

Succinct Preferential-Attachment Graphs

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Implication: we will use a little bit more space, but the operations will be faster!

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- ▶ We create a vertex v_1 .
- ▶ At each step t from 2 to n , we create one vertex v_t and direct M edges from v_t to $v_{t'}$, where $t' < t$.
- ▶ The probability of $v_{t'}$ to be selected as an out-neighbour of v_t is proportional to its degree right before v_t was created.

Preferential-attachment graphs (example)

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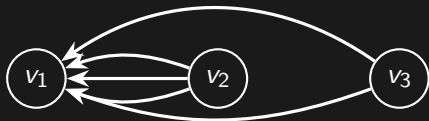
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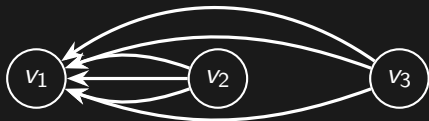
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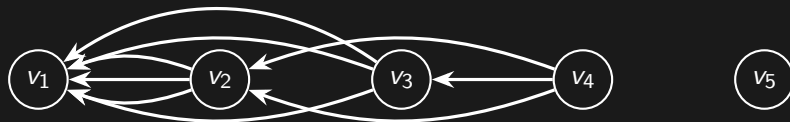
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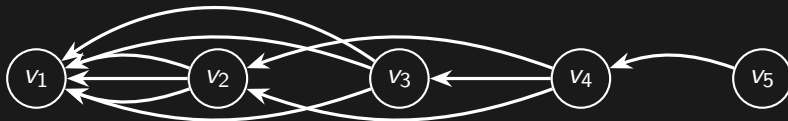
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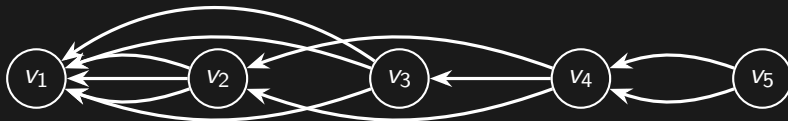
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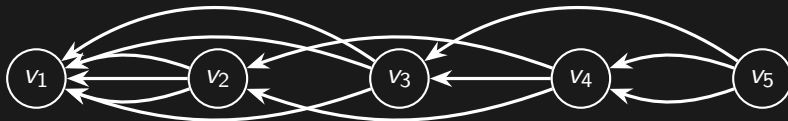
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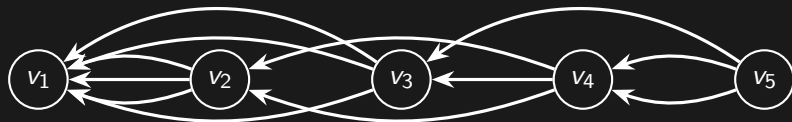
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$1 \cdot (3/6)^3$

$3 \cdot (3/12)^3$

$3 \cdot (3/18)^2 \cdot (4/18)$

Thus, the probability of the graph G_5 being generated is $\mathbb{P}[G_5] = 1/9216$.

From undirected to directed

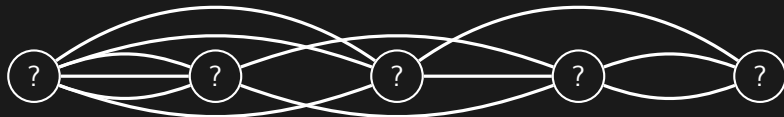
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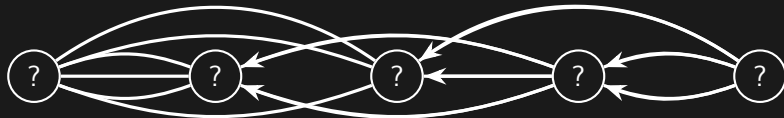
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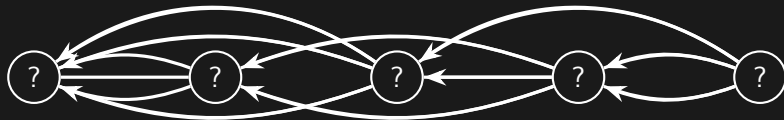
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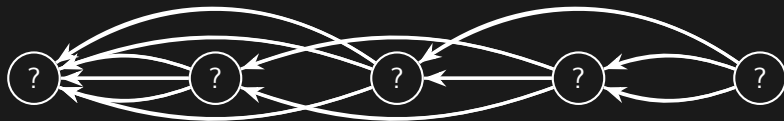
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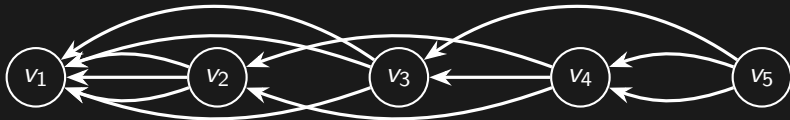
Let G be a directed graph. An *adjacency string* A of G is a string whose alphabet $\Sigma = V(G)$, and $A = N^+(v_1)N^+(v_2) \dots N^+(v_n)$ where $N^+(v)$ denotes a string concatenating the out-neighbours of v in some arbitrary order.

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Key idea behind the formula: it measures how unpredictable or random the characters in a string are based on how often each character appears.

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Theorem

Given an n -vertex directed graph G generated by the BA model with probability p , $\lg(1/p) = H_0(A) \pm O(nM \lg M)$.

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- ▶ A data structure that compresses A in near optimal space and allows for efficient queries on the string could be useful.
- ▶ **One solution:** wavelet trees!

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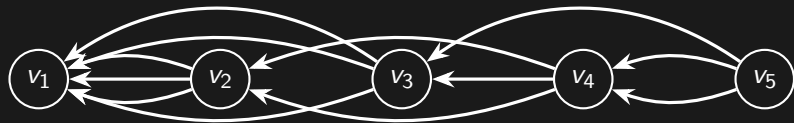
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A is of size nM . So we can compress A in $H_0(A) + o(nM)$ bits while supporting the above operations in $O(\lg n)$ time (here, $\sigma = n$).

Navigational operations on G using A (1/3)



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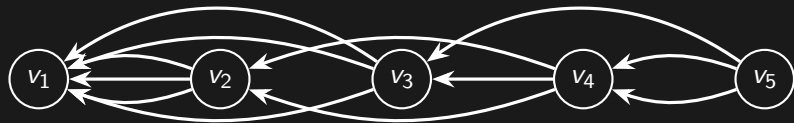
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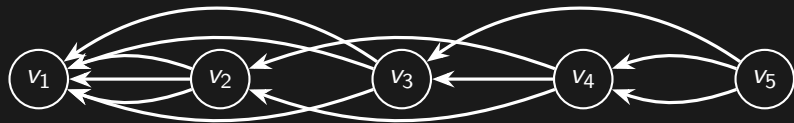
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Question 1. Find the j th out-neighbour of v_i [1 point].

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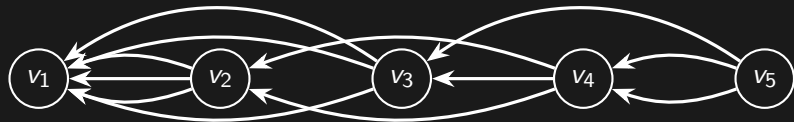
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Question 1. Find the j th out-neighbour of v_i [1 point].

Solution: Compute $A[M(i - 1) + j]$ using a $O(\lg n)$ access query on A .

Navigational operations on G using A (2/3)



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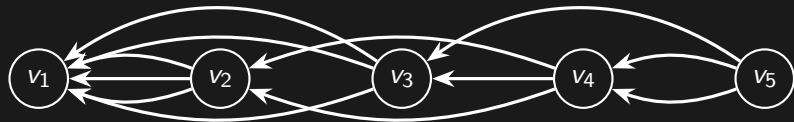
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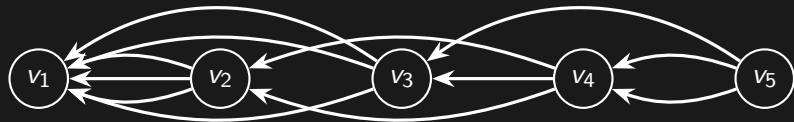
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Question 2. Compute the in-degree of v_i [2 points].

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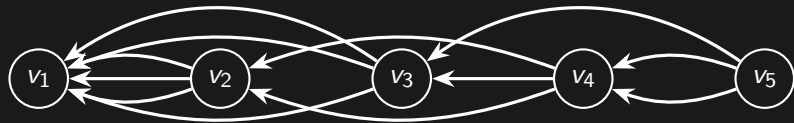


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Solution: Count how many times v_i occurs in A . A simple rank query suffices; $O(\lg n)$.

Navigational operations on G using A (3/3)



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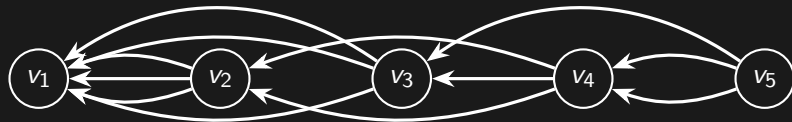
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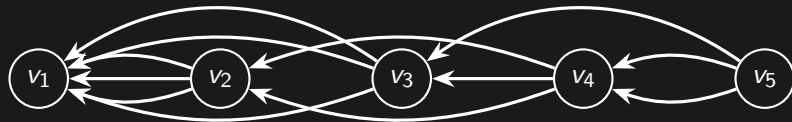
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Question 3. Find the j th in-neighbour of v_i (assume it exists) [5 points].

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Question 3. Find the j th in-neighbour of v_i (assume it exists) [5 points].

Solution: Find the position x in A where the j th occurrence of v_i is. The answer is $\lceil x/M \rceil$. The first part involves a select query; $O(\lg n)$.

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Cheers.