

SCRIBE NOTES - October 9, 2008

Contest Results for SSG Project

| Experiment | Nodes | GRP1 | GRP2 | GRP4 | GRP5 | GRP7 | Highest 3 Random Nodes |
|---|-------|------|------|------|------|------|---------------------------------|
| Contest 2 | 1000 | 30 | 6 | 3 | 6 | 6 | 139, 34, 3 |
| Contest 3 | 1500 | ? | 10 | 4 | 7 | 8 | 440, 307, 46 |
| Contest 4 | 2000 | 10 | 8 | 3 | 7 | 7 | 317, 302, 186 |
| Contest 5 | 3000 | 54 | 7 | 5 | 7 | 9 | 277(0.72), 1224(0.71), 131(0.7) |
| Group 2 | 500 | 9 | 7 | 2 | 7 | 4 | 65(0.85), 30(0.86), 99(0.86) |
| Note: Group 4 contest was omitted as the graph was Non Stopping | | | | | | | |

Verena's Algorithm

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Input:  $P$  - transition matrix,  $t$  - type vector
//compute attractor set of node  $T_{max}$  and change  $P$  accordingly
 $(P, W) := Attr(T_{max}, P, t)$ ;
 $T := P$ ;
//compute set  $Q$  of all nodes that are
//1) random nodes and can reach  $W$  via random nodes or 2) in  $W$ 
 $Q := \text{BFSrand}(W)$ ;
//compute probabilities of reaching  $T_{max}$  in subgraph  $Q$ 
 $X = \text{Solve}(T, t, Q)$ ;
//sort  $X$  in decreasing order and store indices
indices = Sort( $X$ ),
while  $Q$  does not change
  for  $i = 1$ : length( $X$ )
     $u := \text{indices}(i)$ ;
    if ( $t(u) == \text{RandomNode}$ )
       $(T, U) := Attr(u, T, t)$ ;
       $Q := Q \cup \text{BFSrand}(U)$ ;
    end
  end
   $X := \text{Solve}(T, t, Q)$ ;
  indices := Sort( $X$ );
   $T := P$ ;
end

```

Claim 1: On termination the permutation (w.r.t X) is self consistent.

Claim 2: The number of iterations of the loop is polynomial in size of graph.

Algorithm For Generating Random SSGs

$Q_{min} = \{T_{min}\}$, $Q_{max} = \{T_{max}\}$, N = number of nodes

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//First Round
Level( $T_{max}$ ):=0; Level( $T_{min}$ ):=0;
For all nodes  $v$ 
    either with probability 1/2:
        find left successor  $w$  in  $Q_{min}$ ;
         $Q_{min} = Q_{min} \cup \{v\}$ 
        Level( $v$ ) = Level( $w$ ) + 1;

    otherwise:
        find left successor  $w$  in  $Q_{max}$ ;
         $Q_{max} = Q_{max} \cup \{v\}$ 
        Level( $v$ ) = Level( $w$ ) + 1;

//Second Round
For each min/max node,
choose randomly a right successor with smaller level

For each random node,
choose right successor arbitrarily

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Kelley Topology

Two sets A and B are *equipollent* iff there is a bijective function from A to B .

Example

$A = \mathbb{N}$, $B =$ set of even numbers
 $f : A \rightarrow B$ with $f(n) = 2n$ is bijective

Theorem 20

If there is a one-to-one function from A to B , and there is a one-to-one function from B to A , then A and B are equipollent.

Definition one-to-one

f is *one-to-one* if for all $x, y \in A$, if $x \neq y$, then $f(x) \neq f(y)$.

Definition onto

$f : A \rightarrow B$ is *onto* (range B), if for all $y \in B$, there exists $x \in A$, such that $f(x) = y$.

Definition bijection

f is a *bijection* if it is one-to-one and onto.