

# **Mathematical Methods for Biology, Part 2**

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# Preface

In this book you will find a collection of mathematical ideas, computational methods, and modeling tools for describing biological systems quantitatively. Biological science, like all natural sciences, is driven by experimental results. As with other sciences, there comes a point when accumulated data needs to be analyzed quantitatively, in order to formulate and test explanatory hypotheses. Biology has reached this stage, thanks to an explosion of data from molecular biology techniques, such as large-scale DNA sequencing, protein structure determination, data on gene regulatory networks, and signaling pathways. Quantitative skills have become necessary for anyone hoping to make sense of biological research.

Mathematical modeling necessarily involves making simplifying assumptions. Reality is generally too complex to be captured in a few equations, and this is especially true for living systems. Simplicity in modeling has at least two virtues: first, simple models can be grasped by our limited minds, and second, it allows for meaningful testing of the assumptions against the evidence. A complex model that fits the data may not provide any insights about how the system works, whereas a simple model which does not fit all the data can indicate where the assumptions break down.

# 1 Principal Component Analysis

Principal Component Analysis (PCA) is one of the most popular techniques to perform “dimensionality reduction” of complex data sets. If we see the data with many variables as points in a high-dimensional space, we can compute new variables as linear combinations of the original ones and represent each data point as a set of coordinates in the new variables. In this way, we can project large-dimensional data sets onto low-dimensional spaces and lose the least information about the data.

## 1.1 Motivation: simplifying complex data

Suppose we have a data set with  $n$  variables and  $m$  observations of each (typically, with  $n \gg m$ ), in which the  $m$  rows are observations and the  $n$  columns are the variables. Each row of this matrix defines a point in the Euclidean space  $\mathbb{R}^n$ . Many biological data sets, e.g. gene expression [fig-micro-array](#), RNAseq, medical imaging, can contain thousands or more variables, which poses major challenges both for visualization and computational tasks. PCA provides the best representation of such a data set in terms of a smaller set of variables, while capturing as much variance as possible.

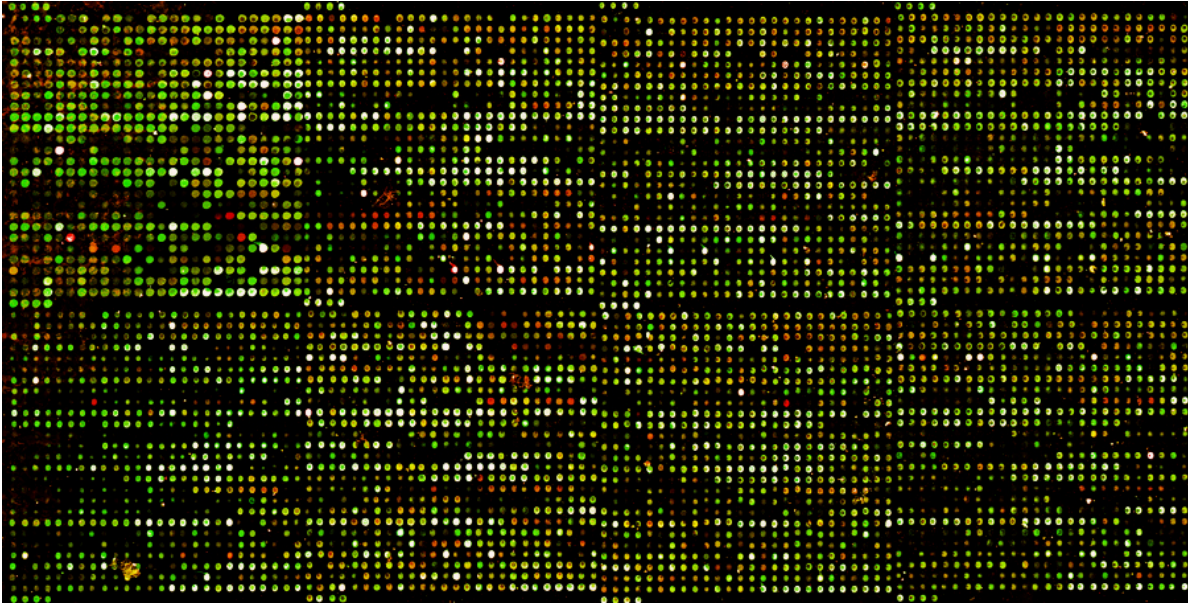


Figure 1.1: Image of a microarray plate, (<http://exploreable.files.wordpress.com/2011/04/array.jpg>). Here each dot is a different variable (different gene) and this image is just one set of observations that will be placed into a row of the data matrix.

The intuition behind finding these new collective variables rests on the fact that the original variables have relationships. This is typically measured using covariance, which quantified how much a pair variables tends to move in the same direction (positive covariance) or in opposite directions (negative covariance). If two variables are tightly coupled, one can replace the two measurements with one, which will describe how much the two of them are deviating in some collective way.

It is helpful to think of this geometrically: if the variables are related, the scatterplot of observed data points will have a shape. The goal of PCA is to find directions in the  $n$ -dimensional space of observations that best match the shape of the data cloud. This requires tools from linear algebra, specifically the technique of change of basis.

## 1.2 Linearity and vector spaces

We have dealt with linear models in various guises, so now would be a good time to define properly what linearity means. The word comes from the shape of graphs of linear functions of one variable, e.g.  $f(x) = ax + b$ , but the algebraic meaning rests on the following two general properties:

### **i** Definition

A *linear transformation* or *linear operator* is a mapping  $L$  between two sets of vectors with the following properties:

1. (*scalar multiplication*)  $L(c\vec{v}) = cL(\vec{v})$ ; where  $c$  is a scalar and  $\vec{v}$  is a vector;
2. (*additive*)  $L(\vec{v}_1 + \vec{v}_2) = L(\vec{v}_1) + L(\vec{v}_2)$ ; where  $\vec{v}_1$  and  $\vec{v}_2$  are vectors.

Here we have two types of objects: vectors and transformations/operators that act on those vectors. The basic example of this are vectors and matrices, because a matrix multiplied by a vector (on the right) results another vector, provided the number of columns in the matrix is the same as the number of rows in the vector. This can be interpreted as the matrix transforming the vector  $\vec{v}$  into another one:  $A \times \vec{v} = \vec{u}$ .

**Example:** Let us multiply the following matrix and vector (specially chosen to make a point):

```
import numpy as np #package for work with arrays and matrices
import matplotlib.pyplot as plt #package with plotting capabilities
import seaborn as sns; sns.set() # colors for visualization
```

```
Mat = np.array([[2, 1],[2, 3]])
vec1 = np.array([1, -1])
vec2 = Mat@vec1
print(vec1)
print(vec2)
```

```
[ 1 -1]
[ 1 -1]
```

We see that this particular vector  $(1, -1)$  is unchanged when multiplied by this matrix, or we can say that the matrix multiplication is equivalent to multiplication by 1. Here is another such vector for the same matrix:

```
vec1 = np.array([1, 2])
vec2 = Mat@vec1
print(vec1)
print(vec2)
```

```
[1 2]
[4 8]
```

In this case, the vector is changed, but only by multiplication by a constant (4). Thus the geometric direction of the vector remained unchanged.

The notion of linearity leads to the important idea of combining different vectors:

**i** Definition

A *linear combination* of  $n$  vectors  $\{\vec{v}_i\}$  is a weighted sum of these vectors with any real numbers  $\{a_i\}$ :

$$a_1\vec{v}_1 + a_2\vec{v}_2 \dots + a_n\vec{v}_n$$

Linear combinations arise naturally from the notion of linearity, combining the additive property and the scalar multiplication property. Speaking intuitively, a linear combination of vectors produces a new vector that is related to the original set. Linear combinations give a simple way of generating new vectors, and thus invite the following definition for a collection of vectors closed under linear combinations:

**i** Definition

A *vector space* is a collection of vectors such that a linear combination of any  $n$  vectors is contained in the vector space.

The most common examples are the spaces of all real-valued vectors of dimension  $n$ , which are denoted by  $\mathbb{R}^n$ . For instance,  $\mathbb{R}^2$  (pronounced “r two”) is the vector space of two dimensional real-valued vectors such as  $(1, 3)$  and  $(\pi, -\sqrt{17})$ ; similarly,  $\mathbb{R}^3$  is the vector space consisting of three dimensional real-valued vectors such as  $(0.1, 0, -5.6)$ . You can convince yourself, by taking linear combinations of vectors, that these vector spaces contain all the points in the usual Euclidean plane and three-dimensional space. The real number line can also be thought of as the vector space  $\mathbb{R}^1$ .

## 1.2.1 Linear independence and basis vectors

How can we describe a vector space without trying to list all of its elements? We know that one can generate an element by taking linear combinations of vectors. It turns out that it is possible to generate (or “span”) a vector space by taking linear combinations of a subset of its vectors. The challenge is to find a minimal subset of subset that is not redundant. In order to do this, we first introduce a new concept:

**i** Definition

A set of vectors  $\{\vec{v}_i\}$  is called *linearly independent* if the only linear combination involving them that equals the zero vector is if all the coefficients are zero. ( $a_1\vec{v}_1 + a_2\vec{v}_2 + \dots + a_n\vec{v}_n =$

0 only if  $a_i = 0$  for all  $i$ .)

In the familiar Euclidean spaces, e.g.  $\mathbb{R}^2$ , linear independence has a geometric meaning: two vectors are linearly independent if the segments from the origin to the endpoint do not lie on the same line. But it can be shown that any set of three vectors in the plane is linearly dependent, because there are only two dimensions in the vector space. This brings us to the key definition of this section:

**i** Definition

A *basis* of a vector space is a linearly independent set of vectors that generate (or span) the vector space. The number of vectors (cardinality) in such a set is called the *dimension* of the vector space.

A vector space generally has many possible bases, as illustrated in figure. In the case of  $\mathbb{R}^2$ , the usual (canonical) basis set is  $\{(1,0); (0,1)\}$  which obviously generates any point on the plane and is linearly independent. But any two linearly independent vectors can generate any vector in the plane.

**Example:** The vector  $\vec{r} = (2,1)$  can be represented as a linear combination of the two canonical vectors:  $\vec{r} = 2 \times (1,0) + 1 \times (0,1)$ . Let us choose another basis set, say  $\{(1,1); (-1,1)\}$  (this is the canonical basis vectors rotated by  $\pi/2$ .) The same vector can be represented by a linear combination of these two vectors, with coefficients 1.5 and  $-0.5$ :  $\vec{r} = 1.5 \times (1,1) - 0.5 \times (-1,1)$ . If we call the first basis  $C$  for canonical and the second basis  $D$  for different, we can write the same vector using different sets of coordinates for each basis:

$$\vec{r}_C = (2,1); \vec{r}_D = (1.5, -0.5)$$

## 1.2.2 Projections and changes of basis

The representation of an arbitrary vector (point) in a vector space as a linear combination of a given basis set is called the *decomposition* of the point in terms of the basis, which gives the coordinates for the vector in terms of each basis vector. The decomposition of a point in terms of a particular basis is very useful in high-dimensional spaces, where a clever choice of a basis can allow a description of a set of points (such as a data set) in terms of contributions of only a few basis vectors, if the data set primarily extends only in a few dimensions.

To obtain the coefficients of the basis vectors in a decomposition of a vector  $\vec{r}$ , we need to perform what is termed a *projection* of the vector onto the basis vectors. Think of shining a light perpendicular to the basis vector, and measuring the length of the shadow cast by the vector  $\vec{r}$  onto  $\vec{v}_i$ . If the vectors are parallel, the shadow is equal to the length of  $\vec{r}$ ; if they are orthogonal, the shadow is nonexistent. To find the length of the shadow, use the inner product



of  $\vec{r}$  and  $\vec{v}$ , which as you recall corresponds to the cosine of the angle between the two vectors multiplied by their norms:  $\langle \vec{r}, \vec{v} \rangle = |\vec{r}||\vec{v}| \cos(\theta)$ . We do not care about the length of the vector  $\vec{v}$  we are projecting onto, thus we divide the inner product by the square norm of  $\vec{v}$ , and then multiply the vector  $\vec{v}$  by this projection coefficient:

$$Proj(\vec{r}; \vec{v}) = \frac{\langle \vec{r}, \vec{v} \rangle}{\langle \vec{v}, \vec{v} \rangle} \vec{v} = \frac{\langle \vec{r}, \vec{v} \rangle}{|\vec{v}|^2} \vec{v} = \frac{|\vec{r}| \cos(\theta)}{|\vec{v}|} \vec{v}$$

This formula gives the projection of the vector  $\vec{r}$  onto  $\vec{v}$ , the result is a new vector in the direction of  $\vec{v}$ , with the scalar coefficient  $a = \langle \vec{r}, \vec{v} \rangle / |\vec{v}|^2$ .

**Example:** Here is how one might calculate the projection of the point  $(2, 1)$  onto the basis set  $\{(1, 1); (-1, 1)\}$ :

```
v1 = np.array([1, 1]) # basis vector 1
v2 = np.array([-1, 1]) # basis vector 2
u = np.array([2, 1]) # a vector represented in usual coordinates
ProjMat = np.array([[v1], [v2]]) # matrix of basis vectors
print(ProjMat) # print the matrix
print(ProjMat@u) # print the coordinates in the new basis
```

```
[[[ 1  1]]
 [[-1  1]]]
[[ 3]
 [-1]]
```

This is not quite right: the projection coefficients are off by a factor of two compared to the correct values in the example above. This is because we have neglected to *normalize* the basis vectors, so we should modify the script as follows:

```
v1 = v1/np.sum(v1**2) # normalize basis vector 1
v2 = v2/np.sum(v2**2) # normalize basis vector 2
ProjMat = np.array([[v1], [v2]]) # matrix of basis vectors
print(ProjMat) # print the matrix
print(ProjMat@u) # print the coordinates in the new basis
```

```
[[[ 0.5  0.5]]
 [[-0.5  0.5]]]
[[ 1.5]
 [-0.5]]
```

This is an example of how to convert a vector/point from representation in one basis set to another. The new basis vectors, expressed in the original basis set, are arranged in a matrix by row, scaled by their norm squared, and multiplied by the vector that one wants to express in the new basis. The resulting vector contains the coordinates in the new basis.

## 1.3 PCA algorithm

We start with a data set  $X$  in the form of a  $m$  by  $n$  matrix. The first step is to decide which are the variables and which are the observations. For example, in the case of the microarray experiment, it usually makes sense to consider different genes the variables, and to use principal components to see which genes tend to be expressed together with others.

The second step is to compute the variance-covariance matrix of the  $N$  variables.

### Definition

The *variance-covariance* matrix  $C$  of a data set  $X$  with  $n$  variables  $x_i$  and  $m$  observations is an  $n$  by  $n$  matrix that contains pairwise variances between all  $n$  variables, so that its  $i, j$  element is:

$$C_{i,j} = \text{Cov}(X_i, X_j)$$

The third step is to diagonalize (find the eigenvalues and eigenvectors) of the covariance matrix  $C$ . The eigenvectors are the principal components of the  $n$  variables in the data set, representing linear combinations of the variables that best fit the data. Diagonalizing an  $n$  by  $n$  matrix results in  $n$  eigenvectors, so in order to simplify the description one needs to choose the most significant ones. This is accomplished by choosing a subset of  $k$  principal components with the largest eigenvalues. Here are the steps of principal component analysis (PCA):

### PCA algorithm

1. Obtain a dataset as a  $m$  by  $n$  matrix, with  $n$  variables and  $m$  observations
2. Compute covariances for variable  $i$  and variable  $j$ , put them in the covariance matrix  $C$
3. Compute the eigenvalues and eigenvectors (principal components) of the matrix  $C$
4. Order the principal component by size of eigenvalues from largest to smallest and select a few as the new coordinates

## 1.4 Optimization by explained variance

The reason that we order the PCs by their eigenvalues is that they measure the amount of variance captured by each principal component. In that, they are equivalent to the coefficient of determination  $r^2$  in linear regression. The sum of all the eigenvalues is equal to the total variance of all the variables:

$$\sum_i \lambda_i = \sum Var(X_i)$$

and the fraction of variance captured by the a principal component is:

$$Var(PC_i) = \frac{\lambda_i}{\sum_i \lambda_i}$$

The theory behind this rests on some relatively sophisticated linear algebra, in particular what is called the singular value decomposition (SVD) and the Eckart-Young Mirsky theorem. Here is a nice video by Gilbert Strang that explains this: [Strang lecture](#)

## 1.5 Dimensionality reduction

After sorting the principal components and selecting  $k$  largest eigenvalues, we are ready to simplify the data. This means that we can express a data set of  $n$  variables in terms of the coordinate set of  $k$  principal components. In order to express the data set in this new system of coordinates, we compute the projection coefficients for each measurement onto a give principal component. Suppose that  $Y$  is a set of measurements of  $N$  variables (e.g. genes) and  $P_i$  is the  $i$ -th principal component. Then the projection coefficient of  $Y$  onto  $P_i$  is the dot product of the two vectors (both of length  $N$ ) divided by the squared norm (length) of the PC:

$$c_i = \frac{\langle Y, P_i \rangle}{||P_i||^2}$$

If the eigenvectors are normalized prior to the computation (as they are by most computational packages), then the projection coefficient is just the dot product. Then the coefficients can be obtained for all of the measurements in the data set  $X$  ( $m$  by  $n$ ) by multiplying it by the matrix  $P$  containing the first  $k$  eigenvectors (principal components), which has  $n$  rows and  $k$  columns. The result is an  $m$  by  $k$  matrix  $C$  containing  $k$  coefficients for each of the  $m$  measurements:

$$C = D \times P$$

Here is the outline for the transformation:

💡 Dimensionality reduction

1. Subtract the mean of each observation from the data matrix (if it has  $M$  observations in rows and  $N$  variables as columns, subtract the mean of each row from it)
2. Compute the projection coefficients  $C = D \times P$  for each measurement and each of the  $k$  principal components
3. Plot or otherwise display these coefficients as coordinates in the new vector system of the  $k$  PCs. This can be used to cluster or otherwise find patterns in the observations.

The entire data set can be expressed in a low-dimensional setting, for instance plotted in the plane of two principal components with coordinates  $(c_{i,1}, c_{i,2})$  for each data measurement  $i$ . This is often useful for clustering, or grouping experimental conditions based on the similarity of their principal component representations. Biologists frequently do this with complex data sets, for example grouping different cell lines together by their gene expression profiles.

## 2 Optimization using gradients

### 2.1 Overview

One often has to find the maximum or minimum of a function that describes an important biological property. Examples include:

- Free energy of a protein as function of its conformation (the folding problem)
- Evolutionary fitness as a function of the genome
- Optimizing the dose of therapeutic radiation or chemotherapy, to affect the maximal fraction of tumor cells and the minimal number of healthy cells

In all these cases, there is the same fundamental problem: given a complex function of many variables, find the values of the variables which optimize the function, that is, for which it attains its maximum or minimum, depending on the question.

Some terminology:  $f$  is known as the *objective function*, and the quantities the function depends on  $(x_1, x_2, \dots, x_n)$  are the governing variables.

It is important to note the notion of a minimum or a maximum is local: it is a point which is lowest or highest in some neighborhood. But very often we are interested in a global optimum - the best possible solution to our problem. The first problem is not too difficult, while the second is practically impossible for a complex function, because, aside from the areas explored by minimization, there is no way to guarantee that there is no better optimum elsewhere. This is the tragic state of optimizers everywhere - they have to live with the uncertainty.

### 2.2 Optimization with one variable

#### 2.2.1 golden section search

Let us first consider searching for the minimum (or maximum, the problems are really the same except for a minus sign) of a function of one variable  $f(x)$ . The goal is to locate the minimum value of the function within a certain interval on the  $x$ -axis, to a desired tolerance. We assume only that we can evaluate the function at any given value of  $x$ . Here is the outline of the algorithm:

### **i** Golden section search

1. start with three points  $x_1, x_2, x_3$  ( $x_1 < x_2 < x_3$ ), such that  $f(x_2) < f(x_1)$  and  $f(x_2) < f(x_3)$
2. choose a point  $x_4$  in the larger of the intervals  $(x_1, x_2)$  or  $(x_2, x_3)$  (let's assume it's  $(x_1, x_2)$ , the process is the same for the other case)
3. if  $f(x_4) > f(x_2)$ , replace  $x_1$  with  $x_4$ , the new triplet is  $(x_4, x_2, x_3)$
4. if  $f(x_4) < f(x_2)$ , replace  $x_3$  with  $x_2$ , the new triplet is  $(x_1, x_4, x_2)$
5. repeat until the width of the interval is smaller than your tolerance

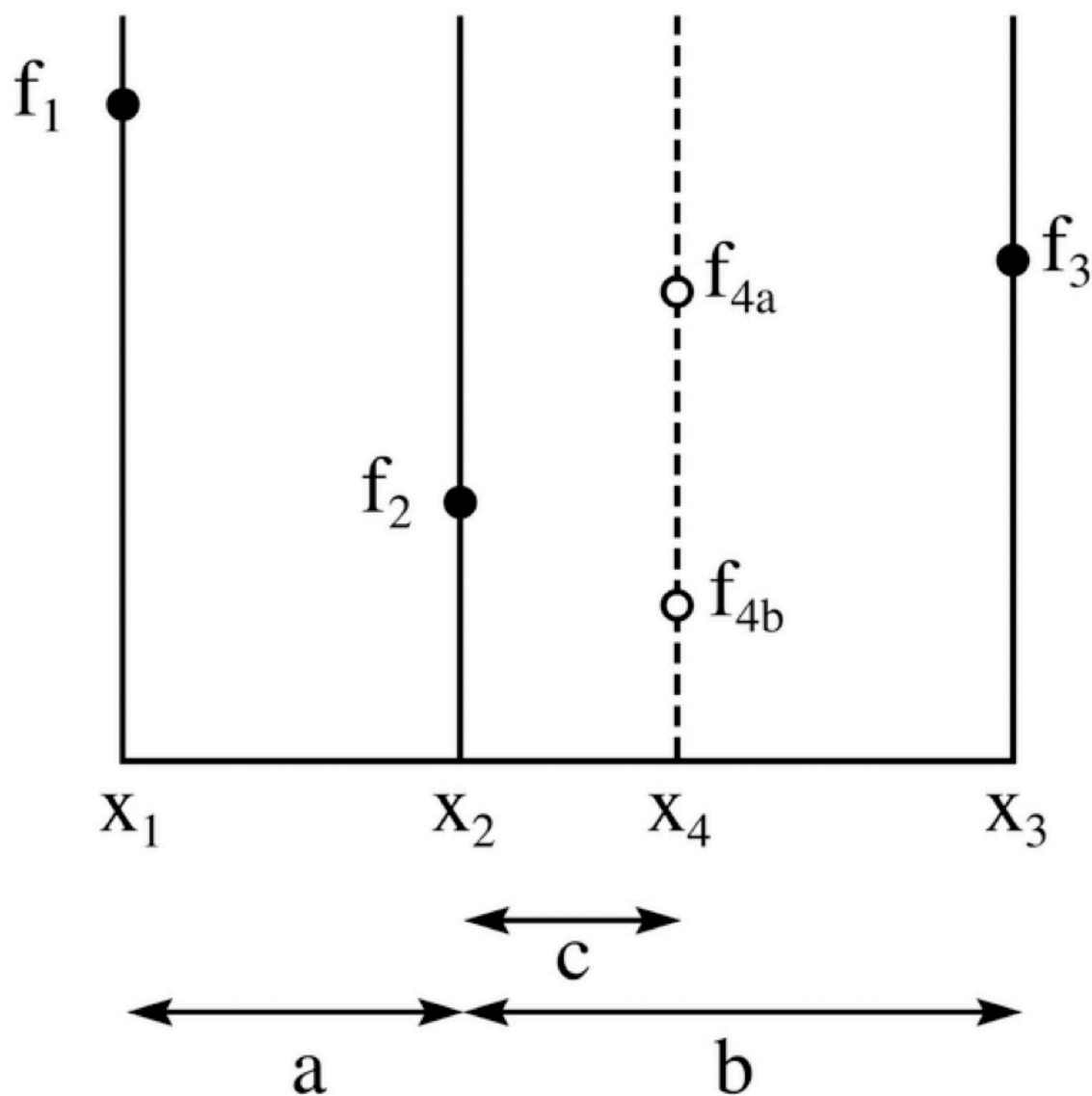


Figure 2.1: Golden ratio method for a 1-variable function  $f(x)$ ; [Figure source](#)

The question is, what is the optimal way to pick the new point  $x_4$ ? Since we have no information about the shape of the function  $f(x)$ , we don't know where the minimum is more likely to be hiding. The best approach is to hedge your bets and make each option (3 or 4) result in the same interval scaled by the same factor.

Assume that we pick  $x_4$  in  $(x_1, x_2)$ , as the larger interval, and we want to pick  $x_4$  so that the length is reduced by the same factor in both cases:  $(x_4, x_2, x_3)$  and  $(x_1, x_4, x_2)$  and the

resulting triplet is also divided in the same proportion. This is the condition for the golden ratio (that the ratio of the larger segment to the whole is the same as the ratio of the smaller segment to the larger). Thus, the the choice for the new point is  $x_4 = x_1 + (x_3 - x_1)/\phi$ , where  $\phi = (1 + \sqrt{5})/2$ . Similarly, if the interval  $(x_2, x_3)$  is larger, we pick  $x_4 = x_3 - (x_3 - x_1)/\phi$ .

Notice that this means that the interval bracketing the minimum shrinks by a factor of  $\phi \approx 1.61$  every step.

### **2.2.2 bisection method**

The bisection method is applicable for a continuous function  $f(x)$  which has a computable derivative function  $F(x)$ . In that case, finding a maximum or minimum of  $f(x)$  is the same as finding a root of the derivative function  $F(x)$ . The bisection method simply divides the bracketing interval that contains the maximum or minimum into two, like this:



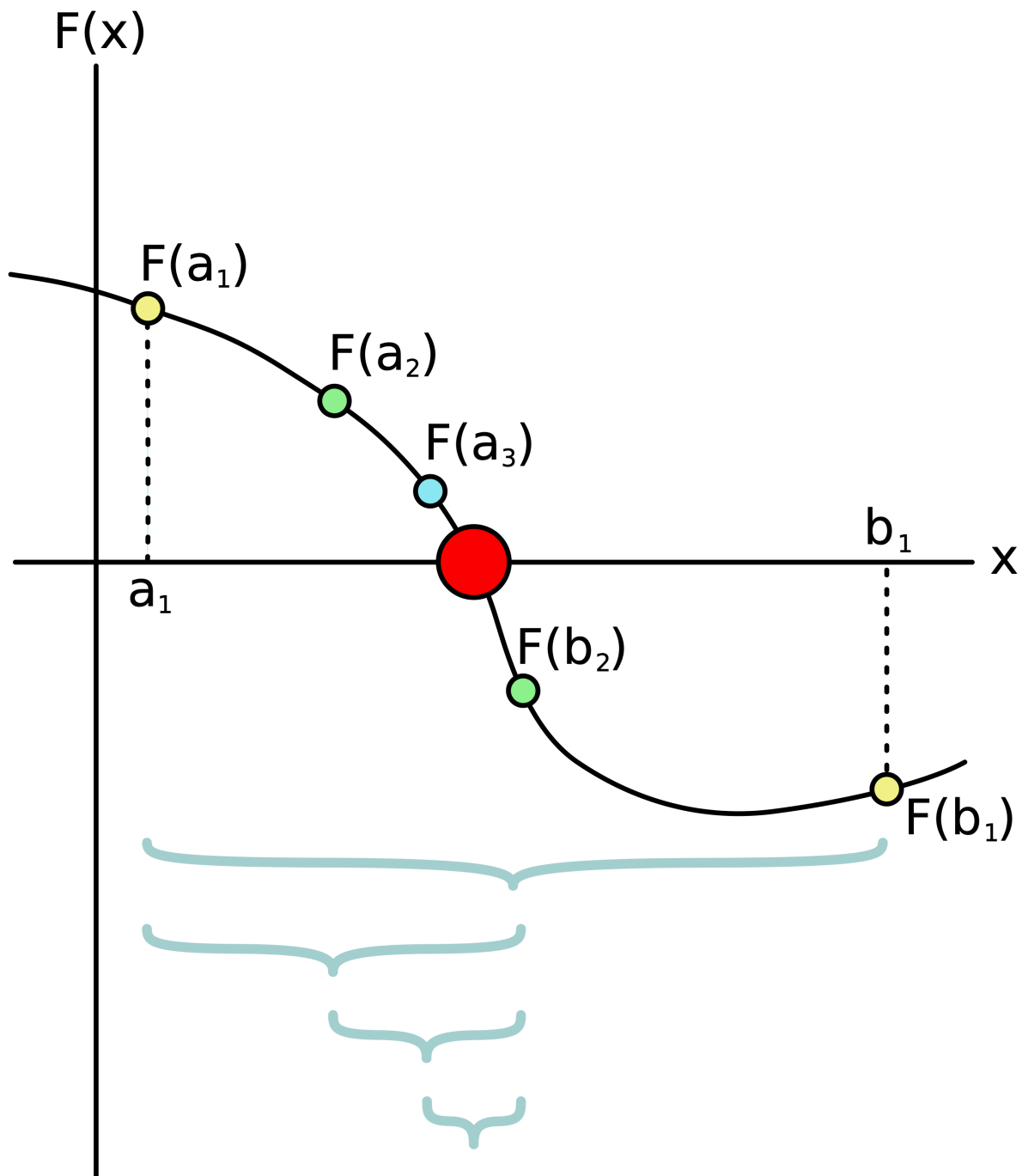


Figure 2.2: Bisection method involves cutting the interval bracketing a zero in two; [Figure source](#)

### **i** Golden section search

1. start with an interval  $(a, b)$  with  $F(a)$  and  $F(b)$  of opposite signs
2. choose  $c = (b - a)/2$
3. pick the side on which the two endpoints are bracketing zero, so the new interval is either  $(a, c)$  or  $(c, b)$
4. repeat until the interval width is smaller than the tolerance

In this case, the bracketing interval is always decreased by a factor of two, which is faster than the golden section search.

### **2.2.3 secant method**

Secant method is also a root-finding method, and can thus be used to find optima of functions with a computable derivative. If the derivative function is  $f'(x)$ , then the algorithm is:

### **i** Secant algorithm

1. start with a bracketing interval  $(x_0, x_1)$
2. calculate the slope of the (secant) line that connects the two points  $a = \frac{f(x_1) - f(x_0)}{x_1 - x_0}$
3. pick the next value  $x_i = x_{i-1} - a f(x_{i-1})$ , which is where the secant line crosses 0
4. repeat until  $f(x_i)$  is close enough to zero

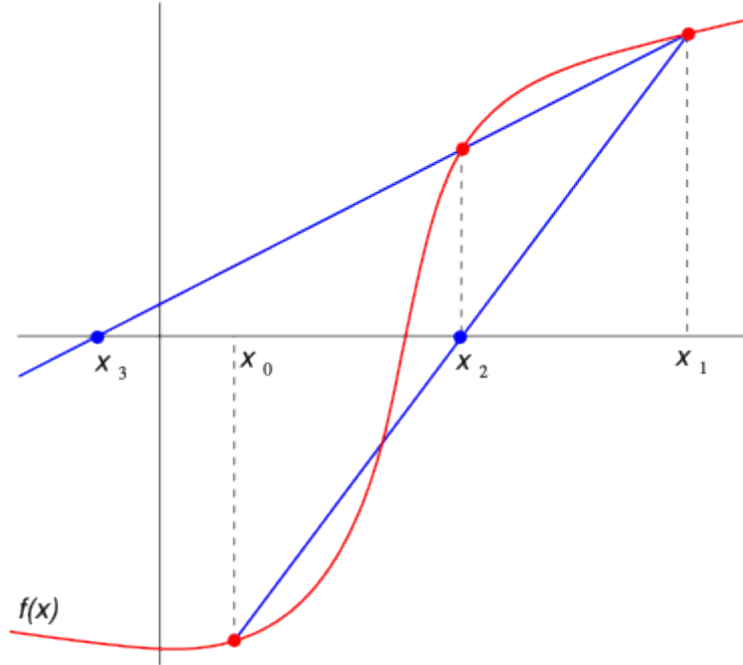


Figure 2.3: The secant method uses the line connecting the two bracketing points to approximate the root; [Figure source](#)

The secant method is faster to converge than bisection for most functions.

### 2.2.4 Newton-Raphson method

We will now consider an old method for finding roots of functions, devised by the Great Newton Himself, is also useful for finding maxima and minima of functions for which an exact formula is given. To use for optimization, it requires not only the knowledge of the derivative function  $f'(x)$  (as for secant and bisection method) but also the knowledge of the second derivative function  $f''(x)$  of the function we want to optimize.

The idea is based on the first-order Taylor expansion of a function near a point  $x_0$ :  $f(x_0 + \Delta x) = f(x_0) + \Delta x f'(x_0) + \dots$ . The dots indicate higher-order terms that we will ignore, for sufficiently small  $\Delta x$ . Now, suppose the function has a root (zero) at  $x_0$ , so  $f(x_0) = 0$ . Then, if we are at a point near the root,  $x_0 + \Delta x$ , we can calculate how far away it is from the root, by simply solving for  $\Delta x = f(x_0 + \Delta x) / f'(x_0)$ . The idea of Newton's method is to find the step size needed to reach the root, by using the value of the derivative at the current point  $x_0 + \Delta x$  (assuming the points are close enough that the slopes are almost equal). Then the steps for the algorithm are:

**i** Newton-Raphson algorithm in 1 dimension

1. Start at some point  $x_0$  (not the root, as above)
2. Let  $x_{i+1} = x_i - f(x_i)/f'(x_i)$
3. Repeat, until  $|x_{i+1} - x_i| < \epsilon_{tol}$ , where  $\epsilon_{tol}$  is the specified tolerance

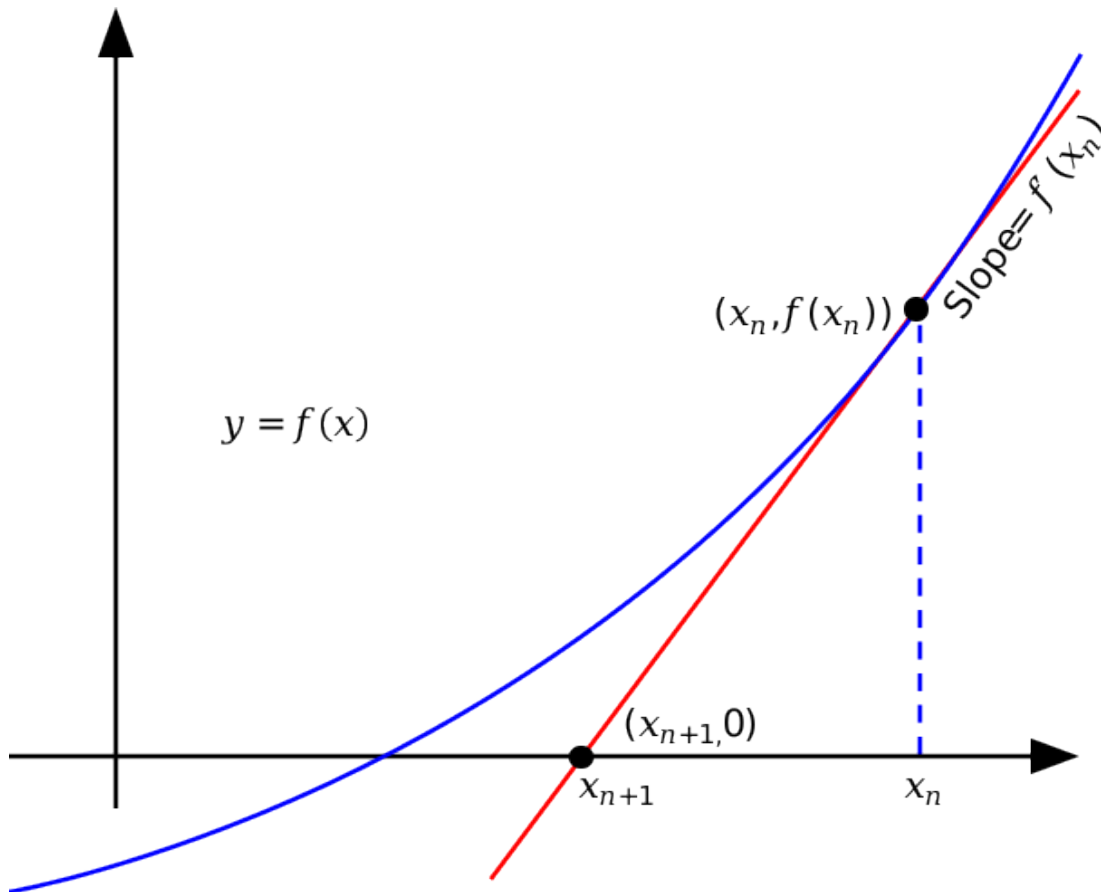


Figure 2.4: Newton-Raphson method for finding roots uses the derivative of the function to find the intersection of the tangent line with the x-axis; [Figure source](#)

The method turns out to be very efficient. Its only limitation is that it cannot find a root for which the derivative is zero (graphically, a root at which the graph of the function only

touches the  $x$ -axis). Another complication is that, if the starting point is not close enough to a root, it can be hard to predict which root the method will find, but once it settles in near one, it will reach it quickly. If the value of the derivative  $f'(x_i)$  is small, then the method can bounce around, sometimes almost chaotically, so its efficiency strongly depends on starting in proximity to a root.

To be used for optimization of a function  $F(x)$ , we need to be able to calculate  $F'(x) = f(x)$  and  $F''(x) = f'(x)$  and then find the root(s) of  $f(x)$ . Then one has to check whether the extremum is a max or a min, which is straightforward.

## 2.3 Optimization of multivariable functions using derivatives

Let us now consider functions of multiple variables, which is the case for most real applications. Such a function, e.g.  $f(x, y)$ , takes in values of the variables  $x$  and  $y$ , and returns a single number. Graphically, this could be plotted as a surface, with the height at any pair of coordinates  $(x, y)$  given by  $f(x, y)$ . Intuitively, the goal of optimization is to find the lowest (or highest) point on the surface, at least in a neighborhood (see above discussion about difficulties of global optimization). Let us assume that we are searching for a minimum, as the story is completely equivalent for maximization.

### 2.3.1 multivariable optimization problem

A function of more than one variable is denoted by  $f(\vec{x})$ , where  $\vec{x}$  is a vector of  $n$  variables  $x_1, x_2, \dots, x_n$ . This means the function takes in a vector of several numbers and returns a scalar - a single number. One simple visual analogy is the function that gives elevation (height) for a given latitude and longitude  $(x, y)$ . By plotting that function we would produce the shape of a mountain range or any other terrain, with the appropriate height at each point in the  $x - y$  plane.

The basic condition for finding the maximum or minimum of a function is known from basic calculus. For a function of  $n$  variables  $f(x_1, x_2, \dots, x_n)$  to be at an optimum, all partial derivatives must vanish:

$$\frac{\partial f(x_1, x_2, \dots, x_n)}{\partial x_1} = \frac{\partial f(x_1, x_2, \dots, x_n)}{\partial x_2} = \dots = \frac{\partial f(x_1, x_2, \dots, x_n)}{\partial x_n} = 0$$

This gives a set of  $n$  equations to be solved for  $n$  unknowns. However, in practice optimization problems are rarely solved this way, because solving  $n$  nonlinear equations can be difficult, particularly for complicated functions that frequently arise in biology. However, one can use iterative methods to converge to the optimum using derivatives of the objective function.

### 2.3.2 gradient and contours

In order to describe the changes in multivariable functions, we need more than one number. Consider the slope on the surface of a mountain: it may be steep in one direction, and flat in another. In order to deal with this, *partial derivatives* are used. These represent the rate of change of  $f$  with respect to  $x$  and  $y$  separately. Geometrically, this means the slope of the landscape we visualized above, if sliced in the  $x$  or  $y$  direction.

**Example:** If  $f(x, y) = x^2 - 2x + y^2 + 4x + 5$

$$\frac{\partial f}{\partial x} = 2x - 2 \quad \frac{\partial f}{\partial y} = 2y + 4$$

This allows us to define the multi-dimensional equivalent of the derivative: the *gradient* of a function,

#### **i** Definition

The *gradient* of a function  $f(\vec{x})$  of multiple variables  $\vec{x} = x_1, \dots, x_n$  is a vector with  $n$  components, each one the partial derivative with respect to the corresponding variable:

$$\nabla f(\vec{x}) = \left( \frac{\partial f}{\partial x_1}, \frac{\partial f}{\partial x_2}, \dots, \frac{\partial f}{\partial x_n} \right)$$

To gain some geometric intuition about gradients, let us introduce the notion of contours of  $f(\vec{x})$

#### **i** Definition

The *contours* or *level curves* of a function  $f(\vec{x})$  of multiple variables  $\vec{x} = x_1, \dots, x_n$  are sets of values of  $\vec{x}$  that satisfy equations, for any given constant  $c$ :

$$f(\vec{x}) = c$$

These are curves (for two-variable functions) or surfaces (for three-variable functions) in the space of the variables on which the function is equal to a particular constant. One common example of this are contours of a landscape (e.g. on the Earth's surface) on a topographical map.

There is an important relationship between gradients and contours. Since there is no change in  $f$  as one travels along it, the derivative of the function in the direction of the contour curve at any point is 0. As a consequence, the direction of the fastest change of  $f$  at any point,  $\nabla f$  is orthogonal to the level curve at that point.

**Example:** Let us find the contours (level curves) for the function we gave above, which means the solution of the equation  $f(x, y) = (x - 1)^2 + (y + 2)^2 = c$ . These are circles centered at  $(1, -2)$ , with the radius depending on the value of  $c$ .

Let us compare the direction of the gradient at a point, let us say at  $(0, -2)$ . This point is horizontally to the left of the center of the circular level curves. Thus, the tangent line to the circle at the point is vertical. The gradient is  $\nabla f = (-2, 0)$ : a vertical vector, perpendicular to the direction of the circle at that point.

### 2.3.3 gradient descent

The simplest idea for finding the lowest point in a valley is to follow the slope downward. In multiple dimensions, the direction of greatest downward change (steepest descent) is given by the gradient, which leads to the *gradient descent* algorithm.

The first method for minimization of a multidimensional function simply takes steps in the direction of the gradient, until the point is sufficiently close to the bottom of the valley. This is called the method of *gradient descent*:

#### Gradient descent algorithm

1. Start at some point  $\vec{x}_0$ .
2. Compute the gradient at the current point  $\vec{x}_i$ ,  $\nabla f(\vec{x}_i)$ . Find the minimum of the function  $f$  along that direction, which may be done through a one-dimensional search.
3. Take the next point to be  $x_{i+1} = x_i + \alpha \nabla f(\vec{x}_i)$ , where  $\alpha$  is the multiple found by the one-dimensional search.
4. Repeat until  $\|\vec{x}_{i+1} - \vec{x}_i\| < \epsilon_{tol}$ , where  $\epsilon_{tol}$  is the specified tolerance

The gradient descent method, although intuitively simple, is in practice inefficient. Specifically, it has difficulties with descending into a long, narrow valley: it takes many short, zigzagging steps on the way to the lowest point. Relying on the steepest way down is not the fastest way of reaching the minimum, although it is guaranteed to converge eventually, if it takes small steps.

### 2.3.4 Newton-Raphson method

A different approach at finding the minimum of a multi-variable function is to extend the Newton-Raphson method from one variable to multiple. The idea is once again to convert the optimization problem for  $f(\vec{x})$  into a root-finding problem for  $\nabla f(\vec{x})$  where the gradient

function plays the role of the derivative in the 1-dimensional Newton's method. In order for this to work, we need an equivalent to the second derivative as well.

### **i** Definition

For a function  $f(\vec{x})$  of a vector variable  $\vec{x}$  with  $n$  components, the *Hessian* is a  $n$  by  $n$  matrix, with each element defined as the second partial with respect to two variables:

$$H_{i,j} = \frac{\partial^2 f}{\partial x_i \partial x_j}$$

**Example:** For the same function we saw  $f(x, y) = x^2 - 2x + y^2 + 4x + 5$ , with the gradient:

$$\frac{\partial f}{\partial x} = 2x - 2 \quad \frac{\partial f}{\partial y} = 2y + 4$$

The Hessian requires computing two more partials for each of the elements of the gradient:

$$\frac{\partial^2 f}{\partial x^2} = 2 \quad \frac{\partial^2 f}{\partial x \partial y} = 0 \quad \frac{\partial^2 f}{\partial y \partial x} = 0 \quad \frac{\partial^2 f}{\partial y^2} = 2$$

So the Hessian matrix is

$$H(f(\vec{x})) = \begin{pmatrix} 2 & 0 \\ 0 & 2 \end{pmatrix}$$

Now that we have the multi-variable equivalents of  $f'(x)$  and  $f''(x)$ , we can formulate the multidimensional Newton-Raphson algorithm using vectors and matrices:

### **i** Multi-variable Newton-Raphson algorithm

1. Define the gradient function  $\nabla f(\vec{x})$  and the Hessian function  $H(\vec{x})$
2. Start at some point  $\vec{x}_0$  (as long as it is not the minimum)
3. Update the point using  $\vec{x}_{i+1} = \vec{x}_i - H^{-1}(\vec{x}_i) \nabla f(\vec{x}_i)$
4. Repeat until  $\|\vec{x}_{i+1} - \vec{x}_i\| < \epsilon_{tol}$ , where  $\epsilon_{tol}$  is the specified tolerance

The geometric intuition of the Newton-Raphson method relies on the fact that the second derivative (Hessian) matrix  $H$  represents the curvature of the objective function, similar to the coefficient  $a$  of the 1-variable quadratic function  $ax^2 + bx + c$ . Instead of simply using the gradient, or the linear component of the objective function, this method uses the curvature



to speed up the search. In fact, Newton-Raphson performs very efficiently once it is within a nearly quadratic-shaped well, but doesn't do very well far from the minimum.

### 2.3.5 Levenberg-Marquardt method

The Levenberg-Marquardt method is a combination of the gradient descent and Newton-Raphson methods. It uses their respective strengths, by using the gradient to quickly reach the vicinity (approximately quadratic valley) of a minimum, and then use the curvature information from the Hessian to finish the job efficiently. The insight of this method is that one can interpolate between the two methods by introducing a parameter  $\lambda$  which at high values weigh the method toward gradient descent, and at small values the Hessian and therefore Newton's method dominates. Here is an outline of the algorithm, which starts with a large value of  $\lambda$ , assuming that the initial guess  $\vec{x}_0$  is far from the minimum:

#### Levenberg-Marquardt algorithm

1. Define the gradient function  $\nabla f(\vec{x})$  and the Hessian function  $H(\vec{x})$
2. Start at some point  $\vec{x}_0$  (as long as it is not the minimum) and set  $\lambda$  to be large (e.g. 1000)
3. Update the point using  $\vec{x}_{i+1} = \vec{x}_i - (H(\vec{x}_i) + \lambda \text{diag}[H(\vec{x}_i)])^{-1} \nabla f(\vec{x}_i)$
4. If  $f(\vec{x}_{i+1}) < f(\vec{x}_i)$  (the new point is an improvement), accept  $\vec{x}_{i+1}$  and divide  $\lambda$  by a factor  $S$  (which can be set to be any positive real number, usually in the range of 2-10)
5. else (if the point is not an improvement) keep  $\vec{x}_i$  as the current point and multiply  $\lambda$  by  $S$
6. Repeat until  $\|\vec{x}_{i+1} - \vec{x}_i\| < \epsilon_{tol}$ , where  $\epsilon_{tol}$  is the specified tolerance

When  $\lambda = 0$ , the updating expression is identical to the Newton-Raphson step. One unusual insight in the method is the use of the diagonal of the Hessian instead of just the identity matrix, which is in line with the gradient descent updating step. It turns out that using the diagonal of the Hessian matrix (which contains the second derivatives w.r.t. to all the variables) guarantees more efficient convergence than using just the identity matrix by using the geometry of the curvature to scale the gradient accordingly. This method is widely used in nonlinear least squares fitting problems, such as fitting data to exponential or other complex functions.

## 3 Fourier transforms and convolutions

### 3.1 Overview

In this chapter we will build on the concepts of Fourier analysis introduced in the last quarter. We will outline the theory of Fourier transforms and give examples of pairs of functions and their transforms. In the process, new theoretical constructs, such as the delta-function, will come into play. This will lead to the most important tool in the applications of Fourier transforms, convolution of two functions. I will give examples from imaging and crystallography, where Fourier transforms of data, described as convolutions, are indispensable.

### 3.2 Continuous Fourier Transform

#### 3.2.1 Fourier integral

So far we have only used the idea of frequency decomposition on functions which are either periodic (repeating) with period  $L$ , or equivalently, if we are only interested in the function over that interval. We may want to similarly analyze a continuous function which is not periodic, and in which we are interested over the whole real line. To achieve that, we generalize the notion of a Fourier series from a sum to an integral:

##### Definition

Forward Fourier transform:

$$G(f) = \int_{-\infty}^{\infty} g(x) e^{i2\pi f x} dx$$

Inverse Fourier transform:

$$g(x) = \int_{-\infty}^{\infty} G(f) e^{-i2\pi f x} df$$

The first equation is called the *Fourier transform*, note that it changes the variable from  $x$  (e.g. time or space) to  $f$  (frequency). It is equivalent to the integral definition of  $c_n$ , except that  $n$  was restricted to the integers, and  $f$  can be any real number. This is why, for the second

equation, defining the *Inverse Fourier transform*, the Fourier series becomes an integral: we have to add up the contributions of all real frequencies.

A note on notation: first, the signs of the frequencies in the definition of the Fourier series and the Fourier integral are reversed. I believe this is purely a matter of convention. Second, mathematicians prefer to define the Fourier transform and the inverse transform as follows:

**i** (Alternative) definition

Forward Fourier transform:

$$G(\omega) = \int_{-\infty}^{\infty} g(x)e^{i\omega x} dx$$

Inverse Fourier Transform:

$$g(x) = \frac{1}{2\pi} \int_{-\infty}^{\infty} G(\omega)e^{-i\omega x} d\omega$$

The difference between the two definitions is small, and conceptually can be distinguished by noting that the variable  $f$  in the first definition refers to a pure frequency (times per unit of  $x$ ) while the variable  $\omega$  in the second definition refers to angular frequency (radians per unit of  $x$ ). The textbook uses the second definition, but we will stick with the first, because it uses pure frequency  $f$  and is more consistent with the definition of the Fourier series.

### 3.2.2 the delta function

As we saw above, the units of the variables  $x$  and  $f$  are reciprocal to each other (e.g. second and 1/second, or meter and 1/meter), and although the functions  $g(x)$  and  $\hat{g}(f)$  are in some sense the same function, they have an inverse relationship with each other. The Fourier transform and the inverse Fourier transform take functions between the two domains, and thus set up pairs of “inversely” related functions. In some cases, they are simply to compute and understand analytically.

For instance, if we take the pure wave  $\cos(2\pi x)$ , it clearly contains only the frequencies  $\pm 1$  (plus or minus because both positive and negative frequencies are inherent in any pure wave). You would expect its Fourier transform representation to be a double peak (symmetric about the origin) in the frequency space  $f$ , while everywhere else it is strictly zero. If we’re dealing with Fourier series, of course, we just have two coefficients  $c_1 = 1/2$  and  $c_{N-1} = 1/2$ , with all the others being zero. However, a single value has no weight on the real line (mathematically speaking, it has “measure zero”, which means the same thing). So, mathematicians borrowed from physicists (Paul Dirac) the idea of an infinitely tall and infinitely thin spike which has finite area under the curve. This is called the delta function, and is written  $\delta(x - a)$ , where  $a$  is the value at which it spikes. The Fourier transform of the pure cosine wave is then described as:

$$\frac{1}{2}\delta(f-1) + \frac{1}{2}\delta(f+1)$$

As a corollary, if we take the boring function  $f(x) = 1$ , which can be thought of as a wave of zero frequency, its Fourier transform is given by simply  $\delta(f)$  - that is, an infinite spike at frequency zero. Since  $f(x)$  has an infinite mean and nothing else, this makes intuitive sense.

Conversely, the Fourier transform of a delta function  $\delta(x-a)$  is given by:

$$\int_{-\infty}^{\infty} \delta(x-a)e^{i2\pi xf}dx = e^{i2\pi af} = \cos(2\pi af) + i\sin(2\pi af)$$

This uses the property of the delta function to “pick out” the value of the function it is integrated with, at the point matching its spike (in this case  $a$ ).

### 3.2.3 Fourier pairs and the Gaussian function

A function and its Fourier transformed counterpart are known as *Fourier pairs*. What we see is that functions which are widely distributed in one domain (like the constant function or the sines or cosines) have Fourier transforms which are infinitely thin, and vice versa. This is a manifestation of the inverse property of the two domains, as we vaguely saw above. There is a general property of Fourier pairs that the wider a function, the narrower its Fourier counterpart. We have investigated the extremes, let us see where the happy medium lies.

The Gaussian function  $h(x) = e^{-ax^2}$  is a continuous bell-shaped curve which falls off sharply from its peak at zero, and has a finite area under the curve. It has the special property that its functional form is preserved by the Fourier transform: the Fourier partner of a Gaussian is also a Gaussian. Here is the verification:

$$\int_{-\infty}^{\infty} e^{-ax^2} e^{i2\pi xf} dx = \int_{-\infty}^{\infty} e^{[-ax^2 + i2\pi xf + \frac{\pi^2}{a}f^2] - \frac{\pi^2}{a}f^2} dx = e^{-\frac{\pi^2}{a}f^2} \int_{-\infty}^{\infty} e^{-a(x - i\frac{\pi}{a}f)^2} dx = e^{-\frac{\pi^2}{a}f^2} \sqrt{\frac{\pi}{a}}$$

In the first step we did a trick called completing the square in the exponent, by adding the term  $\pi^2/a f^2$  to make the first part of the expression be equal to  $(\sqrt{a}x - i\frac{\pi}{\sqrt{a}}f)^2 = a(x - i\frac{\pi}{a}f)^2$ , and subtracting the same term. Then we split up the exponential into two factors, of which one ( $e^{-\frac{\pi^2}{a}f^2}$ ) is independent of the integration variable  $x$ , and can thus be brought out of the integral. What remains inside the integral is just a Gaussian function shifted over by a constant ( $-i\frac{\sqrt{\pi}}{a}$ ). You can make a change of variables  $y = x - i\frac{\sqrt{\pi}}{a}$ , and because we are integrating over all values of  $x$ , the shift does not matter, the integral still contains all the area under the Gaussian curve. Finally, we know that the total area under a Gaussian  $e^{-ax^2}$  equals  $\sqrt{\frac{\pi}{a}}$ , hence the final step.

Thus, the functions  $h(x) = e^{-ax^2}$  and  $\hat{h}(f) = \sqrt{\frac{\pi}{a}} e^{-\frac{\pi^2}{a} f^2}$  are a Fourier pair. If we choose  $a = \pi$ , you see that the exponentials of the two functions match, and the constant in  $\hat{h}(f)$  reduces to unity. The Gaussian function  $e^{-x^2/2}$  is its own Fourier transform, not too wide, not too narrow - the Goldilocks function.

### 3.3 Convolution and Fourier Transform

We now come to one more special property of the Fourier Transform which is useful in many different applications.

#### **i** Definition

The *convolution* of two functions is defined as follows:

$$h \circ g = \int_{-\infty}^{\infty} h(x)g(y-x)dx$$

$g(y-x)$  is the function  $g(y)$  horizontally translated by  $x$ . Thus, you can think about this integral as follows: for every number  $y$ , we sum over all the values of  $h(x)$  multiplied by the value of  $g(y-x)$ , which is effectively shifted by  $x$ .

Some important properties of the convolution, which can be easily shown by writing down the integral definition:

#### Properties of convolutions

- convolution of two functions is commutative:  $h \circ g = g \circ h$
- convolution of two functions is associative:  $h \circ (g \circ f) = (h \circ g) \circ f$
- convolution of two functions is distributive:  $h \circ (g + f) = h \circ g + h \circ f$
- convolution preserves shifts (translations): if  $f = h \circ g$ , then  $f(x-a) = h(x-a) \circ g = h \circ g(x-a)$

#### 3.3.1 Examples

One simple example is based on the delta function  $\delta(x-a)$  we saw in the previous lecture, which, if you recall picks out the value of the function it is integrated with that matches its spike at  $a$ . Thus, if we consider:

$$h(x) \circ \delta(x-a) = \int_{-\infty}^{\infty} h(x)\delta(y-x-a)dx = h(y-a)$$

That is, the delta function performed a shift, or repositioning of the function  $h$  by its own peak position  $a$ . This property is often used in convolution applications, as we will see below.

On the other extreme, we will consider a convolution with the opposite function: one which is infinitely wide. The convolution of a function with one which is unity everywhere, ( $g(x) = 1$ ) results in the mean value of the function  $h(x)$ :

$$h(x) \circ g(x) = \int_{-\infty}^{\infty} h(x) dx$$

### 3.3.2 The Convolution Theorem

The reason why the convolution is so central to the application of Fourier Transforms is the following.

#### **i** Convolution Theorem

The Fourier transform has the following special property with convolutions:

$$\widehat{g \circ h} = \hat{g} \hat{h}$$

This means that the Fourier transform of a convolution of two function is the same as the product of the two separate FT. This enables a huge computational benefit for computing Fourier transforms of signals which are naturally convolved, because it is usually much easier to compute the FT of the two individual functions.

There are many physical applications where convolutions arise naturally, for instance in communications, where one function can be thought of as a signal and the other the response, and the convolution given the observed communication. It is also invaluable in imaging, where one can get a repetition of different objects by defining one function to describe the object, and the other to describe the distribution of its locations. Convolution in this case gives the overall image with multiple objects, or with objects whose location is not precise, but has a smeared distribution.

## 3.4 Computational: Fourier transform in two dimensions, spectral analysis

### 3.4.1 power spectrum in two dimensions

As we saw above, Fourier transforms can be computed exactly for some simple functions. In practice computational methods like the Fast Fourier Transform are used to find a numerical

approximation of the Fourier transform. This means that only a discrete set of values of  $\hat{h}(f)$  are computed. We will talk about this in the next lecture.

Here I want to focus on what we take away from Fourier transform analysis. Essentially, looking at  $\hat{h}(f)$  gives us a frequency-based representation of the original function  $h(x)$ . We can see what types of frequencies are prevalent, which are absent, etc. To quantify this, however, we need to be more precise. The function  $\hat{h}(f)$  is complex-valued, so we cannot even graph it in one dimension (Prove to yourself that: FT of an even function is purely real-valued, like the Gaussian example above, FT of an odd function is purely imaginary, and FT of mixed functions are complex, like the delta-function example above). Instead it is customary to consider the absolute value squared  $|\hat{h}(f)|^2$ , which is called the *power* of each frequency  $f$ .

This is convenient because the Parseval equality applies to Fourier integrals as well:

$$\int_{-\infty}^{\infty} |h(x)|^2 dx = \int_{-\infty}^{\infty} |\hat{h}(f)|^2 df$$

Therefore, we can look at the power distribution in frequency space (called the *power spectrum* as capturing an essential measure of the function  $h(x)$  (its  $L^2$  norm, if you want to get mathematical). This is the most common output of Fourier analysis, and the power spectrum plotted to describe how strong different frequencies are in the observed data.

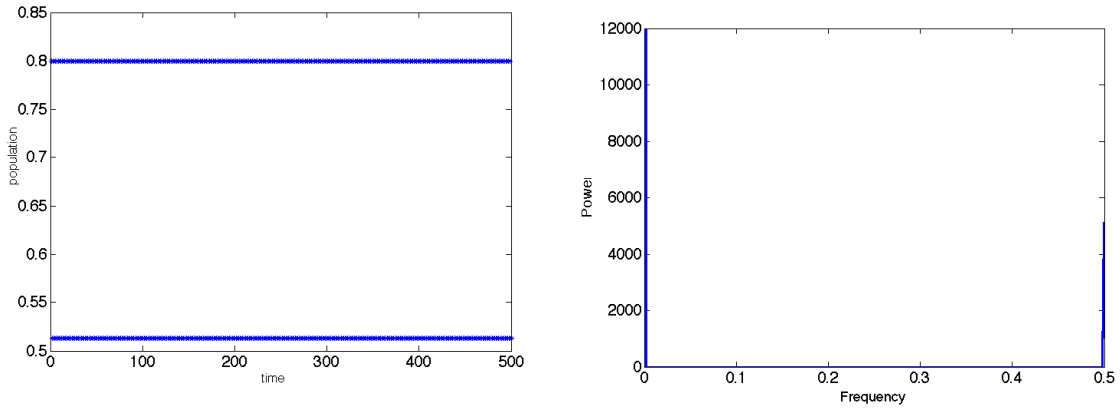
### 3.4.2 Application: analysis of time series data

One example of such application is the analysis of measurements recorded in time (called a *time series*, somewhat confusing for mathematicians since a series to them means a sum of multiple terms). For illustration, let us use the logistic iterated map that we studied in the first half of this course:  $x_{n+1} = rx_n(1 - x_n)$ . We will iterate it for several hundred steps (500 to be safe) to get it to converge to the attractor set, then record 500 steps of the steady-state time sequence and look at its power spectrum. Here is the time series and the power spectrum from  $r = 3.2$ :

You can see that a period 2 oscillation is represented by two nonzero values in the power spectrum: zero frequency (sum of all values) and frequency  $1/2$  (period 2). This time of sharply peaked power spectrum is expected from

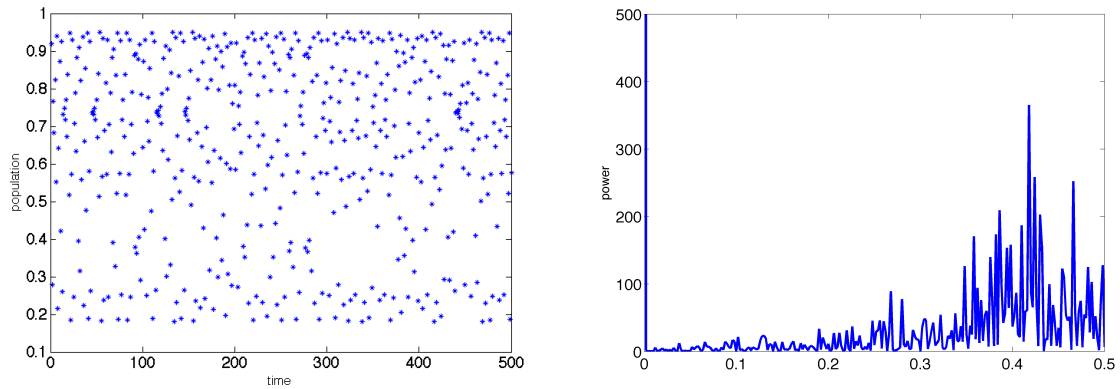
Now let us take the value  $r = 3.8$ , which leads to chaotic behavior, which is not periodic. The time series and the power spectrum are shown below:

You can see that the power spectrum of a chaotic time series is dramatically different: all frequencies contribute, fast and slow, but the overall appearance of the power spectrum is ragged, as they are all represented with different powers. This is a tell-tale mark of chaos: lack of well-defined peaks, and an overall unstructured appearance.



- (a) The steady state sequence of values produced by iteration of the logistic map  $x_{n+1} = rx_n(1 - x_n)$  for  $r = 3.2$  (b) The power spectrum of the data produced by iteration of the logistic map with  $r = 3.2$

Figure 3.1: Time series and power spectrum



- (a) Sequence of values produced by iteration of the logistic map  $x_{n+1} = rx_n(1 - x_n)$  for  $r = 3.8$  (b) The power spectrum of the data produced by iteration of the logistic map with  $r = 3.8$

Figure 3.2: Time series and power spectrum



### 3.5 Synthesis: Fourier transform of crystal diffraction pattern

One important application of Fourier transforms is to optical scattering. Any time a light is scattered by an object, it results in a Fourier transform of the image of the object, and if enough photons are scattered, one can get a pretty complete picture. In the visible range, we can use lenses, such as in our eyes or in microscopes, to essentially perform the inverse Fourier transform. In X-ray crystallography, which is the primary tool for determining structures of biological molecules, it is not possible, because no optical lenses can interact with photons of that wavelength. We are left to perform the inverse Fourier transforms computationally.

Each atom in the crystal scatters photons with its electron cloud. While it is easy to describe the distribution of electrons in each atom, we have many atoms arranged in a lattice, each contributing to the diffraction intensity. If we consider them all, it will be a very difficult calculation. Instead, the convolution property allows us to find the Fourier transform of a single atom (a Gaussian function, so its Fourier pair is another Gaussian) and find the transform of the idealized lattice of points, both of which are easy calculations, and then multiply them together to find the Fourier transform of the whole lattice of atoms. This gives a simplified idea of how X-ray crystallographers can make sense out of a diffraction pattern and re-create the electron density inside the molecules in the crystal.

## 4 Discrete optimization problems: Monte Carlo search

### 4.1 Monte Carlo methods

Monte Carlo algorithms are used to find the optimal solution in a large space of possible solutions, by randomly generating new candidates and randomly deciding whether to accept or reject them. The stochastic approach does not guarantee finding the global optimum, however, it enables one to sample the space of possibilities, far outside of the vicinity of the initial guess. Here is the outline of the method:

1. Start with an initial guess  $\vec{x}_0$
2. Generate a new candidate  $\vec{x}_{i+1}$ , usually using a random algorithm. For example, given a path for the TSP, one can generate a new candidate path by swapping the order of two randomly chosen cities.
3. Evaluate the objecting function of the new candidate state and compare with the objective function at the old state. If the new candidate is better ( $f(\vec{x}_{i+1}) < f(\vec{x}_i)$ ), accept the new state. If the new candidate does not have a lower objective function, use the *Metropolis criterion* to randomly decide whether to accept the new state. Thus, if  $f(\vec{x}_{i+1}) > f(\vec{x}_i)$ , accept the new state with probability  $P = e^{f(\vec{x}_{i-1}) - f(\vec{x}_i)}$ .
4. Repeat until the algorithm no longer seems to improve the predictions: usually, until a maximum number of consecutive rejections is reached.

The fact that the Monte Carlo algorithm sometimes will accept a worse (in term of the objective function) new candidate state means that it is capable of climbing out of a local well which may not be the deepest. This, of course, still does not guarantee that it finds the global minimum in any finite amount of time. However, given enough iterations, Monte Carlo can explore the space of possible states and find something close to the global optimum.

### 4.2 Traveling Salesman Problem

We now proceed to complex optimization problems for which the objective function either has no exact formula, or there is no way of computing gradients and curvatures. One such

class of cases are functions for which the variables have only discrete domains. A famous example is the *traveling salesman problem*, in which the goal is to find the optimal order of visiting  $N$  cities, with optimal meaning the order with the lowest total distance traveled. This seemingly simple problem has no efficient algorithm for solving it exactly - it belongs to a class of problems known as “NP-complete” (I will not attempt to explain the terminology here). All exact methods for solving the TSP are as inefficient as the brute force method of considering every possible order of visiting the cities, calculating the total distance of each, and picking the best one. However, since the number of such paths is  $N!$ , this is an impractical way of solving the problem.

### 4.3 Simple protein folding model: HP on a lattice

Protein folding, as mentioned above, is a very complex problem of finding the global energy minimum in a very large space of states. The main driving force behind the process is the hydrophobic effect: the preference of hydrophobic (oily) amino acid residues to stick together and minimize their interactions with water. Some residues are hydrophobic, and others are polar, and the latter usually end up in the interior of a folded protein structure.

One extremely simple type of models to study the mechanism of protein folding is the HP model on a lattice, where a protein is modeled as a chain of beads, representing amino acid residues, each either hydrophobic (H) or polar (P) in character. The positions of the beads are restricted to a lattice, typically of cubic symmetry, so there are only a discrete number of possible conformations, but just like in the traveling salesman problem, they grow exponentially. To construct a possible protein “conformation”, one can start the chain at one end, and then place the next bead in one of the neighboring lattice points which not occupied. If one chooses the next step randomly, it is called a “self-avoiding random walk”.

The object is to find the conformation which minimizes the total energy. Total energy in HP models can be defined differently, but the simplest calculation is just to count the number of pairs of hydrophobic residues which are neighbors (one lattice point away) and take the negative of that number to be the total energy. Thus, there is a payoff for placing hydrophobic residues near each other, and no effect from the location of polar residues (which is not physically correct). You will use the computer lab to explore this model using a Monte Carlo approach.

## 5 Markov models and transition matrices

### 5.1 Independence of random variables

Two events are independent if:  $P(A|B) = P(A)$ . Since by definition the conditional probability is  $P(A|B) = P(A \cap B)/P(B)$ , the notion of independence can be expressed as the *product rule*, that states that two events are independent if and only if:

$$P(A \cap B) = P(B)P(A)$$

Note that this allows us to shift the definition onto random variables, since probability of a value  $x$  of a random variable  $X$  corresponds to the probability of the event that gets mapped to  $x$ . Thus, the same definition applied to two random variables  $X$  and  $Y$ , in slightly different notation

$$P(X = x, Y = y) = P(X = x)P(Y = y)$$

for all values of  $x$  and  $y$ .

#### 5.1.1 Example: strings of binary trials

The notion of independence is extremely useful for computing probability of more complicated random variables. If we assume that Bernoulli trials are independent of each other, then we can immediately calculate the probability of a string of 0s and 1s or Ws and Ls given the probability of a win is  $p$  and that of a loss is  $q$ . For example:  $P(\{WWLWL\}) = p^3q^2$ .

In practice, independence between processes is rarely perfectly true. However, computing the probability of two random variables without independence is such a pain that it is often very useful to make the independence assumption, and then test it against the data. If it stands up, you have a good predictive model, and if it does not, you have learned that two processes are somehow linked, which is very useful.

### 5.2 Random variables that change with time

A *stochastic process* is a sequence of random variables that change with time. The changes may be in discrete time steps that can be counted, and then we denote the random variable at time step  $n$   $X_n$ . If time is continuous, not broken up into countable steps, then there are infinitely

many random variables  $X_t$  for any real number  $t$ . The random variables are assumed to all be functions with the same domain (sample space), and with the same range (the numbers that they can assume). What changes over time is the probability distribution function of the random variables.

We already saw sequences of random variables in the case of repeated Bernoulli trials. Those trials were independent of each other and each random variable  $X_n$  had the same probability distribution. In (most) other situations, the probability distribution at time  $n$  depends on the distributions before, or the history of the stochastic process.

## 5.2.1 Computing the probability one step ahead

Let us say we know the probability distribution of  $X_n$ , and we want to know the probability distribution of  $X_{n+1}$ . By the definition of conditional probability,  $P(X_{n+1} = x \text{ and } X_n = y) = P(X_{n+1} = x|X_n = y)P(X_n = y)$ . Then, to find the total probability of  $X_{n+1} = x$ , add up all the probabilities  $P(X_{n+1} = x \text{ and } X_n = y)$  for all possible values of  $X_n$ , since they add up to the whole sample space:

$$P(X_{n+1} = x) = \sum_{\text{all } y} P(X_{n+1} = x \text{ and } X_n = y) = \sum_{\text{all } y} P(X_{n+1} = x|X_n = y)P(X_n = y)$$

Therefore, to compute the probability distribution of the next random variable in time, we need to know the conditional probabilities of the next random variable given the previous one. These are called *transition probabilities* and are the basis of the models we will be studying.

### 5.2.1.1 Example: weather changes

Suppose that the weather changes in a random way (big surprise), and we divide it in only two states: sunny ( $S$ ) and cloudy ( $C$ ). Suppose that the weather tomorrow  $W_{n+1}$  depends on the weather today  $W_n$  with the following transition probabilities (perhaps obtained empirically over years of observations) given in the table below.

	sunny today	cloudy today
sunny tomorrow	0.8	0.3
cloudy tomorrow	0.2	0.7

Given these conditional probabilities, we can compute the probability distribution of the weather tomorrow given the weather today, e.g., if today is sunny, then the probability it will be sunny tomorrow is  $P(W_{n+1} = S) =$

$$= P(W_{n+1} = S|W_n = S)P(W_n = S) + P(W_{n+1} = S|W_n = C)P(W_n = C) = 0.8*1 + 0.3*0 = 0.8$$

Similarly  $P(W_{n+1} = C) =$

$$= P(W_{n+1} = C|W_n = S)P(W_n = S) + P(W_{n+1} = C|W_n = C)P(W_n = C) = 0.2*1 + 0.7*0 = 0.2$$

We can go further and compute the probability of the weather two days into the future, by applying the transition probabilities again:  $P(W_{n+2} = S) =$

$$P(W_{n+2} = S|W_{n+1} = S)P(W_{n+1} = S) + P(W_{n+2} = S|W_{n+1} = C)P(W_{n+1} = C) = 0.8*0.8 + 0.3*0.2 = 0.7$$

and also  $P(W_{n+2} = C) =$

$$P(W_{n+2} = C|W_{n+1} = S)P(W_{n+1} = S) + P(W_{n+2} = C|W_{n+1} = C)P(W_{n+1} = C) = 0.2*0.8 + 0.7*0.2 = 0.3$$

These calculations could be written more succinctly as a product of a *transition matrix*  $M$  and the vector with the probability distribution. The probabilities for next day's weather given sunny weather today are:

$$\begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0.8 \\ 0.2 \end{pmatrix}$$

And the probabilities for the next day are computed by multiplying by the matrix again. So it can be written as multiplying the first probability distribution by the square of the transition matrix:

$$\begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} 0.8 \\ 0.2 \end{pmatrix} = \begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0.8 & 0.3 \\ 0.2 & 0.7 \end{pmatrix}^2 \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0.7 \\ 0.3 \end{pmatrix}$$

We can multiply the initial distribution by the transition matrix  $n$  times obtain the probability distribution for weather  $n$  days in the future.

## 5.3 Markov chains

The above is an example of generating a sequence of probability distributions for random variables known as a *Markov chain*. The random variables must have a finite number of possible values (known as states) so the probability distributions can be written as vectors  $P_n$ , and the transition matrix  $M$  where each element  $\pi_{ij}$  (in the  $i$ -th row and the  $j$ -th column) is known as a *transition probability*  $P(X_{n+1} = x_i | X_n = x_j)$ , where  $x_i$  and  $x_j$  are the  $i$ -th and the  $j$ -th state of the random variable  $X_n$ . Then, as we saw above, the probability distribution at time  $n$  is given by:

$$P_{n+1} = MP_n \implies P_n = M^n P_0$$

where  $P_0$  is initial probability distribution.

What makes such a stochastic process *Markovian* is a deep assumption which is implicit in our definition. We assumed that we can calculate the probability distribution of the variable at the next time knowing only the distribution at the present time. More precisely, we assumed that **the conditional probability distribution at time  $n+1$** , given the random variable at time  $n$ , is *independent* of the knowledge of the random variable at time  $n-1$  or any previous time.

This is called the *Markov property*, and it can be written as follows:

$$P(X_{n+1}|X_n, X_m) = P(X_{n+1}|X_n), \text{ for } m < n$$

### 5.3.1 properties of Markov transition matrices

The transition matrices, a.k.a. Markov matrices, have some special properties that help us compute the Markov chain they generate:

- By construction each column of a Markov matrix (with  $m$  states) has to add up to 1, because

$$\sum_{i=1}^m \pi_{ij} = \sum_{i=1}^m P(X_{n+1} = x_i | X_n = x_j) = 1$$

since all possible outcomes have to add up to 1.

- Multiplying a probability distribution vector by a Markov matrix preserves the property that all elements add up to 1 (check for yourself that this follows from the first property.)
- The eigenvalues of the Markov matrix are all  $|\lambda| < 1$ . This is important because to calculate powers of the matrix, we can use the diagonal form  $M = U\Lambda U^{-1}$  where  $U$  is the matrix of eigenvectors and  $\Lambda$  is the matrix of eigenvalues; then  $M^n = U\Lambda^n U^{-1}$ . Therefore, each eigenvalue is raised to the  $n$ -th power, and given the property above, all the eigenvalues except for  $\lambda = 1$  will decay. Those eigenvectors with eigenvalue unity are called *stationary probability distributions*.
- The elements of  $M$  are probabilities and therefore are between 0 and 1, inclusively. If all the elements are strictly greater than zero (and thus strictly less than 1), there is only a single eigenvalue equal to 1 and thus only a single equilibrium probability distribution.

### 5.3.2 Example: Hardy-Weinberg equilibrium

Here is an application of the concept of an equilibrium distribution, known as the Hardy-Weinberg equilibrium. This is a classic population genetics result for the distribution of frequencies of genotypes in a population. We assume that the population consists of randomly mating diploid individuals, and that we are only interested in two alleles of a gene:  $A$  and  $a$ . For a diploid individual, there are three possible genotypes:  $AA$ ,  $aa$ , and  $Aa$  (same as

$aA$ ). The frequencies of these genotypes in the population are equivalent to the probabilities of a given individual possessing that genotype. Let us call the initial frequencies as follows:  $P_0(AA) = p_0$ ,  $P_0(aa) = q_0$ ,  $P_0(Aa) = r_0$ .

The conditional probability of inheriting one  $A$  allele given one parent has  $AA$  is  $P(A|AA) = 1$ , similarly  $P(A|aa) = 0$ , and  $P(A|Aa) = 1/2$ . Then we can calculate the total probability of inheriting an allele in the next generation is:

$$P(A) = P(A|AA)p_0 + P(A|aa)q_0 + P(A|Aa)r_0 = p_0 + r_0/2$$

$$P(a) = P(A|AA)p_0 + P(A|aa)q_0 + P(A|Aa)r_0 = q_0 + r_0/2$$

The probability of having the genotype  $AA$  is the product of the two probabilities, because of the independence assumption in random mating. Thus we obtain the frequencies of the three genotypes in the next generation:

$$P(AA) = P(A)P(A) = (p_0 + r_0/2)^2 = p_1$$

$$P(aa) = P(a)P(a) = (q_0 + r_0/2)^2 = q_1$$

$$P(Aa) = P(A)P(a) + P(a)P(A) = 2(q_0 + r_0/2)(p_0 + r_0/2) = r_1$$

The transition matrix can be written by assuming the transition probabilities  $P(AA|AA) = p + r/2$  (probability of offspring with genotype  $AA$ , given that one parent has genotype  $AA$ , is the probability of finding allele  $A$  in the population). Similarly,  $P(aa|aa) = q + r/2$ ,  $P(Aa|AA) = p + r/2$ , and  $P(Aa|aa) = q + r/2$ . Of course,  $P(aa|AA) = P(AA|aa) = 0$ . If the parent is heterozygous, then the conditional probability is  $P(AA|Aa) = 1/2(p + r/2)$ , the product of the frequency of the allele  $A$  and the probability of  $A$  being passed on from the heterozygote ( $1/2$ ). Similarly,  $P(aa|Aa) = 1/2(q + r/2)$ . Finally, the most complicated transition probability  $P(Aa|Aa) = P(A)1/2 + P(a)1/2 = p/2 + r/2 + q/2$ . The transition matrix is then:

$$M = \begin{pmatrix} p + r/2 & 0 & p/2 + r/4 \\ 0 & q + r/2 & q/2 + r/4 \\ q + r/2 & p + r/2 & p/2 + q/2 + r/2 \end{pmatrix}$$

Here we can find the equilibrium distribution by requiring that  $MP_s = P_s$ , which is equivalent to the following equations:

$$p = p(p + r/2) + r(p/2 + r/4) = (p + r/2)^2$$

$$q = q(q + r/2) + r(q/2 + r/4) = (q + r/2)^2$$



$$r = p(q + r/2) + q(p + r/2) + r(p/2 + q/2 + r/2) = 2(p + r/2)(q + r/2)$$

Check that the three frequencies add up to 1, as they are supposed to. Note that these are the same expressions we derived above for the frequency distribution after 1 generation, only now the frequencies  $p$ ,  $q$ , and  $r$  are the same on both sides. These are the conditions for the Hardy-Weinberg equilibrium in a randomly mating population with no selection.

### 5.3.3 Example: models of base substitution in DNA

The following is a summary of the material from Chapter 4 of Allman & Rhodes, *Mathematical Models for Biology*. Substitution mutations in DNA sequences can be modeled as a Markov process, where each base in the sequence mutates independently of others with a transition matrix  $M$ . Let the bases A, G, C, T correspond to states 1 through 4, respectively. One possible model for base substitution from one generation to the next is based on the assumption that all substitution mutations are equally likely, and that the fraction  $\alpha$  of the sequence will be substituted each generation. Then the probability of any particular transition, say from T to C is  $\alpha/3$ , while the probability of not having a substitution is equal to  $1 - \alpha$ . This is known as the Jukes-Cantor model and it predicts that the fraction of letters in a sequence at generation  $t + 1$  depends on the distribution in generation  $t$  as follows:

$$\begin{pmatrix} P_A \\ P_G \\ P_C \\ P_T \end{pmatrix}_{t+1} = \begin{pmatrix} 1 - \alpha & \alpha/3 & \alpha/3 & \alpha/3 \\ \alpha/3 & 1 - \alpha & \alpha/3 & \alpha/3 \\ \alpha/3 & \alpha/3 & 1 - \alpha & \alpha/3 \\ \alpha/3 & \alpha/3 & \alpha/3 & 1 - \alpha \end{pmatrix} \begin{pmatrix} P_A \\ P_G \\ P_C \\ P_T \end{pmatrix}_t$$

This model is very simple: it only considers substitutions, although other mutations are possible, e.g. insertions and deletions, although they are typically more disruptive and thus more rare, and it treats all substitutions as equally likely, which is not empirically true. The benefit is that the number  $\alpha$  is the only parameter in this model, which represents the mutation rate at each site per generation. This makes it easy to compute the eigenvectors and eigenvalues of the model in general. It turns out that the four eigenvectors do not depend on the parameter  $\alpha$ , only the eigenvalues do:

$$\begin{pmatrix} 1/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{pmatrix} \lambda = 1; \begin{pmatrix} 1/4 \\ -1/4 \\ 1/4 \\ -1/4 \end{pmatrix} \lambda = 1 - 4/3\alpha; \begin{pmatrix} 1/4 \\ -1/4 \\ -1/4 \\ 1/4 \end{pmatrix} \lambda = 1 - 4/3\alpha; \begin{pmatrix} 1/4 \\ -1/4 \\ 1/4 \\ -1/4 \end{pmatrix} \lambda = 1 - 4/3\alpha$$

Notice two things: first, the first eigenvector is the equilibrium distribution and has the same frequencies for all four bases. Second, the three eigenvectors with eigenvalues smaller than 1 have negative entries, so they cannot be probability distributions themselves (although as

linear combinations with the first one, they may be, depending on the coefficients.) A computational sidenote: because the three non-equilibrium eigenvectors share the same eigenvalue, it is possible to choose multiple valid sets of eigenvectors. For instance, MATLAB returns different answers for the eigenvectors above. This is because of non-uniqueness of eigenvectors that share the same eigenvalue (a topic which we have avoided in this course, but is covered in linear algebra textbooks.)

Computationally, this allows us to predict the time evolution of a distribution of bases in a DNA sequence for any given initial distribution, by using repeated matrix multiplication as above. Figure below shows the results starting with a non-equilibrium base distribution for 20 generations, with different substitution rates. It is evident that for a faster substitution rate the approach to the equilibrium distribution is faster. This demonstrates an important role of the second-largest eigenvalue of the Markov matrix: it determines the speed of convergence to the equilibrium distribution (more on this later).

{#fig-JC-model layout-ncol=2}

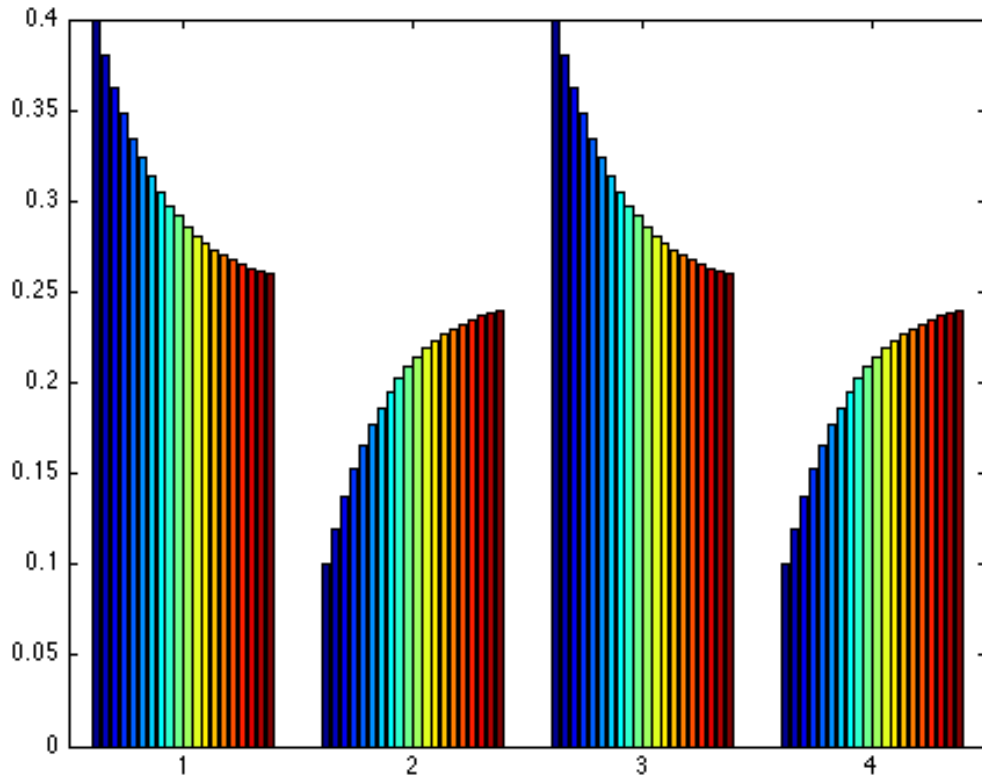


Figure 5.1:  $\alpha = 0.1$

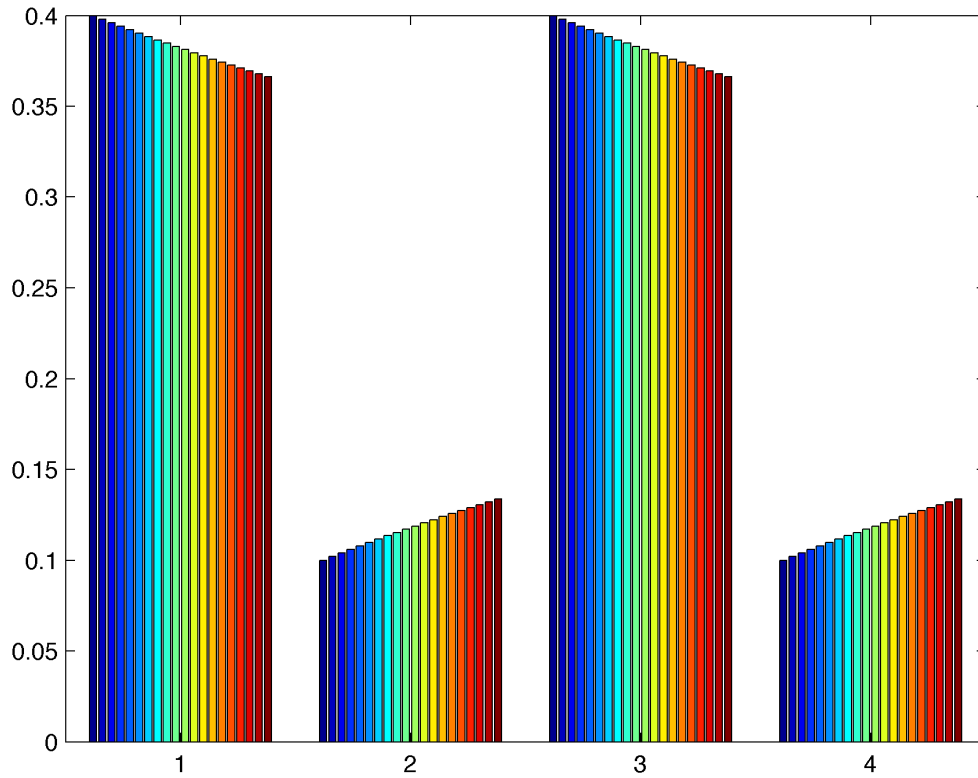


Figure 5.2:  $\alpha = 0.01$

Evolution of base distribution for different substitution rates, with bar graphs showing proportion of letters A, G, T, C from generation 0 to 20 :::

### 5.3.3.1 calculation of phylogenetic distances}

As we saw, the Markov model provides a means of measuring the time-dependent evolution of the probability distribution of each letter, starting with some initial distribution. In reality, we would like to answer the following question: given two DNA sequences in the present (e.g. from different species), what is the length of time they spent evolving from a common ancestor?

To do this, we need to some preliminary work. The first step is to compute the probability that a letter at a particular site remain unchanged after  $t$  generations. Because all the nucleotides are equivalent in the Jukes-Cantor model, we need to find  $P(X_t = A|X_0 = A)$ . More generally, we can calculate the frequency distribution after  $t$  time steps as follows:  $P_t = M^t P_0$ . In this

case,  $P_0 = (1, 0, 0, 0)$ , which can be written as a sum of the four eigenvectors of the matrix  $M$ :

$$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{pmatrix} + \begin{pmatrix} 1/4 \\ -1/4 \\ 1/4 \\ -1/4 \end{pmatrix} + \begin{pmatrix} 1/4 \\ -1/4 \\ -1/4 \\ 1/4 \end{pmatrix} + \begin{pmatrix} 1/4 \\ -1/4 \\ 1/4 \\ -1/4 \end{pmatrix}$$

Therefore, the matrix  $M^t$  can be applied to each eigenvector separately, and each matrix multiplication is a multiplication by the appropriate eigenvalue. Thus,

$$P_t = M^t P_0 = 1^t \begin{pmatrix} 1/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{pmatrix} + (1 - 4/3\alpha)^t \left( \begin{pmatrix} 1/4 \\ -1/4 \\ 1/4 \\ -1/4 \end{pmatrix} + \begin{pmatrix} 1/4 \\ -1/4 \\ -1/4 \\ 1/4 \end{pmatrix} + \begin{pmatrix} 1/4 \\ -1/4 \\ 1/4 \\ -1/4 \end{pmatrix} \right)$$

The first element of  $P_t$  is the probability of a nucleotide remaining  $A$  after  $t$  generation, and it is:  $P_t(A) = 1/4 + 3/4(1 - 4/3\alpha)^t$ . For  $t = 0$ , the probability is 1, as it should be, and as  $t \rightarrow \infty$ ,  $P_t(A) \rightarrow 1/4$ , since this is the equilibrium probability distribution. Note that the expression is the same for all the other letters, so we have found the expression for any nucleotide remaining the same after  $t$  generations.

Now let us get to the question of calculating the time that two sequences have evolved from each other. Denote by  $m$  the fraction of sites in two aligned sequences with different letters, and  $q$  is the probability of a nucleotide remaining the same, which is the given by the expression for  $P_t(A)$ . Thus  $m = 1 - q = 3/4 - 3/4(1 - 4/3\alpha)^t$ . This can be solved for  $t$ :

$$t = \frac{\log(1 - 4/3m)}{\log(1 - 4/3\alpha)}$$

However, we do not necessarily know the mutation rate  $\alpha$ , so this formula is mainly of theoretical interest. Instead, we would like to calculate the *phylogenetic distance* between the two sequences, which is defined as  $d = \alpha t$ , or the mean number of substitutions that occurred per nucleotide during  $t$  generations, with mutation rate  $\alpha$  (substitutions per nucleotide per generation). Note that this distance is not directly measurable from the fraction of different nucleotides in the two sequences, because it counts all substitutions, including those which reverse an earlier mutation, and cause the sequence to revert to its initial letter.

Now, let us assume  $\alpha$  is small, as typically the number of substitutions per generation per nucleotide is small. Then, by a Taylor expansion of the logarithm around 1,  $\log(1 - 4/3\alpha) \approx -4/3\alpha$ . Using the formula for  $t$  from above with this approximation, we find the Jukes-Cantor phylogenetic distance to be:

$$d_{JC} = \frac{\log(1 - 4/3m)}{-4/3\alpha} \alpha = -\frac{3}{4} \log(1 - 4/3m)$$

This formula has the correct behavior in the two limits: when  $m = 0$ ,  $d_{JC} = 0$  (identical sequences have zero distance), and when  $m \rightarrow 3/4$ ,  $d_{JC} \rightarrow \infty$ , since  $3/4$  is the maximum possible fraction of differences under the Jukes-Cantor model. Thus, we have obtained an analytic formula for the phylogenetic distance based on a Markov chain model of substitutions.

### 5.3.4 Kimura model

One can devise more sophisticated models of base substitution. There are two classes of nucleotide bases: purines (A,G) and pyrimidines (C,T). One may consider the difference in rates of *transitions* (substitutions within the classes) and *transversions* (substitutions of purines by pyrimidines and vice versa). This is known as the Kimura model and can be written as follows as Markov chain:

$$\begin{pmatrix} P_A \\ P_G \\ P_C \\ P_T \end{pmatrix}_{t+1} = \begin{pmatrix} 1 - \beta - \gamma & \beta & \gamma/2 & \gamma/2 \\ \beta & 1 - \beta - \gamma & \gamma/2 & \gamma/2 \\ \gamma/2 & \gamma/2 & 1 - \beta - \gamma & \beta \\ \gamma/2 & \gamma/2 & \beta & 1 - \beta - \gamma \end{pmatrix} \begin{pmatrix} P_A \\ P_G \\ P_C \\ P_T \end{pmatrix}_t$$

where  $\beta$  is the rate of transitions and  $\gamma$  is the rate of transversions per generation. This model has two different parameters, and as those two rates are empirically different (transitions occur more frequently, since the bases are more chemically similar,) the model is more realistic. Whether or not it is worth the additional complexity depends on the question at hand.

### 5.3.5 Example: genetic drift as Bernoulli trials

Now we come to another model of genetic variation in a population. Consider a population of  $N$  haploid individuals with two genotypes  $A$  and  $a$ . Suppose that there are  $k$  individuals with allele  $A$  (and therefore  $N - k$  individuals with allele  $a$ ). Let the population stay constant at  $N$ , and assume that each individual has an equal chance of passing on its allele to the next generation. It follows that any given offspring inherits the allele  $A$  with probability  $p = k/N$ , and inherits allele  $a$  with probability  $1 - p = (N - k)/N$ . Then generating the next generation of  $N$  individuals is equivalent to  $N$  Bernoulli trials (coin tosses) with those probabilities. Let the random variable  $X_t$  stand for the number of individuals with allele  $A$  in generation  $t$ . Then

$$P(X_{t+1} = j | X_t = k) = C_j^N p^j (1 - p)^{N-j} = \frac{N!}{j!(N-j)!} \left(\frac{N}{k}\right)^j \left(\frac{N-k}{N}\right)^{N-j}$$

This defines the transition probabilities of an  $N$ -state Markov chain. The probabilities of having  $j$  individuals with allele  $A$  can be computed solely from the probability distribution in the previous generation. These transition probabilities are dependent only on the values of respective states  $j$  and  $k$ , and the population size  $N$ , so the transition matrix is constant through the generations.

Note that there are two states from which there is no escape:  $X_t = 0$  (all  $a$ ) and  $X_t = N$  (all  $A$ ). Since we did not account for mutation, if a population randomly drifts to either of the two states, it will remain there. This is known as *fixation* of the allele  $a$  or  $A$  in the population.