

## Lecture 4b

Undirected S-t connectivity

random walks on graphs

Cover time:

$$C(G) = \max_v E[\# \text{ steps to visit all nodes in } G \text{ when start at } v]$$

↑  
starting points

Thm  $\forall G$ ,  $C(G)$  is  $O(n \cdot m)$

# S-t Connectivity (UST-Conn) ↙ undirected graph

Input undirected  $G$   
nodes  $s, t$

Output if  $s, t$  in same conn. comp, "Yes"  
else "NO"

many ways to solve in poly time  
what about space?

RL  $\equiv$  class of problems solvable by  
randomized log-space computations  
[no charge for input space (read-only),  
but can only store const # ptrs]

INPUT (read only)



computation space (read/write)  
 $O(\log n)$  bits

# Thm VST-Conn $\in$ RL

## Algorithm:

start at  $s$

take a random walk for  $C \cdot n^3$  steps

if ever see  $t$  output "Yes"

else output "NO"

## Complexity:

time:  $O(n^3) \times$  (time to pick random nbr)

space:

Keep track of:

step counter

$O(\log n)$

space to pick random nbr:

e.g. scan nbrs & count  $d_u$   $O(\log n)$   
toss  $d_u$ -sided die to get  $j$   
scan again to find  $j^{\text{th}}$  nbr

total  $O(\log n)$

Behavior:

If  $s, t$  not connected, never output "Yes"

If  $s, t$  connected

$$h_{s,t} \leq C_s(G_s) \leq n^3$$

connected component of  $s$  (and  $t$ )

$$\Pr[\text{output "no"}] \leq \Pr[\text{start at } s, \text{ walk } C \cdot C_s(b_s) \text{ steps \& dont see } t]$$

$$= \Pr[\text{time to cover graph is } > C \text{ times its expectation}]$$

$$\leq \frac{1}{C} \quad (\text{Markov's } \neq)$$



## Comments

- Actually  $VSTConn \in L$  !!! (Reingold)
- Open: is  $STConn$  for directed graphs  $\in L$ ?

( $\Rightarrow RL=L$ )

We know  $RL \in L^{3/2}$

recent improvement  $RL \in \text{Space} \left( \frac{\log^{3/2} n}{\sqrt{\log \log n}} \right)$

↑  
actually also  
 $BPspace(\log n)$

due to William Hoza in Random '21