CSE 6512 Lecture 14 Notes

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Let G(V, E) be an undirected connected and non-bipartite graph on which we are interested in performing a random walk.

Definition.

- h_{ij} is the expected time to visit node j starting from node i.
- Commute time between i and j is $h_{ij} + h_{ji}$.
- Let $C_i(G)$ be the expected time to visit each node at least once starting from node i.
- Cover Time, $C(G) = \max_{i \in V} C_i(G)$.

Lemma. For any edge $(i,j) \in E$, $h_{ij} + h_{ji} \leq 2m$ where m = |E|.

Proof. Let G' be a directed graph obtained from G by replacing every edge of G with two directed edges:



Construct a Markov Chain $M_{G'}$ where each edge of G' is a state.



 $Q_{\langle i,j \rangle \langle j,k \rangle} = \frac{1}{d_j}$, where d_j is the degree of node j in G.

$$Q_{\langle a,b \rangle \langle c,d \rangle} = \begin{cases} \frac{1}{d_b} & \text{if } b = c\\ 0 & \text{otherwise} \end{cases}$$

Fact. Q is Doubly Stochastic, i.e., The sum of any row is 1 & the sum of any column is 1.

To see this, consider $column_{\langle j,k \rangle}$

Column Sum =
$$\sum_{\forall x, y \in V} Q_{\langle x, y \rangle \langle j, k \rangle} = \sum_{\langle i, j \rangle \in E'} Q_{\langle i, j \rangle \langle j, k \rangle} = \sum_{\langle i, j \rangle \in E'} \frac{1}{d_j} = 1.$$

Fact. If the transition probability matrix of a Markov Chain is doubly stochastic, then its stationary distribution is uniform, i.e., all the entries are the same.

Note. # of states = 2m.

 $\Rightarrow \Pi = \left(\frac{1}{2m}, \frac{1}{2m}, \ldots\right)$

 \Rightarrow The expected time to traverse the same edge $\langle j, i \rangle$ twice is 2m.

 \Rightarrow If we traverse the edge $\langle j, i \rangle$ at some point in time, the expected time to traverse it again is 2m.

Assume that the node *i* is reached via the edge $\langle j, i \rangle$.



The Markov Chain is memoryless. Also, the node i could have been reached via some other edge as well.

 \Rightarrow The time from *i* to *j* to *i* is $\leq 2m$.

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

Proof. Let T be any spanning tree for G. Consider the Euler Path for this tree:



Let this path be $i, i_1, i_2, ..., i_{2n-2} = i$

 $C_i(G) \le h_{ii_1} + h_{i_1i_2} + h_{i_2i_3} + \dots h_{i_{2n-3}i_{2n-2}}$

$$= \sum_{(i,j)\in T} h_{ij} + h_{ji} = 2m(n-1).$$
$$\Rightarrow C(G) = \max_{i\in V} C_i(G) \le 2m(n-1).$$

Corollary 1. The expected run time of our 2SAT randomized algorithm is $O(n^2)$.

Corollary 2. C(G) for K_n is $O(n^3)$.

But we have proved a much better bound!

Corollary 3.

<u>Problem:</u> (Reachability) <u>Input:</u> A Graph G(V, E) and $a, b \in V$. <u>Question:</u> "Is b reachable from a?"

Fact. Reachability \in RLP.

Definition. A problem is in RLP if \exists a randomized algorithm that uses only $O(\log n)$ work space such that $\operatorname{Prob}[x \text{ is correct}]$ is $\geq \frac{1}{2}$ if $x \in L$ and $\operatorname{Prob}[x \text{ is correct}]$ is 0 if $x \notin L$. Here the problem under concern is that of deciding if x is a member of the language L or not.

Proof. Do a random walk starting from a for 4m(n-1) steps. Output "yes" if b has been seen, and "no" otherwise. Using Markov's inequality, the probability of an incorrect answer is $\leq \frac{1}{2}$. \Box

Approximate Matrix Multiplication:

Consider the problem of adding *n* numbers $x_1, x_2, ..., x_n$.

A randomized algorithm for this problem works as follows. Pick a random sample S, with |S| = s. Let the sample be $y_1, y_2, ..., y_s$.

$$\underbrace{\text{Output:}} \frac{n}{s} \sum_{i=1}^{s} y_i$$

Analysis.

Expected value of a random element $=\frac{1}{n}\sum x_i$.

$$E[\sum_{i=1}^{s} y_i] = \frac{s}{n} \sum_{i=1}^{n} x_i \Rightarrow E[\frac{n}{s} \sum_{i=1}^{s} y_i] = \sum_{i=1}^{n} x_i$$

Approximate Matrix Multiplication (R. Kannan, et. al. 2005)





Perform the multiplication of A & B only with respect to these columns & rows. Finally, multiply each element in the product by $\frac{n}{s}$.

Clearly, the answer output by this algorithm is correct in expectation!