



# CS 598: Spectral Graph Theory. Lecture 8

PRGs and Random Walks  
on Expanders

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# Today

- Why PRGs?
- The use of PRGs in randomized algorithms
- Introduce expander graphs
- Random walks on expanders and Impagliazzo-Zuckerman PRG

# Expander Graphs

- We will study expanders a lot the next few weeks.
- Constant degree (regular typically), constant conductance.
- By Cheeger we saw that we can characterize expanders through eigenvalues.
- A family of graphs is expanding if for  $i > 1$ :  
 $|\lambda_i - d| \leq \epsilon d$  or  $|\mu_i| \leq \epsilon d$

# Why Study PRGs?

- Pseudo-random number generators take a seed which is presumably random and generate a long string of random bits that are supposed to act random.
- Why would we want a PRG?
  - Random bits are scarce (eg low-order bits of temperature of the processor in computer is random, but not too many such random bits). Randomized algorithms often need many random bits.
  - Re-run an algorithm for debugging, convenient to use same set of random bits. Can only do that by re-running the PRG with the same seed, but not with truly random bits.

# Why Study PRGs?

- Standard PRGs are terrible (e.g. rand in C). Often produce bits that behave much differently than truly random bits.
- One can use cryptography to produce such bits, but much slower

# Repeating an Experiment

- Consider wanting to run the same randomized algorithm many times.
- Let  $A$  be the algorithm, which returns "yes"/"no" and is correct 99% of the time (correctness function of the random bits)
- Boost accuracy by running  $A$   $t$  times and taking majority vote
- Use truly random bits the first time we run  $A$  and then with the PRG we will see that every new time we only need 9 random bits.
- If we run  $t$  times, probability that majority answer is wrong is exponential in  $t$ .

# The Random Walk Generator

- Let  $r$  be the number of bits out algorithm needs for each run: space of random bits is  $\{0,1\}^r$
- Let  $X \subseteq \{0,1\}^r$  be the settings of random bits on which algorithm gives wrong answer for specific input.
- Let  $Y = \{0,1\}^r \setminus X$  be the settings on which algorithm gives the correct answer

# The Random Walk Generator: Expander Graphs

- Our PRG will use a random walk on a  $d$ -regular  $G$  with vertex set  $\{0,1\}^r$ , and degree  $d = \text{constant}$ .
- We want  $G$  to be an expander in the following sense: If  $A_G$  is  $G$ 's adjacency matrix and  $d = \alpha_1 > \alpha_2 \geq \dots \geq \alpha_n$  its eigenvalues then we require that

$$\frac{|\alpha_i|}{d} \leq \frac{1}{10}$$

Such graphs exist with  $d=400$  (next weeks)



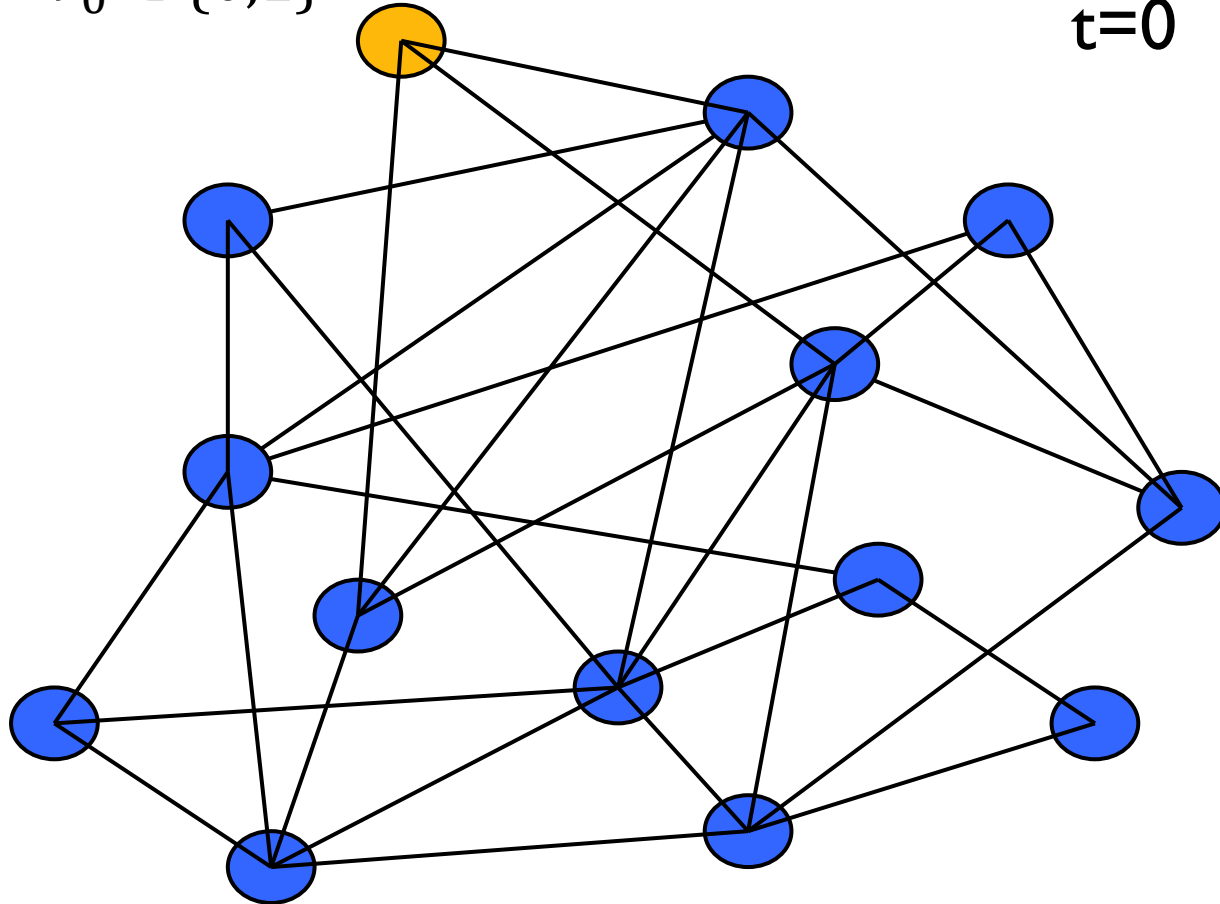
# The Random Walk Generator

- For the first run of algorithm, we require  $r$  truly random bits. Treat those bits as vertex of expander  $G$ .
- For each successive run, we choose a random neighbor of the present vertex and feed the corresponding bits to our algorithm.
- I.e, choose random  $i$  between 1 and 400 and move to the  $i$ -th neighbor of present vertex. Need  $\log(400) \sim 9$  random bits.
- Need concise description, don't want to store the whole graph (e.g. see hypercube)

# The Random Walk Generator

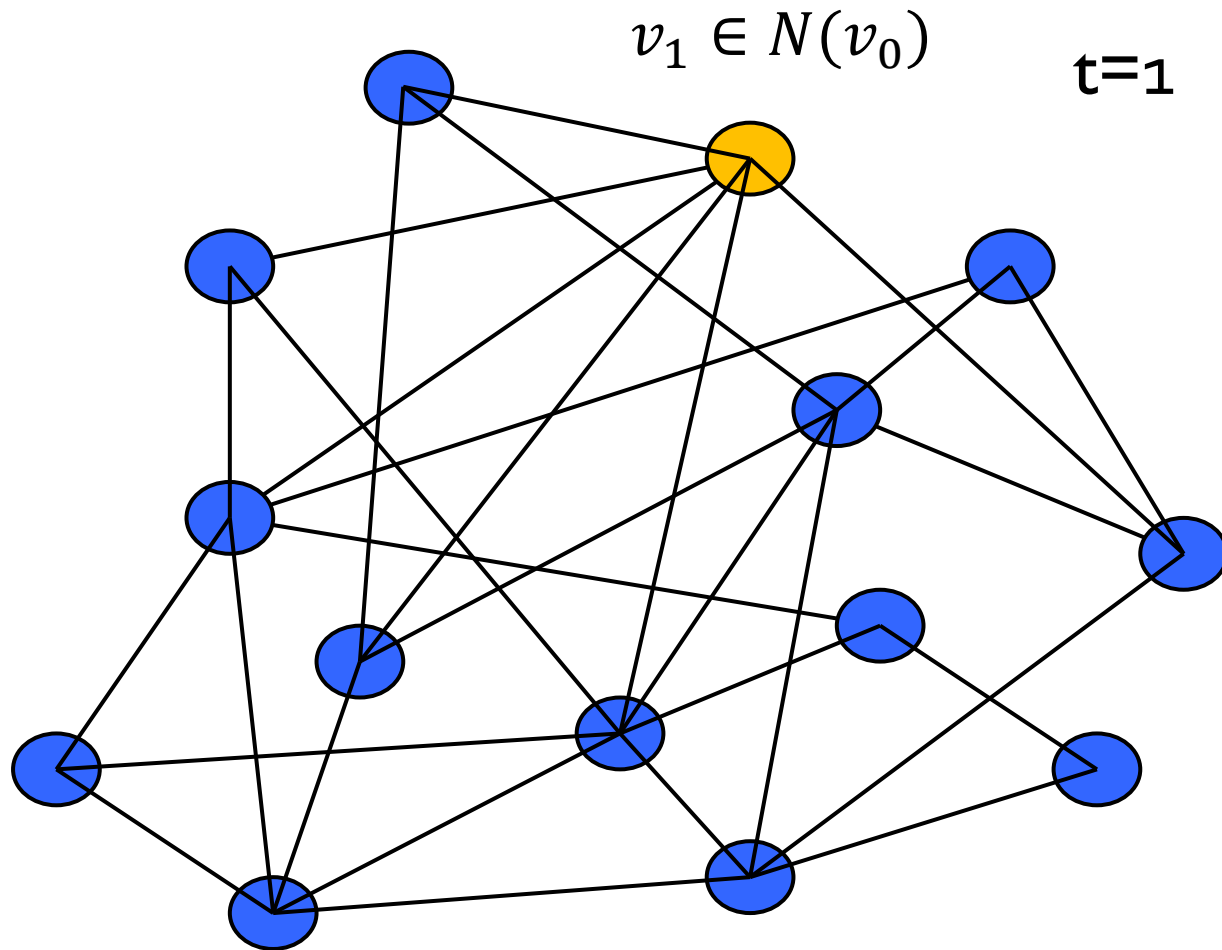
**G**  $v_0 \in \{0,1\}^r$

$t=0$



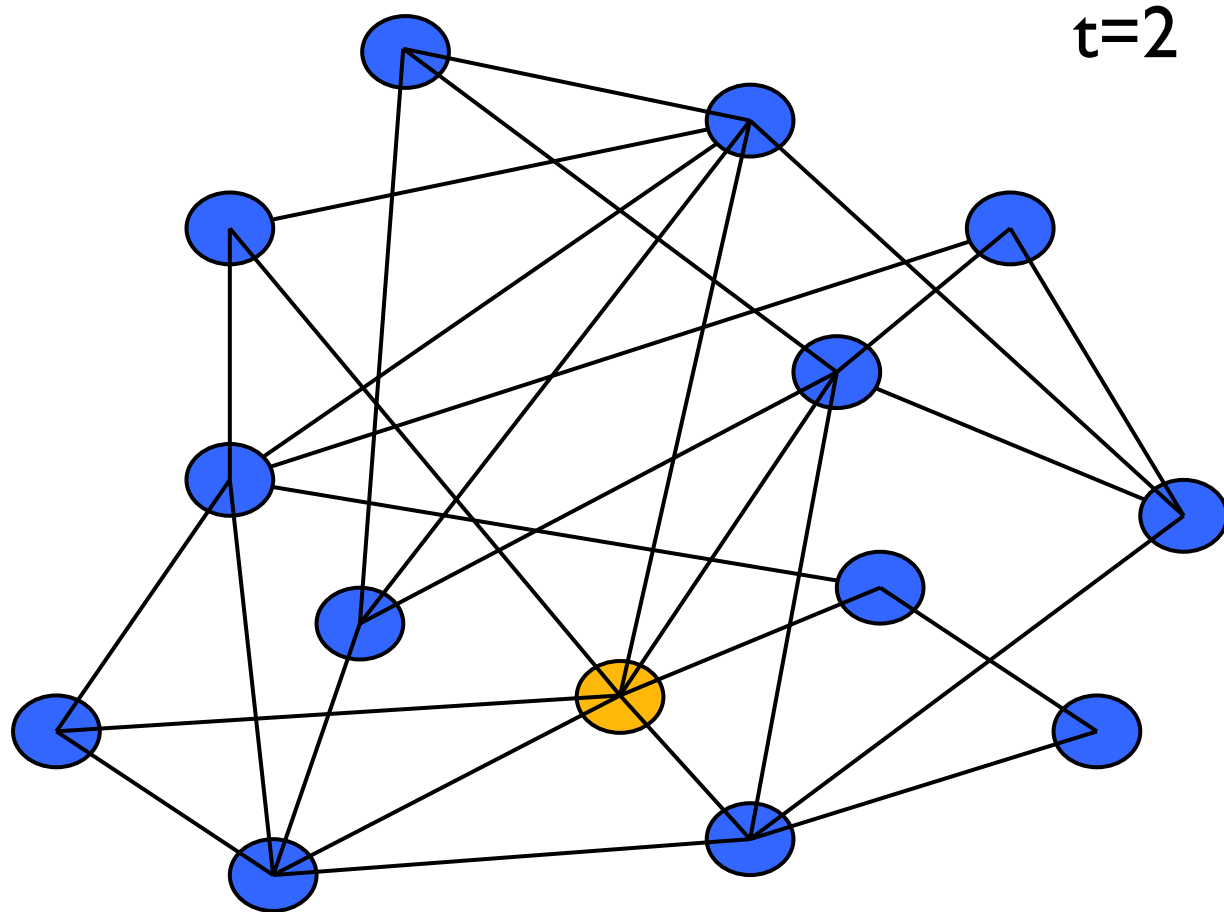
# The Random Walk Generator

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# The Random Walk Generator

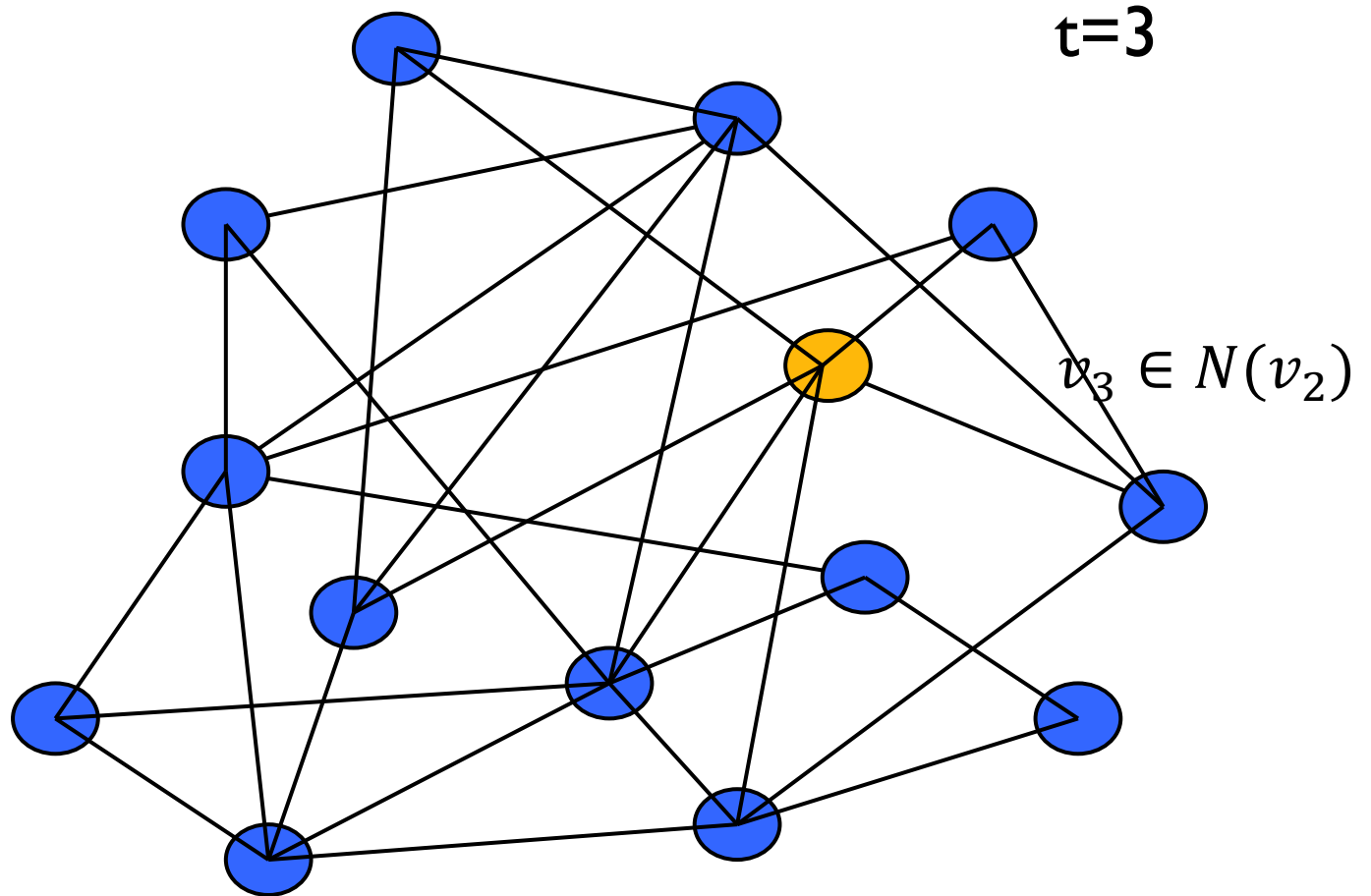
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$$v_2 \in N(v_1)$$

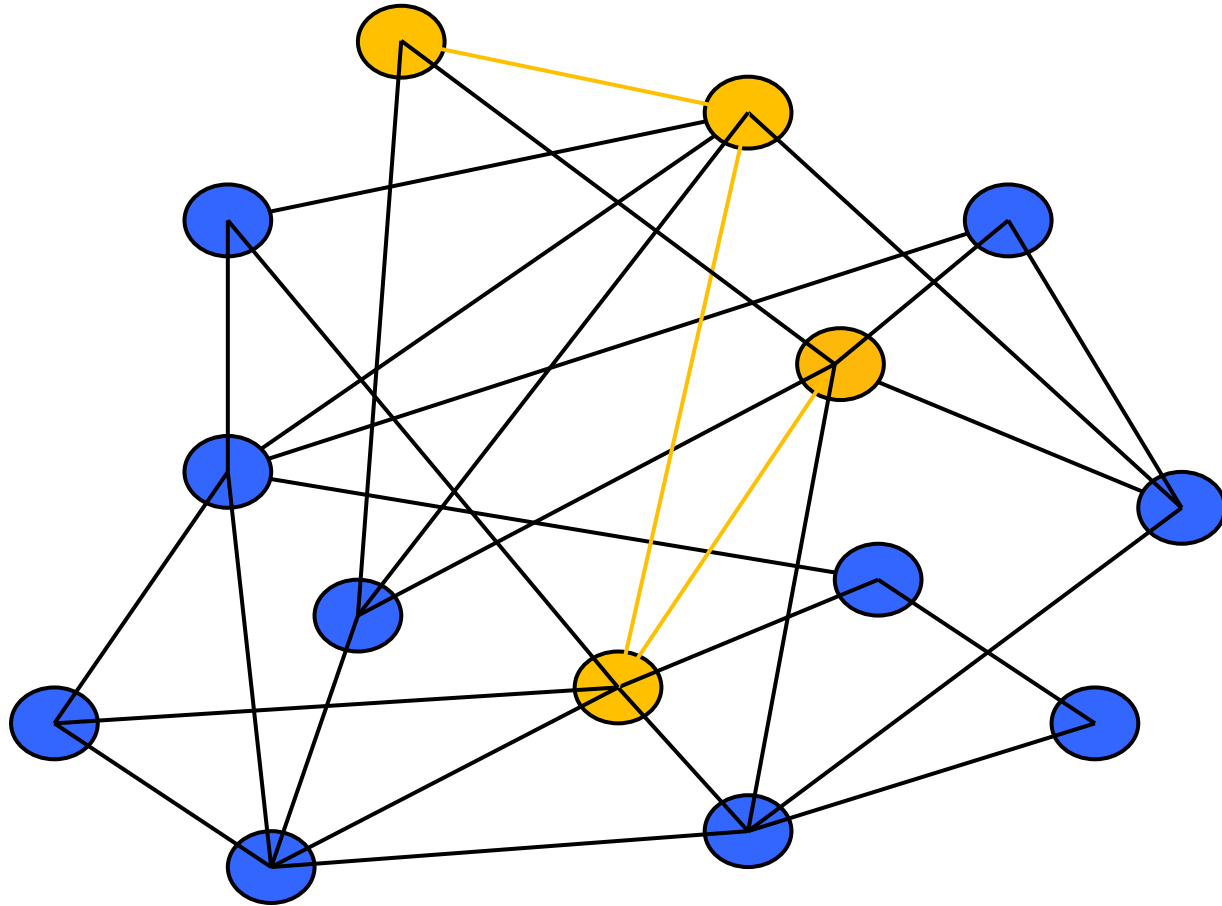
# The Random Walk Generator

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# The Random Walk Generator

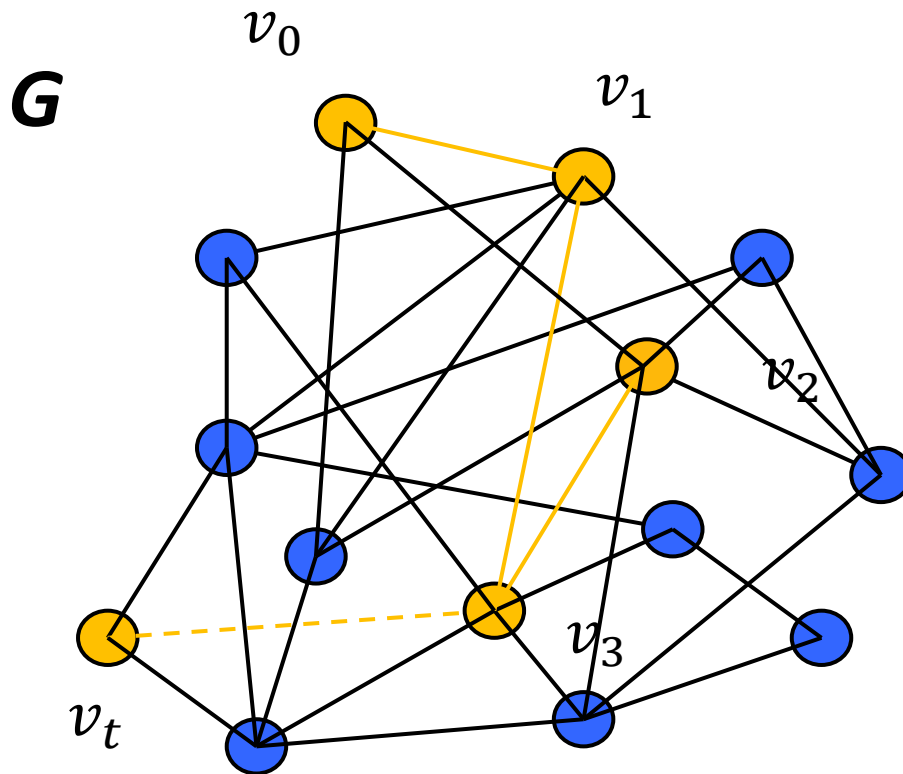
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# Formalizing the Problem

- Assume we will run the algorithm  $t+1$  times. Start with truly random vertex  $u$  and take  $t$  random walk steps.
- Recall that  $X$  is the set of vertices on which the algorithm is not correct, we assume that  $|X| \leq \frac{2^r}{100}$  (algorithm correct 99% of time)
- If at the end, we report the majority of the  $t+1$  runs of algorithm, then we will return the correct answer as long as the random walk is inside  $X$  less than half the time.

# The Random Walk Generator



$T = \{0, \dots, t\}$  time steps

$S = \{i : v_i \in X\}$

We will show that

$$\Pr[|S| > t/2] \leq \left(\frac{2}{\sqrt{5}}\right)^{t+1}$$



# Formalizing the Problem

- Initial distribution is uniform (start with truly random string):  $\mathbf{p}_0 = \mathbf{1}/n$
- Let  $\chi_X$  and  $\chi_Y$  the characteristic vectors of  $X$  and  $Y$ .
- Let  $D_X = \text{diag}(X)$  and  $D_Y = \text{diag}(Y)$
- Let  $W = \frac{1}{d}A$  (not lazy) random walk matrix, with eigenvalues  $\omega_1, \dots, \omega_n$  such that  $\omega_i \leq \frac{1}{10}$  by the expansion requirement.
- Want to show  $\Pr[|S| > t/2] \leq \left(\frac{2}{\sqrt{5}}\right)^{t+1}$

# The Probability to be in X

- Fix a set  $R \subseteq \{0, \dots, t\}$  of time steps.
- The probability that the walk is in X exactly during the steps in R is
$$\Pr[\text{Walk in X exactly for } i \in R] = \langle 1, D_{Z_t} W \dots W D_{Z_0} p_0 \rangle$$
- Where  $Z_i = X$  if  $i \in R$  and  $Y$  otherwise
- Show that this probability is  $\left(\frac{1}{5}\right)^{|R|}$ .
- $\Pr[|S| > t/2] \leq \left(\frac{2}{\sqrt{5}}\right)^{t+1}$  follows.

# The Proof

- **Claim.**

$$\Pr[\text{Walk in } X \text{ exactly for } i \in R] = \langle 1, D_{Z_t} W \dots W D_{Z_0} p_0 \rangle = \left(\frac{1}{5}\right)^{|R|}$$

- **Lemma.**

$$\|D_X W\| \leq 1/5.$$