→ matrix encoding

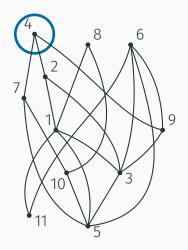
→ asymptotic result

→ faster sampler

Bonus: labelled DAGs

→ another way of counting

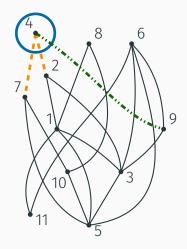
Idea: mark one source, and remove it.



 $A_{n,m,k} = \#DAGs$ (*n* vertices, *m* edges, *k* sources)

$$kA_{n,m,k} =$$

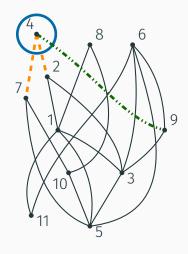
Idea: mark one source, and remove it.



$$A_{n,m,k} = \#DAGs$$
 (*n* vertices, *m* edges, *k* sources)

$$k A_{n,m,k} = n \sum_{i,s} A_{n-1,m-i-s,k+s-1} {k+s-1 \choose s} {n-s-k \choose i}$$

Idea: mark one source, and remove it.

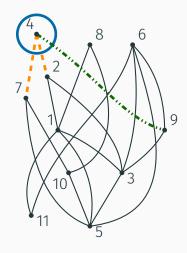


 $A_{n,m,k} = \#DAGs$ (*n* vertices, *m* edges, *k* sources)

$$k A_{n,m,k} = n \sum_{i,s} A_{n-1,m-i-s,k+s-1} {k+s-1 \choose s} {n-s-k \choose i}$$

→ New counting formula for DAGs;

Idea: mark one source, and remove it.



 $A_{n,m,k} = \#DAGs$ (*n* vertices, *m* edges, *k* sources)

$$k A_{n,m,k} = n \sum_{i,s} A_{n-1,m-i-s,k+s-1} {k+s-1 \choose s} {n-s-k \choose i}$$

- → New counting formula for DAGs;
- ightarrow Effective sampler with fixed number of edges and vertices.

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