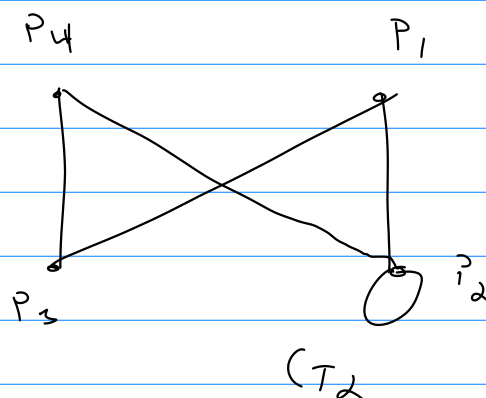
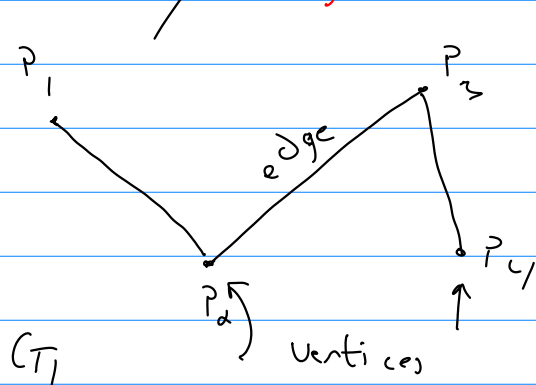


# Graphs / Intro to Graph Theory

A **graph** is a collection of **vertices** connected by **edges**.

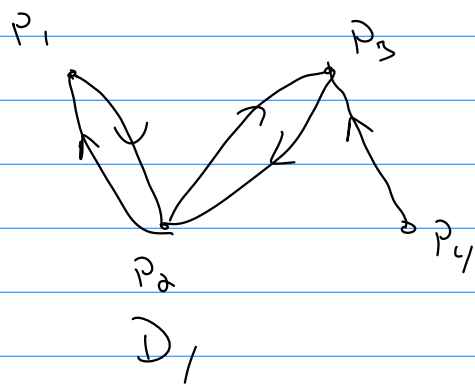


$G_1$ : It is possible to go from  $P_1 \rightarrow P_2$  directly, but  $P_1 \rightarrow P_3$  requires  $P_1 \rightarrow P_2 \rightarrow P_3$

$G_1$  &  $G_2$  are called **undirected** graphs

$G_2$ :  $P_3 \rightarrow P_4$   $P_4 \rightarrow P_3$

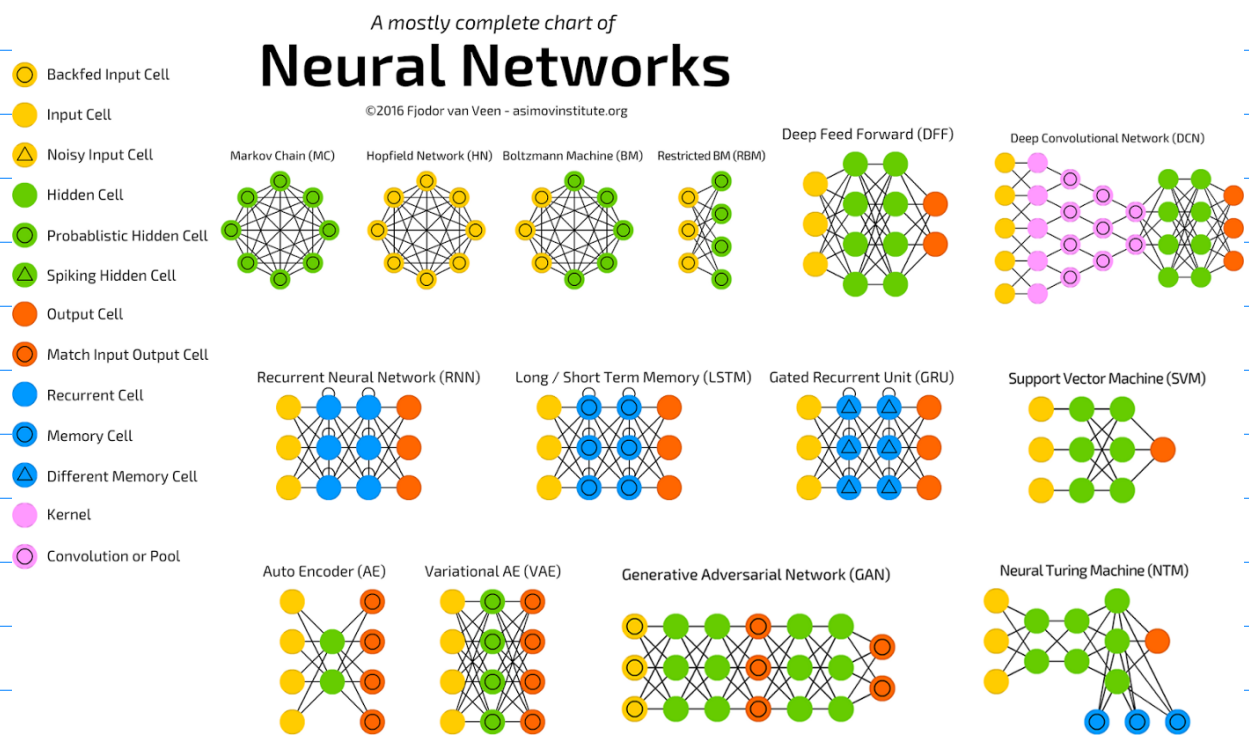
A **directed graph (digraph)** has directions



$P_2 \rightarrow P_3$  but  
not  $P_3 \rightarrow P_4$

Applications

- Linguistics
- Chemistry
- networking
- Scientific Computing
- machine learning.

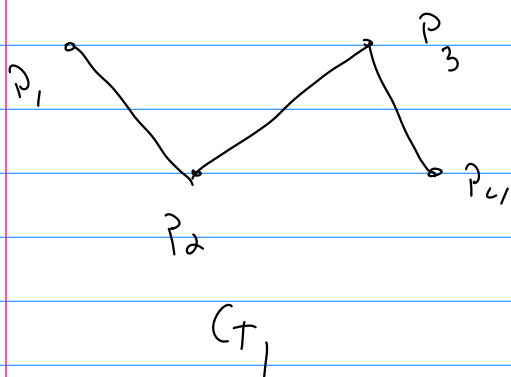


## Adjacency Matrix

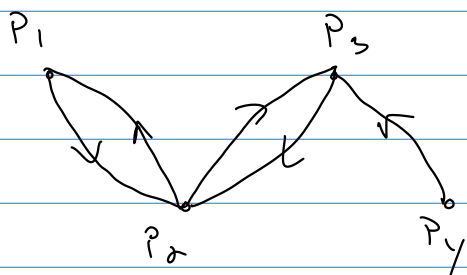
An **adjacency matrix** encodes a (di)graph

Let there be  $n$ -total vertices. The matrix is a  $n \times n$  square matrix full of either  $0$  or  $1$ ,

IF  $P_i \rightarrow P_j$  is possible put  $1$  in location  $(i,j)$   
Otherwise zero



$$G_1 = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{matrix} P_1 \\ P_2 \\ P_3 \\ P_4 \end{matrix}$$

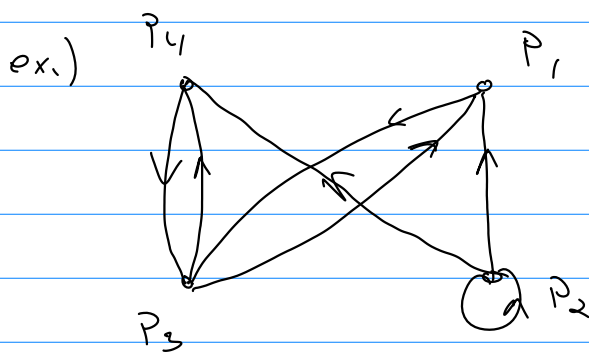


$$D_1 = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

Undirected Graphs are symmetric  
Directed Graphs are not symmetric

**Path**: A finite sequence of edges starting at  $P_i$  and ending at  $P_j$ .

**length**: the # of edges in that path.



Path for  $P_1 \rightarrow P_4$   
 $P_1 \rightarrow P_3 \rightarrow P_4$   
 length of 2

Paths might not be unique:  $P_2$  to  $P_4$   
 $P_2 \rightarrow P_4$        $P_2 \rightarrow P_2 \rightarrow P_4$        $P_2 \rightarrow P_1 \rightarrow P_3 \rightarrow P_4$   
 $l=1$                        $l=2$                        $l=3$

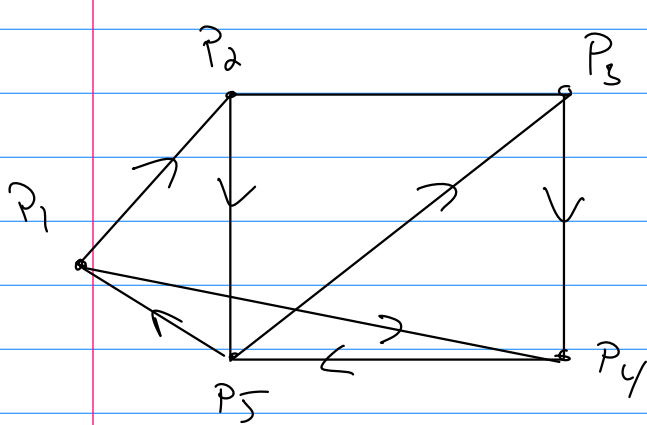
Thm: let  $A$  be the adjacency matrix of a graph w/  $n$ -vertices.

The # of paths between  $P_i$  and  $P_j$  of length  $k$  equals the value in  $(i,j)$  of  $A^k$

Corollary: the # of paths of length  $\leq k$  from  $P_i$  to  $P_j$  is the value in  $(i,j)$  of

$$\sum_{p=1}^k \underline{A}^p = \underline{A}^1 + \underline{A}^2 + \dots + \underline{A}^k$$

Can be used to find minimum path length.



$$\underline{D}_2 = \begin{bmatrix} 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 & 0 \end{bmatrix}$$

$P_2 \rightarrow P_4$

$P_4 \rightarrow P_2$

$$\underline{D}_2^2 = \begin{bmatrix} 0 & 0 & 1 & 0 & 2 \\ 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 2 & 0 \end{bmatrix}$$

minimum path length  
for  $P_2 \rightarrow P_4$  is 2  
 $P_2 \rightarrow P_3 \rightarrow P_4$

$$\underline{D}_2^3 = \begin{bmatrix} 2 & 0 & 2 & 1 & 0 \\ 0 & 1 & 0 & 2 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 2 & 0 \\ 0 & 0 & 1 & 0 & 3 \end{bmatrix}$$

2 paths for  $P_2 \rightarrow P_4$

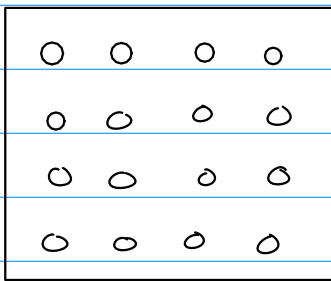
1 path for  $P_4 \rightarrow P_2$   
(min length)

# Markov Chains

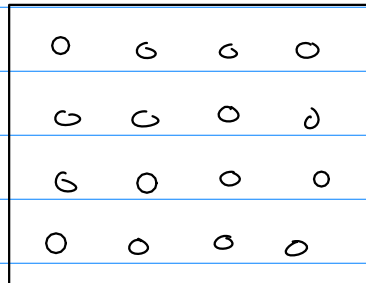
Used in Stochastic modeling to describe a sequence of probable events w/ probabilities

ex.) Look at a 2-state system: A & B

**State:** A particular configuration



A



B

$$n_A = 16 \quad n_B = 16$$

$$n_t = n_A + n_B = 32$$

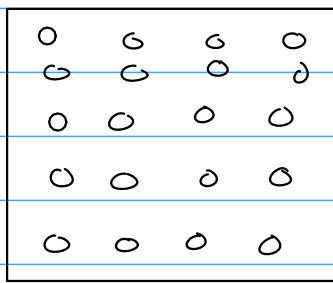
Introduce the **probability vector**  $P$  which shows the probability of a random **element** (the circles) is in state A or B

$$P_0 = \begin{bmatrix} n_A/n_t \\ n_B/n_t \end{bmatrix} = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$$

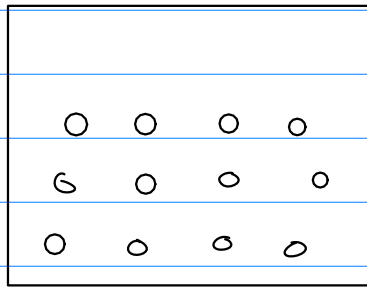
During this iteration:

- 75% of A remains in A
- 25% of A go to B
- 50% of B go to A
- 50% of B remains in B

One iteration



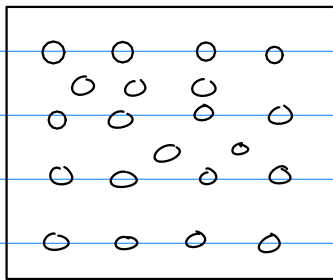
A



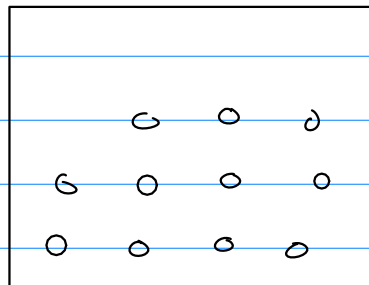
B

$$P_1 = \begin{bmatrix} 24/32 \\ 12/32 \end{bmatrix} = \begin{bmatrix} 0.625 \\ 0.375 \end{bmatrix}$$

Second Iteration



A



B

$$P_2 = \begin{bmatrix} 21/32 \\ 11/32 \end{bmatrix} = \begin{bmatrix} 0.6563 \\ 0.3437 \end{bmatrix}$$

Introduce the "switching" vectors:

$$\underline{V}_A = \begin{bmatrix} A \rightarrow A \\ A \rightarrow B \end{bmatrix} = \begin{bmatrix} 0.75 \\ 0.25 \end{bmatrix}$$

$$\underline{V}_B = \begin{bmatrix} B \rightarrow A \\ B \rightarrow B \end{bmatrix} = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix}$$

After 1 iteration the # in A is  $\underline{V}_A n_A = \begin{bmatrix} 0.75 \\ 0.25 \end{bmatrix} 16 = \begin{bmatrix} 12 \\ 4 \end{bmatrix}$

in B:  $\underline{V}_B n_B = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix} 16 = \begin{bmatrix} 8 \\ 8 \end{bmatrix}$

Total is  $\underline{V}_A n_A + \underline{V}_B n_B = \begin{bmatrix} 20 \\ 12 \end{bmatrix}$

$$\begin{bmatrix} v_A & v_B \end{bmatrix} \begin{bmatrix} n_A^0 \\ n_B^0 \end{bmatrix} = \begin{bmatrix} n_A^1 \\ n_B^1 \end{bmatrix}$$

Divide by  $n_t$

$$\begin{bmatrix} v_A & v_B \end{bmatrix} \begin{bmatrix} n_A^0/n_t \\ n_B^0/n_t \end{bmatrix} = \begin{bmatrix} n_A^1/n_t \\ n_B^1/n_t \end{bmatrix}$$

$\downarrow$

$P_0 \qquad P_1$

$$\underline{M} = \begin{bmatrix} 0.75 & 0.5 \\ 0.25 & 0.5 \end{bmatrix} \text{ is the transition matrix}$$

All columns of  $\underline{M}$  must sum to 1 unless there is growth/death.

$$\text{Given } P_0, \quad P_1 = \underline{M} P_0$$

$$P_2 = \underline{M} P_1 = \underline{M} (\underline{M} P_0) = \underline{M}^2 P_0$$

$$\Rightarrow P_n = \underline{M}^n P_0$$

$$\text{In this example } \lim_{n \rightarrow \infty} \underline{M}^n P_0 = \begin{bmatrix} 2/3 \\ 1/3 \end{bmatrix}$$

Note: This does not mean elements are fixed!

If 20 elements move from  $A \rightarrow B$  then

20 move from  $B \rightarrow A$

A Markov Chain is simply the set of distinct states,  $S_1$  to  $S_n$  where:

- 1) each element resides in a state
- 2) elements move between states w/ a fixed probability
- 3) no difference between elements

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Stochastic & Regular Matrices

Stochastic Matrix: A transition matrix that

- 1) is square
- 2) All entries are non-negative ( $\geq 0$ )
- 3) All columns sum to one,

Products of stochastic matrices are also stochastic.

$M^2$  is stochastic if  $M$  is.

Regular Matrix: A stochastic matrix such that for some  $k \geq 1$  all entries of  $M^k$  are strictly positive ( $> 0$ )



Thm: If the transition matrix is regular then

1)  $\lim_{n \rightarrow \infty} \underline{M}^n = \underline{M}_\infty$

2)  $\underline{M}_\infty$  has strictly positive values

3) All columns of  $\underline{M}_\infty$  are the same,

4)  $\underline{p}_\infty$  is a column of  $\underline{M}_\infty$  no matter  $\underline{p}_0$

5)  $\underline{p}_\infty$  is a fixed-point of  $\underline{M}_\infty$ :  $\underline{p}_\infty = \underline{M}_\infty \underline{p}_\infty$

$$(f(q) = q)$$

ex)  $\underline{M} = \begin{bmatrix} 0.75 & 0.5 \\ 0.25 & 0.5 \end{bmatrix}$

$$\underline{M}^3 = \begin{bmatrix} 0.6719 & 0.6562 \\ 0.3281 & 0.3438 \end{bmatrix}$$

$$\underline{M}^{10} = \begin{bmatrix} 0.6667 & 0.6667 \\ 0.3333 & 0.3333 \end{bmatrix}$$

$$\underline{M}^{50} = \begin{bmatrix} 2/3 & 2/3 \\ 1/3 & 1/3 \end{bmatrix} = \underline{M}^{100} = \underline{M}^{1000} = \dots =$$

Now look at  $\underline{M}^\infty \underline{p}_0$

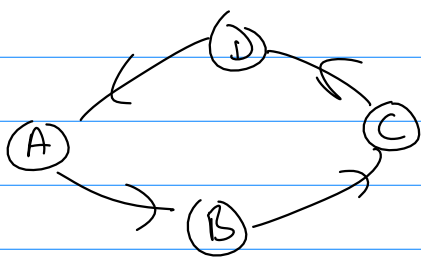
$$\underline{M}^\infty \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix} = \begin{bmatrix} 2/3 \\ 1/3 \end{bmatrix} \quad \underline{M}^\infty \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 2/3 \\ 1/3 \end{bmatrix}$$

$$\underline{M}^\infty = [\underline{m}_1, \underline{m}_2] = [\underline{m}_1, \underline{m}_1]$$

$$\text{w/ } P_0 = \begin{bmatrix} a \\ 1-a \end{bmatrix} \quad 0 \leq a \leq 1$$

$$\begin{aligned} [\underline{m}_1, \underline{m}_1] \begin{bmatrix} a \\ 1-a \end{bmatrix} &= a \underline{m}_1 + (1-a) \underline{m}_1 \\ &= a \underline{m}_1 + \underline{m}_1 - a \underline{m}_1 = \underline{m}_1 \end{aligned}$$

Ex of non-regular stochastic matrix



$$\underline{M} = \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

↑

↑

All in

All elements in

A go to B

D go to A

Initially  $n_A = 6$ ,  $n_B = 2$ ,  $n_C = 3$ ,  $n_D = 1$

$$P_0 = \begin{bmatrix} 1/2 \\ 1/6 \\ 1/4 \\ 1/12 \end{bmatrix}$$

$$P_1 = \underline{M} P_0 = \begin{bmatrix} 1/12 \\ 1/2 \\ 1/6 \\ 1/4 \end{bmatrix}$$

$$P_2 = \begin{bmatrix} 1/4 \\ 1/12 \\ 1/2 \\ 1/6 \end{bmatrix}$$

$$P_1 = \begin{bmatrix} 1/2 \\ 1/6 \\ 1/4 \\ 1/12 \end{bmatrix} = P_0$$

No equilibrium  $P$  vector.

3-bank example

Initially A has 40% share, B has 10%,  
C has 50%

$$M = \begin{bmatrix} 0.5 & 0.1665 & 0.25 \\ 0.25 & 0.667 & 0.25 \\ 0.25 & 0.1665 & 0.5 \end{bmatrix} \quad P_0 = \begin{bmatrix} 0.4 \\ 0.1 \\ 0.5 \end{bmatrix}$$

25% of A  
go to B

16.65% of  
B go to C

$$P_1 = M P_0 = \begin{bmatrix} 0.3417 \\ 0.2917 \\ 0.3667 \end{bmatrix}$$

$$M_{\infty} = \lim_{n \rightarrow \infty} M^n = \begin{bmatrix} 0.2856 & 0.2856 & 0.2856 \\ 0.4286 & 0.4286 & 0.4286 \\ 0.2856 & 0.2856 & 0.2856 \end{bmatrix}$$

