Geodesics On Directed Acyclic Graphs

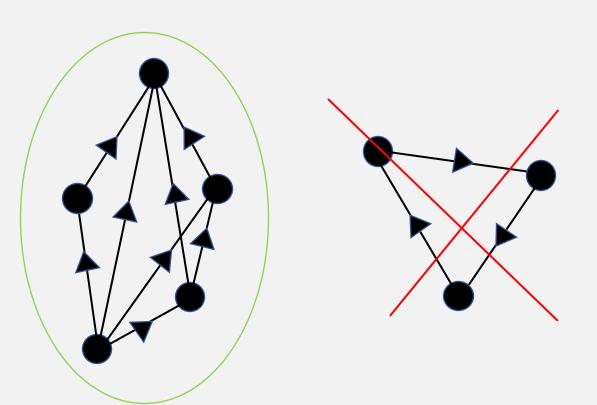
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What is A DAG?

Directed – Information flows one way along edges

Acyclic – Paths don't form loops

Graph – Series of nodes connected by edges

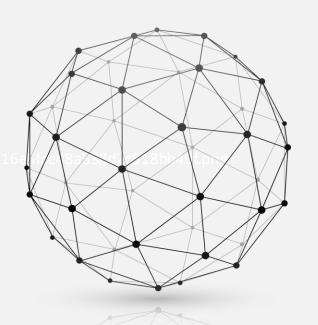


Network Geometry¹

Certain sufficiently dense DAGs approximate "Lorentzian Manifolds"

Dynamics on manifolds -> straightest paths (geodesics)

Q: which DAGs exhibit Lorentzian geodesics (longest paths)? Q: which path algorithms exhibit geodesic behaviour?



Generate points on a background space

Connect points according to proximity/causality

Generate paths

Vary background structure and path algorithms

Compare dense limit paths to Lorentzian geodesics

Spatial Variations²

Flat Lorentzian background

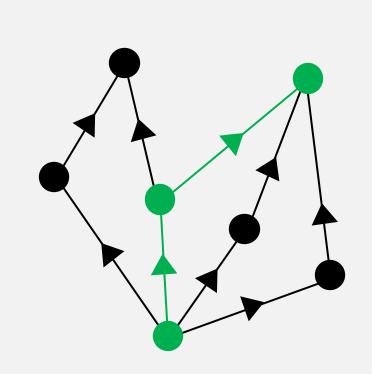
$$s^2 = \eta_{\mu\nu}(x - y)^{\mu}(x - y)^{\nu}$$

Minkowski distance model (parameter $p \in \mathbb{R}$)

$$s^p = \sum_{i=0}^n (x_i - y_i)^p \text{ if } x_i > y_i$$

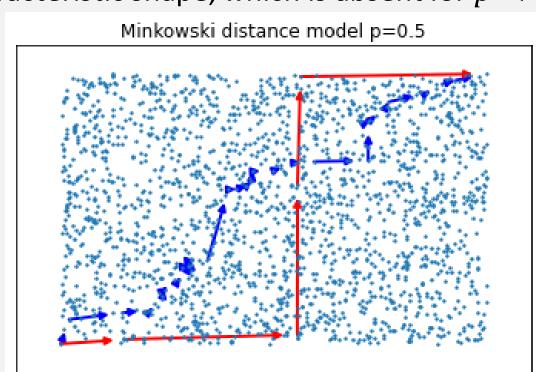
Path Variations

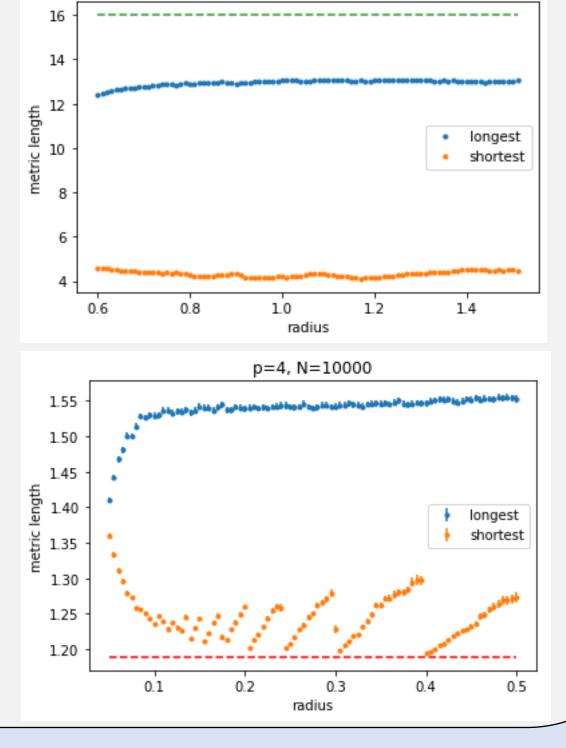
- Shortest Path Fewest Nodes
- Longest Path Most nodes
- Greediest Path Local optimization algorithm. Choose the next closest node to the endpoint
- Largest Diamond Path Semilocal optimization algorithm. Choose next node in path to maximize number of nodes between new node and one node ago



Results (Spatial Var.)

For p<1, the longest path is a better approximation to the geodesic in a network in Minkowski distance model. For p>1, the shortest path is better. The metric length of shortest path across different radius has a characteristic shape, which is absent for p<1.





p = 0.25

Results (Path Var.)

Longest, Greediest, and Random paths behave as expected

Semilocaly Longest Path ≠ limiting geodesic

Why? Discrete node quantities are unaffected by the limit

Should increase algorithm reach with graph size

Must therefore introduce second length scale

