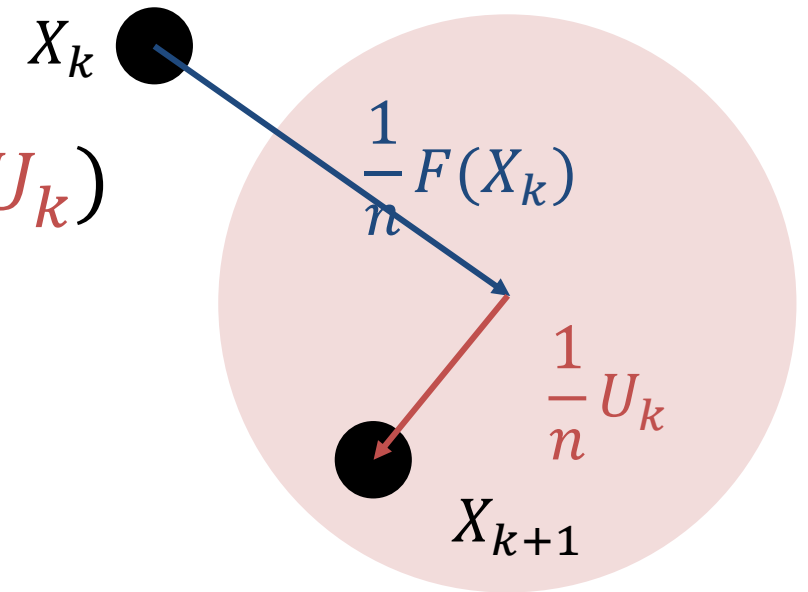


Reinforced random walk with F

A discrete time stochastic process $\{X_k: k = 0, 1, \dots\}$ in \mathbb{R}^d that admits the following representation,

$$X_{k+1} - X_k = \frac{1}{n} (F(X_k) + U_k)$$

- Agent based models with n agents
 - Evolutionary games
 - Dynamics on social networks
- Heuristic local search algorithms with uniform step size $1/n$

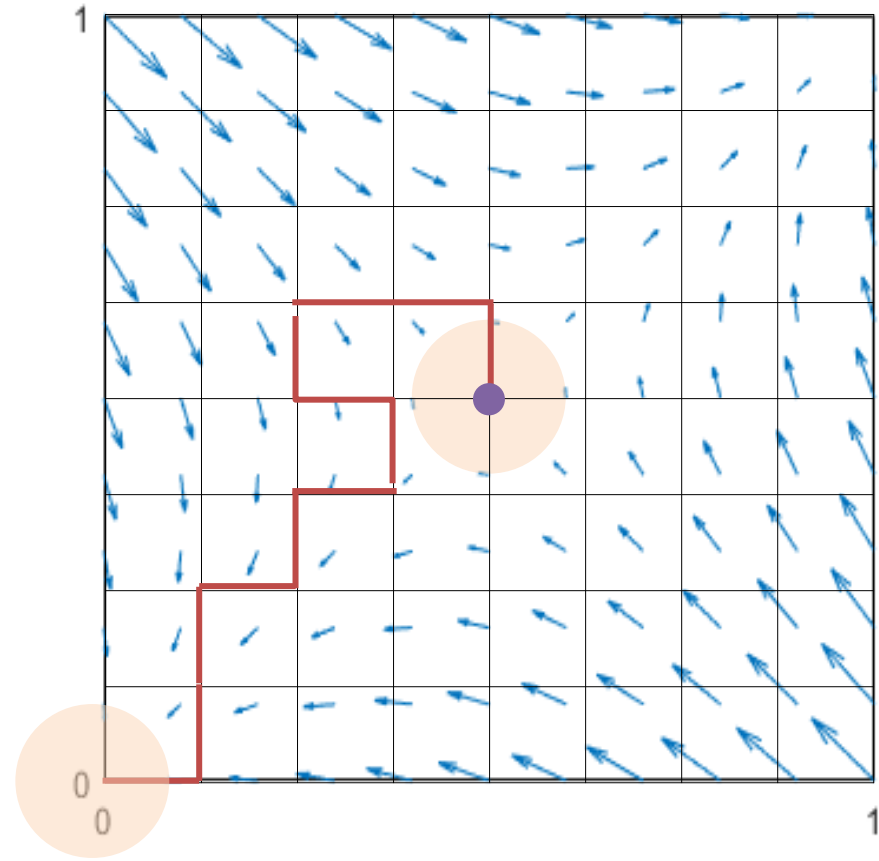


Gradient-like dynamics

Converges to an attracting fixed-point region in $O(n \log n)$ steps.

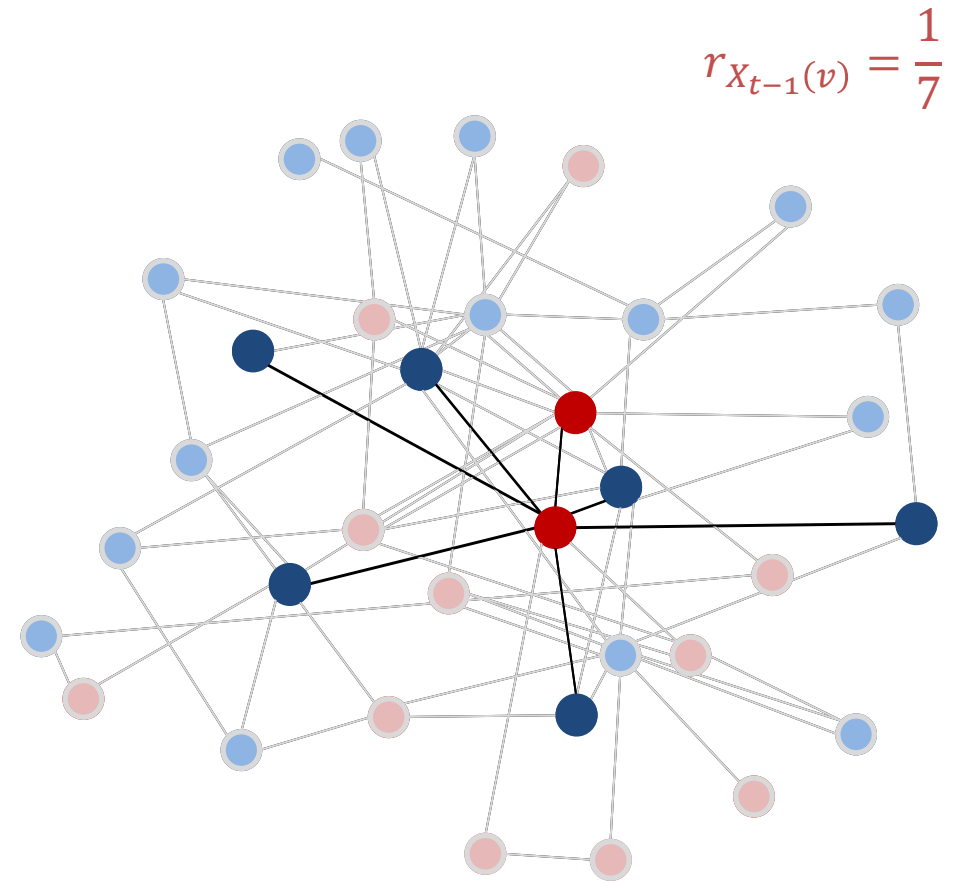
If

- Noise, U_k
 - Martingale difference
 - bounded
 - Noisy
- Expected difference, $F \in \mathcal{C}^2$
 - Fixed points are hyperbolic
 - Potential function



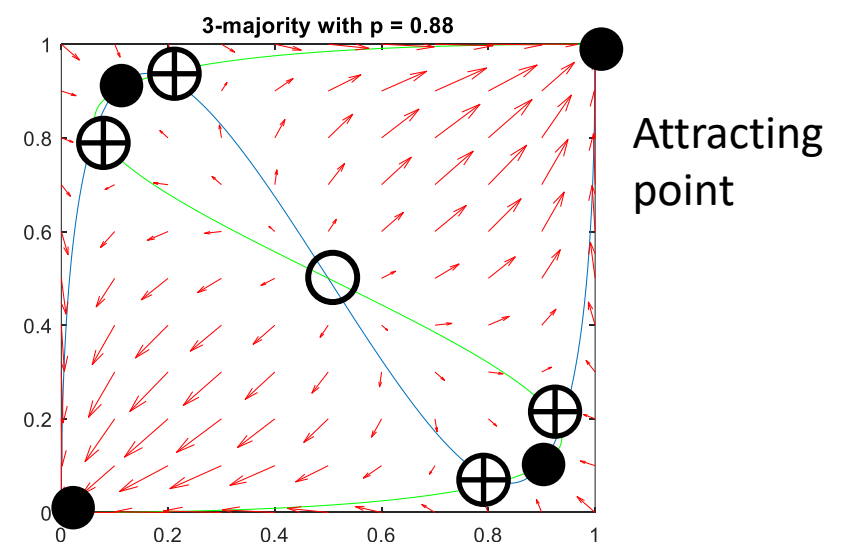
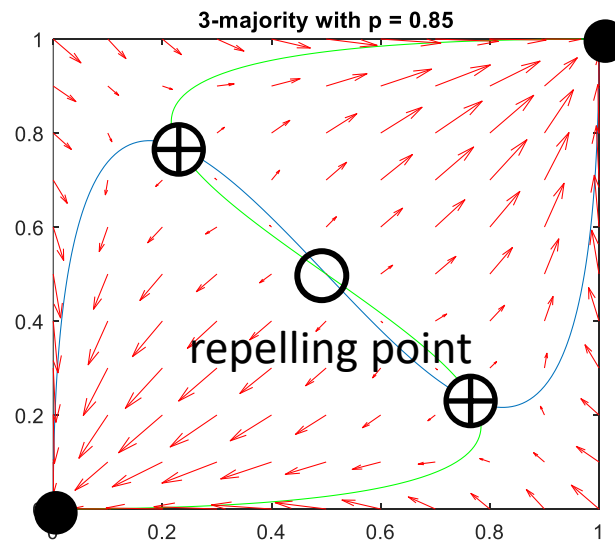
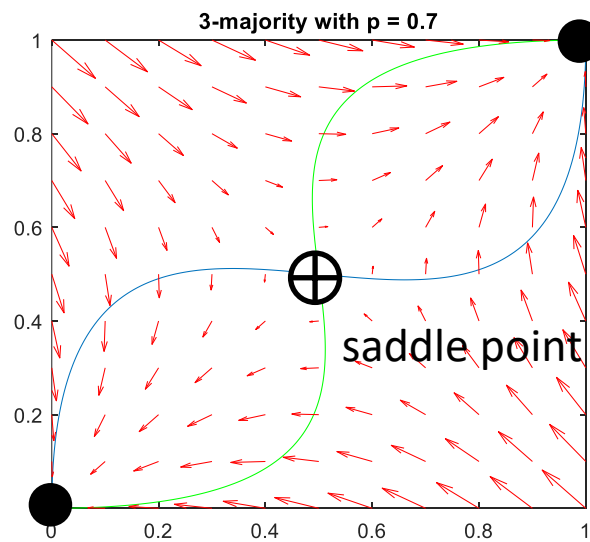
Node Dynamic $ND(G, f_{ND}, X_0)$ [SY18]

- Fixed a (weighted) graph $G = (V, E)$ opinion set $\{0,1\}$, an update function f_{ND}
- Given an initial configuration $X_0: V \mapsto \{0,1\}$
- At round t ,
 - A node v is picked uniformly at random
 - $X_t(v) = 1$ w.p. $f_{ND}(r_{X_{t-1}}(v))$;
= 0 otherwise



Our Dichotomy Theorem

- Given a smooth rich-get-richer function $f_{ND} \in \mathcal{C}^2$, and a planted community graph $G = K(n, p)$. The **maximum expected consensus time** of $\text{ND}(G, f_{ND}, X_0)$ has two cases:



Attracting point

