

Today

Random walks

Stationary Distributions

Cover Times

VST Conn

# Random walks

Markov chains :

$\Omega$  = set of "states" (or nodes) (here always FINITE)

$X_0 \dots X_t \in \Omega$  sequence of visited states

Markovian property :

$$\Pr[X_{t+1} = y \mid X_0 = x_0, X_1 = x_1, X_2 = x_2, \dots, X_t = x_t] \\ = \Pr[X_{t+1} = y \mid X_t = x_t]$$

Next step depends only on where you are. Not how you got there.

wlog, assume transitions independent of time :

$$\text{i.e. } P(x, y) = \Pr[X_{t+1} = y \mid X_t = x]$$

so can use "transition matrix" to represent it

Important special case :

transitions uniform on subset corresponding to neighbors of node

def. random walk on  $G = (V, E)$

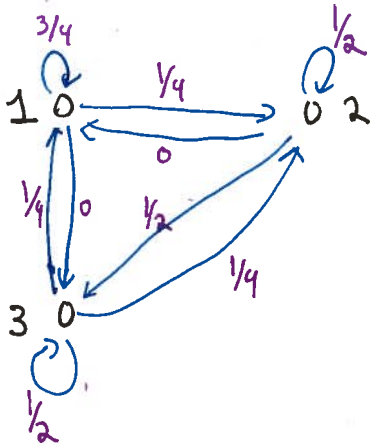
is a sequence  $s_0 s_1 \dots$  of nodes

where  $s_0$  is a start node.

At each step  $i$ ,  $s_{i+1}$  picked uniformly from  $\underbrace{N(s_i)}_{\text{outedges}}$

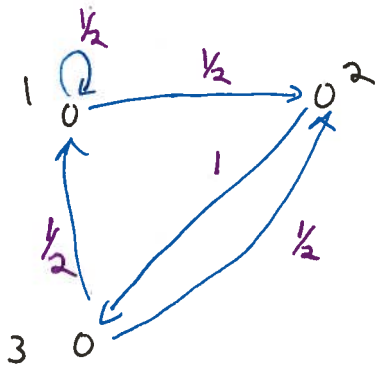
examples

Markov chain



$$P: \begin{array}{c|ccc} & 1 & 2 & 3 \\ \hline 1 & 3/4 & 1/4 & 0 \\ 2 & 0 & 1/2 & 1/2 \\ 3 & 1/4 & 1/4 & 1/2 \end{array}$$

random walk on digraph



$$P: \begin{array}{c|ccc} & 1 & 2 & 3 \\ \hline 1 & 1/2 & 1/2 & 0 \\ 2 & 0 & 0 & 1 \\ 3 & 1/2 & 1/2 & 0 \end{array}$$
 $d(i) = \# \text{ outedges of node } i$ 

$$P(i,j) = \begin{cases} \frac{1}{d(i)} & \text{if } (i,j) \in E \\ 0 & \text{o.w.} \end{cases}$$

$$\forall i \quad \sum_j P(i,j) = 1$$

## Distributions after t steps

Transition probabilities for t steps:  $P^t(x,y) = \begin{cases} P(x,y) & t=1 \\ \sum_z P(x,z)P^{t-1}(z,y) & t > 1 \end{cases}$  } matrix multiplication  $P^t = \underbrace{P \times P \times \dots \times P}_{t \text{ times}}$

Initial distribution:  $\pi^{(0)} = (\pi_1^{(0)}, \dots, \pi_n^{(0)})$  where  $\pi_i^{(0)} = \Pr[\text{start at node } i]$

distribution after one step:

$$\pi^{(1)} = \pi^{(0)} \cdot P = \left( \sum_z P(z,1) \cdot \pi(z), \sum_z P(z,2) \pi(z), \dots \right)$$

⋮

t-step distribution:  $\pi^{(t)} = \pi^{(0)} \cdot P^t$

## Finite Markov Chain Properties

Stochastic matrix: rows of P sum to 1

all M.C.'s have this property

doubly stochastic matrix: rows + columns sum to 1

e.g. random walk on undirected graph or digraph in which indegree = outdegree = const for all nodes

not even all interesting M.C.'s satisfy this

irreducible: ("strongly connected")

$$\forall x,y \exists t = t(x,y) \text{ st. } P^t(x,y) > 0$$

ergodic:  $\exists t_0$  st.  $\forall t > t_0 \forall x,y P^t(x,y) > 0$

← stronger than irreducible! why?

Aperiodic:  
 $\forall x \quad \text{gcd} \{t : P^t(x,x) > 0\} = 1$

gcd of "possible" cycle length =

not bipartite,  
 k-partite...

Thm Ergodic  $\Leftrightarrow$  Irreducible + Aperiodic

Stationary Distributions

does it depend on  $\pi_0$ ?

stationary distribution  $\pi$

$\forall y \quad \pi(y) = \sum_x \pi(x) P(x,y)$

so  $\pi^{(t)} = \pi^{(t-1)}$

Will consider  $P$  s.t.  $\pi$  is unique & exists } i.e. doesn't depend on  $\pi_0$

if periodic: could have no stat. dist. or several

if reducible: could have lots of stat. dist.

if  $\pi_0 = (0,1)$   
 then  $\pi_{2i} = (0,1)$   
 $\pi_{2i+1} = (1,0)$

Some stat dist's:  
 $(\frac{1}{2}, \frac{1}{2}) \quad (0,1) \quad (1,0) \dots$

Important Thm every ergodic M.C. has unique stationary distribution

Stationary dist. of undirected graph:

$$\pi = \left( \frac{\deg(x_1)}{2|E|}, \frac{\deg(x_2)}{2|E|}, \dots \right)$$

- So  $d$ -regular graphs have  $\pi = \text{uniform}$   
 (also  $\text{indegree} = \text{outdegree} = d$  digraphs  
 + doubly stochastic P M.C.'s)  
 this implies the others!
- not true in general for digraphs
- bipartite, periodic graphs may have other stat. dists.

### Hitting times

$$h_{ii} = E[\text{time starting at } i \text{ to return to } i]$$

$$= \frac{1}{\pi(i)} \quad \leftarrow \text{Very useful theorem!}$$

$$h_{ij} = E[\text{time starting at } i \text{ to reach } j]$$

### Cover time of undirected graph

$$C_u(G) = E[\# \text{ steps to reach all nodes in } G \text{ on walk starting from } u]$$

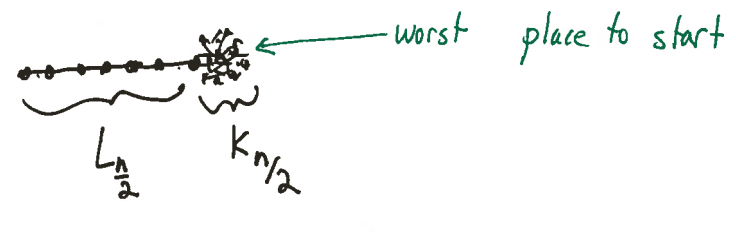
$$C(G) = \max_u C_u(G)$$

Cover time Examples:

•  $C^{\circ}(K_n^*)$  where  $K_n^*$  = complete graph with self-loops at each node } so aperiodic  
 =  $\Theta(n \ln n)$  by coupon collector argument

•  $C(L_n)$  where  $L_n$  = n node line  
 =  $\Theta(n^2)$

•  $C^{\circ}(\text{lollipop})$   
 =  $\Theta(n^3)$



Thm  $C^{\circ}(G) \leq 8m(n-1)$

Proof

First - transform  $G$  into  $G'$  (see example on pg 8)

to make  $G$  aperiodic, add  $d_u$  self loops to each  $u$  (ie. take self-loop with prob  $1/2$ )

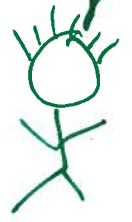
Claim:  $C^{\circ}(G') = 2 C(G)$

transform paths in  $G'$  by removing self-loops, expected # self-loops =  $1/2$  (length of path)

why are we doing this?



to make  $G$  aperiodic + ERGODIC!!!



why ergodic?



so that we have unique stationary dist



Next, commute times + a lemma:

def.  $C_{ij} = E[\#steps \text{ for r.w. starting at } i \text{ to hit } j \text{ \& return to } i]$  "commute time"

Claim  $C_{ij} = h_{ij} + h_{ji}$  (linearity of expectation)

Lemma  $\forall (u,v) \in E \quad C_{uv} \leq O(m)$

Pf of lemma

Key idea: (actually will show  $C_{vu} \leq O(m)$  but it's symmetric)  
if traverse  $(u,v)$  twice



Plan: show  $E[\text{time between visits to } (u,v)]$  is  $O(m)$   
 $\Rightarrow C_{uv}$  is  $O(m)$

Given  $G' = (V, E)$  ( $G$  with added self loops)

Construct  $G''$  representing walks on directed edges of  $G'$   
line graph  $\left\{ \begin{array}{l} E \rightarrow V'' \\ (u,v)(v,w) \rightarrow E'' \\ \text{consecutive edges} \end{array} \right.$  new nodes  $\setminus$  are edges  $(u,v)$  in  $G'$   
new edges are length 2 paths in  $G'$

visit edge in  $G'$  twice  $\Leftrightarrow$  visit node in  $G''$  twice



example

G



$1 \rightarrow 2 \rightarrow 1$

	1	2
1	0	1
2	1	0

G'

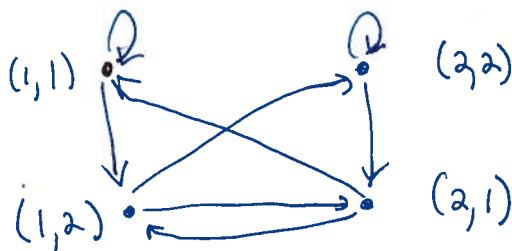


$1 \rightarrow 1 \rightarrow 2 \rightarrow 2 \rightarrow 2 \rightarrow 1$

	1	2
1	$\frac{1}{2}$	$\frac{1}{2}$
2	$\frac{1}{2}$	$\frac{1}{2}$



G''

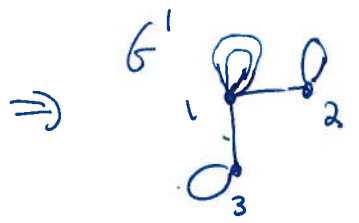
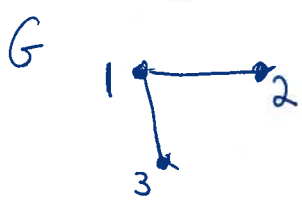


	(1,1)	(1,2)	(2,2)	(2,1)
(1,1)	$\frac{1}{2}$	$\frac{1}{2}$	0	0
(1,2)	0	0	$\frac{1}{2}$	$\frac{1}{2}$
(2,2)	0	0	$\frac{1}{2}$	$\frac{1}{2}$
(2,1)	$\frac{1}{2}$	$\frac{1}{2}$	0	0

(more complicated example)

rw(8)

example



	1	2	3
1	0	1/2	1/2
2	1	0	0
3	1	0	0

1 → 2 → 1

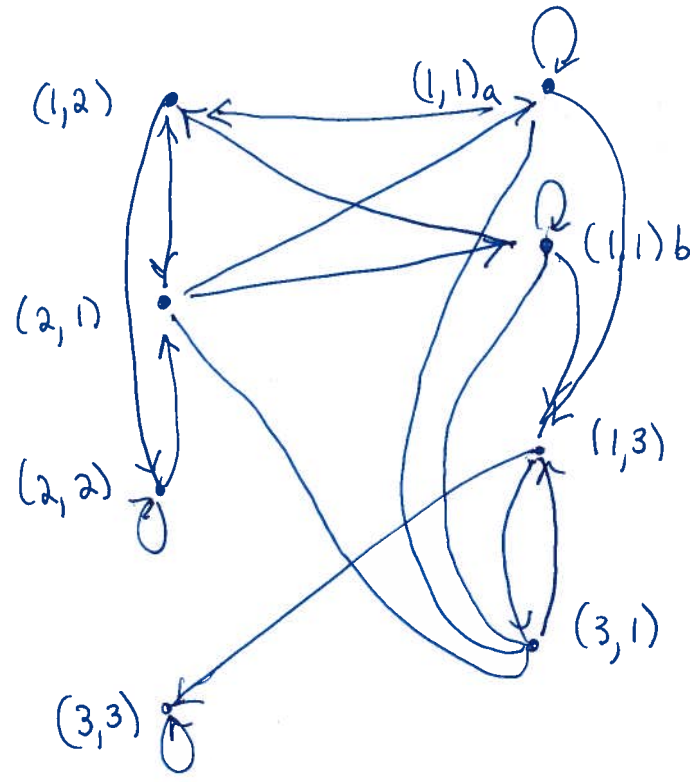
1 → 1 → 2 → 1

	1	2	3
1	1/2	1/4	1/4
2	1/2	1/2	0
3	1/2	0	1/2



G''

(1,1) → (1,2) → (2,1)



Note:  $G''$  is doubly stochastic:

$$Q_{(u,v)(v,w)} = P_{vw} = \frac{1}{d(v)} \quad \text{if } (u,v), (v,w) \in E$$

$$\forall (v,w) \in E \quad \sum_{\substack{(u,v) \text{ s.t.} \\ (u,v), (v,w) \in E'}} Q_{(u,v)(v,w)} = \sum_{(u,v) \in E} \frac{1}{d(v)} = 1$$

column sum

$\therefore \pi$  of  $G''$  is uniform

$$\text{so } \pi_u = \frac{1}{|V''|} = \frac{1}{4m}$$

$\uparrow$   
edge in  $G'$

we need that walk on  $G''$  is ergodic. Irreducible follows from  $G'$  irreducible. Aperiodic comes from self-loops.

$\uparrow$  # edges in  $G'((u,w) \rightarrow (u,v), (v,u) + 2 \text{ self loops})$

$$h_{uu} = \frac{1}{\pi_u} = 4m \quad \text{for all nodes } u \text{ in } G''$$

$\uparrow$   
edge in  $G'$

$\uparrow$   
"  
(a,b) in  $G'$

if start at  $v$  conditioned on coming from edge  $(u,v)$  (proof of lemma) expect  $\leq 4m$  steps to see  $(u,v)$  again. ▣

But, it's an M.C. so conditioning doesn't affect.

$\Rightarrow$  if start at  $v$ , expect to see  $(u,v)$  in  $\leq 4m$  steps.

$$\Rightarrow C(w,u) = C(u,v) = O(m)$$

Note: valid only for  $(u,v) \in E$  ▣

Wrapping it up:

Lemma  $C(G) = O(nm) = O(n^3)$

Pf.

start vertex  $v_0$

$T \leftarrow$  spanning tree rooted at  $v_0$

# edges in  $T = n-1$

$v_0, v_1, \dots, v_{2n-2}$  is depth 1st traversal  
 st. each edge appears twice,  
 once in each direction  
 $(a,b) + (b,a)$

$$C(G) \leq \sum_{j=0}^{2n-3} h_{v_j v_{j+1}}$$

$$= \sum_{(u,v) \in E} C_{uv}$$

since  $C_{uv} = h_{uv} + h_{vu}$

$$= O\left(\sum_{(u,v) \in E} m\right)$$

$$= O(nm)$$

■

## S-T connectivity (VST-Conn)

Input: Undirected  $G$ , nodes  $s, t$

Output: "Yes" if  $s+t$  connected  
"No" o.w.

Can solve in poly time, in many ways.

What about small space?

RL = class of problems solvable by randomized log-space  
computations

[no change for input space (read only), but can only have  
const # ptrs ...]

Thm VST-Conn  $\in$  RL

Algorithm:

start at  $s$

take random walk for  $n^3$  steps

if ever see  $t$ , output "Yes"

o.w. output "No"

Complexity:

Keep track of # steps so far

# edges

pick one randomly

at each node & toss coin to

logspace

Behavior:

If  $s, t$  not connected, never output "yes"

If  $s, t$  connected

$$h_{st} \leq C_s(G_s) \leq n^3$$

↑  
connected component of  $S$

$\Pr$  [output "no"] =  $\Pr$  [start at  $s$ , walk  $\geq c \cdot E[C_s(G_s)]$  steps + don't see  $t$ ]

$$\leq \frac{1}{c} \quad \text{by Markov's } \neq \blacksquare$$

## Comments

• Actually  $VST_{CONN} \in L$  !!!  
...

• Open is  $RL = L$ ?  
we know  $RL \in L^{3/2}$