

## 8. Undirected reachability using random walks

## 8.1 Introduction

In this lecture, we will prove that we can solve undirected reachability with a randomized algorithm that uses only logarithmic space.

## 8.2 Undirected reachability with logarithmic space

Now we will see an algorithm to check if an undirected graph  $G$  has a path from a vertex  $s$  to  $t$  that uses only logarithmic space.

- **Input:** Graph  $G$  with degree  $d$ , nodes  $s$  and  $t$ .
- Perform a random walk of length  $k = \text{poly}(n, d)$  starting from  $s$ .
- Accept if the random walk ends in  $t$ , else reject.

How do we prove the correctness of such an algorithm? We will first bound  $\lambda(G)$  and use “spectral expansion  $\Rightarrow$  mixing” lemma.

8.2.1 Bounding  $\lambda(G)$ 

Let  $G$  be a  $d$ -regular connected non-bipartite graph with self-loops. We know that  $\lambda(G)^2 = \max_{x \perp u, \|x\|=1} \|xA\|^2$ . Rewriting this,  $\langle xA, xA \rangle = xA^2x^T = \sum_{i,j} (A^2)_{i,j} x_i x_j$ . Now,  $A^2$  is the adjacency matrix of the multigraph  $G^2$  which has  $e$  edges between two vertices  $u$  and  $v$  if there are  $e$  paths of length at most two between  $u$  and  $v$  in  $G$ . Each edge of the multigraph contributes  $\frac{2}{d^2} x_i x_j$  to the sum  $\sum_{i,j} (A^2)_{i,j} x_i x_j$ . So we can rewrite that sum as  $\sum_{(i,j) \in E} \frac{2}{d^2} x_i x_j$ , where  $E$  is the multiset of edges of the graph  $G^2$ . Therefore, we have

$$\begin{aligned}
 \langle xA, xA \rangle &= \sum_{(i,j) \in E} \frac{2}{d^2} x_i x_j \\
 &= \frac{1}{d^2} \left( \sum_{(i,j) \in E} (x_i^2 + x_j^2) - \sum_{(i,j) \in E} (x_i - x_j)^2 \right) \\
 &= \frac{1}{d^2} \left( d^2 - \sum_{(i,j) \in E} (x_i - x_j)^2 \right) \\
 &= 1 - \frac{1}{d^2} \sum_{(i,j) \in E} (x_i - x_j)^2
 \end{aligned}$$

Therefore,  $1 - \lambda(G)^2 = \frac{1}{d^2} \min_{x \perp u, \|x\|=1} \sum_{(i,j) \in E} (x_i - x_j)^2$ . This is non-zero since the graph  $G$  is not bipartite, is connected and has self-loops. Let  $\hat{x}$  be the vector that achieves the minimum. Since  $\hat{x} \perp u$ , we have  $\sum \hat{x}_i = 0$ . Also, since  $\|\hat{x}\| = 1$ , we have  $\sum \hat{x}_i^2 = 1$ . Let  $u$  and  $v$  be indices such that  $\hat{x}_u$  is the maximum and  $\hat{x}_v$  the minimum. Either  $\hat{x}_u \geq \frac{1}{\sqrt{n}}$  or  $\hat{x}_v \leq \frac{-1}{\sqrt{n}}$ . Let  $P$  be a shortest path between  $u$  and  $v$  in  $G^2$ . Such a path exists in  $G^2$  since  $G$  has self-loops and is connected.

$$\begin{aligned}
1 - \lambda(G)^2 &= \frac{1}{d^2} \sum_{(i,j) \in E} (\hat{x}_i - \hat{x}_j)^2 \\
&\geq \frac{1}{d^2} \sum_{(i,j) \in P} (\hat{x}_i - \hat{x}_j)^2 \\
&\geq \frac{1}{d^2 |P|} \left( \sum_{(i,j) \in P} |\hat{x}_i - \hat{x}_j| \right)^2 \quad (\text{Cauchy-Schwartz}) \\
&\geq \frac{1}{d^2 |P|} |\hat{x}_u - \hat{x}_v|^2 \geq \frac{1}{d^2 |P| n} \geq \frac{1}{d^2 n^2}
\end{aligned}$$

Therefore,  $\lambda(G) \leq 1 - \frac{1}{d^2 n^2}$ .

### 8.2.2 Proving the correctness of the algorithm

Suppose  $G$  is any graph. We replace each vertex with degree  $k$  with a  $k$ -cycle and add self-loops. We will assume that  $G$  is connected. If it is not, then two cases arise: If  $s$  and  $t$  are not in the same connected component we will always reject. On the other hand, if  $s$  and  $t$  are in the same connected component, then the bound from the previous calculation is applicable to this connected component. So, we can assume  $G$  is connected w.l.o.g. Now, we know that  $\|\pi A^k - u\| \leq \lambda(G)^k$ . Therefore,  $|\pi A^k - \frac{1}{n}| \leq (1 - \frac{1}{d^2 n^2})^k$ . If  $k = d^2 n^2 \log 2n$ , then  $\lambda(G)^k \geq 1/2n$ . Therefore,  $\pi A^k(t) \geq 1/2n$ . So, the probability that a random walk of length  $dn^2 \log 2n$  from  $s$  will not reach  $t$  is at most  $1 - 1/2n$ . To improve this error probability we repeat this algorithm by performing multiple independent random walks.