

# Constructive enumeration and uniform random sampling of DAGs

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# Outline

Background

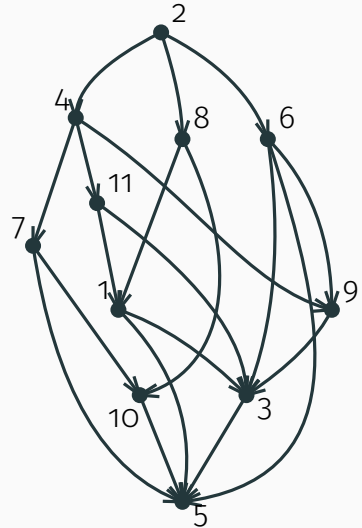
Directed Ordered Acyclic Graphs

Extensions

Conclusion and future work

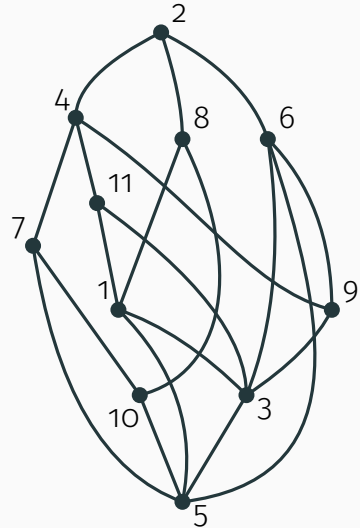
# Directed Acyclic Graphs

- > A finite set of vertices  $V$  e.g.  $\{1, 2, \dots, n\}$ ;
- > a set of directed edges  $E \subseteq V \times V$ ;
- > no cycles:  $v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_n = v_1$ .



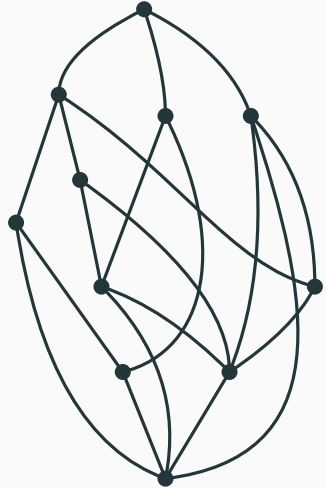
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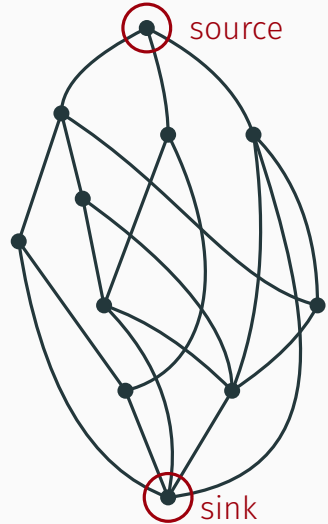
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- Inclusion-exclusion
- No or little control over the number of edges

- > Finer control over the number of edges?
- > Sampling of unlabelled structures?

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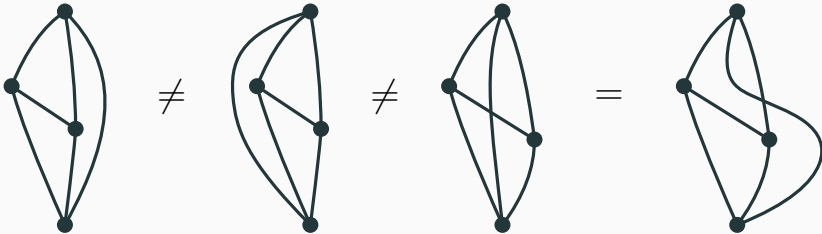
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# A new kind of DAG

## Directed Ordered Acyclic Graphs (DOAGs)

DOAG = Unlabelled DAG

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



# Motivation

- > Real-life implementations of DAGs have an **ordering**;

→

```
struct vertex {  
    int out_degree;  
    struct vertex *out_edges;  
};
```



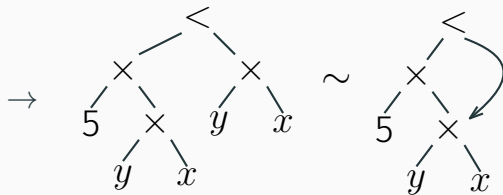
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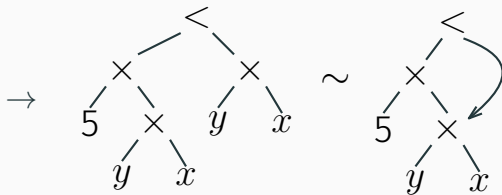
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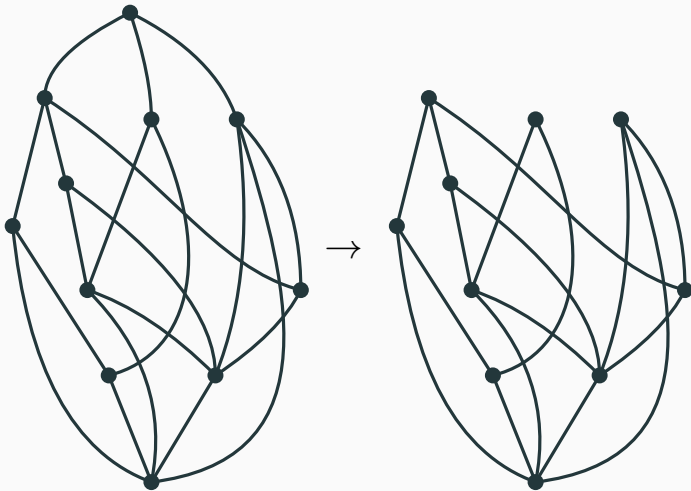
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> Models **unlabelled** objects.

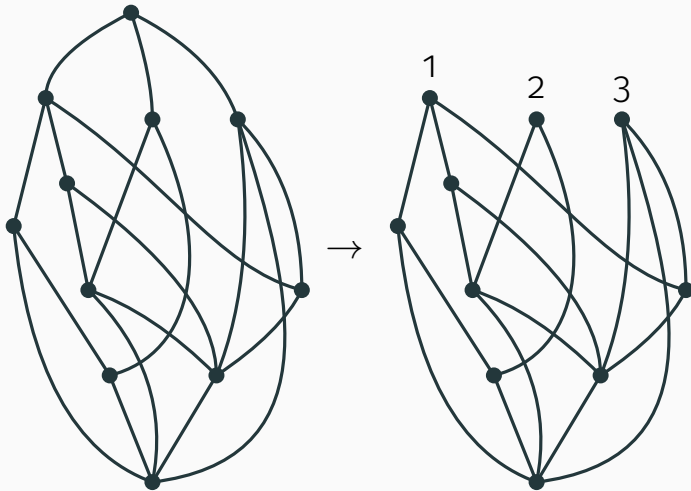
# Recursive decomposition: multi-source DOAGs

Idea: remove the source and see what is left.



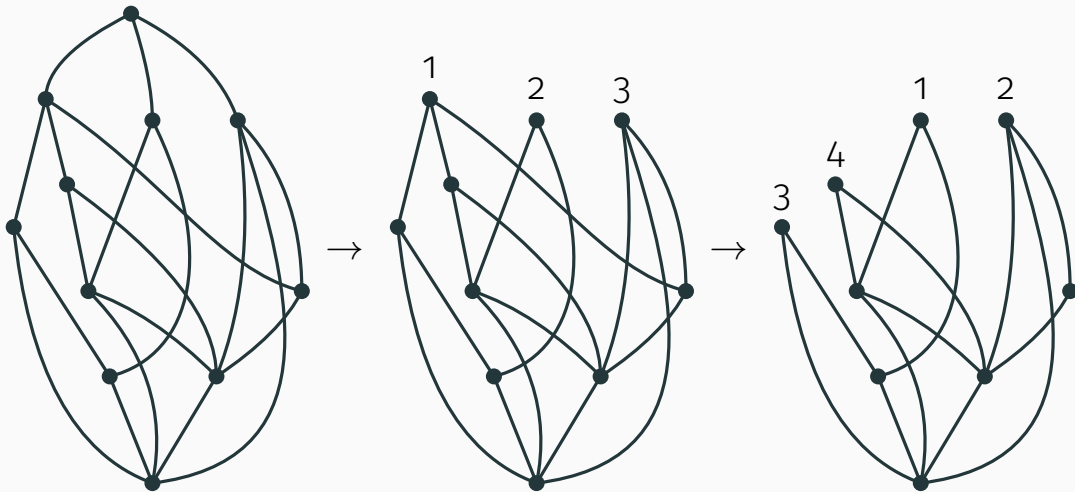
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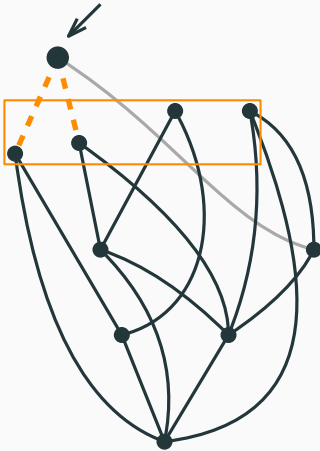
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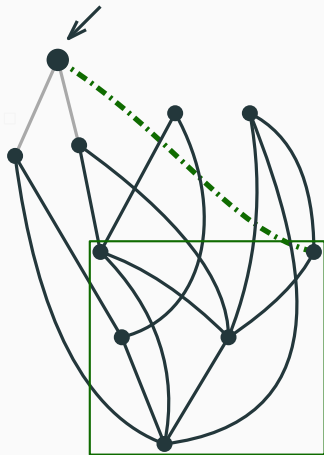


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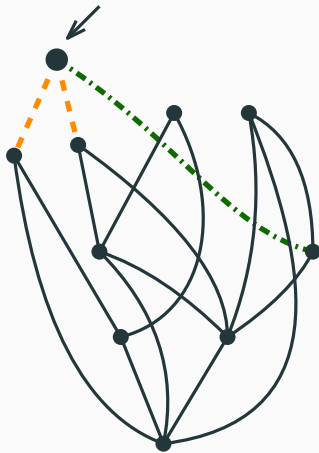


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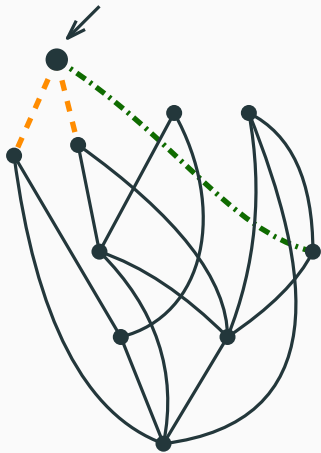


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$D_{n,m,k} = \#$ DOAGs with  $n$  vertices,  $m$  edges,  $k$  sources

$$= \sum_{s+q>0} D_{n-1,m-s-q,k-1+q} \binom{s+q}{s} \binom{n-k-q}{s} s!$$

# Complexity of the counting

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when  $k \leq 0$

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In practice we reach  $M = 400, N = M + 1$ .

# Random sampling

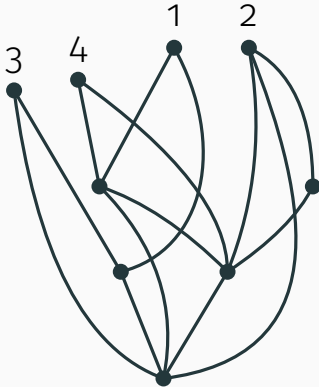
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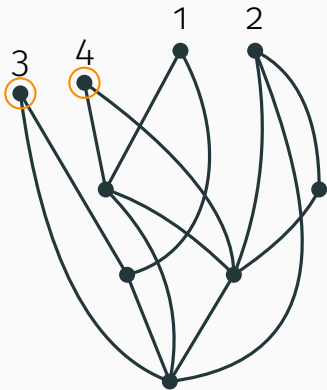


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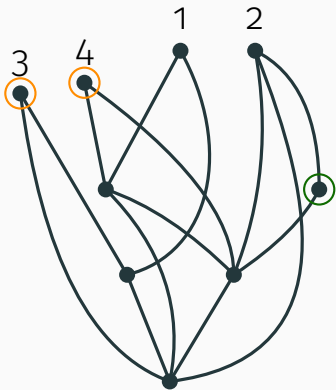
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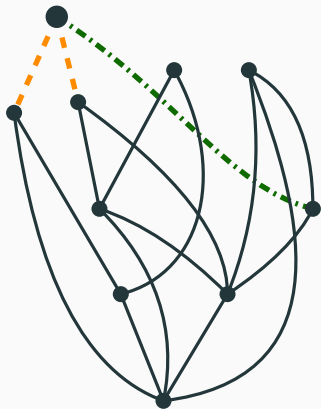
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5. Connect them to the new sources.

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In practice it takes a few milliseconds.

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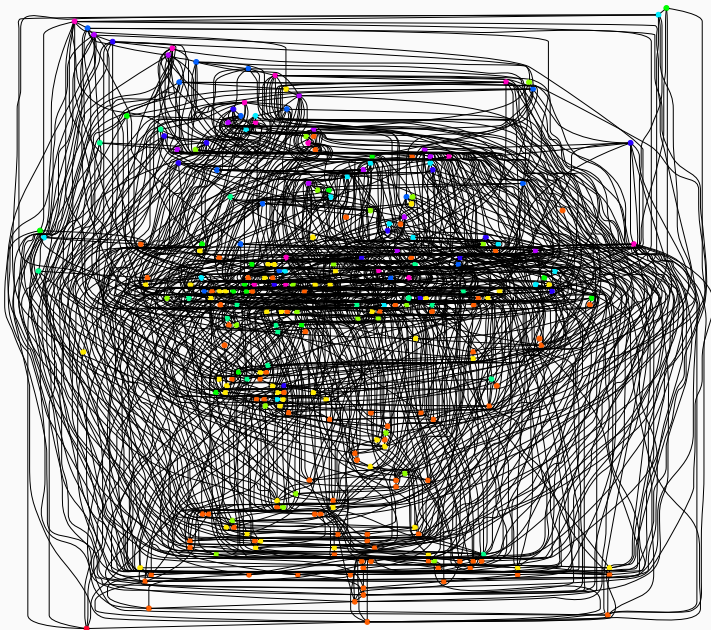
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- > Counting:  $O(N^2 d^4)$  arithmetic operations.
- > Sampling  $O(Nd^2)$  arithmetic operations.
- > In practice we reached  $m = 1500$  with  $d = 2$  and  $m = 1000$  with  $d = 10$ .

# Your next favourite wallpaper



Uniform DOAG  
with  $m = 1000$  edges  
and with out-degree  
bounded by  $d = 10$ .

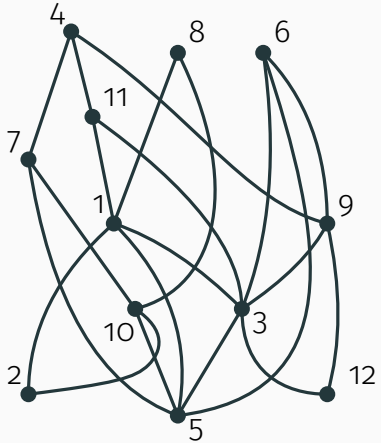


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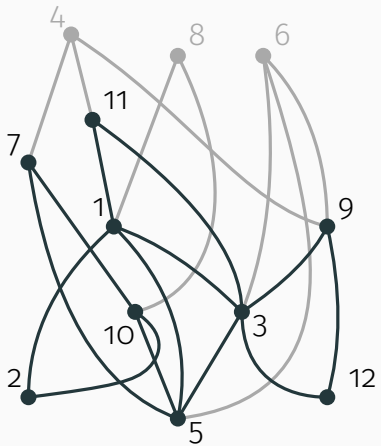
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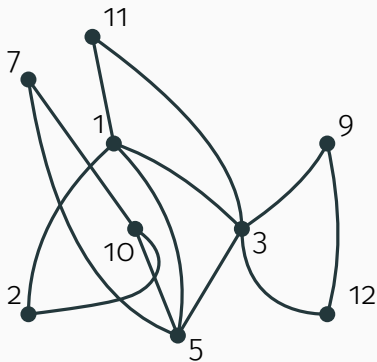
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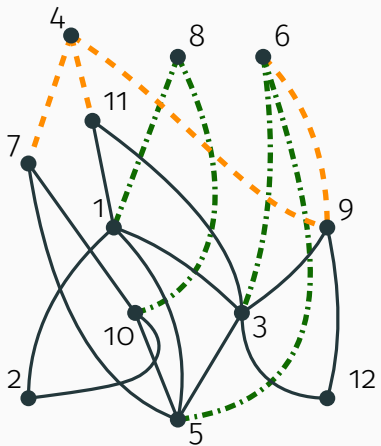
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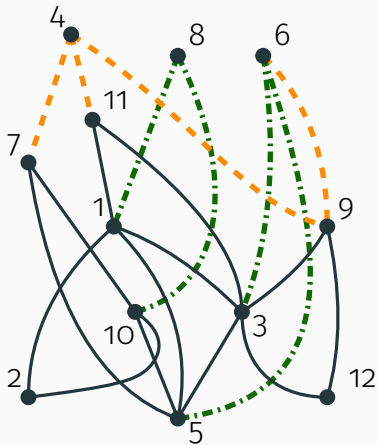


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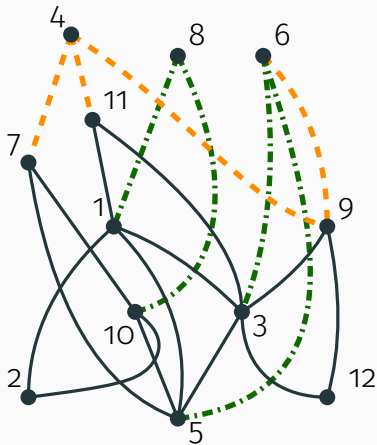


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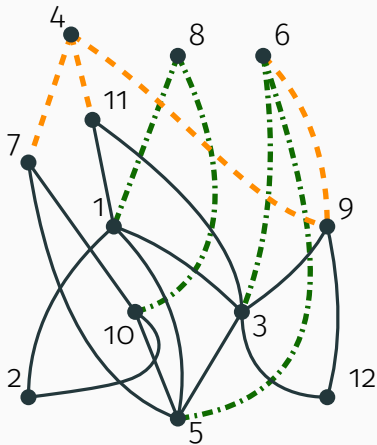
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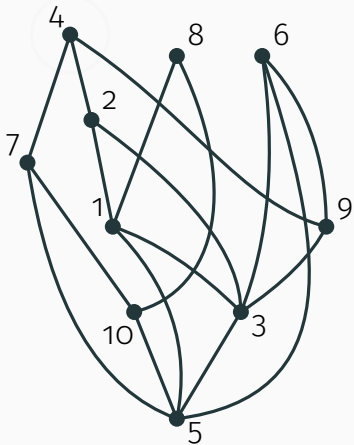
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- > How to enforce connectivity (e.g. with one sink and one source)?

→ Use our approach!

# Vertex-by-vertex decomposition of labelled DAGs

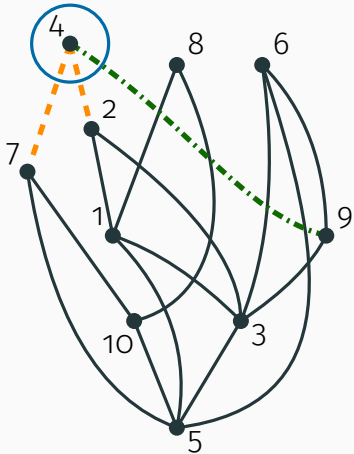
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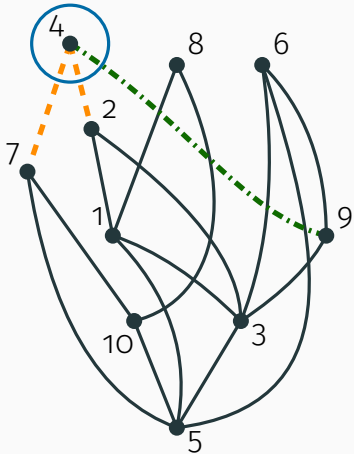
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$A_{n,m,k} = \# \text{DAGs (one sink, } k \text{ sources)}$

$k \cdot A_{n,m,k} =$

$$n \cdot \sum_{s+q>0} A_{n-1,m-s-q,k-1+q} \binom{k-1+q}{q} \binom{n-q-k}{s}$$

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# Conclusion

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We presented:

- > a new model of DAGs: DOAGs;
- > a new way of counting.

# Future work

- > Can we get rid of the one-sink-one-source constraint while retaining weak connectivity?
- > Is there a symbolic method operator hidden behind the vertex-by-vertex decomposition?
- > Asymptotics?
- > Can we get closer to sampling regular unlabelled DAGs?

Thank you for your attention!

# References i



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