

Growth Model

At time $t=0$, there are no vertices.

With each unit of time, add 1 vertex and with probability δ add an edge between two vertices selected uniformly at random.

Remember from previous lecture, degree distribution is given by:

$$P_k = \frac{(2 \cdot \delta)^k}{(1 + 2 \cdot \delta)^{k+1}}$$

Generating function for component size

Let $N_k(t)$ be the expected number of components of size k at time t when components are selected uniformly at random.

$$N_k(t) = a_k t$$

$$a_1 = \frac{1}{1 + 2\delta} \qquad a_k = \frac{\delta}{1 + 2k\delta} \sum_{j=1}^{k-1} j(k-j)a_j a_{k-j}$$

$$g(x) = \sum_1^{\infty} k a_k x^k$$

$$\begin{aligned} -x + \sum_1^{\infty} k a_k x^k + 2\delta x \sum_1^{\infty} k^2 a_k x^{k-1} &= \delta \sum_1^{\infty} k x^k \sum_1^{k-1} j(k-j)a_j a_{k-j} \\ \Rightarrow -x + g(x) + 2\delta x g'(x) &= 2\delta x g'(x)g(x) \end{aligned}$$

Solving for $g'(x)$ gives:

$$g'(x) = \frac{1}{2\delta} \frac{1 - \frac{g(x)}{x}}{1 - g(x)}$$

Now we want the phase transition.

We know that $g'(1)$ is the average size of finite components.

$g(1) = \sum k a_k$ is the probability a vertex is in a finite component ($k a_k$ is the probability a vertex is in a component of size k)

If $g(1) = 1$, then there is no giant component.

If $g(1) < 1$, then $(1-g(1))$ is the fraction of vertices in a giant component.

If $\delta=0$, the average size of a component is 1.

δ_{critical} : as a giant component appears, the average component size should decrease with a larger δ .

If $\delta > \delta_{\text{critical}}$, then $g(1) < 1$ and there exists a giant component

$$g'(1) = \frac{1}{2\delta} \text{ is the average size of a component}$$

If $\delta < \delta_{\text{critical}}$,

$$\lim_{x \rightarrow 1} g'(x) = \frac{1}{2 \cdot \delta} \cdot \frac{[x \cdot (g'(x)) - (g(x))]}{x^2 \cdot (g'(x))} \Big|_{x=1}$$
$$\Rightarrow \frac{1}{2 \cdot \delta} \cdot \frac{g'(1) - g(1)}{g'(1)} = g'(1)$$

This solves to $g'(1) = \frac{1}{4\delta} \pm \frac{1}{4\delta} \sqrt{1-8\delta}$

We take the 'minus' solution.

