## Branching Processes

We know that the process either goes to extinction or grows forever. However, it cannot be the case that the process comes to a stage where the number of children in the $j^{\text {th }}$ generation hovers about a constant, $c$.

## Random Walks

Examining the frontiers of a tree (i.e. by doing a breadth first search). Pick a vertex and let it be our first frontier, $F_{1}$.


## Explore $\mathrm{F}_{1}$ 's children. Generalizing, we get:

$$
F_{\mathrm{i}+1}=F_{\mathrm{i}}-1+X_{\mathrm{i}}
$$

Suppose we represent the frontiers' sizes as follows:


Frontier size of 0


Frontier size of 1


Frontier size of 2


Frontier size of 3

Then if our current frontier $F_{\mathrm{i}}$ is of size 0 , we know with probability 1 that future frontiers will also have size 0 .


Likewise, if our current frontier $F_{\mathrm{i}}$ is of size 1 , then the probability that by exploring the children of $F_{\mathrm{i}}$, the size of $\mathrm{F}_{\mathrm{i}+1}$ is $1,2,3$, etc is:

where $P_{0}$ is the probability of having 0 children, etc. And for a frontier $F_{\mathrm{i}}$ of size 2 , we have:


If this random walk has a limiting/stationary distribution, what can it look like? The probability of being in vertex 1 cannot be nonzero, since if it were, this would change the probability of being in vertex 0 at the next time step, contradicting the fact that we have a stationary distribution. Likewise, No other vertex $c$ for some constant $c$ can have a nonzero probability. This leaves us with vertex 0 having some probability $q$, which need not be 1 , just as we had deduced before.

## Sum of $n$ Random Variables with Identical Distributions

The expected value of the sum of $n$ random variables, each with identical distributions is given by:

$$
x_{1}+x_{2}+x_{3}+\ldots+x_{\mathrm{n}}=\mathrm{E}\left(x_{1}\right)+\mathrm{E}\left(x_{2}\right)+\mathrm{E}\left(x_{3}\right)+\ldots+\mathrm{E}\left(x_{\mathrm{n}}\right)
$$

and since their distributions are the same, the expected values of each individual $x_{\mathrm{i}}$ is also identical, giving:

$$
x_{1}+x_{2}+x_{3}+\ldots+x_{\mathrm{n}}=\mathrm{n}\left(x_{\mathrm{i}}\right)
$$

Note that the above did not constrain the $x_{\mathrm{i}}$ 's to be independent. What if n itself is a random variable? For example, what is the number of children in the $2^{\text {nd }}$ generation below?


Where we know the expected number of children in the first generation is given by $n$. Furthermore, each of the $n$ children has $x_{\mathrm{i}}$ children, where the $x_{\mathrm{i}}$ 's have the same distribution as $n$.

Claim : Provided that $n$ and the $x_{\mathrm{i}}$ 's are independent of each other, we can write the expected number of children in the $2^{\text {nd }}$ generation as:

$$
E\left(\sum_{i=1}^{n} x_{i}\right)=E(n) E\left(x_{1}\right)
$$

Proof :

$$
\begin{aligned}
E\left(\sum_{i=1}^{n} x_{i}\right) \quad & =\operatorname{Pr}\left[n=1 \& x_{1}=1\right]+2 \operatorname{Pr}\left[n=1 \& x_{1}=2\right]+\ldots+i \operatorname{Pr}\left[n=1 \& x_{1}=i\right]+\ldots \\
& +\operatorname{Pr}\left[n=2 \& x_{1}=1\right]+2 \operatorname{Pr}\left[n=2 \& x_{1}=2\right]+\ldots+i \operatorname{Pr}\left[n=2 \& x_{1}=i\right]+\ldots \\
& +\operatorname{Pr}\left[n=2 \& x_{2}=1\right]+2 \operatorname{Pr}\left[n=2 \& x_{2}=2\right]+\ldots+i \operatorname{Pr}\left[n=2 \& x_{2}=i\right]+\ldots
\end{aligned}
$$

Since $n$ and the $x_{\mathrm{i}}^{\prime}$ 's are independent, $\operatorname{Pr}\left[n=a \& x_{\mathrm{i}}=b\right]$ is equal to $\operatorname{Pr}[n=a] \operatorname{Pr}\left[x_{\mathrm{i}}=b\right]$. Factoring out the $\operatorname{Pr}[n=a]$ 's, we have:

$$
\begin{aligned}
E\left(\sum_{i=1}^{n} x_{i}\right) \quad & =\operatorname{Pr}[n=1]\left(\operatorname{Pr}\left[x_{1}=1\right]+2 \operatorname{Pr}\left[x_{1}=2\right]+\ldots+i \operatorname{Pr}\left[x_{1}=i\right]+\ldots\right)+\ldots \\
& +\operatorname{Pr}[n=2]\left(\operatorname{Pr}\left[x_{1}=1\right]+2 \operatorname{Pr}\left[x_{1}=2\right]+\ldots+i \operatorname{Pr}\left[x_{1}=i\right]+\ldots\right)+\ldots \\
& +\operatorname{Pr}[n=2]\left(\operatorname{Pr}\left[x_{2}=1\right]+2 \operatorname{Pr}\left[x_{2}=2\right]+\ldots+i \operatorname{Pr}\left[x_{2}=i\right]+\ldots\right)+\ldots
\end{aligned}
$$

which is equivalent to

$$
E\left(\sum_{i=1}^{n} x_{i}\right) \quad=\operatorname{Pr}[n=1] \mathrm{E}\left(x_{1}\right)+\operatorname{Pr}[n=2] \mathrm{E}\left(x_{1}\right)+\operatorname{Pr}[n=2] \mathrm{E}\left(x_{2}\right)+\ldots
$$

Finally, factoring out the $\mathrm{E}\left(x_{\mathrm{i}}\right)$ 's, we have:

$$
\begin{aligned}
E\left(\sum_{i=1}^{n} x_{i}\right) \quad & =(\operatorname{Pr}[n=1]+2 \operatorname{Pr}[n=2]+3 \operatorname{Pr}[n=3]+\ldots) \mathrm{E}\left(x_{1}\right) \\
& =\mathrm{E}(n) \mathrm{E}\left(x_{1}\right)
\end{aligned}
$$

## Note on Independence of Random Variables

If we have 2 events $A$ and $B$ that are independent of each other and each occurs with probability $p=$ 0.5 , then $A$ and $B$ can be represented in the probability space as:

| $A$ occurs |
| :---: |
| $A$ doesn't occur |


| $B$ | B Cl\| |
| :---: | :---: |
| occurs | Soesnt: |
|  | occur |


| A and B <br> occur |  |
| :---: | :--- |
|  |  |

In this case, the probability that both $A$ and $B$ occur is simply the product of the probabilities that each occur. $\operatorname{Pr}[A$ and $B]=\operatorname{Pr}[A] \operatorname{Pr}[B]=1 / 4$ in our case.

This is not true if $A$ and $B$ are not independent. For example, if $A=\neg B$, then $\operatorname{Pr}[A$ and $B]=0$.
Building Graphs with Structure
Consider the following $n \times n$ matrix, where each $(i, j)$ cell is given value 1 with probability $\frac{1}{n}$ and 0 with probability $\frac{1-n}{n}$.

$$
\left(\begin{array}{ll} 
& \\
\frac{1}{n}
\end{array}\right)
$$

Suppose we now split this matrix into 4 smaller matrices, such that

$$
\left(\begin{array}{c|c}
\frac{1}{2} & \frac{1}{4} \\
\hline \frac{1}{4} & \frac{1}{2}
\end{array}\right)
$$

This results in a graph that has 2 components, where there are many edges between vertices within the same component and fewer edges between vertices from different components:


We could then such matrices with one another:

$$
\left(\begin{array}{l}
\frac{1}{2}
\end{array}\right) \quad \text { with } \quad\left(\begin{array}{c|c}
\frac{1}{2} & \frac{1}{4} \\
\hline \frac{1}{4} & \frac{1}{2}
\end{array}\right)
$$

## Non-Uniform Degree Model

One way to create such a model is to fix the degree of each vertex:

$$
\frac{\left(\begin{array}{lll}
d_{1} & & \\
& \ddots & \\
& & d_{n}
\end{array}\right)\left(\begin{array}{lll}
\mathrm{M}
\end{array}\right)\left(\begin{array}{lll}
d_{1} & & \\
& \ddots & \\
& & d_{n}
\end{array}\right)}{\sum d_{i}}
$$

where M is a structured matrix and $d_{\mathrm{i}}$ is the degree of vertex $i$.

## Grown Graph

Start with an empty graph. At each unit of time, add 1 vertex to the graph and pick two vertices $u$ and $v$ currently present in the graph and with probability $p$, add and edge between them.


One observation from this model is that there tends to be a core where the edge concentration is high. This is due to the fact that during the initial stages of the growing the graph, only a few vertices are present. Hence, the probability of edges being present within this few vertices are high, and therefore the density of edges will also be high.


## Random Graph with Given Degree Distribution

Let $\lambda_{i}$ be the fraction of the vertices with degree $i$.

Claim : A phase transition occurs when

$$
\sum_{i=1}^{n} i(i-2) \lambda_{i} \quad=0
$$

Suppose we start off at a vertex, and explore its children.


Therefore, the $(i-2)$ part of the above equation represents the net gain in the frontier's size. The factor of $\lambda_{i}$ makes sense since we have to account for how many vertices of a degree we have in our graph.
However, why the remaining factor of $i$ ? Loosely, the frequency with which we will encounter a vertex of a certain degree depends not only on how many such vertices are in the graph, but on the degree itself. This is because there are more ways to get to a vertex with higher degree than it is to get to a vertex with a low degree.

## Other Models

Other models include adding edges by selecting 2 vertices proportionate to their current degrees. This way, nodes with higher degrees go even higher ('rich gets richer').

