

# Robustness of mixing via bottleneck sequences

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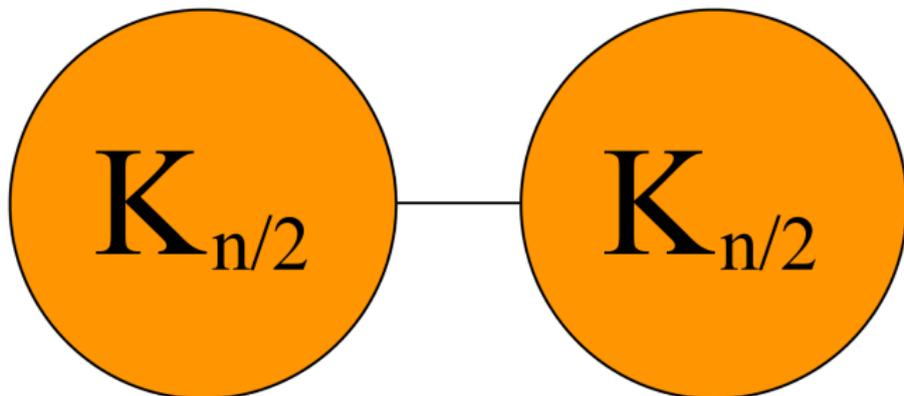
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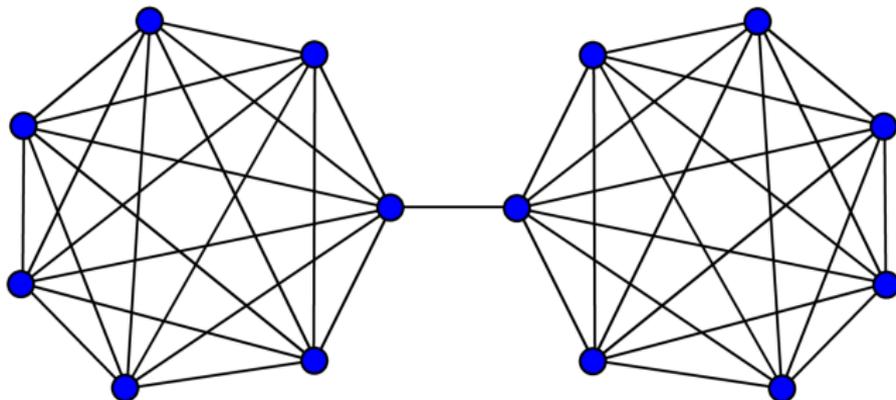
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- There are of course many ways to bound the mixing time. We will look at conductance-based bounds.

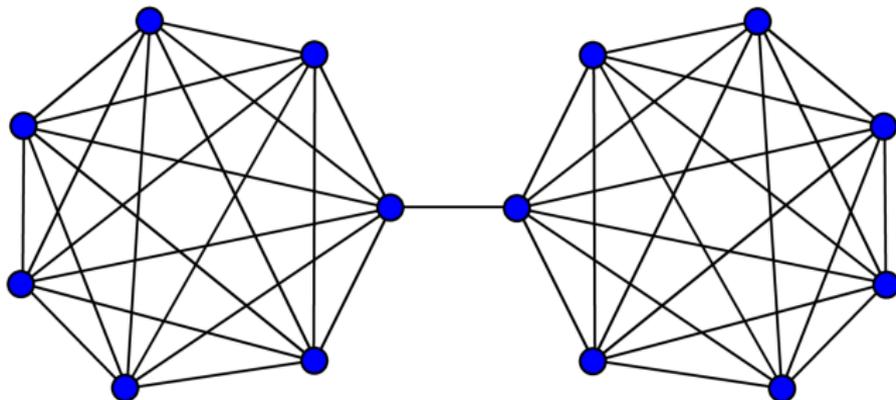
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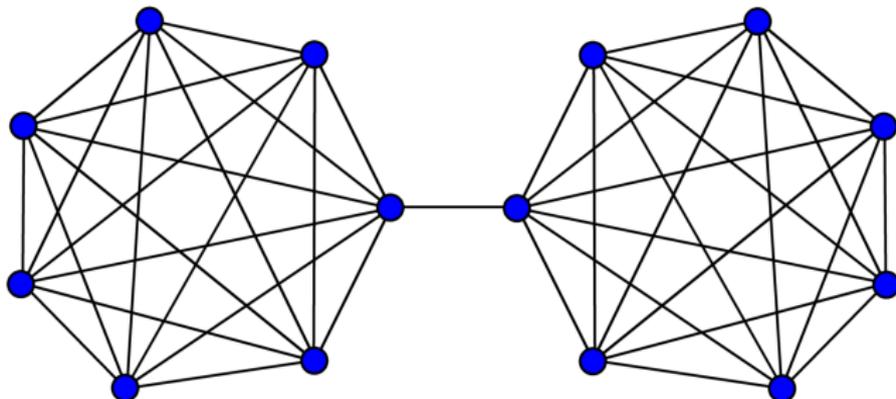


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- Starting from the left-hand side, it takes us time  $\asymp n^2$  to reach the right-hand side.
- The invariant measure of the right-hand side is  $1/2$ , so it seems clear (and it is easy to prove) that the mixing time is at least  $cn^2$ .

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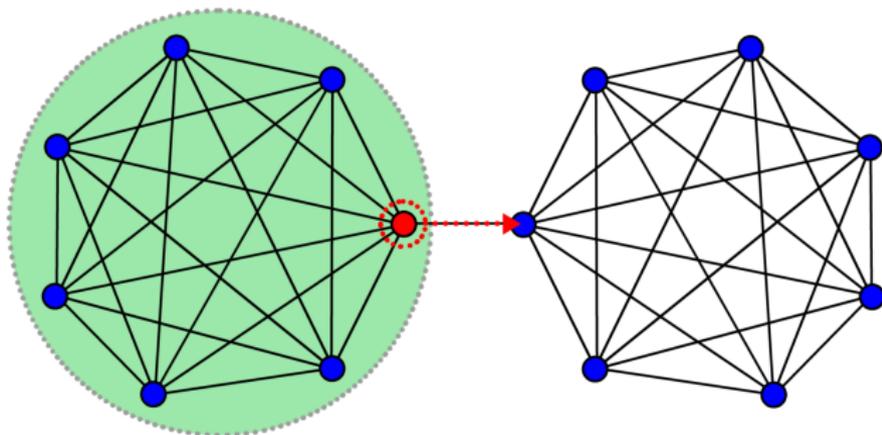
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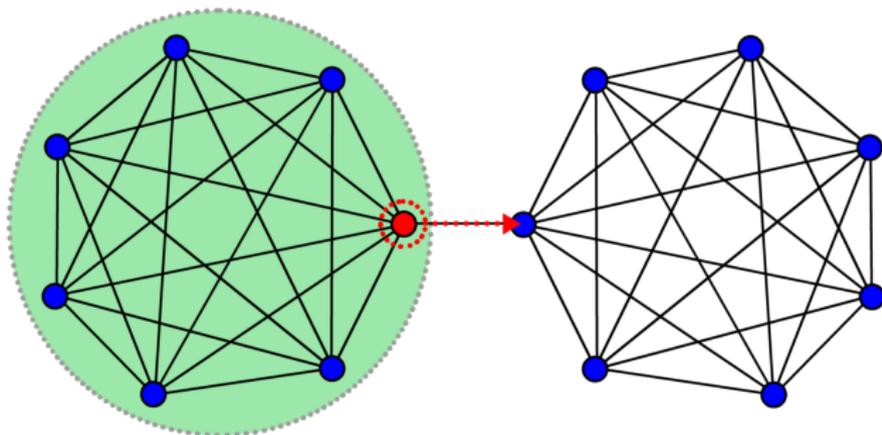


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First guess:  $t_{\text{MIX}} \asymp \max_{A \subset V} 1/\Phi(A)$  ?

# A second example: the path of length $n$

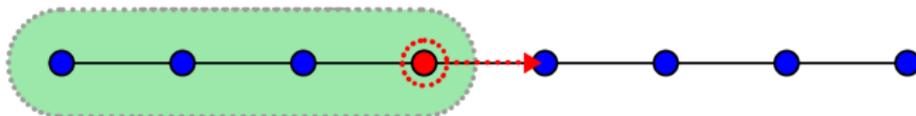


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# The Lovász/Kannan/Fountoulakis/Reed/Morris/Peres bound

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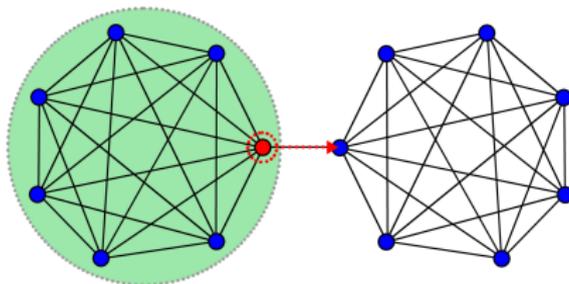
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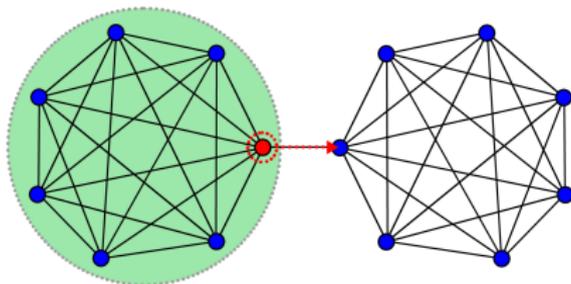
- This built on work of Lovász and Kannan. A similar bound was given by Morris and Peres using evolving sets, which in particular works for non-reversible chains.

# The L/K/F/R/M/P bound applied to the dumbbell



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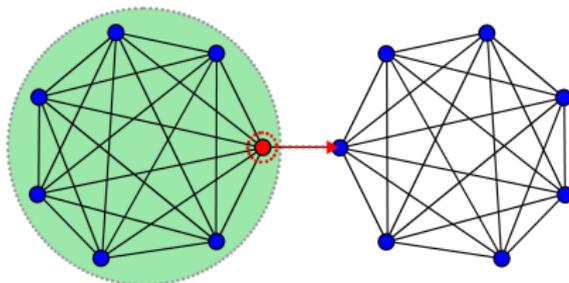
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- This gives  $t_{\text{MIX}} \lesssim n^4$ .

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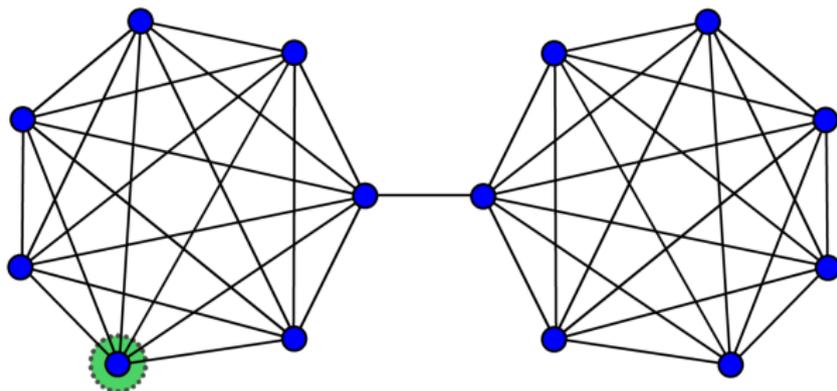
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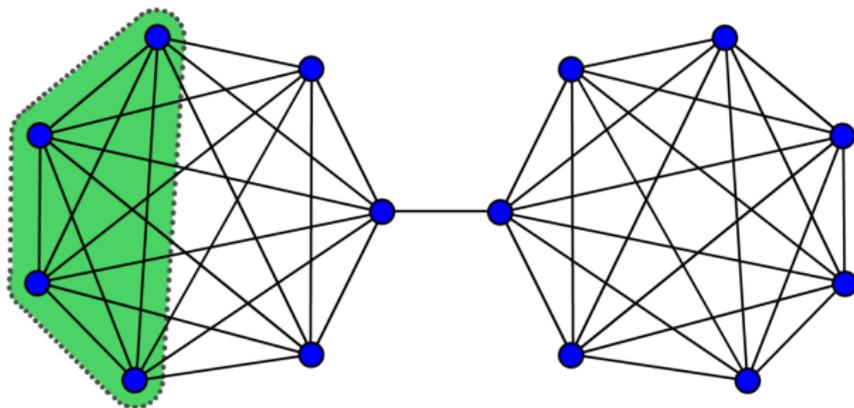
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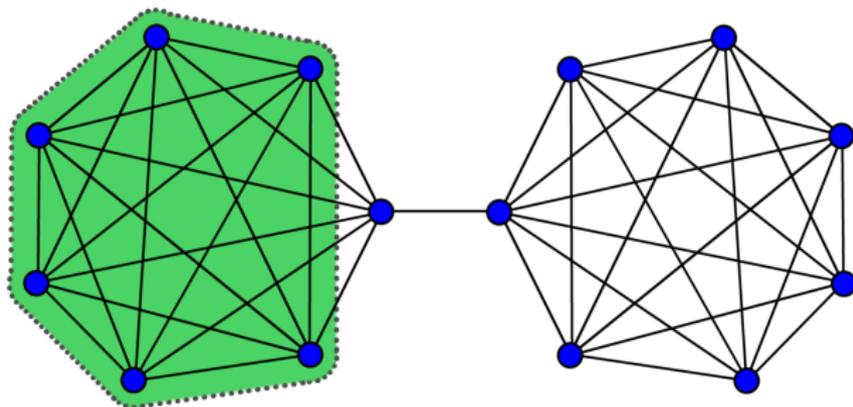
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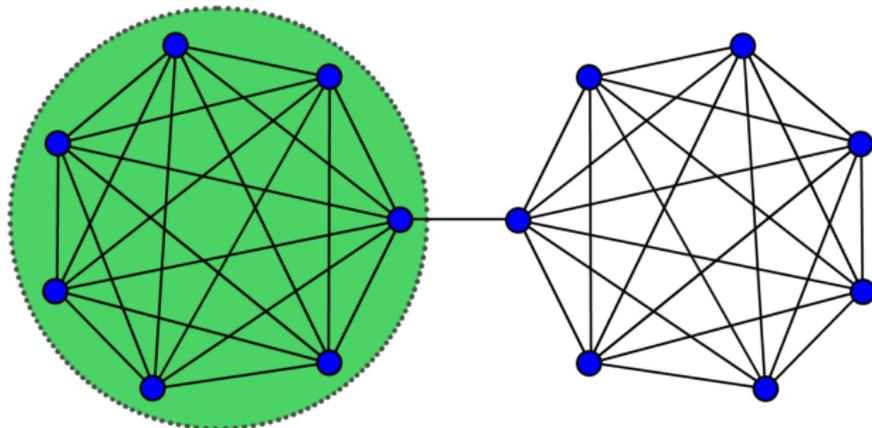
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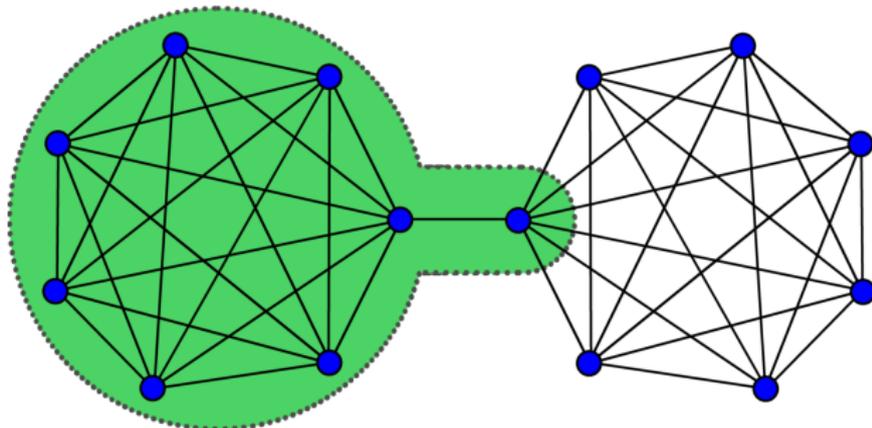
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- For the dumbbell graph, this gives  $t_{\text{MIX}} \lesssim n^2$ .
- For the path, it also gives  $t_{\text{MIX}} \lesssim n^2$ .

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If  $G$  and  $H$  are roughly isometric (with constant  $r$ ) and have bounded degree, are their mixing times within a constant factor (depending only on  $r$ , not the graphs)?

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- Ding and Peres constructed a graph where replacing some edges by two edges end to end decreases the mixing time by an unbounded factor.
- Nonetheless, we may ask: **are there large classes of graphs such that the mixing time is robust under rough isometry?**
- We start with **trees**. (Peres and Sousi already proved that the mixing time is robust under rough isometry on trees, but trees give an illuminating application of our bottleneck sequence tools.)

# Bounding the mixing time on trees

Recall our first result: for any  $\theta \in (0, 1)$ ,

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It is also easy to show (an application of Moon's lemma, or prove directly by induction) that **on trees**,

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But on trees, if  $S$  and  $S^c$  are both connected, then the boundary of  $S$  is **exactly one vertex**, so the two bounds agree. And they are robust under rough isometry.

# Graphs roughly isometric to trees

A horrible but elementary argument shows that for any graph  $G$  that is roughly isometric (with constant  $r$ ) to a tree  $T$ ,

$$t_{\text{MIX}}(G) \geq ct_{\text{MIX}}(T).$$

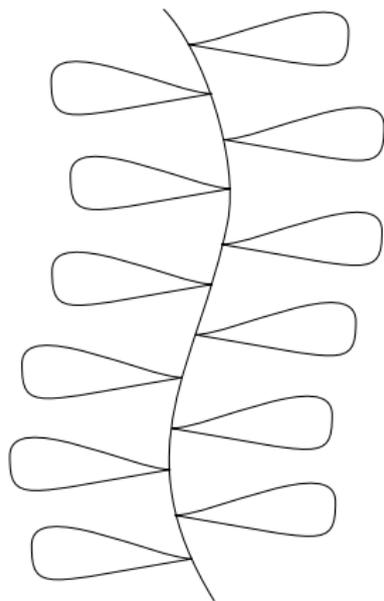
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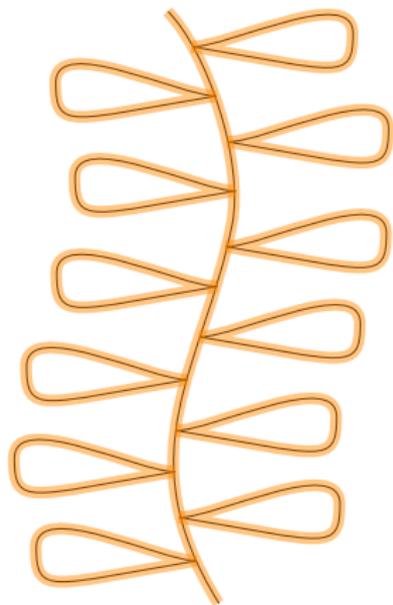
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What about an upper bound?

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**Crawler:** From  $(C, D)$ ,  $C'$  valid if

- $C \subset C'$ ,  $C' \setminus C \subset D^c$ ,  $C'$  connected
- $\mathbb{P}_\pi(X_0 \in C, X_1 \in (D \cup C')^c)$   
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**Dasher:** From  $(C, D)$ ,  $D'$  valid if

- $D \cup C \subset D'$ ,  $(D')^c$  connected
- $\partial D'$  is  $\alpha$ -near to  $C$
- $D'$  is a  $\beta$ -adjustment of  $C$
- If  $s \in D'$  then  $s$  is  $\alpha$ -near to  $C$  and  $D' = V(G)$ .

# The bottleneck sequence game bound

Theorem (Addario-Berry, R.)

*For any  $\alpha, \beta, \gamma \in (0, 1)$ , there exists a strategy for Crawler such that for any valid moves by Dasher,*

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Note this bound holds for **all graphs**, not just tree-like graphs.

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Now play the game on a graph  $G$  that is roughly isometric (with constant  $r$ ) to a tree  $T$  (both with bounded degree).

We devise a strategy for Dasher such that whatever moves Crawler makes,

$$\sum_{j=1}^k \frac{1}{\Phi(D_j)} \leq C'(r)t_{\text{MIX}}(T)$$

The mixing time is robust on bounded degree graphs that are roughly isometric to trees

Theorem (Addario-Berry, R.)

*If  $G$  is roughly isometric (with constant  $r$ ) to a tree  $T$ , and both have degree at most  $\Delta$ , then*

$$c(r, \Delta)t_{\text{MIX}}(T) \leq t_{\text{MIX}}(G) \leq C(r, \Delta)t_{\text{MIX}}(T).$$