

Generating combinatorial structures

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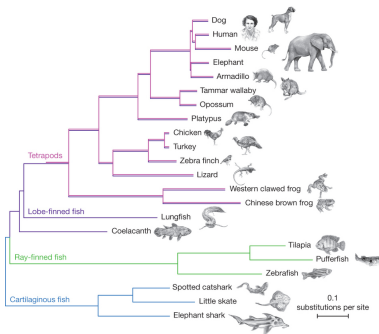
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Problem in bioinformatics

- In our research group we defined metrics on phylogenetic trees.
- We needed find statistics for their distributions
- We wanted to compare theoretical with “real” distributions



Combinatorial structures depending on parameters must be:

- Counted (enumerative combinatorics)
- Generated (combinatorial algorithms)

Different approaches to the problem of generation:

- Sequential generation of all items
- Random generation (wrt some distribution)
- Generation by ranking: Given integer i , find the i -th item.

Phylogenetic trees

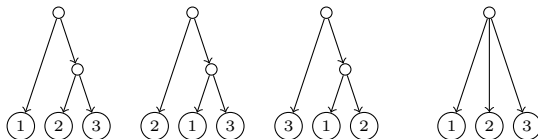
Combinatorial structure defined by:

- A rooted tree:
 - A root
 - Each node either has ≥ 2 indistinguishable children^(*)
 - Or no children at all (leaves)
- A labeling of the leaves with $L = \{1, \dots, n\}$

$T(n)$: Set of phylogenetic trees with n leaves.

$B(n)$: Set of *binary* phylogenetic trees with n leaves.

Example: $n = 3$.

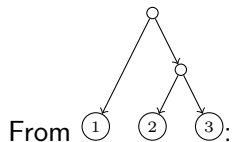


- Given a tree in $T(n)$, removing the leaf n , we get a tree in $T(n-1)$ (unique)
- Given a tree in $T(n-1)$, we can reattach leaf n to get a tree in $T(n)$ (non-unique):
 - Attach it to an existing arc (or above the root)
 - Attach it to an existing node

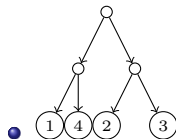
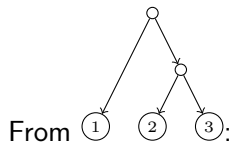
Recursive generation (binary case)

- Given a tree in $B(n)$, removing the leaf n , we get a tree in $B(n-1)$ (unique)
- Given a tree in $B(n-1)$, we can reattach leaf n to get a tree in $B(n)$ (non-unique):
 - Attach it to an existing arc (or above the root)

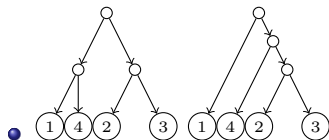
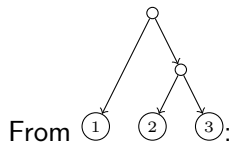
Example $n = 4$



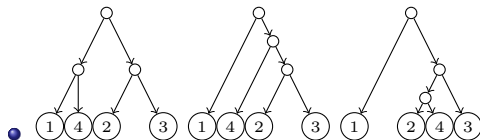
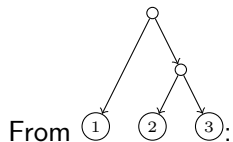
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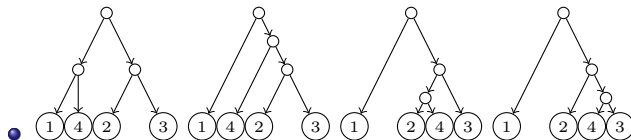
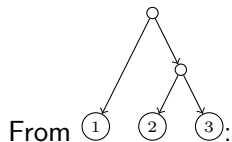
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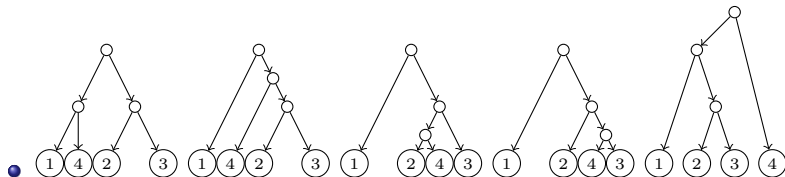
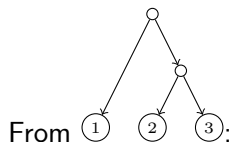
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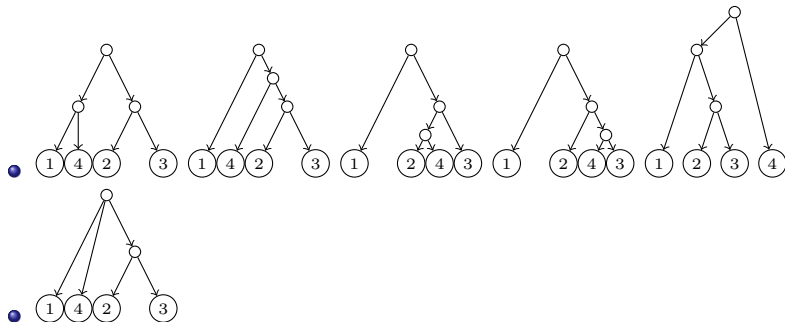
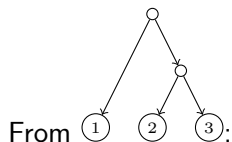
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