

## 0.1 Review

general graphs: adjacent vertices:

- lemma: for adjacent  $(u, v)$ ,  $h_{uv} + h_{vu} \leq 2m$
- proof: new markov chain on *edge traversed following vertex MC*
  - transition matrix is *doubly stochastic*: column sums are 1 (exactly  $d(v)$  edges can transit to edge  $(v, w)$ , each does so with probability  $1/d(v)$ )
  - In homework, show such matrices have *uniform* stationary distribution.
  - Deduce  $\pi_e = 1/2m$ . Thus  $h_{ee} = 2m$ .
- So consider suppose original chain on vertex  $v$ .
  - suppose arrived via  $(u, v)$
  - expected to traverse  $(u, v)$  again in  $2m$  steps
  - at this point will have commuted  $u$  to  $v$  and back.
  - so conditioning on arrival method, commute time  $2m$  (thanks to memorylessness)

General graph cover time:

- theorem: cover time  $O(mn)$
- proof: find a spanning tree
- consider a dfs of tree-crosses each edge once in each direction, gives order  $v_1, \dots, v_{2n-1}$
- time for the vertices to be visited in this order is upper bounded by commute time
- but vertices adjacent, so commute times  $O(m)$
- total time  $O(mn)$
- tight for lollipop, loose for line.

## Applications

Testing graph connectivity in logspace.

- Deterministic algorithm (matrix squaring) gives  $\log^2 n$  space
- Smarter algorithms gives  $\log^{4/3} n$  space
- $\log n$  open
- Randomized logspace achieves one-sided error

universal traversal sequences.

- Define labelled graph
- UTS covers any labelled graph
- deterministic construction known for cycle only
- we showed cover time  $O(n^3)$
- so probability takes more than  $2n^3$  to cover is  $1/2$
- repeat  $k$  times. Prob fail  $1/2^k$
- How many graphs?  $(nd)^{O(nd)}$
- So set  $k = O(nd \log nd)$
- probabilistic method

Nisan  $n^{O(\log n)}$  via pseudorandom generator that fools logspace machines.

## Markov Chains for Sampling

Sampling:

- Given complex state space
- Want to sample from it
- Use some Markov Chain
- Run for a long time
- end up “near” stationary distribution
- Reduces sampling to local moves (easier)
- no need for global description of state space
- Allows sample from exponential state space

Formalize: what is “near” and “long time”?

- Stationary distribution  $\pi$
- arbitrary distribution  $q$
- **relative pointwise distance (r.p.d.)**  $\max_j |q_j - \pi_j|/\pi_j$
- Intuitively close.
- Formally, suppose r.p.d.  $\delta$ .
- Then  $(1 - \delta)\pi \leq q$

- So can express distribution  $q$  as “with probability  $1 - \delta$ , sample from  $\pi$ . Else, do something wierd.
- So if  $\delta$  small, “as if” sampling from  $\pi$  each time.
- If  $\delta$  poly small, can do poly samples without goof
- Gives “almost stationary” sample from Markov Chain
- Mixing Time: time to reduce r.p.d to some  $\epsilon$

## Eigenvalues

Method 1 for mixing time: Eigenvalues.

- Consider transition matrix  $P$ .
- Eigenvalues  $\lambda_1 \geq \dots \geq \lambda_n$
- Corresponding Eigenvectors  $e_1, \dots, e_n$ .
- Any vector  $q$  can be written as  $\sum a_i e_i$
- Then  $qP = \sum a_i \lambda_i e_i$
- and  $qP^k = \sum a_i \lambda_i^k e_i$
- so sufficient to understand eigenvalues and vectors.
- Is any  $|\lambda_i| > 1$ ?
  - If so,  $e_i P = \lambda_i P$
  - let  $M$  be max entry of  $e_i$  (in absolute value)
  - if  $\lambda_i > 1$ , then some  $e_i P$  entry is  $\lambda_i M > M$
  - any entry of  $e_i P$  is a convex combo of values at most  $M$ , so max value  $M$ , contradiction.
  - Deduce: all eigenvalues of stochastic matrix at most 1.
- How many  $\lambda_i = 1$ ?
  - Stationary distribution ( $e_1 = \pi$ )
  - if any others, could add a little bit of it to  $e_1$ , get second stationary distribution
  - What about  $-1$ ? Only if periodic.
- so all other coordinates of eigenvalue decomposition **decay** as  $\lambda_i^k$ .
- So if can show other  $\lambda_i$  small, converge to stationary distribution fast.
- In particular, if  $\lambda_2 < 1 - 1/poly$ , get polynomial mixing time

## Expanders:

Definition

- bipartite
- $n$  vertices, regular degree  $d$
- $|\Gamma(S)| \geq (1 + c(1 - 2|S|/n))|S|$

factor  $c$  more neighbors, at least until  $S$  near  $n/2$ .

Take random walk on  $(n, d, c)$  expander with constant  $c$

- add self loops (with probability 1/2 to deal with periodicity).
- uniform stationary distribution
- lemma: second eigenvalue  $1 - O(1/d)$

$$\lambda_2 \leq 1 - \frac{c^2}{d(2048 + 4c^2)}$$

- Intuition on convergence: because neighborhoods grow, position becomes unpredictable very fast.
- proof: messy math

Deduce: mixing time in expander is  $O(\log n)$  to get  $\epsilon$  r.p.d. (since  $\pi_i = 1/n$ )

Converse theorem: if  $\lambda_2 \leq 1 - \epsilon$ , get expander with

$$c \geq 4(\epsilon - \epsilon^2)$$

Walks that mix fast are on expanders.

Gabber-Galil expanders:

- Do expanders exist? Yes! proof: probabilistic method.
- But in this case, can do better deterministically.
  - Gabber Galil expanders.
  - Let  $n = 2m^2$ . Vertices are  $(x, y)$  where  $x, y \in Z_m$  (one set per side)
  - 5 neighbors:  $(x, y), (x, x + y), (x, x + y + 1), (x + y, y), (x + y + 1, y)$  (add mod  $m$ )
  - or 7 neighbors of similar form.
- Theorem: this  $d = 5$  graph has  $c = (2 - \sqrt{3})/4$ , degree 7 has twice the expansion.
- in other words,  $c$  and  $d$  are constant.
- meaning  $\lambda_2 = 1 - \epsilon$  for some **constant**  $\epsilon$
- So random walks on this expander mix *very* fast: for polynomially small r.p.d.,  $O(\log n)$  steps of random walk suffice.
- Note also that  $n$  can be huge, since only need to store one vertex ( $O(\log n)$  bits).