

Coloring a graph arising from a lacunary sequence, Diophantine approximation, and constructing a Kakeya set: Applications of the probabilistic method






Yuval Peres ¹

Based on joint works with

Wilhelm Schlag;

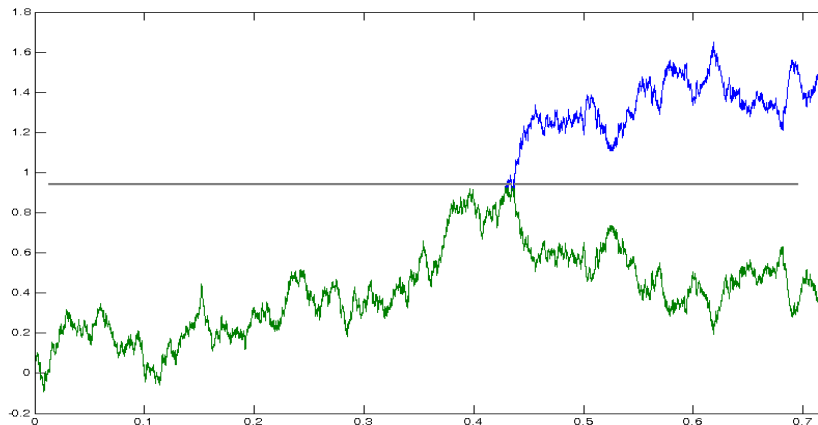
Y. Babichenko, R. Peretz, P. Sousi and P. Winkler

¹Microsoft Research

-  A. Dvoretzky, P. Erdős and S. Kakutani,
Double points of paths of Brownian motion in n -space,
Acta Sci. Math. Szeged, 12 75–81, 1950.
-  A. Dvoretzky, P. Erdős and S. Kakutani,
Multiple points of paths of Brownian motion in the plane,
Bull. Res. Council Israel, 3 364–371, 1954.
-  A. Dvoretzky, P. Erdős, S. Kakutani and S. J. Taylor,
Triple points of Brownian paths in 3-space,
Proc. Cambridge Philos. Soc., 53, 856–862, 1957.
-  A. Dvoretzky, P. Erdős and S. Kakutani,
Points of multiplicity c of plane Brownian paths,
Bull. Res. Council Israel 7, 175–180, 1958.
-  A. Dvoretzky, P. Erdős and S. Kakutani,
Nonincrease everywhere of the Brownian motion process,
Proc. 4th Berkeley Sympos. II 103–116, 1961.

Fine properties of Brownian paths, following Paul Lévy and continued by S.J. Taylor, J.F. Le Gall and many others.

Does Brownian motion have points of increase?



Nonincrease everywhere of the Brownian motion process; Dvoretzky, Erdős and Kakutani (1961).

From the review by J. Lamperti:

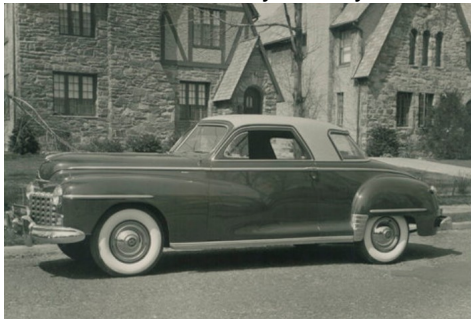
Let X be the standard Brownian motion in one dimension. It is well-known that, with probability 1, a path of this process is nowhere differentiable; the present paper establishes the more delicate fact that almost all Brownian paths have no points of increase. The proof is quite intricate . . .

Simple proofs:

- K. Burdzy (Ann. Probab. 1990)
- Y.P. (Israel J. Math. 1996).

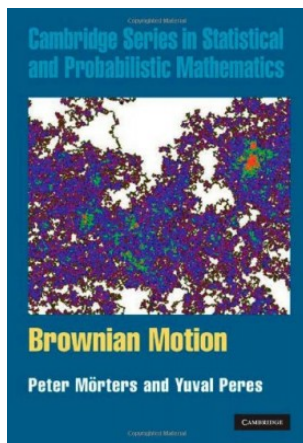
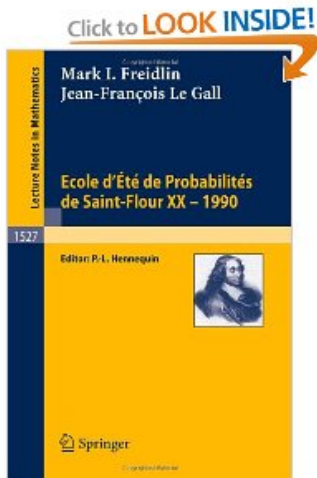
Kakutani's car

According to S. Kakutani (1990), DEK first found a "proof" that points of increase do exist, by a fancy version of the reflection principle . . .



Some echoes of 3AM can be found in the original paper . . .

For more information on Brownian sample paths:

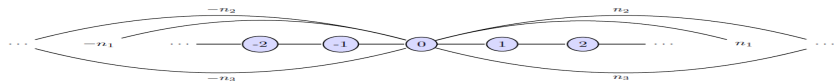


Yuval Peres

Coloring a graph arising from a lacunary sequence, Diophantine approxi

The Cayley graph determined by a sequence $\mathcal{S} = \{n_k\}$

Define a graph $\mathcal{G}_{\mathcal{S}}$ with vertex set \mathbb{Z} , where the pair $\{n, m\}$ is an edge iff $|n - m| \in \mathcal{S}$.



Example: $n_k = k^d$ where $2 < d \in \mathbb{N}$.

- $\mathcal{G}_{\mathcal{S}}$ has no triangles by FLT
- Furstenberg (1977) and Sárközy (1978) showed that $\forall A \subset \mathbb{Z}$ of positive upper density, $\exists x, y \in A$ and $k \in \mathbb{N}$ such that $x - y = k^d$.
- Thus every independent set in $\mathcal{G}_{\mathcal{S}}$ has zero density \Rightarrow
- The chromatic number $\chi(\mathcal{G}_{\mathcal{S}}) = \infty$.

Two problems of Erdős on lacunary sequences

- The chromatic number $\chi(\mathcal{G})$ of a graph \mathcal{G} is the minimal number of colors in a proper vertex coloring (neighbors assigned distinct colors.)

Problem A (Erdős, 1987)

Fix $\varepsilon > 0$ and suppose $\mathcal{S} = \{n_j\}_{j=1}^{\infty}$ is a **lacunary** sequence of positive integers, where $n_{j+1} > (1 + \varepsilon)n_j$ for all $j \geq 1$. Is the chromatic number $\chi(\mathcal{G}_{\mathcal{S}})$ necessarily finite?

Problem B (Erdős, 1975)

Let $\varepsilon > 0$ and \mathcal{S} be as in Problem A. Is there a number $\theta \in (0, 1)$ so that the sequence $\{n_j\theta\}_{j=1}^{\infty}$ is not dense modulo 1?

The relation between Problem A and Problem B was discovered by Katznelson in 1987, and published in 2001.

Relation between Problem A and Problem B

- Let $\delta > 0$ and $\theta \in (0, 1)$ be such that $\inf_j \|\theta n_j\| > \delta$, where $\|\cdot\|$ is distance to the closest integer.
- Partition $\mathbb{T} = [0, 1)$ into $k = \lceil \delta^{-1} \rceil$ disjoint intervals I_1, \dots, I_k of length $\frac{1}{k} \leq \delta$.
- Let \mathcal{G} be the graph from Problem A and assign the vertex $n \in \mathbb{Z}$ the color j iff $n\theta \in I_j \pmod{1}$.
- Any two vertices connected by an edge must have different colors. Therefore, $\chi(\mathcal{G}) \leq k = \lceil \delta^{-1} \rceil$.

- Problem B was solved by Pollington (1979), de Mathan (1980) and Katznelson (2001);
- As noted by Moshchevitin (2010), problem B was already raised and solved in 1926 by Khinchin, but this was forgotten ...
- Khinchin (1926) and Katznelson (2001) showed that there exists a θ such that

$$\inf_{j \geq 1} \|\theta n_j\| > c\varepsilon^2 |\log \varepsilon|^{-1}.$$

Theorem (P., Schlag; Bull. London Math. Soc. 42 (2010))

Suppose $\mathcal{S} = \{n_j\}$ satisfies $n_{j+1}/n_j \geq 1 + \varepsilon$, where $0 < \varepsilon < 1/4$. Then there exists $\theta \in (0, 1)$ such that

$$\inf_{j \geq 1} \|\theta n_j\| > c\varepsilon |\log \varepsilon|^{-1}, \quad (1)$$

where $c > 0$ is a universal constant. Therefore, the graph $\mathcal{G} = \mathcal{G}_{\mathcal{S}}$ described in Problem A satisfies $\chi(\mathcal{G}) \leq c^{-1} |\log \varepsilon| / \varepsilon$.

- Up to the $|\log \varepsilon|^{-1}$ factor, (1) is optimal. Indeed, let $n_j = j$ for $j = 1, 2, \dots, \lfloor \varepsilon^{-1} \rfloor$ and continue this as a lacunary sequence with ratio $1 + \varepsilon$. In this case $\chi(\mathcal{G}) > \lfloor \varepsilon^{-1} \rfloor$.

Rotation orbits sampled along a lacunary sequence

The following quantitative result on Problem B extends the previous theorem.

Theorem (P., Schlag 2010)

Suppose $S = \{n_j\}$ satisfies $n_{j+1}/n_j \geq 1 + \varepsilon$ for all j . Define

$$E_j = \left\{ \theta \in \mathbb{T} : \|n_j \theta\| < \frac{c_0 \varepsilon}{|\log_2 \varepsilon|} \right\} \quad (2)$$

for $j \geq 1$. If $240 c_0 \leq 1$, then

$$\bigcap_{j=1}^{\infty} E_j^c \neq \emptyset. \quad (3)$$

Proof ingredient: Lovász local lemma

Lemma

Let $\{A_j\}_{j=1}^N$ be events in a probability space $(\Omega, \mathcal{F}, \mathbb{P})$ and let $\{x_j\}_{j=1}^N$ be a sequence of numbers in $(0, 1)$. Assume that for every $i \leq N$, there is an integer $0 \leq m(i) < i$ so that

$$\mathbb{P}\left(A_i \mid \bigcap_{j < m(i)} A_j^c\right) \leq x_i \prod_{j=m(i)}^{i-1} (1 - x_j). \quad (4)$$

Then for any integer $n \in [1, N]$, we have

$$\mathbb{P}\left(\bigcap_{i=1}^n A_i^c\right) \geq \prod_{\ell=1}^n (1 - x_\ell). \quad (5)$$

The lemma is applied to Lebesgue measure in $[0, 1]$ and to sets $\{A_j\}$, where A_j is the union of all binary intervals of length $\frac{c_0 \varepsilon}{n_j |\log_2 \varepsilon|}$ that intersect E_j .

MR2770060 Y. Bugeaud and N. Moshchevitin (2011)
Badly approximable numbers and Littlewood-type problems.
Math. Proc. Cambridge Philos. Soc. 150, 215-226.

From Math Reviews:

The Littlewood conjecture states that, for any given pair (α, β) of real numbers, we have $\inf_{q \geq 1} q \cdot \|q\alpha\| \cdot \|q\beta\| = 0$, where $\|\cdot\|$ denotes the distance to the nearest integer. The authors prove, with a method introduced by Y. Peres and W. Schlag, that the set of pairs $(\alpha, \beta) \in \mathbb{R}^2$ such that

$$\liminf_{q \rightarrow +\infty} q \cdot (\log q)^2 \cdot \|q\alpha\| \cdot \|q\beta\| > 0$$

has full Hausdorff dimension in \mathbb{R}^2 .

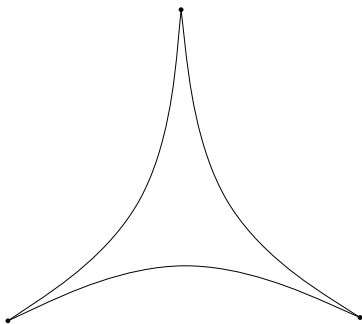
Keakeya sets – History

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Keakeya's question (1917): Is the three-pointed deltoid shape a Keakeya set of minimal area?



Besicovitch and Schoenberg's constructions

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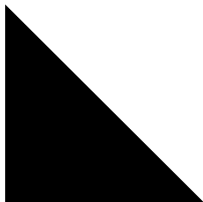
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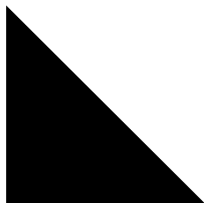
$$n = 1$$

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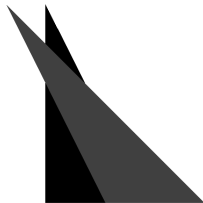
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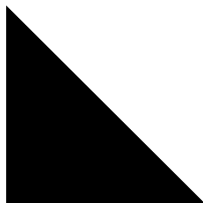
$n = 2$

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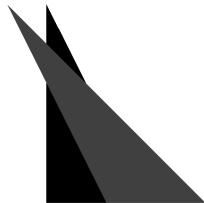
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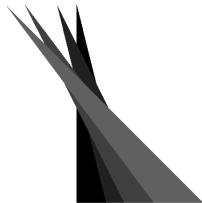
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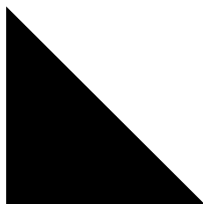
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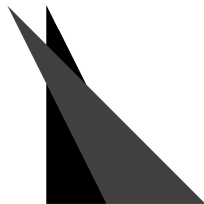
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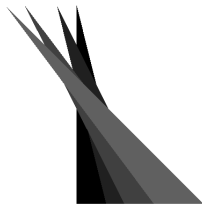
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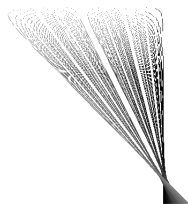
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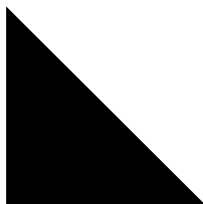
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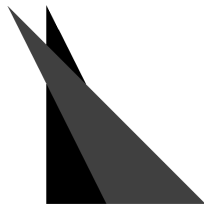
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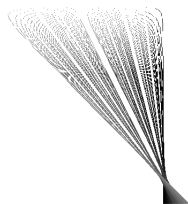
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(Figures due to Terry Tao)

New connection to game theory and probability

In this talk we will see a *probabilistic* construction of an optimal Kakeya set consisting of triangles.

New connection to game theory and probability

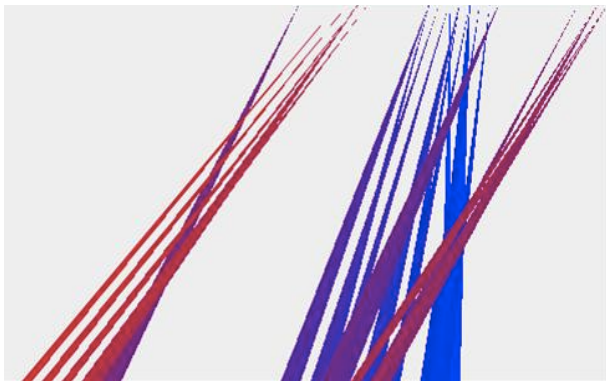
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We do so by relating these sets to a game of pursuit on the cycle \mathbb{Z}_n introduced by Adler et al.

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A. S. Besicovitch.

On Kakeya's problem and a similar one.

Math. Z., 27(1):312–320, 1928.



Roy O. Davies.

Some remarks on the Kakeya problem.

Proc. Cambridge Philos. Soc., 69:417–421, 1971.



Micah Adler, Harald Räcke, Naveen Sivadasan, Christian Sohler,
and Berthold Vöcking.

Randomized pursuit-evasion in graphs.

Combin. Probab. Comput., 12(3):225–244, 2003.



Yakov Babichenko, Yuval Peres, Ron Peretz, Perla Sousi, and
Peter Winkler.

Hunter, Cauchy Rabbit and Optimal Kakeya Sets.

Transactions AMS, to appear; arXiv:1207.6389

Two players

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Two players



Hunter

Definition of the game G_n

Two players



Hunter



Definition of the game G_n

Two players



Hunter



Rabbit

Definition of the game G_n

Two players



Hunter



Rabbit

Where?

Definition of the game G_n

Two players

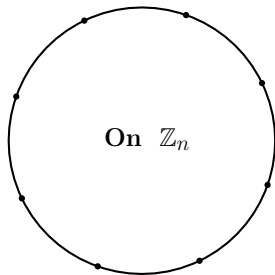


Hunter



Rabbit

Where?



When?

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At night – they cannot see each other....

Definition of the game G_n

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Hunter: Minimize “capture time”

Rabbit: Maximize “capture time”



The n -step game G_n^*

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- We will estimate p_n , and construct a Kakeya set of area $\asymp p_n$, that consists of $4n$ triangles.

Examples of strategies

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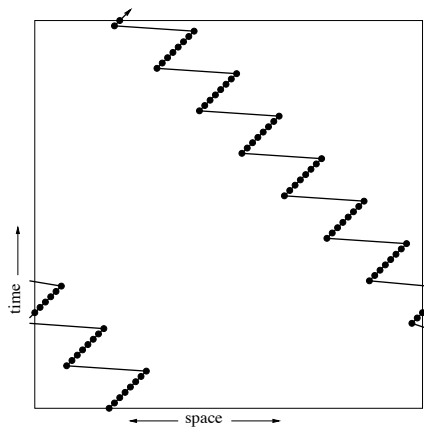
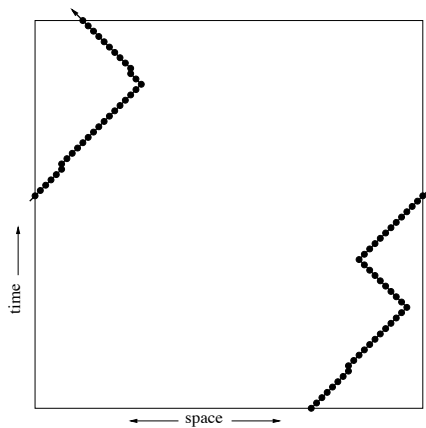
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- **Zig-Zag hunter strategy:** He starts in a random direction, then switches direction with probability $1/n$ at each step.

Rabbit counter-strategy: From a random starting node, the rabbit walks \sqrt{n} steps to the right, then jumps $2\sqrt{n}$ to the left, and repeats. The probability of capture in n steps is $\asymp n^{-1/2}$, so mean capture time is $n^{3/2}$.

Zig-Zag hunter strategy



Hunter's optimal strategy



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More formally....

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What capture time does this yield?

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What capture time does this yield? Let R_ℓ be the position of the rabbit at time ℓ and K_n the number of **collisions**, i.e.

$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i).$$

Hunter's optimal strategy



It turns out the best the hunter can do is **start at a random point** and **continue at a random speed**.

More formally... Let **a,b** be independent uniform on $[0, 1]$. Let **the position of the hunter at time t be**

$$H_t = \lceil an + bt \rceil \bmod n.$$

What capture time does this yield? Let R_ℓ be the position of the rabbit at time ℓ and K_n the number of **collisions**, i.e.

$$K_n = \sum_{i=0}^{n-1} \mathbf{1}(R_i = H_i).$$

Use second moment method – calculate first and second moments of K_n .

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So the **rabbit** should also choose a distribution for the jumps that favors short distances, yet grows linearly in time. This suggests a **Cauchy random walk**.

Cauchy Rabbit



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This is what we want - **But** in the discrete setting...

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Let $(X_t, Y_t)_t$ be a simple random walk in \mathbb{Z}^2 . Define hitting times

$$T_i = \inf\{t \geq 0 : Y_t = i\}$$

and set $R_i = X_{T_i} \bmod n$.

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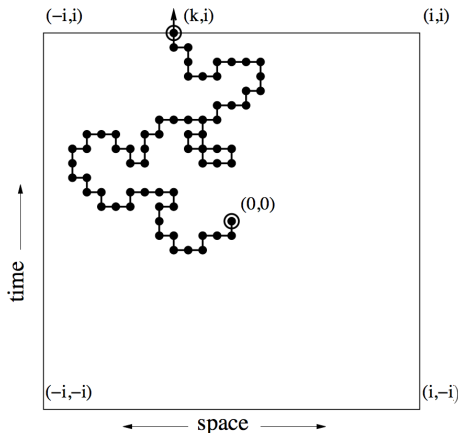
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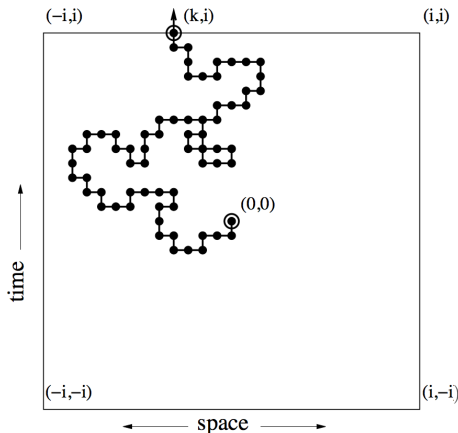
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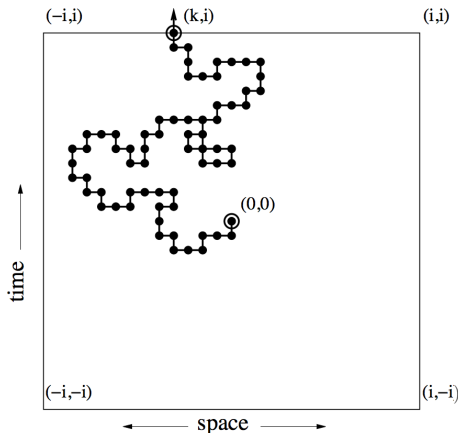
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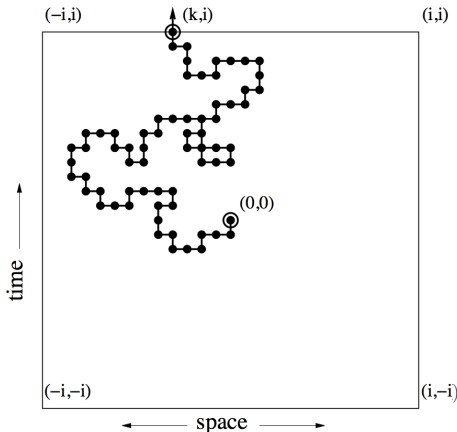
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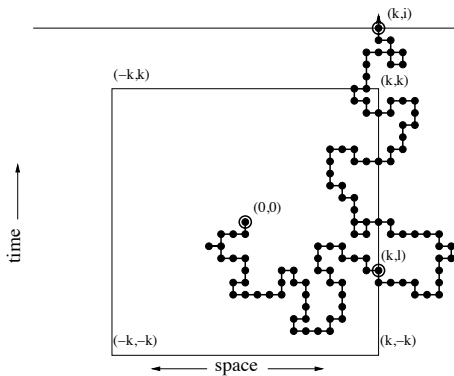
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- Thus the hitting probability at $(0, i)$ is at least $1/(8i + 4)$.

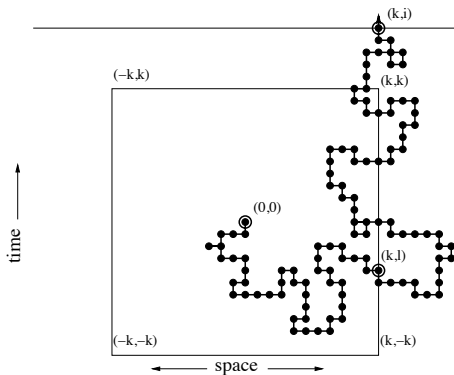


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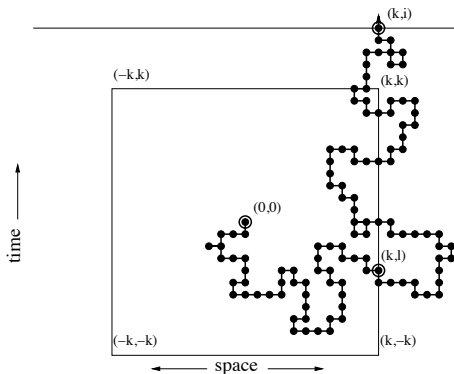
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- Suppose $0 < k < i$.



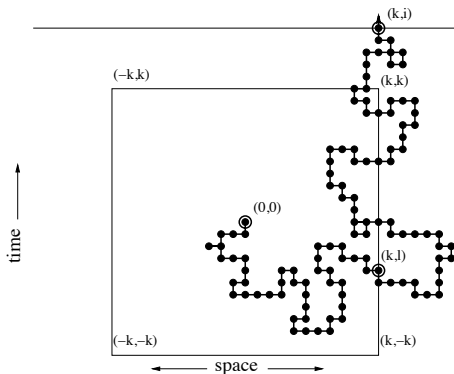
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- Repeating the previous argument, the hitting probability at (k, i) is at least c/i .



Rabbit and Hunter construct Kakeya sets

Let $(R_t)_t$ be a **rabbit** strategy. Extend it to real times as a step function.

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It is $\mathbb{P}(an + bm \leq R_m < an + b(m + 1))$, which is half the area of the triangle

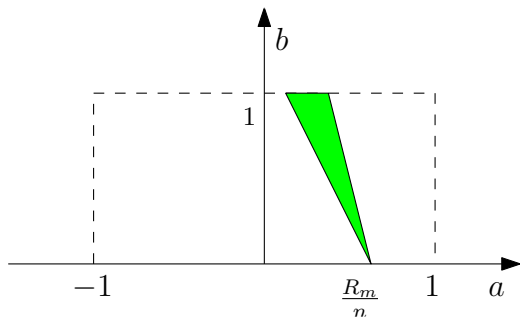
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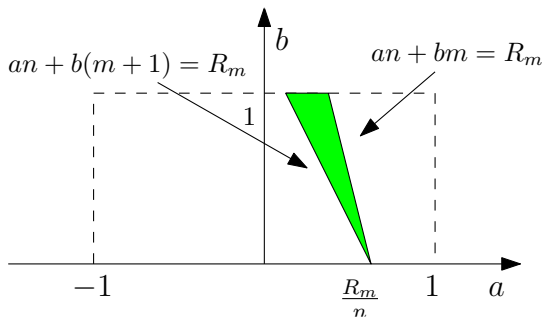
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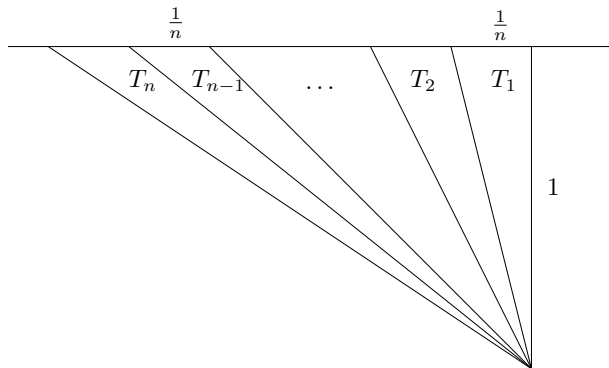
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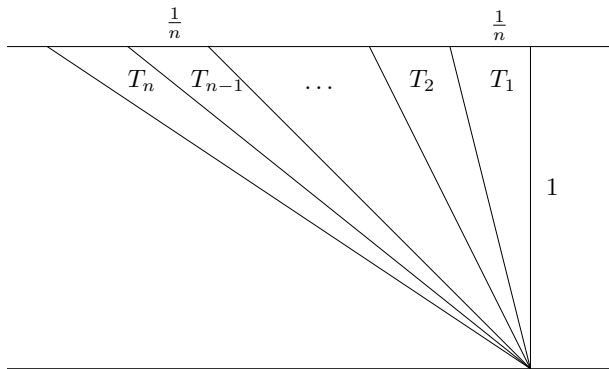
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In these triangles we can find a unit segment in all directions that have an angle in $[0, \pi/4]$

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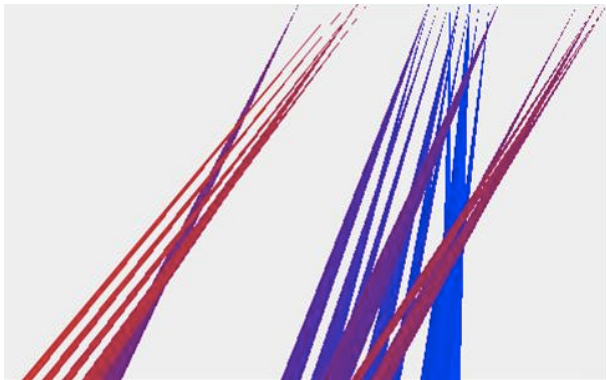
Hence, this gives a **set of triangles** with area of order at most $1/\log n$.

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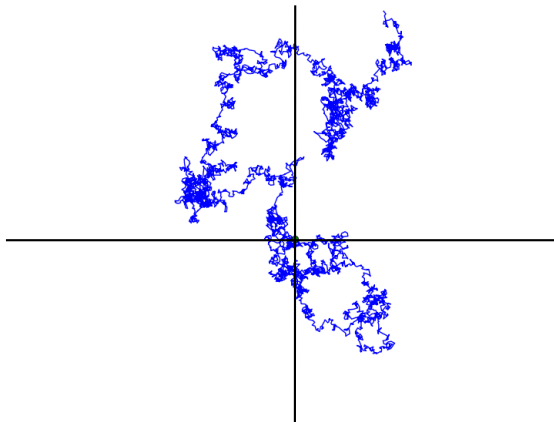


Simulation generated with $n = 32$

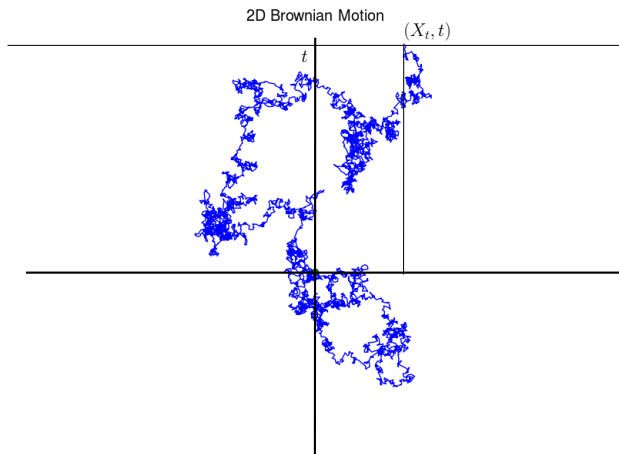
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2D Brownian Motion



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$X_{t+s} - X_t$ has the same law as tX_1 and X_1 has the Cauchy distribution (density given by $(\pi(1+x^2))^{-1}$).

Keakeya sets from the Cauchy process

Motivated by the Cauchy strategy, let's see a **continuum** analog of the probabilistic Keakeya construction of the hunter and rabbit.

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Let $(X_t)_t$ be a **Cauchy process**. Set

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$\text{Leb}(\Lambda) = 0$ and **most importantly** the ε -neighbourhood satisfies almost surely

$$\text{Leb}(\Lambda(\varepsilon)) \asymp \frac{1}{|\log \varepsilon|}$$

Keakeya sets – Open problems

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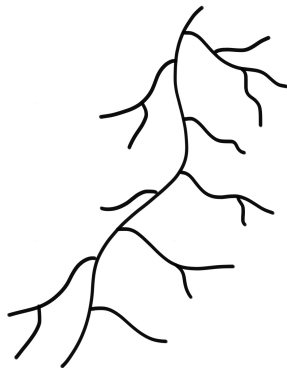
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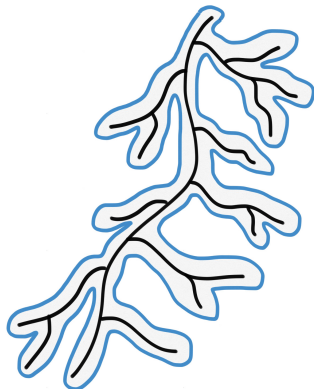
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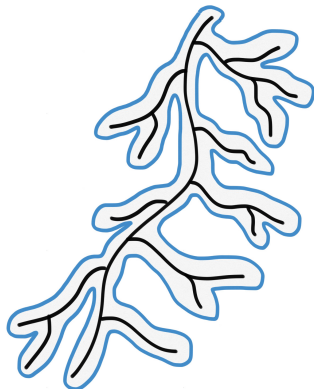
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- This is a closed path of length $2n - 2$.
- The hunter can now employ his previous strategy on this path. This will give $O(n \log n)$ capture time.



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Open Question: If the hunter and rabbit both walk on the same graph, is the *expected capture time* $O(n)$?