Alternative Symmetrizations of Hitting Times in Graphs

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Abstract

Suppose you have a point in a grid, that gets finer and finer. This is the fundamental operation: bisecting a quad (rather than bisecting a line, as in effective resistance). The idea is: bisecting every quad should behave nicely with this measure.

1 Examples

I think *p*-resistance works ok, for $p < 1 + \frac{1}{d-1}$.