Flip processes on graphs and dynamical systems they induce on graphons

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Erdos-Renyi random graph process

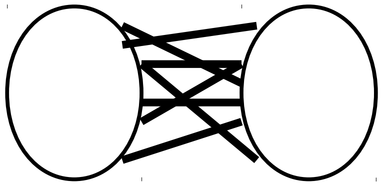
- $G(n,p)$ *binomial Erdos-Renyi random graph*
  - n vertices, insert each potential edge with probability p
  - For this talk, $p \in (0,1)$ fixed
- $G(n,m)$ uniform *Erdos-Renyi random graph*
  - Uniformly random graph with m edges.
  - For $m=pn^2/2$; $G(n,p) \approx G(n,m)$
- *Erdos-Renyi random graph process* (n vertices) $G_0, G_1, \ldots, G_{\binom{n}{2}}$
  - G_0 is edgeless, G_{r+1} is obtained from by turning a randomly selected nonedge into an edge
- With high probability, everything on this slide is *quasirandom*

Quasirandomness

- 1980’s (Chung-Graham-Wilson, Szemeredi, ...)
- *Density* of a graph d=e(G)/$\binom{n}{2}$
- A graph is *ε-quasirandom* if for each set of vertices *U*

$$\left| e(G[U]) - d\binom{|U|}{2} \right| < \varepsilon n^2$$

- A nonquasirandom graph



Triangle removal process

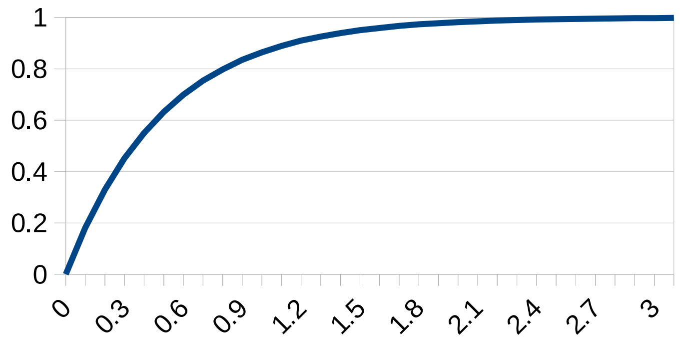
- Introduced by Bollobas-Erdos'90
- Start with G_0=clique
- In step r, pick a random triangle of G_r and delete it
- Bohman-Frieze-Lubetzky'15: *Triangle removal process typically terminates when there are $n^{3/2+o(1)}$ edges left.*
  - Key in the proof: quasirandomness during the evolution

Erdos-Renyi flip process

- Start with a graph G_0 (for now the edgeless graph)
- In each step, “replace” a uniformly chosen **pair** with an edge
- Density computation for G_r, $r = \alpha n^2$:

$$P[uv\ \text{is an edge}] = 1 - P[uv\ \text{is not an edge}]$$

$$\ldots = 1 - \left(1 - \frac{1}{\binom{n}{2}}\right)^r \approx 1 - \exp(-2r/n^2) = 1 - \exp(-2\alpha)$$



Triangle removal flip process

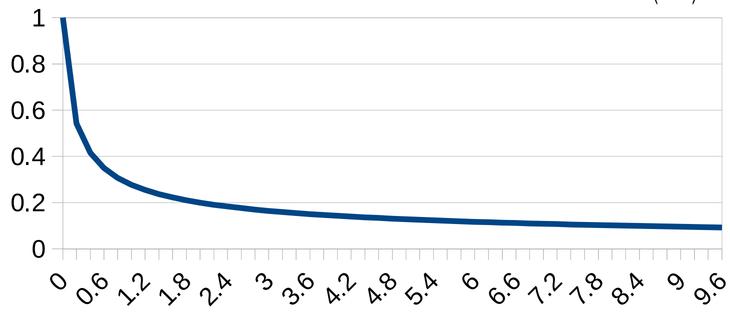
- Start with a graph G_0 (for now the complete graph)
- In each step r pick three random vertices u_1, u_2, u_3,
- If $G_r[u_1, u_2, u_3]$ induces a triangle then remove it…

  ...otherwise $G_{r+1} := G_r$.
- Density computation: G_r, $r=\alpha n^2$, $e(\alpha):=e(G_r)$, $d(\alpha):=e(\alpha) / \binom{n}{2}$

$$P\left[u_1 u_2 u_3\, is\, a\, triangle\right] \approx d(\alpha)^3$$

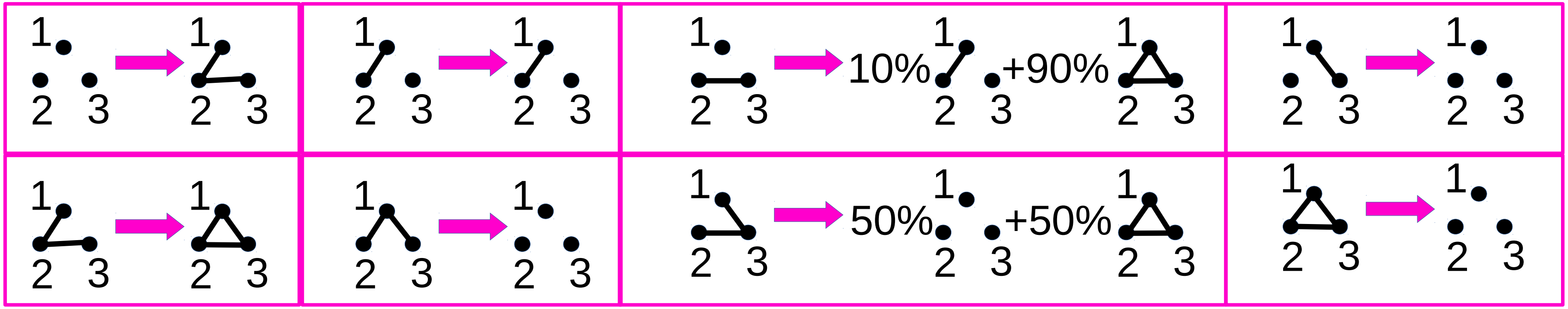
$$e(\alpha+\epsilon)-e(\alpha) \approx -3d(\alpha)^3 \cdot \epsilon n^2$$

$$\frac{d(\alpha)}{d\alpha} = -6d(\alpha)^3 \Rightarrow d(\alpha) = \frac{1}{\sqrt{1+12\alpha}}$$



Flip process of order k (here, k=3)

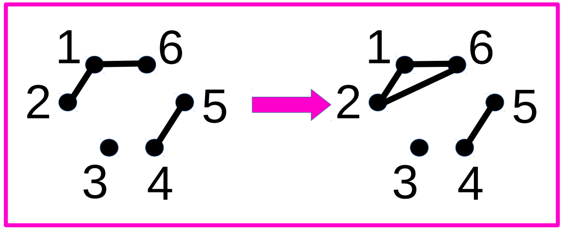
- Rule $\mathcal{R}$



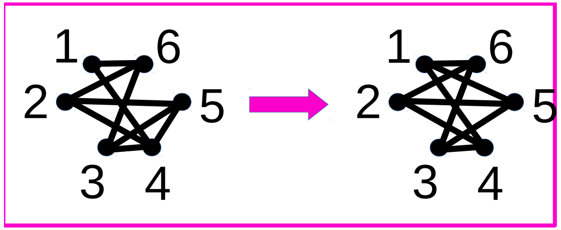
- Start with a (large) graph G_0
- Step $G_r \Rightarrow G_{r+1}$: Sample k vertices and replace the induced graph according to $\mathcal{R}$

More examples of flip processes

- Ignorant flip process
- Removal flip process
- Complement flip process
- Component completion flip process
- The stirring flip process
- The extremist flip process
- The polarizing flip process



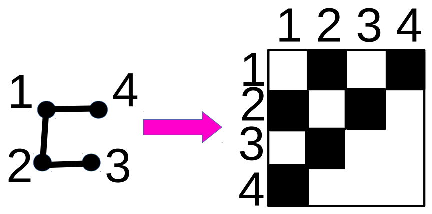
Component completion

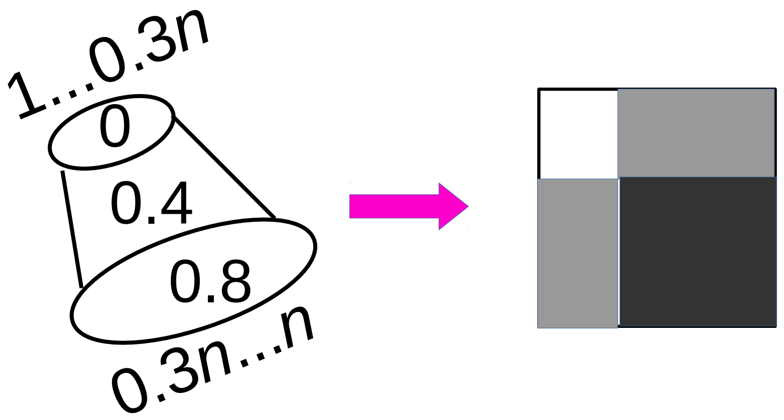


Polarizing

Graphons (limits of dense graphs)

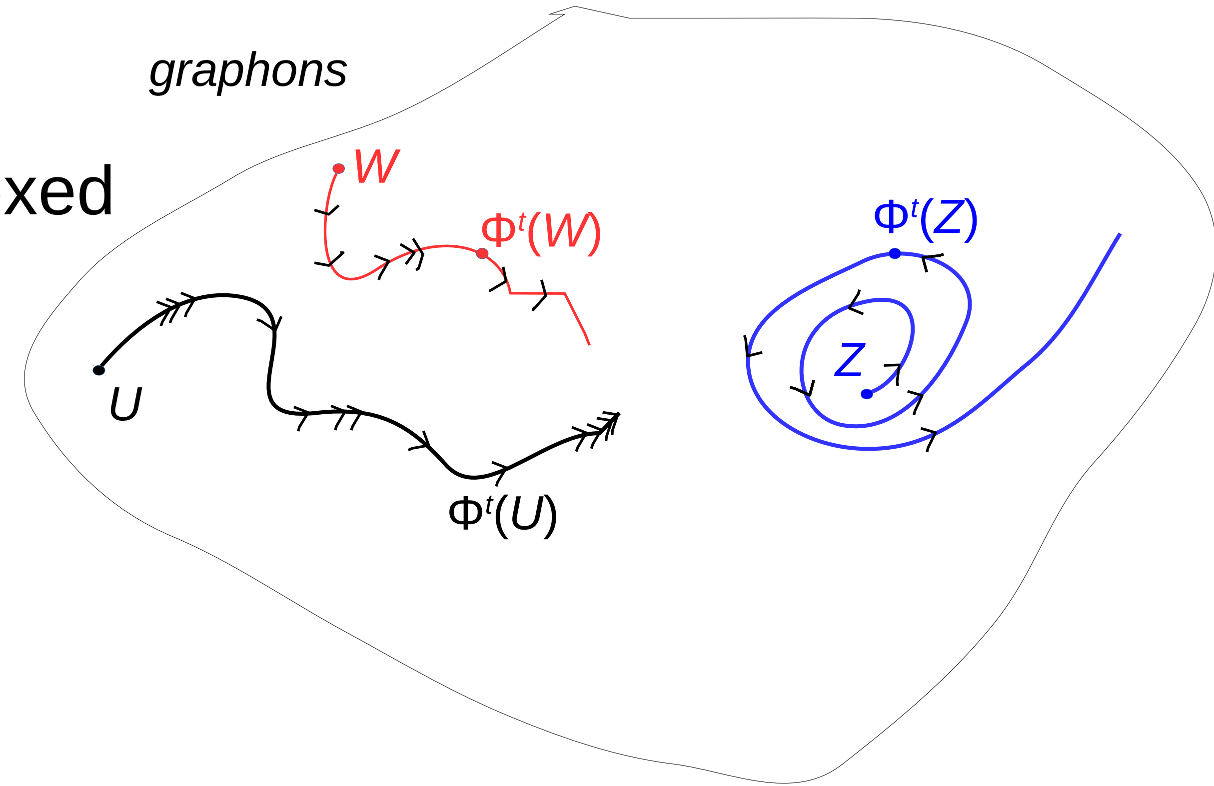
- Borgs-Chayes-Lovasz-Sos-Szegedy-Vesztergombi 2004
- Useful framework for extremal and probabilistic questions
- Graphon is a symmetric function W:$[0,1]^2 \to [0,1]$
- Cut norm measures how similar two graphons are





Trajectories

- Fixed rule $\mathcal{R}$ of order k
- We construct time-indexed trajectories $\Phi : \mathcal{W}_0 \times [0,\infty) \to \mathcal{W}_0$
- Construction later



Transference theorem

Given $\mathcal{R}$ and corresponding

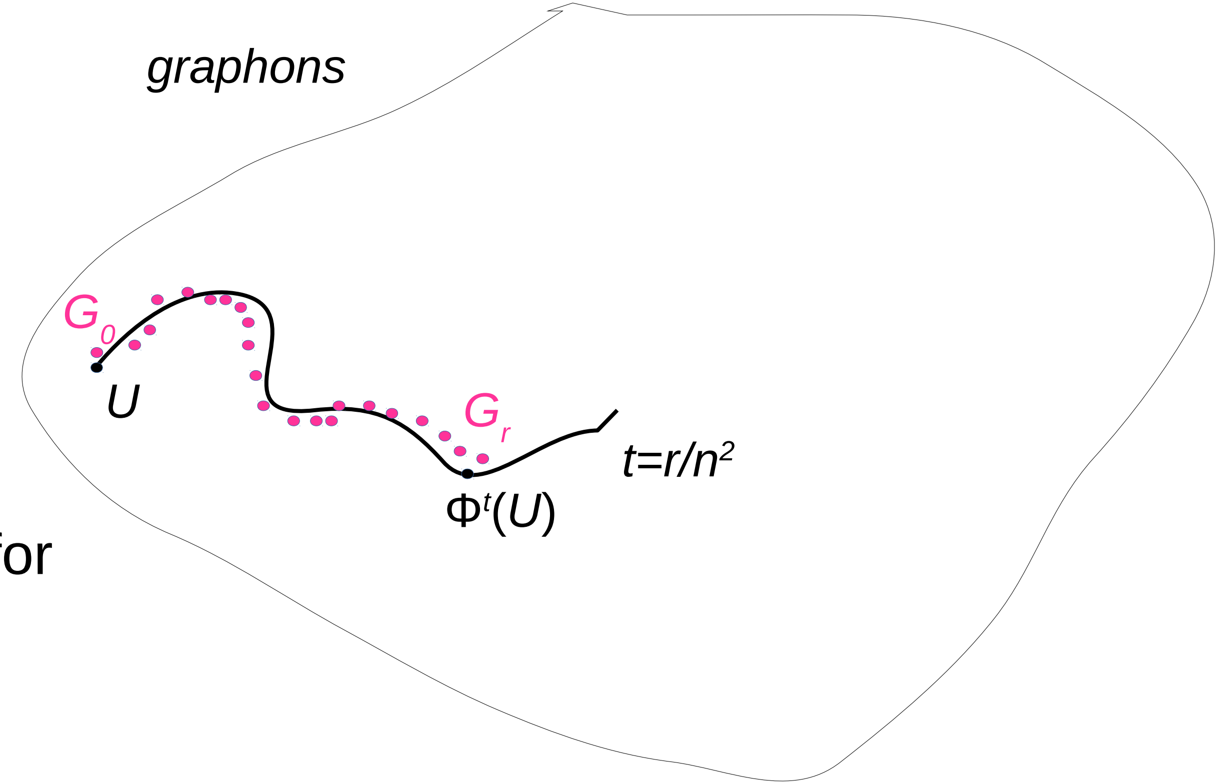
trajectories $\Phi:\mathcal{W}_0\times[0,\infty)\rightarrow\mathcal{W}_0$,

whenever a large *n*-vertex G_0

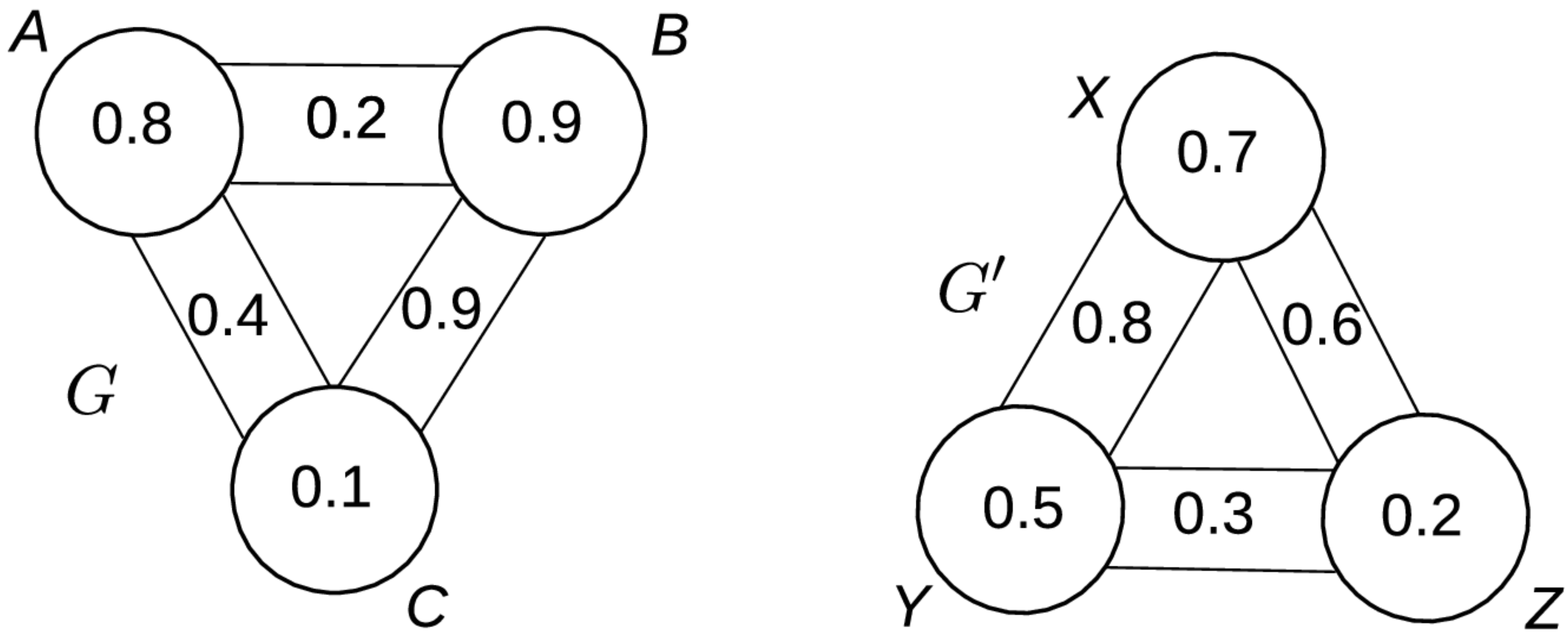
is close to *U* (in cut norm)

then w.h.p. G_r is close to $\Phi^t(U)$ for

$t:=r/n^2$



Cut norm, not cut distance

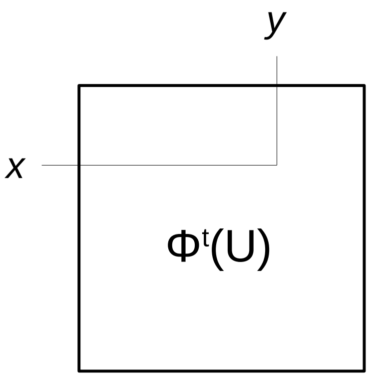


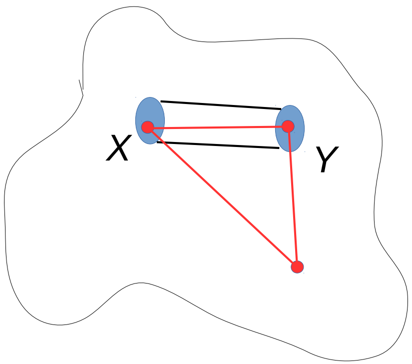
Constructing trajectories I

- In this example, consider the Triangle removal flip process
- $(\Phi^{t+\varepsilon}(U)-\Phi^{t}(U))(x,y)$

  correspondence with a graph

  $|X|=|Y|=\gamma n$ and εn^2 steps





- Number of removed edges between X and Y in εn^2 steps:

$$\epsilon n^2 \cdot \gamma^2 \cdot t_{xy}(K_3, \Phi^t(U))$$

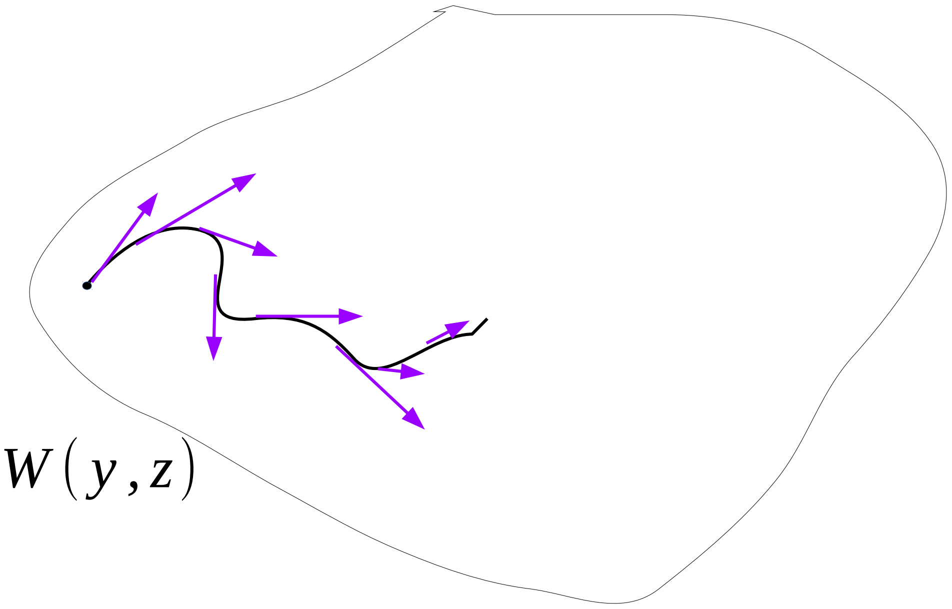
Density change at (x,y): $-\epsilon \cdot t^{\bullet\bullet}_{xy}(K_3, \Phi^t(U))$

$$t^{\bullet\bullet}_{xy}(K_3, W) = \int_z W(x,y)W(x,z)W(y,z)$$

Constructing trajectories II

- Construct a velocity field $V: \mathcal{W}_0 \to \mathcal{W}$,

$$V(W) = \lim_{\epsilon \to 0} \frac{\Phi^{\epsilon}(W) - W}{\epsilon}$$



- Triangle removal flip process

$$V(W)(x,y) = -W(x,y) \int_z W(x,z) W(y,z)$$

- Velocity is continuous in L^{∞} and cut norm

Properties of trajectories

- No confluences
- Block structure preservation

- Limits $t \to \infty$:
  - Stable and unstable fixed points (often constants)
  - Example with an oscillatory trajectory