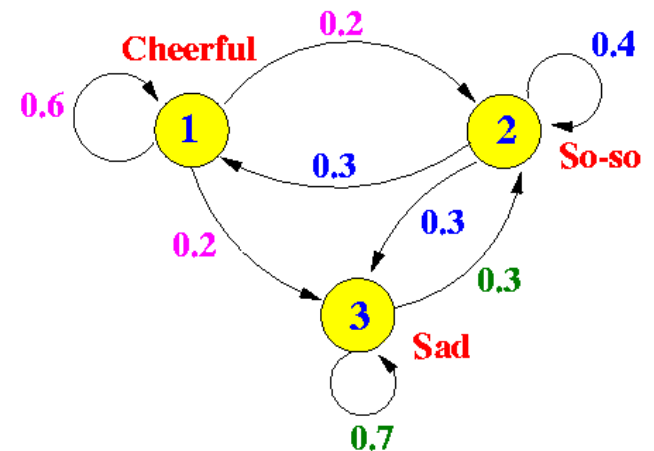


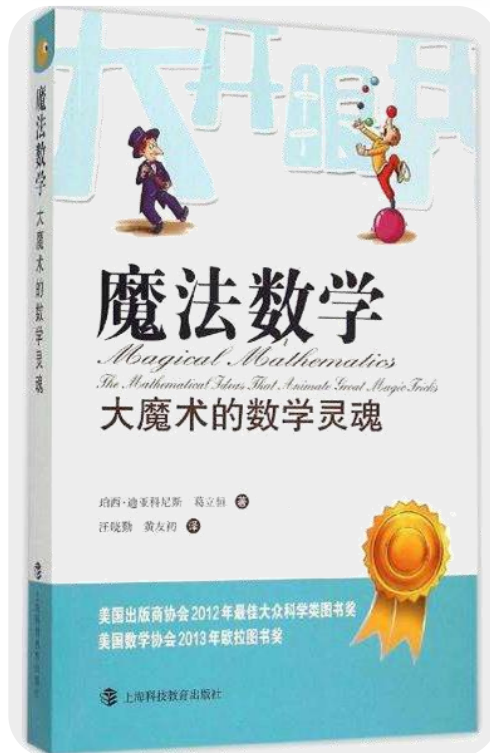
Random Walks and Markov Chains

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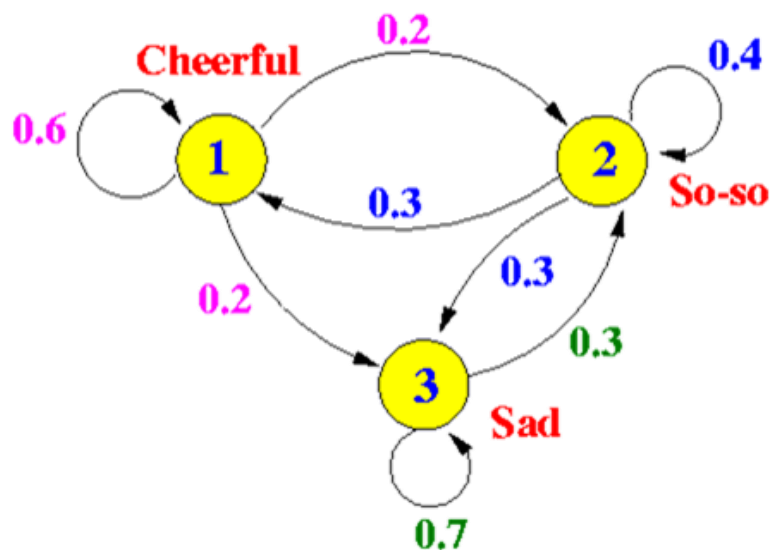


- **戴康尼斯** (Persi Diaconis, 1945年1月31日 -) : 美国数学家、统计学家。斯坦福大学的数学与统计学教授。
- 他解决了一些随机性的问题，包括掷币和洗牌。1992年，他和David Bayer证明完美的洗牌至少要洗七次。他又和说明从高处跌下的猫为何总能以脚着地的Richard Montgomery合作，证明了掷币哪面向上，物理因素比运气重要得多。
- 自14岁，他便跟随一个叫Dai Vernon的魔术师行走江湖。后来在赌场，他尝试研究防止他和其他魔术师被骗的方法。他18岁时买了一本An Introduction to Probability and Its Applications，但因为不懂微积分而看不明。24岁，他在City College of New York上数学课。其间他在《科学美国人》杂志投稿，介绍了他的两个纸牌戏法。马丁·葛登能认为那两个戏法十分精彩，注意到他的才华，为他写了一封推荐信。当时，哈佛大学的统计学家Fred Mosteller正在研究魔术，因此决定让Diaconis成为他的研究生。



Random walk

- **Random walk.** on a directed graph, a sequence of vertices generated from a start vertex by probabilistically selecting an incident edge, traveling the edge to a new vertex, and repeat the process.



Random walk

Probability distribution. $p = [p_1, p_2, \dots, p_n]$, where $\sum_{i=1}^n p_i = 1$

Starting. $p = p(0) = [p_1(0), p_2(0), \dots, p_n(0)]$, $\sum_{i=1}^n p_i(0) = 1$
and p_x is the probability of starting at x .

The probability of being at vertex x at time $t + 1$:

$$p_x(t + 1) = \sum_{(y,x) \in E} p_y(t) \cdot \Pr(y \rightarrow x)$$

Transition Matrix P : P_{ij} is the probability of the walk at vertex i selecting the edge to vertex j .

$$p(t) \cdot P = p(t + 1)$$

Random walk

Fundamental property. in the limit, the long-term average property of being at a particular vertex is *independent of the start vertex*, or an initial probability distribution over vertices (provided the underlying graph is strongly connected) – the *stationary probabilities*.

Markov chain

- A finite set S of **states**
- **Transition probability**: For $x, y \in S$, p_{xy} is the probability going from state x to y .
- $\sum_y p_{xy} = 1$

Markov chain \rightarrow Random graph

- ① A vertex \rightarrow a state
- ② $p_{xy} \rightarrow$ weighted edge from x to y .

Markov chain

Markov chain \rightarrow Random graph

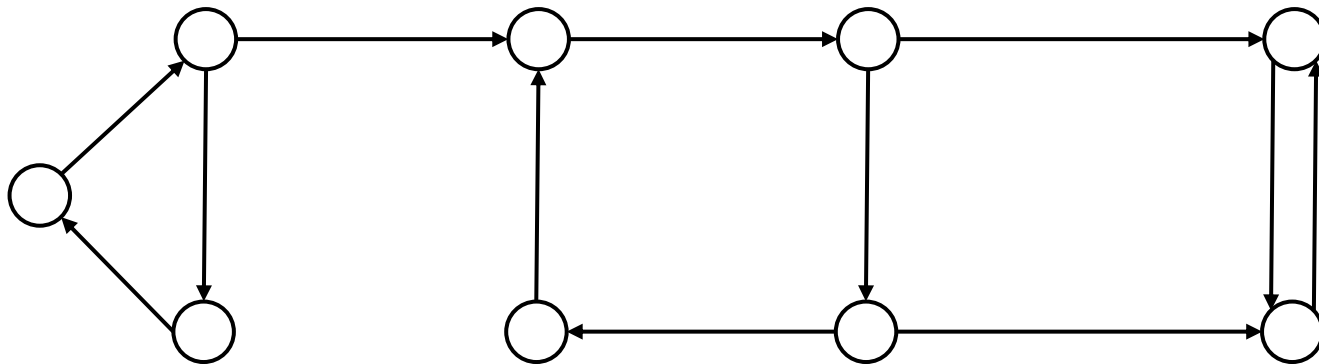
- ① A vertex \rightarrow a state
- ② $p_{xy} \rightarrow$ weighted edge from x to y .

Connected Markov chain: if the underlying directed graph is strongly connected.

Transition probability matrix P : P_{xy} is the probability of changing from state x to y .

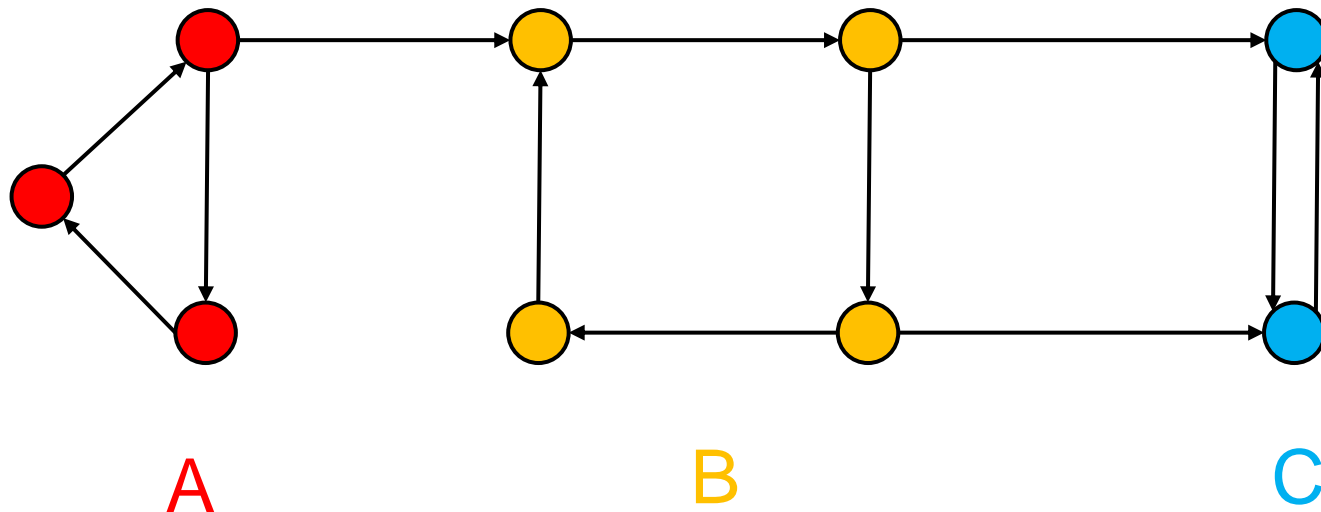
Markov chain

Persistent state. If the state ever be reached, the random process will return to it with probability 1.



Markov chain

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Markov chain

Aperiodic. If the greatest common divisor of the lengths of directed cycles is one.

Random walk	Markov Chain
Graph	Stochastic process
Vertex	State
Strongly connected	Persistent/Connected
Aperiodic	Aperiodic
Strongly connected +Aperiodic	Ergodic
Undirected graph	Time reversible

We will assume strong connectness by default.

Stationary distribution

$p(t)$: the probability distribution after t steps of a random walk.

Long-term average probability distribution:

$$\mathbf{a}(t) = \frac{1}{t} (p(0) + p(1) + \cdots + p(t-1))$$

Fundamental theorem of Markov chains:

For a connected MC, $\mathbf{a}(t)$ converges to a limit probability x which satisfies $x \cdot P = x$.

Fundamental Theorem

Lemma: Let P be the transition probability matrix for a connected Markov chain. The $n \times (n + 1)$ matrix $A = [P - I, \mathbf{1}]$ obtained by augmenting the matrix $P - I$ with an additional column of ones has rank n .

Fundamental Theorem of Markov Chains: For a connected Markov chain there is a unique vector π satisfying $\pi \cdot P = \pi$. Moreover, for any starting distribution, $\lim_{t \rightarrow \infty} a(t)$ exists and equals π .

Lemma: For a random walk on a strongly connected graph with probabilities on the edge, if the vector π satisfies $\pi_x p_{xy} = \pi_y p_{yx}$ for all x and y and $\sum_x \pi_x = 1$, then π is the stationary distribution of the walk.

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Markov Chain Monte Carlo

MCMC. A technique for sampling a multivariate probability distribution $p(\mathbf{x})$, where $\mathbf{x} = (x_1, x_2, \dots, x_d)$.

Application. to estimate the expected value of a function $f(\mathbf{x})$

$$E(f) = \sum_{\mathbf{x}} f(\mathbf{x}) \cdot p(\mathbf{x})$$

Markov Chain Monte Carlo

Application. to estimate the expected value of a function $f(x)$

$$E(f) = \sum_x f(x) \cdot p(x)$$

Realization:

- ① Draw a set of samples. Each sample x is selected with probability $p(x)$.
- ② Averaging f over these samples.

Markov Chain Monte Carlo

Sample according to $p(\mathbf{x})$. Design a MC whose states correspond to the value space of \mathbf{x} and whose stationary probability distribution is $p(\mathbf{x})$.

Recall:

- ✓ $p(t)$ is the row vector of probabilities of the random walk being at each state at time t .
- ✓ $\mathbf{a}(t) = \frac{1}{t} (p(0) + p(1) + \dots + p(t-1))$

$$E(r) = \sum_i f_i \left(\frac{1}{t} \sum_{j=1}^t \Pr(\text{walk is in state } i \text{ at time } j) \right) = \sum_i f_i a_i(t)$$

Markov Chain Monte Carlo

Sample according to $p(x)$. Design a MC whose states correspond to the value space of x and whose *stationary probability distribution* is $p(x)$.

$$E(r) = \sum_i f_i \left(\frac{1}{t} \sum_{j=1}^t \Pr(\text{walk is in state } i \text{ at time } j) \right) = \sum_i f_i a_i(t)$$

$$\left| \sum_i f_i p_i - E(r) \right| \leq f_{\max} \cdot \sum_i |p_i - a_i(t)|$$
$$= f_{\max} \cdot \|p - a(t)\|_1$$

Markov Chain Monte Carlo

Sample according to $p(\mathbf{x})$. Design a MC whose states correspond to the value space of \mathbf{x} and whose stationary probability distribution is $p(\mathbf{x})$.

Two general approach:

- The Metropolis-Hastings algorithm
- The Gibbs sampling

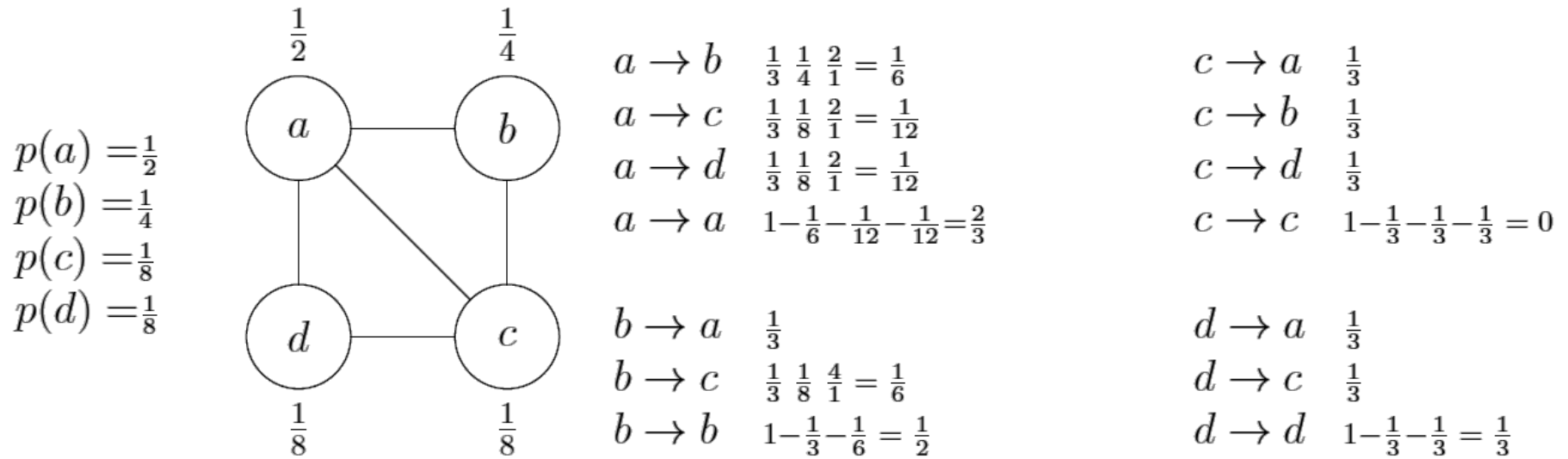
Metropolis-Hastings Algorithm

MHA. A general method to design a Markov chain whose stationary distribution is a given target distribution p .

Given random graph G , with $\Delta(G) = r$. The transitions of the MC are defined as

$$\begin{cases} p_{ij} = \frac{1}{r} \min\left(1, \frac{p_j}{p_i}\right) \\ p_{ii} = 1 - \sum_{i \neq j} p_{ij} \end{cases}$$

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$$p(a) = p(a)p(a \rightarrow a) + p(b)p(b \rightarrow a) + p(c)p(c \rightarrow a) + p(d)p(d \rightarrow a)$$

$$= \frac{1}{2} \frac{2}{3} + \frac{1}{4} \frac{1}{3} + \frac{1}{8} \frac{1}{3} + \frac{1}{8} \frac{1}{3} = \frac{1}{2}$$

$$p(b) = p(a)p(a \rightarrow b) + p(b)p(b \rightarrow b) + p(c)p(c \rightarrow b)$$

$$= \frac{1}{2} \frac{1}{6} + \frac{1}{4} \frac{1}{2} + \frac{1}{8} \frac{1}{3} = \frac{1}{4}$$

$$p(c) = p(a)p(a \rightarrow c) + p(b)p(b \rightarrow c) + p(c)p(c \rightarrow c) + p(d)p(d \rightarrow c)$$

$$= \frac{1}{2} \frac{1}{12} + \frac{1}{4} \frac{1}{6} + \frac{1}{8} 0 + \frac{1}{8} \frac{1}{3} = \frac{1}{8}$$

$$p(d) = p(a)p(a \rightarrow d) + p(c)p(c \rightarrow d) + p(d)p(d \rightarrow d)$$

$$= \frac{1}{2} \frac{1}{12} + \frac{1}{8} \frac{1}{3} + \frac{1}{8} \frac{1}{3} = \frac{1}{8}$$

Metropolis-Hastings Algorithm

Given random graph G , with $\Delta(G) = r$. The transitions of the MC are defined as

$$\begin{cases} p_{ij} = \frac{1}{r} \min\left(1, \frac{p_j}{p_i}\right) \\ p_{ii} = 1 - \sum_{i \neq j} p_{ij} \end{cases}$$

Correctness.

To prove the stationary distribution is indeed the target distribution \mathbf{p} .

$$p_i p_{ij} = \frac{p_i}{r} \min\left(1, \frac{p_j}{p_i}\right) = \frac{1}{r} \min(p_i, p_j) = \frac{p_j}{r} \min\left(1, \frac{p_i}{p_j}\right) = p_j p_{ji}$$

Gibbs Sampling

Let $p(\mathbf{x})$ be the target distribution where $\mathbf{x} = (x_1, \dots, x_d)$.
Now the undirected random graph is a hyper cube:
there is an edge between \mathbf{x} and \mathbf{y} if \mathbf{x} and \mathbf{y} differ in only 1 coordinate.

Sampling process: for $\mathbf{x} = (x_1, \dots, x_d)$

- ① Choose one of the x_i to update;
- ② x_i' is chosen based on the marginal probability of x_i

$$p_{xy} = \frac{1}{d} \cdot p(y_i | x_1 \cdots x_{i-1} x_{i+1} \cdots x_d)$$

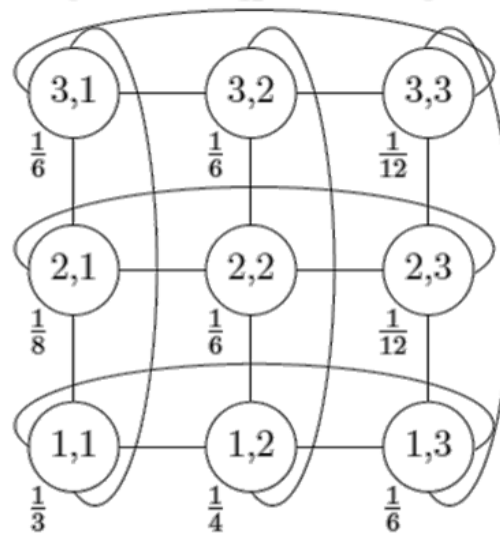
where $x_i \neq y_i$ and $x_j = y_j$ for all $i \neq j$,
(i.e., $x_{i \neq j}$ does not change).

Sampling process: for $x = (x_1, \dots, x_d)$

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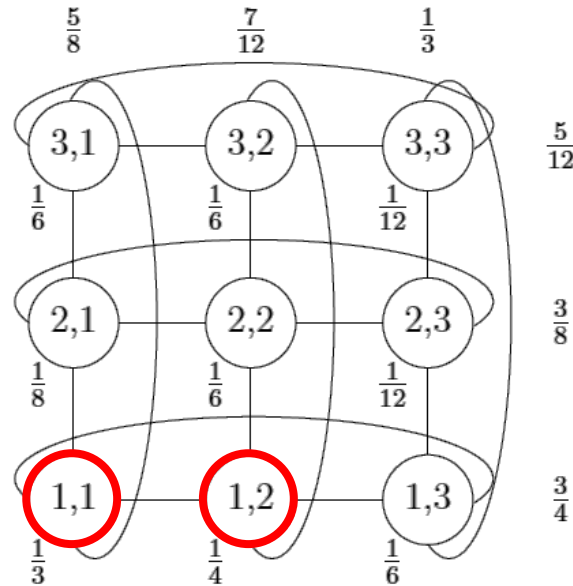
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$$p_{xy} = \frac{1}{d} \cdot p(y_i | x_1 \cdots x_{i-1} x_{i+1} \cdots x_d), \text{ where } x_i \neq y_i \text{ and } x_j = y_j \text{ for all } i \neq j.$$



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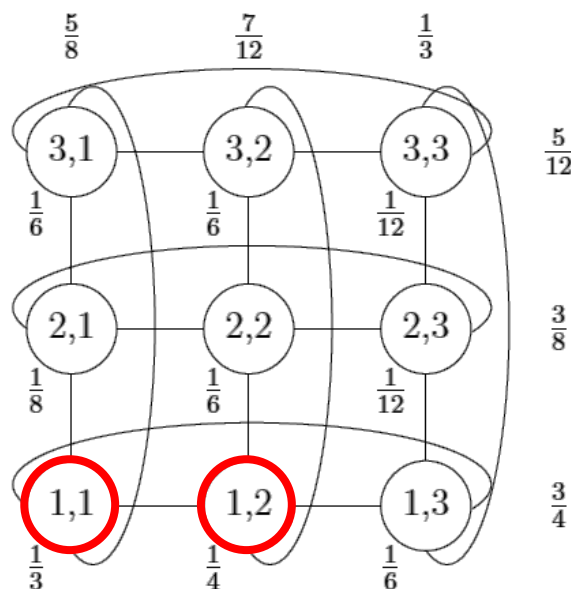


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$$p_{xy} = \frac{1}{d} \cdot p(y_i | x_1 \cdots x_{i-1} x_{i+1} \cdots x_d), \text{ where } x_i \neq y_i \text{ and } x_j = y_j \text{ for all } i \neq j.$$



$$p_{(11)(12)} = \frac{1}{d} p_{12} / (p_{11} + p_{12} + p_{13}) = \frac{1}{2} \left(\frac{1}{4} \right) / \left(\frac{1}{3} \frac{1}{4} \frac{1}{6} \right) = \frac{1}{8} / \frac{9}{12} = \frac{1}{8} \frac{4}{3} = \frac{1}{6}$$

$$\begin{array}{lll} p_{(11)(12)} = \frac{1}{2} \frac{1}{4} \frac{4}{3} = \frac{1}{6} & p_{(12)(11)} = \frac{1}{2} \frac{1}{3} \frac{4}{3} = \frac{2}{9} & p_{(13)(11)} = \frac{1}{2} \frac{1}{3} \frac{4}{3} = \frac{2}{9} \\ p_{(11)(13)} = \frac{1}{2} \frac{1}{6} \frac{4}{3} = \frac{1}{9} & p_{(12)(13)} = \frac{1}{2} \frac{1}{6} \frac{4}{3} = \frac{1}{9} & p_{(13)(12)} = \frac{1}{2} \frac{1}{4} \frac{4}{3} = \frac{1}{6} \\ p_{(11)(21)} = \frac{1}{2} \frac{1}{8} \frac{8}{5} = \frac{1}{10} & p_{(12)(22)} = \frac{1}{2} \frac{1}{6} \frac{12}{7} = \frac{1}{7} & p_{(13)(23)} = \frac{1}{2} \frac{1}{12} \frac{3}{1} = \frac{1}{8} \\ p_{(11)(31)} = \frac{1}{2} \frac{1}{6} \frac{8}{5} = \frac{2}{15} & p_{(12)(32)} = \frac{1}{2} \frac{1}{6} \frac{12}{7} = \frac{1}{7} & p_{(13)(33)} = \frac{1}{2} \frac{1}{12} \frac{3}{1} = \frac{1}{8} \end{array}$$

Gibbs Sampling

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Correctness. To prove the stationary distribution is indeed the target distribution p .

$$\begin{aligned} p_{x\mathbf{y}} &= \frac{1}{d} \frac{p(\mathbf{y}_i | x_1 \cdots x_{i-1} x_{i+1} \cdots x_d) p(x_1 \cdots x_{i-1} x_{i+1} \cdots x_d)}{p(x_1 \cdots x_{i-1} x_{i+1} \cdots x_d)} \\ &= \frac{1}{d} \frac{p(x_1 \cdots x_{i-1} \mathbf{y}_i x_{i+1} \cdots x_d)}{p(x_1 \cdots x_{i-1} x_{i+1} \cdots x_d)} = \frac{1}{d} \frac{p(\mathbf{y})}{p(x_1 \cdots x_{i-1} x_{i+1} \cdots x_d)} \end{aligned}$$

$$\text{Similarly } p_{\mathbf{y}x} = \frac{1}{d} \frac{p(x)}{p(x_1 \cdots x_{i-1} x_{i+1} \cdots x_d)}$$

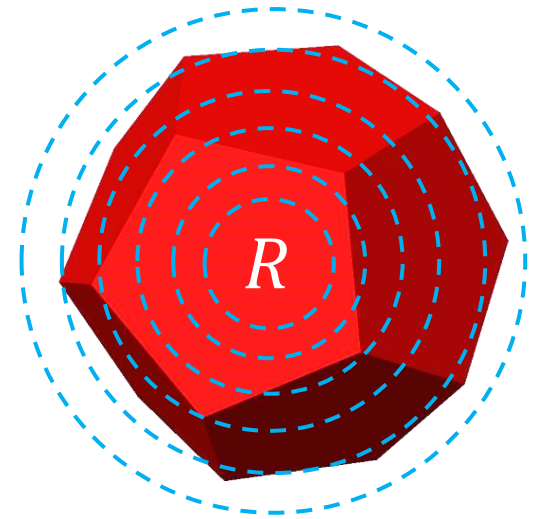
It follows that $p(\mathbf{x})p_{x\mathbf{y}} = p(\mathbf{y})p_{\mathbf{y}x}$.

Areas and Volumes

For general convex sets in d space, there are no close form formulae for volume.

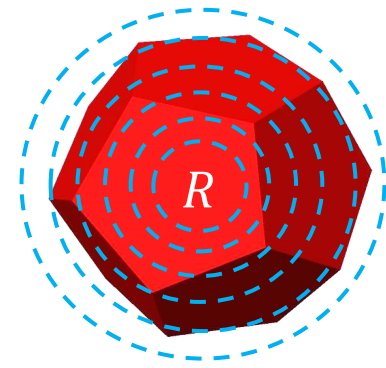
Sequence of concentric spheres:

$$R \supset S_1 \subseteq S_2 \subseteq \dots \subseteq S_k \supset R$$



$$\begin{aligned} Vol(R) &= Vol(S_k \cap R) \\ &= \frac{Vol(S_k \cap R)}{Vol(S_{k-1} \cap R)} \cdot \frac{Vol(S_{k-1} \cap R)}{Vol(S_{k-2} \cap R)} \cdots \frac{Vol(S_2 \cap R)}{Vol(S_1 \cap R)} \cdot Vol(S_1) \end{aligned}$$

Areas and Volumes



$$Vol(R) = \frac{Vol(S_k \cap R)}{Vol(S_{k-1} \cap R)} \cdot \frac{Vol(S_{k-1} \cap R)}{Vol(S_{k-2} \cap R)} \cdots \frac{Vol(S_2 \cap R)}{Vol(S_1 \cap R)} \cdot Vol(S_1)$$

$$Radius(S_i) = \left(1 + \frac{1}{d}\right) \cdot Radius(S_{i-1})$$

$$\text{Thus } 1 \leq \frac{Vol(S_i \cap R)}{Vol(S_{i-1} \cap R)} = \left(1 + \frac{1}{d}\right)^d \leq e$$

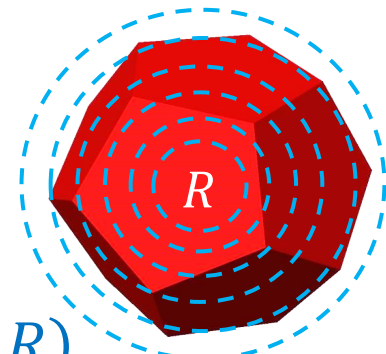
Let $r = \left(1 + \frac{1}{d}\right)^k$ then the **number of spheres k** is at most

$$O\left(\log_{1+\frac{1}{d}} r\right) = O(d \ln(r))$$

To estimate the overall volume to error $1 \pm \epsilon$:

Estimate each **volume ratio** to a factor of $1 \pm \frac{\epsilon}{ed \ln(r)}$.

Areas and Volumes

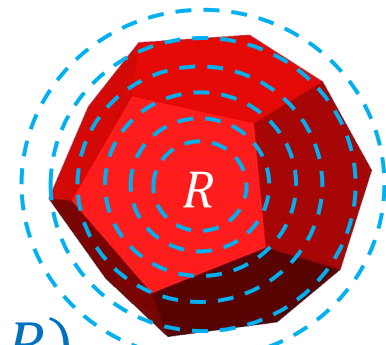


$$\text{Radius}(S_i) = \left(1 + \frac{1}{d}\right) \cdot \text{Radius}(S_{i+1}), \quad 1 \leq \frac{\text{Vol}(S_i \cap R)}{\text{Vol}(S_{i-1} \cap R)} \leq e$$

Estimate the ratio $\frac{\text{Vol}(S_i \cap R)}{\text{Vol}(S_{i-1} \cap R)}$:

- ① Selecting points in $S_i \cap R$ uniformly at random;
- ② Computing the fraction in $S_{i-1} \cap R$.

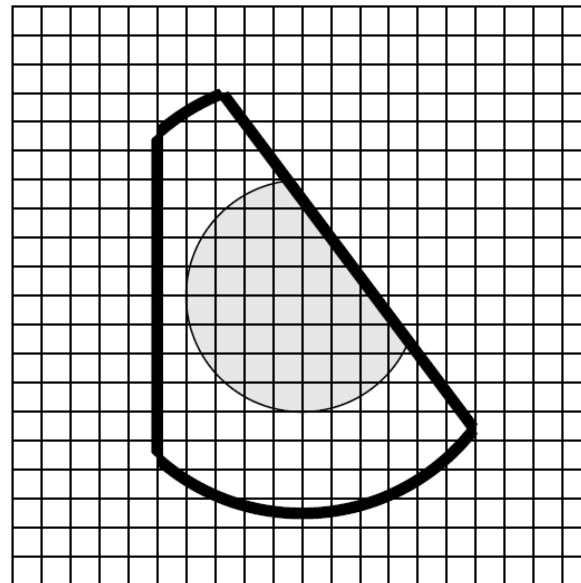
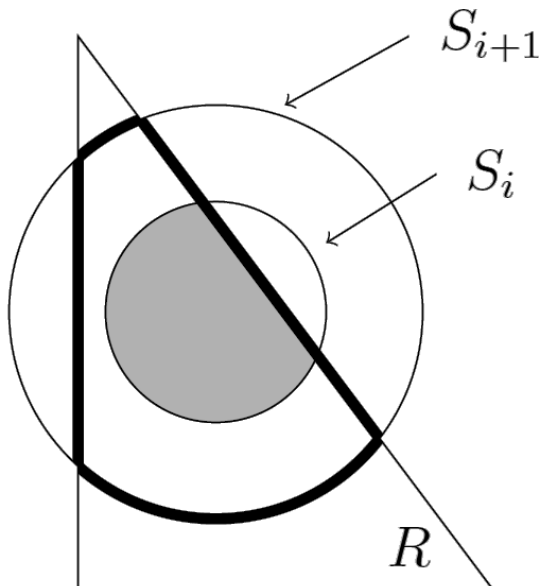
Areas and Volumes



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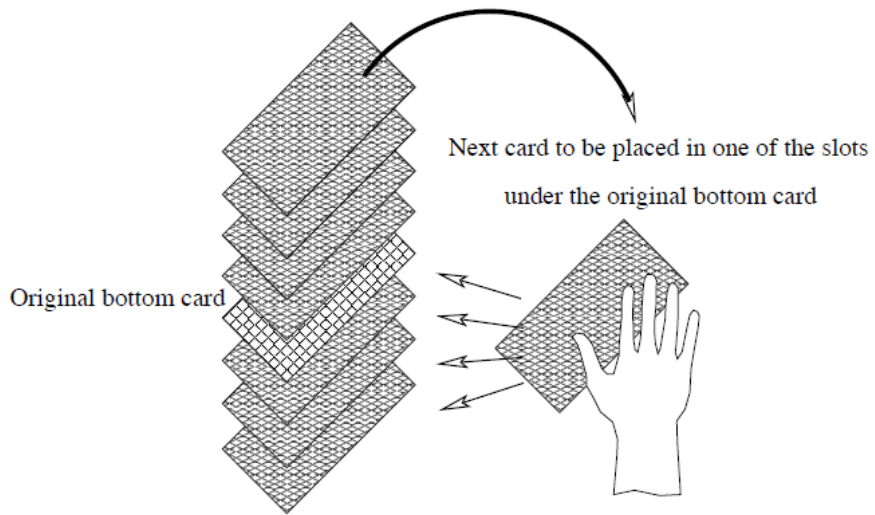


Some conceptions

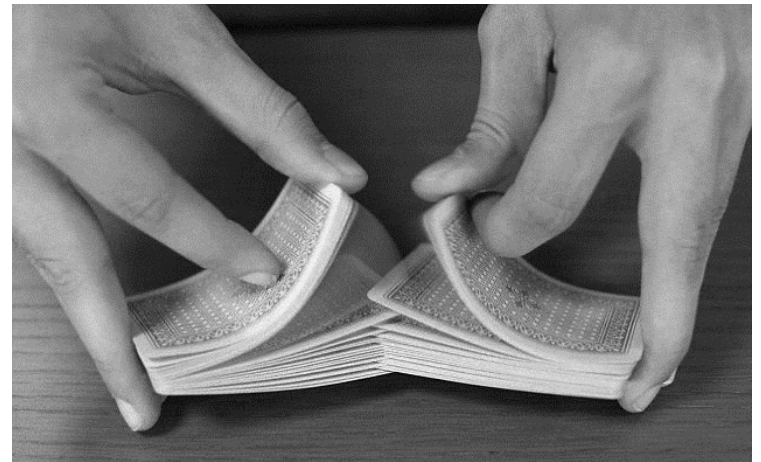
Mixing time. Fix $\epsilon > 0$. The ϵ –mixing time of a MC is the minimum integer t such that for any starting distribution p_0 , the 1-norm distance between the t –step running average probability distribution and the stationary distribution is at most ϵ .

Hitting time h_{xy} . The expected time of a random walk starting at vertex x (or a starting probability distribution) to reach vertex y .

Cover time. The expected time of a random walk starting at vertex x in the graph G to reach each vertex at least once.

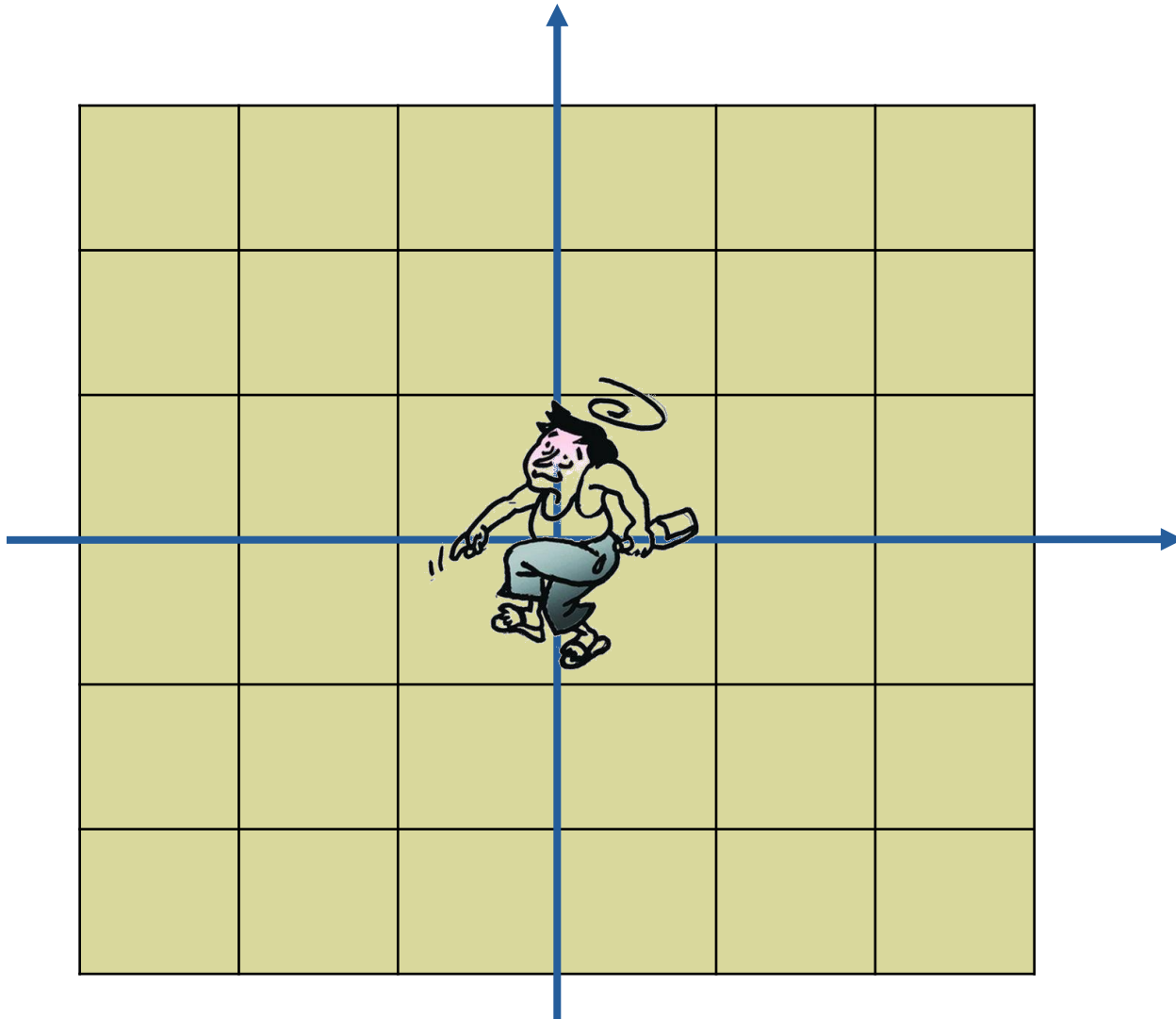


$$O(n \ln n)$$



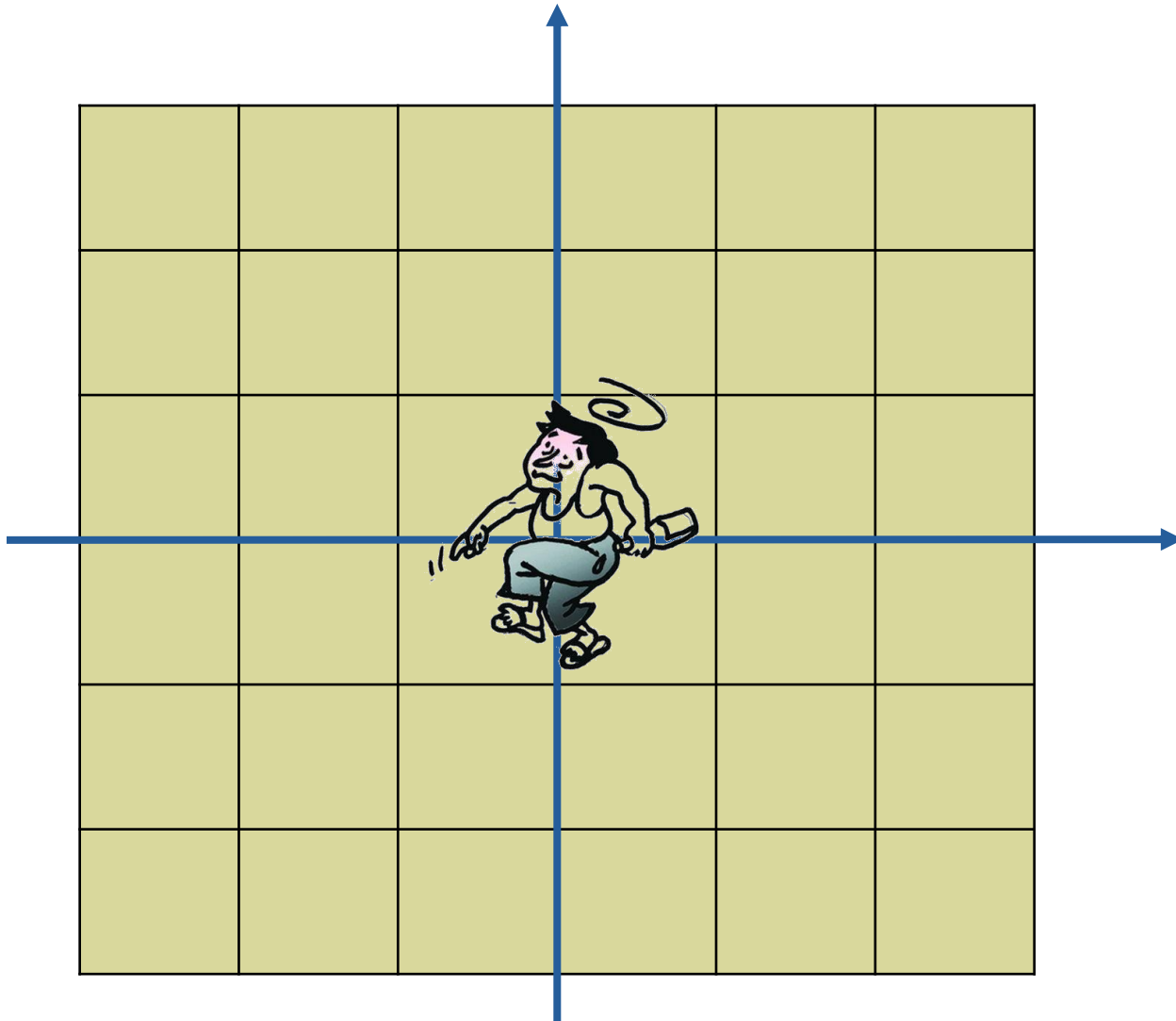
$$O(\ln n)$$

Random walks in Euclidean Space



George Pólya, 1921

Random walks in Euclidean Space



Random walks in Euclidean Space



Random walks in Euclidean Space



- “A drunk person will always find their way home, while a drunk bird may get lost forever.”