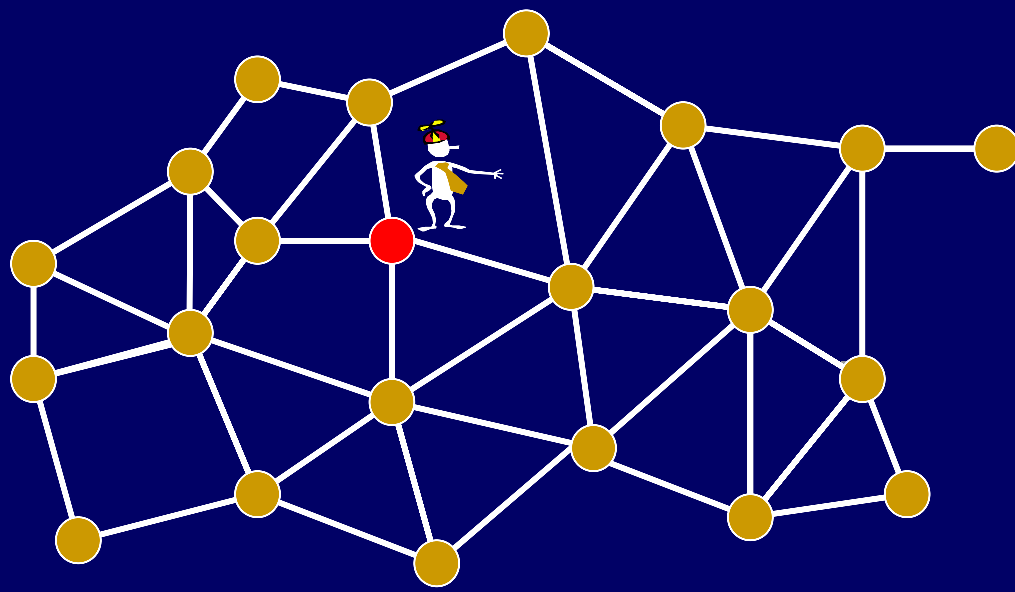
Great Theoretical Ideas In Computer Science

Steven Rudich, Anupam Gupta CS 15-251 Spring 2004

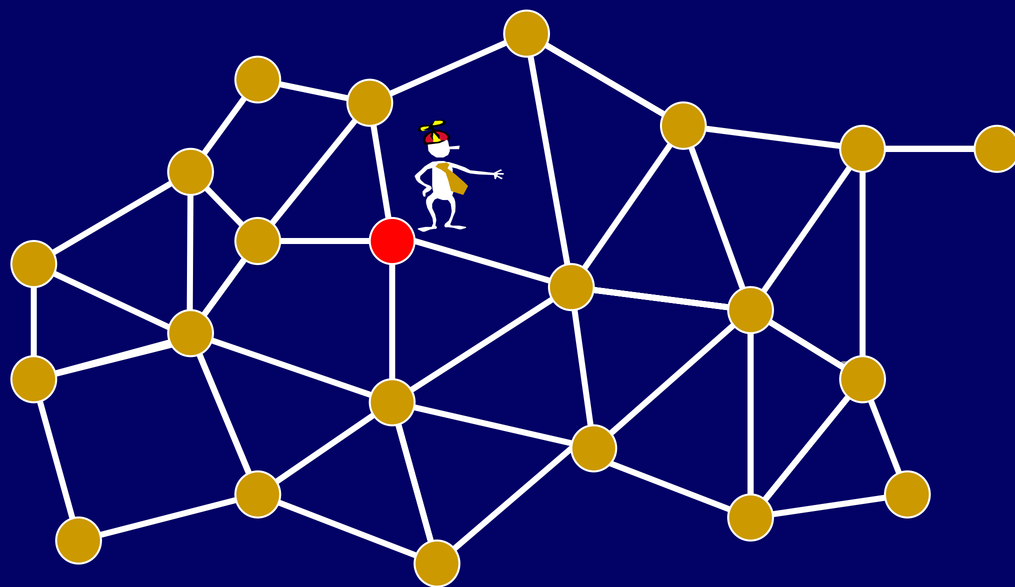
Lecture 24 April 8, 2004 Carnegie Mellon University

Random Walks

Random Walks on Graphs

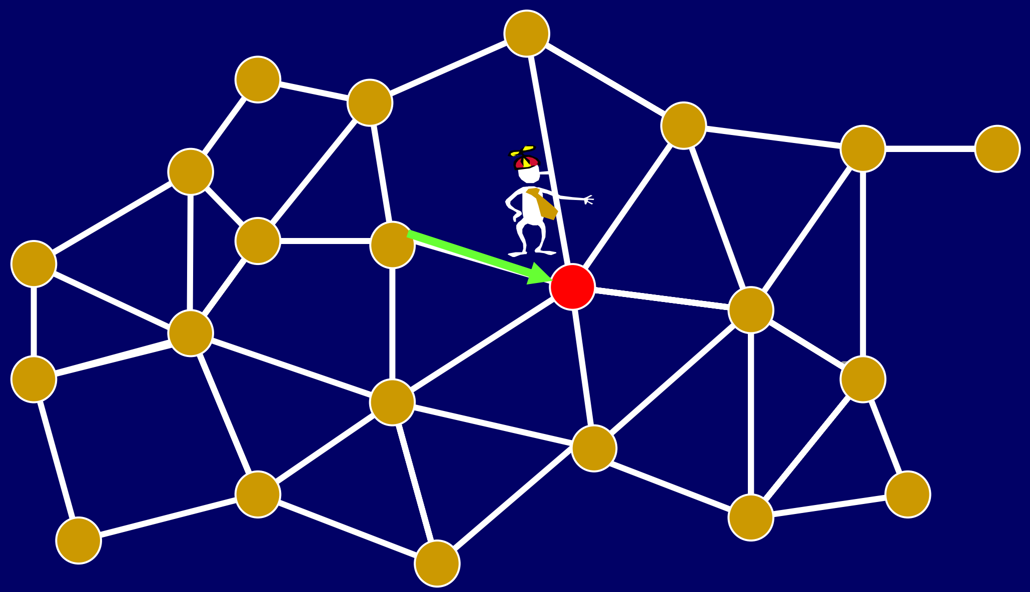


Random Walks on Graphs



At any node, go to one of the neighbors of the node with equal probability.

Random Walks on Graphs



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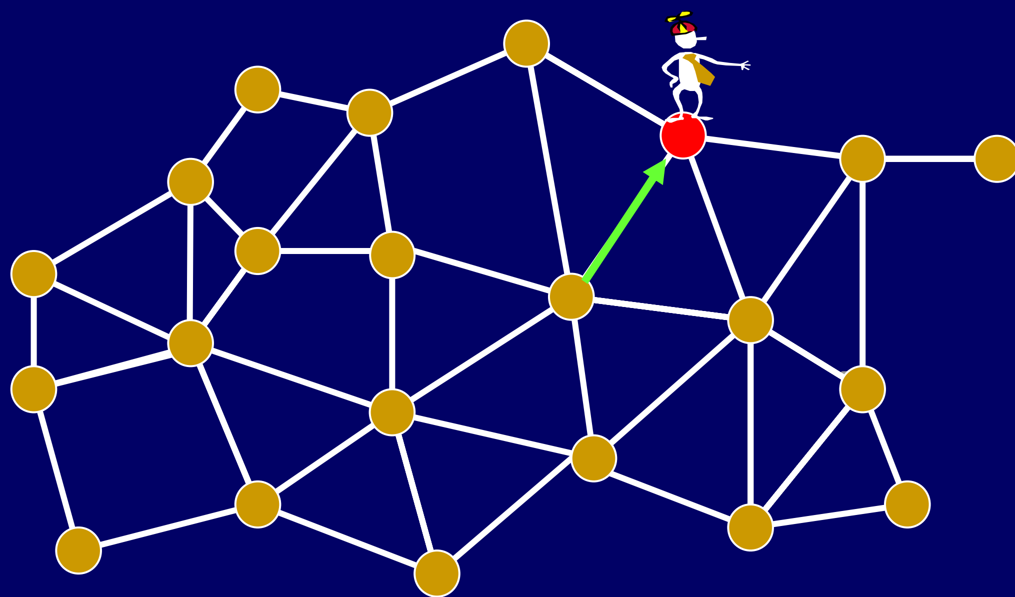

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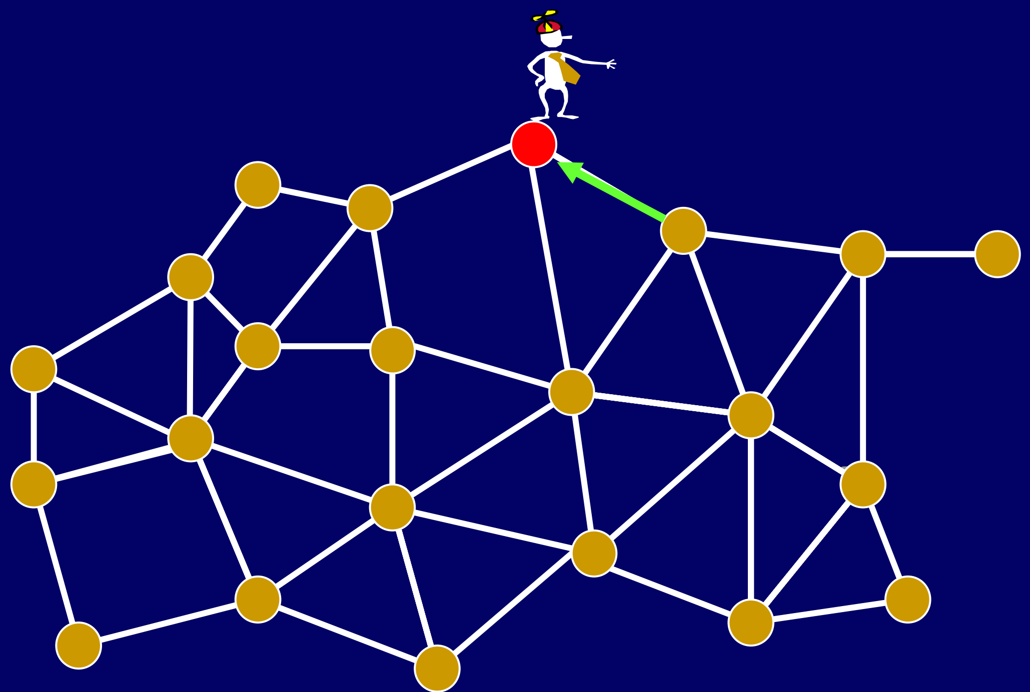

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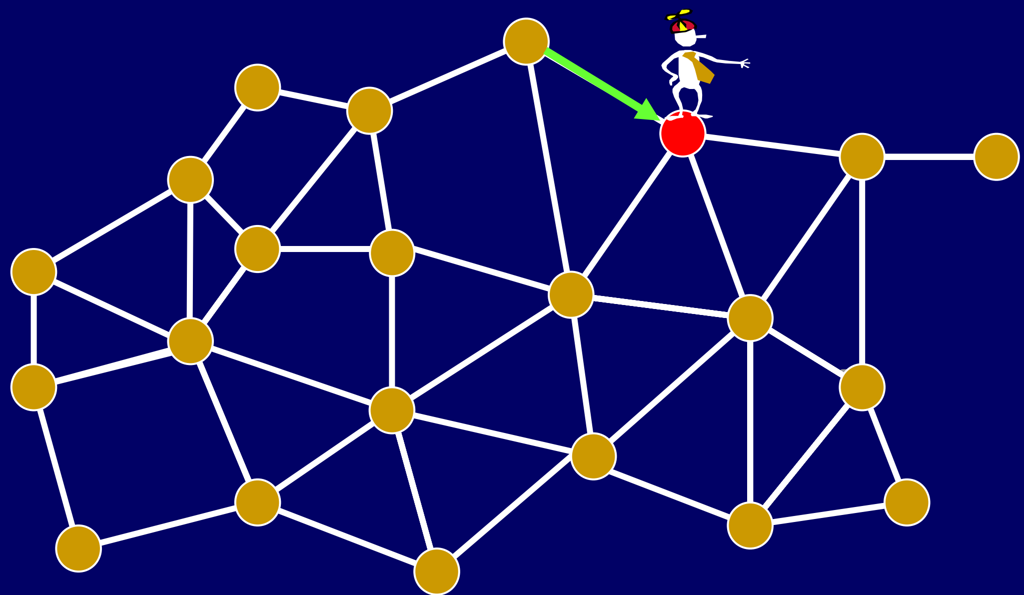

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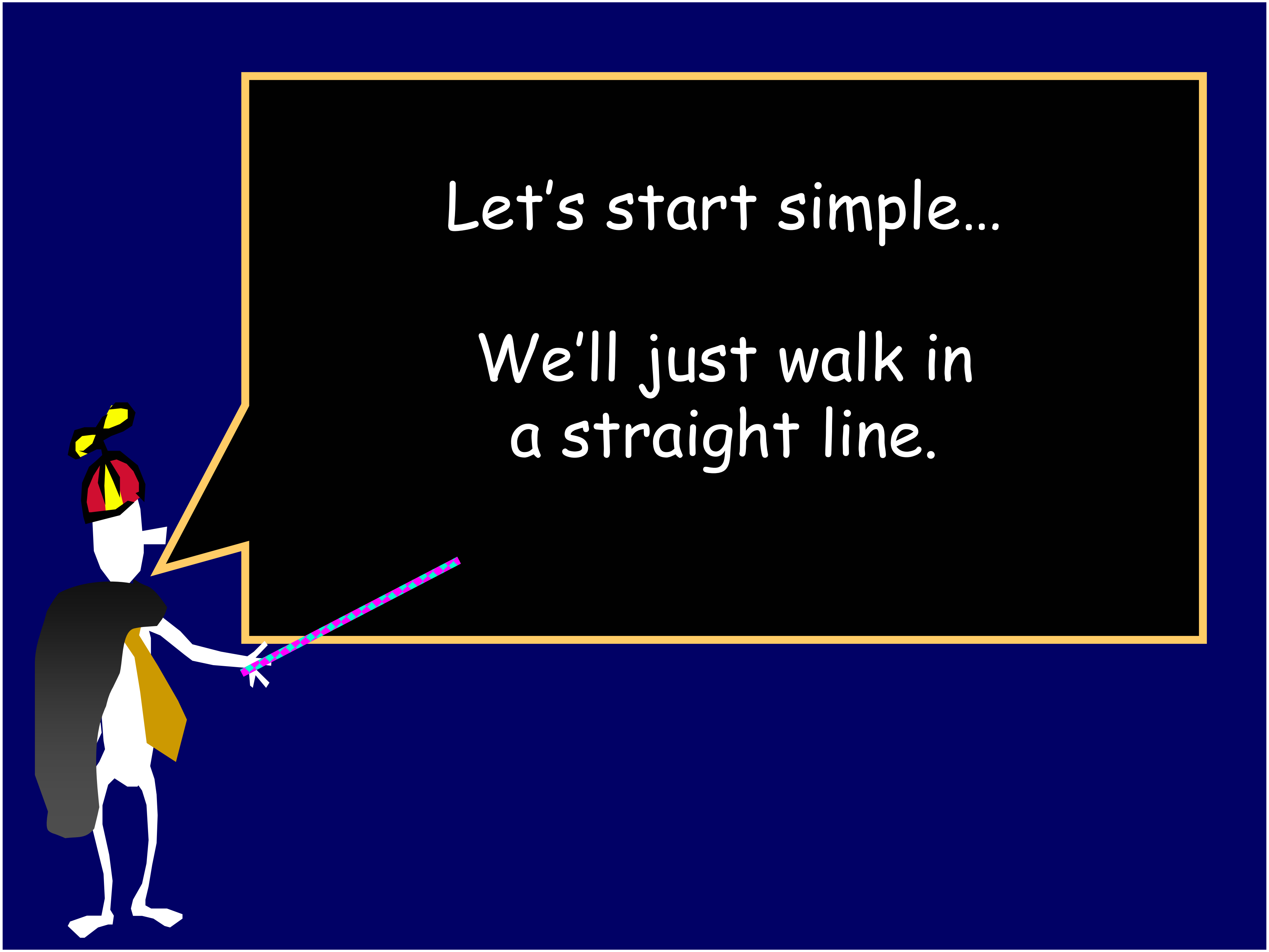
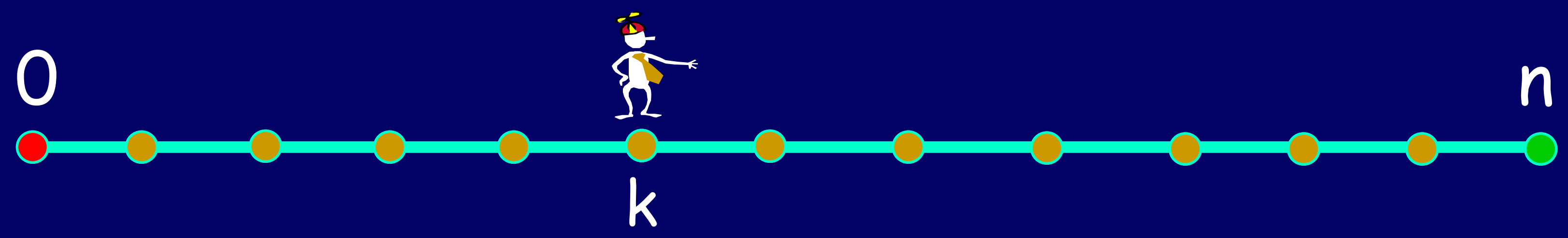

Let's start simple...
We'll just walk in
a straight line.

Random walk on a line

You go into a casino with $k, and at each time step, you bet $1 on a fair game.

You leave when you are broke or have $n.



Question 1:

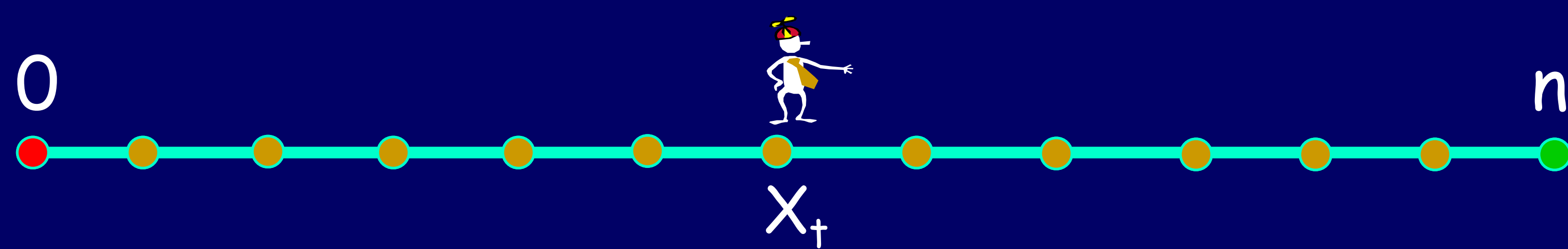
what is your expected amount of money at time t?

Let X_t be a R.V. for the amount of money at time t.

Random walk on a line

You go into a casino with $k, and at each time step, you bet $1 on a fair game.

You leave when you are broke or have $n.



$X_t = k + \delta_1 + \delta_2 + \ldots + \delta_t$,

(δ_i is a RV for the change in your money at time i.)

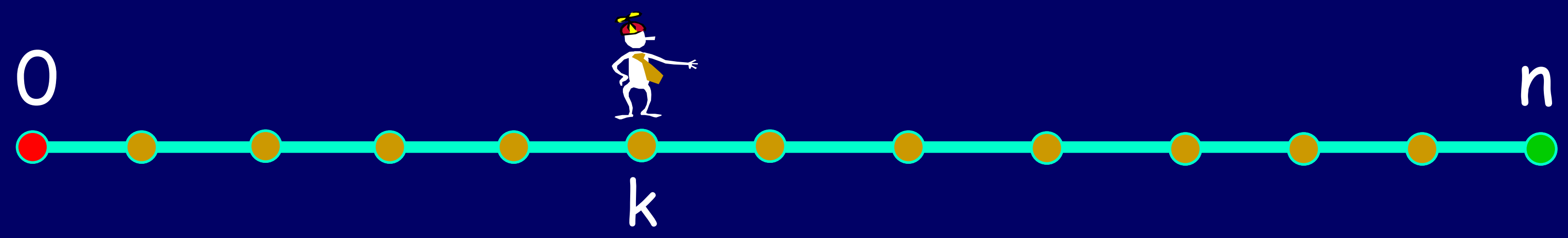
$E[\delta_i] = 0$, since $E[\delta_i | A] = 0$ for all situations A at time i.

So, $E[X_t] = k$.

Random walk on a line

You go into a casino with $k, and at each time step, you bet $1 on a fair game.

You leave when you are broke or have $n.



Question 2:

what is the probability that you leave with $n ?

Random walk on a line

Question 2:
what is the probability that you leave with \$n ?

$E[X_t] = k.$

$E[X_t] = E[X_t | X_t = 0] \times Pr(X_t = 0)$ 0
$+ E[X_t | X_t = n] \times Pr(X_t = n)$ $+ n \times Pr(X_t = n)$
$+ E[X_t | \text{neither}] \times Pr(\text{neither})$ $+ (\text{something}_t \times Pr(\text{neither}))$

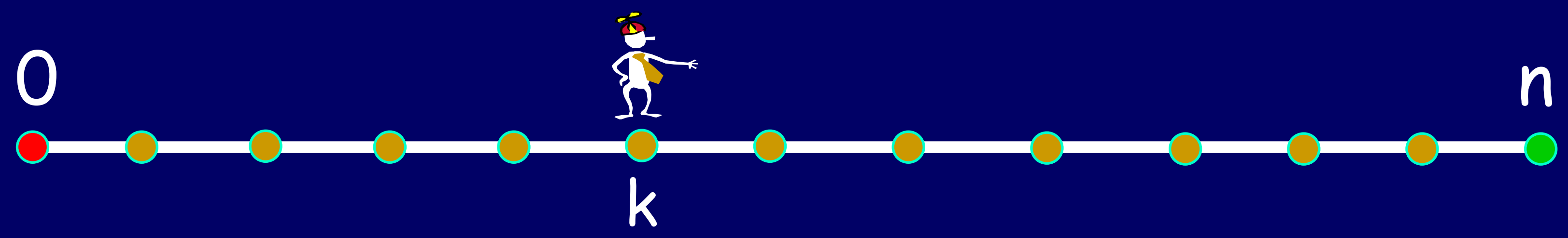
As $t \to \infty$, $Pr(\text{neither}) \to 0$, also $\text{something}_t < n$

Hence $Pr(X_t = n) \to k/n$.

Another way of looking at it

You go into a casino with $k, and at each time step, you bet $1 on a fair game.

You leave when you are broke or have $n.



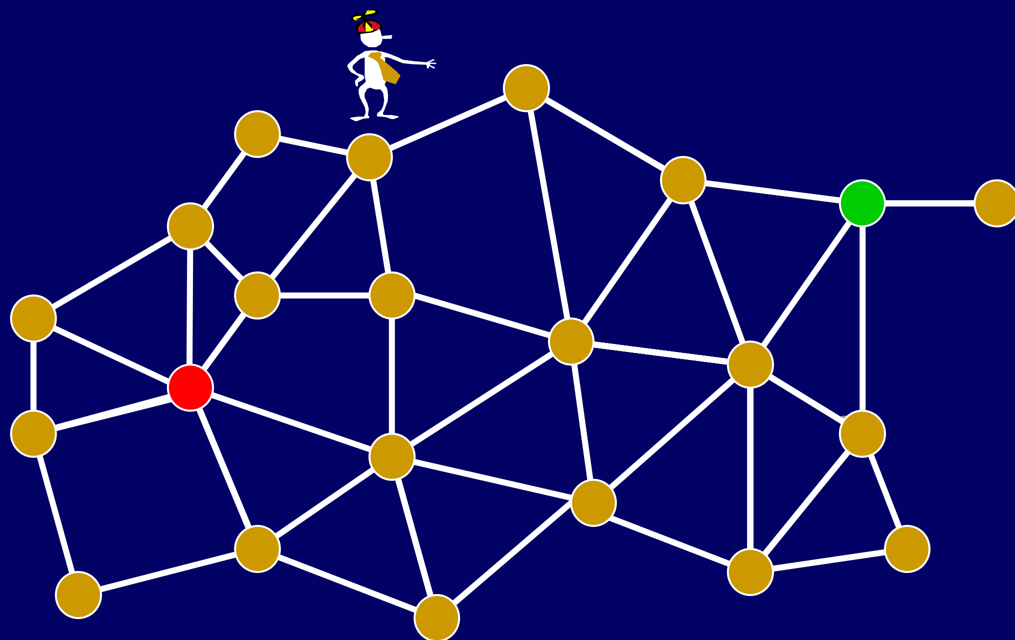
Question 2:

what is the probability that you leave with $n ?

= the probability that I hit green before I hit red.

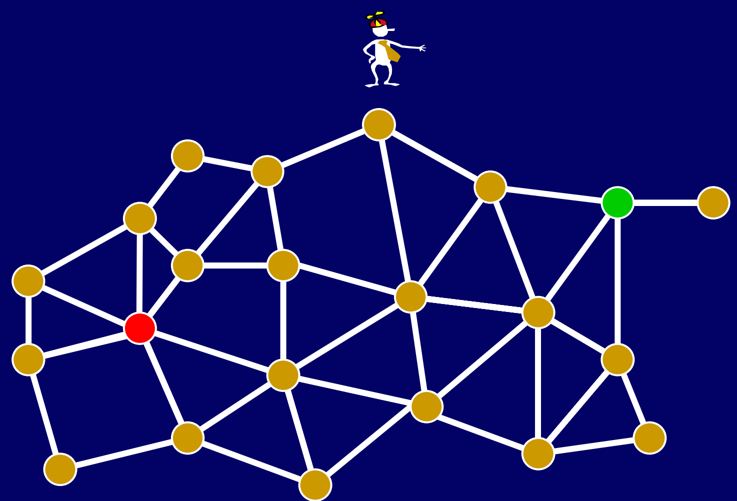
Random walks and electrical networks

What is chance I reach green before red?



Same as voltage if edges are resistors and we put 1-volt battery between green and red.

Random walks and electrical networks



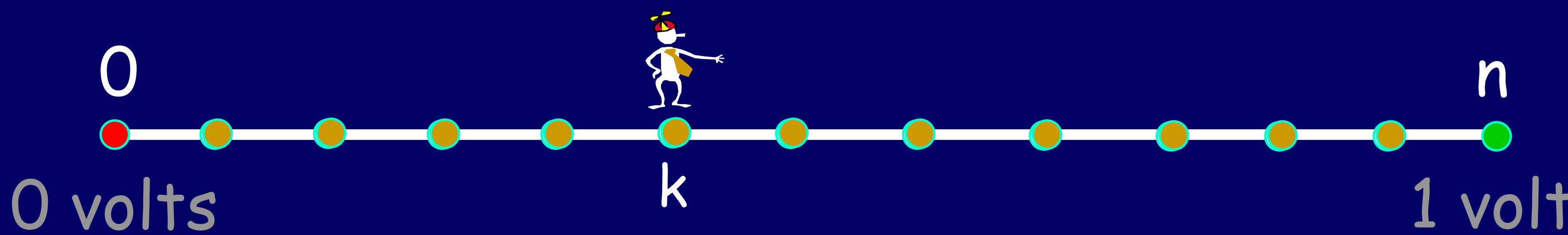
- p_x = Pr(reach green first starting from x)
- $p_{green} = 1$, $p_{red} = 0$
- and for the rest $p_x = \text{Average}_{y \in \text{Nbr}(x)}(p_y)$

Same as equations for voltage if edges all have same resistance!

Electrical networks save the day…

You go into a casino with \$k, and at each time step, you bet \$1 on a fair game.

You leave when you are broke or have \$n.



Question 2:

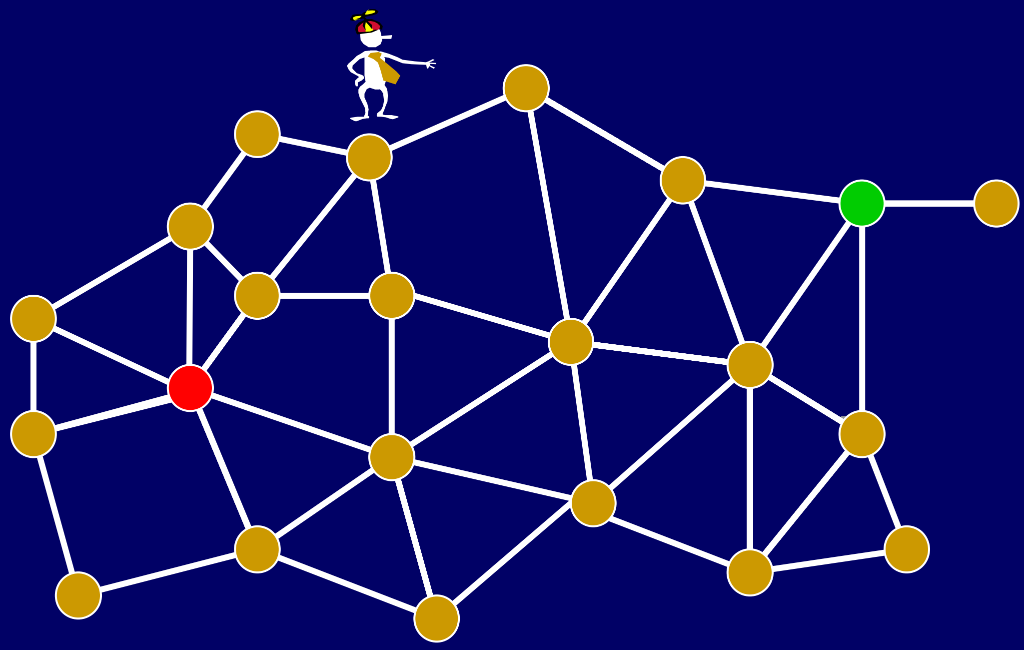
what is the probability that you leave with \$n ?

voltage(k) = k/n

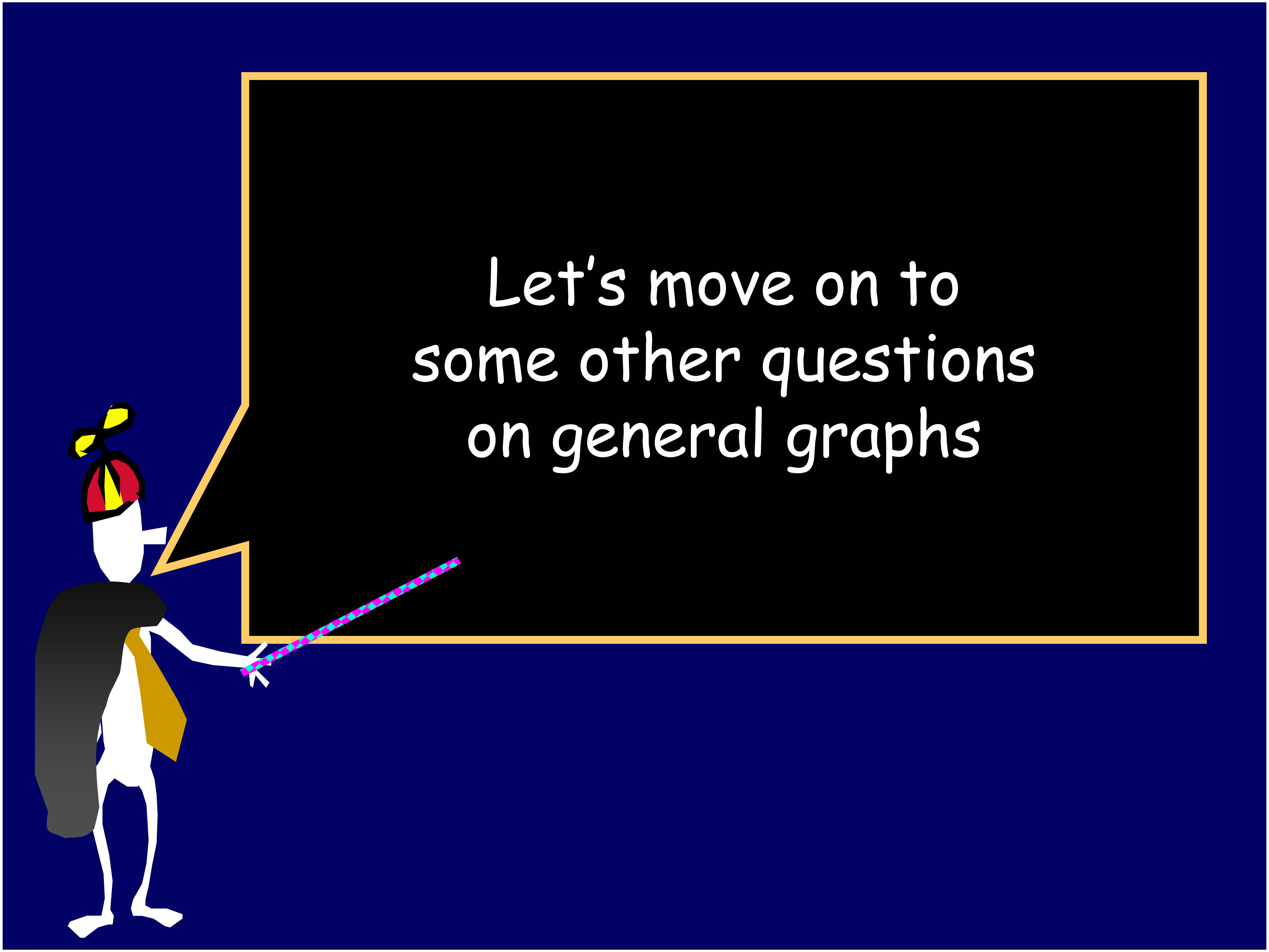
= Pr[hitting n before 0 starting at k] !!!

Random walks and electrical networks

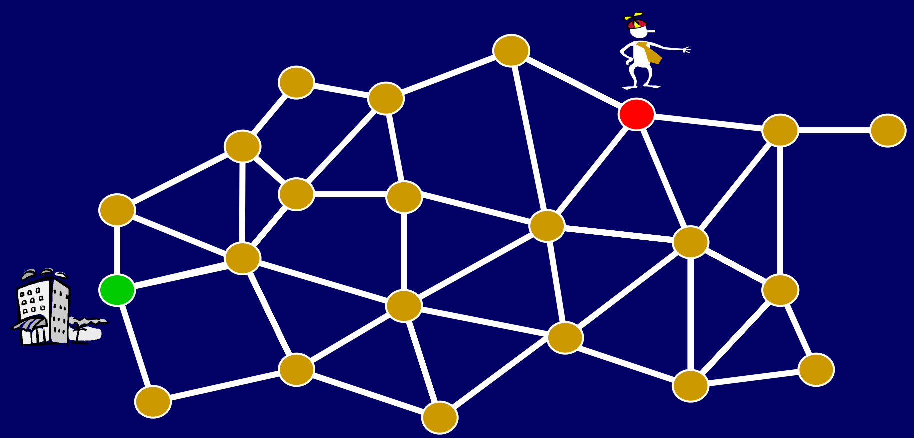
What is chance I reach green before red?



Of course, it holds for general graphs as well…


Let's move on to
some other questions
on general graphs

Getting back home

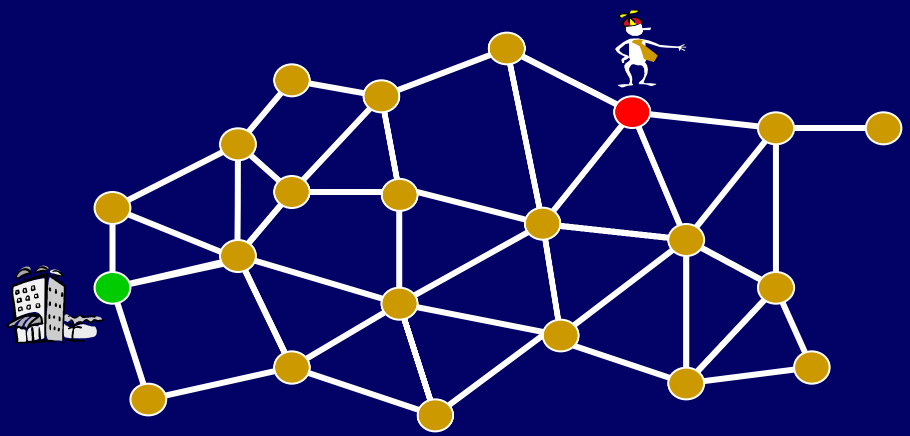


Lost in a city, you want to get back to your hotel.
How should you do this?

Depth First Search:

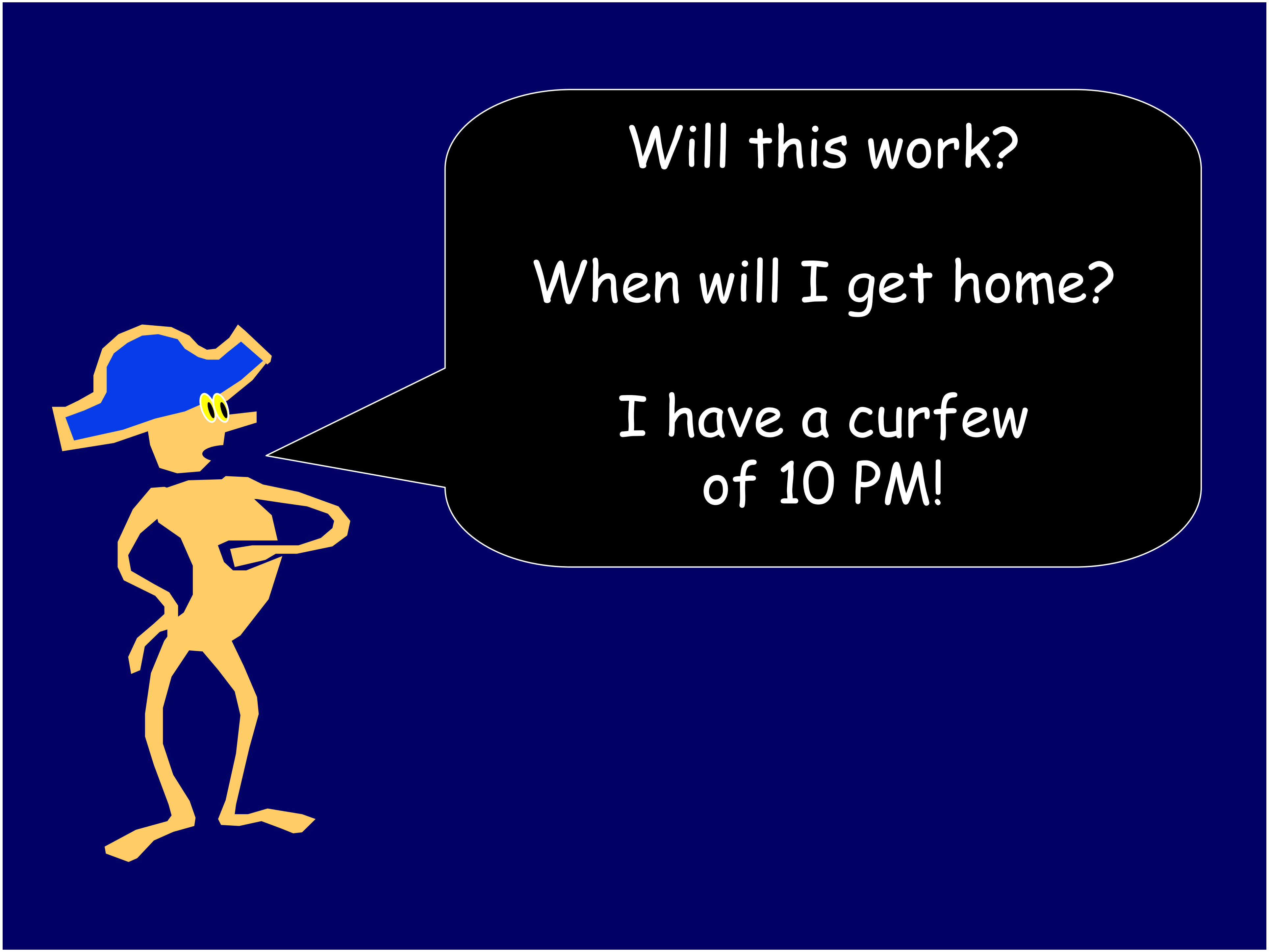
requires a good memory and a piece of chalk

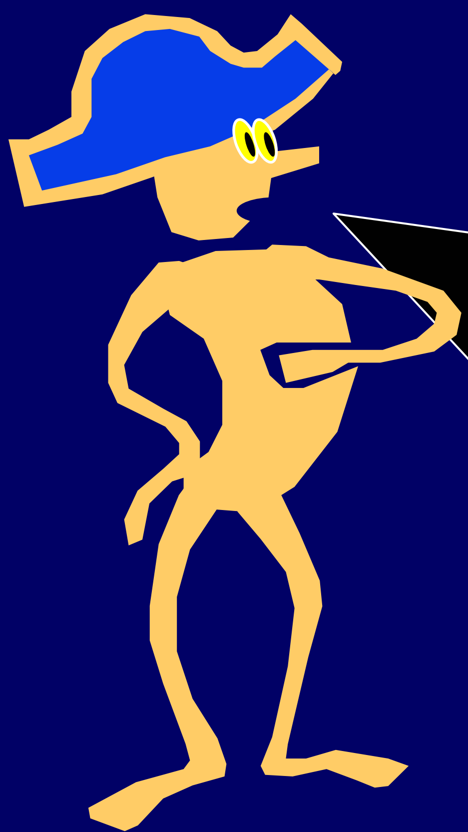
Getting back home



Lost in a city, you want to get back to your hotel.
How should you do this?

How about walking randomly?
no memory, no chalk, just coins…


Will this work?
When will I get home?
I have a curfew of 10 PM!



Will this work?
Is Pr[reach home] = 1?

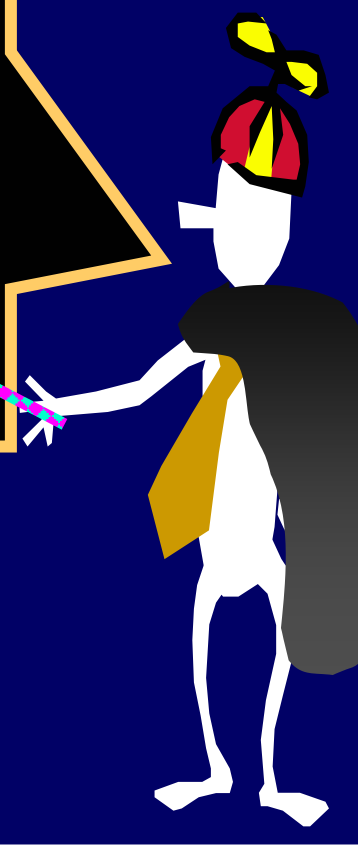
When will I get home?
What is
E[time to reach home]?

I have a curfew
of 10 PM!

Relax, Bonzo!

Yes,

Pr[will reach home] = 1

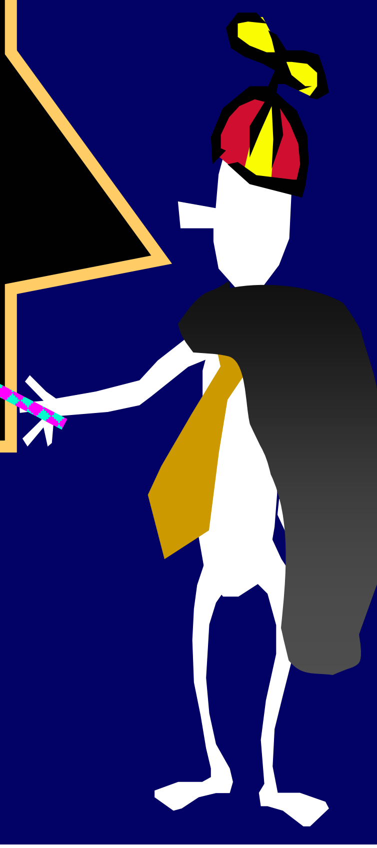


Furthermore:

If the graph has
n nodes and m edges, then

E[time to visit <u>all</u> nodes]
$\leq 2m \times (n-1)$

E[time to reach home] is at most
this



Cover times

Let us define a couple of useful things:

Cover time (from u)

C_u = E [time to visit all vertices | start at u]

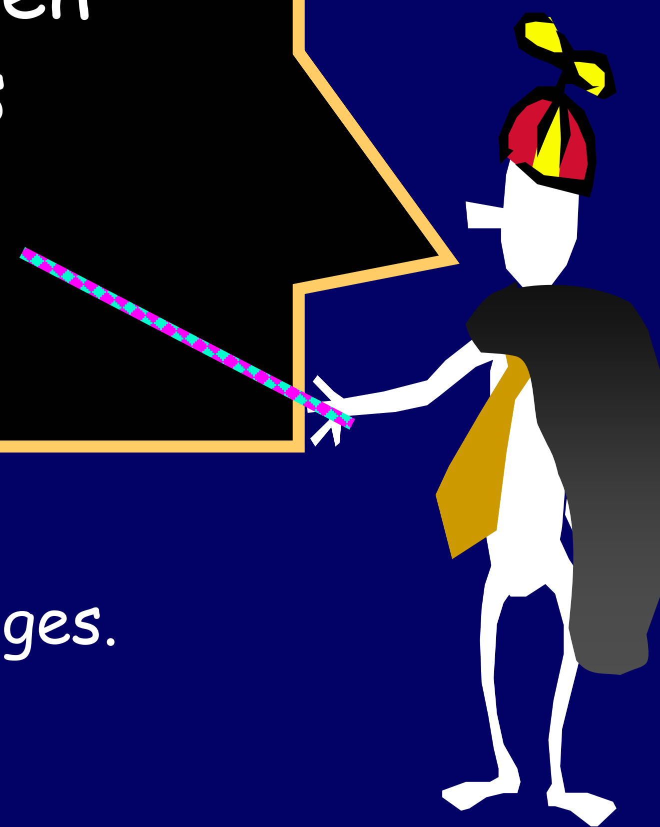
Cover time of the graph:

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

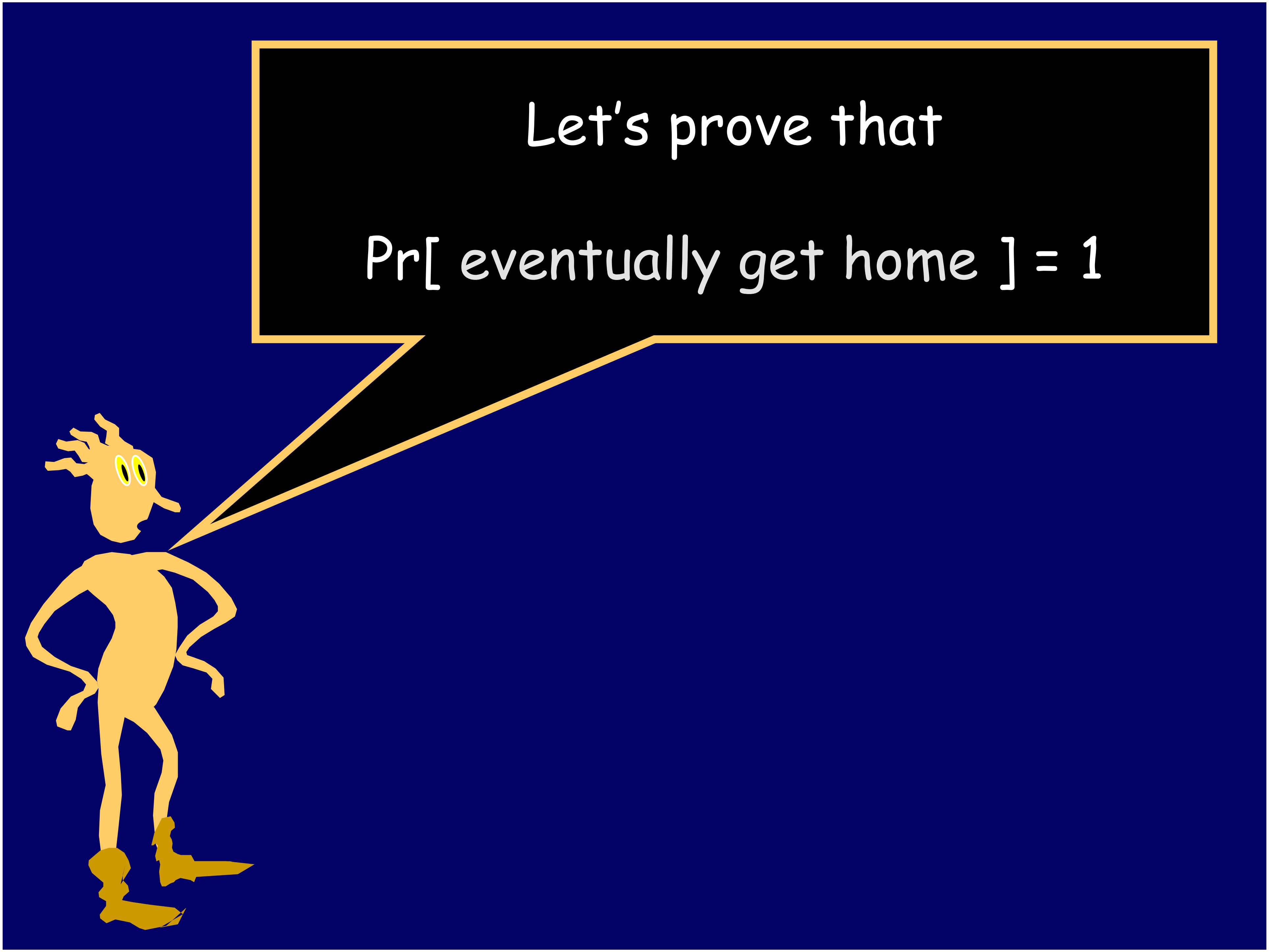
Cover Time Theorem

If the graph G has
n nodes and m edges, then
the cover time of G is

$$C(G) \le 2m(n-1)$$



Any graph on n vertices has $< n^2/2$ edges.
Hence $C(G) < n^3$ for all graphs G.


Let's prove that
Pr[eventually get home] = 1

We <u>will</u> eventually get home

Look at the first n steps.

There is a non-zero chance p_1 that we get home.

Suppose we fail.

Then, wherever we are, there a chance $p_2 > 0$ that we hit home in the next n steps from there.

Probability of failing to reach home by time kn

$= (1 - p_1)(1 - p_2) \ldots (1 - p_k) \to 0$ as $k \to \infty$

In fact

Pr[we don't get home by 2k C(G) steps] $\leq (\frac{1}{2})^k$

Recall: C(G) = cover time of G $\leq$ 2m(n-1)

An averaging argument

Suppose I start at u.

E[time to hit all vertices | start at u] ≤ C(G)

Hence,

Pr[time to hit all vertices > 2C(G) | start at u] ≤ $\frac{1}{2}$.

Why?

Else this average would be higher.

(called Markov's inequality.)

so let's walk some more!

Pr [time to hit all vertices > 2C(G) | start at u] ≤ ½.

Suppose at time 2C(G), am at some node v,
with more nodes still to visit.

Pr [haven't hit all vertices in 2C(G) more time
| start at v] ≤ ½.

Chance that you failed <u>both</u> times ≤ ¼ !

The power of independence

It is like flipping a coin with tails probability $q \le \frac{1}{2}$.

The probability that you get k tails is $q^k \le (\frac{1}{2})^k$.

(because the trials are independent!)

Hence,

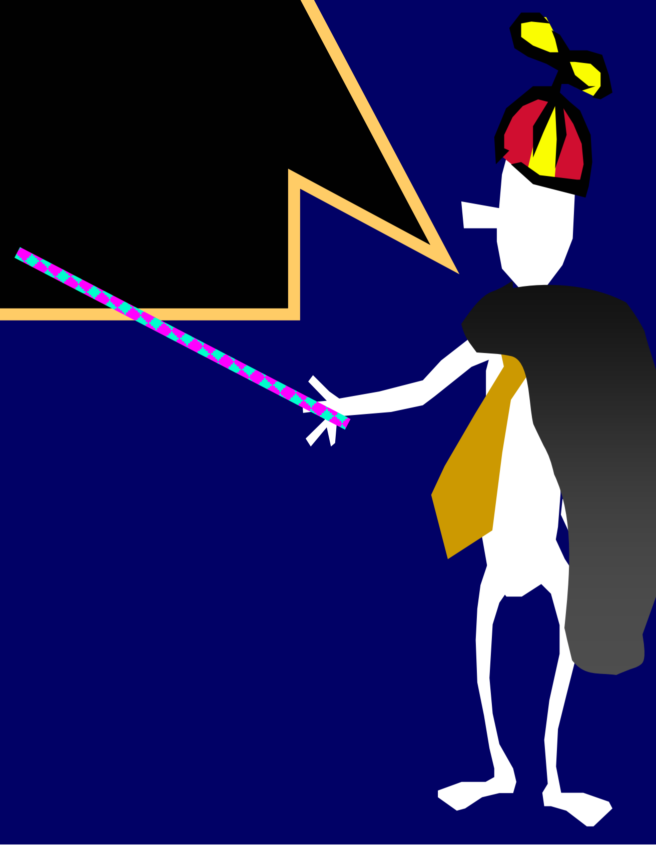
Pr[havent hit everyone in time $k \times 2C(G)$] $\le (\frac{1}{2})^k$

Exponential in k!

We've proved that

if CoverTime(G) < 2m(n-1)
then
Pr[home by time 4km(n-1)] $\geq 1 - (\frac{1}{2})^k$

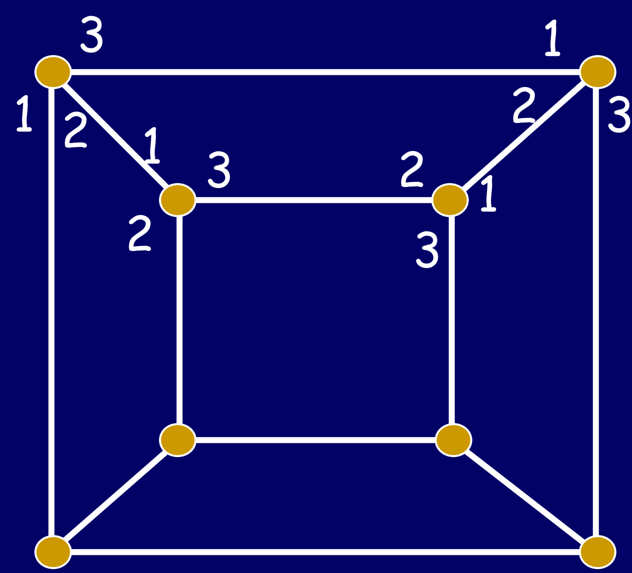
Let us see a cute implication of the fact that we see all the vertices quickly!



“3-regular” cities

Think of graphs where every node has degree 3.
(i.e., our cities only have 3-way crossings)

And edges at any node are numbered with 1,2,3.

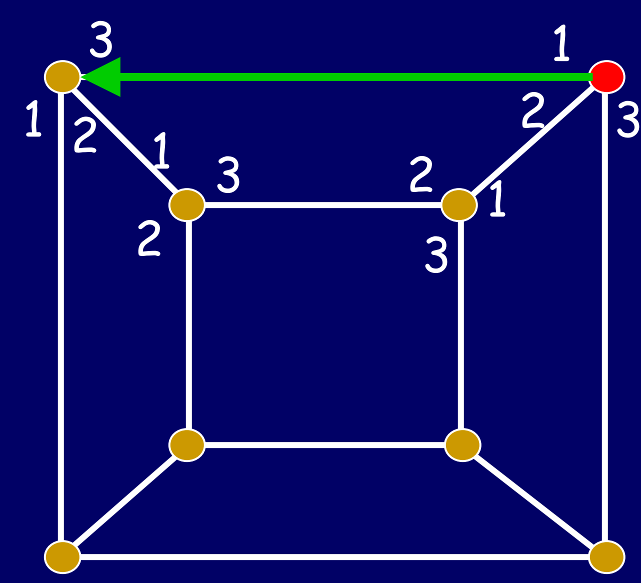


Guidebook

Imagine a sequence of 1's, 2's and 3's

12323113212131...

Use this to tell you which edge to take out of a vertex.



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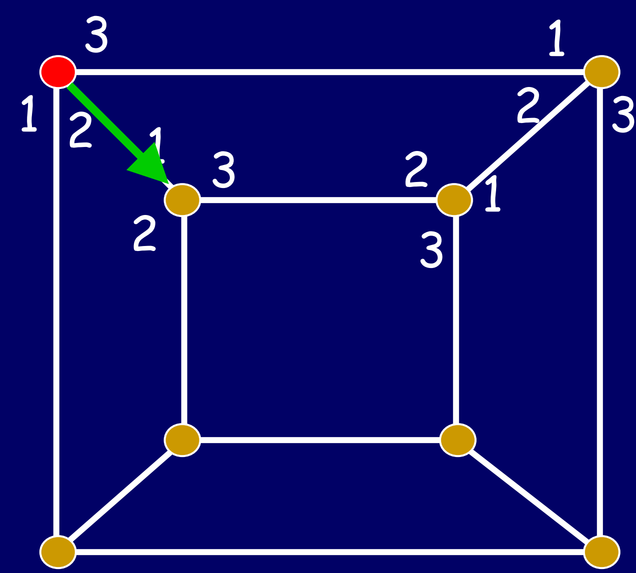

Guidebook

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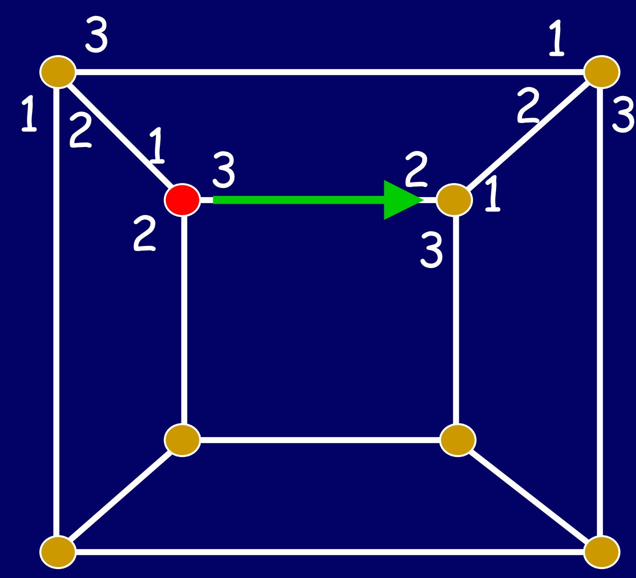

Guidebook

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1232311132121 31...

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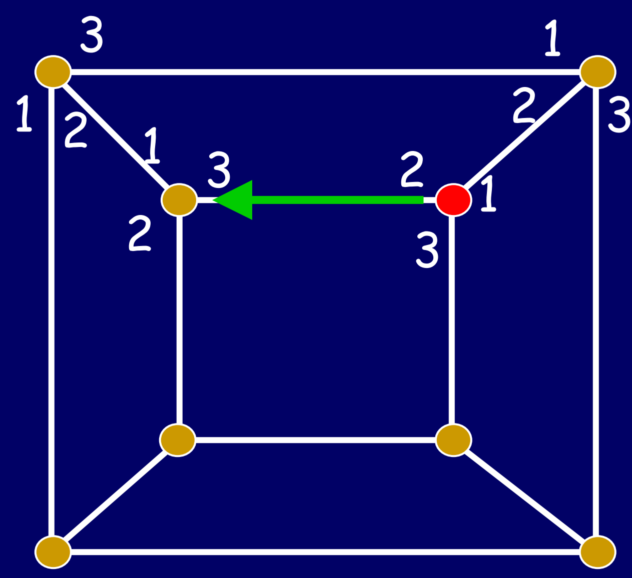


Universal Guidebooks

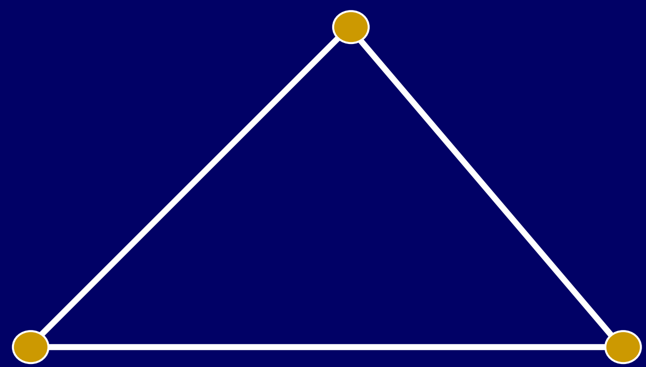
Theorem:

There exists a sequence S such that, for <u>all</u> degree-3 graphs G (with n vertices), and <u>all</u> start vertices, following this sequence will visit all nodes.

The length of this sequence S is $O(n^3 \log n)$.

This is called a “universal traversal sequence”.

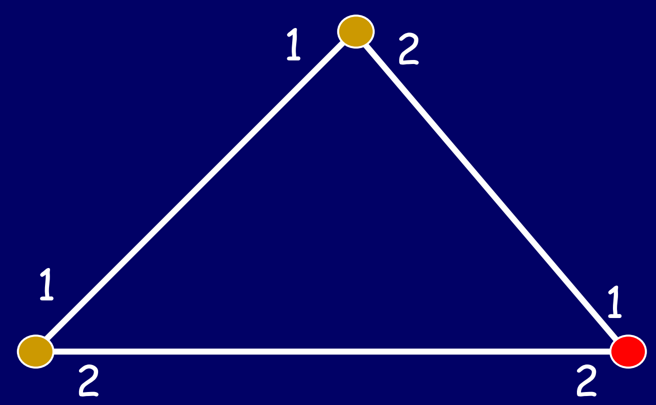
degree=2 n=3 graphs



Want a sequence such that
- for all degree-2 graphs G with 3 nodes
- for all edge labelings
- for all start nodes

traverses graph G

degree=2 n=3 graphs



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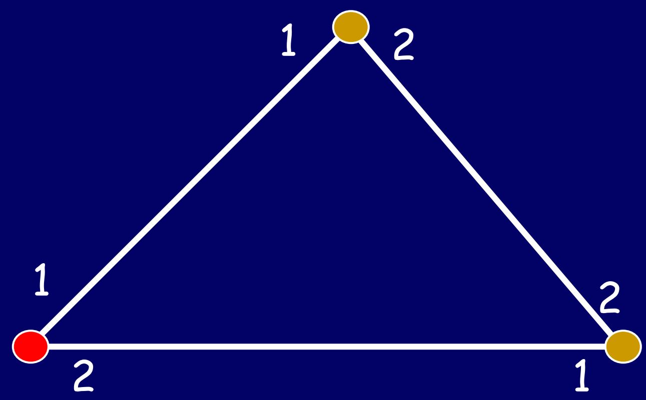

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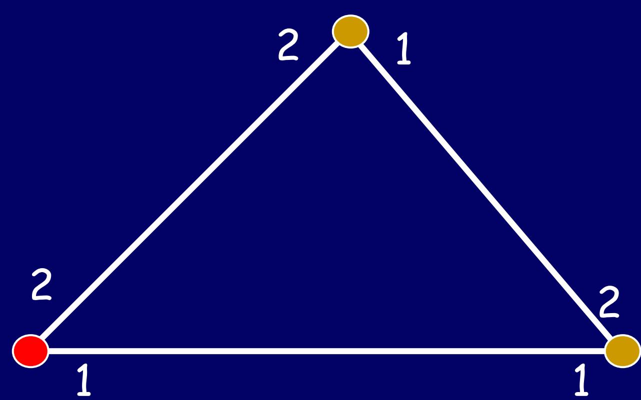

Want a sequence such that
- for all degree-2 graphs G with 3 nodes
- for all edge labelings
- for all start nodes

traverses graph G

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Universal Traversal sequences

Theorem:

There exists a sequence S such that for

all degree-3 graphs G (with n vertices)

all labelings of the edges

all start vertices

following this sequence S will visit all nodes in G.

The length of this sequence S is $O(n^3 \log n)$.

Proof

How many degree-3 n-node graph are there?

For each vertex, specifying neighbor 1, 2, 3 fixes the graph (and the labeling).

This is a 1-1 map from

$$\{\text{deg-3 n-node graphs}\} \rightarrow \{1\ldots(n-1)\}^{3n}$$

Hence, at most $(n-1)^{3n}$ such graphs.

Proof

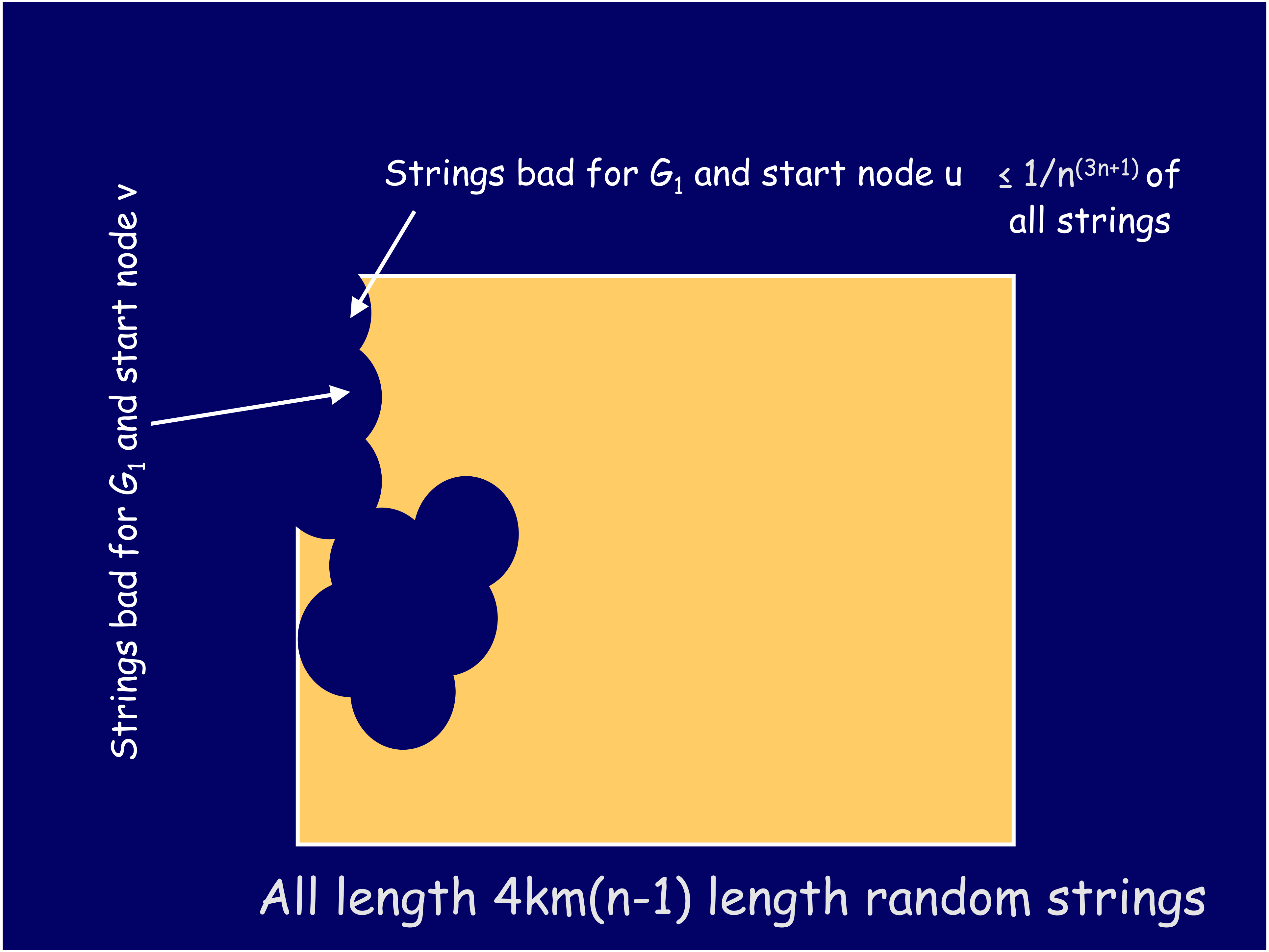
At most $(n-1)^{3n}$ degree-3 n-node graphs.

Pick one such graph G and start node u.

Random string of length 4km(n-1) fails to cover it with probability $\frac{1}{2}^k$.

If $k = (3n+1) \log n$, probability of failure $< n^{-(3n+1)}$

I.e., less than $n^{-(3n+1)}$ fraction of random strings of length 4km(n-1) fail to cover G when starting from u.


Strings bad for G_1 and start node u
≤ $1/n^{(3n+1)}$ of all strings
Strings bad for G_1 and start node v
All length 4km(n-1) length random strings

Proof (continued)

Each bite takes out at most $1/n^{(3n+1)}$ of the strings.

But we do this only $n(n-1)^{3n} < n^{(3n+1)}$ times.

(Once for each graph and each start node)

$\Rightarrow$ Must still have strings left over!

(since fraction eaten away = $n(n-1)^{3n} \times n^{-(3n+1)} < 1$)

These are good for every graph and every start node.

Univeral Traversal Sequences

Final Calculation:

The good string has length

$$4km(n-1) = 4 \times (3n+1) \log n \times 3n/2 \times (n-1).$$

$$= O(n^3 \log n)$$

Given n, don't know efficient algorithms to find a UTS of length n^{10} for n-node degree-3 graphs.

A randomized procedure

Fraction of strings thrown away

$= n(n-1)^{3n} / n^{3n+1}$

$= (1 - 1/n)^n \rightarrow 1/e = .3678$

Hence, if we pick a string at random,

Pr[it is a UTS] > ½

But we can't quickly check that it is…

Aside

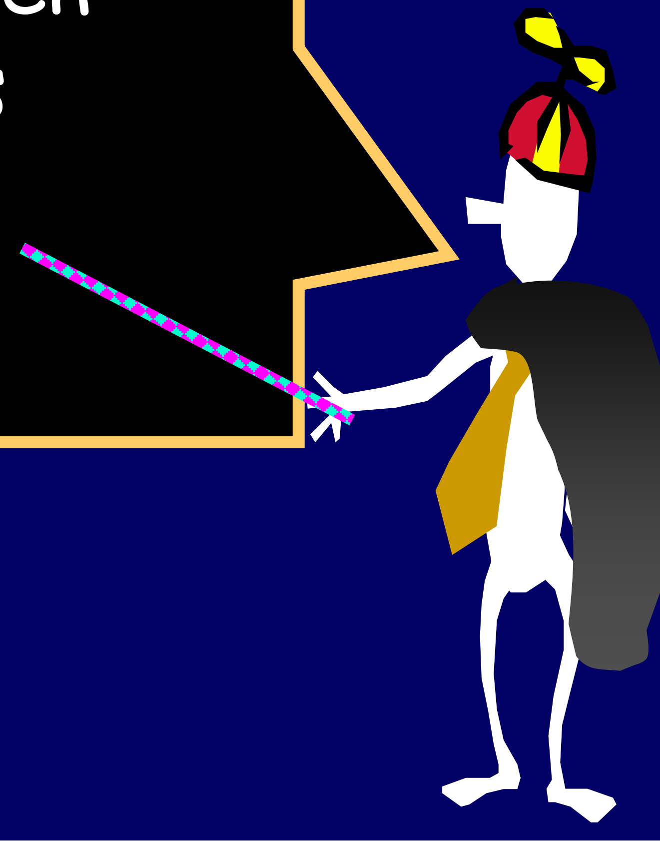
Did not really need all nodes to have same degree.
(just to keep matters simple)

Else we need to specify what to do, e.g.,
if the node has degree 5 and we see a 7.

Cover Time Theorem

If the graph G has
n nodes and m edges, then
the cover time of G is

$$C(G) \leq 2m\,(n - 1)$$

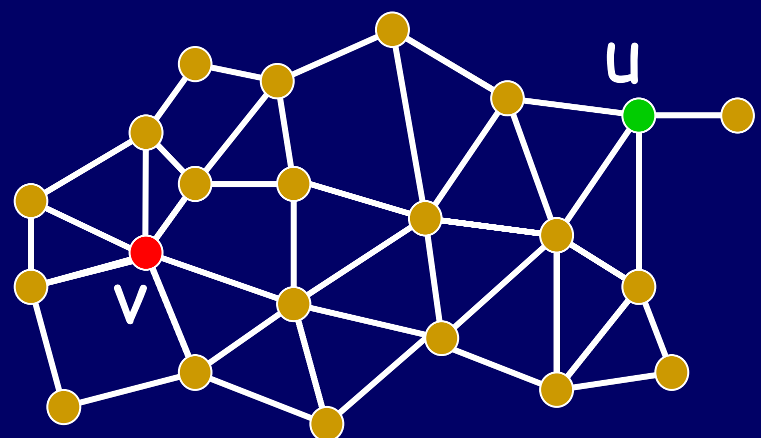


Electrical Networks again

Let H_{uv} = E[time to reach v | start at u]

Theorem: If each edge is a unit resistor

$$H_{uv} + H_{vu} = 2m \times \text{Resistance}_{uv}$$



Electrical Networks again

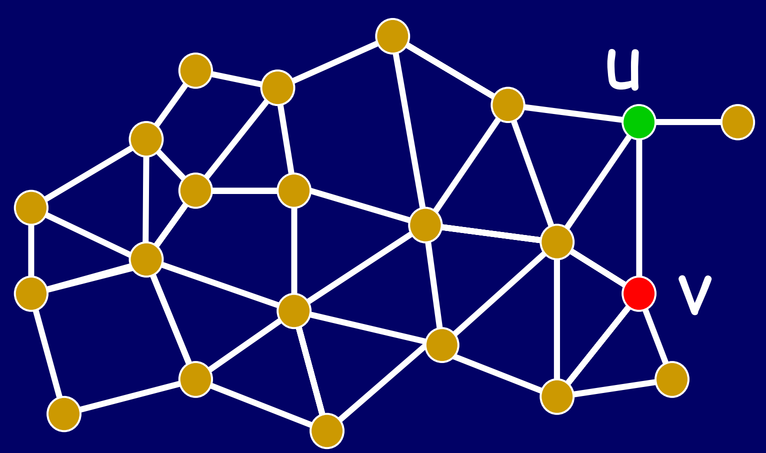
Let H_{uv} = E[time to reach v | start at u]

Theorem: If each edge is a unit resistor

$$H_{uv} + H_{vu} = 2m \times \text{Resistance}_{uv}$$

If u and v are neighbors $\Rightarrow$ $\text{Resistance}_{uv} \leq 1$

Then $H_{uv} + H_{vu} \leq 2m$



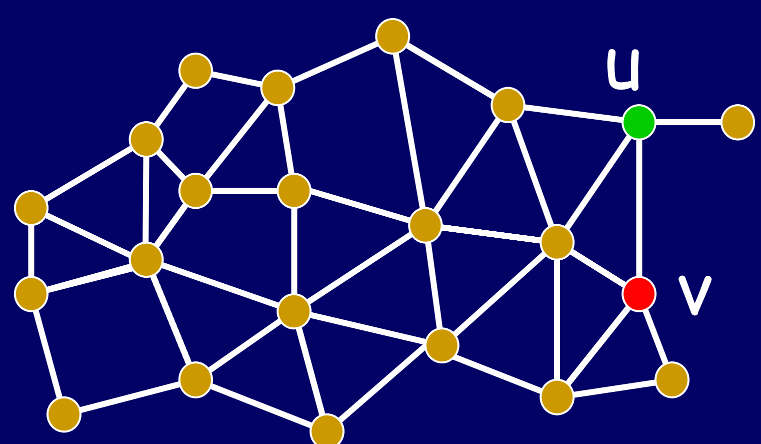
Electrical Networks again

If u and v are neighbors ⇒ $\text{Resistance}_{uv} \leq 1$

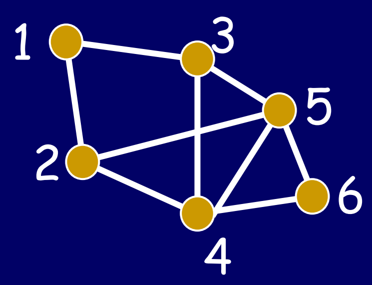
Then $H_{uv} + H_{vu} \leq 2m$

We will use this to prove the Cover Time theorem

$C_u \leq 2m(n-1)$ for all u



Suppose G is the graph



Pick a spanning tree of G

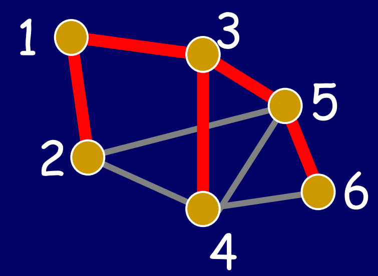
Say 1 was the start vertex,

$C_1 \leq H_{12}+H_{21}+H_{13}+H_{35}+H_{56}+H_{65}+H_{53}+H_{34}$

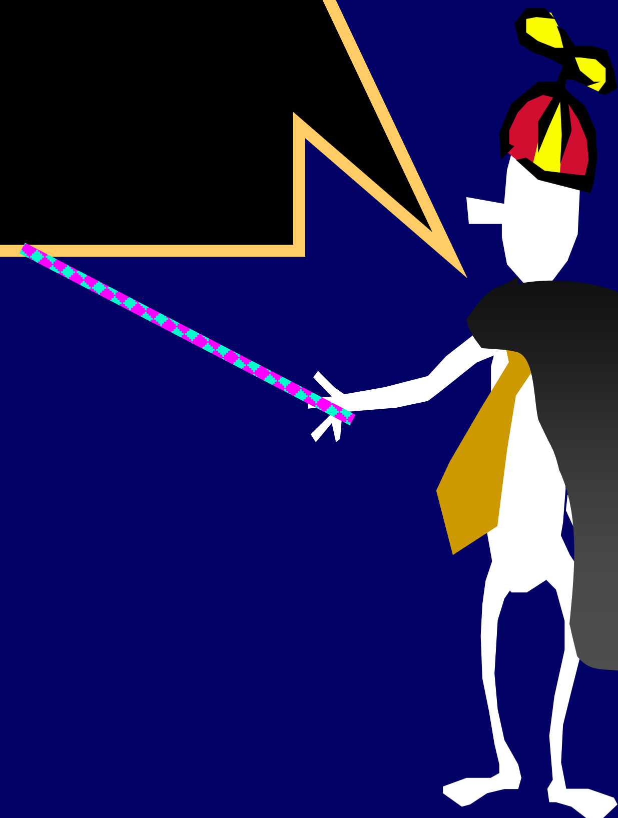
$\leq (H_{12}+H_{21}) + H_{13}+ (H_{35}+H_{53}) + (H_{56}+H_{65}) + H_{34}$

Each $H_{uv} + H_{vu} \leq 2m$, and there are (n-1) edges

$C_u \leq (n-1) \times 2m$



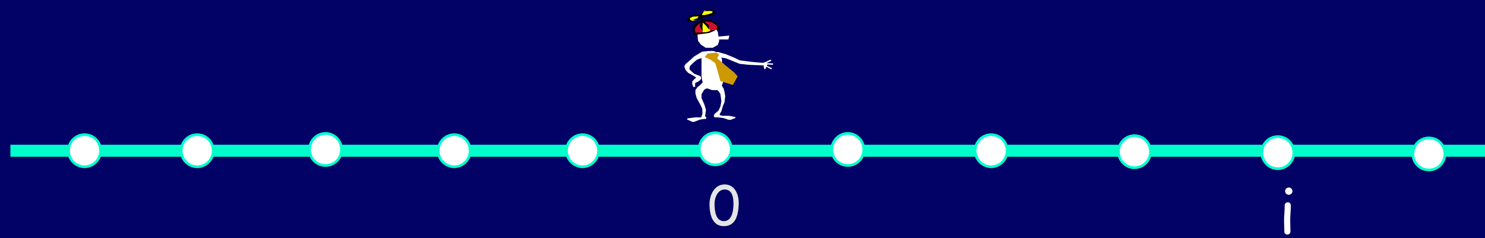
Random walks
on
infinite graphs



A drunk man will find his way home, but a drunk bird may get lost forever

- Shizuo Kakutani

Random Walk on a line

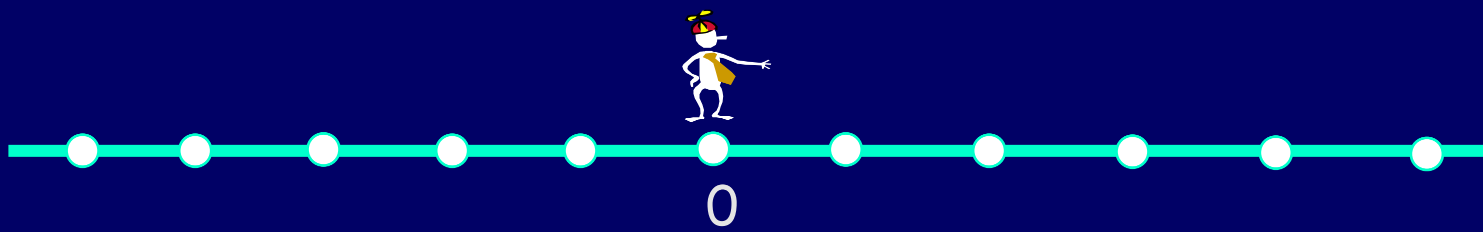


Flip an unbiased coin and go left/right.

Let X_t be the position at time t

$$\Pr[\, X_t = i \,]$$
$$= \Pr[\, \#\text{heads} - \#\text{tails} = i]$$
$$= \Pr[\, \#\text{heads} - (t - \#\text{heads}) = i] = \binom{t}{(t-i)/2} / 2^t$$

Unbiased Random Walk



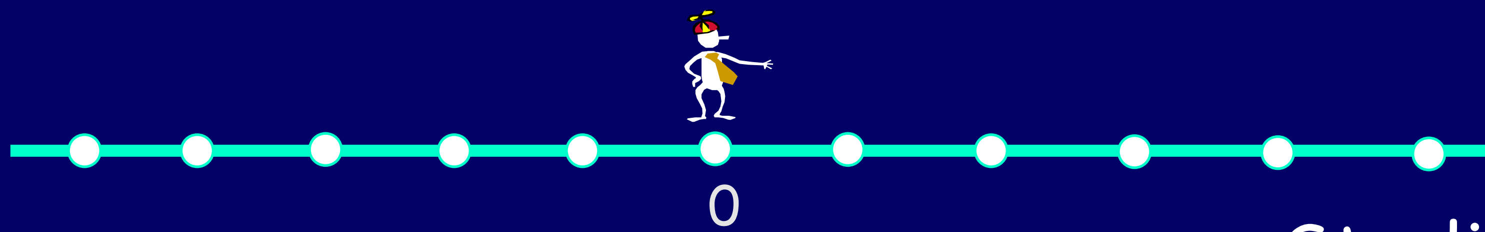
$$\Pr[\, X_{2t} = 0 \,] = \binom{2t}{t} / 2^{2t}$$

Stirling's approximation: $n! = \Theta((n/e)^n \times \sqrt{n})$

Hence: $$(2n)!/(n!)^2 = \frac{\Theta((2n/e)^{2n} \times \sqrt{2n})}{\Theta((n/e)^n \times \sqrt{n})^2}$$

$$= \Theta(2^{2n}/n^{\frac{1}{2}})$$

Unbiased Random Walk



$\Pr[\, X_{2t} = 0 \,] = \binom{2t}{t} / 2^{2t} \leq \Theta(1/\sqrt{t})$ ← Sterling's approx.

Y_{2t} = indicator for $(X_{2t} = 0)$ $\Rightarrow$ $E[\, Y_{2t} \,] = \Theta(1/\sqrt{t})$

Z_{2n} = number of visits to origin in 2n steps.

$\Rightarrow E[\, Z_{2n} \,] = E[\, \sum_{t = 1 \ldots n} Y_{2t} \,]$

$= \Theta(1/\sqrt{1} + 1/\sqrt{2} + \ldots + 1/\sqrt{n}) = \Theta(\sqrt{n})$


In n steps, you expect to return to the origin Θ(√n) times!

Simple Claim

Recall: if we repeatedly flip coin with bias p
E[# of flips till heads] = 1/p.

Claim: If Pr[not return to origin] = p, then
E[number of times at origin] = 1/p.

Proof: H = never return to origin. T = we do.
Hence returning to origin is like getting a tails.
E[# of returns] =
E[# tails before a head] = 1/p – 1.
(But we started at the origin too!)

We will return…

Claim: If Pr[not return to origin] = p, then
E[number of times at origin] = 1/p.

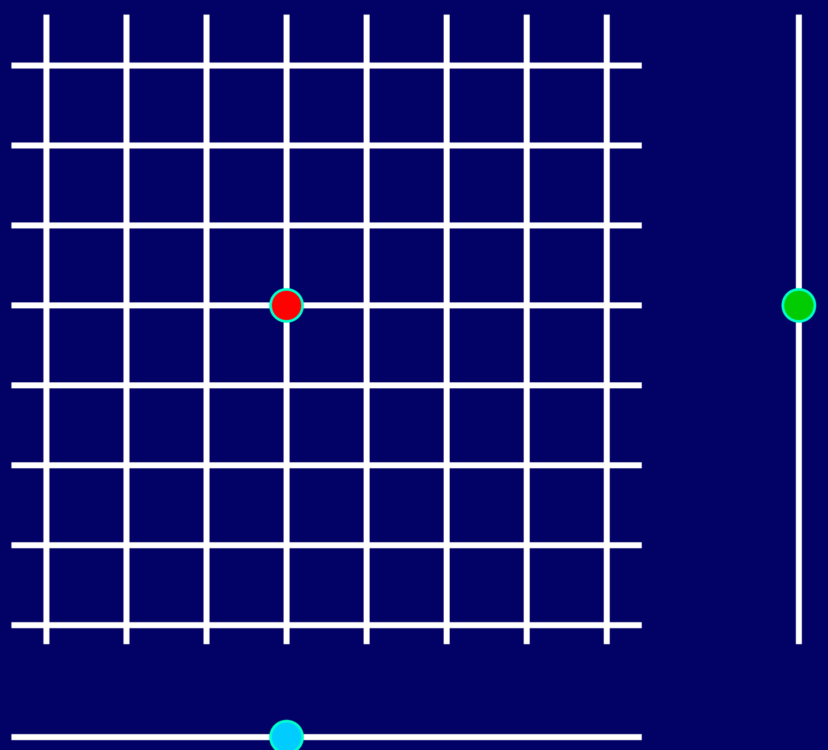
Theorem: Pr[we return to origin] = 1.

Proof: Suppose not.
Hence p = Pr[never return] > 0.
$\Rightarrow$ E [#times at origin] = 1/p = constant.

But we showed that $E[\, Z_n \,] = \Theta(\sqrt{n}) \to \infty$

How about a 2-d grid?

Let us simplify our 2-d random walk:
move in both the x-direction and y-direction...



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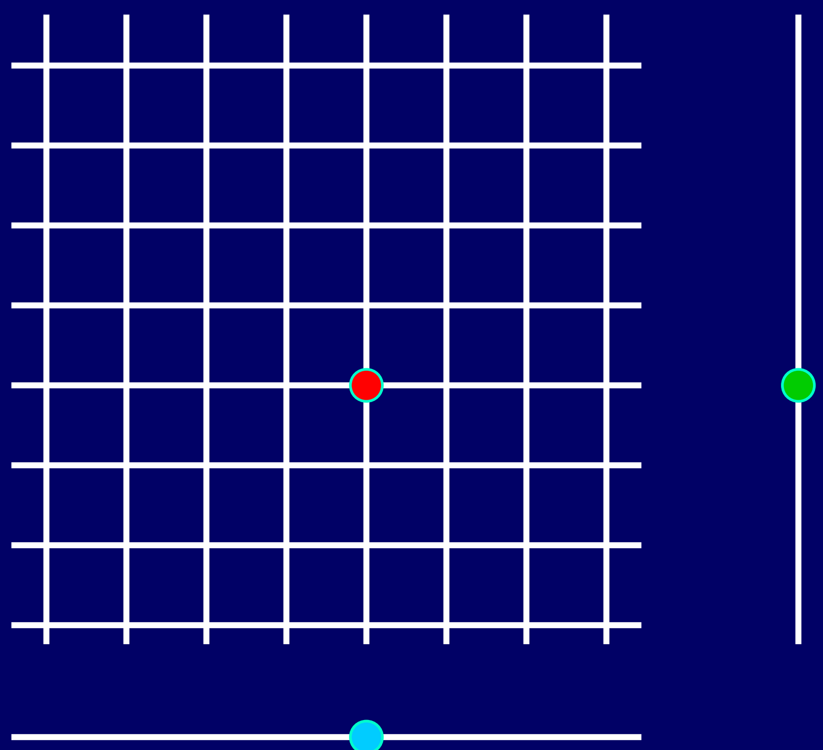

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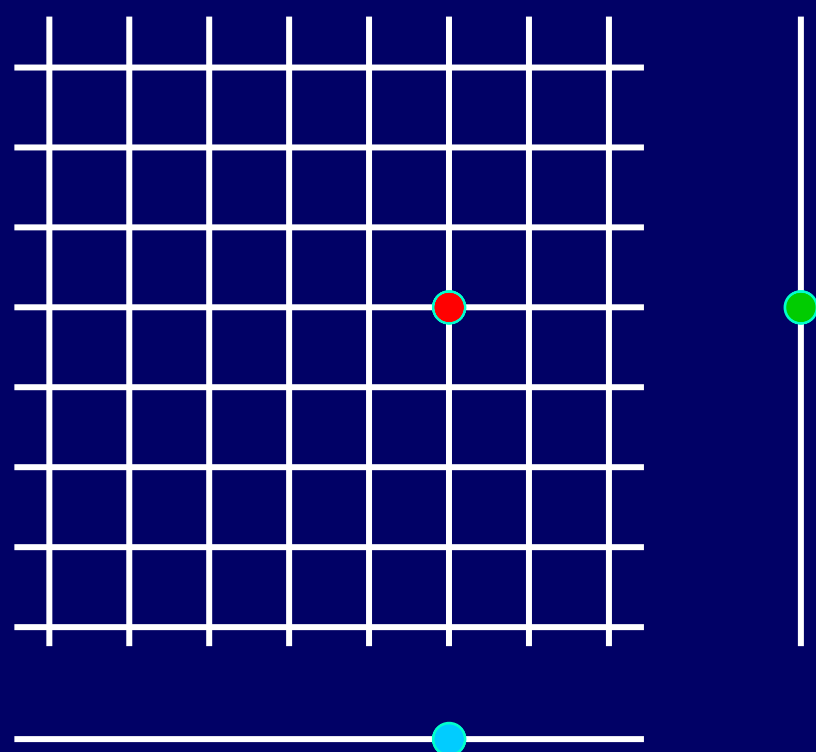

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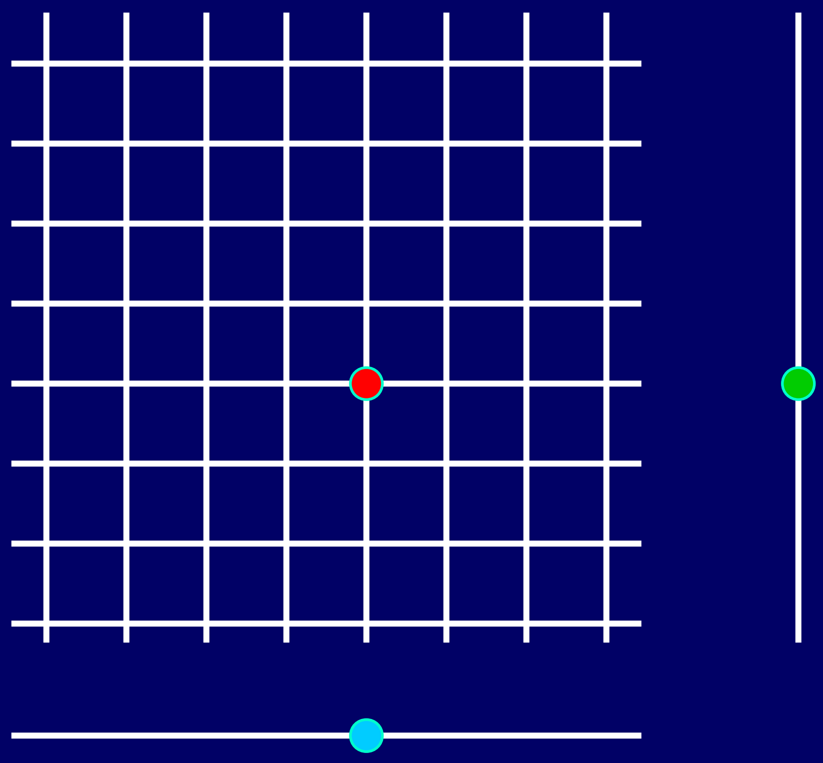

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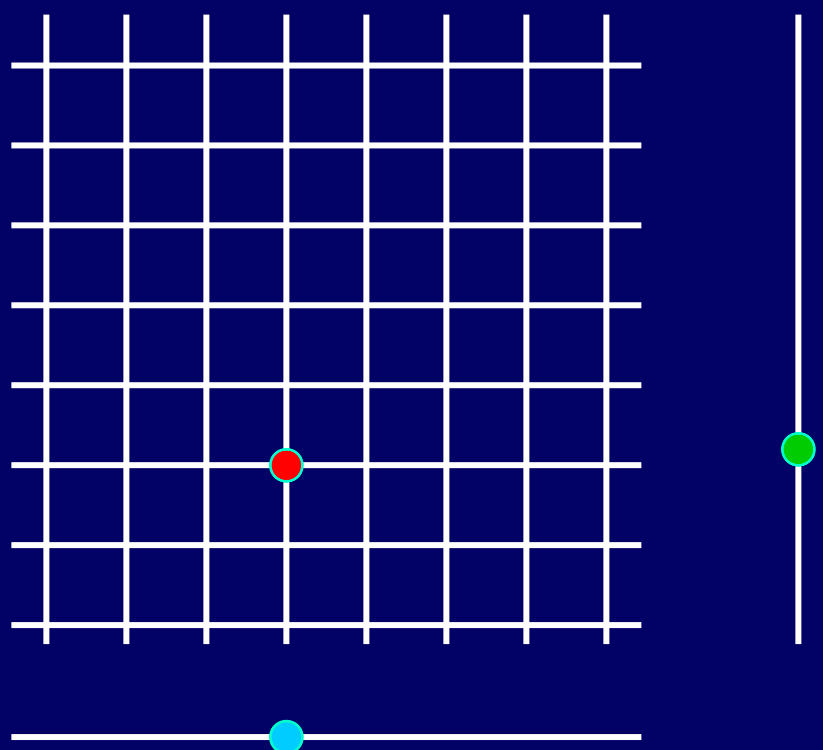

in the 2-d walk

Returning to the origin in the grid
  ⇔ both “line” random walks return to their origins

Pr[visit origin at time t] = $\Theta(1/\sqrt{t}) \times \Theta(1/\sqrt{t})$
  $= \Theta(1/t)$

E[# of visits to origin by time n]
  $= \Theta(1/1 + 1/2 + 1/3 + \ldots + 1/n) = \Theta(\log n)$

We will return (again!)...

Claim: If Pr[not return to origin] = p, then
E[number of times at origin] = 1/p.

Theorem: Pr[we return to origin] = 1.

Proof: Suppose not.
Hence p = Pr[never return] > 0.
$\Rightarrow$ E [#times at origin] = 1/p = constant.

But we showed that E[Z_n] = $\Theta(\log n) \rightarrow \infty$

But in 3-d

Pr[visit origin at time t] = $\Theta(1/\sqrt{t})^3 = \Theta(1/t^{3/2})$

$\lim_{n \to \infty}$ E[# of visits by time n] < K (constant)

Hence

Pr[never return to origin] > 1/K.

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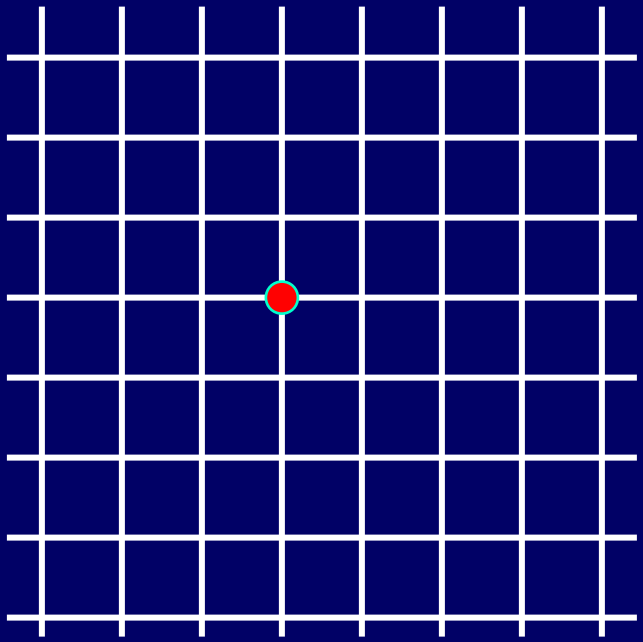

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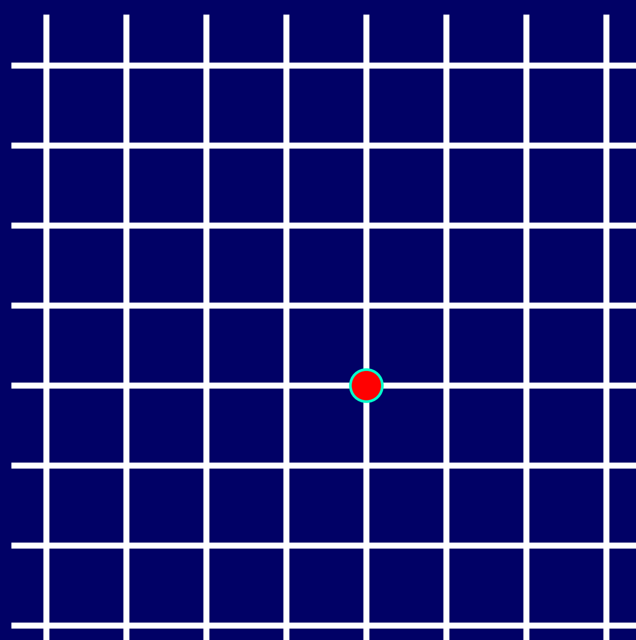

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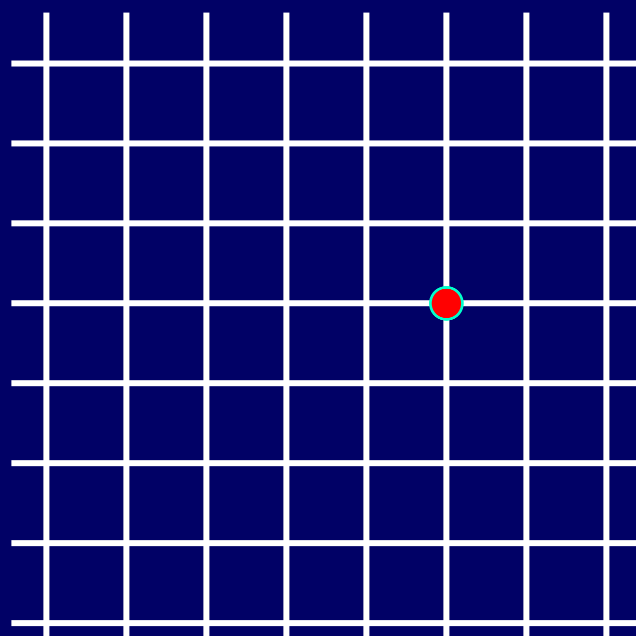

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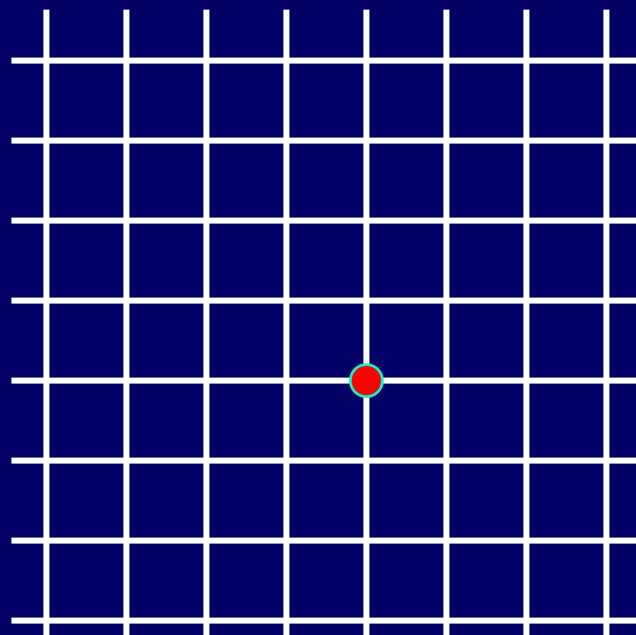

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