

# Approximate Counting and Sampling

## Brief Introduction with a Few Examples

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# FPRAS

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## Definition $((\epsilon, \delta)$ -approximation)

A randomized algorithm gives an  $((\epsilon, \delta)$ -approximation for the value  $V$  if the output  $X$  satisfies:

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## Definition (FPRAS)

A fully polynomial randomized approximation scheme (FPRAS) for a problem is a randomized algorithm for which, given an input  $X$  and any parameters  $0 < \epsilon, \delta < 1$ , the algorithm outputs an  $(\epsilon, \delta)$  approximation to  $V(x)$  in  $1/\epsilon$ ,  $\ln \delta^{-1}$  and the size of the input  $n$ .

# Monte Carlo Method

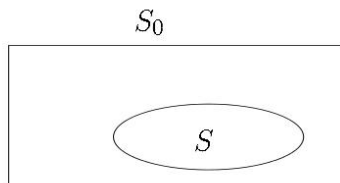
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## Definition (Monte Carlo Method)

Use an efficient Process to generate a sequence of independent and identically distributed random samples with  $\mathbb{E}[X_i] = V$ . Get enough samples for an  $(\epsilon, \delta)$ -approximation for  $V$ .

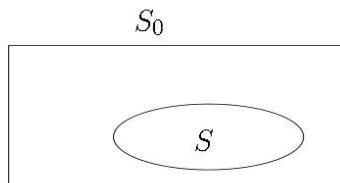
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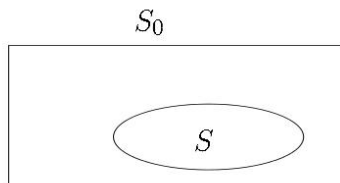


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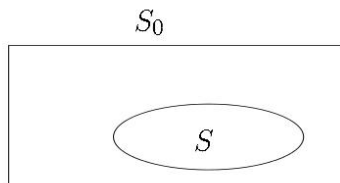
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- To estimate  $|S|$  we choose random points from  $S_0$  and estimate  $\frac{|S|}{|S_0|}$  by the proportion of samples that are in  $S$ .
- How large should the ratio  $\frac{|S|}{|S_0|}$  be?

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- If we use Chebyshev inequality, we have

$$\Pr(|\mu - V| \geq \epsilon V) \leq \frac{\text{Var}(X)}{M\epsilon^2 V^2} \leq \delta$$

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- we need  $\frac{\text{Var}(X)}{V^2}$  to be  $\text{poly}(n)$
- Since  $\text{Var}(X) \leq V_0^2$ , We only need  $\frac{V}{V_0} = \frac{1}{\text{poly}(n)}$

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- If we estimate  $\frac{V}{V_0}$  instead and also suppose  $X_i$  takes value from  $\{0, 1\}$ , we can use Chernoff bound, we have

$$\Pr(|\mu - \frac{V}{V_0}| \geq \epsilon \frac{V}{V_0}) \leq 2e^{-\frac{\epsilon^2 MV}{3V_0}} \leq \delta$$

$$M \geq \frac{3 \ln \frac{2}{\delta}}{\epsilon^2} \frac{V_0}{V}$$

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# #DNF-SAT

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## Definition (DNF)

In boolean logic, a disjunctive normal form (DNF) is a standardization (or normalization) of a logical formula which is a disjunction of conjunctive clauses

$$(A \wedge \neg B \wedge \neg C) \vee (\wedge D \wedge E \wedge F) \vee (\neg A \wedge F)$$

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- A first approach, choose  $S_0$  be the all  $2^n$  assignments.
- $\frac{|S|}{2^n}$  should be  $\frac{1}{poly(n)}$ , but we don't know the size of  $S$

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- A better approach, construct a matrix

	assignment 1	assignment 2	...			assignment $2^n-1$	assignment $2^n$
clause 1	1	0	0	0	1	0	0
clause 2	0	1	0	0	0	0	0
clause 3	1	0	0	0	0	0	0
...	0	0	0	0	0	0	0
	0	1	1	0	0	0	1
	0	0	0	0	1	0	0
clause k-1	0	0	0	0	0	0	0
clause k	0	0	0	0	0	0	0

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	0	0	0	0	1	0	0
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- $C_{ij} = 1$  if clause  $i$  can be satisfied by assignment  $j$ , 0 otherwise.
- $S_0 = \{\text{number of ones in the matrix}\}$   
 $S = \{\text{columns contain at least one}\}$
- In other words  
 $S = \{\text{the uppermost one in each column}\}$

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- First we show  $\frac{|S|}{|S_0|}$  is not too small

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- Then we show elements in  $S_0$  can be generated uniformly at random

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- Suppose there are  $R_i$  ones in row  $i$ , then we have  $R_i = 2^{n-d_i}$ , where  $d_i$  is the number of variables in the  $i_{th}$  clause. Let  $R = \sum R_i = |S_0|$ .

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- We choose row  $i$  with probability  $\frac{R_i}{R}$ , and then determine each of the variable not in clause  $i$  uniformly at random, thus get the  $2^{n-d_i}$  ones in column  $i$  uniformly at random.

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- We choose row  $i$  with probability  $\frac{R_i}{R}$ , and then determine each of the variable not in clause  $i$  uniformly at random, thus get the  $2^{n-d_i}$  ones in column  $i$  uniformly at random.
- Finally, if the chosen one is the uppermost one in its column, we let  $X_i$  be 1, otherwise be 0.

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- If we repeat  $M$  times, our estimation thus is  $\frac{\sum x_i}{M} |S_0|$

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- If we repeat  $M$  times, our estimation thus is  $\frac{\sum X_i}{M} |S_0|$
- Give  $\epsilon$  and  $\delta$ , Let  $M = \frac{3k \ln \frac{2}{\delta}}{\epsilon^2}$ , this algorithm gives an  $(\epsilon, \delta)$ -approximation, thus is a FPRAS.



# FPAUS

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## Definition (Variation Distance)

The variation distance between two probability distributions  $\pi$  and  $\pi'$  on a countable state space  $S$  is given by

$$\|\pi - \pi'\| = \frac{1}{2} \sum_{x \in S} |\pi(x) - \pi'(x)|$$

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## Definition (FPAUS)

An almost uniform sampler (AUS) is a randomized algorithm that takes as input of size  $n$  and a tolerance  $\delta$ , and produces a random event  $F \in \Omega(x)$ , such that the probability distribution of  $F$  is within variation distance  $\delta$  of the desired distribution on  $\Omega(x)$ . A fully polynomial almost uniformly sampler is an AUS runs in poly-time in  $n$  and  $\ln \delta^{-1}$

# Markov chain Monte Carlo Method

When the samples cannot be sampled "directly", we often use the following method

## Definition (MCMC)

The Markov chain Monte Carlo (MCMC) Method runs as follows: Define an ergodic Markov Chain  $\mathcal{M}$  with states the elements of the sample space,  $\mathcal{M}$  must converge to the required distribution fast enough (as a FPAUS). From any starting state and after a sufficient number of steps  $r$  the distribution of  $X_r$  will be close to the stationary distribution, and we use as almost independent samples  $X_r, X_{2r}, X_{3r} \dots$

# K-Colouring

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- Let  $G = (V, E)$  be a graph of maximum degree  $\Delta$ . We want to uniformly at random sample proper  $k$ -colourings of  $G$  (use  $k$  colours to paint the vertices so that any adjacent vertex have different colours). Here we will assume that  $k > 2\Delta$ .

# K-Colouring

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## Lemma

*For a finite space  $\Omega$  and neighborhood structure  $\{N(x) | x \in \Omega\}$ . Let  $N = \max_{x \in \Omega} |N(x)|$ . Let  $M \geq N$ . If the following MC is irreducible, aperiodic then the stationary distribution is the uniform distribution.*

$$P_{x,y} = \begin{cases} \frac{1}{M} & \text{if } x \neq y \text{ and } y \in N(x), \\ 0 & \text{if } x \neq y \text{ and } y \notin N(x), \\ 1 - \frac{|N(x)|}{M} & \text{if } x = y, \end{cases}$$



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- **Step 0**  $X_0$  is any  $k$ -colouring of  $G$
- **Step t** Choose  $v$  uniformly at random from  $V$  and  $i$  uniformly at random from 1 to  $k$ , try to re-colour  $v$  in  $X_{t-1}$  with colour  $i$ . If succeed,  $X_t$  should be the re-coloured graph, otherwise,  $X_t = X_{t-1}$ .

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- This chain obviously satisfies of the requirements of the previous lemma.

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## Definition (Mixing Time)

Let  $p_x^t$  be the distribution of the state of a Markov Chain starting at  $x$  after  $t$  steps and  $\pi$  be the desired stationary distribution. We define

$$\Delta_X(t) = \|p_x^t - \pi\|$$

We define  $\tau_X(\epsilon) = \min\{t | \Delta_X(t) \leq \epsilon\}$  and the mixing time  $\tau(\epsilon) = \max_{X \in \mathcal{S}} \tau_X(\epsilon)$ .

A chain is called rapidly mixing if  $\tau(\epsilon)$  is polynomial in  $\frac{1}{\epsilon}$  and the size of the problem  $n$ .

Jerrum showed that if  $k > 2\Delta(G)$  then the mixing time of the chain defined previously is  $O(kn \log n)$

# From good sampling to approximate counting

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Now we want to estimate the number of  $k$ -colourings of a graph.

## Theorem

*Suppose we have a AUS for the  $k$ -colouring of a graph, which works for graphs  $G$  with maximum degree bounded by  $\Delta$  and suppose that the sampler has time complexity  $T(n, \delta)$ . Then we may construct an FPRAS for the number of  $k$ -colouring of a graph, with degree bound  $\Delta$  and time complexity*

$$O\left(\frac{m^2}{\epsilon^2} T\left(n, \frac{\epsilon}{6m}\right)\right)$$

*where  $m$  is the number of edges in  $G$  and  $\epsilon$  the specified error bound.*



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## Proof outline.

Let  $\Omega(k, G)$  denote the set of proper  $k$ -colourings of  $G$ . Let  $E = \{e_1, e_2, \dots, e_m\}$  and let  $G_i = (V, \{e_1, e_2, \dots, e_i\})$ . Then

$$|\Omega(k, G)| = |\Omega(k, G_0)| \prod_{i=1}^m \frac{|\Omega(k, G_i)|}{|\Omega(k, G_{i-1})|}$$

Since  $|\Omega(k, G_0)| = k^{|V|}$ , we only need to estimate the ratios

$$\rho_i = \frac{|\Omega(k, G_i)|}{|\Omega(k, G_{i-1})|}$$

Then we can use MCMC to choose near random members of  $\Omega(k, G_{i-1})$  and seeing what proportion are also in  $\Omega(k, G_i)$ . Since  $k > 2\Delta$ ,  $\rho_i > \frac{1}{2}$ , which prevents the failure of the sampling. □

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## Theorem

*Suppose we have an FPRAS  $\text{APPROXCOUNT}(G, \epsilon, \delta)$  for the number of independent sets of a graph  $G = (V, E)$  and suppose that  $\text{APPROXCOUNT}(G, \epsilon, \delta)$  has time complexity  $T(n, \epsilon, \delta)$ . Then we can construct a AUS  $U_{\text{GEN}}$  which has expected time complexity*

$$O\left(T\left(n, O\left(\frac{1}{n}\right), O\left(\frac{\delta}{n}\right)\right)\right)$$

# From approximate counting to good sampling

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## Proof Idea.

Construct an algorithm as follows: There is a function called  $U_{GENX}$ , we call it repeatedly until we get a sample. The function  $U_{GENX}$  has an argument  $\phi$  roughly means the probability of failure.

$v = \max V$  and  $X$  is the set of neighbours of  $v$  in  $G$ .

$G_1 = G - v - X$  and  $G_2 = G - v$

$N_1 = \text{APPROXCOUNT}(G_1, \epsilon_1, \delta_1)$  and  $N_2 = \text{APPROXCOUNT}(G_2, \epsilon_1, \delta_1)$

$$\text{Output } I = \begin{cases} v + U_{GENX} \left( G_1, \epsilon_1, \phi \frac{N_1 + N_2}{N_1} \right) & \text{probability } \frac{N_1}{N_1 + N_2} \\ U_{GENX} \left( G_2, \epsilon_1, \phi \frac{N_1 + N_2}{N_2} \right) & \text{probability } \frac{N_2}{N_1 + N_2} \end{cases}$$



# Thank You