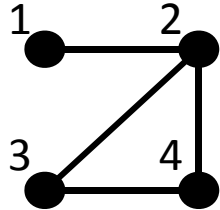


# Quiz 4

graph 1



$$A = \begin{pmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{pmatrix}$$

$$p_i(t) = \sum_j \frac{A_{ij}}{k_j} p_j(t-1)$$

$$\mathbf{p}(t) = \mathbf{A} \mathbf{D}^{-1} \mathbf{p}(t-1)$$

$$\mathbf{D}^{-1} = \begin{pmatrix} 1/k_1 & 0 & 0 & \dots \\ 0 & 1/k_2 & 0 & \dots \\ 0 & 0 & 1/k_3 & \dots \\ \vdots & \vdots & \vdots & \ddots \end{pmatrix}$$

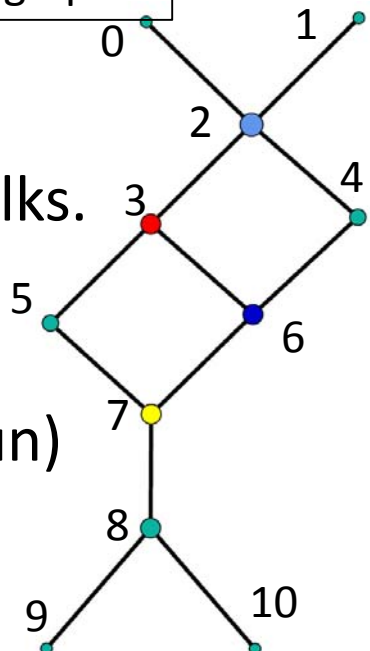
What happens when a walker keeps walking for a long time on a graph?

$p_i(t)$ : probability that the walk is at vertex  $i$  at time  $t$

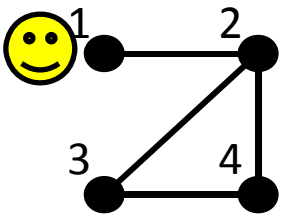
1. graph 1: find  $\mathbf{A} \mathbf{D}^{-1}$
2. graph 1: find  $p_0(\infty)$ ,  $p_1(\infty)$ ,  $p_2(\infty)$ , and  $p_3(\infty)$
3. graph 2: make a program of simulating random walks. show its results and answer the most visited node.

- Submit from Tokyo Tech OCW-i
- Deadline: ??:??(Japan Standard Time) on Dec. 16(Sun)

graph 2

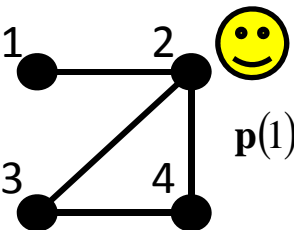


# random walk on a graph

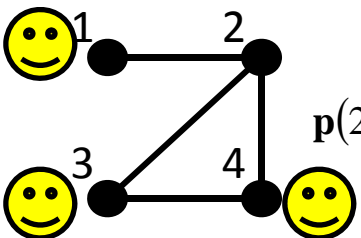
- $t=0$ 


$$\mathbf{p}(0) = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} \quad \begin{aligned} p_1(0) &= 1 \\ p_2(0) &= 0 \\ p_3(0) &= 0 \\ p_4(0) &= 0 \end{aligned}$$

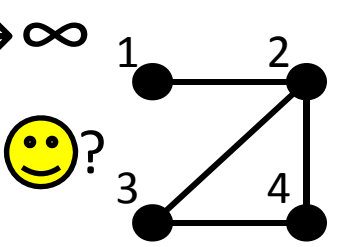
start vertex does  
not matter

- $t=1$ 


$$\mathbf{p}(1) = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix} \quad \begin{aligned} p_1(1) &= 0 \\ p_2(1) &= 1 \\ p_3(1) &= 0 \\ p_4(1) &= 0 \end{aligned}$$

- $t=2$ 


$$\mathbf{p}(2) = \begin{pmatrix} 1/3 \\ 0 \\ 1/3 \\ 1/3 \end{pmatrix} \quad \begin{aligned} p_1(2) &= 1/3 \\ p_2(2) &= 0 \\ p_3(2) &= 1/3 \\ p_4(2) &= 1/3 \end{aligned}$$

- $t \rightarrow \infty$ 


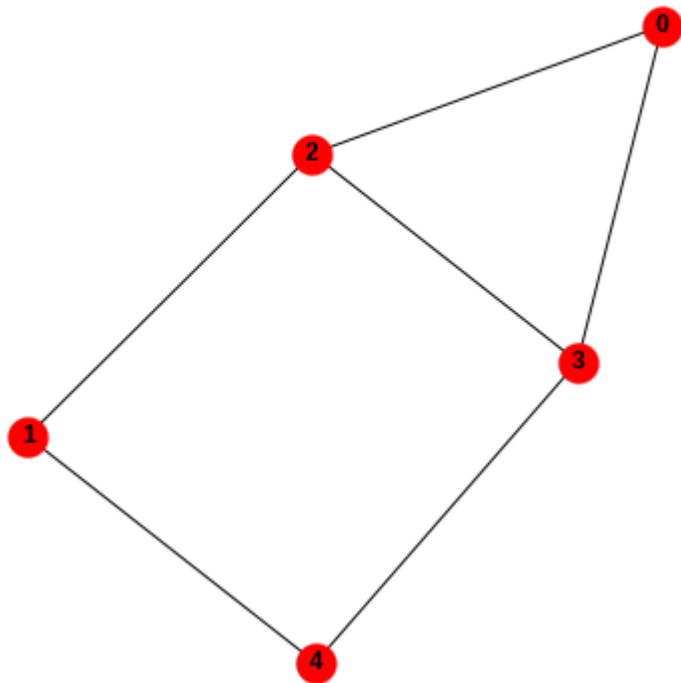
$$\mathbf{p}(\infty) = \begin{pmatrix} ? \\ ? \\ ? \\ ? \end{pmatrix} \quad \begin{aligned} p_1(\infty) &= ? \\ p_2(\infty) &= ? \\ p_3(\infty) &= ? \\ p_4(\infty) &= ? \end{aligned}$$

sum should be one

```

import networkx as nx
import matplotlib.pyplot as plt
import numpy as np
plt.figure(figsize=(5, 5))
G = nx.gnp_random_graph(5, 0.5)
nx.draw_spring(G, node_size=400, node_color='red', with_labels=True, font_weight='bold')
if nx.is_connected(G):
    A = nx.adjacency_matrix(G).todense()
    A = np.array(A, dtype = np.float64)
    c = np.array([0, 0, 0, 0, 0]) # counter
    walkLength = 100000 # random walk length
    id = 0 # starting node (0-th)
    visited = [id]
    c[id] = c[id] + 1
    for k in range(walkLength):
        p = A[id,:]
        id = np.random.choice(np.flatnonzero(p == p.max())) # random choice
        visited.append(id)
        c[id] = c[id] + 1
    print(c)
else:
    print("not connected ")
[16687 16759 24938 24920 16697]

```



not connected

