

(what I think I have understood so far about)
Random walks on networks

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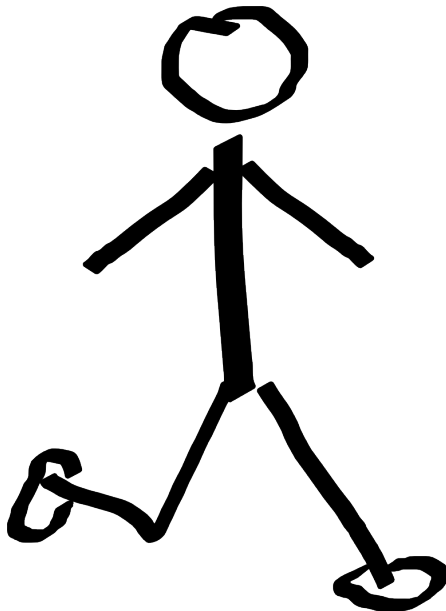
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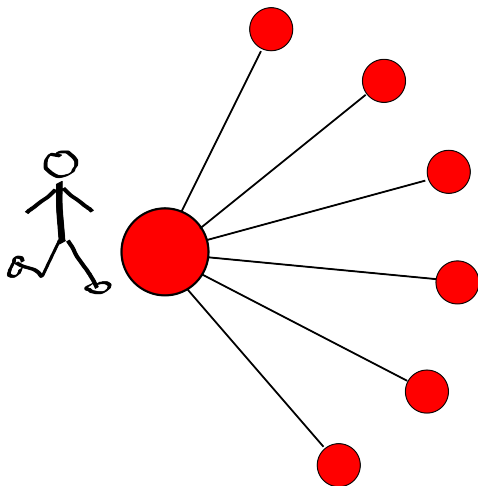
Outline

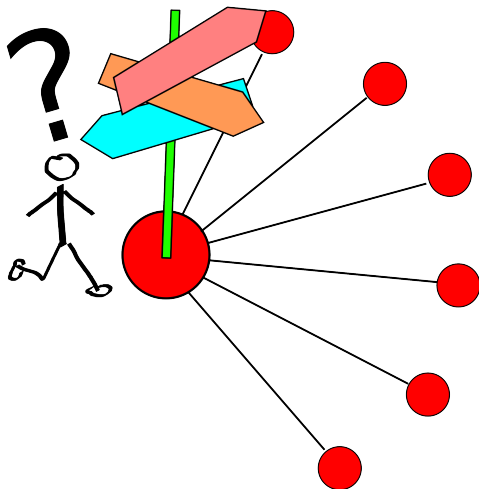
- 1 Introduction and definitions
- 2 Plain random walks
- 3 Variations on the theme
- 4 Using random walks

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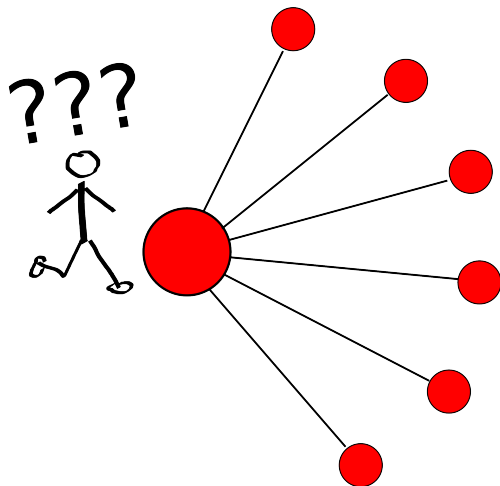


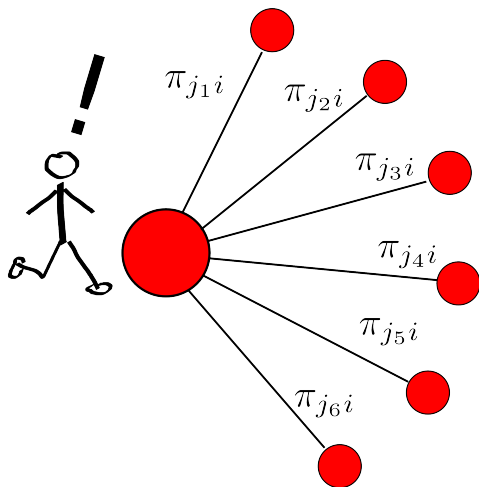


- π_{ji} : probability for a walker on node i to “jump” on node j in one time step



$$\sum_j \pi_{ji} = 1$$





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- **Occupation probability**: $p_i(t)$ is the probability of finding a walker on node i at time t

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A random walk on a graph $G(V, E)$ is a **Markov chain** defined by the transition matrix Π on the state space V .

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- **τ -step evolution:**

$$P(t+\tau) = \Pi P(t+\tau-1) = \Pi^2 P(t+\tau-2) = \dots = \Pi^\tau P(t)$$

Question: If we know that the walker was at node i at time 0, where can we find it after t time steps??

Stationary occupation probability



$$P(t + 1) = \Pi P(t)$$

Stationary occupation probability



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- Does the limit:

$$\lim_{t \rightarrow \infty} P(t)$$

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- Can we find a P^* such that $P^* = \Pi P^*$, i.e., a fixed point for the dynamics of Eq. (1)?

Perron-Frobenius theorem...

Given a non-negative irreducible (aperiodic) matrix $M = \{m_{ij}\}$

- The largest eigenvalue λ_{\max} of M (in modulus) is **real and positive**
- λ_{\max} is simple
- The eigenvector associated to λ_{\max} is the **only positive** eigenvector of M

...plus the power method...

- If M is a non-negative irreducible aperiodic matrix, then the sequence of vectors

$$x(t+1) = Mx(t)$$

converges to a vector \tilde{x} which is parallel to the eigenvector associated to the largest eigenvalue of M

...give the answer



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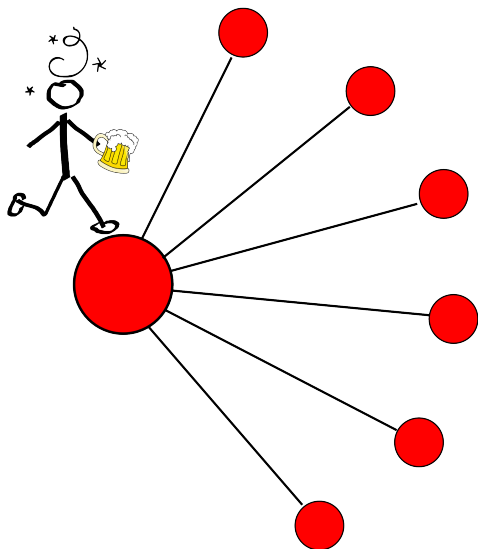
- which is positive and is called the **stationary occupation probability distribution** associated to Π

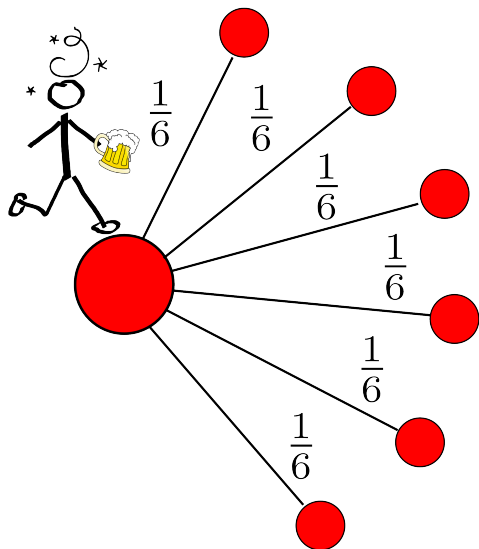
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Simplest example: “The Drunken”







The drunken equation (Plain random walk)

- Transition probability:

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- Stationary probability distribution:

$$p_i^* = \frac{k_i}{2K}$$

P^* for plain random walks

- Probability of going from i to j in t steps:

$$W_{i \rightarrow j}(t) = \sum_{j_1, j_2, \dots, j_{t-1}} \pi_{j_1, j} \times \pi_{j_2, j_1} \times \dots \times \pi_{j, j_{t-1}}$$

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and by imposing the normalisation condition $\sum_j p_j^* = 1$ we get:

$$\sum_j p_j^* k_i = \sum_j p_i^* k_j \quad \Rightarrow \quad p_i^* = \frac{k_i}{2K}$$

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- **Coverage time**: average time needed for a walker to visit all the nodes of the graph

Interesting facts

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- Coverage time: I am sure you don't want to know!

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$$h = \lim_{t \rightarrow \infty} -\frac{1}{t} \sum_{i_0, i_1, \dots, i_t} P(i_0, i_1, i_2, \dots, i_t) \log P(i_0, i_1, i_2, \dots, i_t)$$

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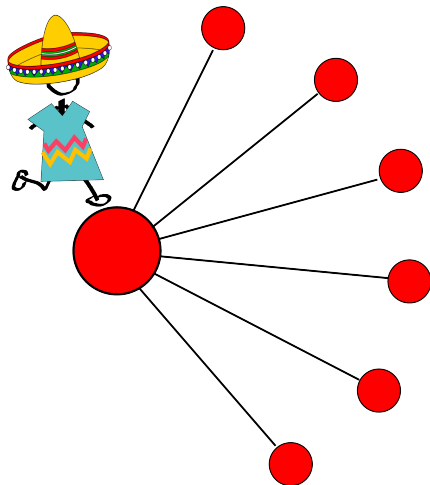
First Problem

G is not primitive \implies no stationary occupation probability (limit cycles)

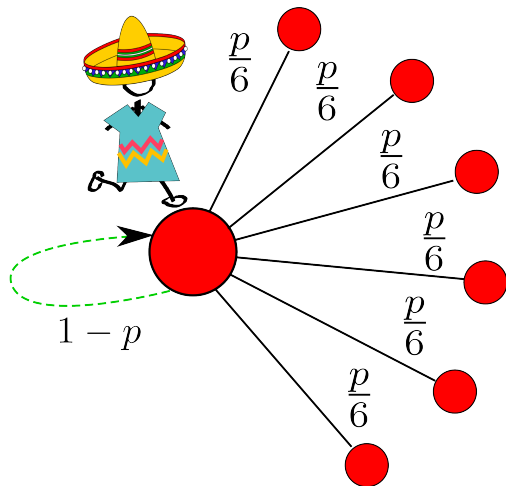
The Lazy



Lazy random walk



Lazy random walk



Moves with
probability p

Remains still
with probability
 $1 - p$

The “Lazy” equation (lazy RW)



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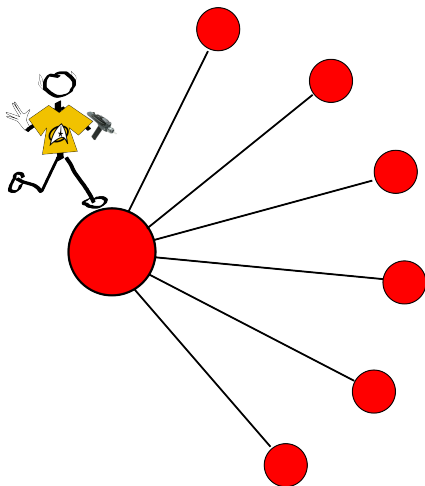
- If G is connected then $M = (1 - p)I + p\Pi$ is primitive (degenerate odd-length cycles)

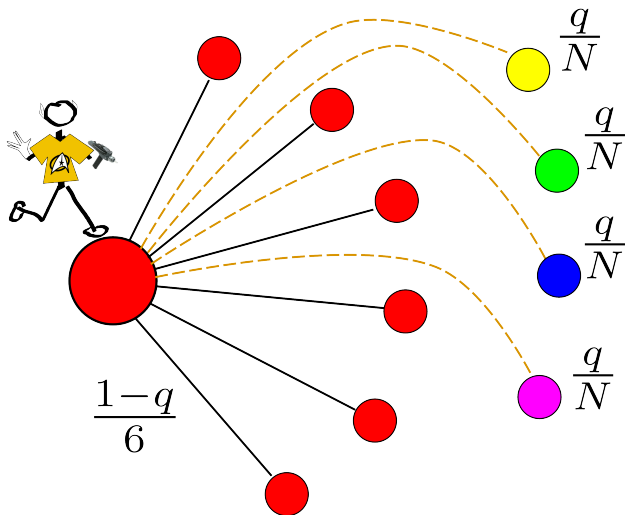
Second problem:

G is directed \implies walkers will remain trapped on nodes having $k_{out} = 0$ and nodes with $k_{in} = 0$ will never be visited

The “Smart”







The “Smart” equation (RW with teleportation)

- The walker moves to one node uniformly chosen at random in the graph (teleportation) with probability q ...

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$$\phi_{ji}(q) = \frac{q}{N} + (1 - q)\pi_{ji}$$

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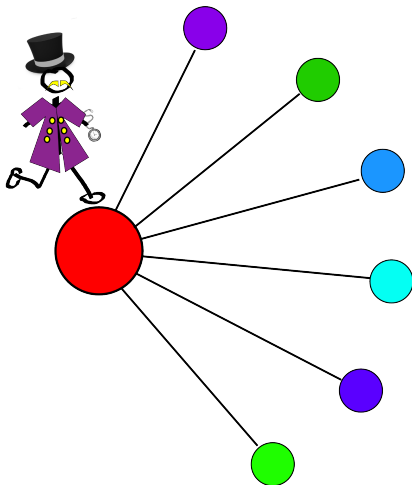
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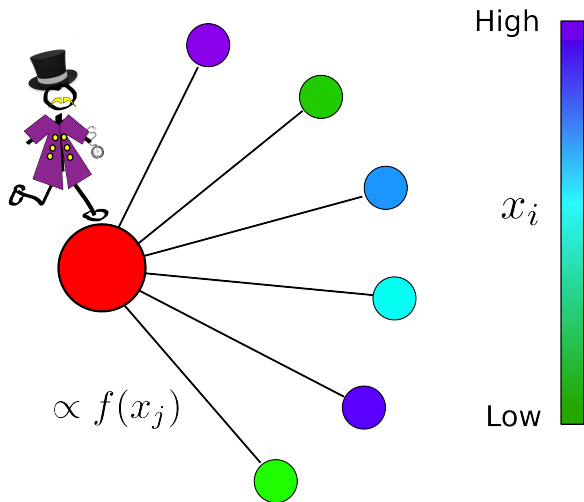
$$\Phi(q) = \frac{q}{N} \mathbf{1} \mathbf{1} + (1 - q)\Pi$$

Third problem:
In plain walks $p_i^* \propto k_i$ (WWW)

The “Snob”







The “Snob” equation (Biased RW)

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where $f_i = f(x_i)$

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where $f_i = f(x_i)$

- Stationary probability distribution:

$$p_i^* = \frac{c_i f_i}{\sum_j c_j f_j}$$

where:

$$c_i = \sum_{\ell} a_{i\ell}f_{\ell}$$

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- Entropy rate:

$$h = \frac{\sum_i f_i \sum_j a_{ij} f_j \log(f_j) - \sum_i f_i c_i \log(c_i)}{\sum_i c_i f_i}$$

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- $\implies p^*$ is determined by degree-degree correlations!

Interesting facts

- If G has no degree correlations:

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Return time:

$$r_i = N$$

The mean first-passage time T is minimal

Outline

- 1 Introduction and definitions
- 2 Plain random walks
- 3 Variations on the theme
- 4 Using random walks**

The Explorer



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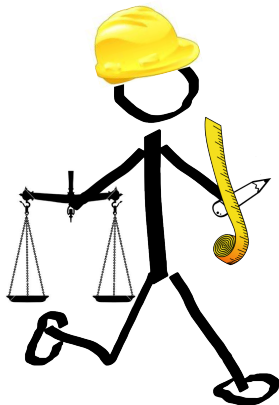
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- So the **modularity of a partition** is just the **one-step stability of a plain random walk** on the graph with that partition

The Engineer



Node centrality

Problem: how we measure the relative **importance** of nodes?

PageRank

- The “Smart” transition matrix (RW with teleportation):

$$\Phi(q) = \frac{q}{N} \mathbf{1}\mathbf{1} + (1 - q)\Pi$$

- $\Phi(q)$ satisfies all the hypotheses of Perron-Frobenius
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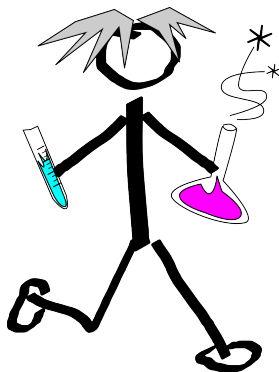
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- This eigenvector is used to compute the **PageRank** score of a node

The Alchemist



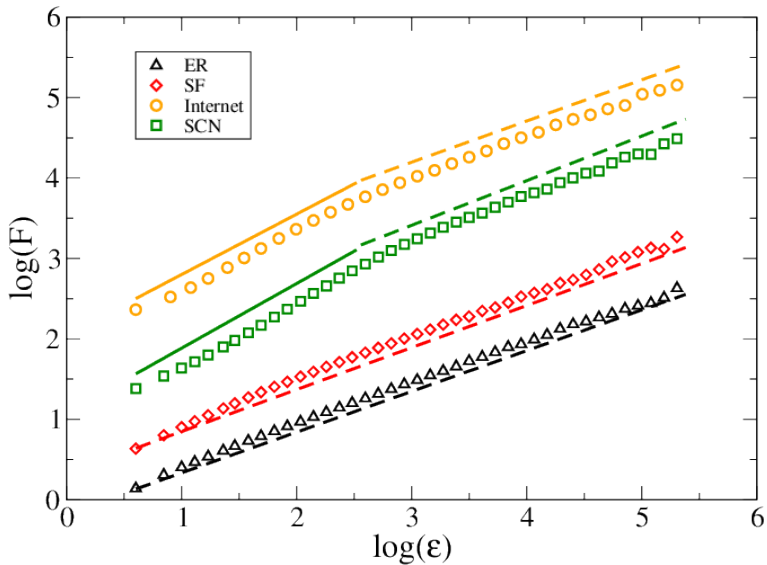
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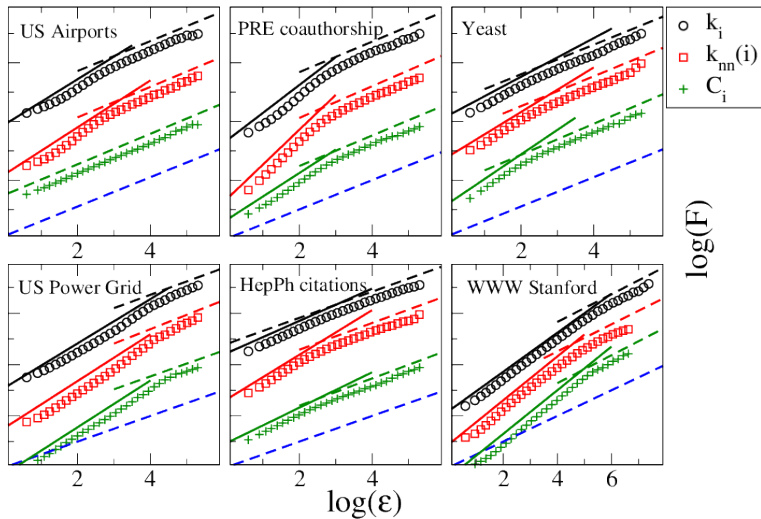
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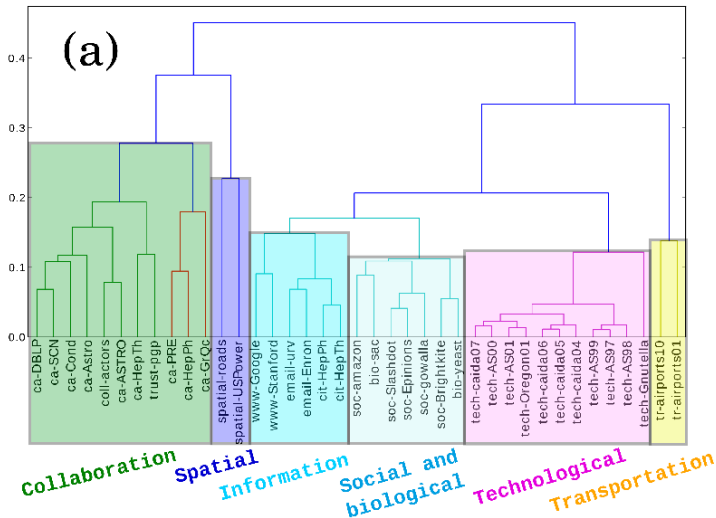
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- Look at how $F(\varepsilon)$ scales with the size ε (Detrended fluctuation analysis)





Taxonomy



Take-home message

Random walks at 9:00 am **might be boring...**

Take-home message

Random walks at 9:00 am **might be boring...**
...but are a nice process to understand the structure and
dynamics of complex networks ;)

THANK YOU!

References

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