

## Motivation

- Symmetry: structural invariance w.r.t. certain transformations
- Symmetry in networks (graphs) relates structure of edges and identity of vertices
  - e.g.: using network structure for matching vertices of related networks, breaching users' privacy
- Global symmetry: traditional graph-theoretic approach
  - isomorphisms: adjacency-preserving vertex mappings
  - automorphisms: isomorphisms to the graph itself
  - group of automorphisms induces equivalence classes of vertices: “equivalent position” in the network
- In many cases, an asymmetric network contains vertices that are intuitively equivalent from a local perspective
  - Topologically similar areas of the network

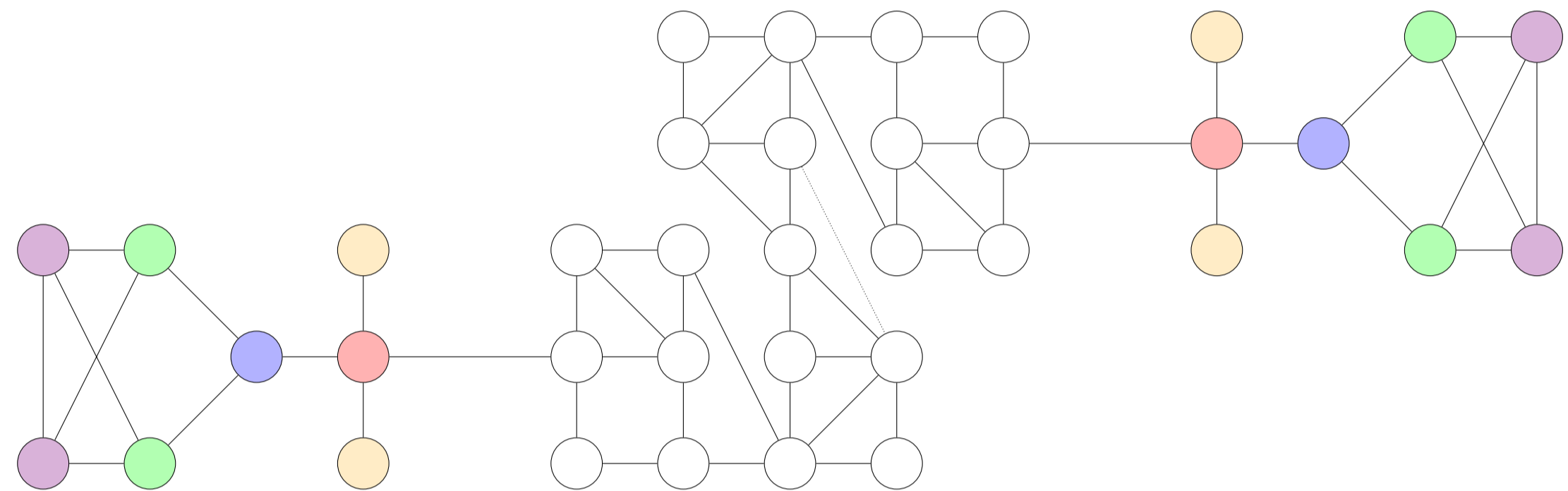


FIG. 1: Equivalence of local structures, highlighted by similarly colored subgraphs. Due to the presence of the dashed edge, no automorphism matches these subgraphs, so global symmetry between them does not exist.

- Can we capture this equivalence with the concept of symmetry?

## Local symmetry

- Given a graph  $G = (V, E)$  and node  $v \in V$ , let  $\mathcal{N}^k[u]$  be the subgraph induced by vertices with distance at most  $k$  from  $u$ 
  - $\mathcal{N}^0[v] = v$  (trivial graph)
  - $\mathcal{N}^1[v] = \mathcal{N}[v] = v$  and its neighbors with incident edges
  - Growing neighborhoods: proxy for locality

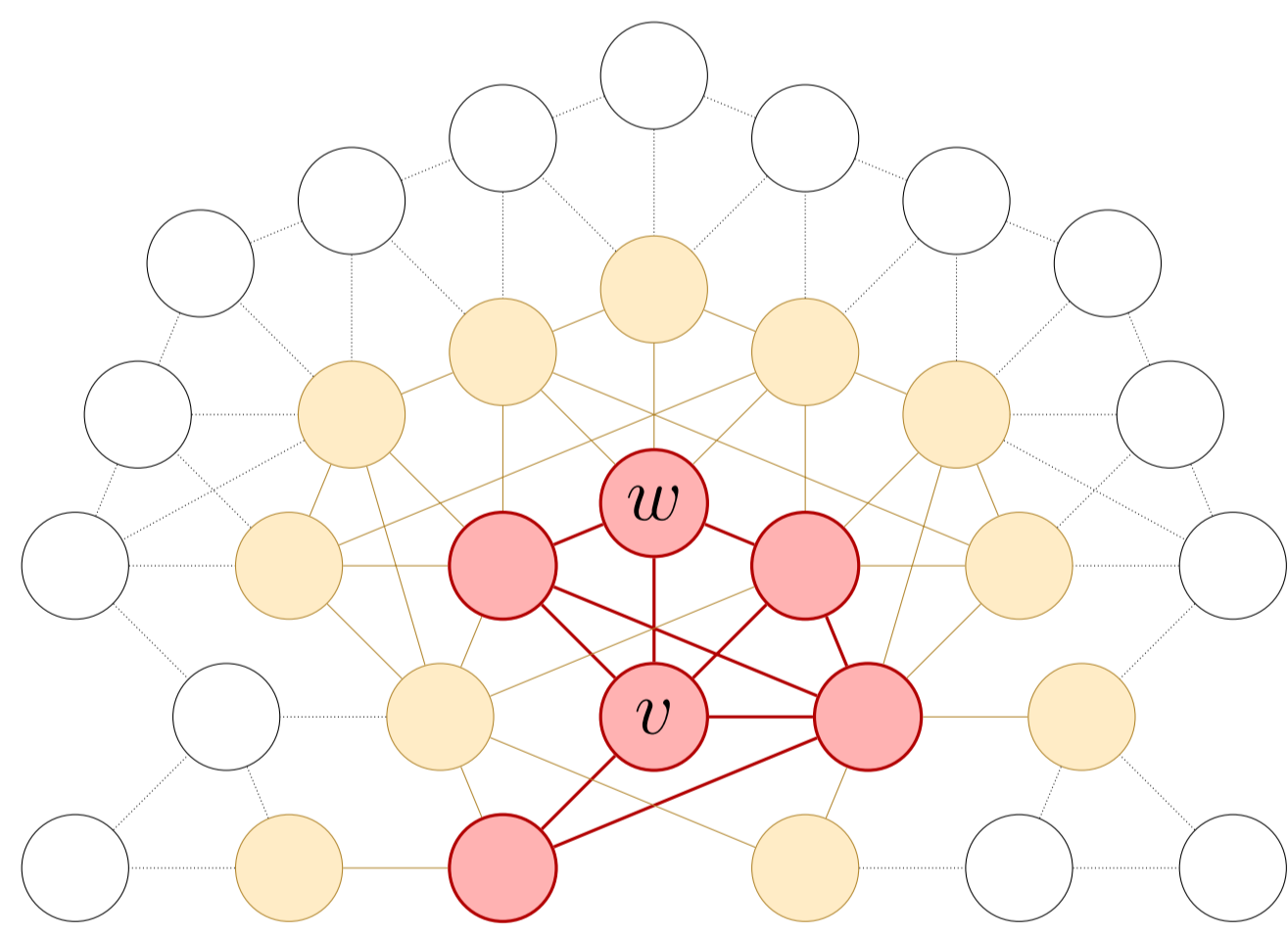


FIG. 2: Neighborhoods around  $v$ .  $\mathcal{N}[v]$  is traditional closed neighborhood;  $\mathcal{N}^2[v] = \mathcal{N}[\mathcal{N}[v]]$  includes both red and orange vertices;  $\mathcal{N}^3[v] = G$

- Global symmetry (traditional):
  - $u$  and  $v$  are globally symmetric  $\iff$  there is an automorphism of  $G$  mapping  $u$  to  $v$
  - $G$  is globally symmetric  $\iff$  there are  $u, v \in V$  distinct and globally symmetric — i.e.  $G$  has a non-trivial automorphism
- Local symmetry (proposed here):
  - $u$  and  $v$  are  $k$ -locally symmetric  $\iff$  there is an isomorphism between  $\mathcal{N}^k[u]$  and  $\mathcal{N}^k[v]$  mapping  $u$  to  $v$
  - $G$  is locally symmetric  $\iff$  there are  $u, v \in V$  distinct and  $k$ -locally symmetric
    - e.g.: red nodes in Figure 1 are 4-local symmetric
- Intuition:  $u$  and  $v$  locally symmetric must
  - have topologically equivalent neighborhoods; AND
  - be equivalently located in these neighborhoods
- Size of neighborhood determines level of locality
  - We'll use “local symmetry” = 1-local symmetry by default
- Hierarchy of symmetries
  - $(k + 1)$ -local symmetry implies  $k$ -local symmetry
  - If  $k \geq \text{diam}(G)$ ,  $k$ -local symmetry = global symmetry

## Known results

(see [Bollobás '81], [KSV '02])

- A  $G(n, p)$  random graph is:
  - globally asymmetric a.a.s. if  $p \in [\log n/n, 1 - \log n/n]$
  - globally symmetric if  $p \ll \log n/n$  or  $1 - p \ll \log n/n$
- A  $G(n, m)$  random graph is globally asymmetric a.a.s iff  $2m/\binom{n}{2} \geq \log n + \omega(1)$  and  $n - 1 - 2m/\binom{n}{2} \geq \log n + \omega(1)$

## Regime of local symmetry

**Theorem:** A  $G(n, p)$  random graph, with  $p = o(n^{-2/3})$ , is locally symmetric a.a.s.

- Local symmetry persists to much higher average degree than global symmetry

**Proof sketch:**

- A  $G(n, p)$  has few triangles ( $\sim (np)^3 = o(n)$ )
  - therefore most neighborhoods ( $n - o(n)$ ) are stars
- Degrees in  $G(n, p)$  are concentrated around  $np$ 
  - range of length  $\sim np$ :  $o(n)$  degree values used
- Same degree + star neighborhoods  $\implies$  local symmetry

## Regimes of local asymmetry

**Theorem:** A  $G(n, p)$  random graph, with  $\omega(n^{-1/2+\delta_1}) \leq p \leq o(n^{-3/7-\delta_2})$  for constant  $\delta_1, \delta_2 > 0$ , is locally asymmetric a.a.s.

- Local asymmetry eventually emerges, but much later

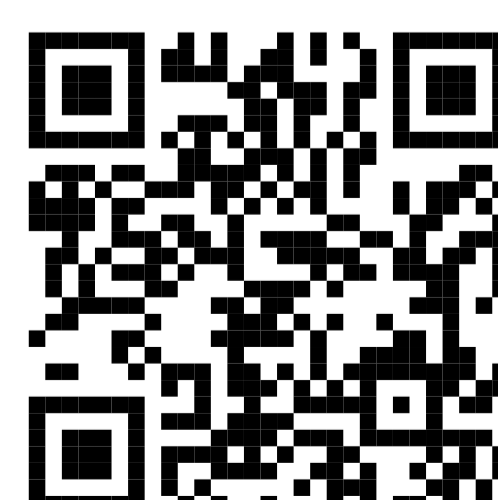
**Proof sketch:**

- Union bounds reduces problem to local asymmetry of two vertices in  $G(n, p)$
- Isomorphism relates to distance metric  $\Delta$  over degree sequences of neighborhoods
  - Local symmetry between  $u$  and  $v$  only if  $\Delta(\mathcal{N}[u], \mathcal{N}[v]) = 0$
- Intersection between neighborhoods is small
  - Removing it affects  $\Delta$  by  $O((np^2)^2)$
- Neighborhood remainders are two independent  $G(n, p)$  random graphs
  - Random size:  $\sim np$  vertices
  - Degrees can be considered independent
  - Power-law decaying probabilities are preserved by approximation
- Degrees in each graph are grouped into “buckets”
  - Joint distributions of degrees in each bucket are multinomial
  - $\Delta \geq L_1$ -distance between two independent multinomials
  - Larger than  $(np)^{1/2-\epsilon}$  with probability  $1 - o(n^{-a})$ , for any  $\epsilon, a > 0$

**Additional details:**

- Degree sequence edit distance:  $\Delta(G, G') = \sum_k |\phi_G(k) - \phi_{G'}(k)|$ , where  $\phi_G(k)$  counts vertices in  $G$  with degree  $k$ 
  - $\Delta(G, G')$  is the minimum mismatch when aligning vertices of  $G$  and  $G'$  by degree
  - Isomorphic graphs must have the same degree sequence:  $\Delta = 0$
  - Useful fact: if  $G = (V, E)$  and  $S \subseteq G$ , then  $\Delta(G, G[S]) \leq |V \setminus S| + |C(S)|$ , where  $C(S)$  counts edges between  $S$  and  $V \setminus S$
- Degrees in a  $G(n, p)$  random graph are almost like independent random variables
  - McKay and Wormald '97: approximation framework, with asymptotic error guarantees for event probabilities
  - Three intermediate models to perform transition between  $\mathcal{B}_{n,p}$  (binomial model, independent sequence) and  $\mathcal{D}_{n,p}$  (degree sequence model, extracted from  $G(n, p)$ )
- Theorem:** If  $p$  satisfies  $\omega(\log n/n) \leq p \leq o(n^{-1/2})$ , then for any event sequence  $A_n$  and any fixed  $a > 0$ ,  $\mathbb{P}_{\mathcal{B}_{n,p}}(A_n) = o(n^{-a})$  implies  $\mathbb{P}_{\mathcal{D}_{n,p}}(A_n) = o(n^{-a})$ .
- Our extension: simultaneous approximation for two independent random graphs

## Preprints



[arXiv 1601.02478] Power-law decay of the degree-sequence probabilities of two random graphs with application to graph isomorphism

[arXiv 1605.01758] Local symmetry in random graphs

