

# Rigorous Development of Sylvaris: Mathematical Study of Tree-like Branching Patterns

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## Abstract

Sylvaris is a newly proposed field of mathematics dedicated to the study of tree-like, branching patterns and their mathematical models. This paper rigorously develops the foundational notations, definitions, and formulas of Sylvaris, providing a comprehensive framework for exploring these complex structures.

## 1 Introduction

Sylvaris focuses on the properties and dynamics of branching structures, which can be seen in various mathematical and real-world phenomena, such as fractals, phylogenetic trees, and decision trees.

## 2 Notations and Definitions

- **Tree Structure:** A tree  $T$  is a connected acyclic graph. A tree can be represented as  $T = (V, E)$ , where  $V$  is the set of vertices (nodes) and  $E$  is the set of edges.
- **Rooted Tree:** A rooted tree is a tree in which one vertex is designated as the root. The root is typically denoted by  $r$ .
- **Height of a Tree:** The height  $h(T)$  of a tree  $T$  is the length of the longest path from the root to any leaf. If  $d(v)$  denotes the depth of vertex  $v$ , then:

$$h(T) = \max_{v \in V} d(v)$$

- **Branching Factor:** The branching factor  $b(v)$  at a vertex  $v$  is the number of children of  $v$ . For a tree  $T$  with vertices  $V$ :

$$b(v) = \deg(v) - 1 \quad \text{for } v \neq r, \quad b(r) = \deg(r)$$

- **Fractal Dimension:** For fractal-like branching structures, the fractal dimension  $D$  can be defined using the similarity dimension:

$$D = \frac{\log(N)}{\log(S)}$$

where  $N$  is the number of self-similar pieces and  $S$  is the scaling factor.

- **Phylogenetic Tree:** A phylogenetic tree is a branching diagram showing the inferred evolutionary relationships among various biological species or entities.

### 3 Formulas and Models

- **Tree Growth Model:** A simple model for tree growth can be described recursively. Let  $T_n$  represent the tree at stage  $n$ :

$$T_{n+1} = T_n \cup \bigcup_{v \in \text{Leaves}(T_n)} \{(v, v_i) \mid i = 1, 2, \dots, k\}$$

where  $k$  is the fixed branching factor.

- **Recursive Branching Process:** Consider a branching process where each node has a random number of children according to a probability distribution  $P$ . The expected size of the tree  $E(T_n)$  after  $n$  generations can be given by:

$$E(T_n) = \sum_{i=0}^n \left( \prod_{j=0}^{i-1} E(b(v_j)) \right)$$

- **Optimal Branching Strategy:** For decision trees, an optimal branching strategy can minimize the expected cost. Let  $C(v)$  be the cost function for a node  $v$ . The optimal cost  $C^*(v)$  can be found using dynamic programming:

$$C^*(v) = \min_{b \in B(v)} \left( c(v, b) + \sum_{v' \in \text{children}(v, b)} C^*(v') \right)$$

where  $B(v)$  is the set of possible branching choices at node  $v$  and  $c(v, b)$  is the immediate cost of branching choice  $b$ .

### 4 New Mathematical Notations and Formulas

- **Branch Weight Function:** Define a branch weight function  $w : V \times V \rightarrow \mathbb{R}^+$  to assign weights to branches:

$$w(u, v) = \text{weight of branch } (u, v)$$

- **Total Tree Weight:** The total weight  $W(T)$  of a tree  $T$  is the sum of the weights of all branches:

$$W(T) = \sum_{(u,v) \in E} w(u,v)$$

- **Branching Entropy:** For a branching process with probabilities  $p_i$  for each branch, define the branching entropy  $H_b$  as:

$$H_b = - \sum_i p_i \log(p_i)$$

- **Branch Length Distribution:** If  $L$  denotes the length of a branch, the distribution of branch lengths  $P(L)$  can be modeled using a probability density function  $f_L(l)$ :

$$P(L \leq l) = \int_0^l f_L(x) dx$$

## 5 Applications and Examples

- **Fractals and Self-Similarity:** Tree-like structures can be used to model fractals. For example, the fractal dimension of a self-similar tree can be analyzed using the aforementioned fractal dimension formula.
- **Phylogenetics:** The study of phylogenetic trees involves understanding evolutionary relationships. Algorithms such as UPGMA (Unweighted Pair Group Method with Arithmetic Mean) and neighbor-joining are used to construct phylogenetic trees.
- **Decision Trees in Machine Learning:** Decision trees are used for classification and regression tasks. The optimal branching strategy helps in minimizing the prediction error or cost associated with decision nodes.

## 6 Conclusion

Sylvaris offers a rich and versatile framework for understanding and modeling tree-like, branching structures. By formalizing these concepts with rigorous mathematical notations and formulas, we open new avenues for research and application in various disciplines.

## References

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