

## Random walks on dynamic graphs: Mixing times, hitting times, and return probabilities

Thomas Sauerwald and Luca Zanetti

8th Workshop on Advances in Distributed Graph Algorithms 2019

14 Oct 2019



**ADGA**  
2019

8th Workshop on Advances in Distributed Graph Algorithms



UNIVERSITY OF  
CAMBRIDGE

# Outline

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Intro

Random Walks on Sequences of Connected Graphs

Random Walks on Sequences of (Possibly) Disconnected Graphs

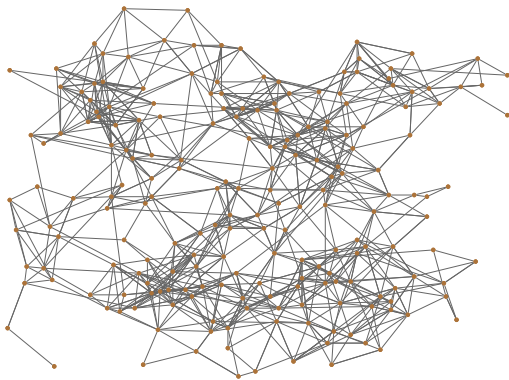
Conclusion

# Random Walks and Markov Chains

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A class of **Markov chains** where a particle is moving on the vertices of a graph:

- start from some specified vertex
- at each step, **jump to a randomly chosen neighbor**

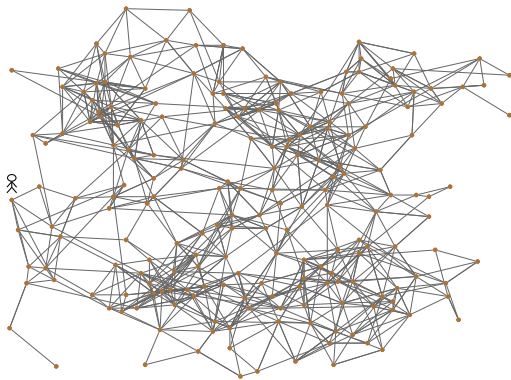


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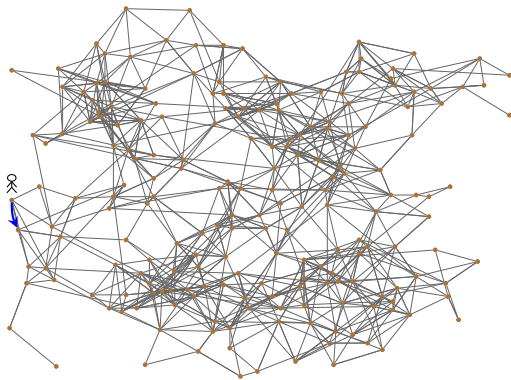


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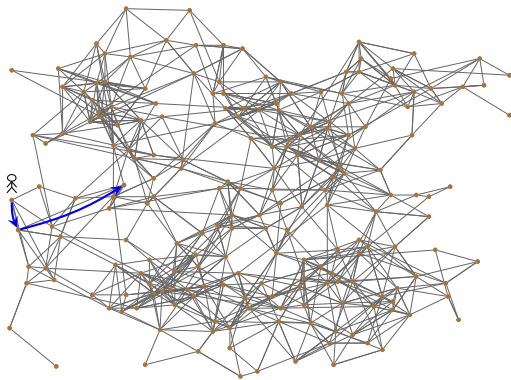


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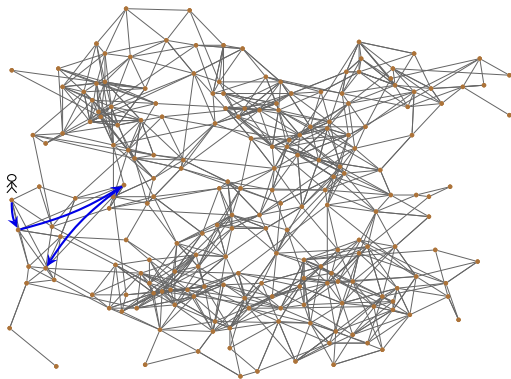


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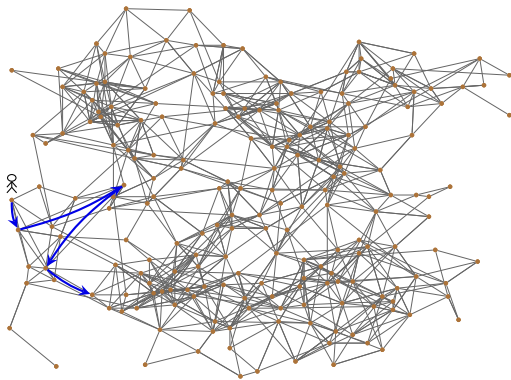


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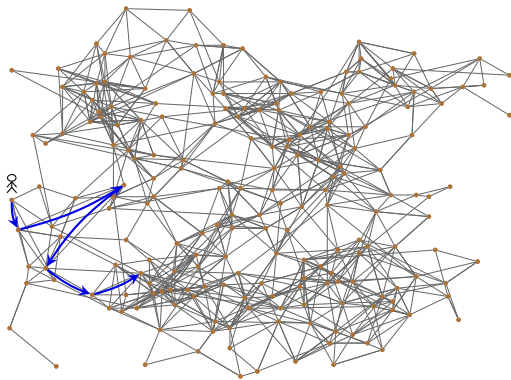


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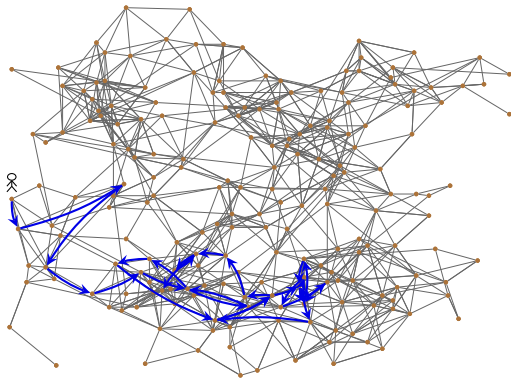


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## Hitting Times (and Cover Times) on Static Graphs

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### Hitting and Cover Times

- Let  $t_{hit}(u, v)$  be the expected time for a random walk to go from  $u$  to  $v$
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- For any graph,  $t_{hit}(G) \leq t_{cov}(G) \leq 2|E|(|V| - 1) = O(n^3)$   
*[Aleliunas, Karp, Lipton, Lovász and Rackoff, FOCS'79]*
- For any graph,  $t_{hit}(G) \leq t_{cov}(G) \leq 16 \frac{|E||V|}{\delta} \Rightarrow t_{hit}(G) = O(n^2)$  if  $G$  regular.  
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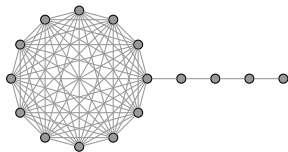
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## Motivation: Dynamic Graphs

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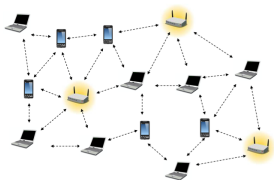
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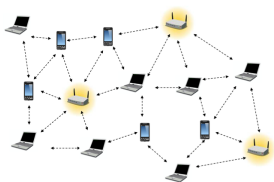


Wireless/Mobile Networks

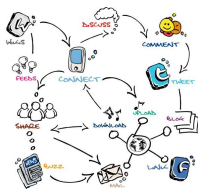
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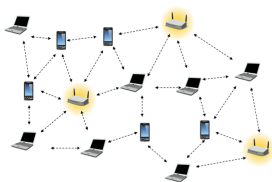


Social Networks

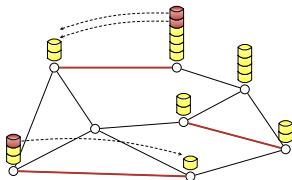
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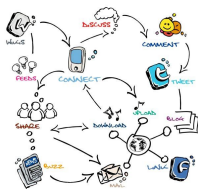
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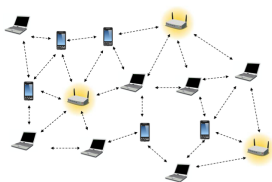


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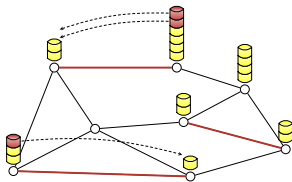
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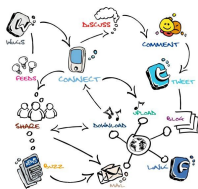
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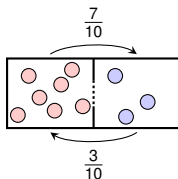
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Particle Processes

## Random Walk on a Dynamic Graph Sequence

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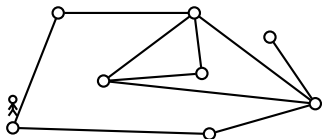
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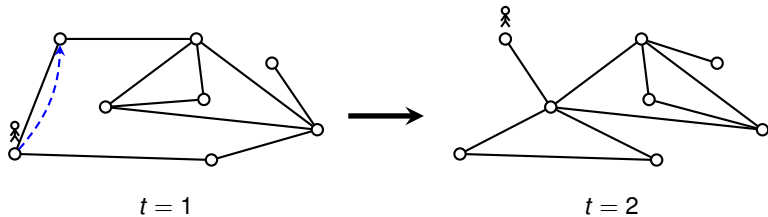


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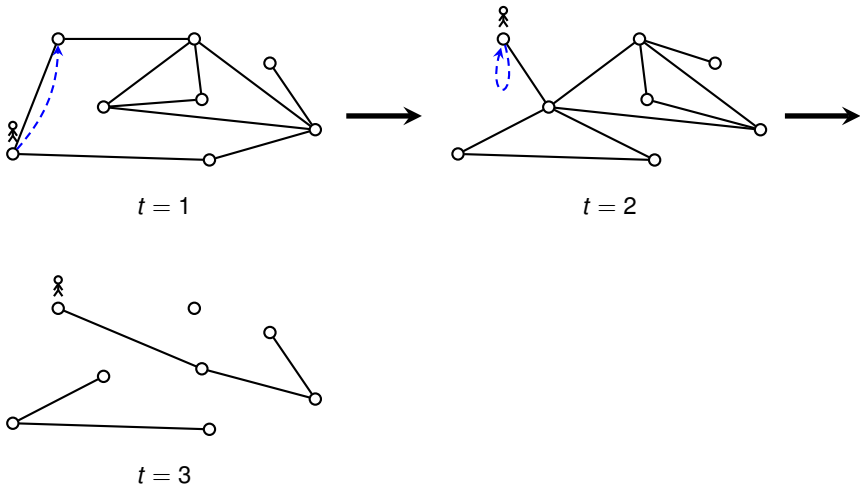




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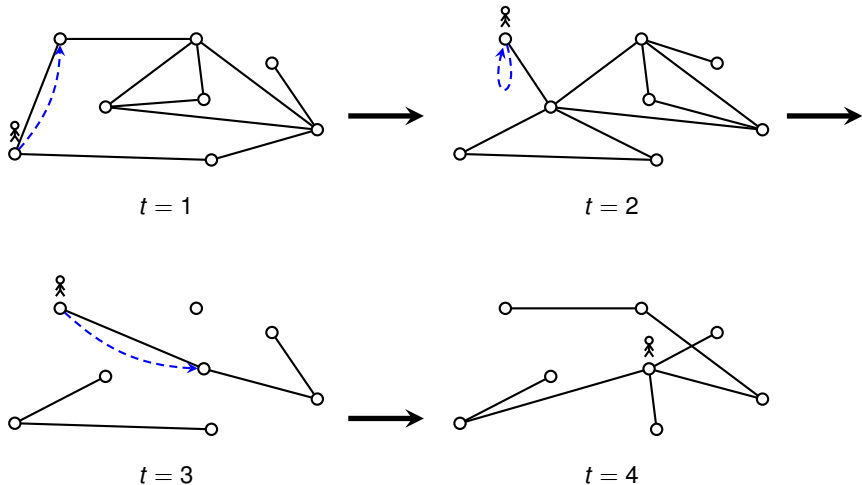
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**regular case**  $O(n^2)$  mixing and hitting times

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For **dynamic connected** graphs:

- If  $\pi^{(t)}$  changes over time, in general, we don't have mixing
- Can we at least say something about **hitting times**?

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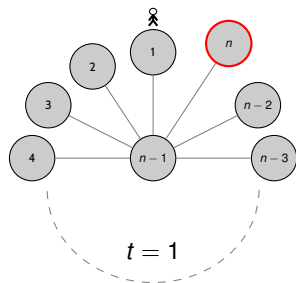
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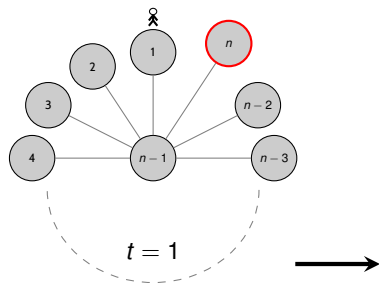
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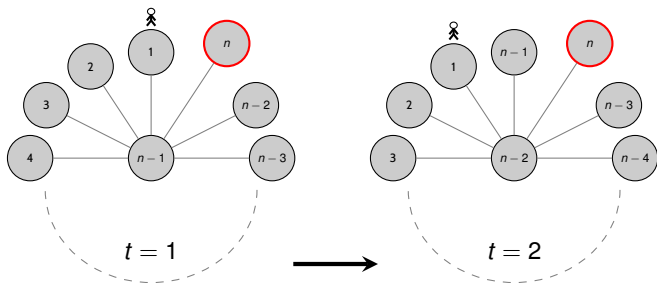
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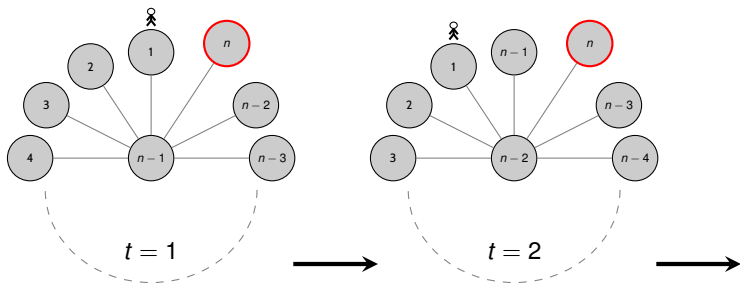
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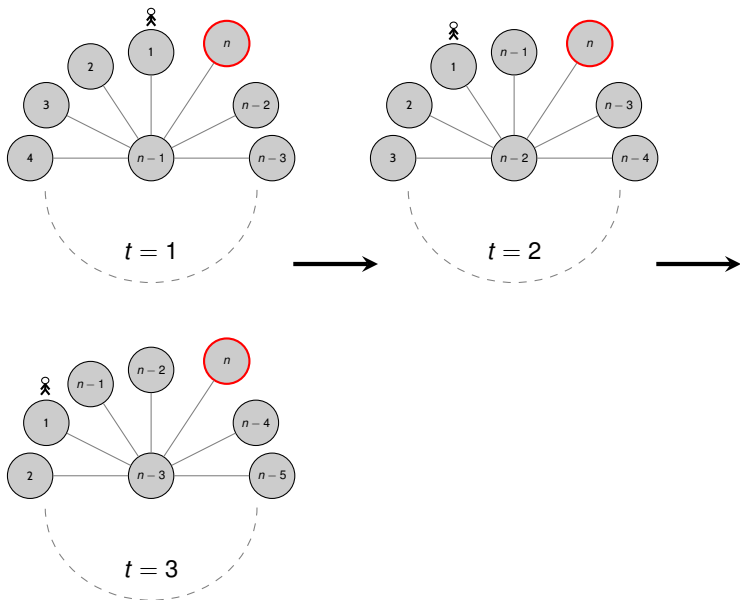


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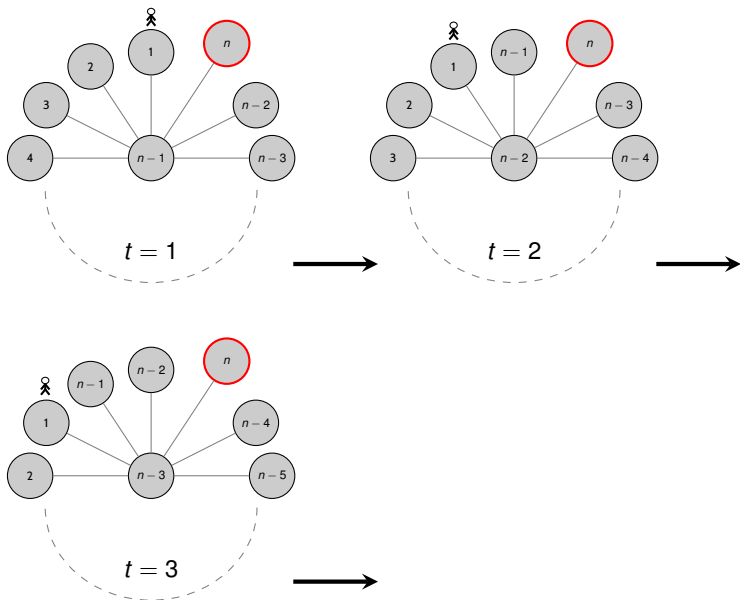




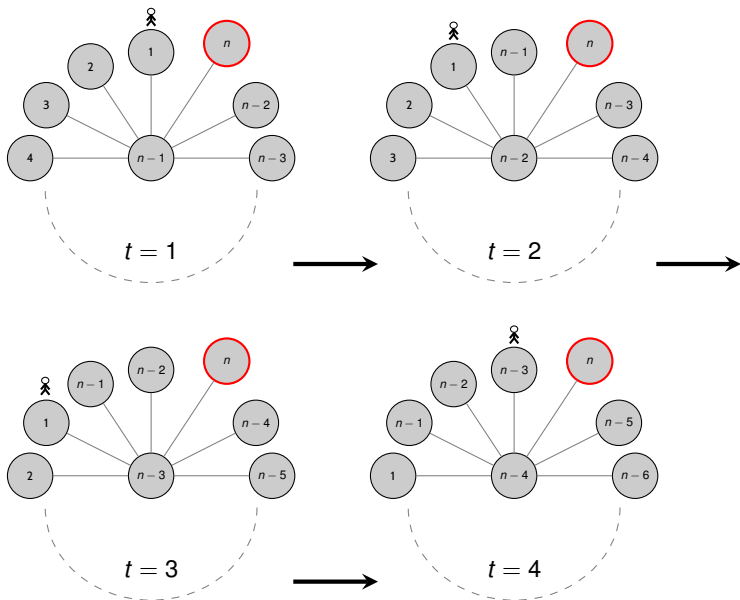
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How can we derive these results?

## Classical Proof (Spanning Tree Approach)

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For any static graph  $G$ ,  $t_{cov}(G) \leq 2(n-1)|E|$ .

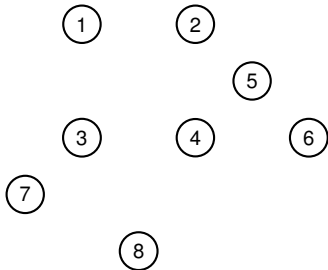
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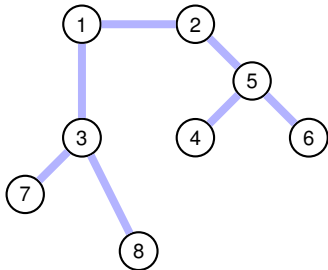
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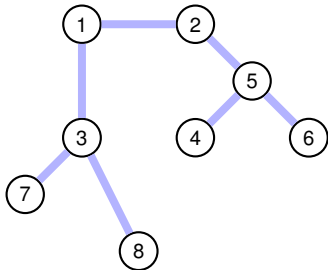
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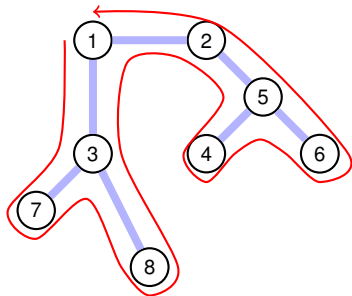
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For any static graph  $G$ ,  $t_{cov}(G) \leq 2(n-1)|E|$ .

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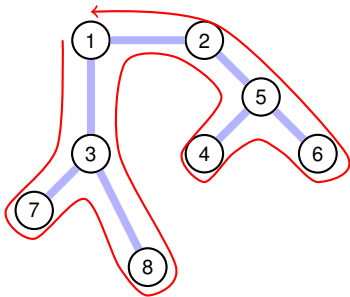
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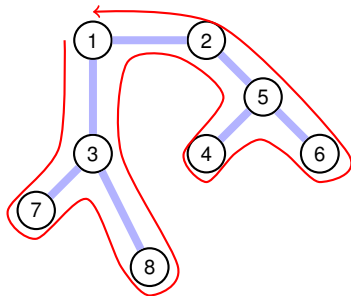
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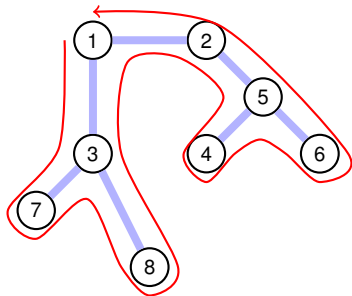
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Both proofs crucially rely on a static spanning tree or static shortest path!

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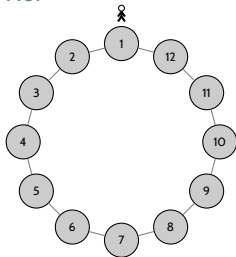
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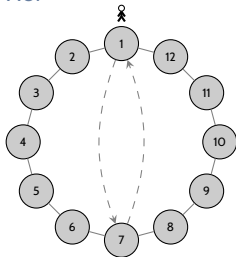
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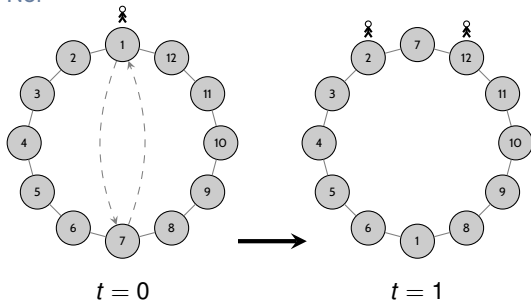
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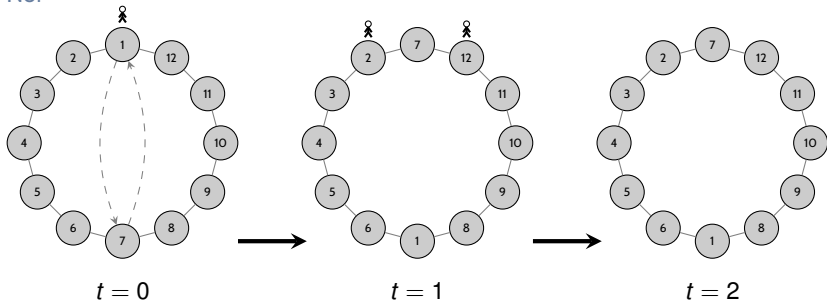
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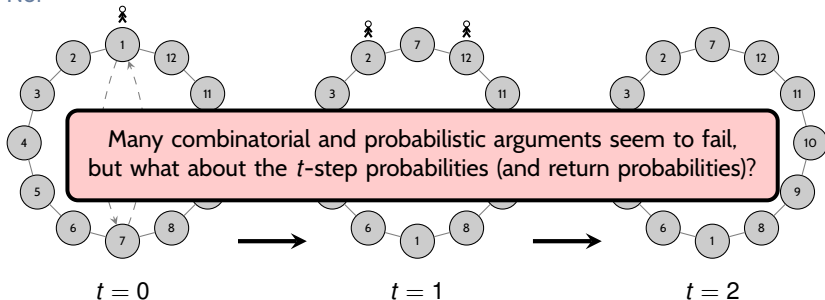
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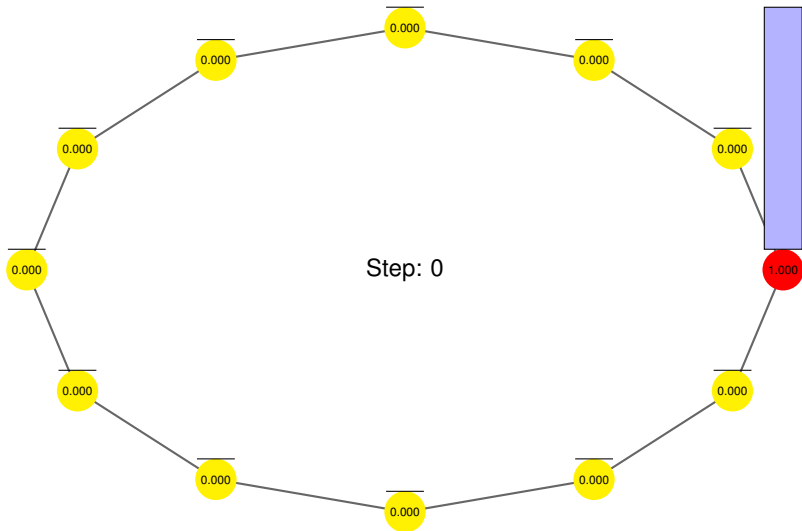
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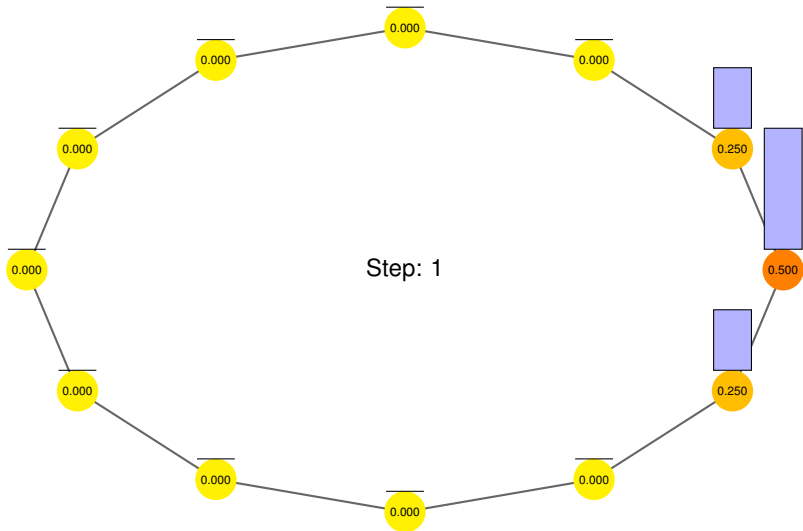
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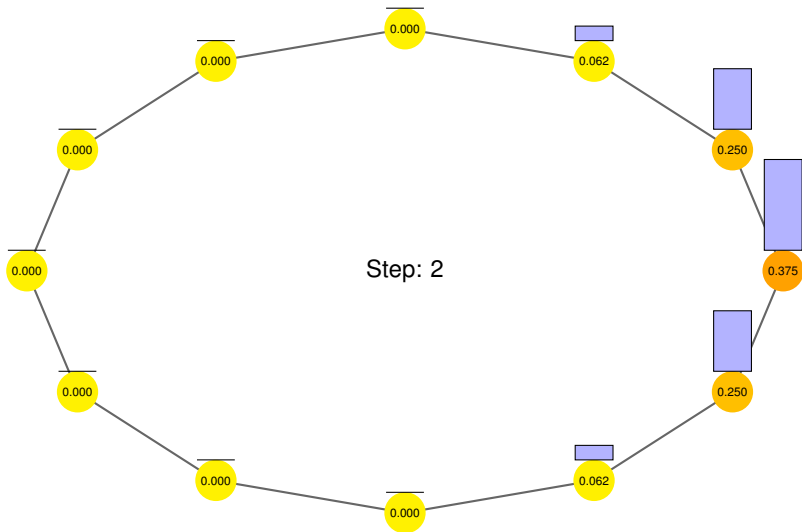
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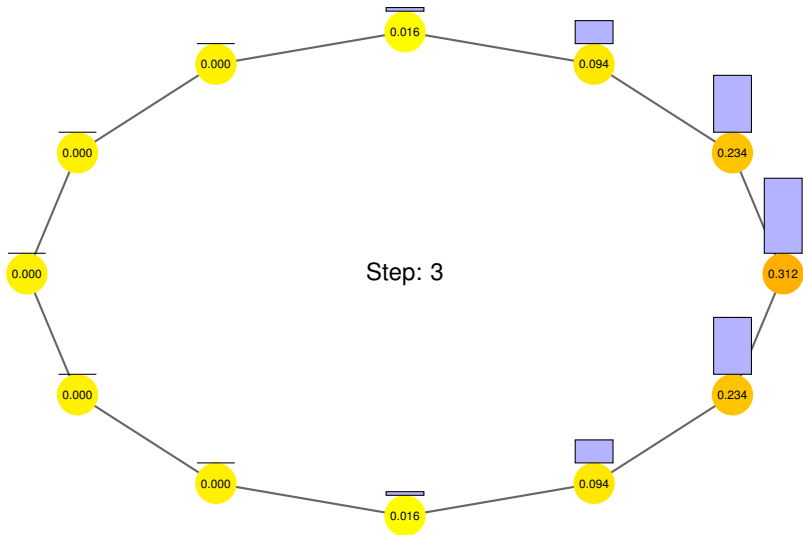
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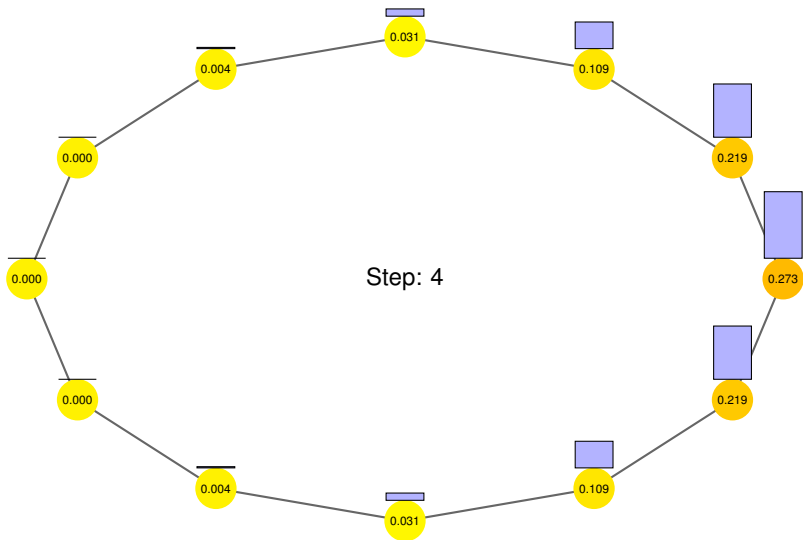
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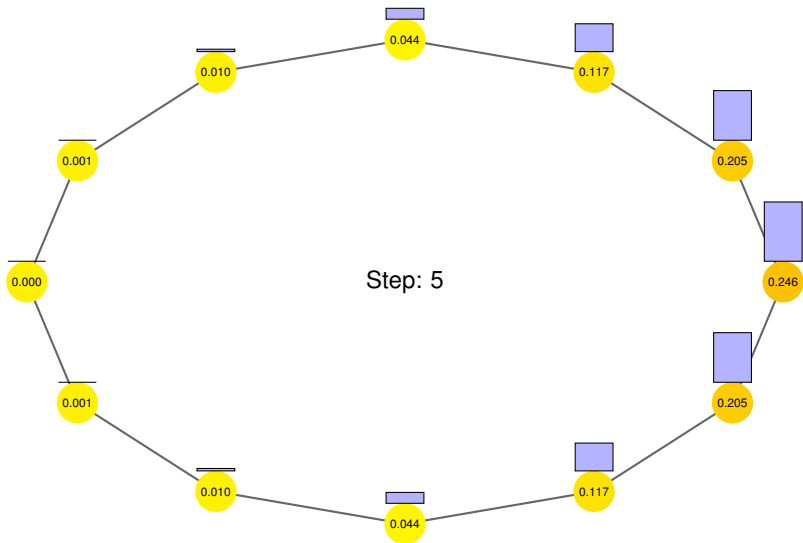
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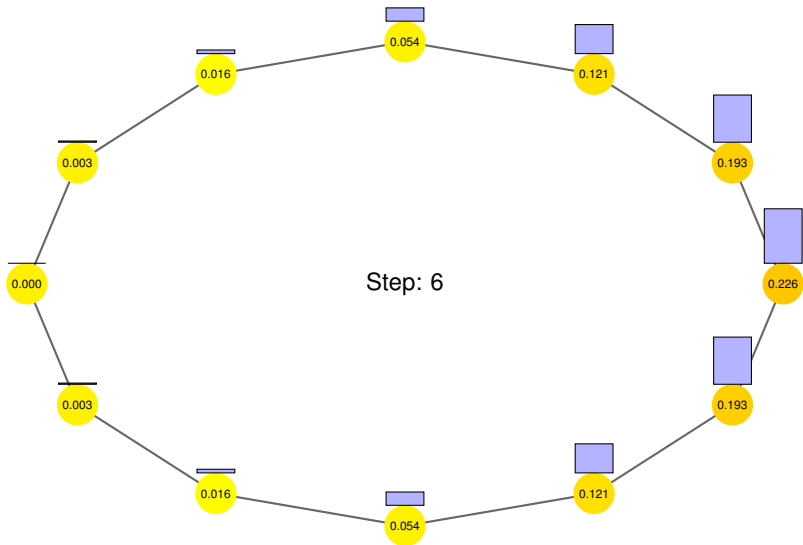
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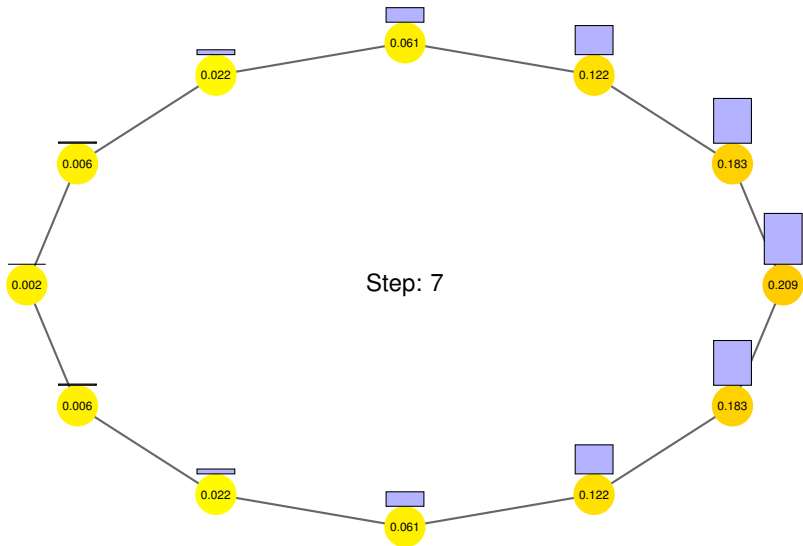


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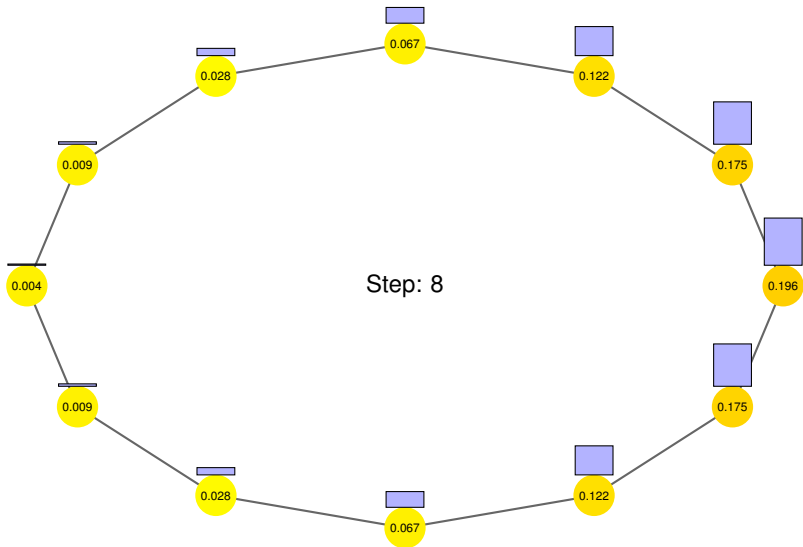




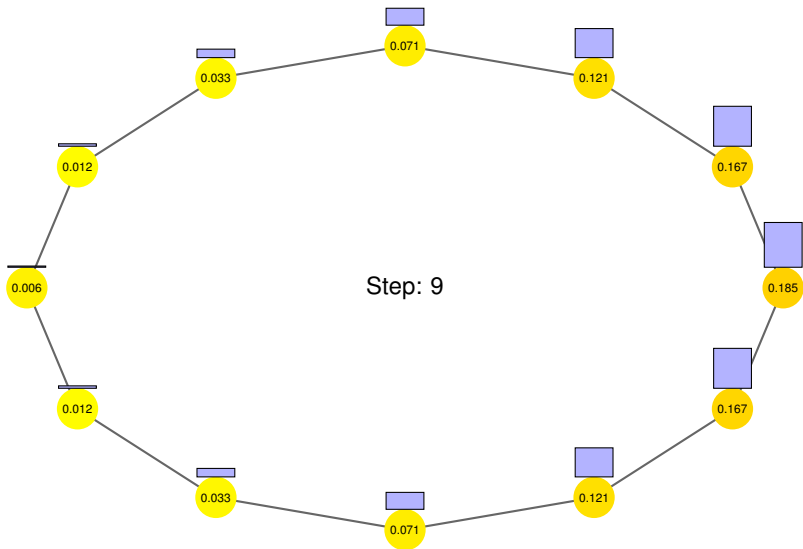
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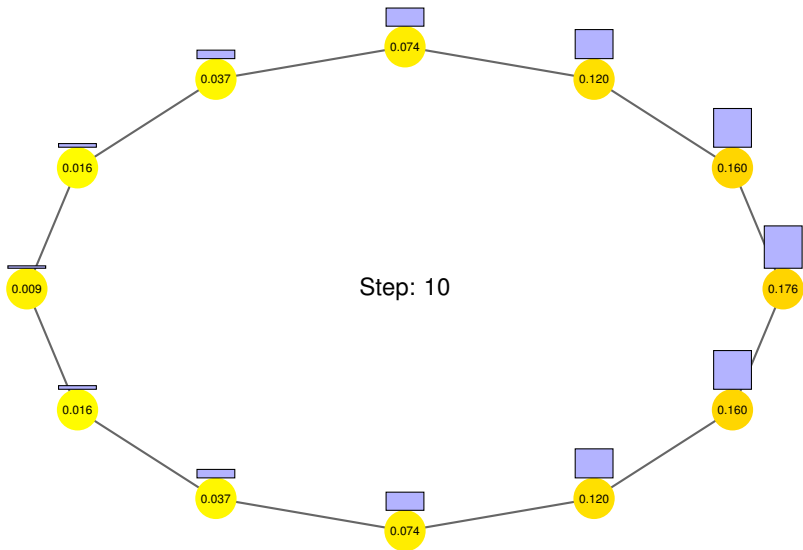
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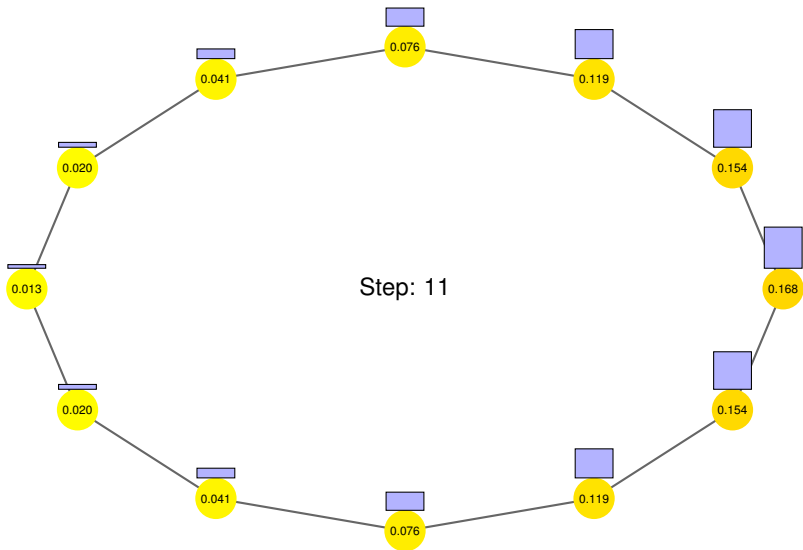
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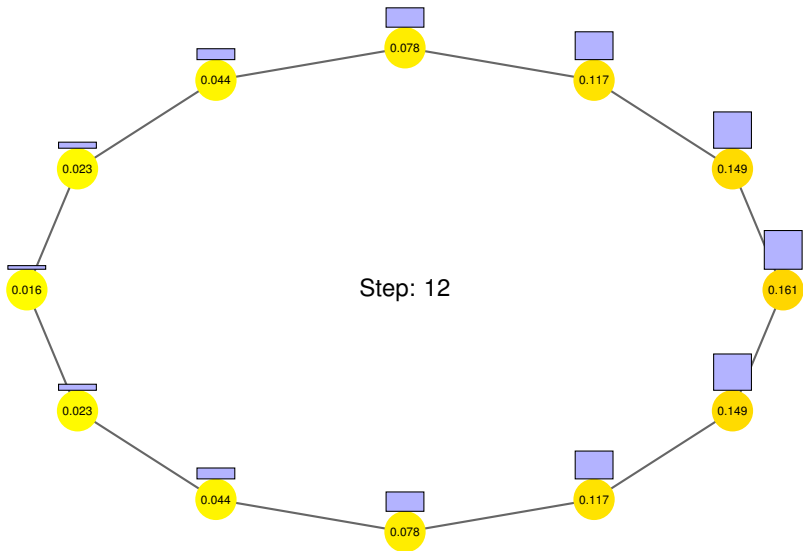
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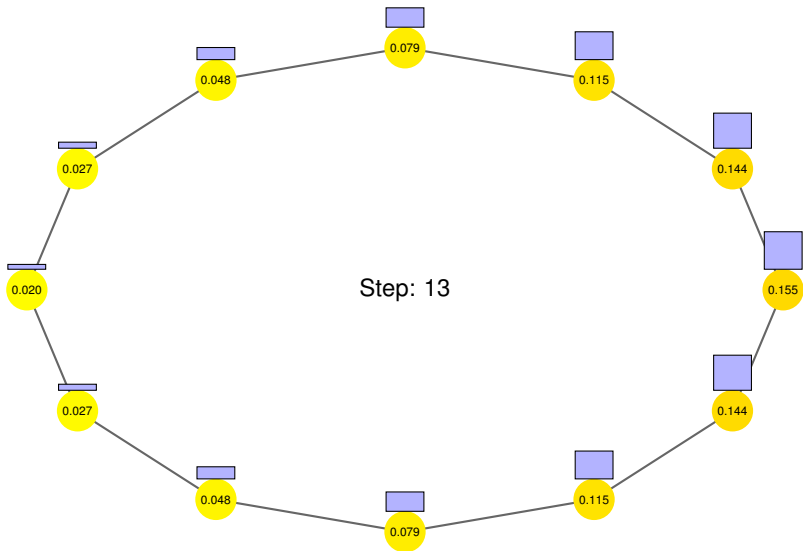
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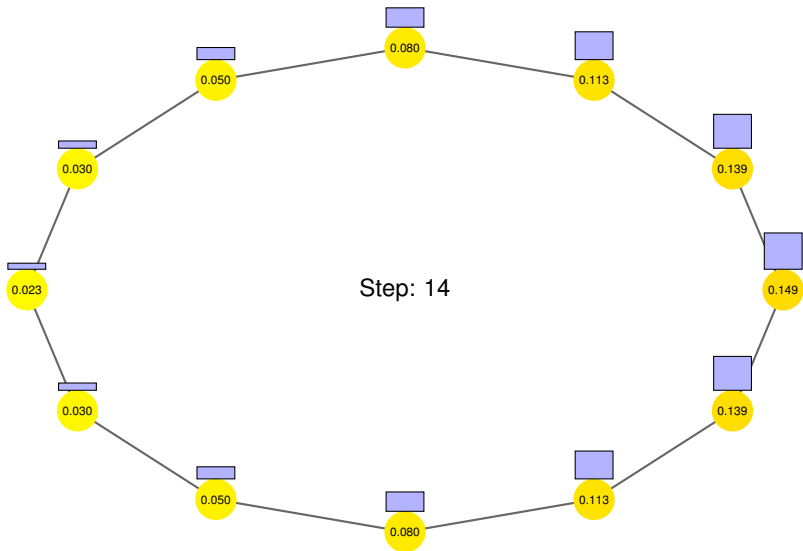
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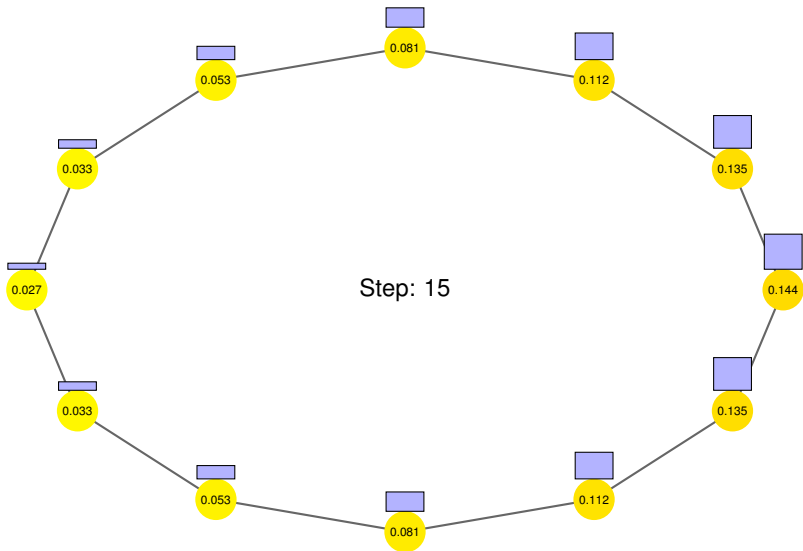


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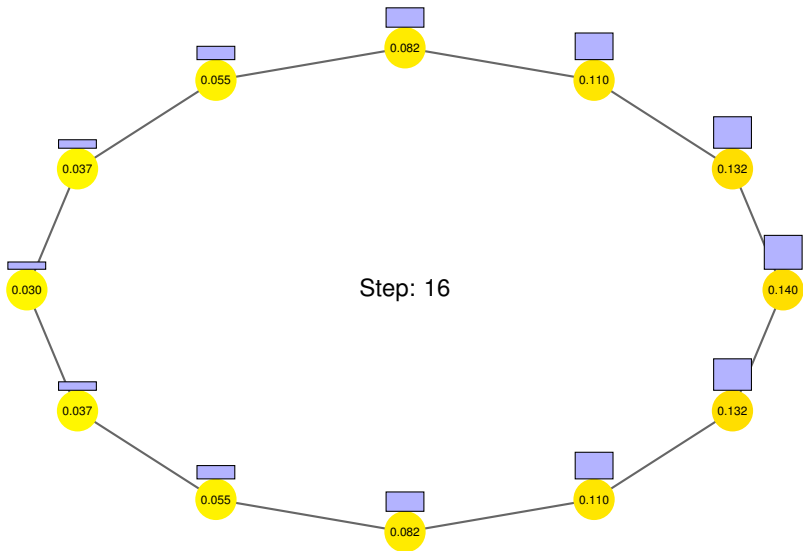




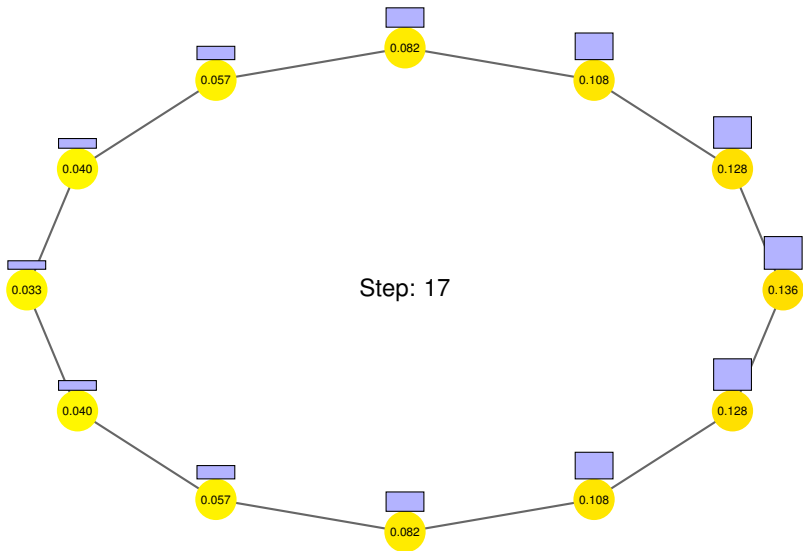
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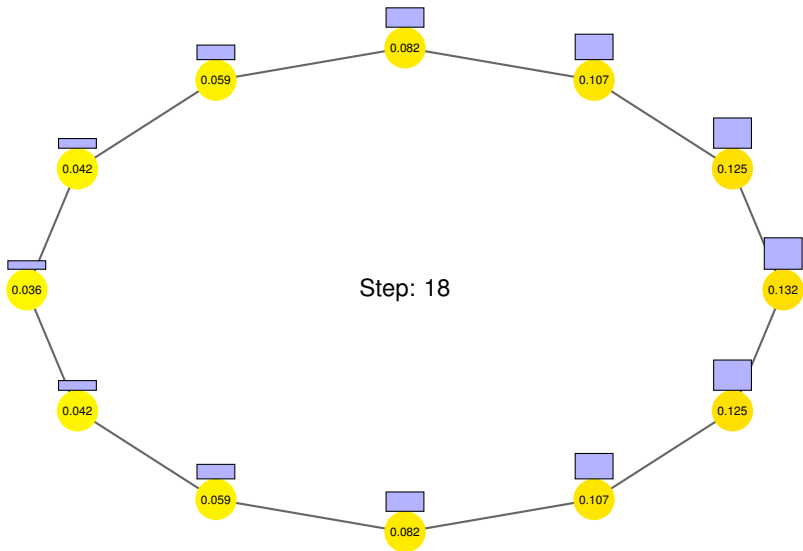
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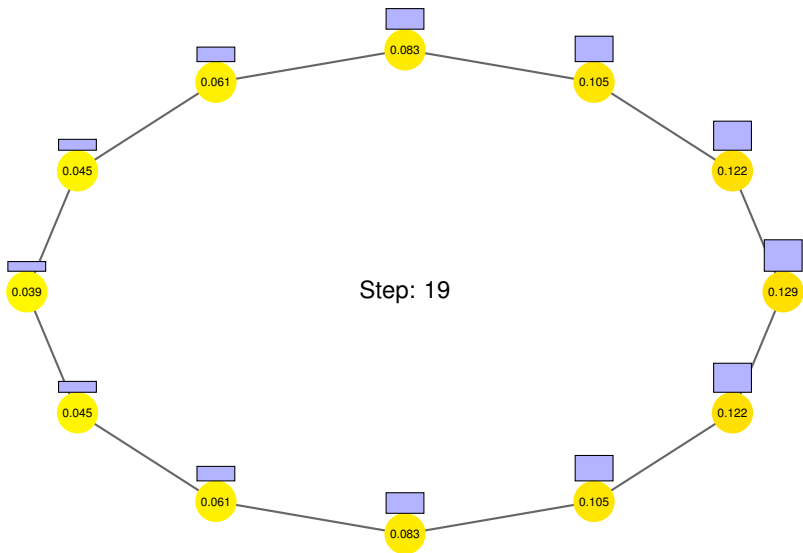
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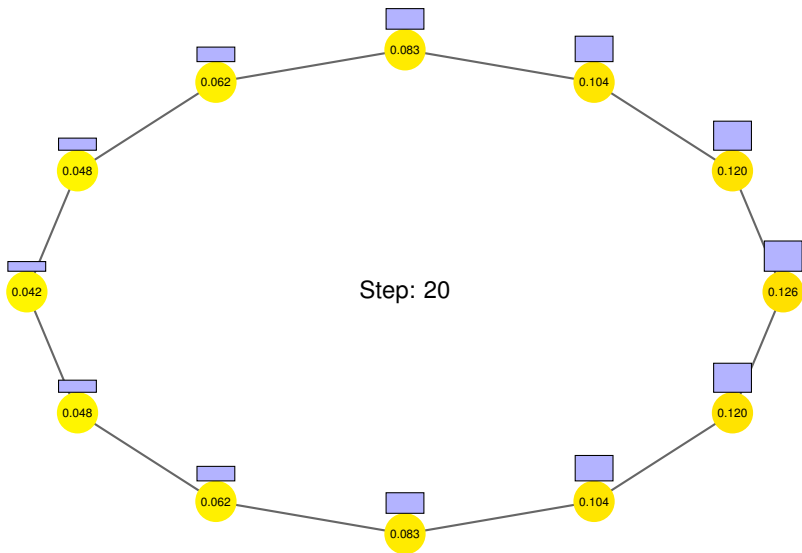
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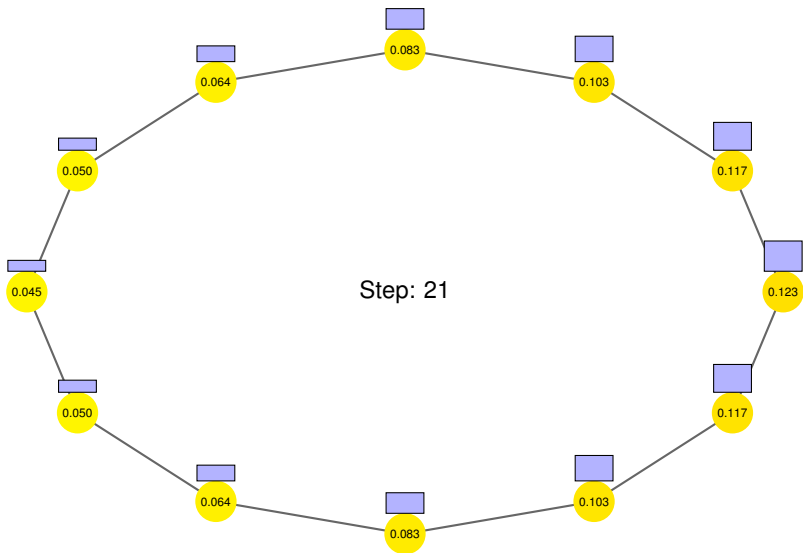
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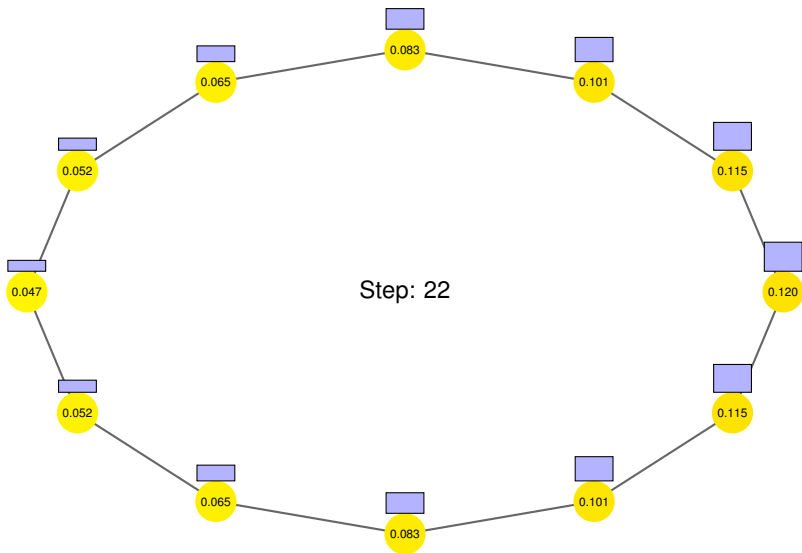
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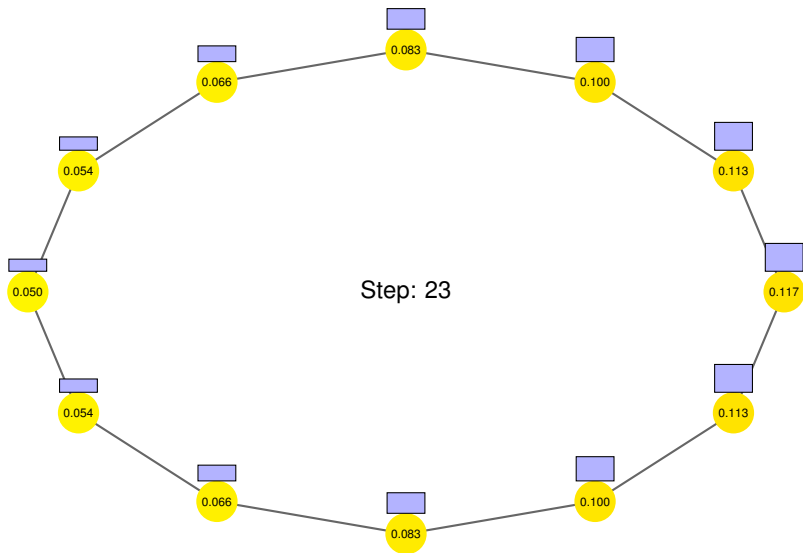


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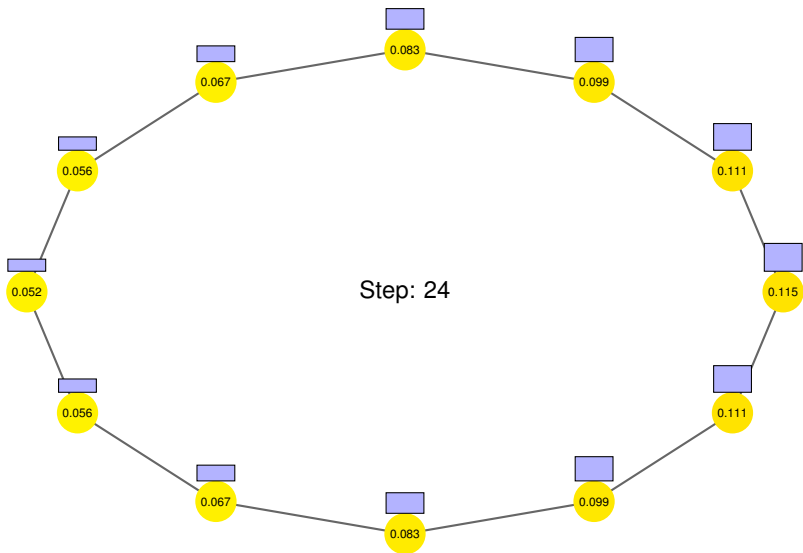




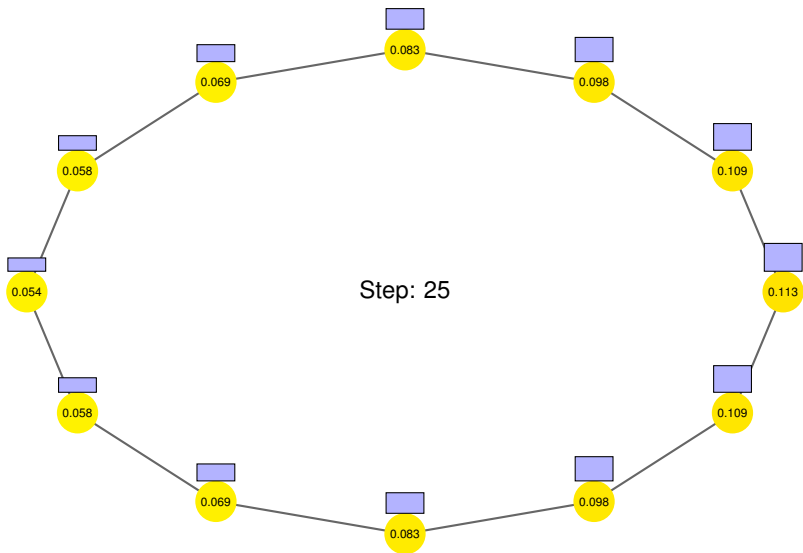
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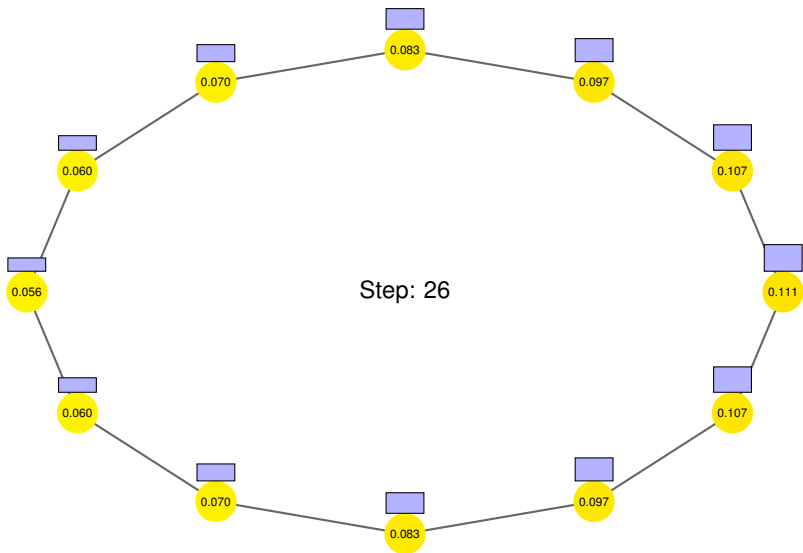
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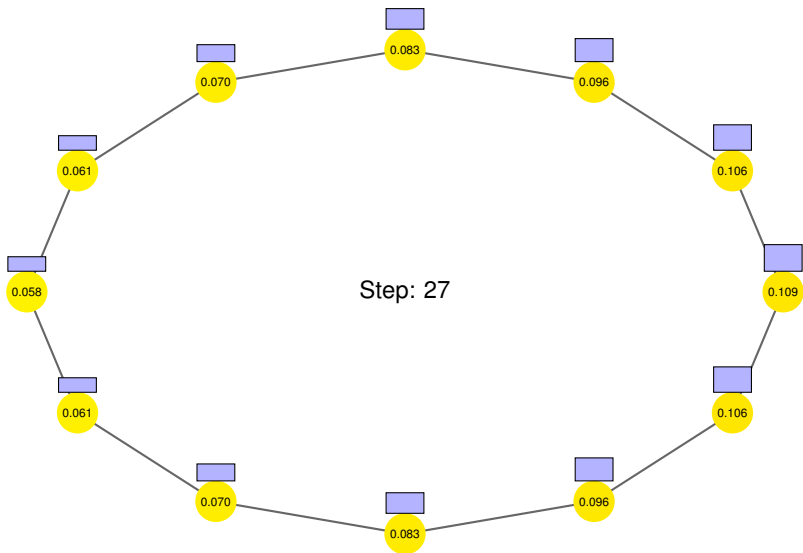
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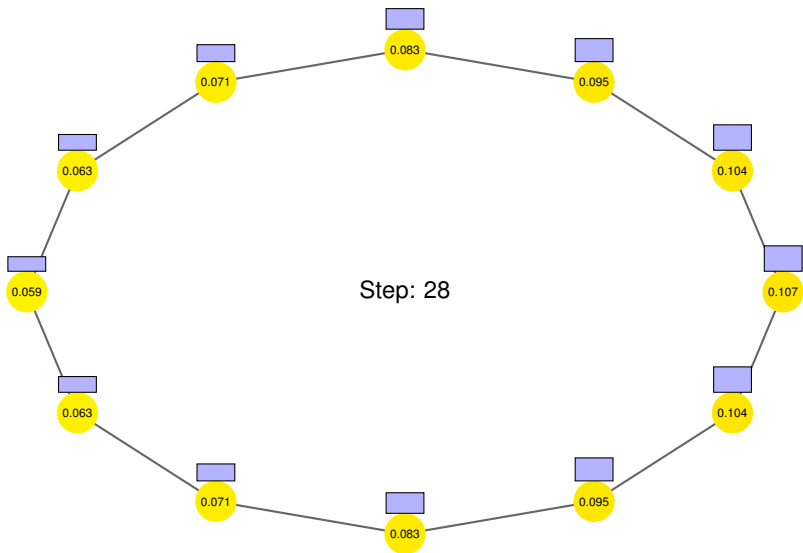
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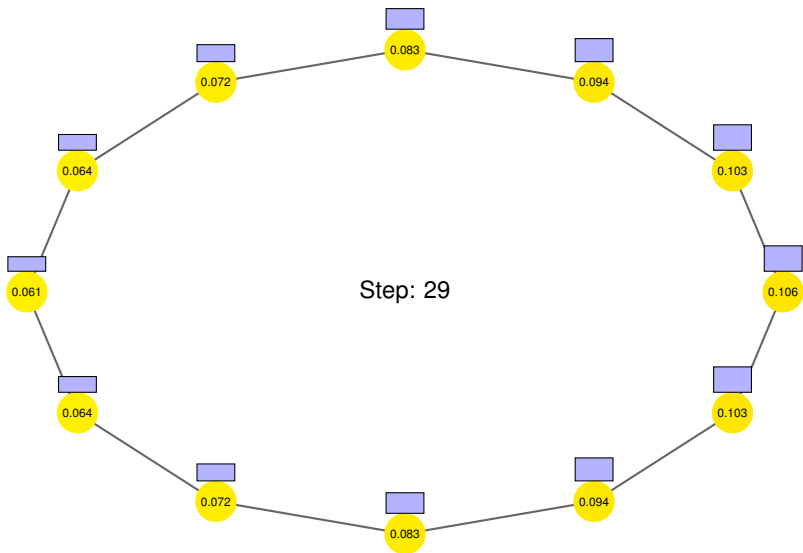
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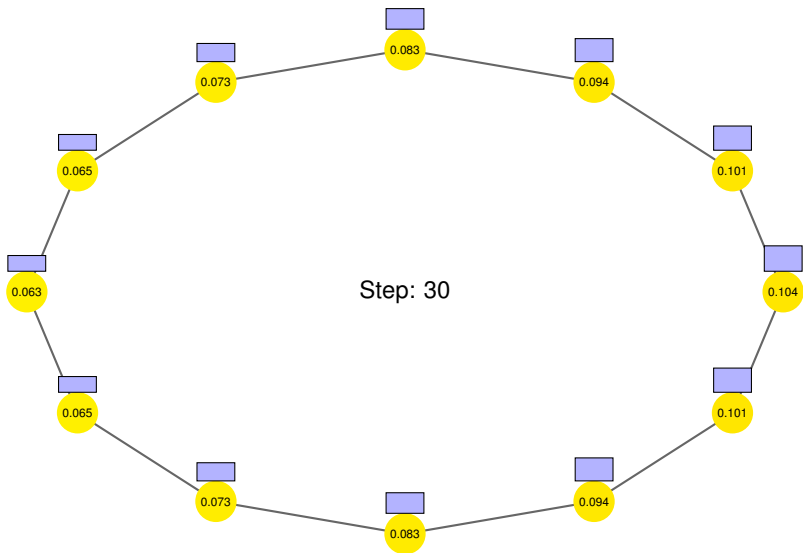
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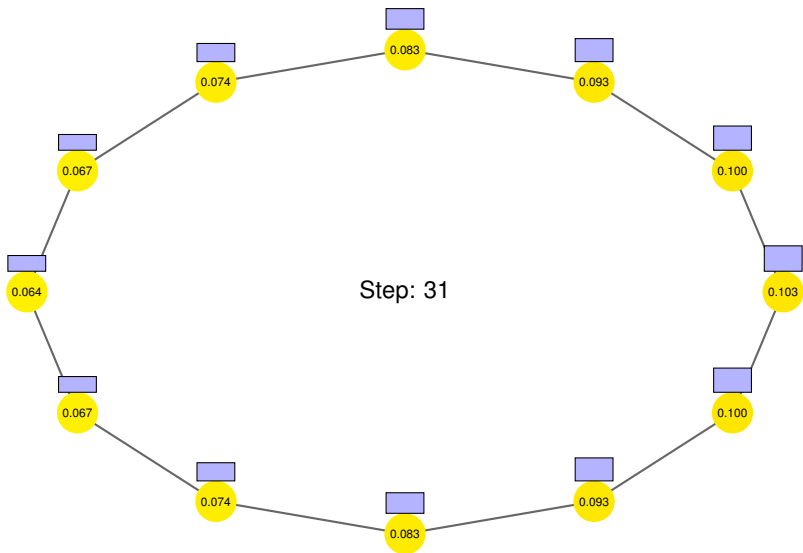


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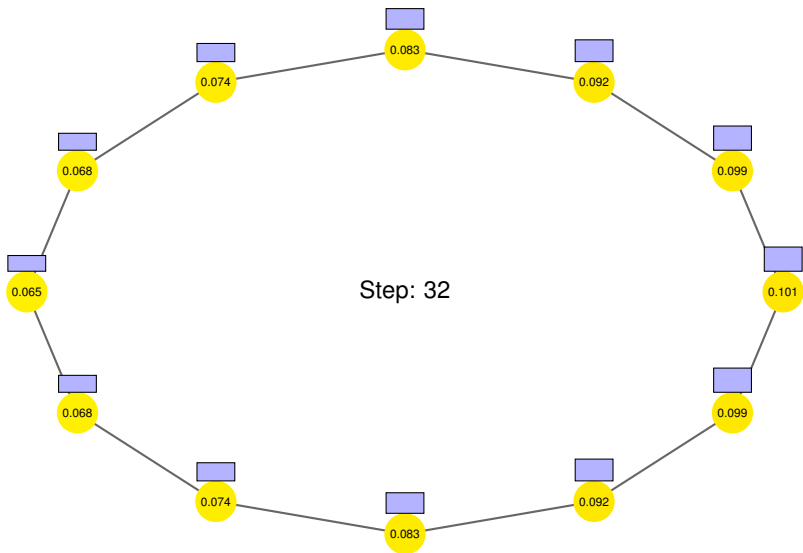




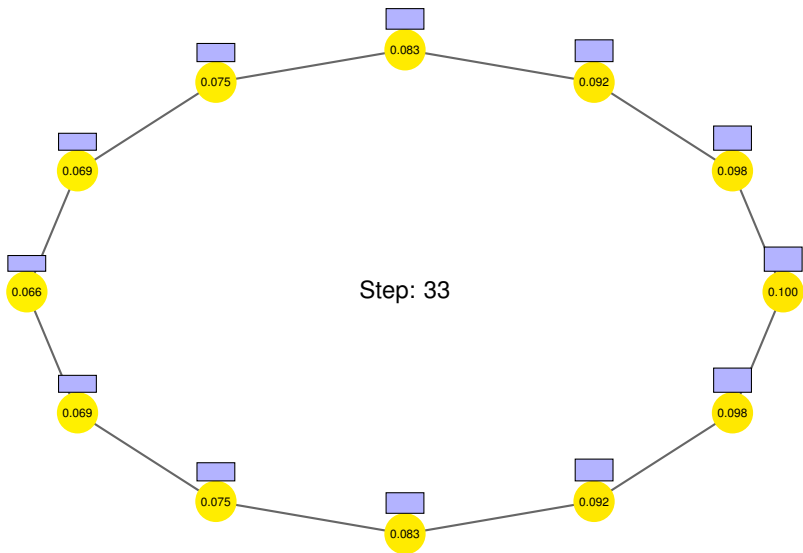
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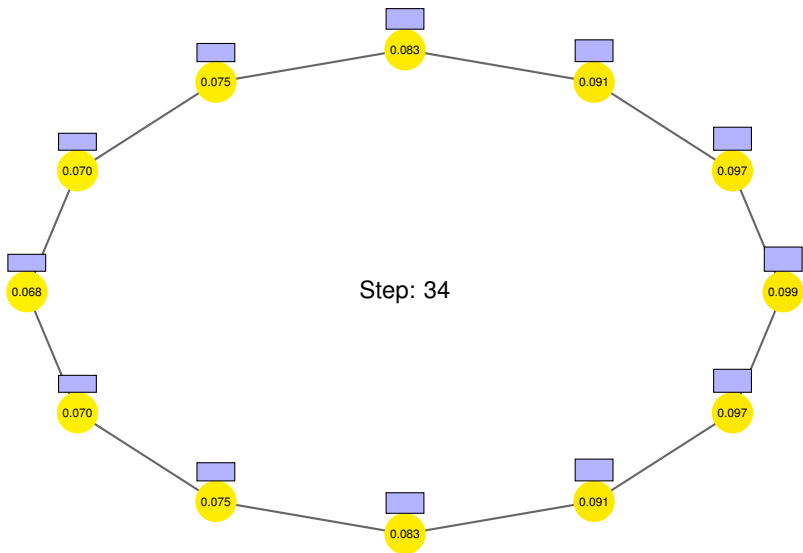
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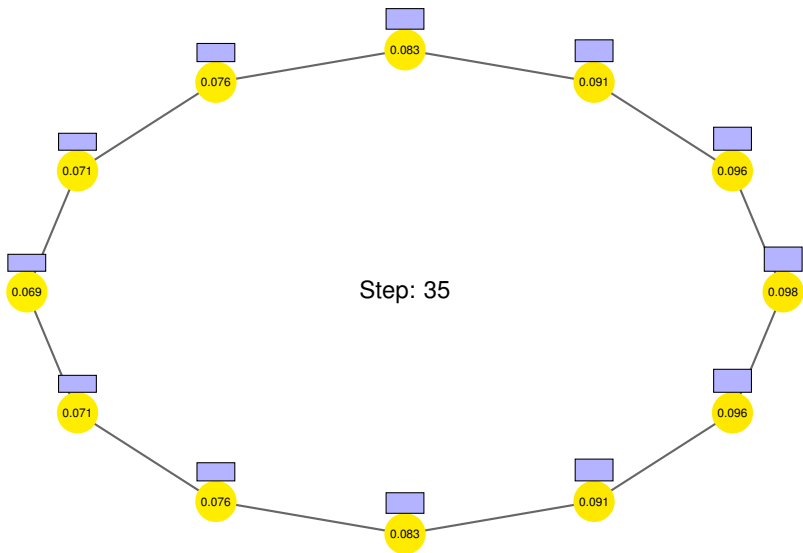
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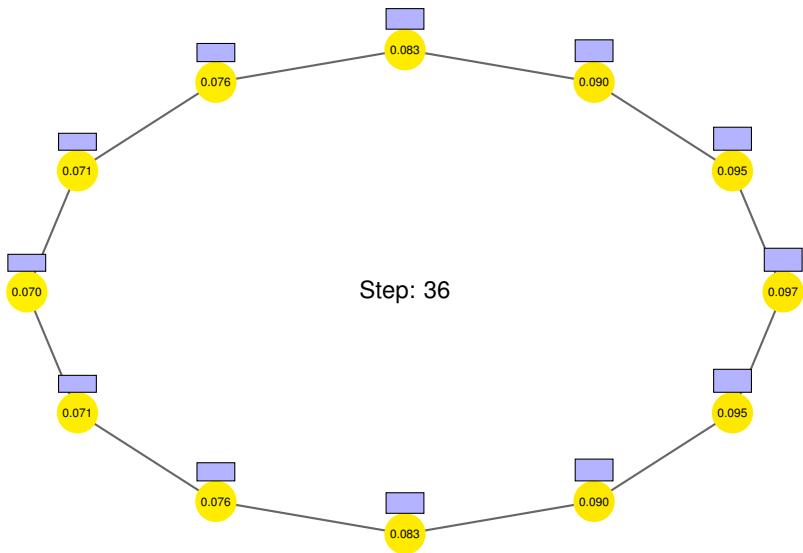
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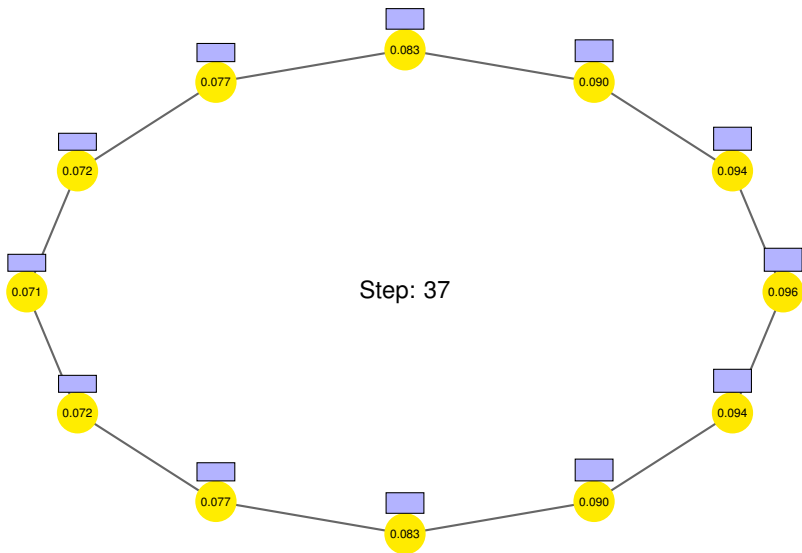
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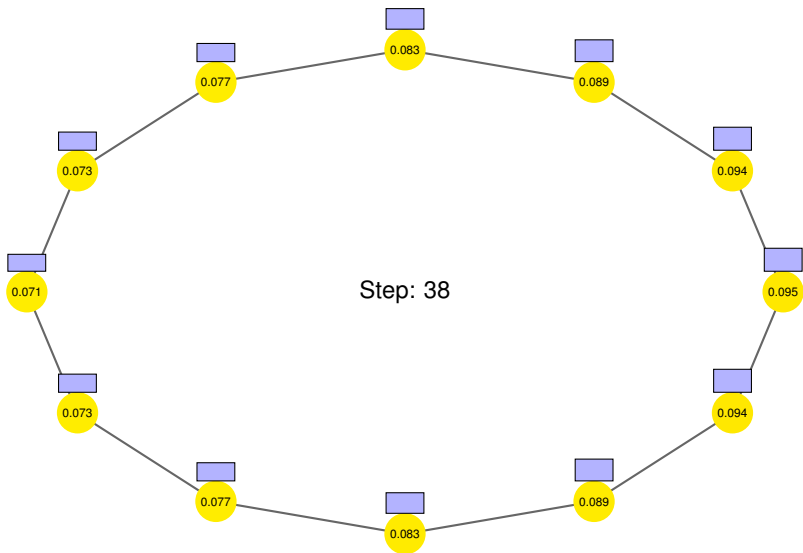
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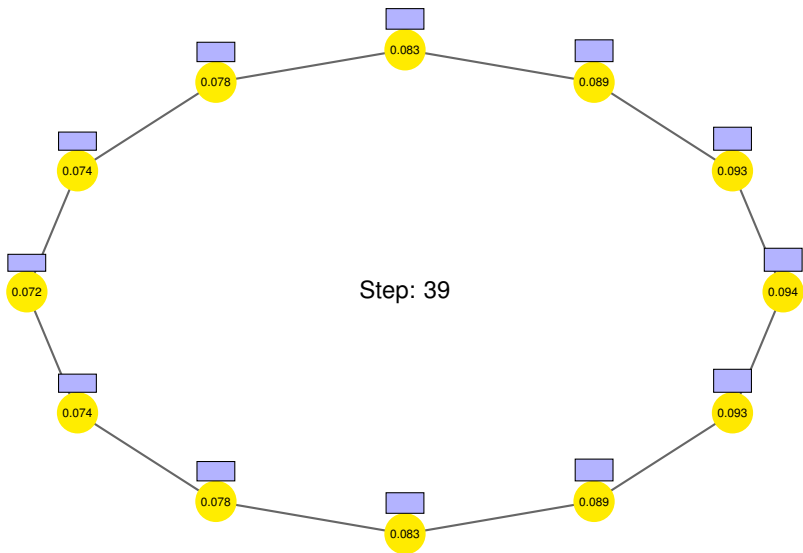


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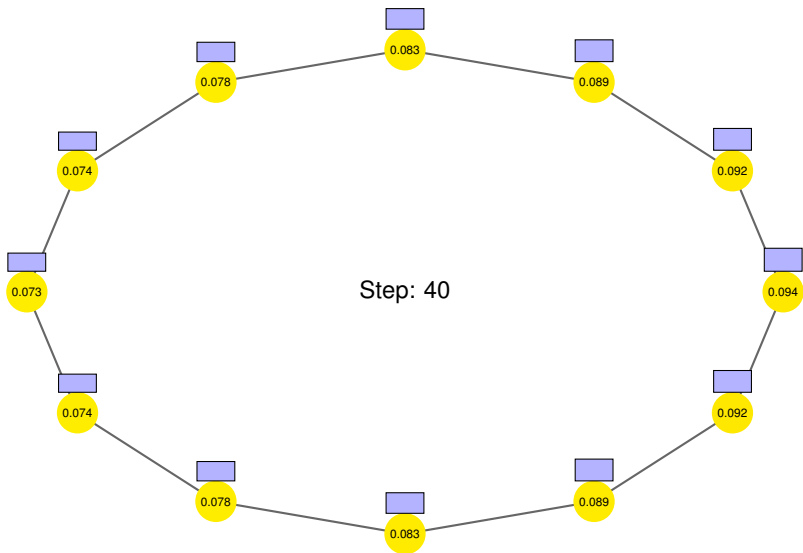




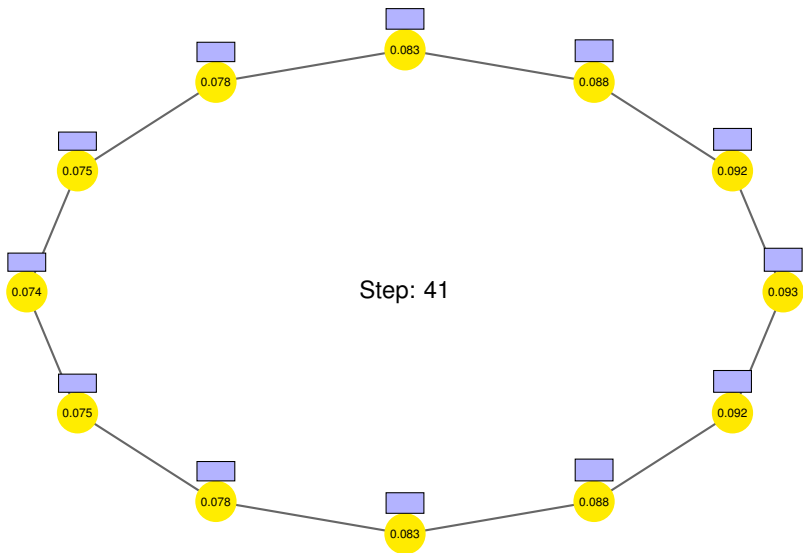
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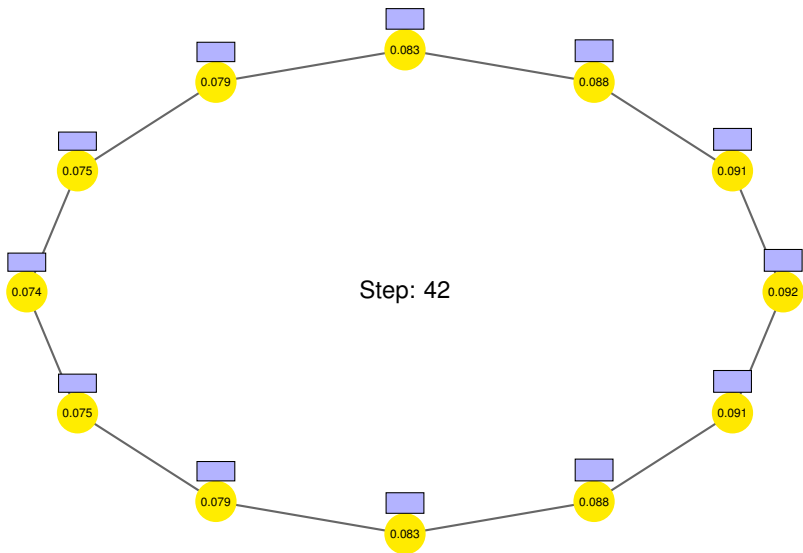
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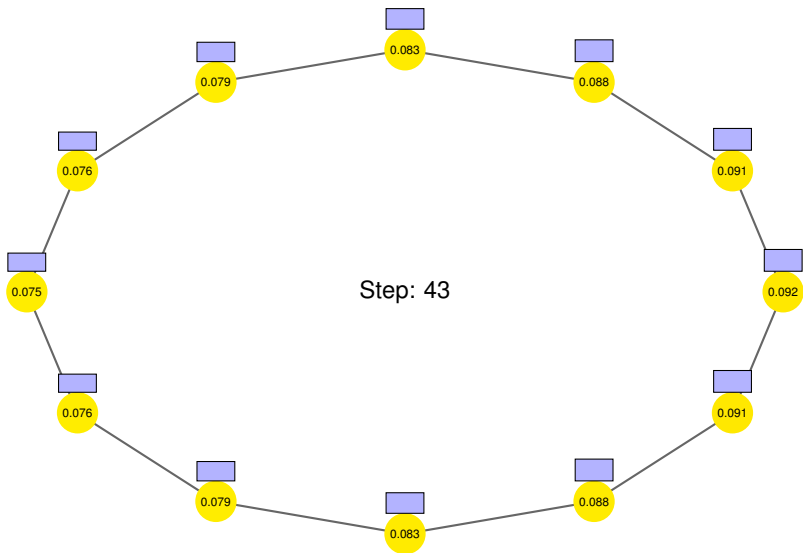
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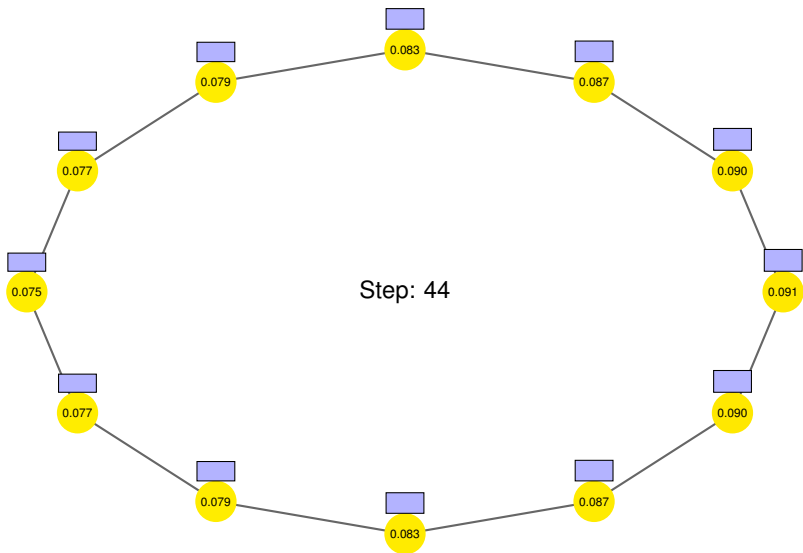
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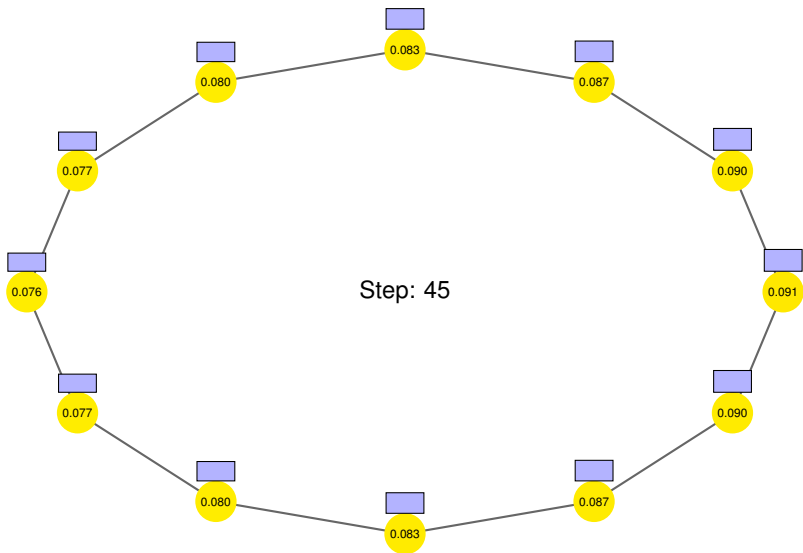
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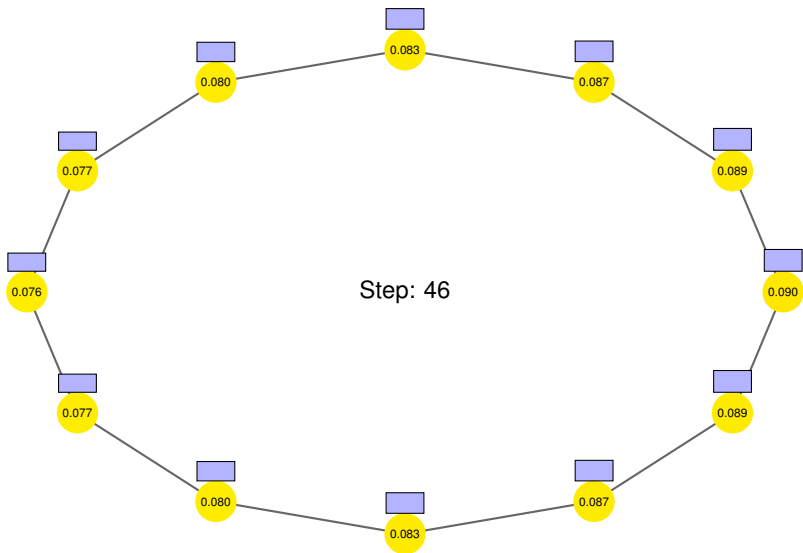
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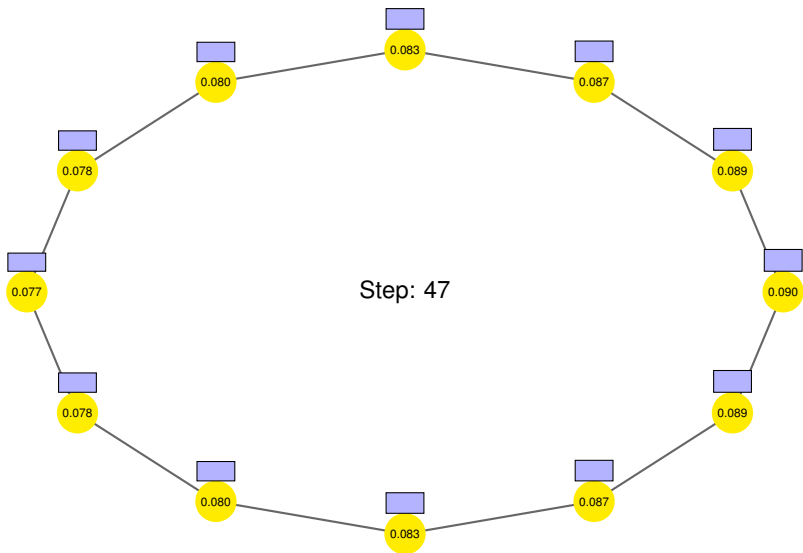


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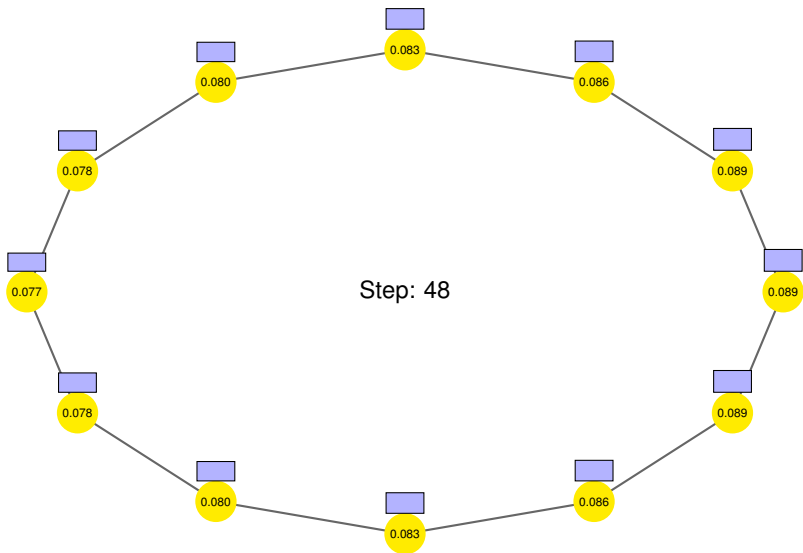




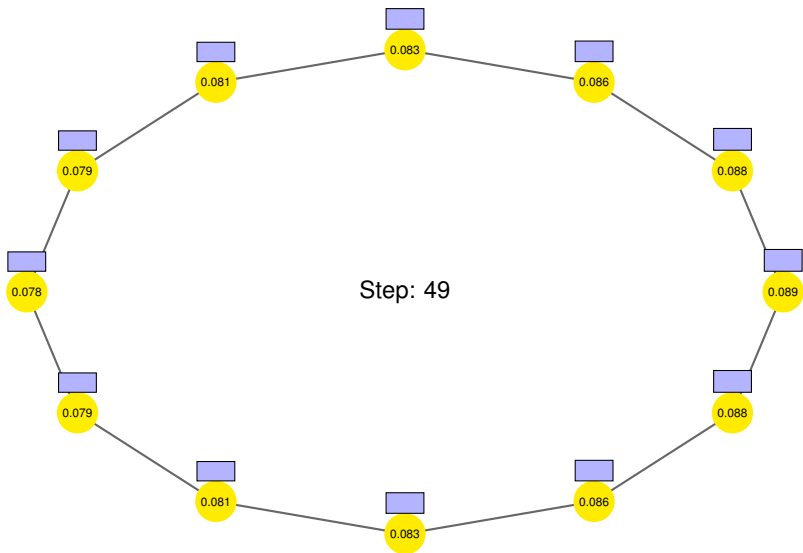
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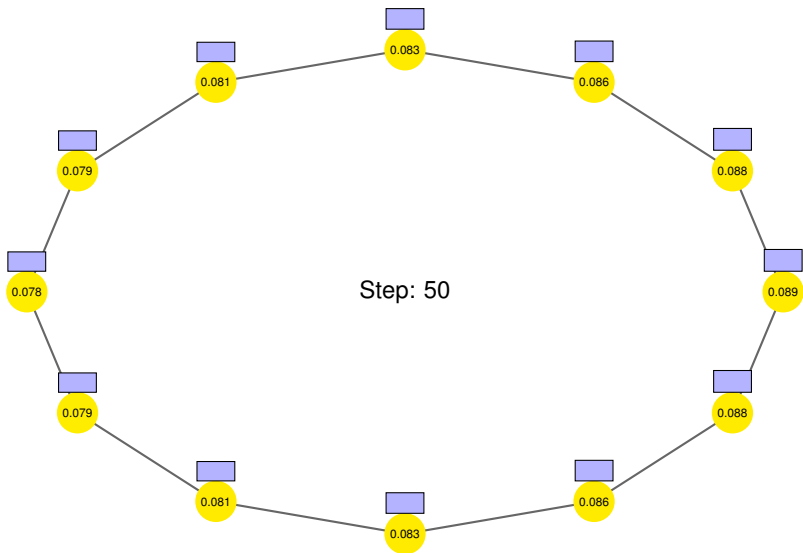
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- As long as the probability mass is concentrated on a small set of vertices, substantial progress in the  $\ell_2$ -norm
- More precisely,  $\|p_{u,\cdot}^t - \frac{1}{n}\|_2^2 \sim 1/\sqrt{t}$
- This property only requires each graph  $G^t$  to be **connected** (& regular) at each step

Sequence of (regular) graphs  $\mathcal{G} = \{G^{(t)}\}_{t=1}^{\infty}$  on  $V$  with transition matrices  $\{P^{(t)}\}_{t=1}^{\infty}$

- $\pi P^{(t)} = \pi = 1/n$  for any  $t$

## Mixing in Dynamic Graphs: Definition

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$$t_{\text{mix}}(\mathcal{G}) = \min \left\{ t \mid \sum_{y \in V} \left( P_{x,y}^{[0,t]} - \frac{1}{n} \right)^2 \leq \frac{1}{10n} \quad \forall x \in V \right\}.$$

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can be extended to non-regular graphs



### Key Lemma

Let  $P$  be the transition matrix of a random walk on a **connected, regular** graph  $G = (V, E)$ . Then for any probability distribution  $\sigma$ ,

$$\sum_{u,v \in V} (\sigma(u) - \sigma(v))^2 \cdot P_{u,v} \gtrsim \left( \sum_{u \in V} \left( \sigma(u) - \frac{1}{n} \right)^2 \right)^2.$$

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## A Bound on the $\ell_2$ -Decrease

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$\Rightarrow$  Let  $\ell$  be the length of such path. Then,

$$\sum_{u,v \in V} (\sigma(u) - \sigma(v))^2 P_{u,v} \geq \frac{(\sigma(x^*) - \sigma(y))^2}{2\ell} \text{ is large} \quad \square$$

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To prove the bound on mixing:

- Key Lemma  $\Rightarrow$  if  $\ell_2$ -norm is  $\varepsilon$ , after  $O(n/(\pi_*\varepsilon))$  steps it is less than  $\varepsilon/2$
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To prove the bound on hitting:

- first obtain a refined bound on the  $\ell_2$ -norm decrease at each step
- relate  $t$ -step probabilities to the  $\ell_2$ -norm in variance of the walk
- use probabilistic arguments to relate  $t$ -step probabilities to hitting times

Intro

Random Walks on Sequences of Connected Graphs

Random Walks on Sequences of (Possibly) Disconnected Graphs

Conclusion

What happens when the connectivity properties of the graph change over time?

## How to bound mixing when connectivity is intermittent

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- In *static graphs*, the eigenvalues of the individual transition matrices give a good bound on mixing:

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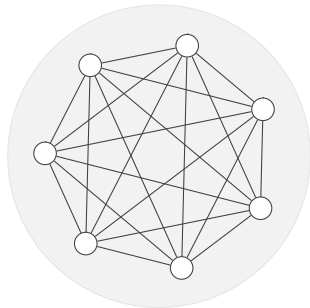
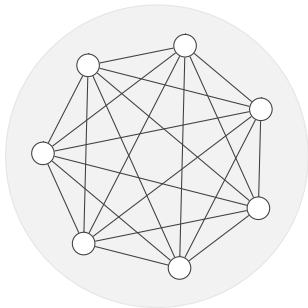
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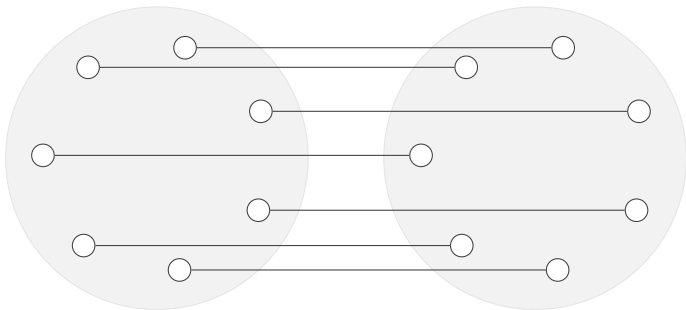
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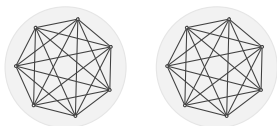
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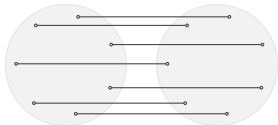


## Average transition probabilities

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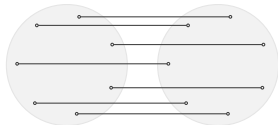


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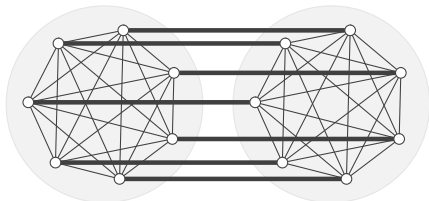


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Average transition probabilities  $\bar{P}$



$$1 - \lambda(\bar{P}) = \Omega(1)$$

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Consider a sequence  $\mathcal{G}$  with transition matrices  $\{P^{(t)}\}_{t=1}^{\infty}$  such that

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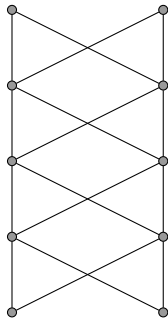
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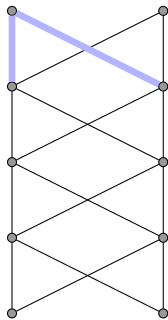
## Simulating a Directed Graph using Dynamic Graphs

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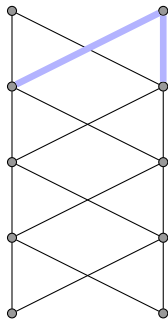
## Simulating a Directed Graph using Dynamic Graphs



$t = 1$

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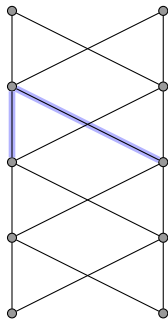
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## Simulating a Directed Graph using Dynamic Graphs

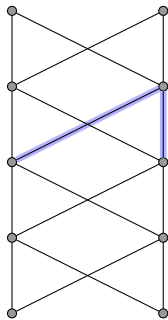
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$t = 3$

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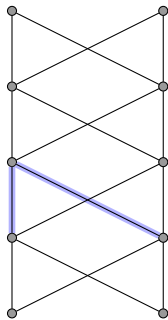
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$t = 4$

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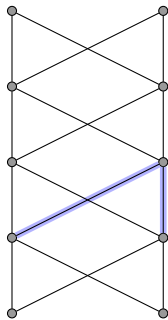
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$t = 5$

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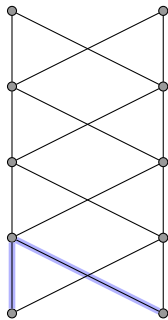
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$t = 6$

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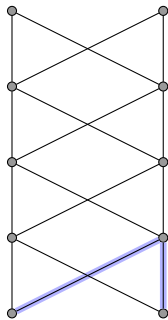
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$t = 7$

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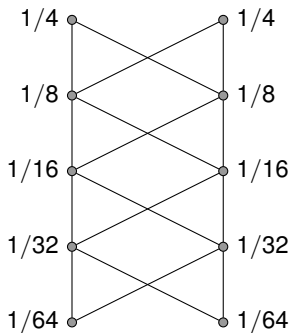


$t = 8$

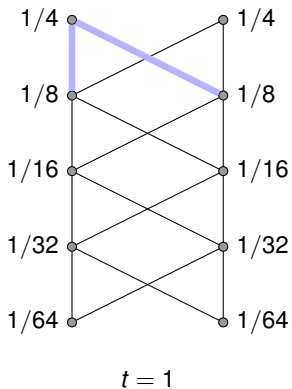


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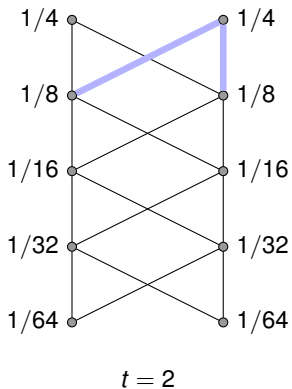
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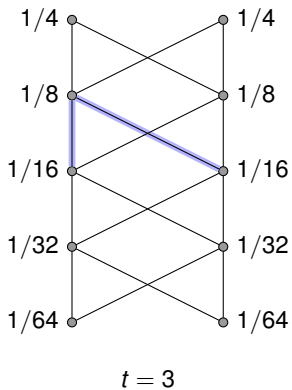
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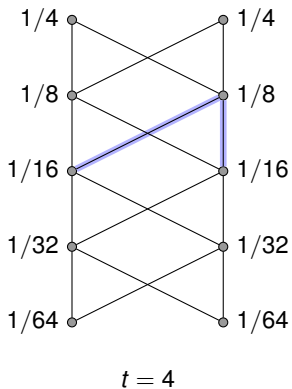
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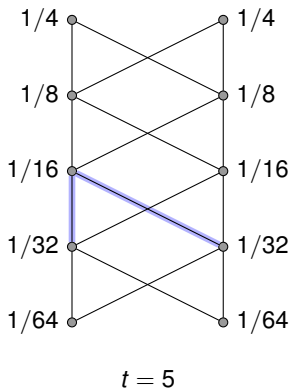
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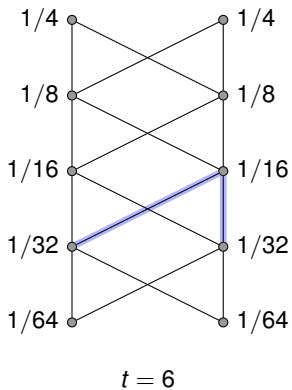
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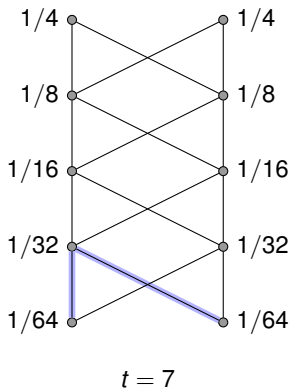
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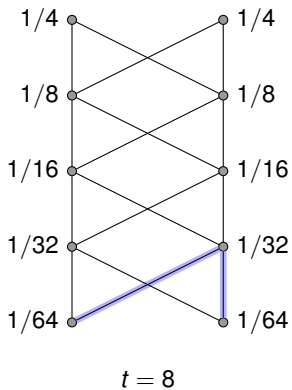


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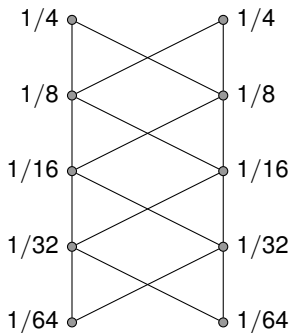




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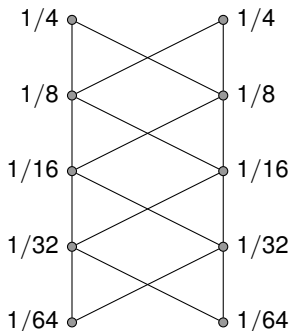


## Simulating a Directed Graph using Dynamic Graphs



**Random Walk Behaviour:**

## Simulating a Directed Graph using Dynamic Graphs



### Random Walk Behaviour:

- Since the stationary distribution is exponentially small for the vertices at the bottom, hitting time is **exponential** in  $n$
- However, average transition matrix  $\bar{P}$  can be easily made ergodic (add same cycle of  $n - 2$  matrices in reverse order)
- $\Rightarrow$  mixing time **polynomial** in  $n$  by our theorem!

# Outline

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Intro

Random Walks on Sequences of Connected Graphs

Random Walks on Sequences of (Possibly) Disconnected Graphs

Conclusion

## Conclusions and Future Work

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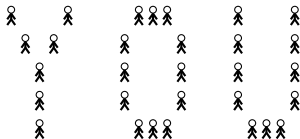
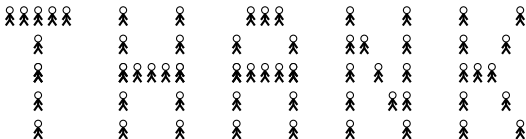
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- **random changes**: dynamic version of Random Graphs  $G(n, p)$
- **bounded changes**: edge set changes by a small number at each step

But: In real-world graphs, also the **vertex set** may change!

# The End

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# The End

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