

COMPSCI 614: Randomized Algorithms with Applications to Data Science

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University of Massachusetts Amherst. Spring 2024.

Lecture 19

- I will send responses to project progress reports soon.

Last Week: Start on Markov Chains.

- Start on Markov chains and their analysis
- Markov chain based algorithms for satisfiability: $\approx n^2$ time for 2-SAT, and $\approx (4/3)^n$ for 3-SAT.

↳ improves on naive 2^n the algorithm

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Today: Markov Chains Continued

- The gambler's ruin problem.
- Aperiodicity and stationary distribution of a Markov chain.
- The fundamental theorem of Markov chains.

Markov Chain Review

- A discrete time stochastic process is a **Markov chain** if it is **memoryless**:

$$\Pr(X_t = a_t | X_{t-1} = a_{t-1}, \dots, X_0 = a_0) = \Pr(X_t = a_t | X_{t-1} = a_{t-1})$$

- If each X_t can take m possible values, the Markov chain is specified by the **transition matrix** $P \in [0, 1]^{m \times m}$ with

$$P_{i,j} = \Pr(X_{t+1} = j | X_t = i).$$

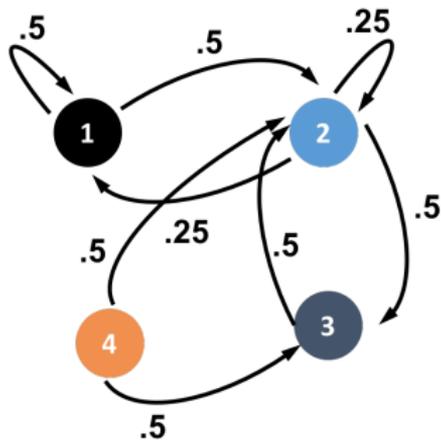
- Let $q_t \in [0, 1]^{1 \times m}$ be the distribution of X_t . Then $q_{t+1} = q_t P$.

q_1		P		q_2
.5 .5 0 0		.5 .5 0 0		.375 .375 .25 0
		.25 .25 .5 0		
		0 1 0 0		
		0 .5 .5 0		

=

Markov Chain Review

Often viewed as an underlying state transition graph. Nodes correspond to possible values that each X_t can take.



P

.5	.5	0	0
.25	.25	.5	0
0	1	0	0
0	.5	.5	0

The Markov chain is **irreducible** if the underlying graph consists of single strongly connected component.

Gambler's Ruin

Gambler's Ruin



usually not fair

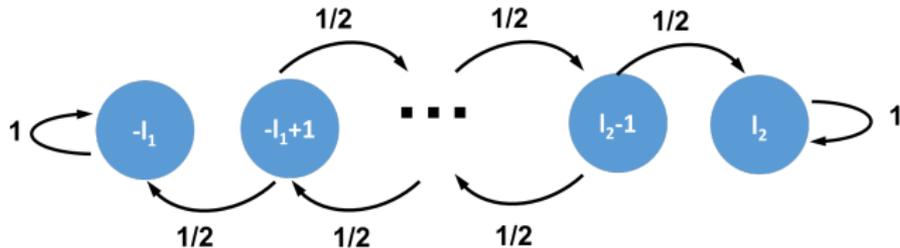
- You and 'a friend' repeatedly toss a ~~fair~~ coin. If it hits heads, you give your friend \$1. If it hits tails, they give you \$1.
- You start with $\$l_1$ and your friend starts with $\$l_2$. When either of you runs out of money the game terminates.
- What is the probability that you win $\$l_2$?

Gambler's Ruin Markov Chain

Let X_0, X_1, \dots be the Markov chain where X_t is your profit at step t . $X_0 = 0$ and:

$$P_{-l_1, -l_1} = P_{l_2, l_2} = 1$$

$$P_{i, i+1} = P_{i, i-1} = 1/2 \text{ for } -l_1 < i < l_2$$



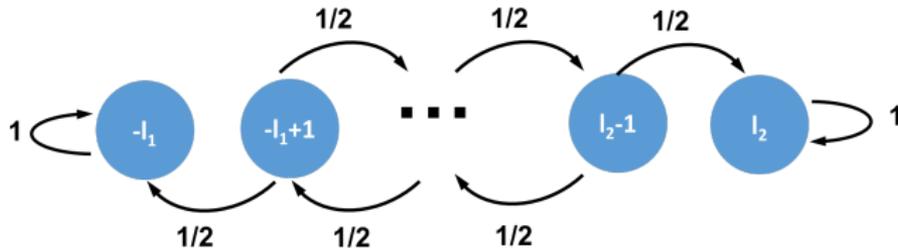
- l_1 and l_2 are **absorbing states**.
- All i with $-l_1 < i < l_2$ are **transient states**. I.e.,
 $\Pr[X_{t'} = i \text{ for some } t' > t \mid X_t = i] < 1$.

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Observe that this Markov chain is also a **Martingale** since

$$\mathbb{E}[X_{t+1} \mid X_t] = X_t.$$

Gambler's Ruin Analysis

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We want to compute $q = \lim_{t \rightarrow \infty} \Pr[X_t = \ell_2]$.

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$$\mathbb{E}[X_0] = 0$$
$$\mathbb{E}[X_{i+1} | X_i] = 0$$

We want to compute $q = \lim_{t \rightarrow \infty} \Pr[X_t = l_2]$.

By linearity of expectation, for any i , $\mathbb{E}[X_i] = 0$. Further, for $q = \lim_{t \rightarrow \infty} \Pr[X_t = l_2]$, since $-l_1, l_2$ are the only non-transient states,

$$\lim_{t \rightarrow \infty} \mathbb{E}[X_t] = \underbrace{l_2} q + \underbrace{-l_1} (1 - q) = 0.$$

$$\lim_{t \rightarrow \infty} \Pr(X_t = i) = 0$$

$i \neq -l_1, l_2$

$$\frac{l_1}{l_1 + l_2}$$

Gambler's Ruin Analysis

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Solving for q , we have $q = \frac{l_1}{l_1 + l_2}$.

why don't we
fix $l_2 = 1$

Gambler's Ruin Thought Exercise

What if you always walk away as soon as you win just \$1. Then what is your probability of winning, and what are your expected winnings?

Equivalent to setting $q_2 = 1$

↳ Prob of winning is $\frac{q_1}{q_1 + 1} \approx 1$

↳ expected winnings? 0

$$\frac{q_1}{q_1 + 1} \cdot 1 + \frac{1}{q_1 + 1} \cdot -q_1 = 0$$

"Optional stopping theorem"

Stationary Distributions

Stationary Distribution

A **stationary distribution** of a Markov chain with transition matrix $P \in [0, 1]^{m \times m}$ is a distribution $\pi \in [0, 1]^m$ such that $\pi = \pi P$.

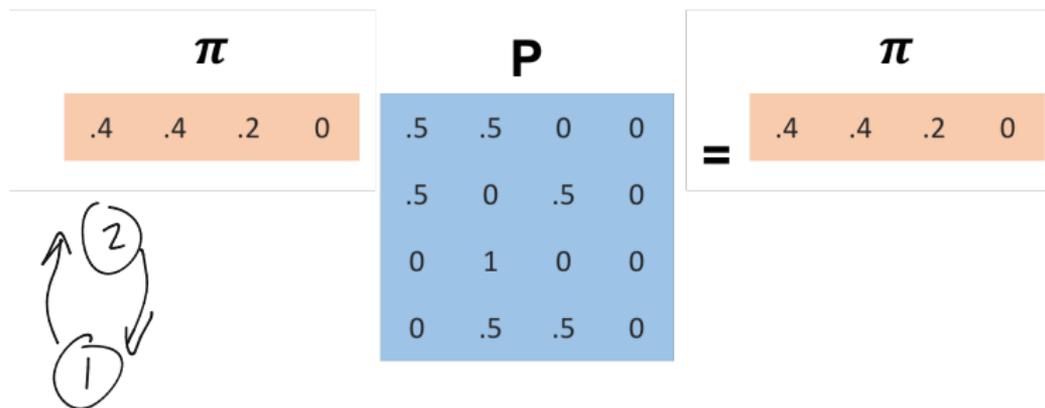
I.e. if $X_t \sim \pi$, then $X_{t+1} \sim \pi P = \pi$.

π		P		π
.4 .4 .2 0		.5 .5 0 0		.4 .4 .2 0
		.5 0 .5 0	=	
		0 1 0 0		
		0 .5 .5 0		

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Think-pair-share: Do all Markov chains have a stationary distribution?

$$\begin{bmatrix} .5 & .5 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} .5 & .5 \end{bmatrix}$$

Claim (Existence of Stationary Distribution)

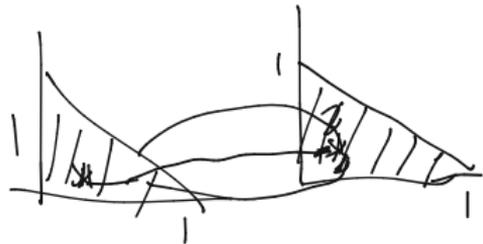
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Follows from the **Brouwer fixed point theorem**: for any continuous function $f: \mathcal{S} \rightarrow \mathcal{S}$, where \mathcal{S} is a compact convex set, there is some x such that $f(x) = x$. *probability simplex*

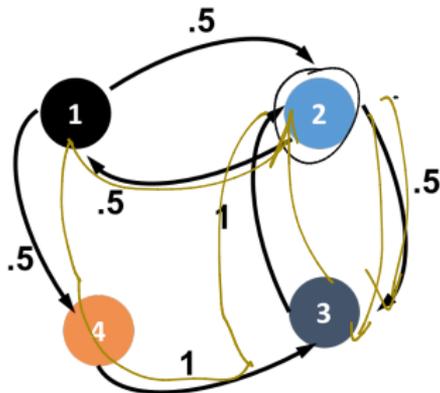
$$f(x) = \pi P = \pi$$



Periodicity

The **periodicity** of a state i is defined as:

$$T = \gcd\{t > 0 : \Pr(X_t = i \mid X_0 = i) > 0\}.$$



periodicity of
state 2 is 2

Periodicity

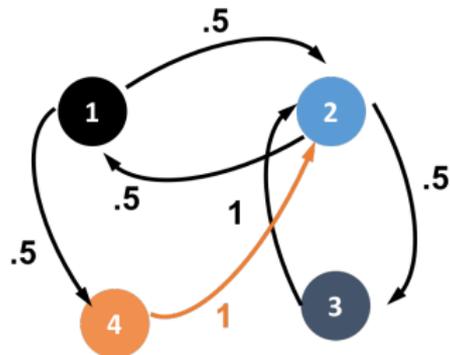
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3, 5

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periodicity of
state 4?

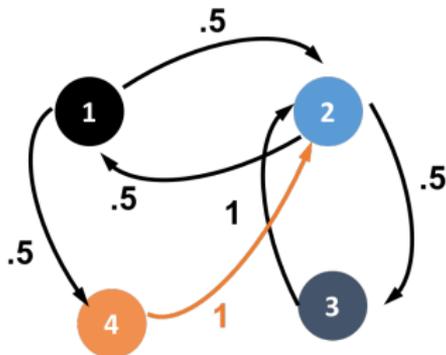
↳ 1.



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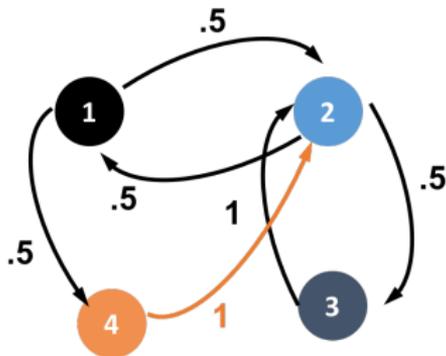


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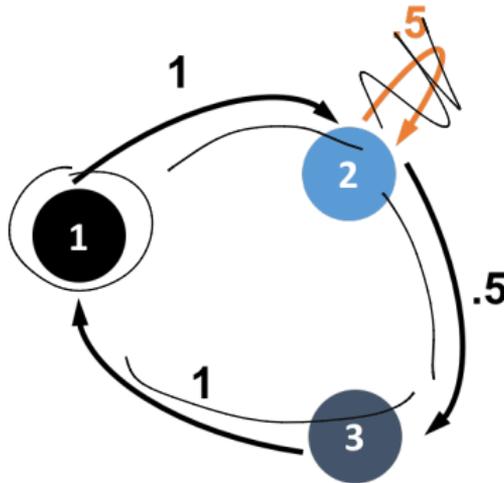
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A Markov chain is aperiodic if all states are aperiodic.

Periodicity

Claim

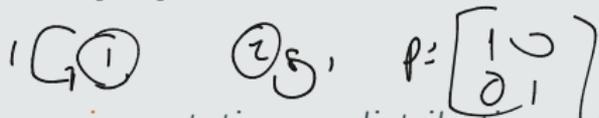
If a Markov chain is irreducible, and has at least one self-loop, then it is aperiodic.



Fundamental Theorem

Theorem (The Fundamental Theorem of Markov Chains)

Let X_0, X_1, \dots be a Markov chain with a finite state space and transition matrix $P \in [0, 1]^{m \times m}$. If the chain is both irreducible and aperiodic,

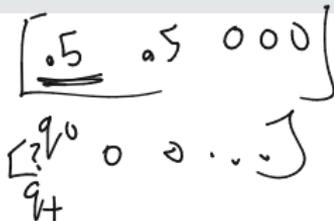


1. There exists a **unique** stationary distribution $\pi \in [0, 1]^m$ with $\pi = \pi P$.

2. For any states i, j , $\lim_{t \rightarrow \infty} \Pr[X_t = i | X_0 = j] = \pi(i)$. I.e., for any initial distribution q_0 , $\lim_{t \rightarrow \infty} q_t = \lim_{t \rightarrow \infty} q_0 P^t = \pi$.

3. $\pi(i) = \frac{1}{\mathbb{E}[\min\{t: X_t = i\} | X_0 = i]}$. I.e., $\pi(i)$ is the inverse of the average expected return time from state i back to i .

P has just 1 eigenvalue



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3. $\pi(i) = \frac{1}{\mathbb{E}[\min\{t: X_t = i\} | X_0 = i]}$. I.e., $\pi(i)$ is the inverse of the average expected return time from state i back to i .

In the limit, the probability of being at any state i is *independent of the starting state*.

Stationary Distribution Example 1

Shuffling Markov Chain: Given a pack of c cards. At each step draw two random cards, swap them and repeat.

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- What is the state space of this chain?

↳ all permutations of c cards
↳ $c!$ states

Stationary Distribution Example 1

Shuffling Markov Chain: Given a pack of c cards. At each step draw two random cards, swap them and repeat. *or. with prob $1/2$ you do nothing.*

- What is the state space of this chain?
- What is the transition probability $P_{i,j}$? How does it compare to $P_{j,i}$?

↳ depends on adjacency of i, j

i	j
1	1
2	2
3	4
4	3

$$P_{i,j} = \frac{1/2}{\binom{c}{2}}$$

$$P_{j,i} = \frac{1/2}{\binom{c}{2}}$$

$$P_{i,i} = 1/2$$

i	j
1	2
2	1
3	4
4	3

$$P_{i,j} = 0$$

$$P_{j,i} = 0$$

$\frac{1}{2} \rightarrow$	$\frac{3}{1} \rightarrow$	$\frac{2}{3} \rightarrow$	$\frac{1}{2}$
$\frac{2}{3}$	$\frac{1}{2}$	$\frac{3}{1}$	$\frac{2}{3}$

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- This Markov chain is **symmetric** and thus its stationary distribution is uniform, $\pi(i) = \frac{1}{c!}$.

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Letting $m = c!$ denote the size of the state space,

$$\pi P_{:,i} = \sum_j \pi(j) P_{j,i}$$

The handwritten equation shows a row vector $[\pi]$ multiplied by a column vector $\begin{bmatrix} P_{:,i} \\ 1 \end{bmatrix}$ (where the 1 is written as a vertical line with a dot). This is equal to a row vector $[\pi \quad 0]$. The π in the second vector is written with a small $\pi(i)$ above it.

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$$\pi = \left[\frac{1}{m}, \frac{1}{m}, \dots, \frac{1}{m} \right]$$

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Once we have exhibited a stationary distribution, we know that it is unique and that the chain converges to it in the limit!

Stationary Distribution Example 2

Random Walk on an Undirected Graph: Consider a random walk on an undirected graph. If it is at node i at step t , then it moves to any of i 's neighbors at step $t + 1$ with probability $\frac{1}{d_i}$.

- What is the state space of this chain?
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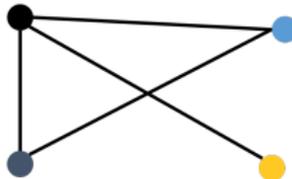
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- Is this chain aperiodic?

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- Is this chain aperiodic?
- If the graph is not bipartite, then there is at least one odd cycle, making the chain aperiodic.



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Claim: When the graph is not bipartite, the unique stationary distribution of this Markov chain is given by $\pi(i) = \frac{d_i}{2|E|}$.

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I.e., the probability of being at a given node i is dependent only on the node's degree, not on the structure of the graph in any other way.