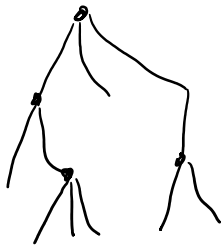


Local convergence and Branching Processes

Tuesday, February 6, 2018 3:25 PM

Galton - Watson Branching Process

Offspring distribution X , $\mathbb{E}X = \mu$.



Each vertex
has independent offspring
with law X .

$Z_n = \#$ in level n ,

$$Z_{n+1} = \sum_{i=1}^{Z_n} X_{i,n}$$

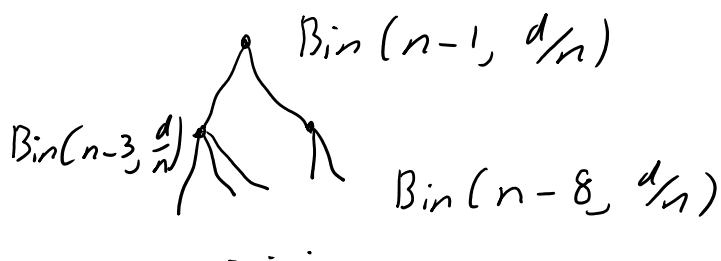
$$\mathbb{E} Z_{n+1} = \mu \mathbb{E} Z_n = \mu^{n+1}.$$

If $\mu < 1$ then $\mathbb{E} Z_n \rightarrow 0$.

Does it ever die out

- $\mathbb{P}[\text{Survive}] = p > 0$ iff $\mu > 1$,
where p solves $p = \mathbb{E} p^X$.

Local neighbourhood



Locally close to Branching Process

with Poisson(d) offspring dist.

- Local Weak Limit

Metric on rooted graphs

We say $(G, v) \simeq (G', v')$

if \exists graph homomorphism

$\psi: V \rightarrow V'$ bijection, $\psi(v) = v'$

$(w, u) \in E$ iff $(\psi(w), \psi(u)) \in E'$.

I will write $(G, v) \simeq_r$ if $B_r(G, v) \simeq B_r(G', v')$.

$$d((G, v), (G, v')) = 2^{-\max\{r: (G, v) \simeq_r (G, v')\}}$$

Let I_n uniformly chosen vertex of G_n

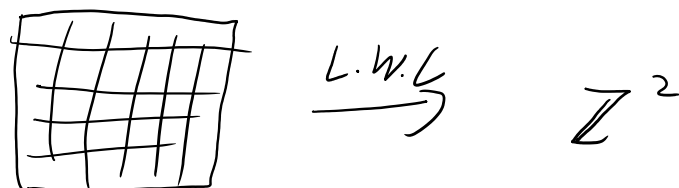
$(G_n, I_n) \xrightarrow{\text{law}} (G, I)$ weak convergence
w.r.t. local metric.

• If $\mathbb{P}[(G_n, I_n) \simeq_r (g, v)] \rightarrow \mathbb{P}[(G, I) \simeq_r (g, v)]$
 $\forall (g, v)$.

• If G bounded degree then space
is relatively compact. Enough that

$|B_r(G_n, I_n)|$ is tight.

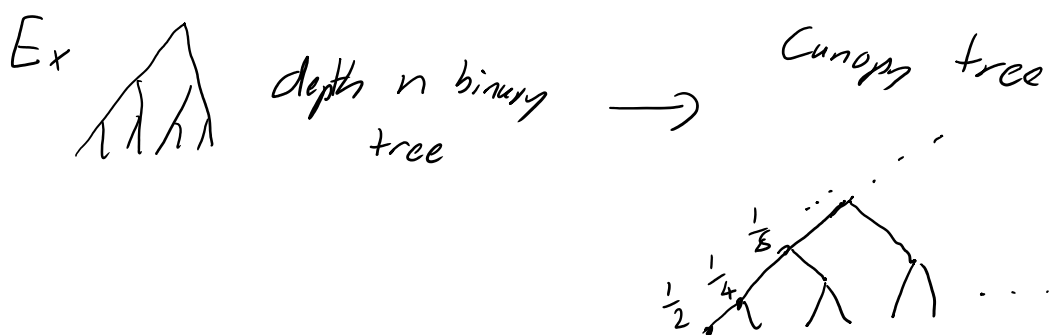
Ex: $n \times n$ grid



$$G(n, \frac{d}{n}) \xrightarrow{\text{lwc}} GW(\text{Pois}(d))$$

What about random d -regular?

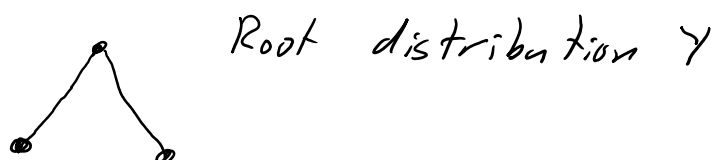
Limit is infinite d -regular tree



What about random graph with degree sequence with law γ .

$$q_k = P[Y=k],$$

• Use configuration model:



$$P[\text{child degree } k]$$

$$= \frac{\# \text{ vertices degree } k \cdot k}{\# \text{ e.d.}}$$

* edges

$$\approx \frac{p_k \cdot n \cdot k}{\mathbb{E} Y \cdot n} = \frac{p_k \cdot k}{\mathbb{E} Y} \quad \text{sized biased distribution } Y^*.$$

Limit is a modified GWBP with root distribution $Y^* - 1$.

Fact: If Y is Poisson then, $Y^* - 1 \stackrel{d}{=} Y$.

- This is for the configuration model, reveal multiple local neighbourhoods to get back to the simple graph.

