

Branching processes with cousin mergers and locality of hypercube's critical percolation

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joint work in progress with S. Penington, F. Skerman

Spectra, Algorithms and Random Walks on Random Networks
CIRM 2019

MAKING SENSE OF FORMULAS

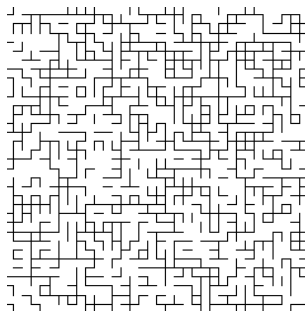


Contents

- 1 Percolation
 - ▶ Critical probability
 - ▶ Exploration of components
- 2 The structure of the hypercube
 - ▶ Critical probability expansions
 - ▶ The quest for a heuristic
- 3 Branching processes with mergers
 - ▶ Cousin mergers does not suffice
 - ▶ A refined collision model

Percolation

Given an *underlying graph*, keep each edge independently with prob. p

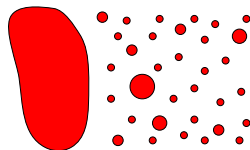
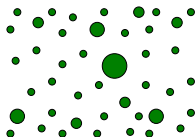


Critical Probability: *Edge density* where an *giant component* appears

- *Infinite graphs:* $p_c := \inf\{p : P(|C(0)| = \infty) > 0\}$

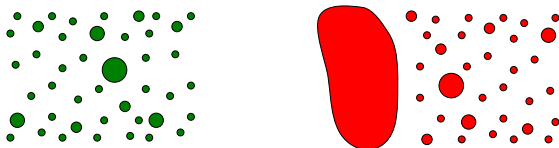
Phase transition for Erdős-Rényi $G_{n,p}$

Critical Probability: *Edge density* where a *giant component* appears



Phase transition for Erdős-Rényi $G_{n,p}$

Critical Probability: *Edge density* where a *giant component* appears



If $p = \frac{1}{n}(1 + \epsilon)$, whp *largest component* of size:

- **Subcritical** $\epsilon^3 n \rightarrow -\infty$: $L_1(G_{n,p}) = O(\log n)$
- **Critical** $\epsilon^3 n \rightarrow a \in \mathbb{R}$: $L_1(G_{n,p}) = \Theta(n^{2/3})$
- **Supercritical** $\epsilon^3 n \rightarrow \infty$: $L_1(G_{n,p}) = \Theta(n)$

The *critical window* is of order $O(n^{-4/3})$

Percolation in finite graphs

First reference was Erdős-Rényi graphs $p_c = \frac{1}{n}$

- Finite graphs: $p_c := ???$
- How big can components be?

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A definition that works

For finite transitive graphs with V vertices and degree m , fix $\lambda \in (0, 1)$.

Let $p_c = p_c(\lambda)$ solve

$$E_{p_c(\lambda)}[|C(0)|] = \lambda V^{1/3}$$

Fact:

$$p_c(\lambda_1) - p_c(\lambda_2) = O(m^{-1} V^{-1/3})$$

Why is $p_c = 1/n$?

Detour to Galton-Watson trees

- Individ. v has random ξ_v children **independently** from rest.

$$Z_n = \# \text{indiv. at generation } n$$

Galton-Watson Survival

Average children $\mathbb{E}[\xi_v] = (1 + \epsilon)$ determines

- $\epsilon \leq 0$: Extinction w.p. 1
- $\epsilon > 0$: Survival with positive prob.

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Markovian process: Each generation only depends on previous one.

$$Z_{n+1} = \sum_{i=1}^{Z_n} \xi_{v_i}$$

Why is $p_c = 1/n$?

Exploring components approximation:

- When graph has **high dimension**, exploration on **giant component** goes on forever.
- On $G_{n,p}$, each vertex sees $Bin(n - 1, p)$ other vertices

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Heuristic for percolation: should use $p_c(n-1) \sim 1$ instead

If $\epsilon + O(n^{-1/3})$ then there is $\epsilon' = O(n^{-1/3})$ with

$$p = \frac{1}{n}(1 + \epsilon) = \frac{1}{n-1}(1 + \epsilon')$$

The case of the Hypercube Q^n

Borgs et al. ['05, '06]; Hosftad, Slade ['05, '06], Hofstad, Nachmias ['12, '14]

There exists rational coefficients a_k such that

$$p_c = \sum_{k=1}^K a_k n^{-k} + O(n^{-K-1})$$

In particular,

$$\begin{aligned} p_c &= \frac{1}{n} + \frac{1}{n^2} + \frac{7}{2n^3} + O(n^{-4}) \\ &= \frac{1}{n-1} + \frac{5}{2}(n-1)^{-3} + O(n^{-4}) \end{aligned}$$

- Based on lace expansion and triangle condition verification
- Window too small $O(n^{-1}2^{-1/3})$ to neglect any expansion term

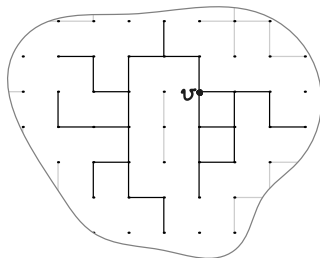
Exploration on lattice-like graphs

Goal: Count size of a vertex v component

Exploration tracks:

- Explored vertices D_k
- To-explore vertices X_k

$$D_0 = \{v\}, \quad X_0 = \emptyset$$



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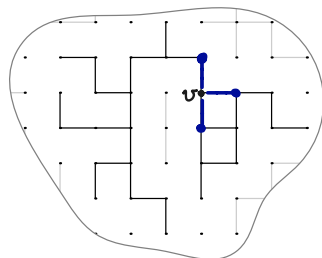
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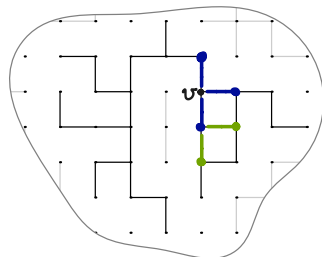
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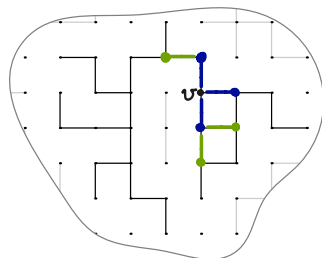
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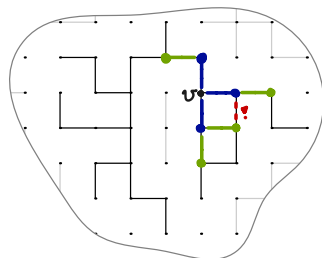
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Branching process - collisions

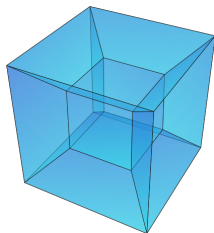
\approx

Component size

The hypercube's local structure

$\{0, 1\}^n$ Representation

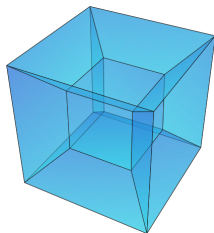
- Sequences with n entries
- Crossing edge changes **one** entry:
(0, 0, **1**, 0, ..., 0)
- Smallest cycle has length 4



The hypercube's local structure

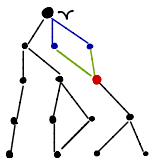
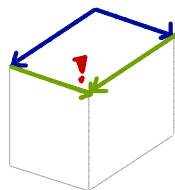
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Simple collisions

- Parent: (1, 0, 0, 0, ..., 0)
- Possible children:
(1, 0, **1**, 0, ..., 0)
(1, **1**, 0, 0, ..., 0)
- Possible grandkid:
(1, **1**, **1**, 0, ..., 0)



Two steps in exploration

Project: Heuristic to recover $c = \frac{5}{2}$

The local structure of hypercube predicts coefficients of critical p_c

- **'Guess'** $p_c = (n-1)^{-1} + c(n-1)^{-3}$
and tune c via the survival threshold of a branching process

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The local structure of hypercube predicts coefficients of critical p_c

- **'Guess'** $p_c = (n-1)^{-1} + c(n-1)^{-3}$
and tune c via the survival threshold of a branching process
- **Design:** A *modified* Poisson branching process with suitable **survival threshold**.

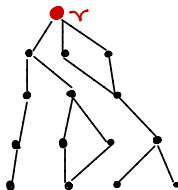
Exploration	Hypercube dim. n	Branching
Average children	$1 + \frac{5}{2}(n-1)^{-2}$	$1 + \epsilon$
Cousin identification	$(n-1)^{-2}$	q

$$\text{Bin}(n-1, p_c) \approx \text{Poi}(1 + \epsilon)$$

$$(n-1)p_c \approx 1 + \epsilon = 1 + cq$$

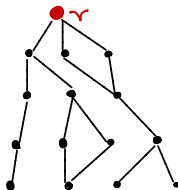
Branching process with cousin mergers

- Individ. have $\xi_v \sim \text{Poi}(1 + \epsilon)$ children
- Independently with probability q , each pair of cousins becomes a single indiv.
- Multiple mergers allowed



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Difficulties:

Non-Markovian Process: Z_0, Z_1, \dots, Z_n not enough to obtain Z_{n+1}

Non-monotonicity: No straightforward coupling gives monotonicity of survival

Survival Gap

BP with cousin mergers (E., Penington, Skerman, '20+)

If $\xi_v \sim \text{Poi}(1 + \epsilon)$, $\epsilon > 0$ suff. small, then merger prob. q determines

- $q \geq 2\epsilon + K\epsilon^2$: Extinction w.p. 1
- $q \leq 2\epsilon - K\epsilon^2$: Survival w. positive prob.

But ideal ratio was $q = \frac{2}{5}\epsilon$

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Partial Idea: Estimate average growth per generation

$$\mathbb{E}[Z_{n+1}] \approx \left(1 + \epsilon - \frac{q}{2}\right) \mathbb{E}[Z_n]$$

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Zoom-in on idea

Partial Idea: Estimate average growth per generation

$$\mathbb{E}[Z_{n+1}] \approx (1 + \epsilon)\mathbb{E}[Z_n] - \frac{q}{2}(1 + \epsilon)^4\mathbb{E}[Z_{n-1}] + O(\epsilon^2)$$

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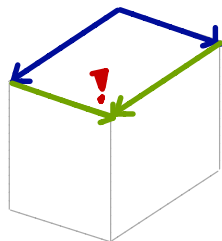
Recall. If $X \sim \text{Poi}(\lambda)$, then $\mathbb{E}[X(X - 1)] = \lambda^2$

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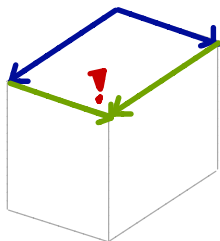
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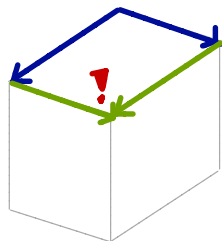
$$\begin{aligned} & \mathbb{E}[\# \text{ pairs of cousins per grandparent}] \\ &= \mathbb{E}[\# \text{ pairs of children } \{v_1, v_2\}] \\ & \quad \cdot \mathbb{E}[\xi_{v_1}] \mathbb{E}[\xi_{v_2}] \end{aligned}$$

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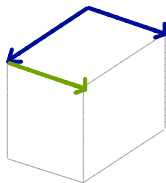
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What went wrong?

Offspring distribution: Not all vertices can explore $n - 1$ new edges

$$\mathbb{E}[Z_{n+1}] \approx (1 + \epsilon)\mathbb{E}[Z_n] - \frac{q}{2}\mathbb{E}[Z_{n-1}] - q\mathbb{E}[Z_{n-2}] - q\mathbb{E}[Z_{n-3}]$$

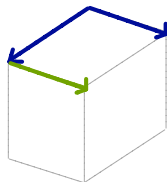
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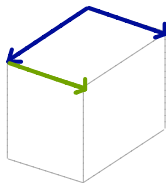


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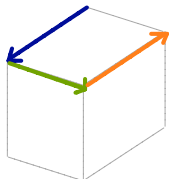
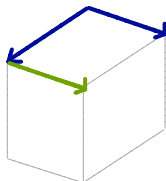


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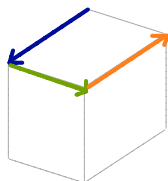
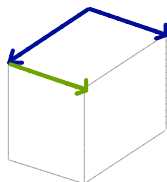
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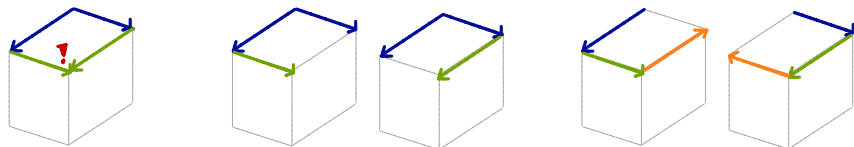
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All these pairs give collisions with probability

$$(n - 1)^{-2} \sim q$$

Refining the cousin mergers model



Process construction

From generation n to $n + 1$:

- 1 **Reproduction:** Individ. at generation n have children.
- 2 **Deletions:** Keep *authentic* children w.p. $(1 - q)^{k_v}$
- 3 **Collisions:** Each pair of cousins flip biased coin,
- 4 **Identification:** of pairs of cousins.

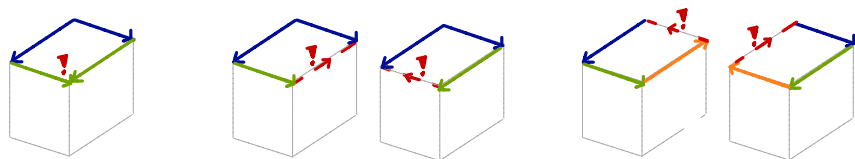
Survival gets the mysterious coefficients!

Refined BP with collisions (E., Penington, Skerman, '20⁺)

If $\xi_v \sim \text{Poi}(1 + \epsilon)$, $\epsilon > 0$ suff. small, then **collision prob.** q determines

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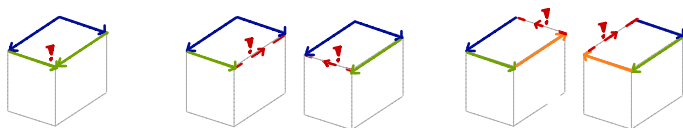
Partial Idea: There are collisions occurring 4 times as often



$$\mathbb{E}[Z_{n+1}] \approx \begin{pmatrix} 1 + \epsilon & & & \\ & -\frac{1}{2}q & & \\ & & -\frac{2}{2}q & \\ & & & -\frac{2}{2}q \end{pmatrix} (1 + O(\epsilon))\mathbb{E}[Z_n].$$

Summary

- We obtain a survival threshold for a variant of a branching process that mimics hypercube's exploration near criticality



- This sheds light on structures determining its critical probability

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