

LIPN nonpermanent seminar, 16/01/26

The "phoenix" and "fork anywhere" models of git graphs

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MOTIVATION

"DAGs are too broad; feature branch git graphs could be broadened."

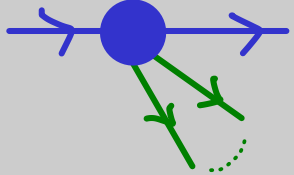
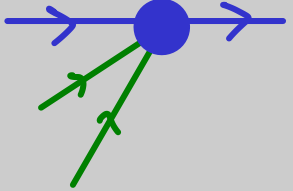
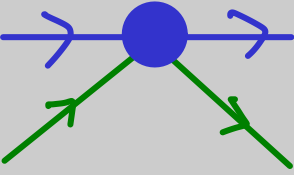
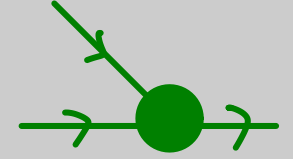
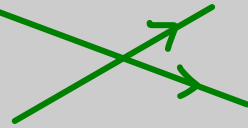
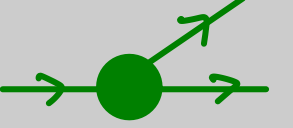
→ Come up with superclasses of feature branch git graphs, such that:

- * they still describe realistic git workflows;
- * their enumeration / random generation are not too difficult.

STARTING POINT

Reminder

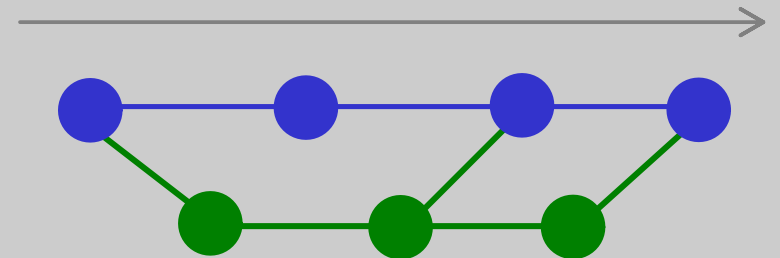
Feature branch graphs rules:

OK	OK n't
	
	
	



Broaden this class of graphs by allowing **feature branches** to be "reborn" when they go to "die" on the **main branch**,

e.g.



PHOENIX GRAPHS

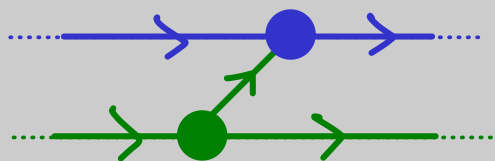
Definition

Phoenix graph = DAG with :

- * a linear main branch
- * zero or more feature branches
(DAGs starting on a main vertex, and ending on one or more feature vertices further to the right)

- * $\text{indegree}(\bullet) \in \{1, 2\}$ ($= 0$ for leftmost)
- * $\text{outdegree}(\bullet) \geq 1$ ($= 0$ for rightmost)
- * $\text{indegree}(\bullet) = 1$
- * $\text{outdegree}(\bullet) \in \{1, 2\}$,
 $= 2$ iff one child of each colour

i.e a feature branch graph, but the pattern

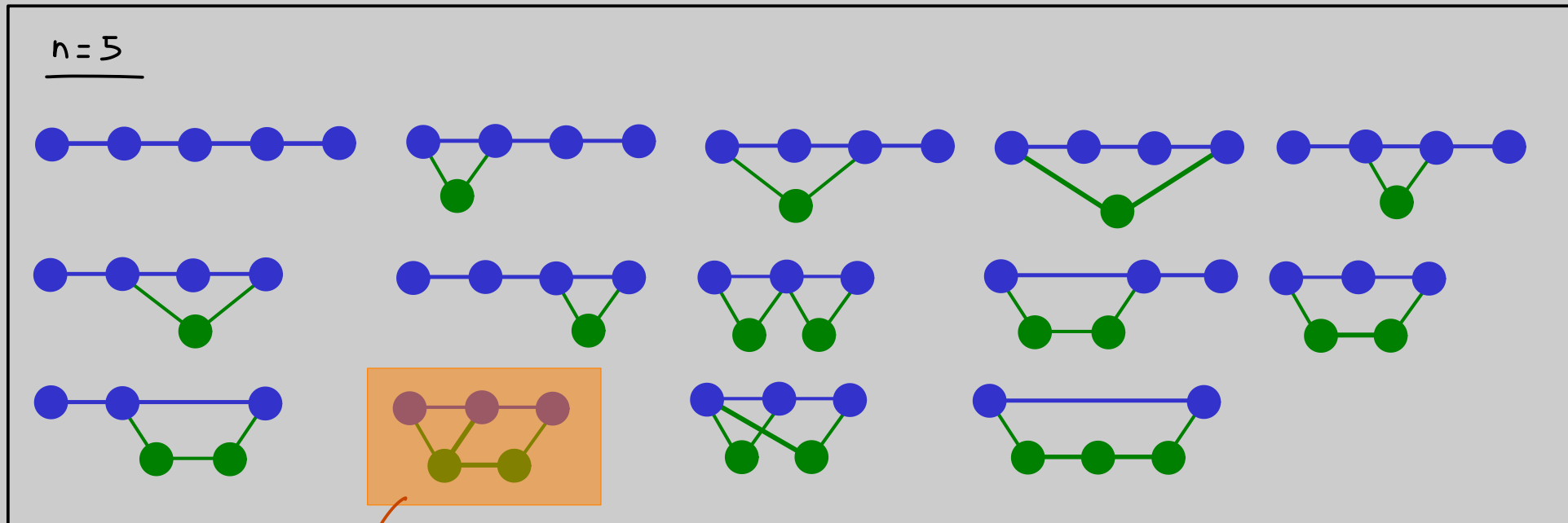
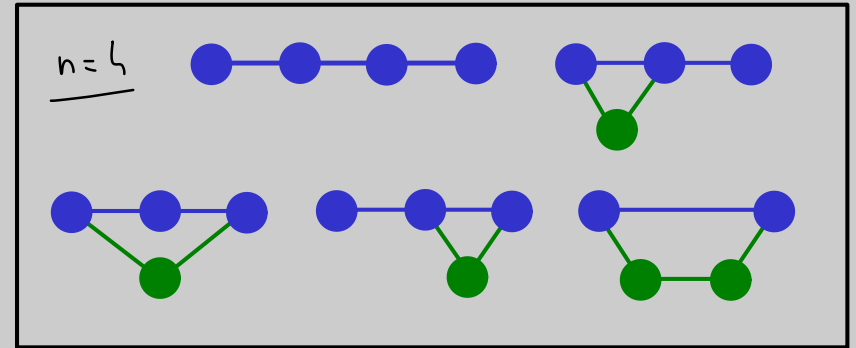
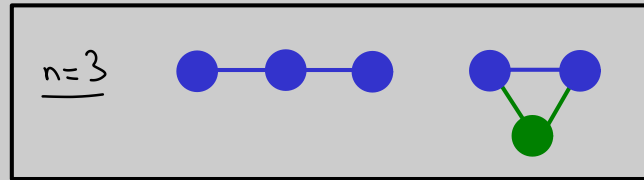
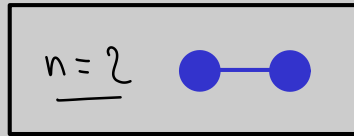
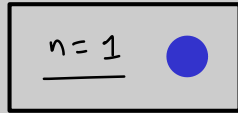


is allowed.

EXAMPLES



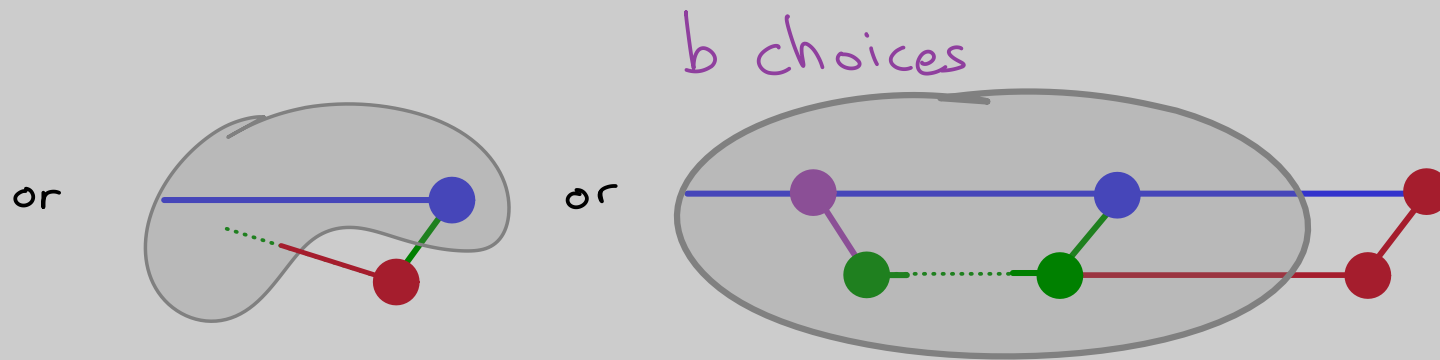
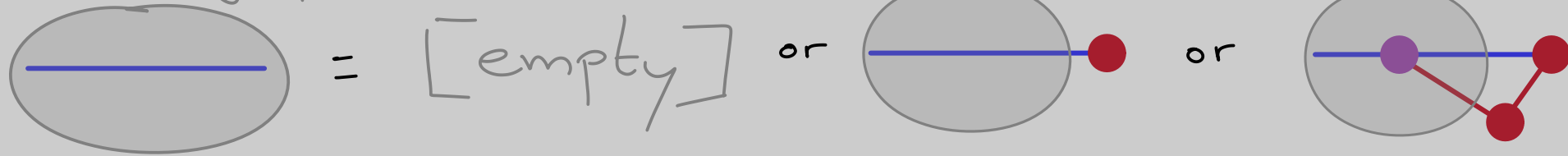
Size n of a phoenix graph = number of vertices



smallest non feature branch phoenix graph

RECURSIVE DECOMPOSITION

Phoenix graph



$$g_{n,k,b} = g_{n-1,k-1,b} + (k-1)g_{n-2,k-1,b-1} + (g_{n-1,k,b} - g_{n-2,k-1,b}) + b \cdot g_{n-2,k-1,b}$$

number of phoenix graphs with n vertices, k main vertices, b feature branches

GENERATING FUNCTION

$$\star g_{n,k,b} = g_{n-1,k-1,b} + (k-1)g_{n-2,k-1,b-1} + g_{n-1,k,b} + (b-1)g_{n-2,k-1,b}$$

$$\star \tilde{G}(z,u,v) := \sum_{n,k,b \geq 0} g_{n,k,b} z^n u^k v^b \quad \left[\text{"}\tilde{G}\text{" for short} \right]$$

↳ not analytic...

GENERATING FUNCTION

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$$\star \tilde{G}(z,u,v) := \sum_{n,k,b \geq 0} g_{n,k,b} z^n \frac{u^k}{k!} \frac{v^b}{b!} \quad \left[\text{"}\tilde{G}\text{" for short} \right]$$

$$\hookrightarrow z^2 \tilde{G} - z^2 u \partial_u \tilde{G} - z \partial_v \tilde{G} + (1-z) \partial_u \partial_v \tilde{G} - z^2 v \partial_{v,v}^2 \tilde{G} = 0$$

Sadly, no solution ☹

Moreover, the sequence $\left(\sum_{k,b} g_{n,k,b} \right)_{n \geq 0}$ does not appear in the OEIS.

→ What else *can* we say about phoenix graphs?

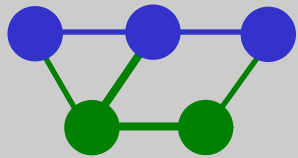
BABY PHOENIXES



Definition

Baby phoenix graph = phoenix graph where every feature vertex is part of a merge (i.e. one of its children is a main vertex, and no main vertex has its indegree equal to 1)

Example

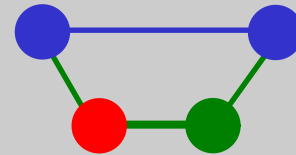


is

a

baby phoenix,

but



is not.

HOW ARE BABIES MADE?

To construct a baby phoenix graph with $k \geq 1$ main vertices, start with the main branch:

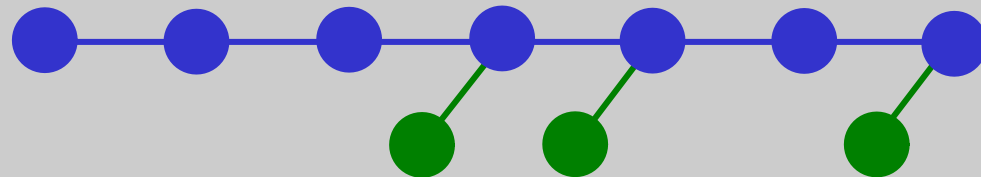


HOW ARE BABIES MADE?

To construct a baby phoenix graph with $k \geq 1$ main vertices, start with the main branch:



Then, among the $k-1$ rightmost vertices, take a nonempty subset, make each one of them part of a merge (adding feature vertices as needed), make them part of the same feature branch, and finally choose where that branch starts:

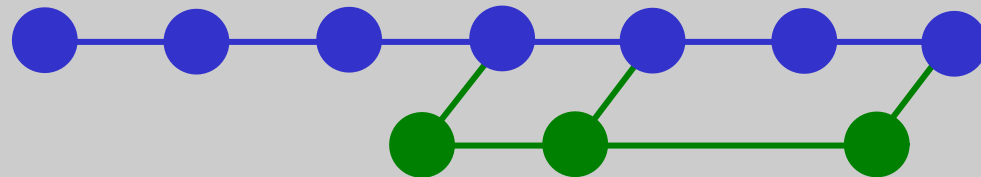


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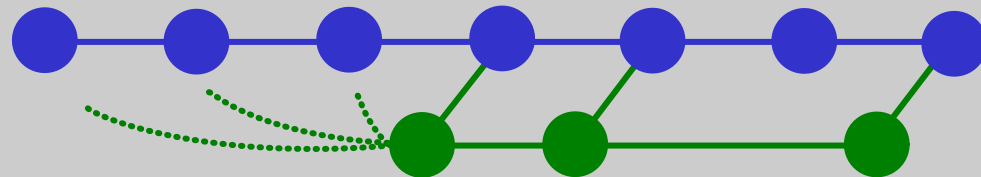


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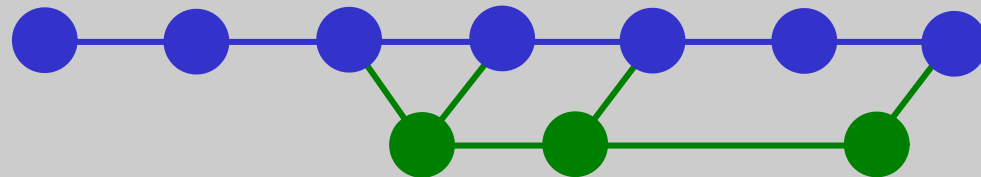


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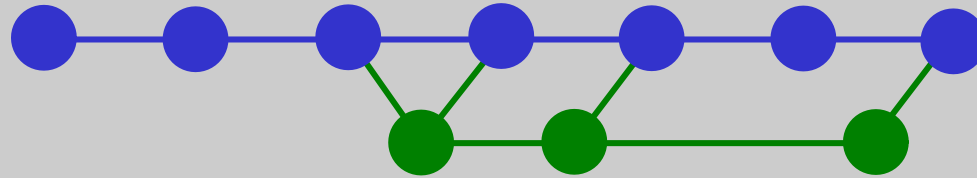


Then, among the $k-1$ rightmost vertices, take a nonempty subset, make each one of them part of a merge (adding feature vertices as needed), make them part of the same feature branch, and finally choose where that branch starts:



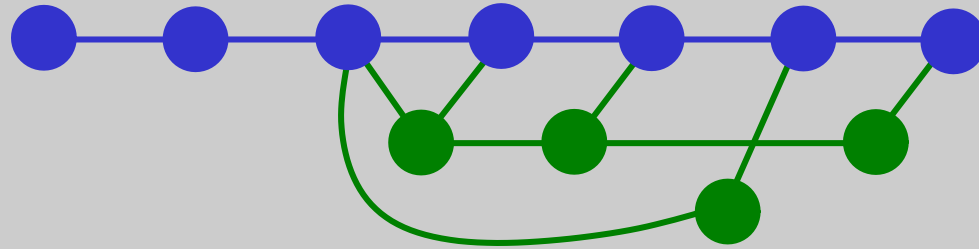
HOW ARE BABIES MADE?

Repeat this process with the available *main* vertices to add other *feature* branches:



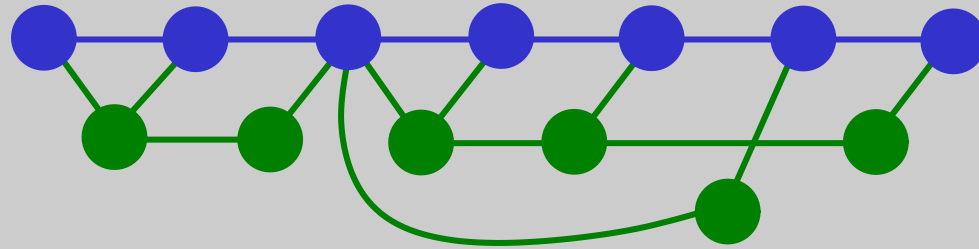
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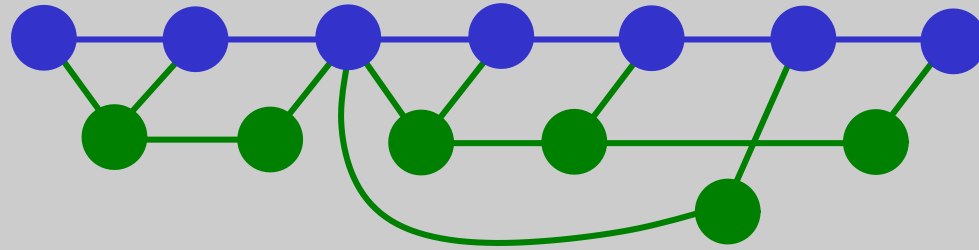
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HOW ARE BABIES MADE?

Repeat this process with the available *main vertices* to add other *feature branches*:



Notes

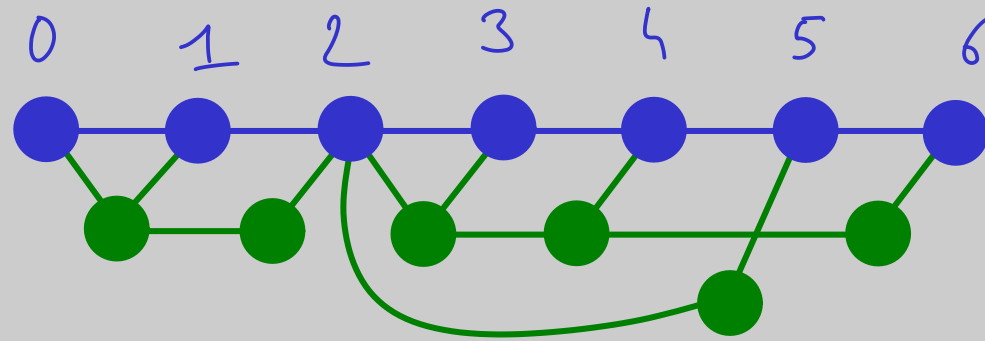
- * A baby phoenix graph with $k \geq 1$ *main vertices* necessarily has $k-1$ *feature vertices*.
- * Counting sequence: $1, 1, 3, 14, 89, 716, \dots$
↳ OEIS A007549

BIJECTION WITH SET PARTITIONS

Labelling the main vertices from 0 to $k-1$, we can map a baby phoenix graph with k main vertices to a set partition of size $k-1$:

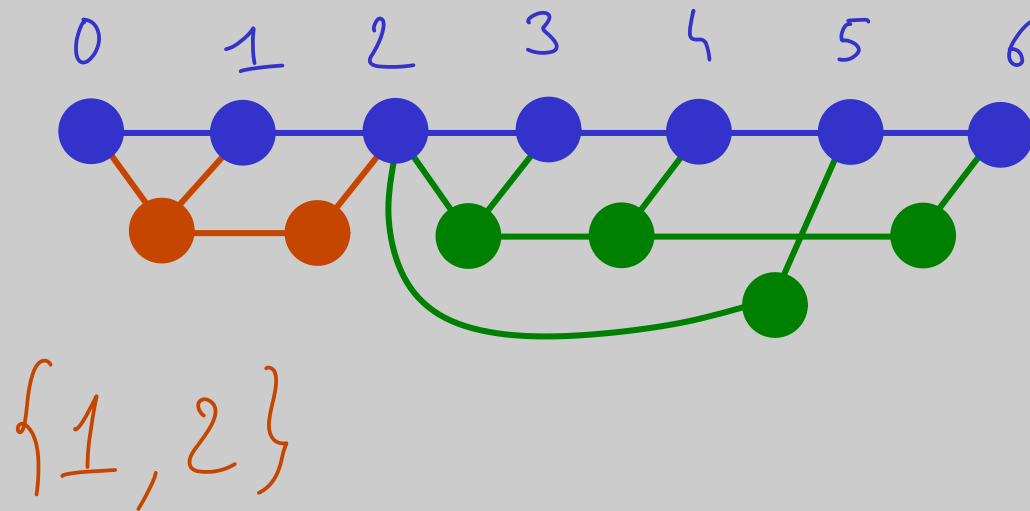
BIJECTION WITH SET PARTITIONS

Labelling the *main vertices* from 0 to $k-1$, we can map a baby phoenix graph with k *main vertices* to a set partition of size $k-1$:



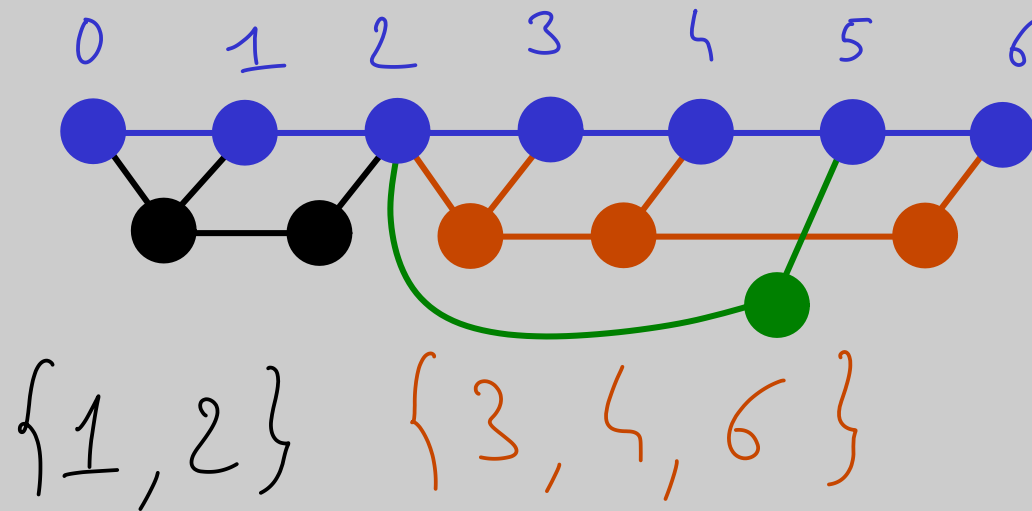
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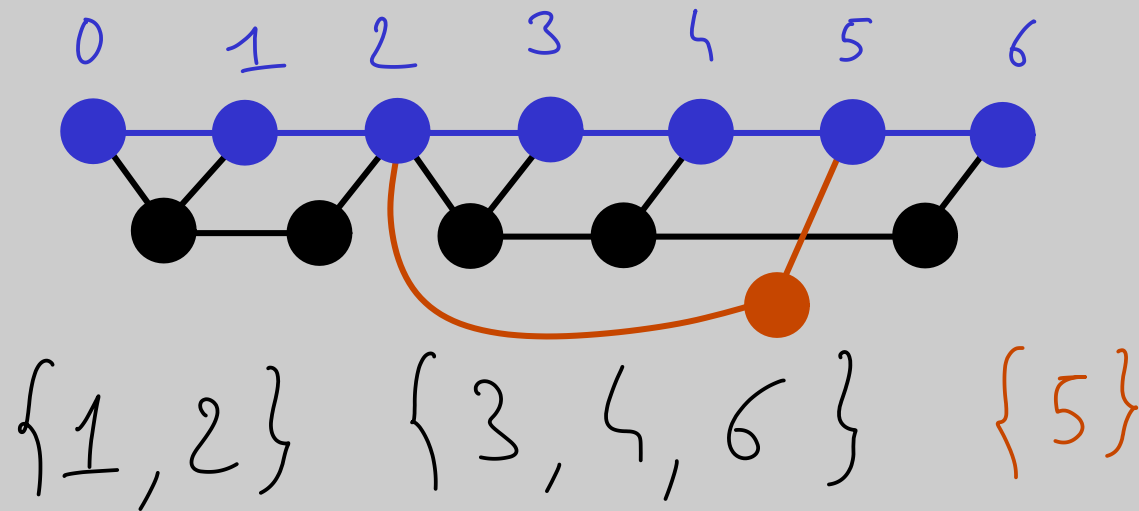
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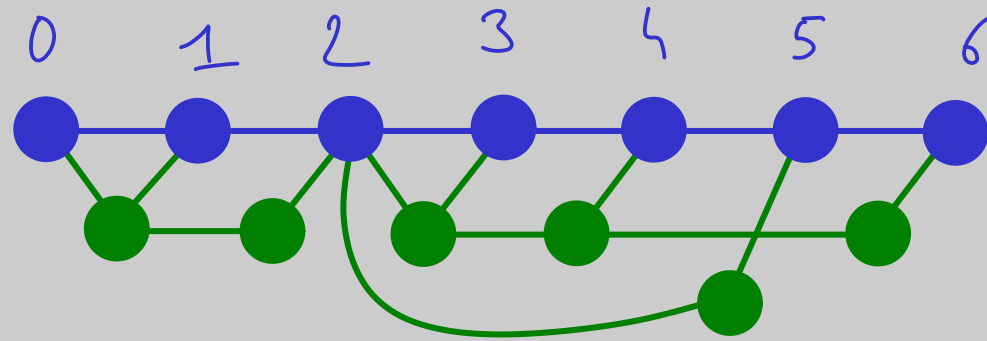
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$$[6] = \{1, 2\} \sqcup \{3, 4, 6\} \sqcup \{5\}$$

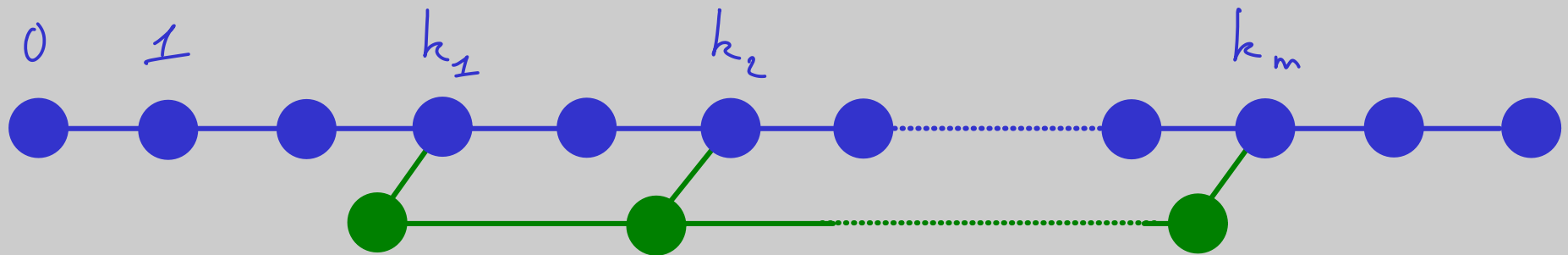
⊃ This is a surjection. How do we make it a bijection?

BIJECTION WITH SET PARTITIONS

How many ways are there to obtain a given
part $\{k_1, k_2, \dots, k_m\}$ (here, $k_1 < k_2 < \dots < k_m$)?

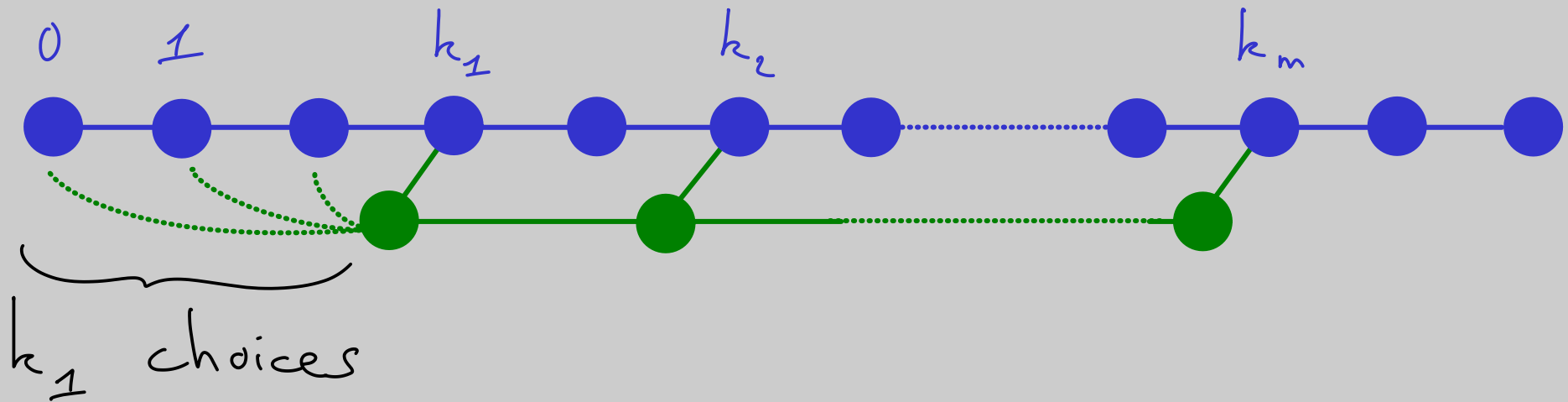
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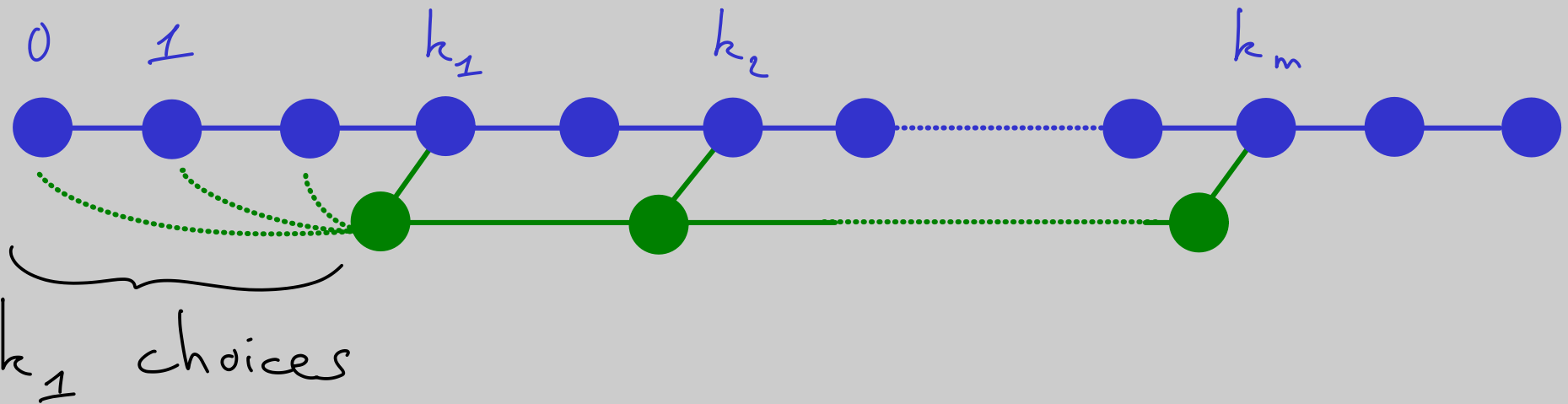
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BISECTION WITH SET PARTITIONS

How many ways are there to obtain a given part $\{k_1, k_2, \dots, k_m\}$ (here, $k_1 < k_2 < \dots < k_m$)?



↳ Baby phoenix graphs with k main vertices

$\sim$

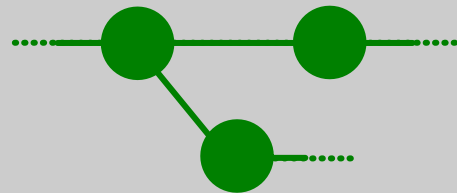
Set partitions of size $k-1$,
weighted by the product of part minima

FORK ANYWHERE

Definition

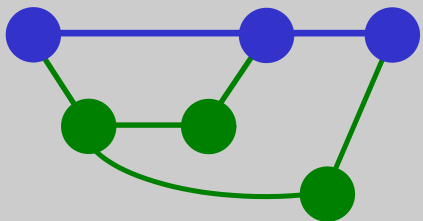
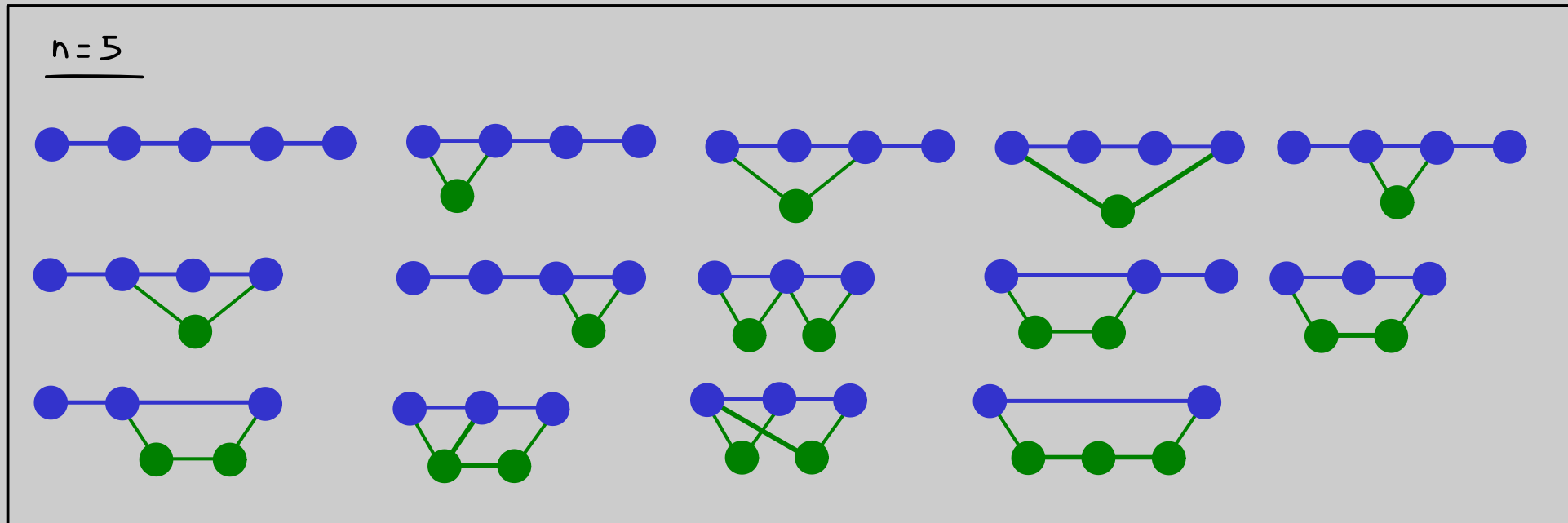
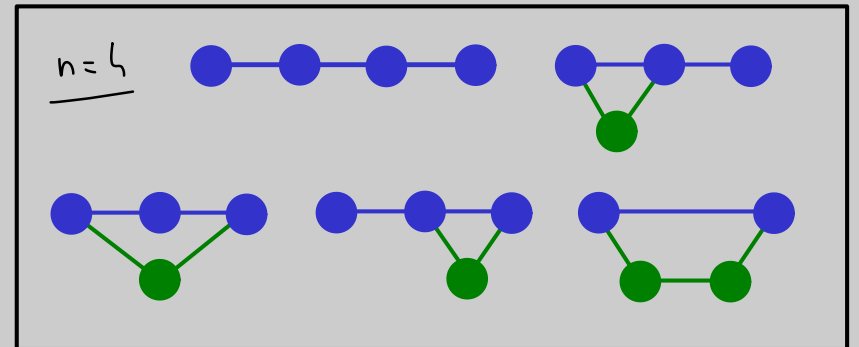
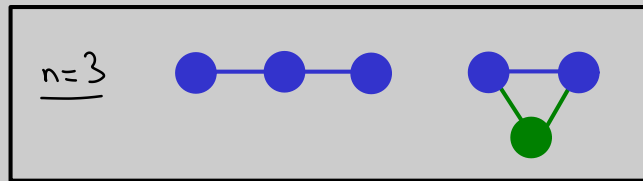
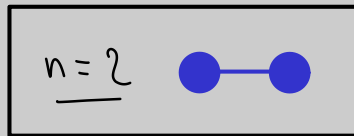
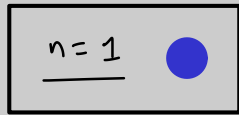
["FA" for short]

Fork anywhere graph = phoenix graph,
but vertices on feature branches can
have their outdegree equal to 2 without
restriction on their children's types,
i.e. a phoenix graph, but the pattern



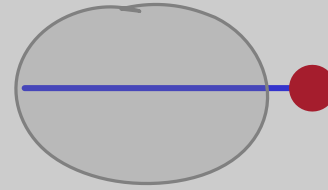
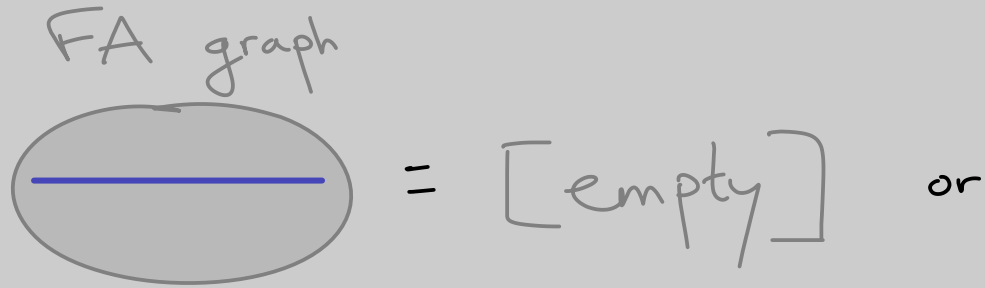
is allowed.

EXAMPLES

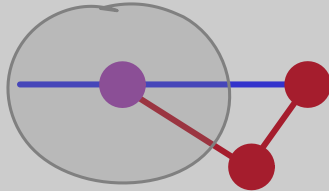


is the smallest non phoenix FA graph.

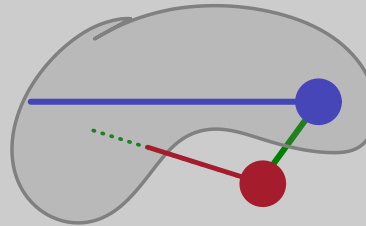
RECURSIVE DECOMPOSITION



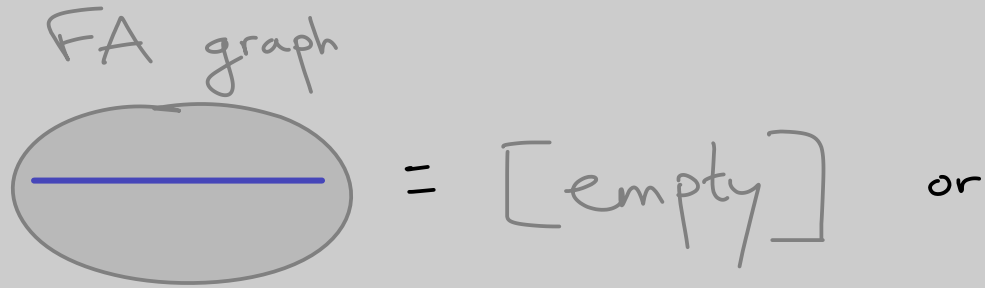
or



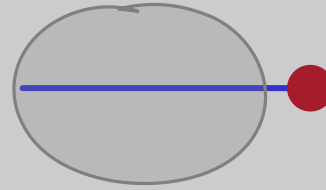
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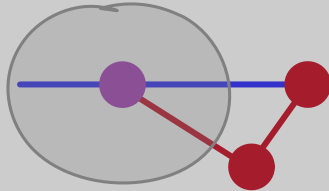
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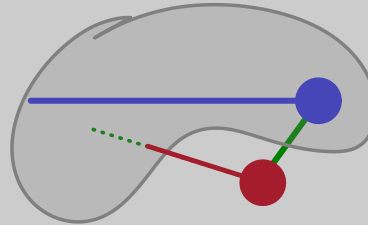
or



or



or



OGF "G":

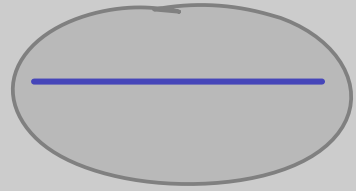
$$G(z) = \sum_{n \geq 0} g_n z^n$$

EGF " $\tilde{G}$ ":

$$\tilde{G}(z) = \sum_{n \geq 0} \frac{g_n}{n!} z^n$$

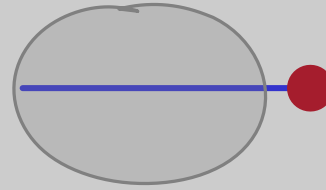
RECURSIVE DECOMPOSITION

FA graph

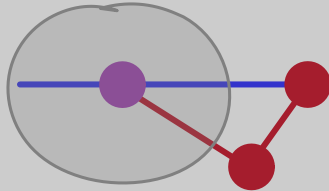


= [empty]

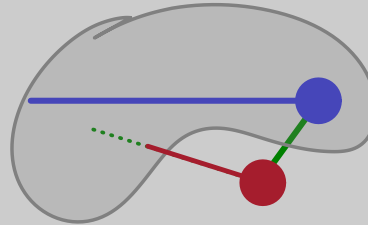
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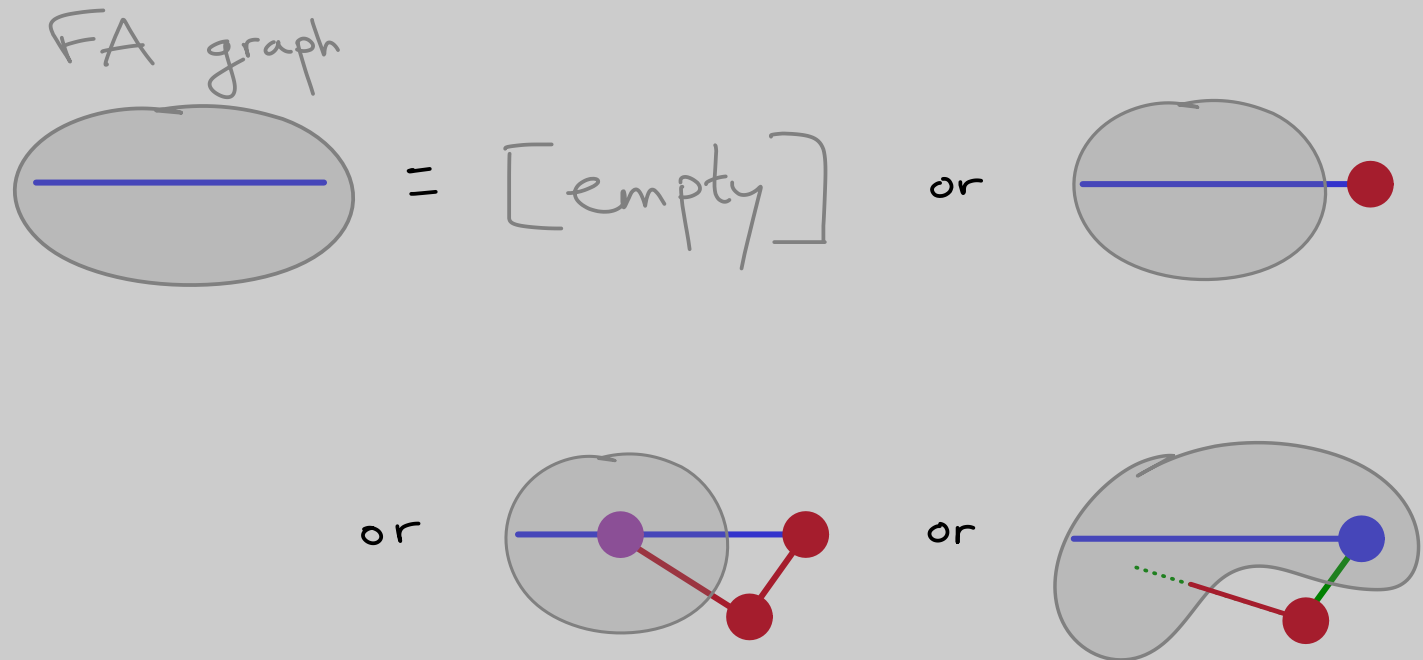
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$$\hookrightarrow G(z) = 1 + zG(z) + z^2 \cdot zG'(z) + z \cdot (G(z) - zG(z) - 1)$$

RECURSIVE DECOMPOSITION



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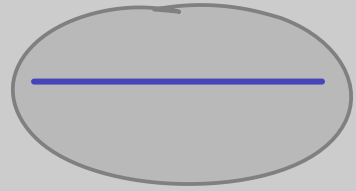
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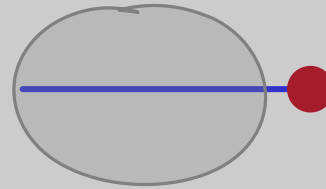
RECURSIVE DECOMPOSITION

FA graph

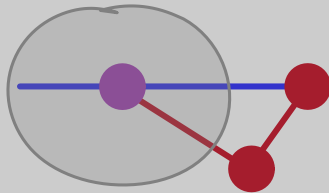


= [empty]

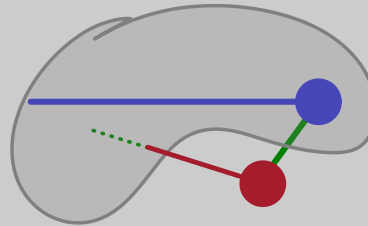
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$$\rightarrow \frac{z^2}{2} \tilde{G}''(z) = \frac{z^2}{2} e^z e^{z + z^2/2}$$

$$\hookrightarrow \hat{G} := \tilde{G}'' \text{ satisfies } \hat{G}(z) = \exp\left(2z + \frac{1}{2}z^2\right)$$

$\int^{GF}$

$$\hat{G}(z) = \exp\left(2z + \frac{1}{2}z^2\right)$$

GF

$$\hat{G}(z) = \exp\left(2z + \frac{1}{2}z^2\right)$$

$\hookrightarrow$ symbolic: $\mathcal{G} = \text{SET}\left(\mathbb{Z}_\bullet \sqcup \mathbb{Z}_\circ \sqcup \text{Cyc}_2(\mathbb{Z}_\circ)\right)$

GF

$$\hat{G}(z) = \exp\left(2z + \frac{1}{2}z^2\right)$$

↳ symbolic: $\mathcal{G} = \text{SET}\left(\mathbb{Z}_\bullet \sqcup \mathbb{Z}_\circ \sqcup \text{CYC}_2(\mathbb{Z}_\circ)\right)$

↳ can be interpreted as involutions
with 2 types of fixed points

GF

$$\hat{G}(z) = \exp\left(2z + \frac{1}{2}z^2\right)$$

↳ symbolic: $\mathcal{G} = \text{SET}\left(\mathbb{Z}_\bullet \sqcup \mathbb{Z}_\circ \sqcup \text{CYC}_2(\mathbb{Z}_\circ)\right)$

↳ can be interpreted as involutions
with 2 types of fixed points

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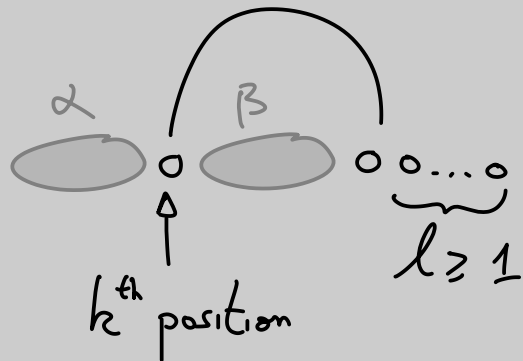
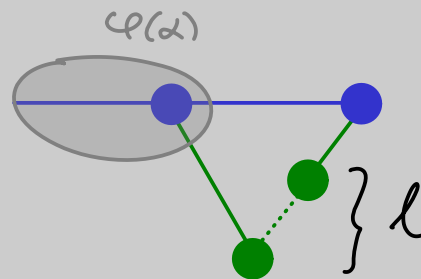
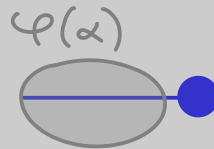
↳ Saddle point method?

BIJECTION(S)

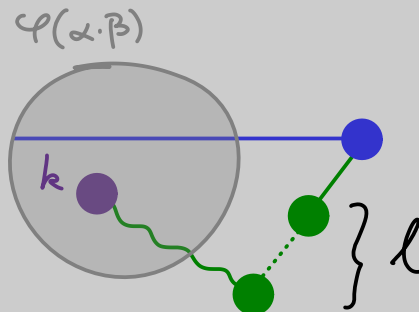
Example

$\varphi:$

$\varepsilon \mapsto$



*



BIJECTION(S)

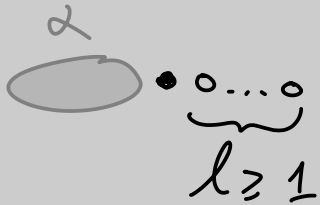
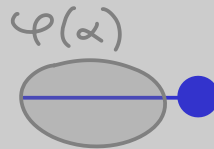
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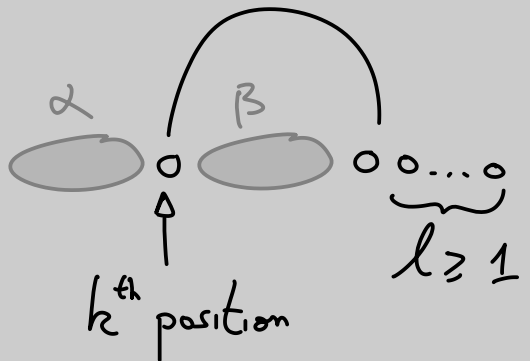
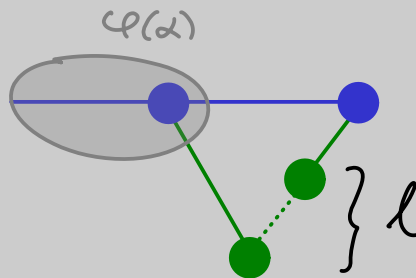
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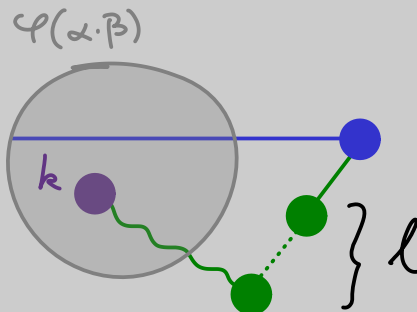
$\mapsto$



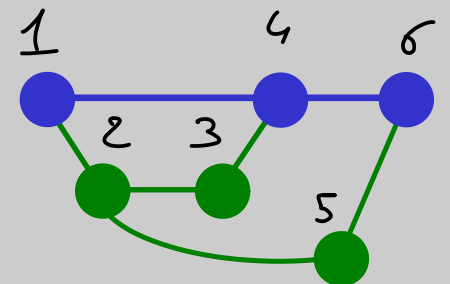
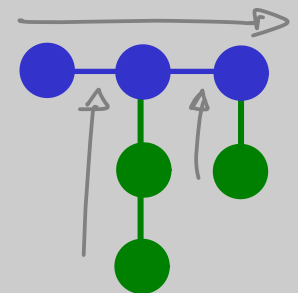
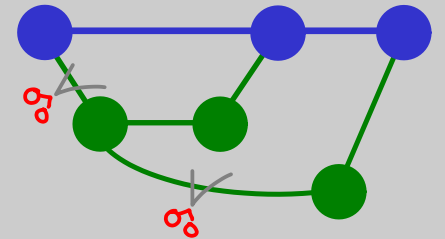
$\mapsto$



$\mapsto$



* FA graph vertex labelling:



BIJECTION(S)

Open problem

feature branch $\subset$ phoenix $\subset$ fork anywhere

↙ a certain
bijection

involutions with
2 types of fixed points

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$\subset$

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$\subset$

involutions with
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Ideally, we would want the ?'s to be subclasses defined by pattern avoidance.

RANDOM GENERATION

Boltzmann sampler for involutions:

$$\forall x > 0, \quad \mathbb{P}_x \left(\underset{\substack{\uparrow \\ \text{involution}}}{i} \right) = \frac{x^{|i|}}{|i|! \cdot \hat{G}(x)}$$

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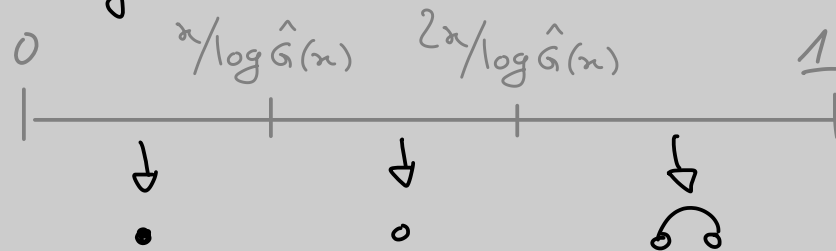
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$$\hat{G}(x) = \exp \left(2x + \frac{1}{2}x^2 \right)$$

↳ size $\rightsquigarrow$ Poisson($2x + \frac{1}{2}x^2$)

★ draw each of the nodes according to a $\rightsquigarrow U_{[0,1]}$



RANDOM GENERATION

Boltzmann $\rightarrow$ involution with 2 types of
fixed points



FA graph $\leftarrow$ any working bijection

```
%%time
```

```
boltz_involution(10**6)
```

```
CPU times: user 1.58 s, sys: 37.6 ms, total: 1.62 s  
Wall time: 1.62 s
```

ASYMPTOTICS

Cauchy formula: $[\hat{z}^n] \hat{G}(z) \underset{n \rightarrow \infty}{\sim} \frac{1}{2i\pi} \oint \frac{\hat{G}(z)}{z^{n+1}} dz$

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approximation given
by saddle point method

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approximation given
by saddle point method

↳ approximation:

$$[z^n] \hat{G}(z) \underset{n \rightarrow \infty}{\sim} \frac{1}{2\sqrt{\pi n}} e^{-3/2} n^{-n/2} e^{n/2 + 2\sqrt{n}}$$

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differences with classic involutions

OPEN QUESTIONS

- ★ Study other classes of git graphs
(realism, ease of computation, ...)
- ★ Evaluate how "close" a typical DAG
is to all of these git graph classes

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Thank you :)

