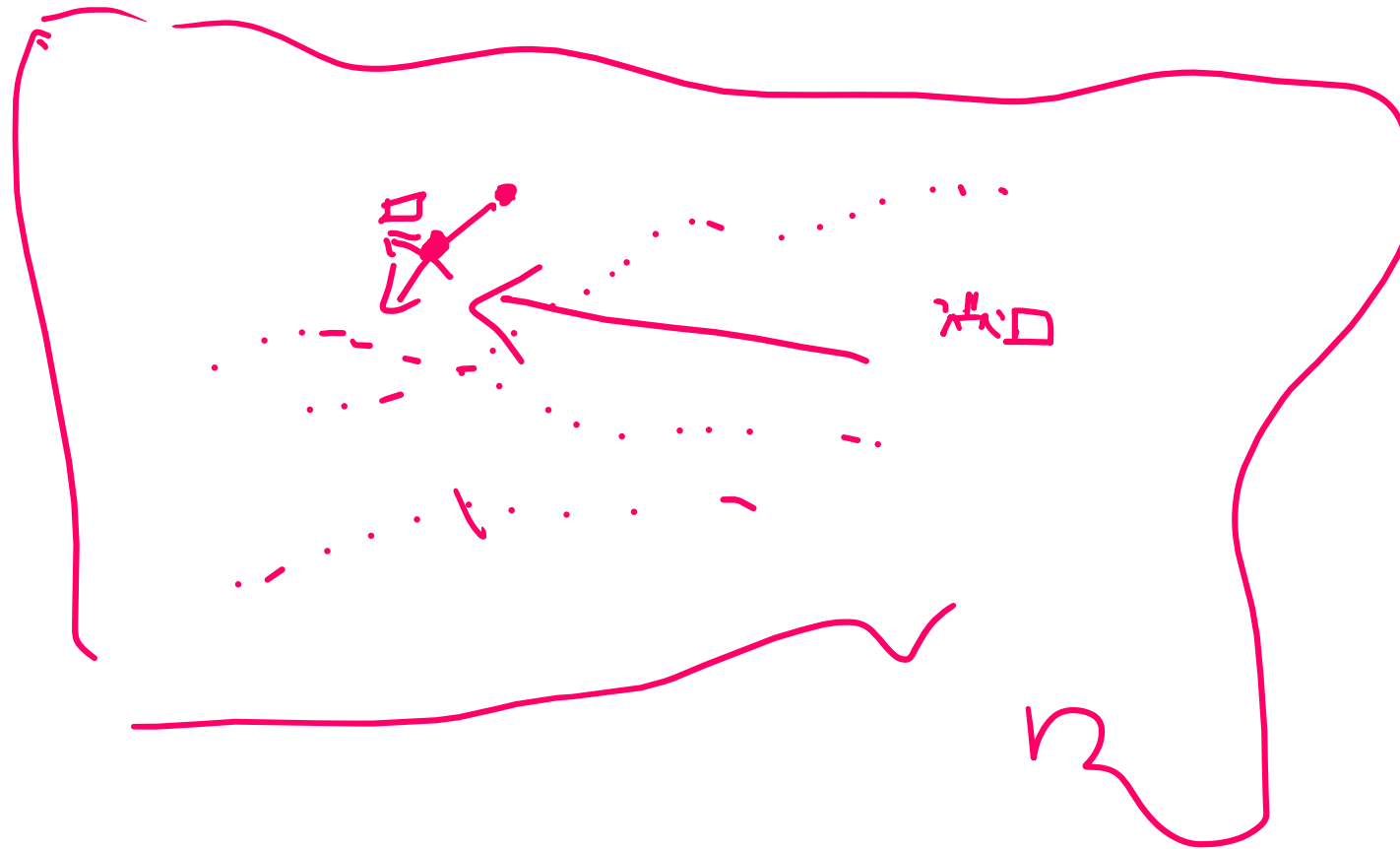
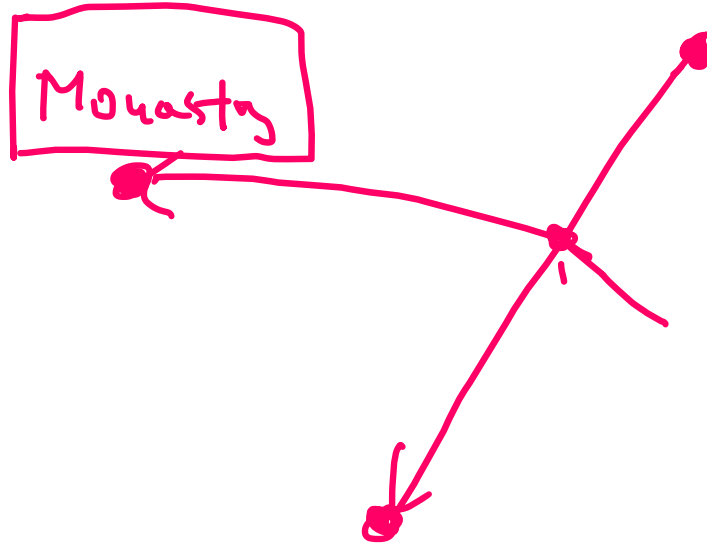


Small world

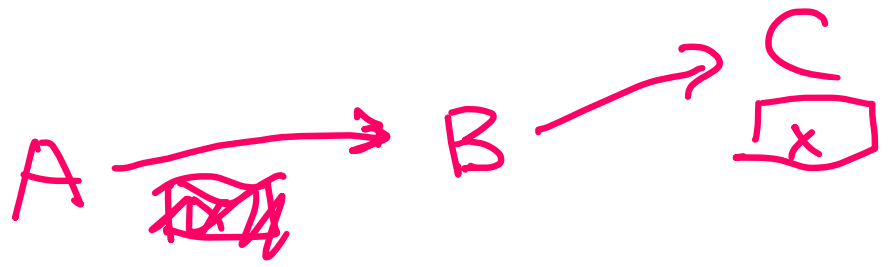
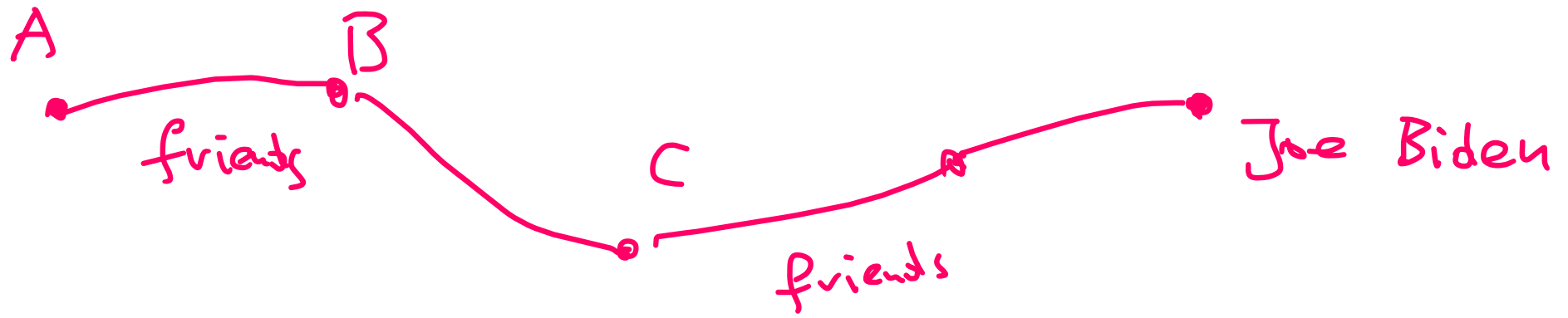
Algo lecture 21

Milgram's experiment





"SMALL WORLD"



• X



Social networks

- experiments
- understand the graphs
→ model

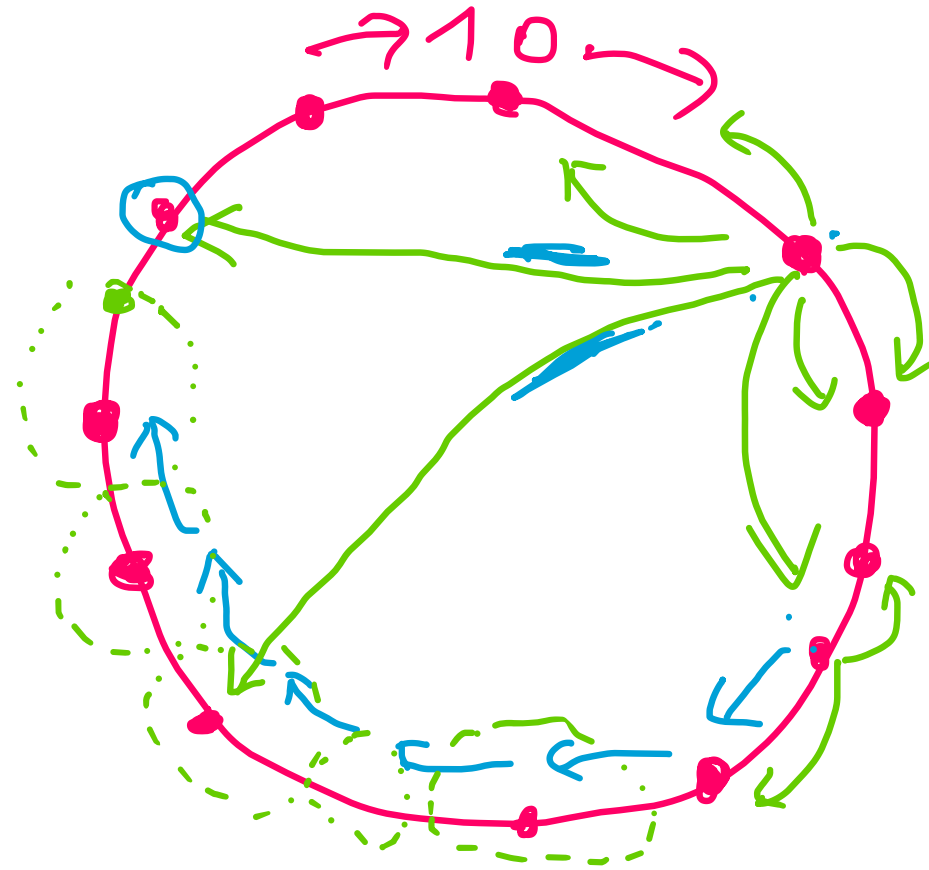
many models:

power law model

$$\text{degree } d - \text{prob} \sim \frac{1}{d^\alpha}$$

$\alpha = \dots$

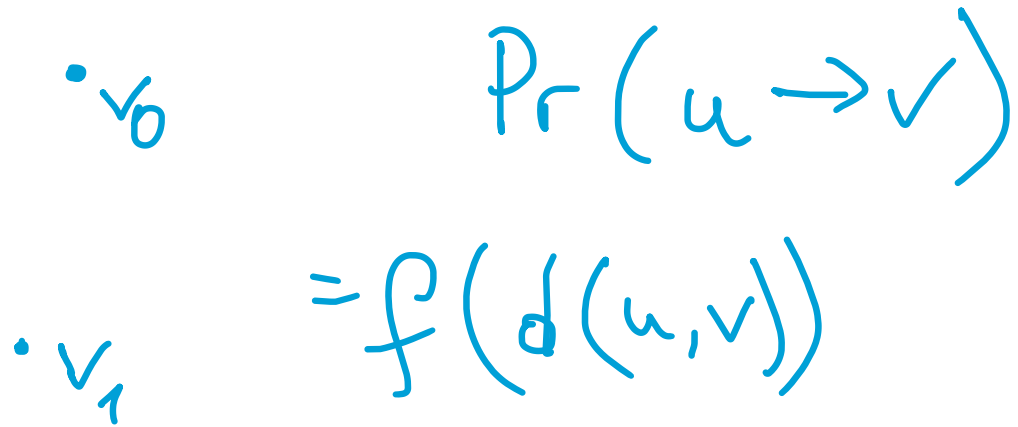
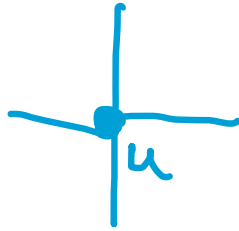
P2P network



mod 1

Augmented mesh

is modeled using a parameter $\alpha \geq 0$. Each node u has a directed edge to every lattice neighbor. These are the local contacts of a node. In addition, each node also has an additional random link (the long-range contact). For all u and v , the long-range contact of u points to node v with probability proportional to $d(u, v)^{-\alpha}$, i.e., with probability $d(u, v)^{-\alpha} / \sum_{w \in V \setminus \{u\}} d(u, w)^{-\alpha}$. Figure 9.3 illustrates the model.

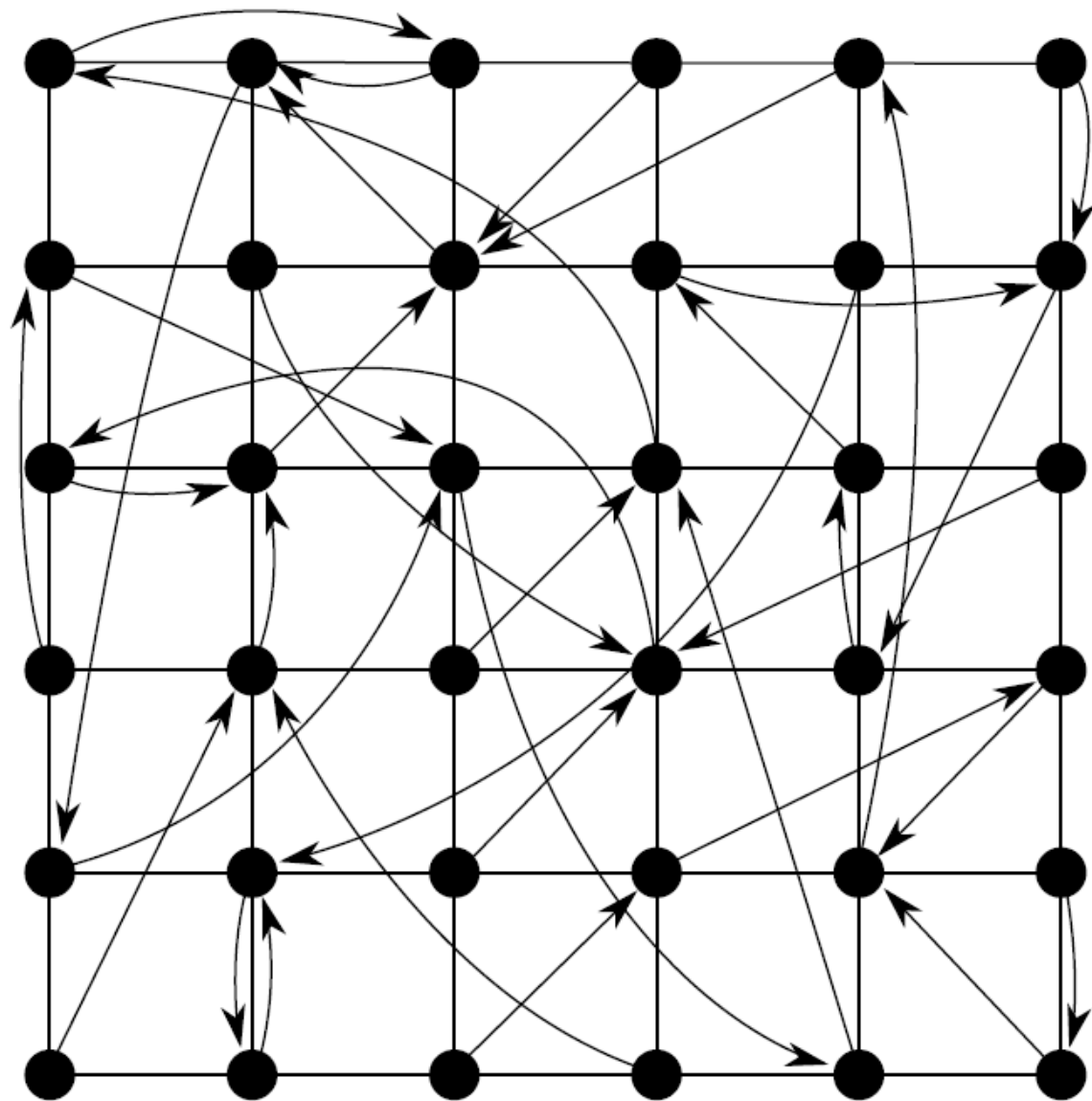


v_2

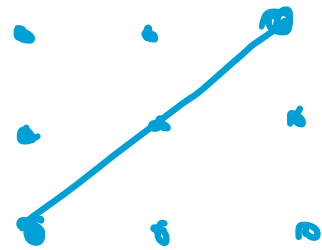
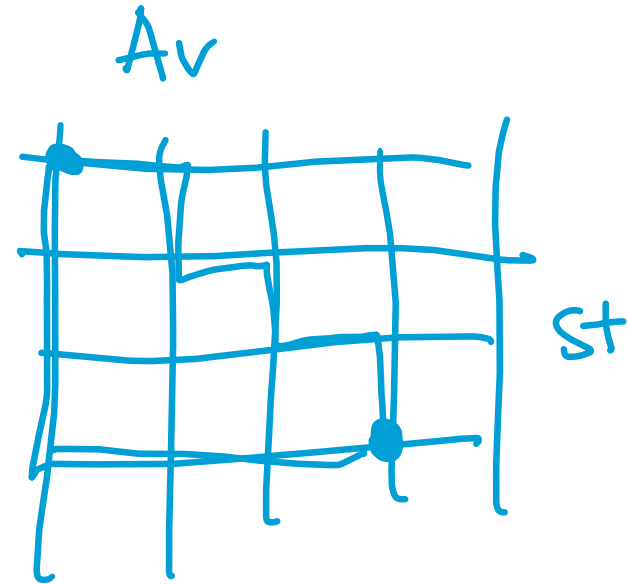
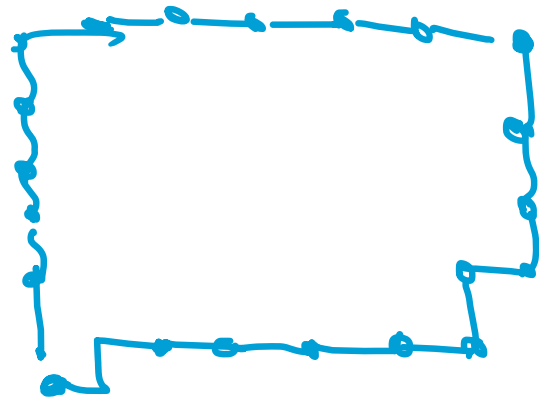
Augmented mesh

is modeled using a parameter $\alpha \geq 0$. Each node u has a directed edge to every lattice neighbor. These are the local contacts of a node. In addition, each node also has an additional random link (the long-range contact). For all u and v , the long-range contact of u points to node v with probability proportional to $d(u, v)^{-\alpha}$, i.e., with probability $d(u, v)^{-\alpha} / \sum_{w \in V \setminus \{u\}} d(u, w)^{-\alpha}$. Figure 9.3 illustrates the model.

$$Z_u = \sum_{w \neq u} \frac{1}{d(u, w)^\alpha} \quad \alpha = \text{const}$$
$$\text{Pr}(u \rightarrow v) = \frac{\frac{1}{d(u, v)^\alpha}}{Z_u}$$



Manhattan distance



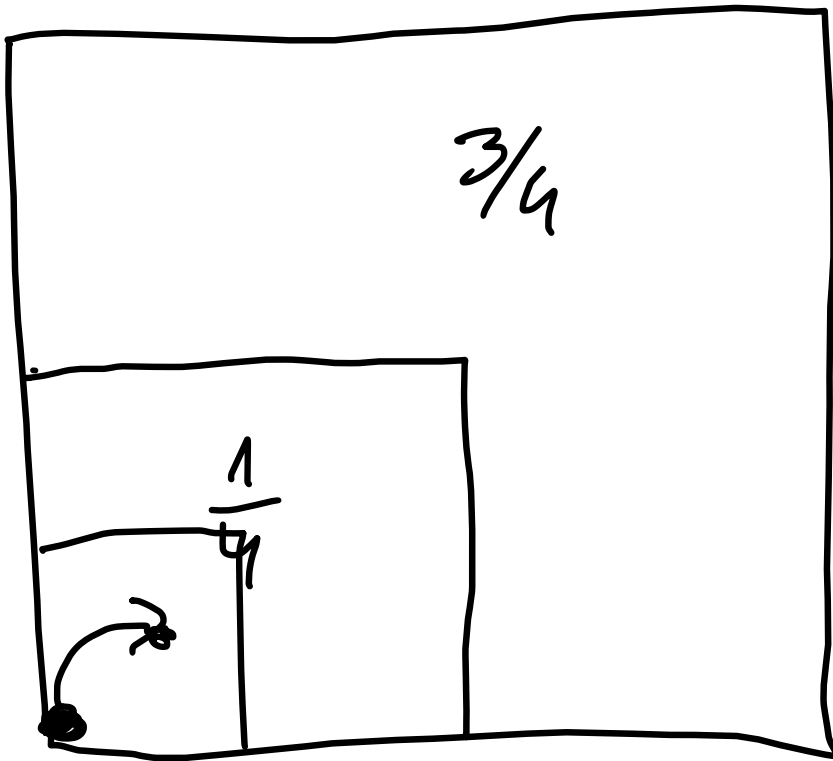
Freedom with α :

$$\alpha = 0$$

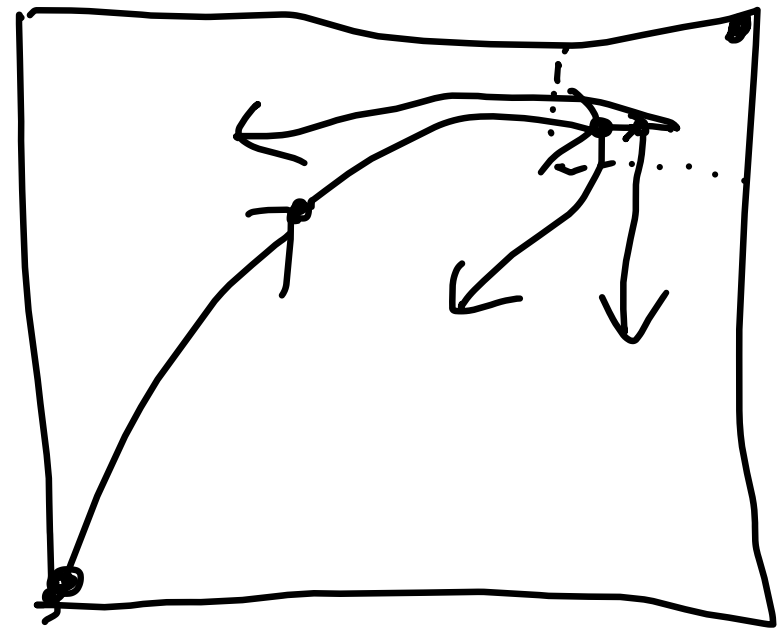
$$\sum \frac{1}{d(u,w)^0} = \sum \frac{1}{1} = \#nodes - 1$$

$$\Pr(u \rightarrow v) = \frac{1}{\#nodes - 1}$$

uniform!

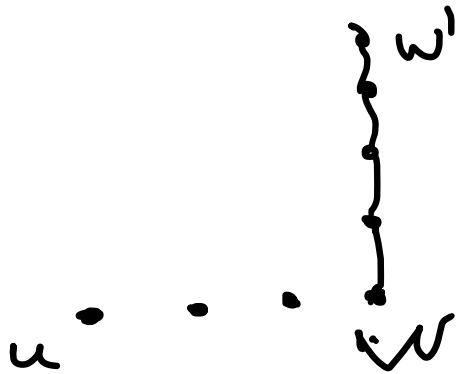


overshooting



$\alpha > 0$, even α large e.g. $\alpha = 4$

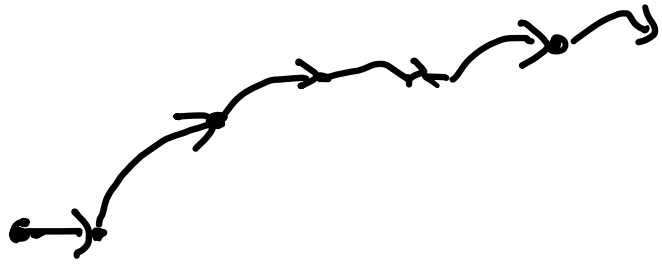
$$\frac{1}{d(u, w)^4}$$



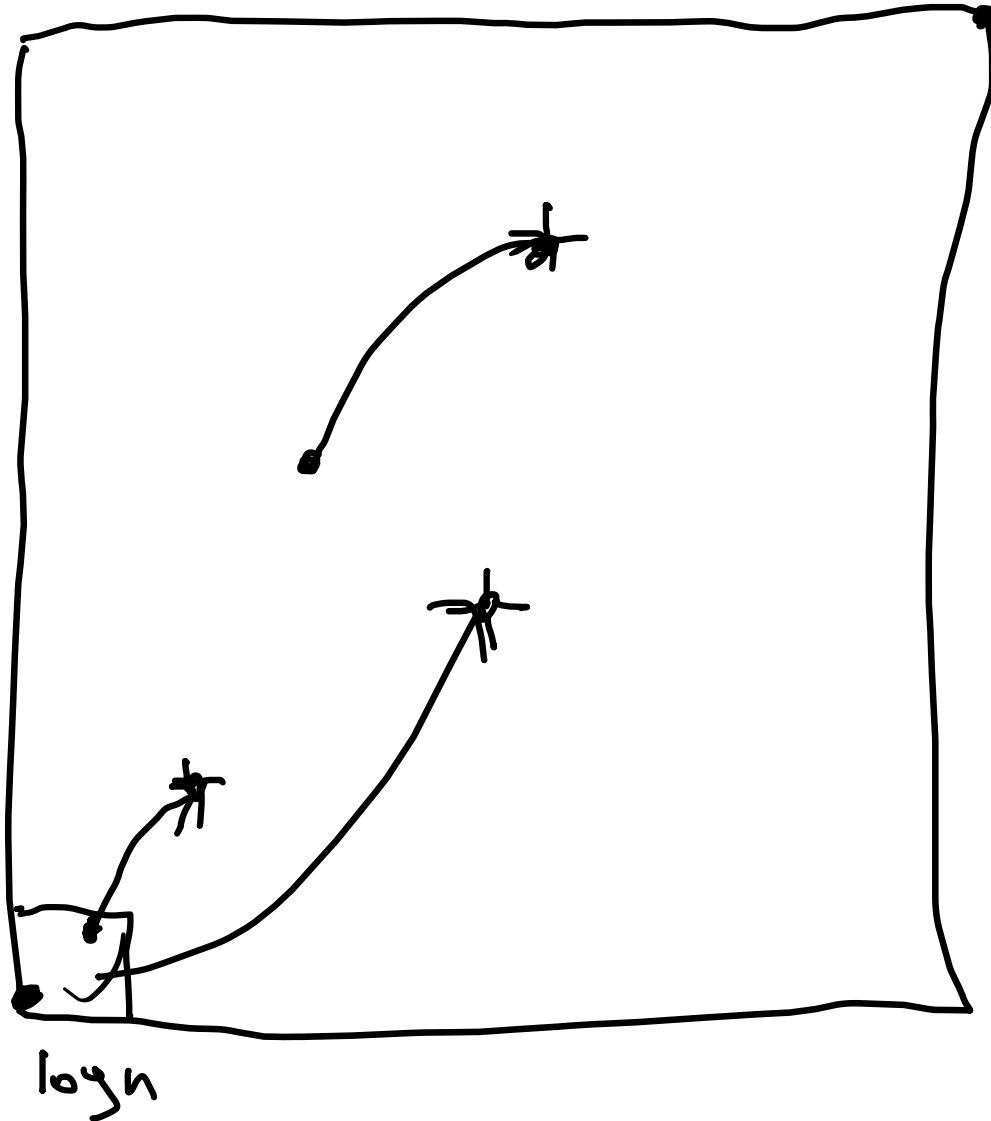
$$d = \frac{1}{4^4}$$

$$d = \frac{1}{8^4} = \frac{1}{4^8} \cdot \left(\frac{1}{2^4}\right)$$

$$d = \frac{1}{32^4} = \frac{1}{4^4} \cdot \frac{1}{8^4}$$



Theorem 9.6. *The diameter of the augmented grid with $\alpha = 0$ is $\mathcal{O}(\log n)$ with high probability.*

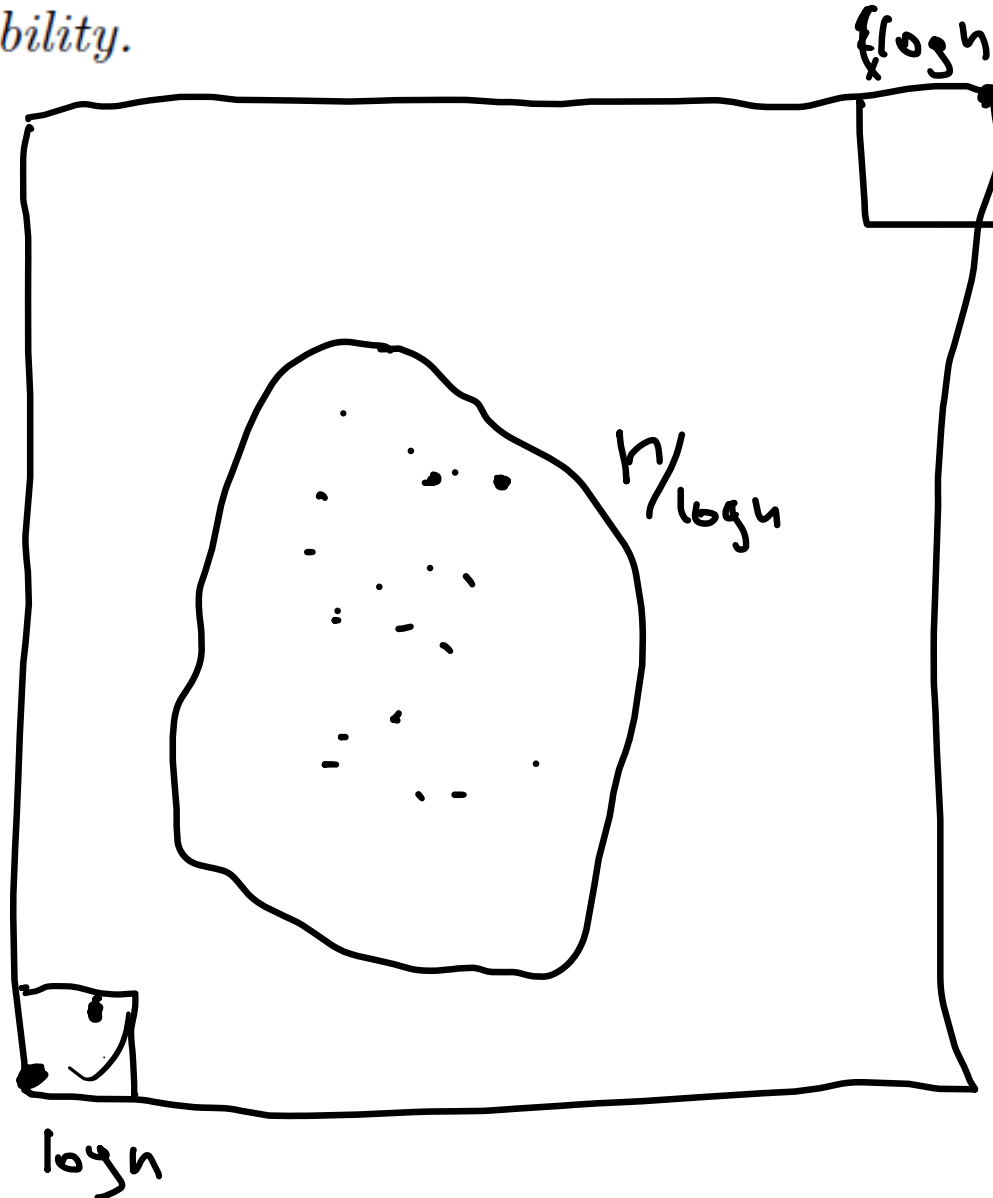


$$\approx (\log n)^2 \text{ points}$$

$$\approx 6 \cdot (\log n)^2 \text{ points}$$

$$\approx 6 \cdot 6 \cdot (\log n)^2 \text{ points}$$

Theorem 9.6. *The diameter of the augmented grid with $\alpha = 0$ is $\mathcal{O}(\log n)$ with high probability.*

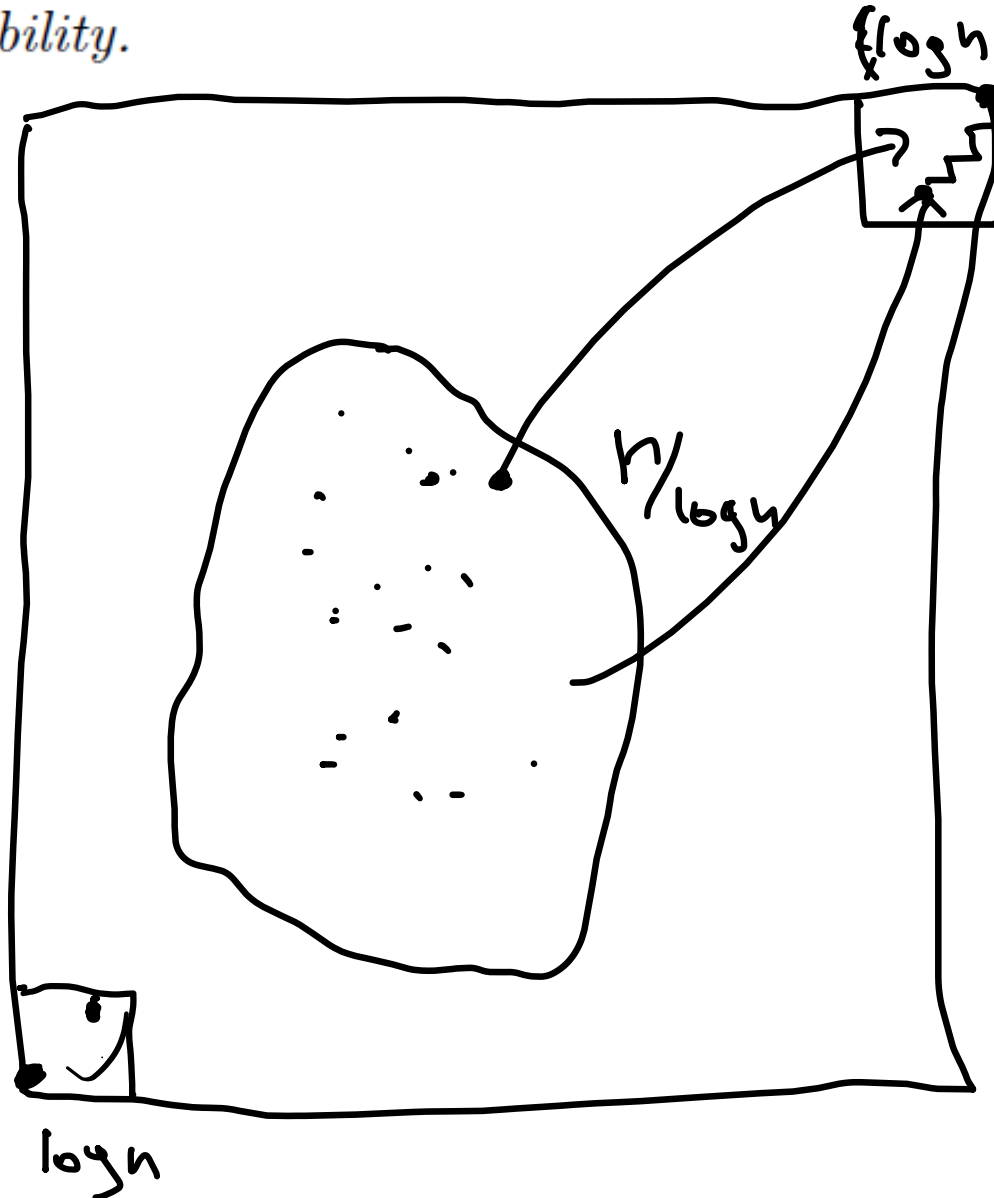


$$\approx (\log n)^2 \text{ points}$$

$$\approx 5 \cdot (\log n)^2 \text{ points}$$

$$\approx 6 \cdot 6 \cdot (\log n)^2 \text{ points}$$

Theorem 9.6. *The diameter of the augmented grid with $\alpha = 0$ is $\mathcal{O}(\log n)$ with high probability.*

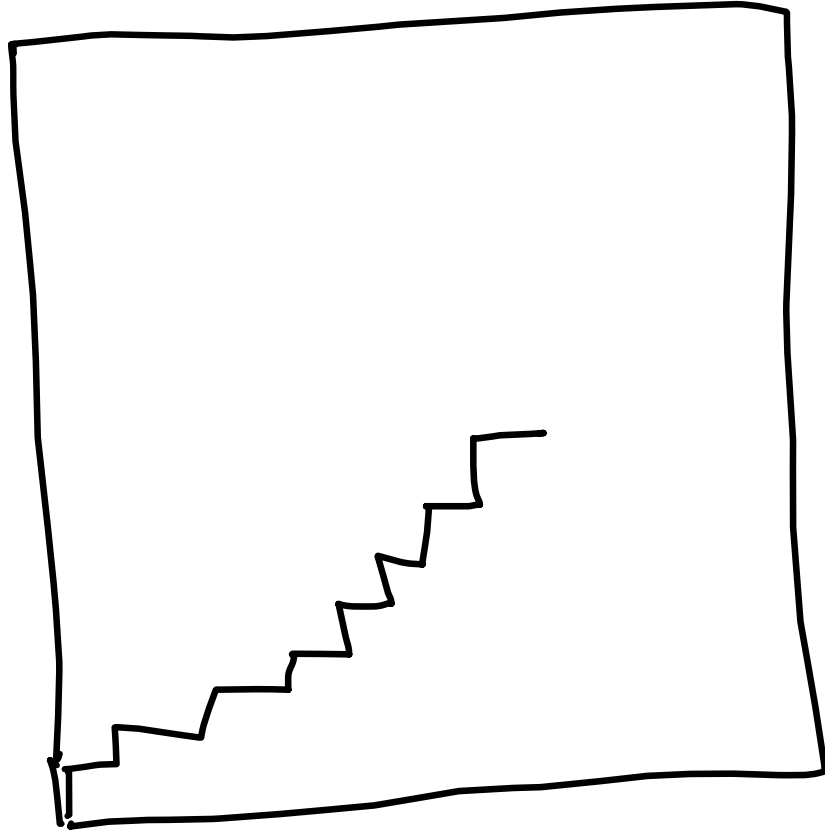


$$\frac{(\log n)^2}{n} \cdot \frac{n}{\log n} =$$

Algorithm 9.7 Greedy Routing

- 1: **while** not at destination **do**
 - 2: go to a neighbor which is closest to destination (considering grid distance only)
 - 3: **end while**
-

Lemma 9.8. *In the augmented grid, Algorithm 9.7 finds a routing path of length at most $2(m - 1) \in O(\sqrt{n})$.*



$$2\sqrt{n}$$

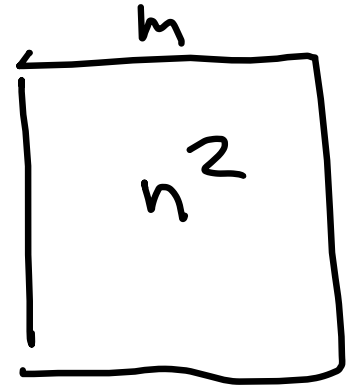
Lemma 9.9. Node u 's random link points to a node v with probability

- $\Theta(1/(d(u,v)^\alpha m^{2-\alpha}))$ if $\alpha < 2$.

$$1/m^{2-\alpha}$$

- $\Theta(1/(d(u,v)^2 \log n))$ if $\alpha = 2$,

- $\Theta(1/d(u,v)^\alpha)$ if $\alpha > 2$.

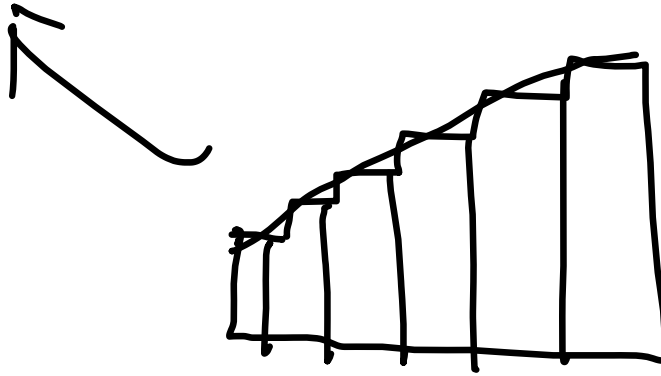


Moreover, if $\alpha > 2$, the probability to see a link of length at least d is in $\Theta(1/d^{\alpha-2})$.

$$c_1 \cdot \frac{1}{d(u,v)^\alpha} < \text{Pr} < c_2 \cdot \frac{1}{d(u,v)^\alpha}$$

Proof. For a constant $\alpha \neq 2$, we have that

$$\sum_{w \in V \setminus \{u\}} \frac{1}{d(u, w)^\alpha} \in \sum_{r=1}^m \frac{\Theta(r)}{r^\alpha} = \Theta \left(\int_{r=1}^m \frac{1}{r^{\alpha-1}} dr \right) = \Theta \left(\left[\frac{r^{2-\alpha}}{2-\alpha} \right]_1^m \right).$$



If $\alpha < 2$, this gives $\Theta(m^{2-\alpha})$, if $\alpha > 2$, it is in $\Theta(1)$.

If $\alpha = 2$,

$$\sum_{w \in V \setminus \{u\}} \frac{1}{d(u, w)^\alpha} \in \sum_{r=1}^m \frac{\Theta(r)}{r^2} = \Theta(1) \cdot \sum_{r=1}^m \frac{1}{r} = \Theta(\log m) = \Theta(\log n).$$

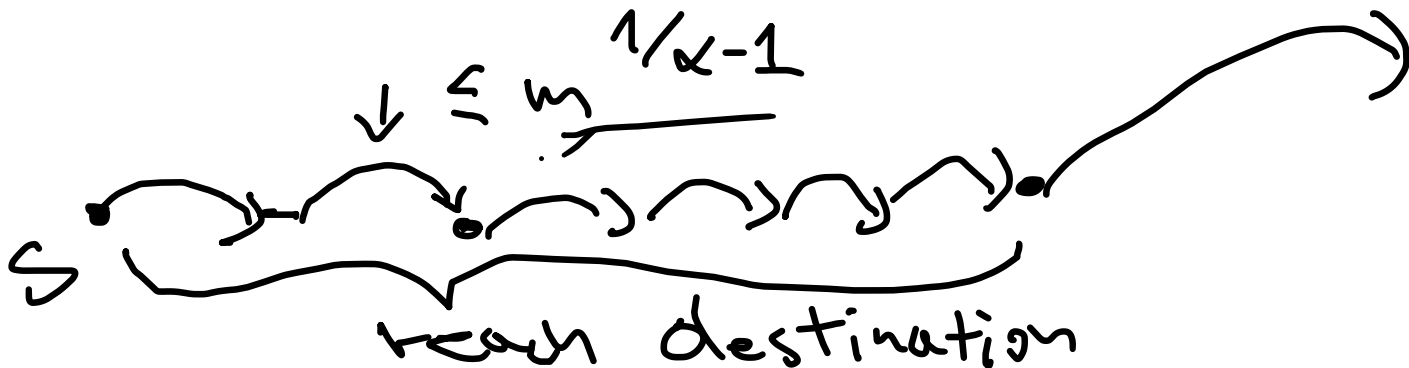
if $\alpha > 2$,

$$\sum_{\substack{v \in V \\ d(u,v) \geq d}} \Theta(1/d(u,v)^\alpha) = \Theta \left(\int_{r=d}^m \frac{r}{r^\alpha} dr \right) = \Theta \left(\left[\frac{r^{2-\alpha}}{2-\alpha} \right]_d^m \right) = \Theta(1/d^{\alpha-2}).$$

If $\alpha > 2$, according to the lemma, the probability to see a random link of length at least $d = m^{1/(\alpha-1)}$ is $\Theta(1/d^{\alpha-2}) = \Theta(1/m^{(\alpha-2)/(\alpha-1)})$.

In expectation we have to take $\Theta(m^{(\alpha-2)/(\alpha-1)})$ hops until we see a random link of length at least d .

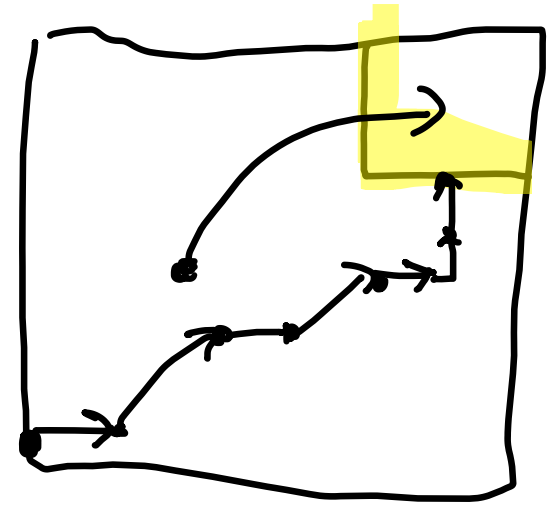
When just following links of length less than d , it takes more than $m/d = m/m^{1/(\alpha-1)} = m^{(\alpha-2)/(\alpha-1)}$



$\alpha < 2$,

draw a border around the nodes in distance $m^{(2-\alpha)/3}$ to the target.

about $m^{2(2-\alpha)/3}$ many nodes

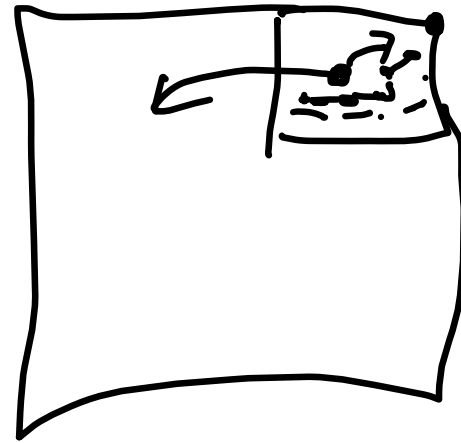


... probability to find a random link that leads directly inside the target area is according to the lemma at most $m^{2(2-\alpha)/3} \cdot \Theta(1/m^{2-\alpha}) = \underbrace{\Theta(1/m^{(2-\alpha)/3})}$

$\frac{1}{m}$

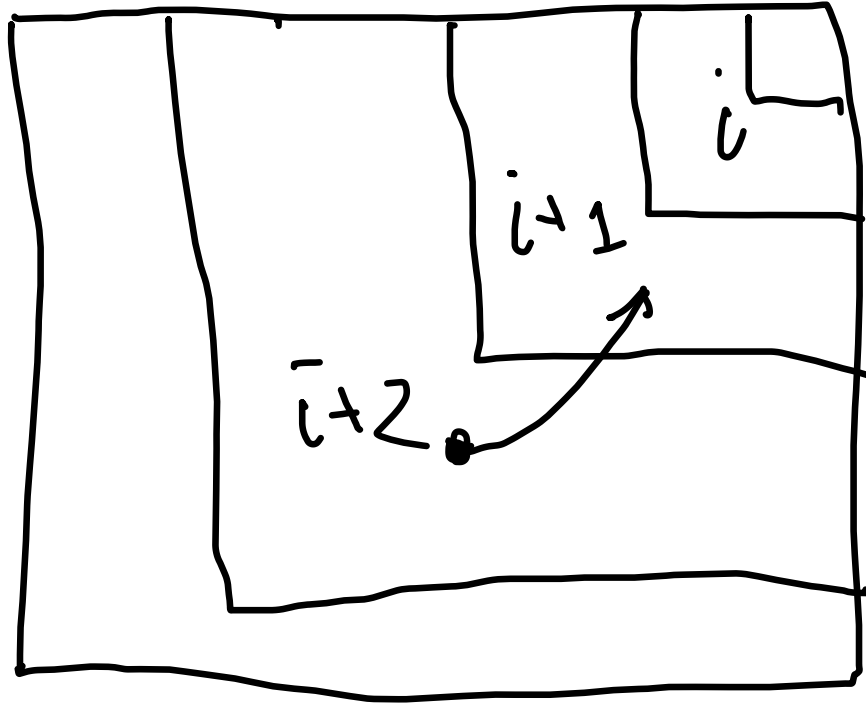
... In other words, until we find a random link that leads into the target area, in expectation, we have to do $\Theta(m^{(2-\alpha)/3})$ hops. This is too slow, and our greedy strategy is probably faster,

Once inside the target area, again the probability of short-cutting our trip by a random long-range link is $\Theta(1/m^{(2-\alpha)/3})$, so we probably just follow grid links, $m^{(2-\alpha)/3} = m^{\Omega(1)}$ many of them.



$$\alpha = 2$$

Definition 9.10 (Phase). Consider routing from source s to target t and assume that we are at some intermediate node w . We say that we are in phase j at node w if the lattice distance $d(w, t)$ to the target node t is between $2^j < d(w, t) \leq 2^{j+1}$.



Lemma 9.11. Assume that we are in phase j at node w when routing from s to t . The probability for getting (at least) to phase $j - 1$ in one step is at least $\Omega(1/\log n)$.

For all nodes $x \in B_j$, we have $\underline{d(w, x)} \leq \underline{d(w, t)} + \underline{d(x, t)} \leq \underline{2^{j+1}} + 2^j < 2^{j+2}$. Hence, for each node $x \in B_j$, the probability that the long-range contact of w points to x is $\Omega(1/2^{2j+4} \log n)$.

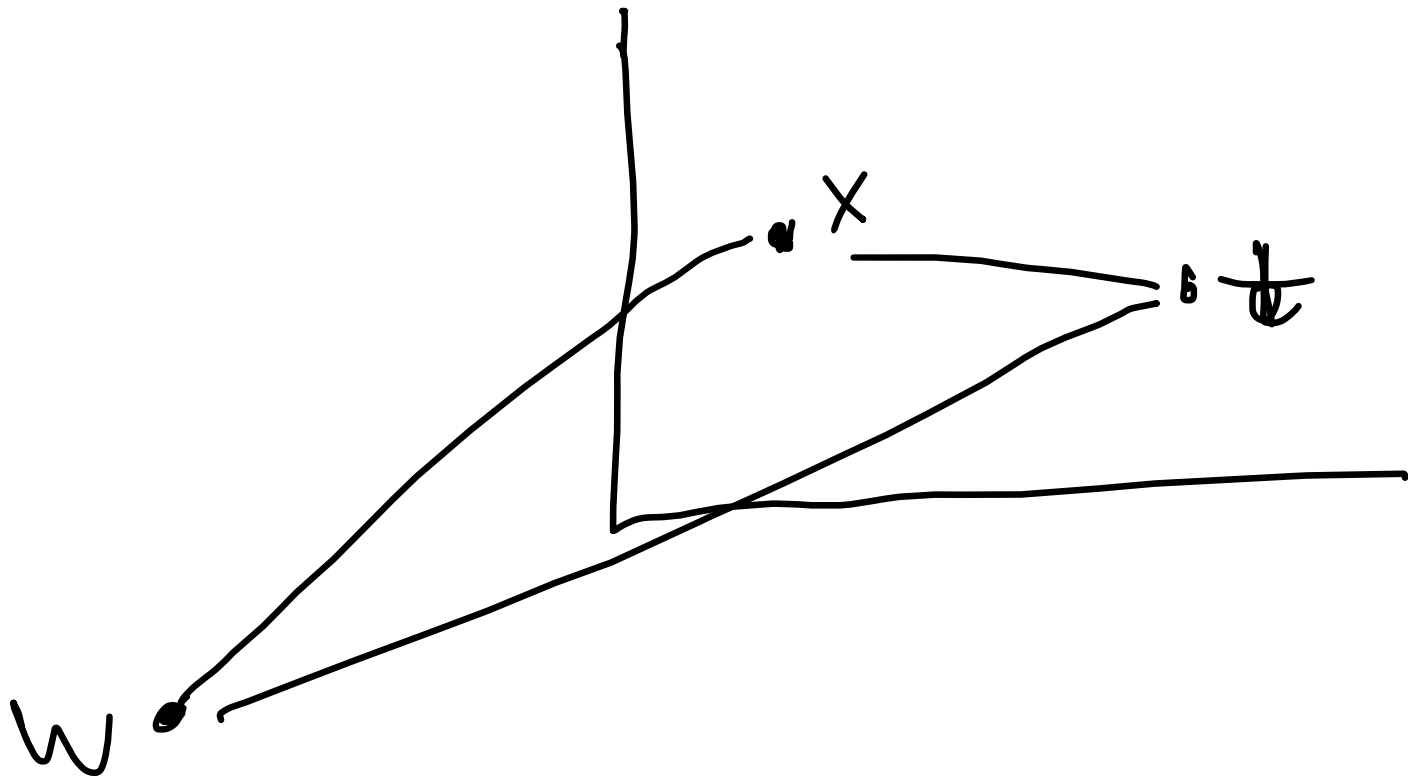
the number of nodes in B_j is at least

$$\underline{(2^j)^2 / 2} = 2^{2j-1}$$

$$\Omega\left(\underbrace{|B_j|} \cdot \underbrace{\frac{1}{2^{2j+4} \log n}}\right) = \Omega\left(\frac{\underline{2^{2j-1}}}{\underline{2^{2j+4}} \log n}\right) \rightarrow \Omega\left(\frac{1}{\log n}\right)$$

Theorem 9.12. Consider the greedy routing path from a node s to a node t on an augmented grid with parameter $\alpha = 2$. The expected length of the path is $O(\log^2 n)$.

$$\begin{array}{l} \text{phase } \approx \log_4 \sqrt{2} \\ 2^{\frac{\log n}{2}} \sqrt{n} \\ \vdots \\ \text{phase } \underline{\log n} \end{array} \quad \downarrow \quad \begin{array}{l} E(\text{steps}) = \Theta(\log n) \\ \vdots \\ \vdots \\ \vdots \end{array}$$



$\alpha \neq 2 \quad \Rightarrow \quad \text{time} \quad \Theta(n^{\dots})$

$\alpha = 2 \quad \Rightarrow \quad \text{---} \quad \Theta(\log^2 n)$