## Signless Laplacian Matrix

We discuss one more version of the Laplacian matrix of a graph G: the signless Laplacian. This matrix is defined as

$$Q(G) = D(G) + A(G) = L(G) - 2A(G).$$

**Exercise 1.** Show that if the diameter of a graph G is d, then Q(G) has at least d + 1 1 point eigenvalues. (As we already know about A(G) and L(G).)

Exercise 2. We had that

$$\vec{x}^T L \vec{x} = \sum_{uv \in E(G)} (x_u - x_v)^2.$$

Write a similar expression for the signless Laplacian.

**Exercise 3.** What can you say about the multiplicity of the eigenvalue 0? 2 points

Let S(G) be the signless version of the edge incidence matrix: i.e. an  $n \times m$  matrix, which has a 1 in row v and column e if  $v \in e$ .

**Exercise 4.** Show that 
$$Q = SS^T$$
. 1 point

**Exercise 5.** Show that for any  $n \times m$  matrix A and  $m \times n$  matrix B, we have 4 points

$$\lambda^n \det(\lambda I_n - AB) = \lambda^m \det(\lambda I_m - BA),$$

and conclude that AB and BA have the same spectrum (including multiplicities), except for the 0 eigenvalue.

**Exercise 6.** Let Line(G) be the line graph of G. Show that all eigenvalues of A(Line(G)) 3 points are bounded from below by -2.

**Exercise 7.** Use the facts from the previous questions to explain the relationship between the 3 points spectra of A(Line(G)) and Q(G).

## Transition matrices

A (linear) discrete dynamical system takes the form

 $\vec{x}(t) = P\vec{x}(t-1)$ , with some initial condition  $\vec{x}(0) = \vec{x}_0$ .

We can write this as a direct formula

$$\vec{x}(t) = P^t \vec{x}_0.$$

We define a *Markov chain* on (finitely many) states  $S = \{1, 2, ..., n\}$  as a process that starts in some state and moves to another state (or stays put) at each discrete time step. So, at each time step t, we have a random variable  $X_t$  which represents the state of the process at time t. A *Markov process* is time-homogeneous and memoryless. This means that the random variables  $X_1, X_2, \ldots$  are identically distributed, and that at each time step, the probability distribution of the next step of the system depends only on the current state, i.e.

$$\mathbb{P}(X_{t+1} = k | X_1 = x_1, \dots, X_t = x_t) = \mathbb{P}(X_{t+1} = k | X_t = x_t).$$

1 point

We call these the transition probabilities:

$$p_{ji} = \mathbb{P}(X_{t+1} = j | X_t = i),$$

which we can represent in a  $n \times n$  transition matrix P.

We call  $\vec{x}$  a *distribution vector* if it has nonnegative elements that add up to 1. We then have the following result.

**Exercise 8.** Show if P is a transition matrix and  $\vec{x}$  is a distribution vector, then  $P\vec{x}$  is a 0 points distribution vector. In fact, the transformation P always preserves the sum of elements of a vector.

**Exercise 9.** Show that if  $\vec{x_t}$  represents the distribution of probabilities of  $X_t$  taking values in  $\{1, 2, ..., n\}$ , then  $\vec{x_{t+1}} = P\vec{x_t}$  represents the distribution of probabilities of  $X_{t+1}$  taking values in  $\{1, 2, ..., n\}$ .

**Exercise 10.** Show that if If P is a primitive  $n \times n$  transition matrix, then P has exactly 3 points one distribution eigenvector  $\vec{x}$  with eigenvalue 1 (where 1 is the largest eigenvector), meaning that  $P\vec{x} = \vec{x}$ . This is called the equilibrium distribution of P, and denoted by  $\vec{x}_{equ}$ . For any starting distribution  $\vec{x}_0$ , we have

$$\lim_{t \to \infty} P^t \vec{x}_0 = \vec{x}_{equ}.$$

**Exercise 11.** Show that if P has a unique equilibrium, this does not imply that P is primitive. 1 point

 $M = \begin{pmatrix} 0 & \frac{1}{2} & \frac{1}{3} & 0\\ \frac{1}{2} & 0 & \frac{1}{3} & 0\\ \frac{1}{2} & \frac{1}{2} & 0 & 1\\ 0 & 0 & \frac{1}{2} & 0 \end{pmatrix}$ 

## Number of returns in a random walk on a finite graph

G

The following example and proof are taken from Bollobás' Modern Graph Theory. We've spent some time thinking about Markov chains on a finite set of states, which can be thought of as random walks on a finite graph. Now we'll look in more detail at the very basic case where a walker is on a finite, simple, undirected graph G(V, E). The walker starts at a starting vertex  $v_0 \in V(G)$ , and at each time step, they move from their current vertex v to a neighboring vertex of v, choosing one uniformly from the set  $\Gamma(v)$  (the neighborhood of v). For example, the following graph G has the transition matrix M:

**Exercise 12.** Write P of this random walk in terms of A(G) and D(G). **Exercise 13.** Show that when G is a connected and non-bipartite graph, then

0 points

$$\vec{x} = \frac{1}{2m} \begin{pmatrix} d(1) \\ d(2) \\ \vdots \\ d(n) \end{pmatrix},$$

where m = |E(G)| is the equilibrium vector of the random walk on G.