

Towards Derandomising Markov Chain Monte Carlo

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Joint work with

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Randomness in approximate counting

Estimating the volume of a convex body (with membership queries):

- No efficient **deterministic** polynomial-time algorithms exist! [Elekes '86, Bárány, Füredi '87]
- Efficient **randomised** algorithms do exist (**Markov chain Monte Carlo**)! [Dyer, Frieze, Kannan '91]

(Randomized) Counting to Sampling Reduction [Jerrum, Valiant, Varizani '86]

$$Z = \sum_{x \in \Omega} w(x) = \frac{Z(\sigma_{v_1} = 0)}{Z} \cdot \frac{Z(\sigma_{v_1} = 0, \sigma_{v_2} = 0)}{Z(\sigma_{v_1} = 0)} \cdot \dots \cdot \frac{Z(\bigwedge_{i=1}^n \sigma_{v_i} = 0)}{Z(\bigwedge_{i=1}^{n-1} \sigma_{v_i} = 0)}$$

**Suffices to estimate
marginal probabilities**

Some Applications

Estimating partition function of ferromagnetic Ising models: [Jerrum, Sinclair '93]

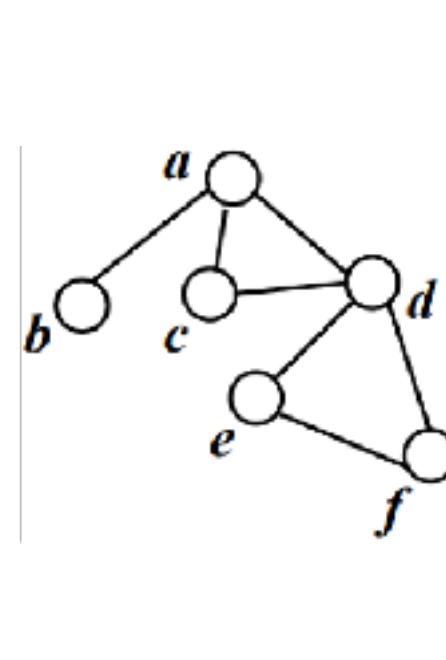
Estimating permanent of non-negative matrices: [Jerrum, Sinclair, Vigoda '04]

Estimating number of bases in matroids: [Anari, Liu, Oveis Gharan, Vinzant '19], [Cryan, Guo, Mousa '21]

Estimating partition functions of spin systems up to critical thresholds: [Anari, Liu, Oveis Gharan '20], [Chen, Liu, Vigoda '20, 21], [Chen, Feng, Yin, Zhang '21, 22], [Anari, Jain, Koehler, Pham, Vuong '22], [Chen, Eldan '22]

Deterministic counting

Some approaches for efficient **deterministic** approximate counting:

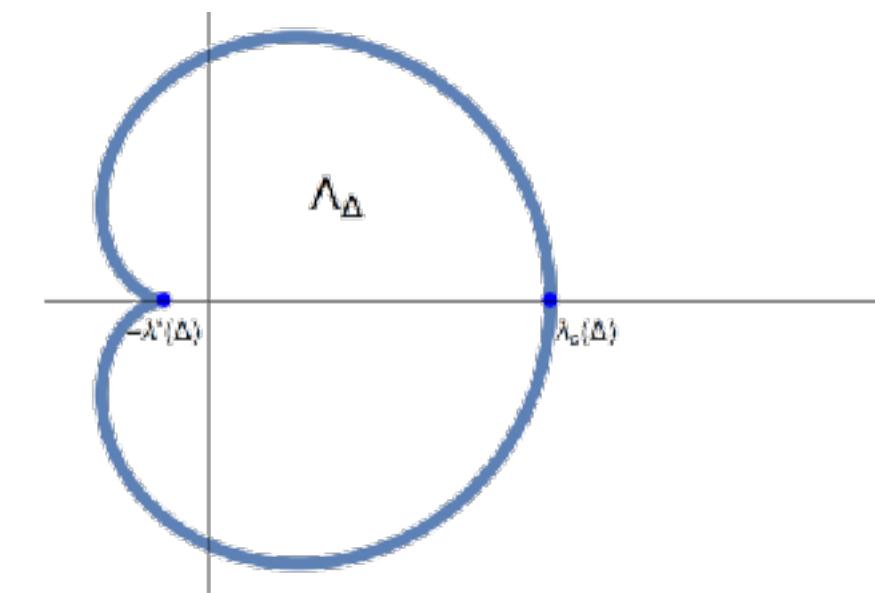
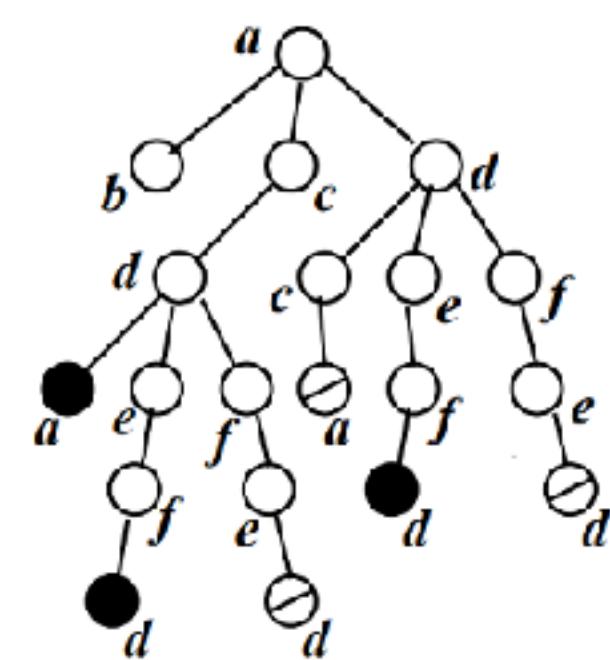


decay of correlation

[Weitz '06]

[Bayati, Gamarnik, et.al. '07] [Patel, Regts '17]

[Gamarnik, Katz '07]



zero-freeness

[Barvinok '16]

$$\text{for every } c \in [q], \underline{p}_{x,y}^x = \sum_{c' \in [q]} p_{x^{u \leftarrow c}, y^{u \leftarrow c'}}^{x^{u \leftarrow c}};$$

$$\text{for every } c \in [q], \underline{p}_{x,y}^y = \sum_{c' \in [q]} p_{x^{u \leftarrow c}, y^{u \leftarrow c'}}^{y^{u \leftarrow c}};$$

$$0 \leq \underline{p}_{x,y}^x, \underline{p}_{x,y}^y \leq 1.$$

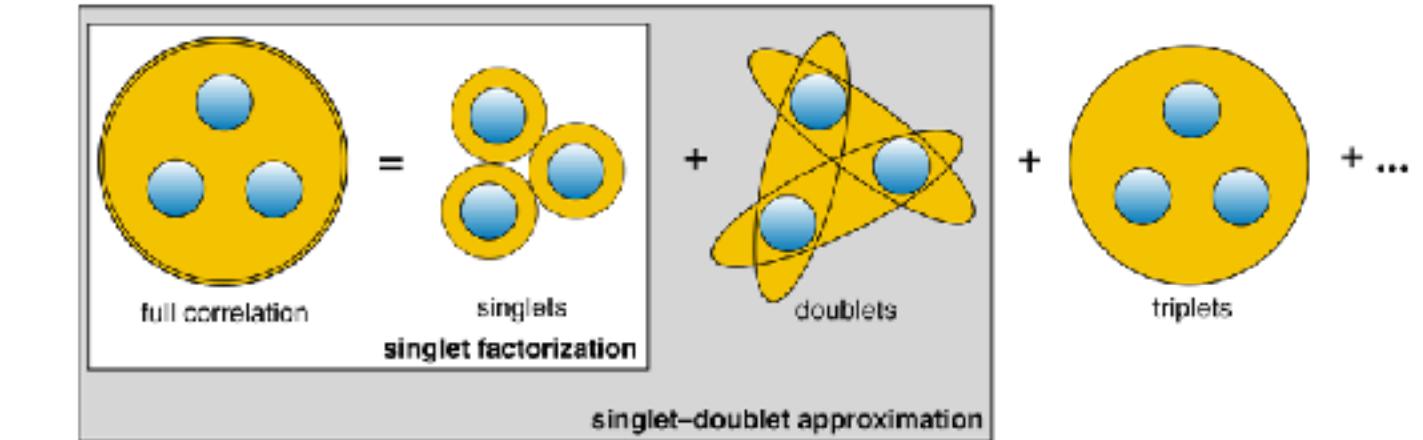
linear programming

for CSPs

[Moitra '19]

[Guo, Liao, Lu, Zhang '20]

[Jain, Pham, Vuong '21]



cluster-expansion

[Helmuth, Perkins, Regts '20]

[Jenssen, Keevash, Perkins '20]

MCMC

Derandomisation?

Deterministic
Approximate Counting

Markov chain Monte Carlo

(Single-Site) Glauber dynamics

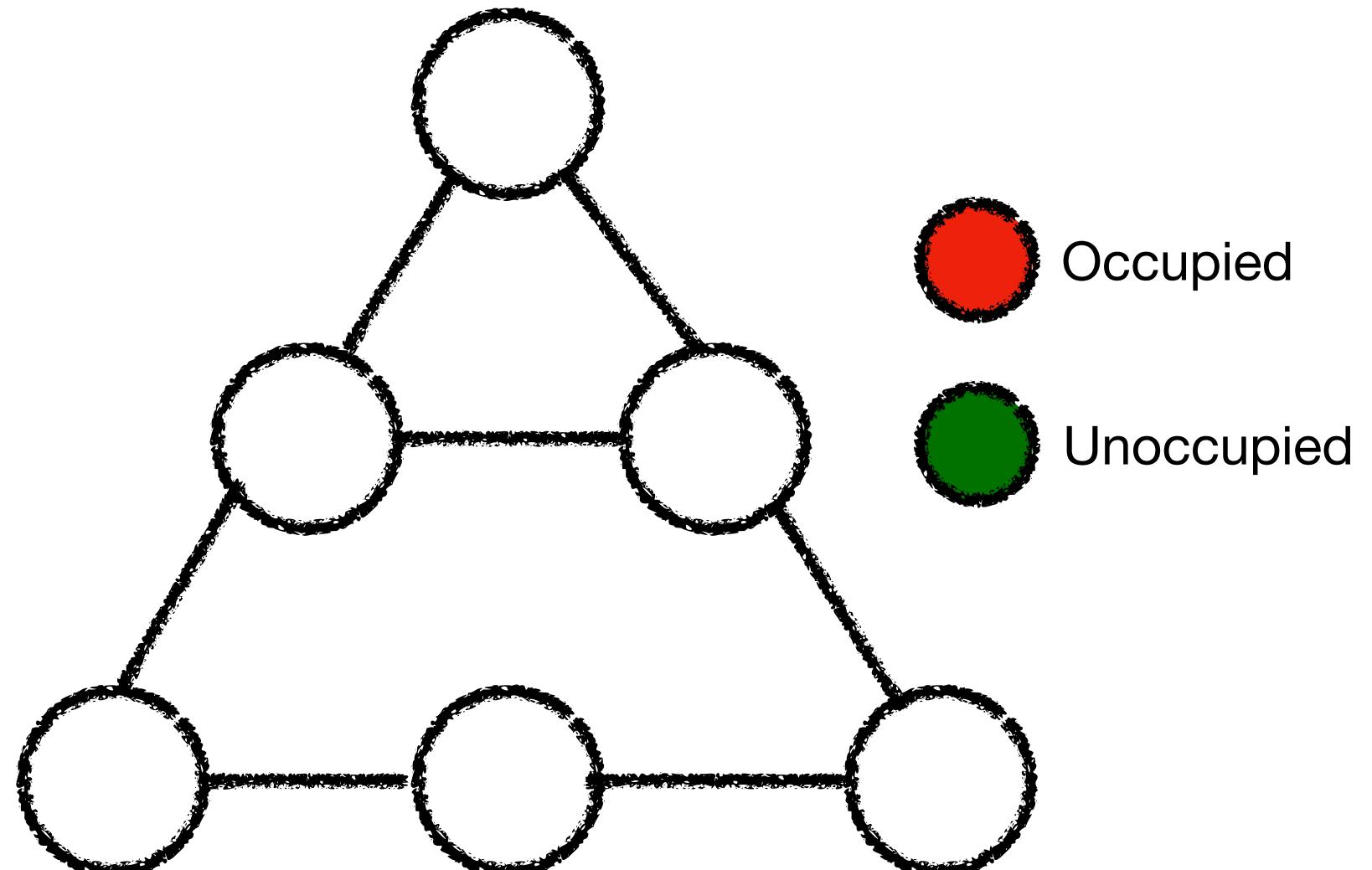
1. Start from any feasible configuration $\sigma \in \Omega$
2. For $t = 0, 1, \dots, T - 1$, update the configuration as follows:
 - (1) Choose some $v \in V$ uniformly at random
 - (2) Let $X_t \in [q]^V$ be constructed as that $X_t(u) = X_{t-1}(u)$ for all $u \neq v$, and $X_t(v)$ is drawn independently according to the marginal distribution $\mu_v^{X_{t-1}(V \setminus \{v\})}$.

Desired stationary distribution:
 $\mu : [q]^V \rightarrow \mathbb{R}^{\geq 0}$

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Hardcore model

Input: a graph $G = (V, E)$, a fugacity parameter $\lambda > 0$

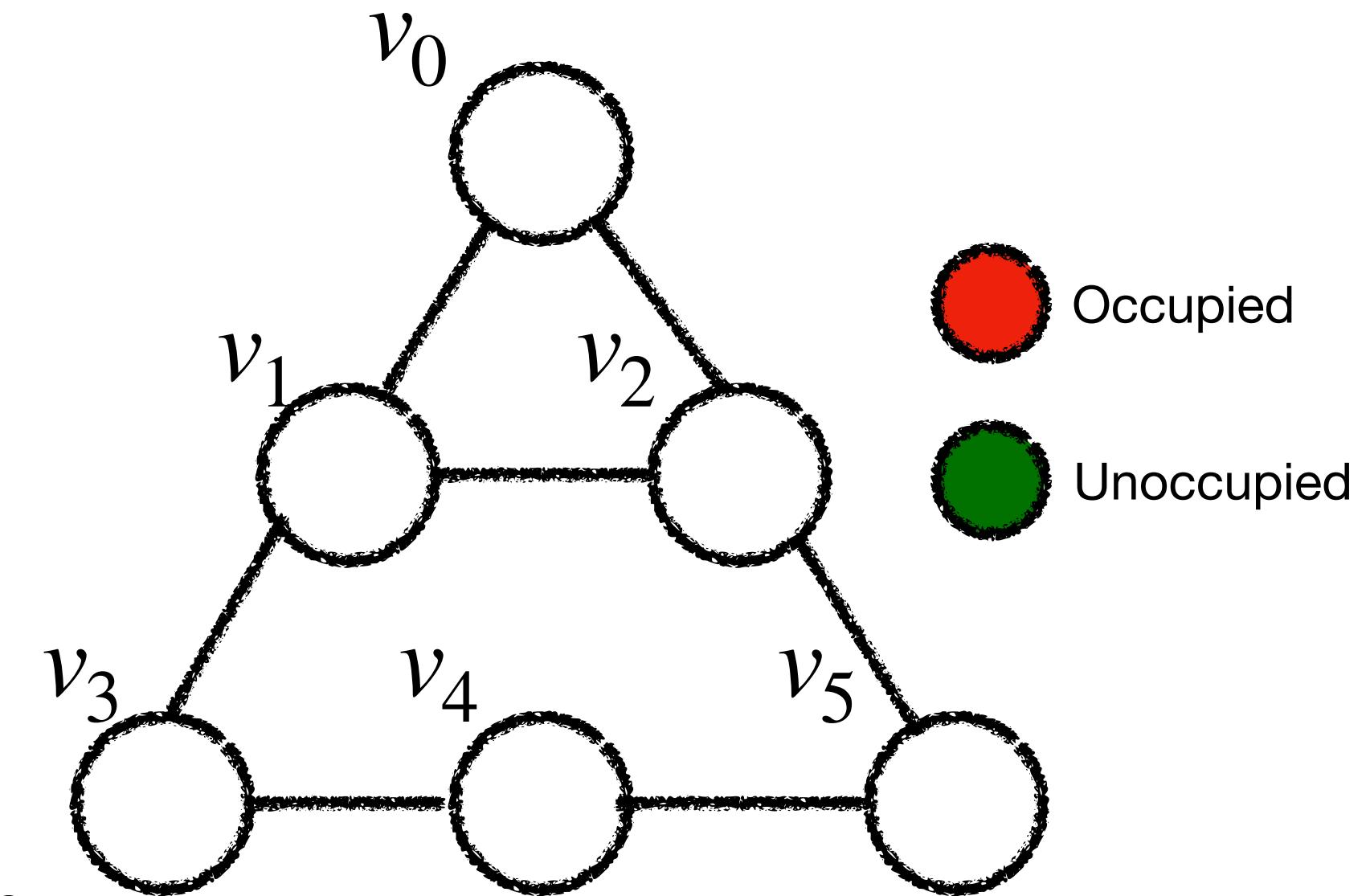
Ω = independent sets I of G ; for any $\sigma \in I$, $w(\sigma) = \lambda^{|I|}$

Goal: sample from $\mu(\cdot)$, where $\mu(\sigma) = \frac{w(\sigma)}{\sum_{X \in \Omega} w(X)}$

Markov chain Monte Carlo

Systematic Scan Glauber dynamics

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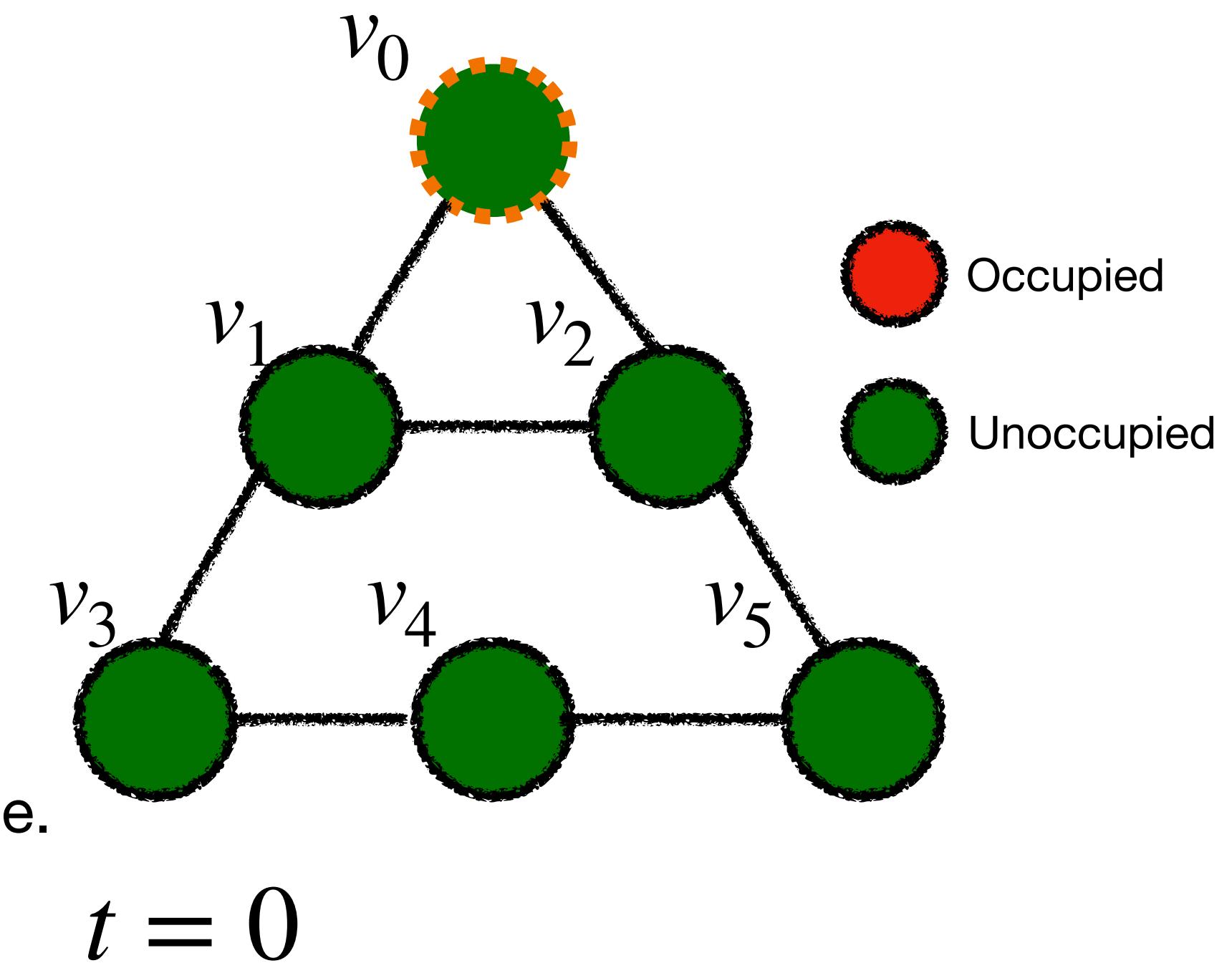
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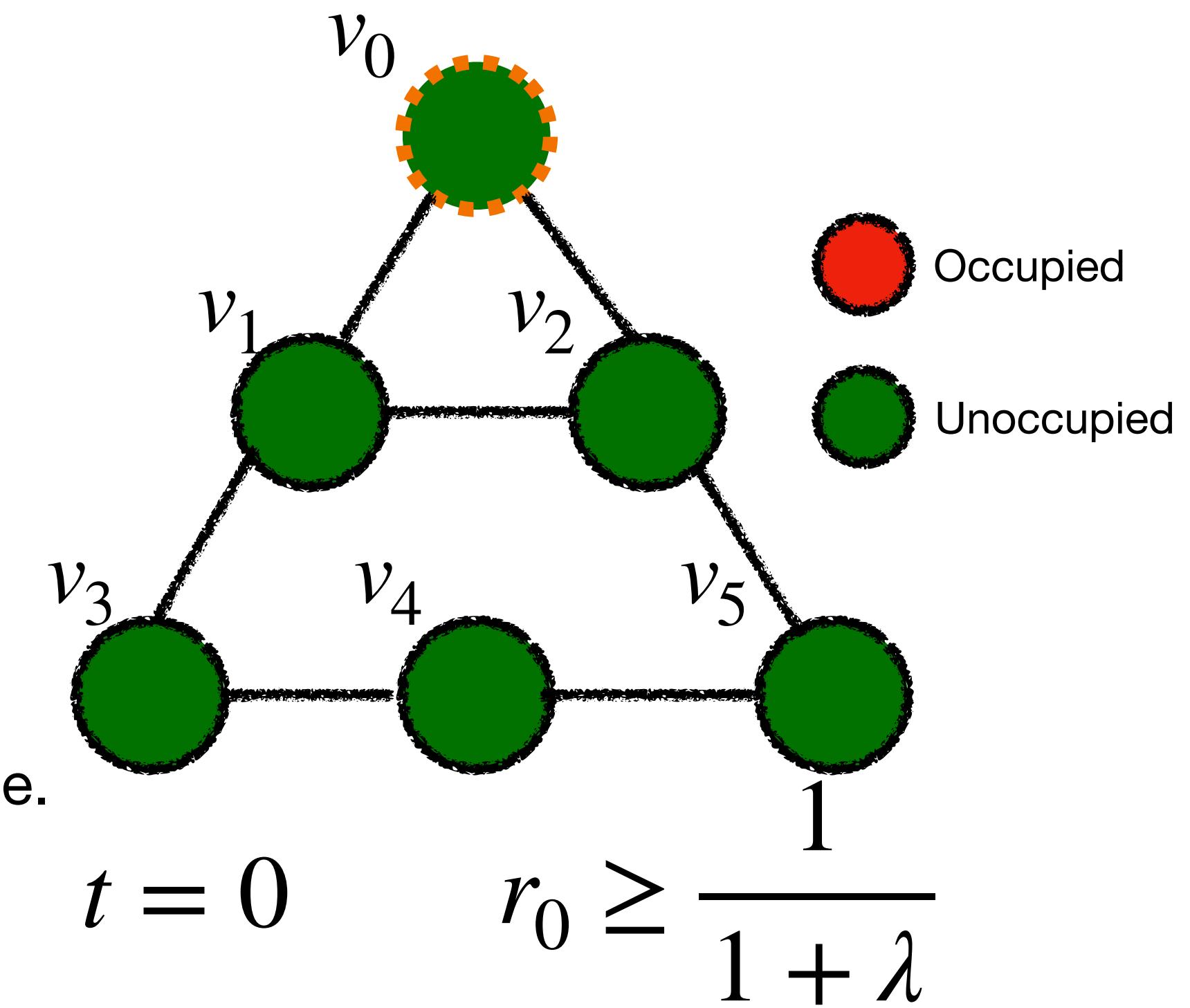
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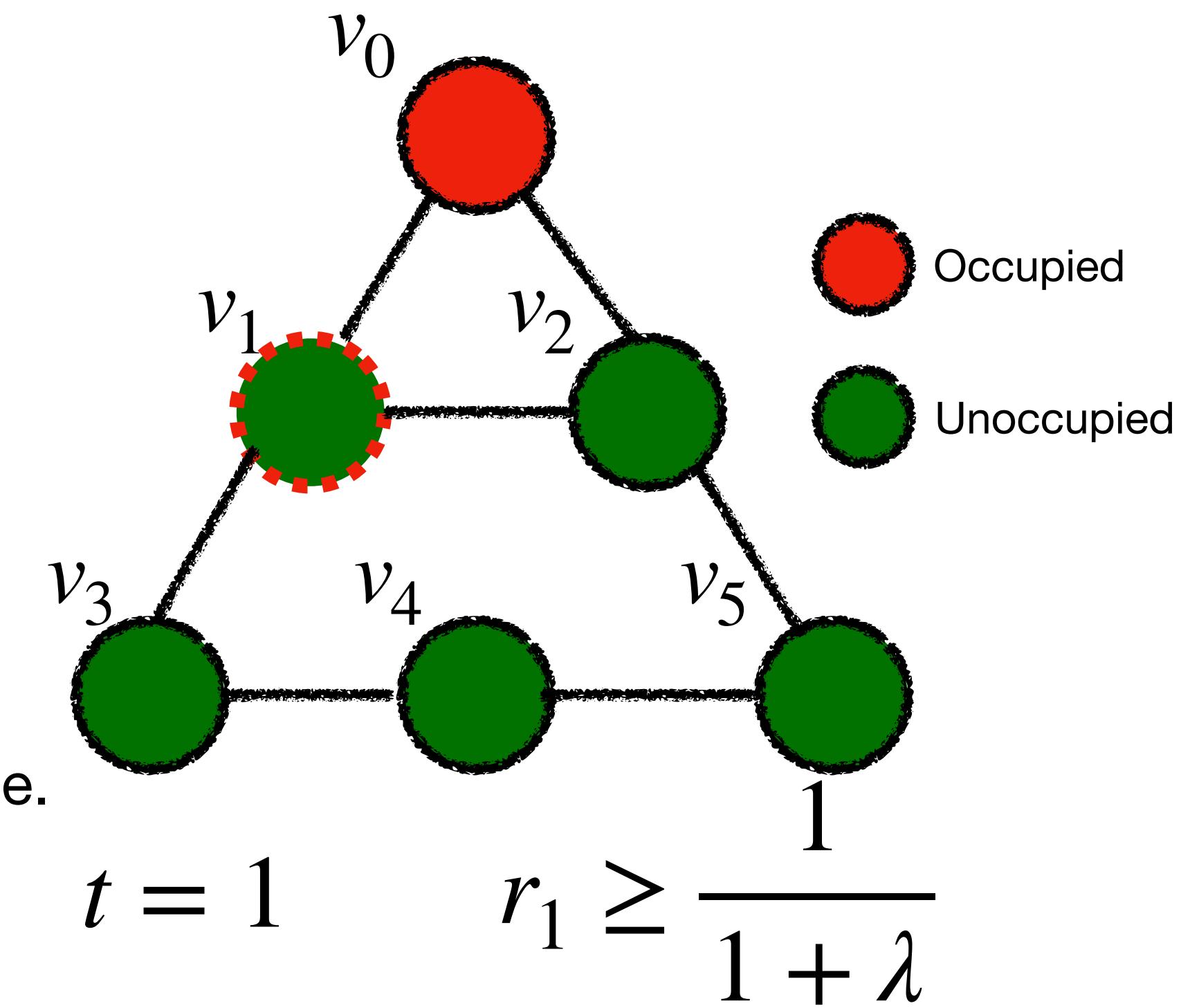
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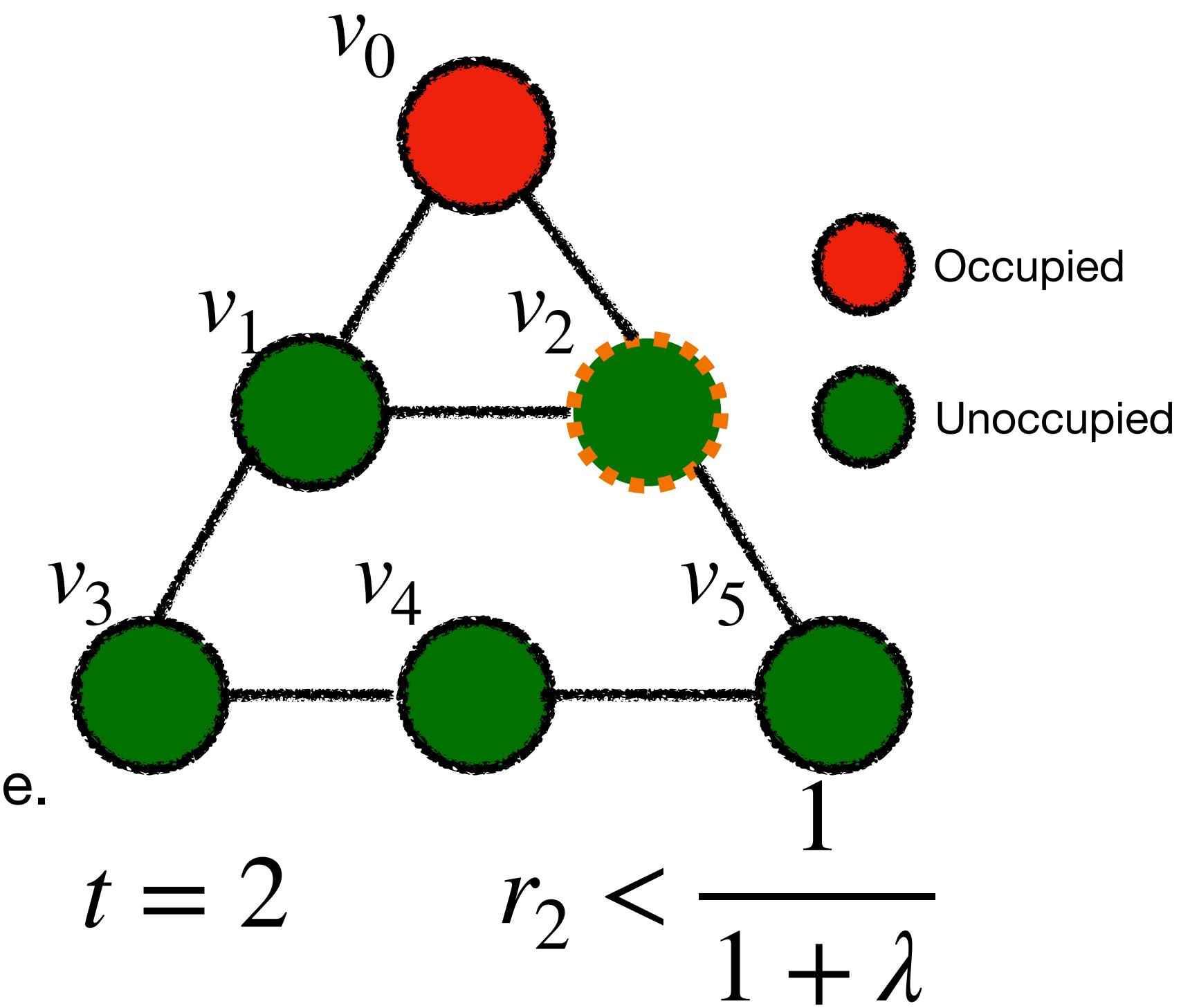
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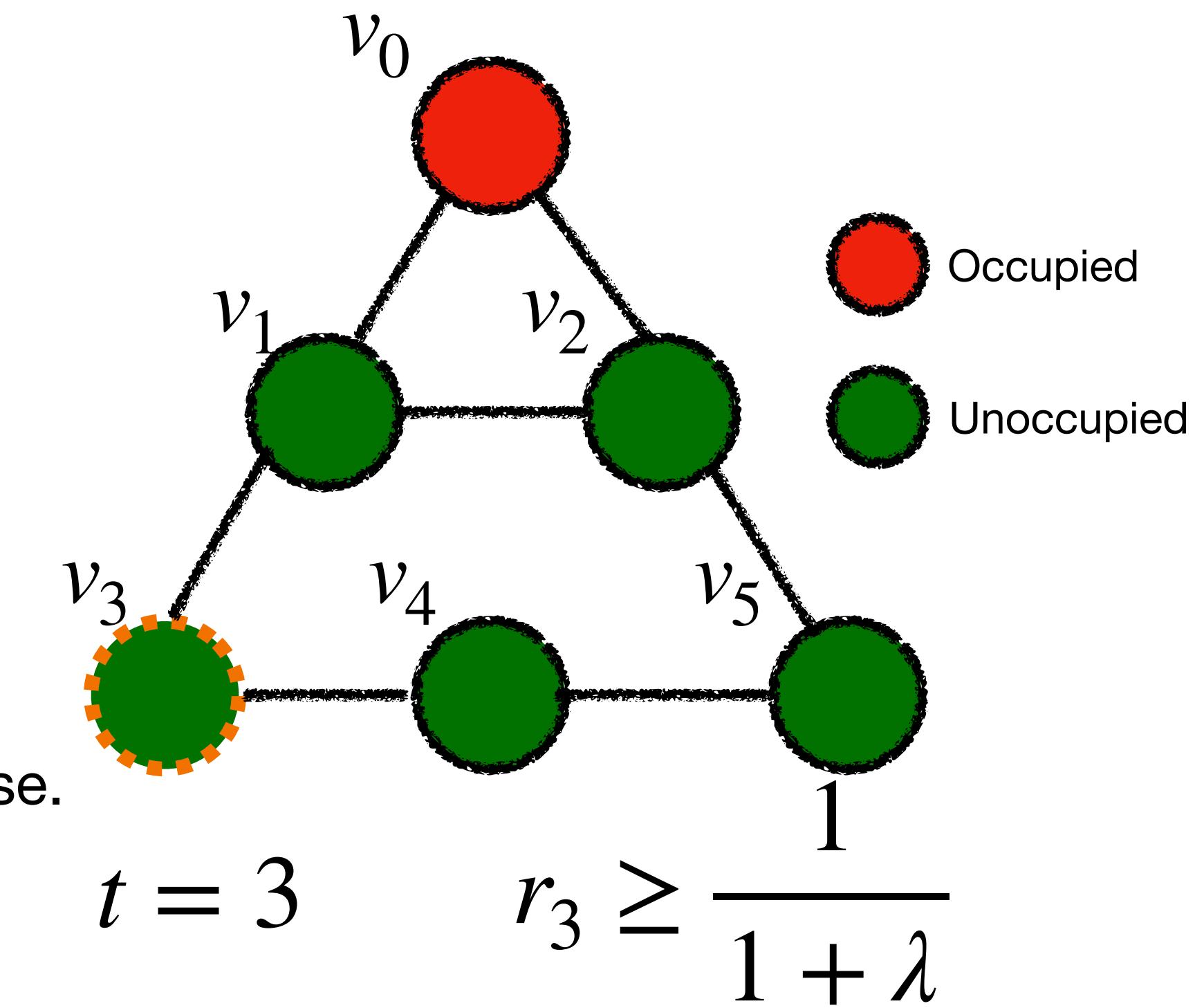
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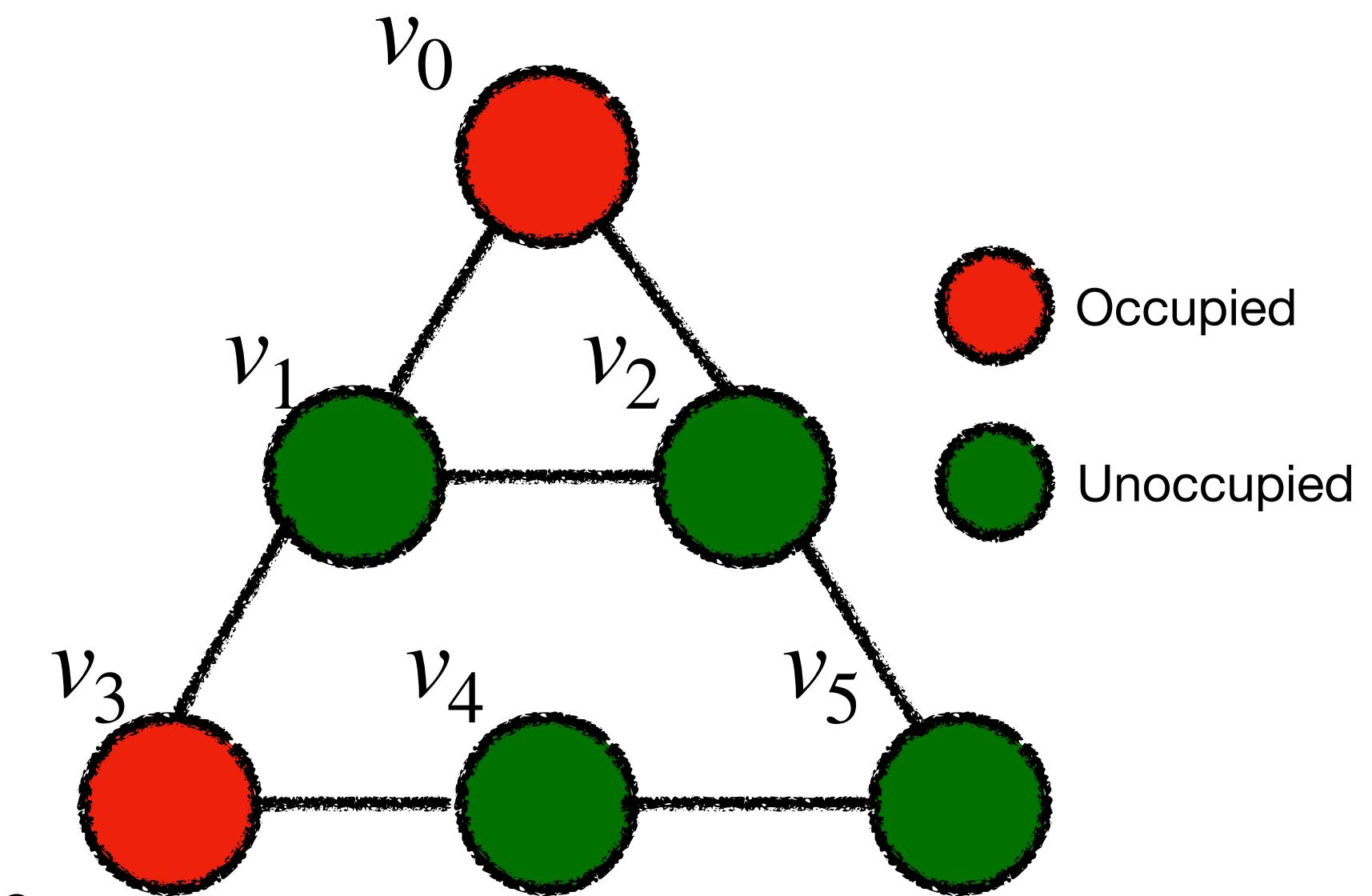
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converges to $\mu(\cdot)$ as $T \rightarrow \infty$
when irreducible

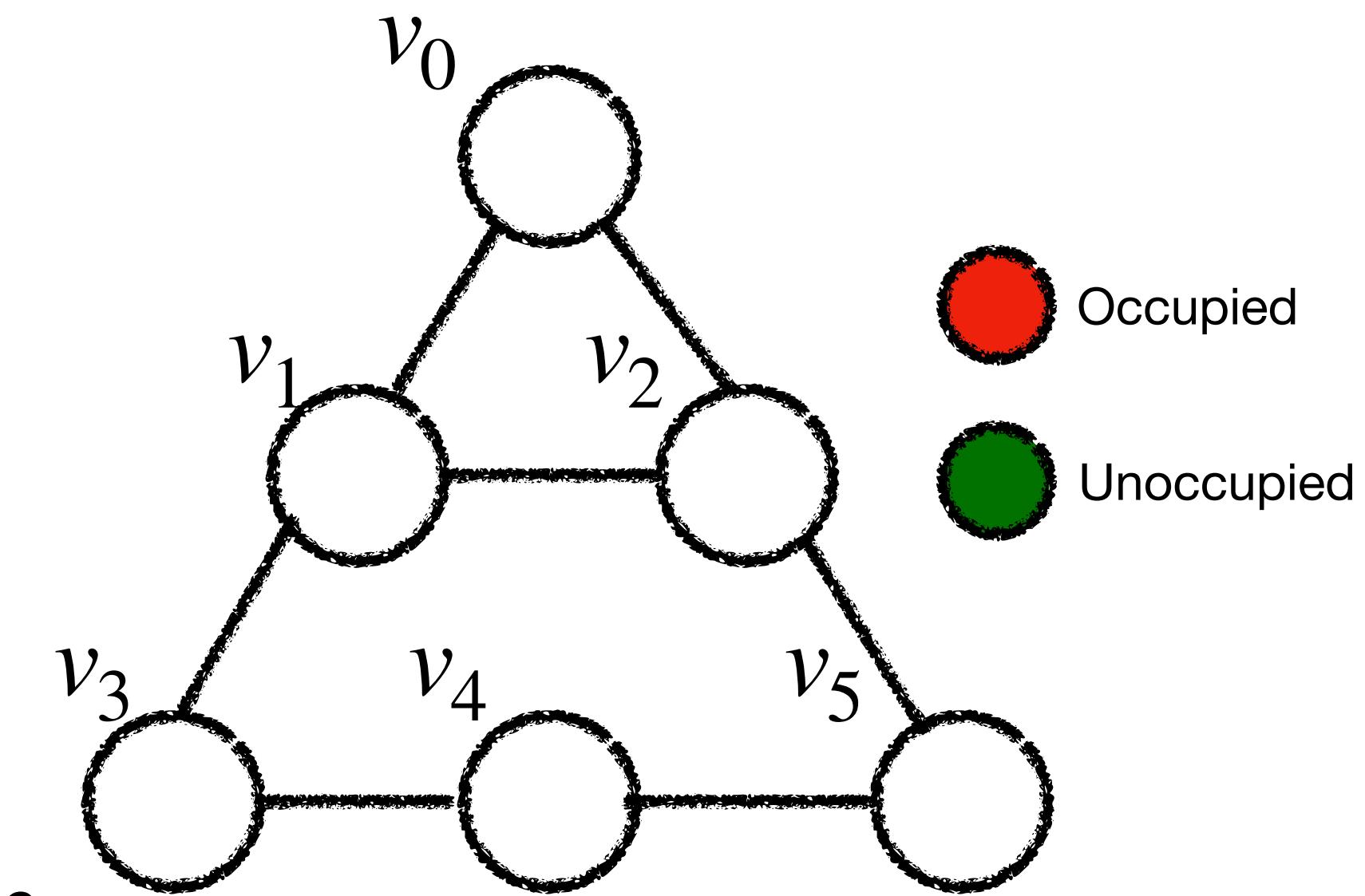
run to $t_{\text{mix}}(\varepsilon) \rightarrow$ sample with bias $\leq \varepsilon$

$t_{\text{mix}}(1/4) = \Omega(n \log n)$
[Hayes, Sinclair'07]

A Marginal Sampler from MCMC

Systematic Scan Glauber dynamics

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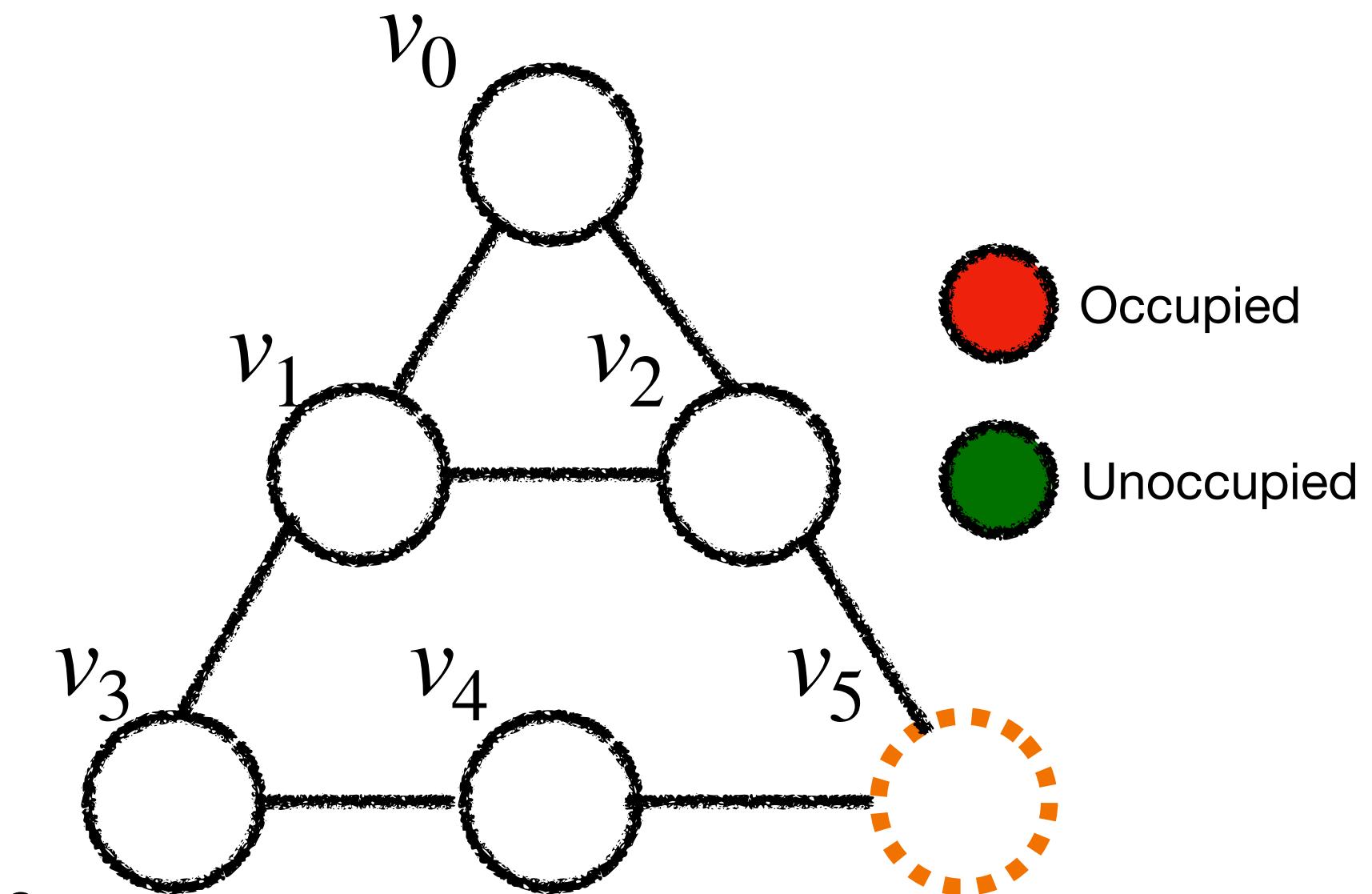
**Monte Carlo step of MCMC does not require
fully simulating the Markov chains!**

- If $r_t < \frac{1}{1 + \lambda}$, we know v must be updated to **unoccupied**;
- Otherwise, we need its neighbor's state to determine

A Marginal Sampler from MCMC

Systematic Scan Glauber dynamics

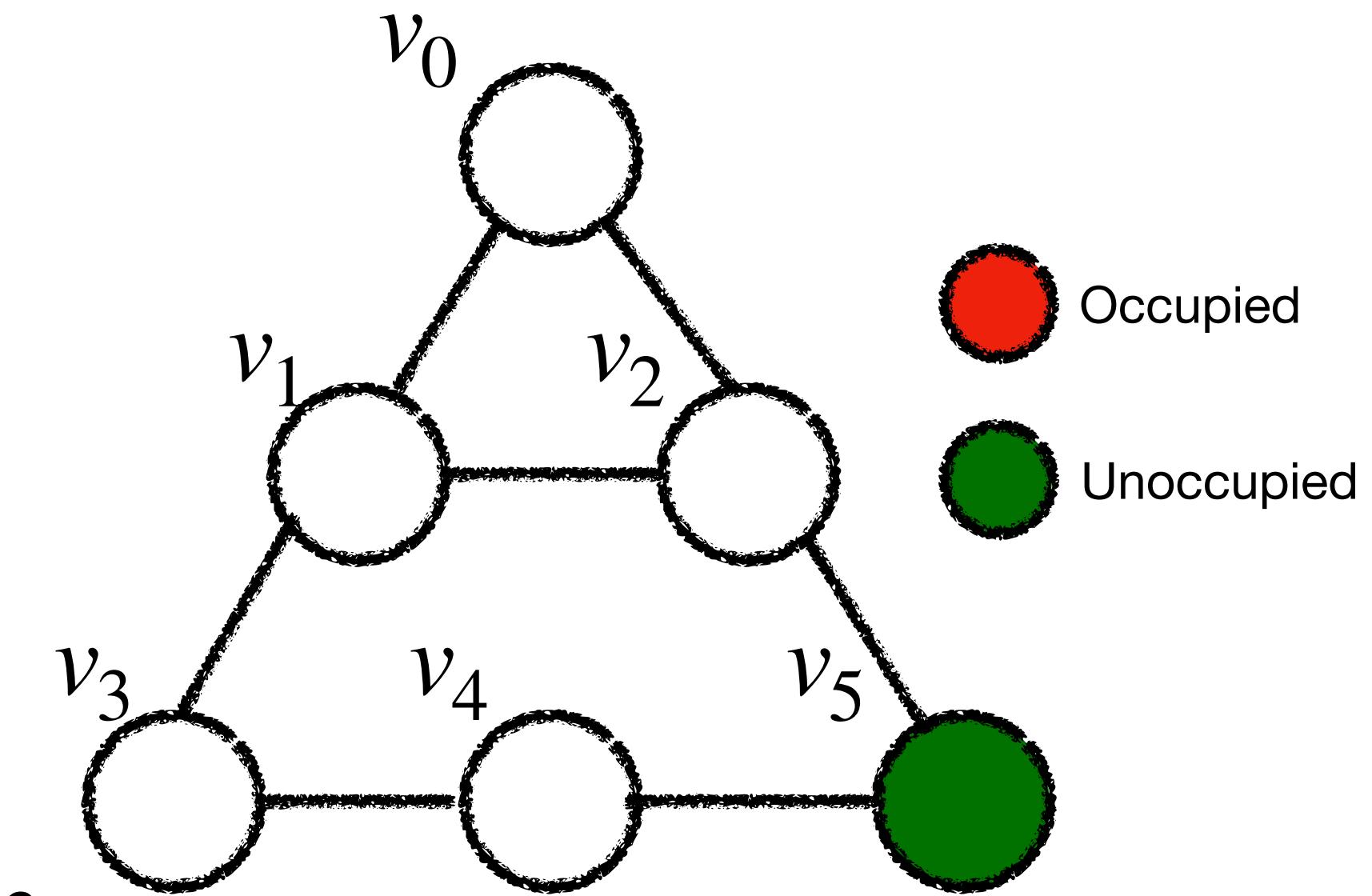
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Systematic Scan Glauber dynamics

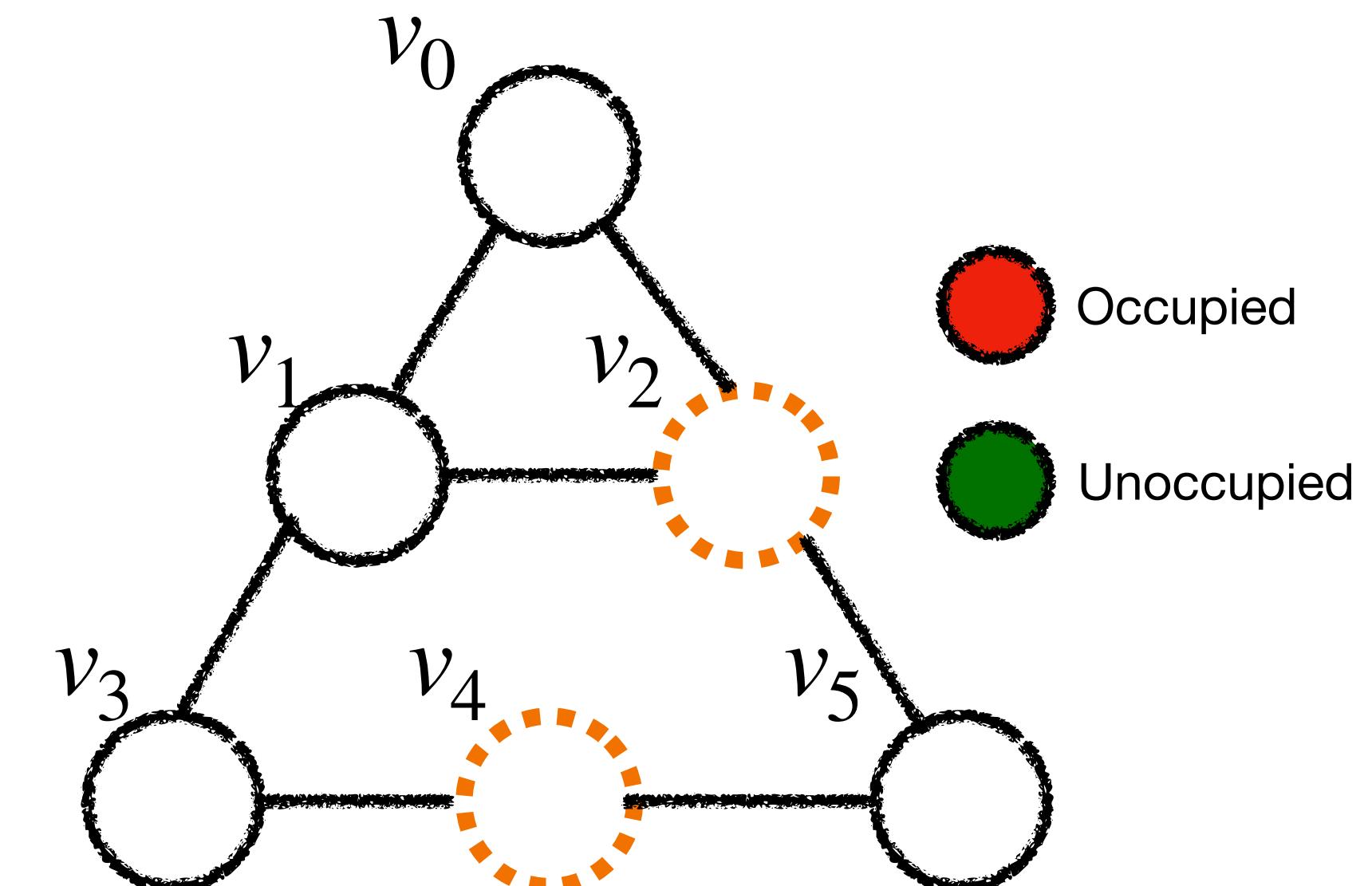
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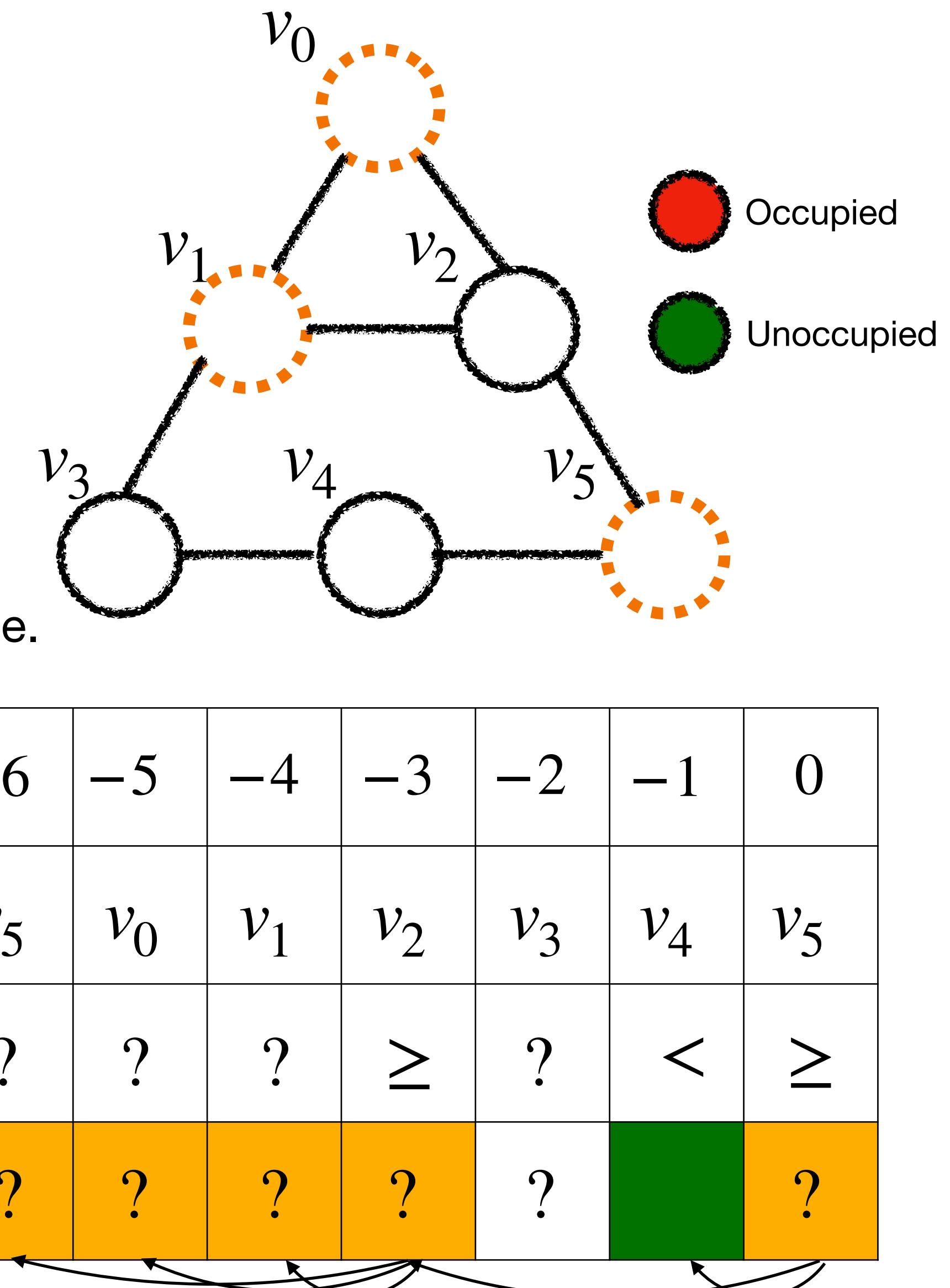
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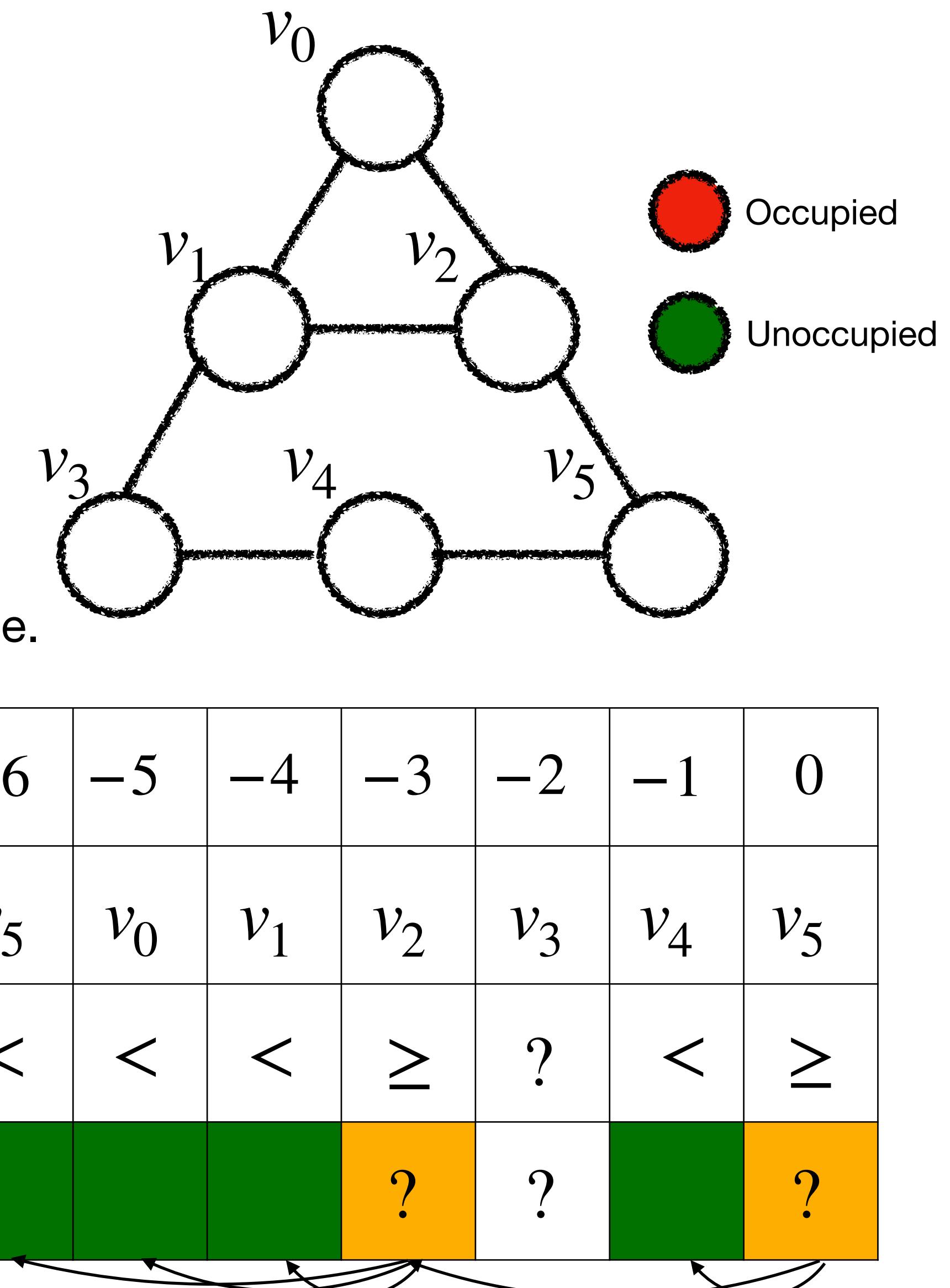
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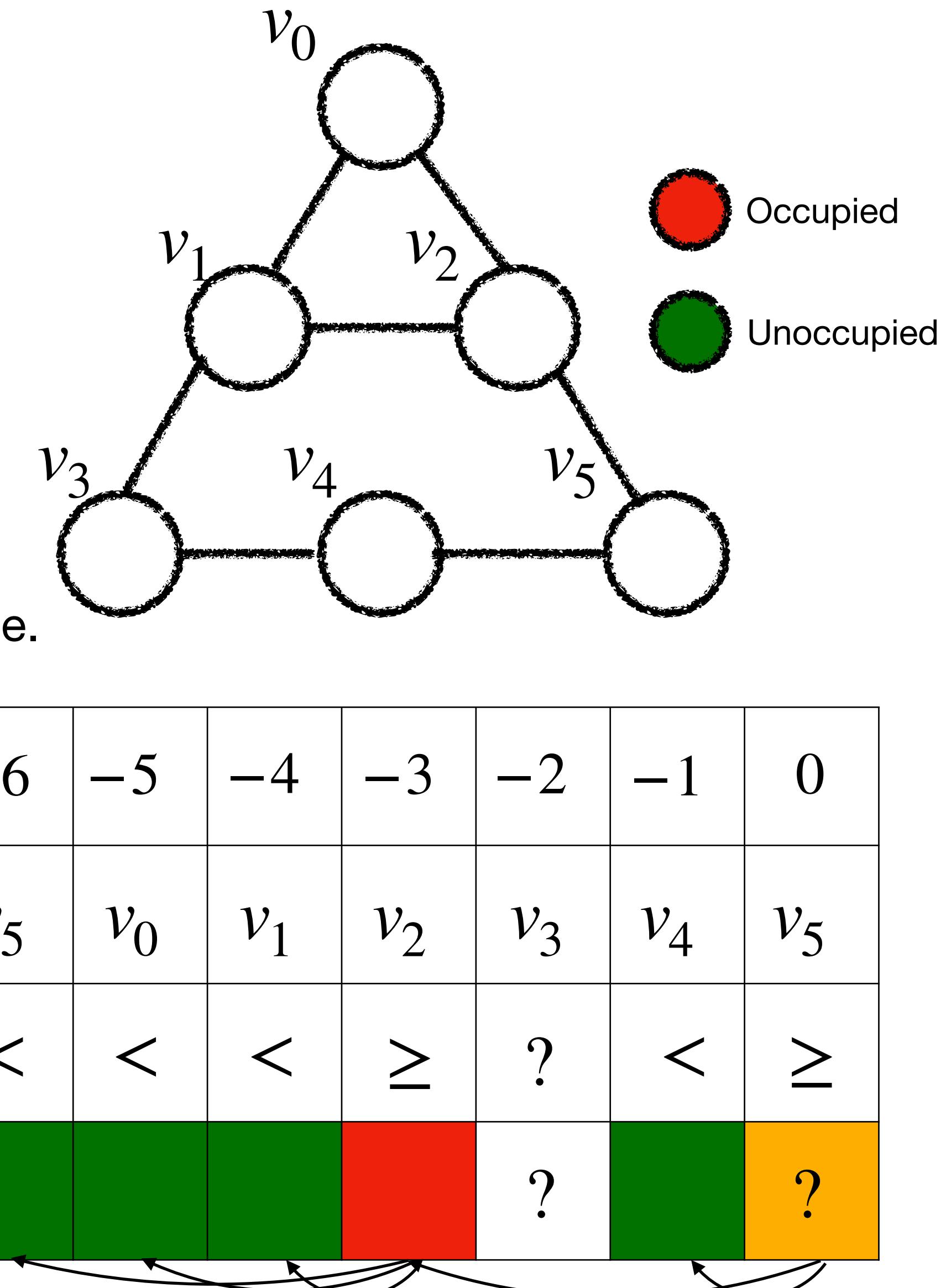


t	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0
v	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5
r_t	?	?	?	?	?	?	?	?	?	?	<	<	<	\geq	?	<	\geq	
result	?	?	?	?	?	?	?	?	?	?			?	?		?	?	

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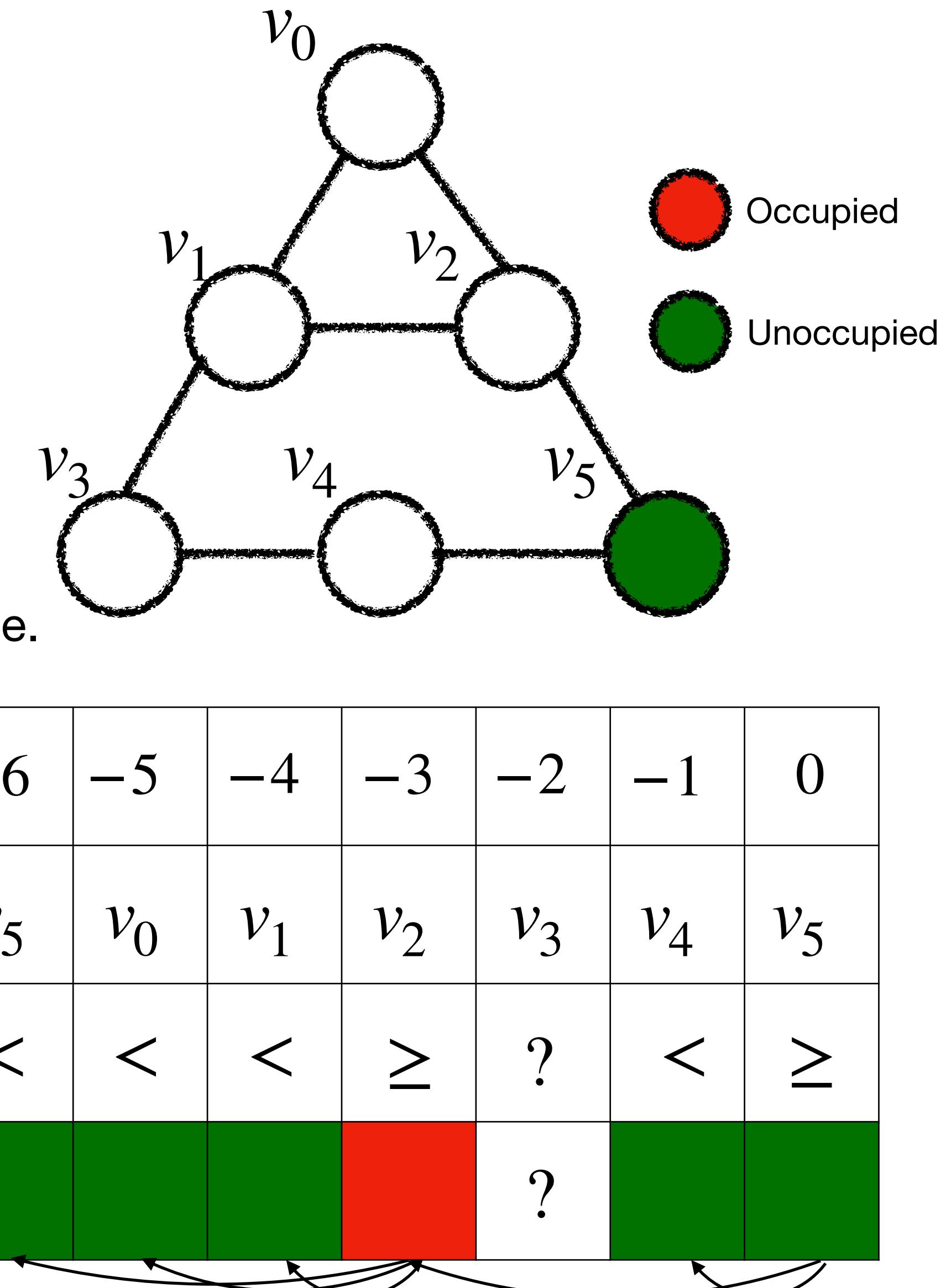


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v	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5
r_t	?	?	?	?	?	?	?	?	?	?	<	<	<	\geq	?	<	\geq	
result	?	?	?	?	?	?	?	?	?	?				?	?		?	

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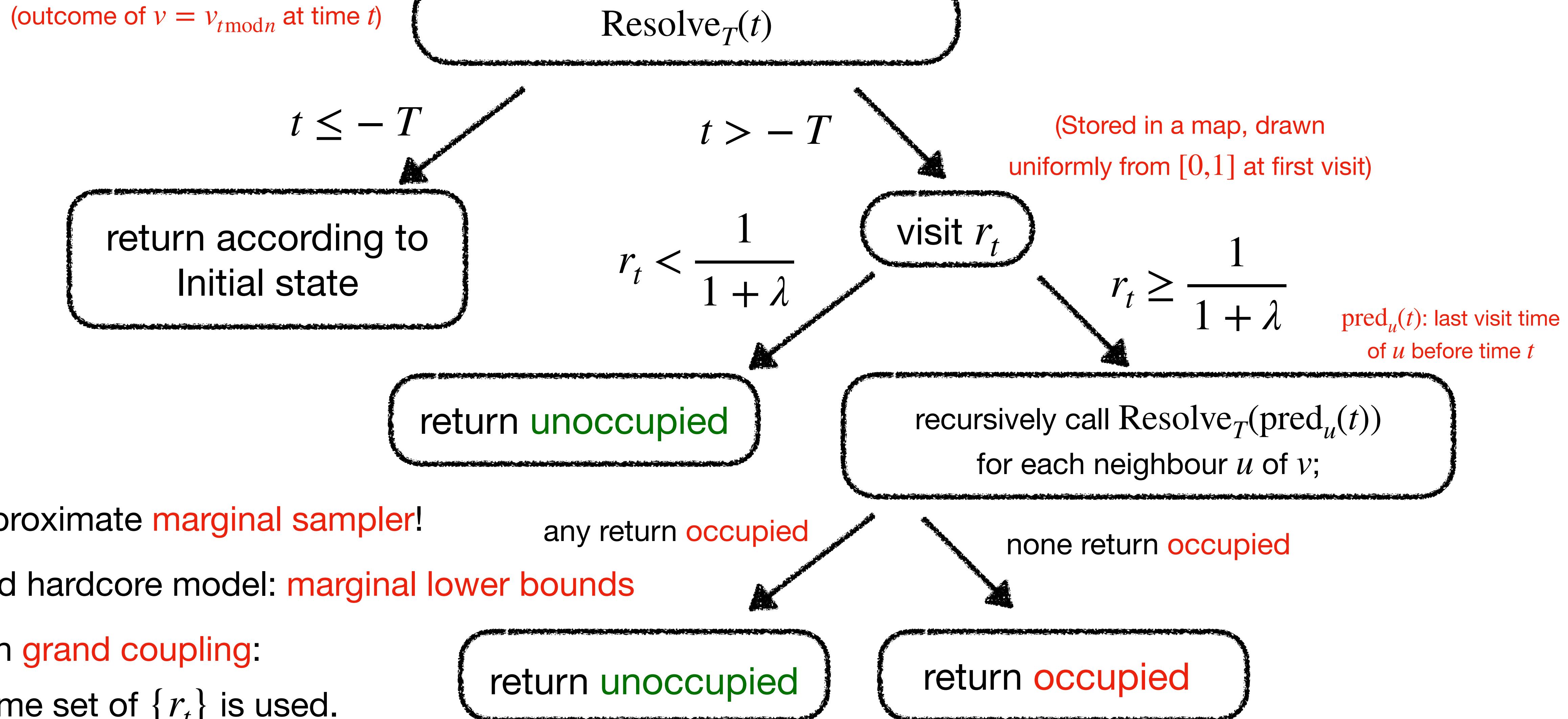
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r_t	?	?	?	?	?	?	?	?	?	?	<	<	<	\geq	?	<	\geq	
result	?	?	?	?	?	?	?	?	?	?				?	?			

Coupling Towards The Past



Coupling Towards The Past

(outcome of $v = v_{t \text{mod} n}$ at time t)

Resolve $_{\infty}(t)$

terminates if $\lambda < \frac{1}{\Delta - 1}$

$$r_t < \frac{1}{1 + \lambda}$$

return unoccupied

$$r_t \geq \frac{1}{1 + \lambda}$$

recursively call $\text{Resolve}_{\infty}(\text{pred}_u(t))$
for each neighbour u of v ;

$\text{pred}_u(t)$: last visit time
of u before time t

any return occupied

return unoccupied!

none return occupied

return occupied

A perfect marginal sampler!

When $\Pr[t_{\text{run}} \geq T] \leq \exp(-O_{\Delta}(T))$,

truncate up to $K = O_{\Delta}\left(\log \frac{n}{\varepsilon}\right)$ bits gives up to $\frac{\varepsilon}{n}$ bias.

Simulating a Markov chain: $O(n \log n)$ random bits

Simulating a single marginal: $O(\log n)$ random bits

Trivial derandomisation by enumeration!
Direct-sum style decomposition!

Related concepts

Lazy Depth-First Search Sampler [Anand, Jerrum '22]

A **main source of inspiration** for our work

Similarities:

- both give **perfect marginal samplers** with possibly **logarithmic number of random bits**
- both utilize the "**marginal lower bounds**" for early termination of the sampler

Distinctions:

- Our CTTP result comes from MCMC, while the AJ algorithm relies on spatial mixing properties.
- AJ algorithm encounters some difficulty in matching the state-of-art bounds for some randomised algorithms.

Coupling From The Past [Propp, Wilson '96]

Similarities:

- both give **perfect samplers** from MCMC
- both run **backwards in time** and have underlying **grand couplings**

Distinction:

- CFTP needs to sequentially simulate the evolution of the whole state, which requires at least a **linear** number of random bits, while CTTP only needs **logarithmic** number of random bits under suitable conditions.

Hypergraph independent sets

Let $H = (V, \mathcal{E})$ be a k -uniform hypergraph with max. deg. Δ

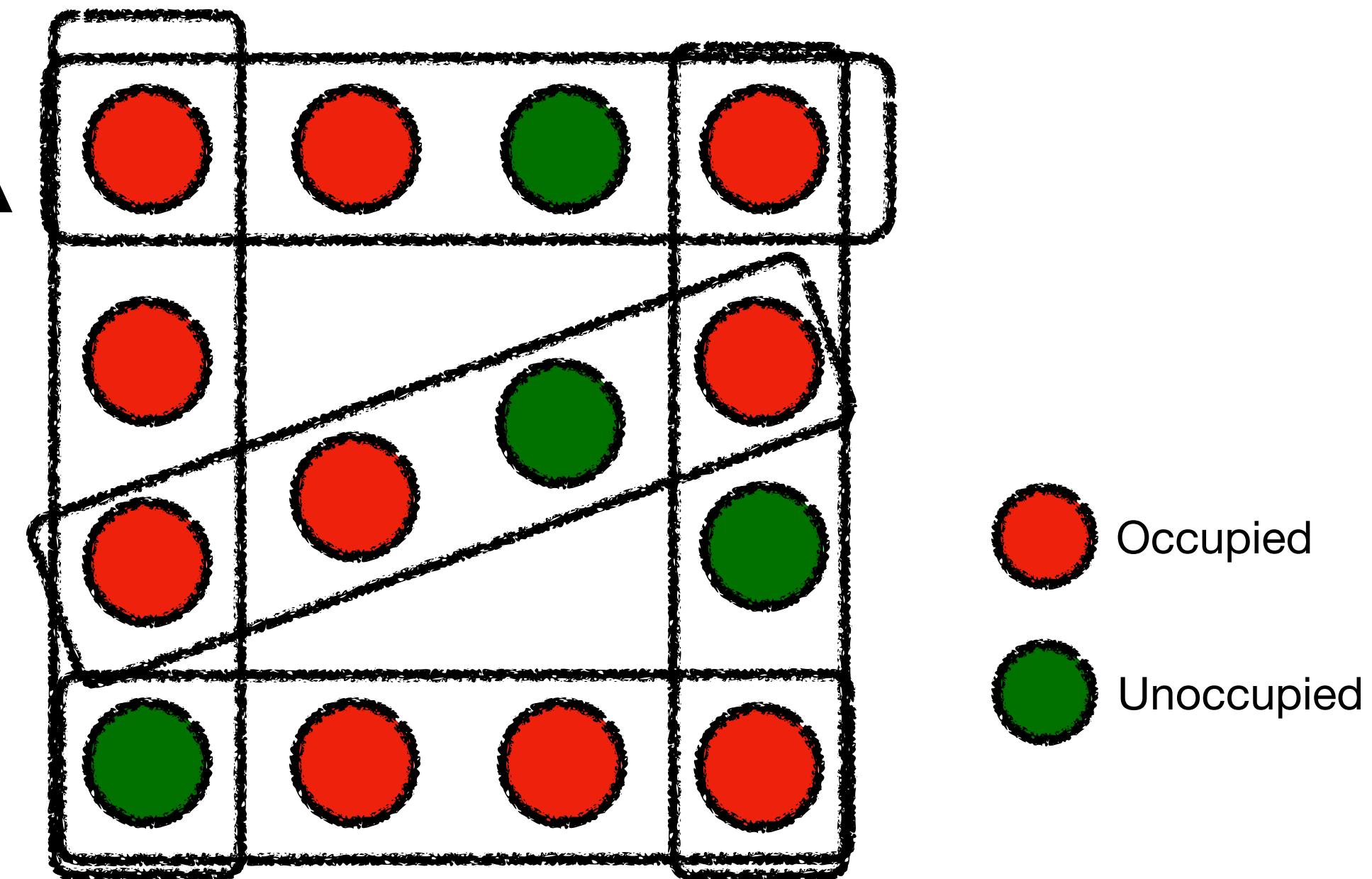
A set $S \subseteq V$ is **independent** if $S \cap e = \emptyset$ for all $e \in \mathcal{E}$

[Hermon, Sly, Zhang '19]: $\Delta \leq c2^{k/2}$, Glauber dynamics

[Qiu, Wang, Zhang '22]: $\Delta \leq \frac{c}{k}2^{k/2}$, perfect sampler

[He, W., Yin '23]: $\Delta \lesssim 2^{k/5}$, FPTAS

[Bezáková, Galanis, Goldberg, Guo, Štefankovič '23]: $\Delta \geq 5 \cdot 2^{k/2}$, **NP-hard**



Our result for HIS

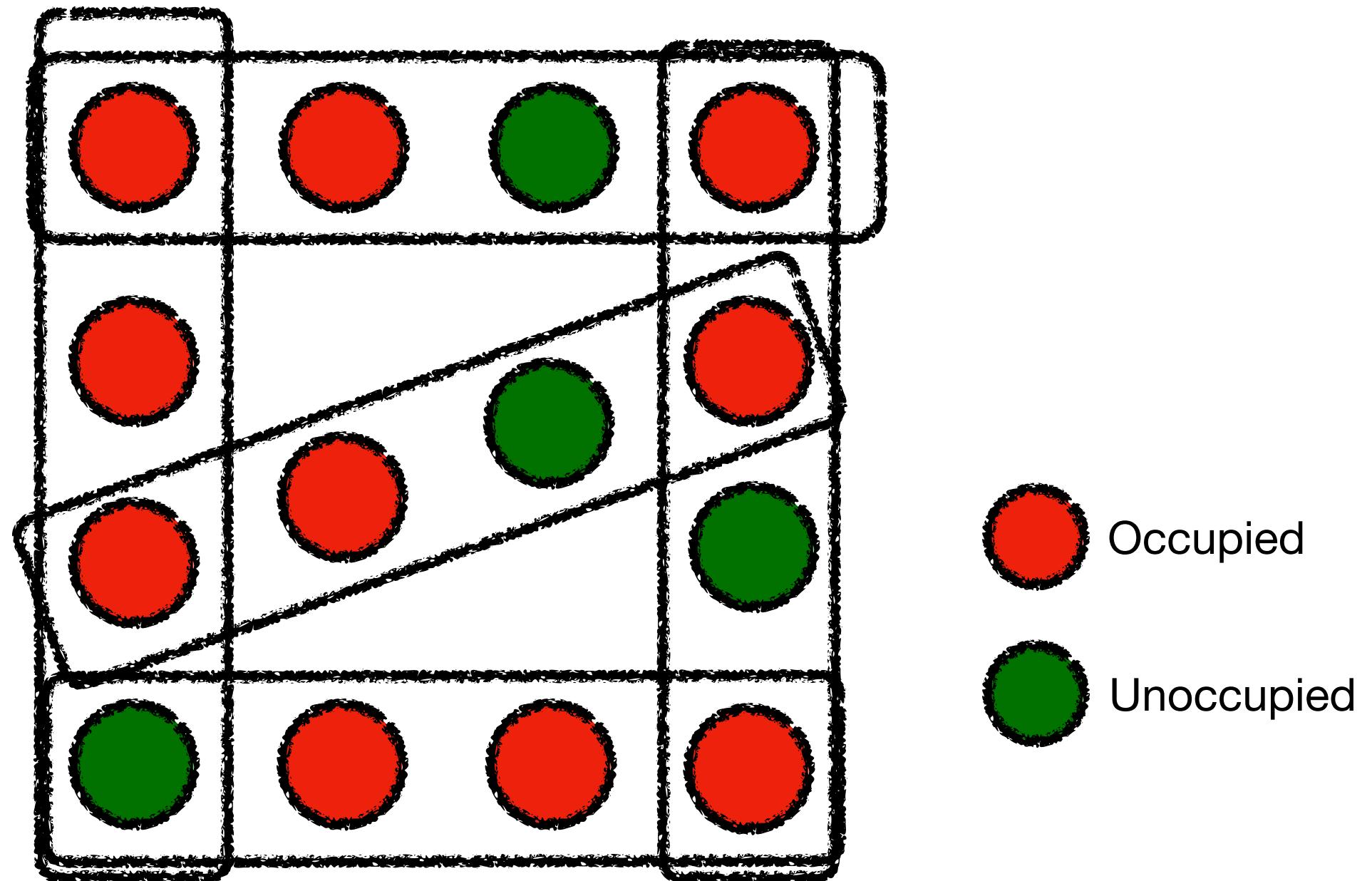
Let $k \geq 2$ and $\Delta \geq 2$ be two integers such that $\Delta \leq \frac{1}{\sqrt{8ek^2}} \cdot 2^{k/2}$.

There is an **FPTAS** for the number of independent sets in k -uniform hypergraphs with maximum degree Δ .

CTTP for HIS

We apply CTTP on the systematic scan GD for HIS.

Each vertex has a $\frac{1}{2}$ lower bound for “unoccupied”.

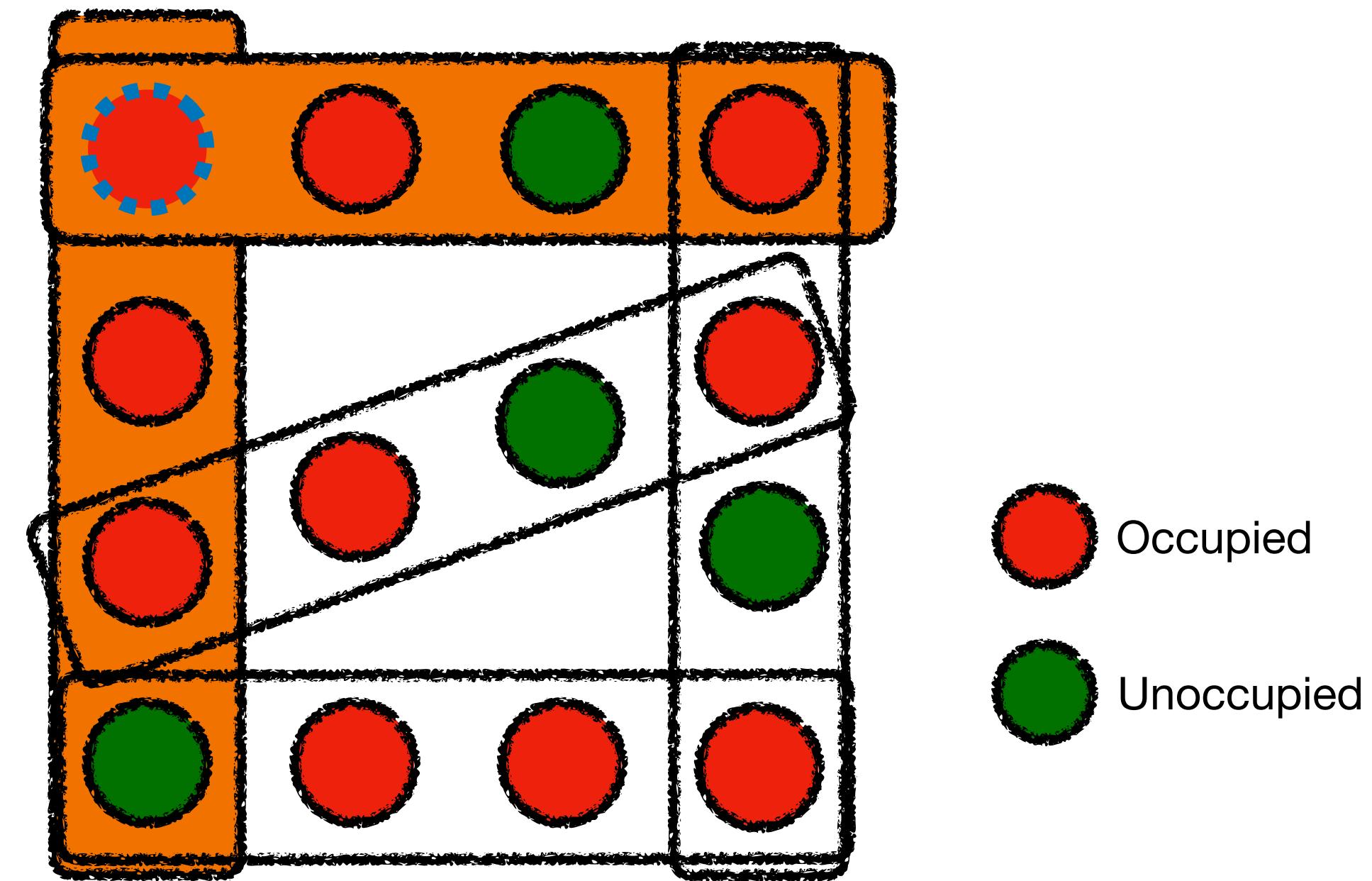


CTTP for HIS

We apply CTTP on the systematic scan GD for HIS.

Each vertex has a $\frac{1}{2}$ lower bound for “unoccupied”.

When failing to determine using the lower bound,
we need to resolve the states of its neighborhood.



Direct recursion: Need $k\Delta < 2$ even for CTTP to terminate!

A more clever strategy: Recurse for a neighbouring hyperedge $e \in \mathcal{E}$ only if

$$r_{\text{pred}_t(u)} \geq \frac{1}{2} \text{ for all } u \in e$$

Hypergraph colourings

Let $H = (V, \mathcal{E})$ be a k -uniform hypergraph with max. deg. Δ

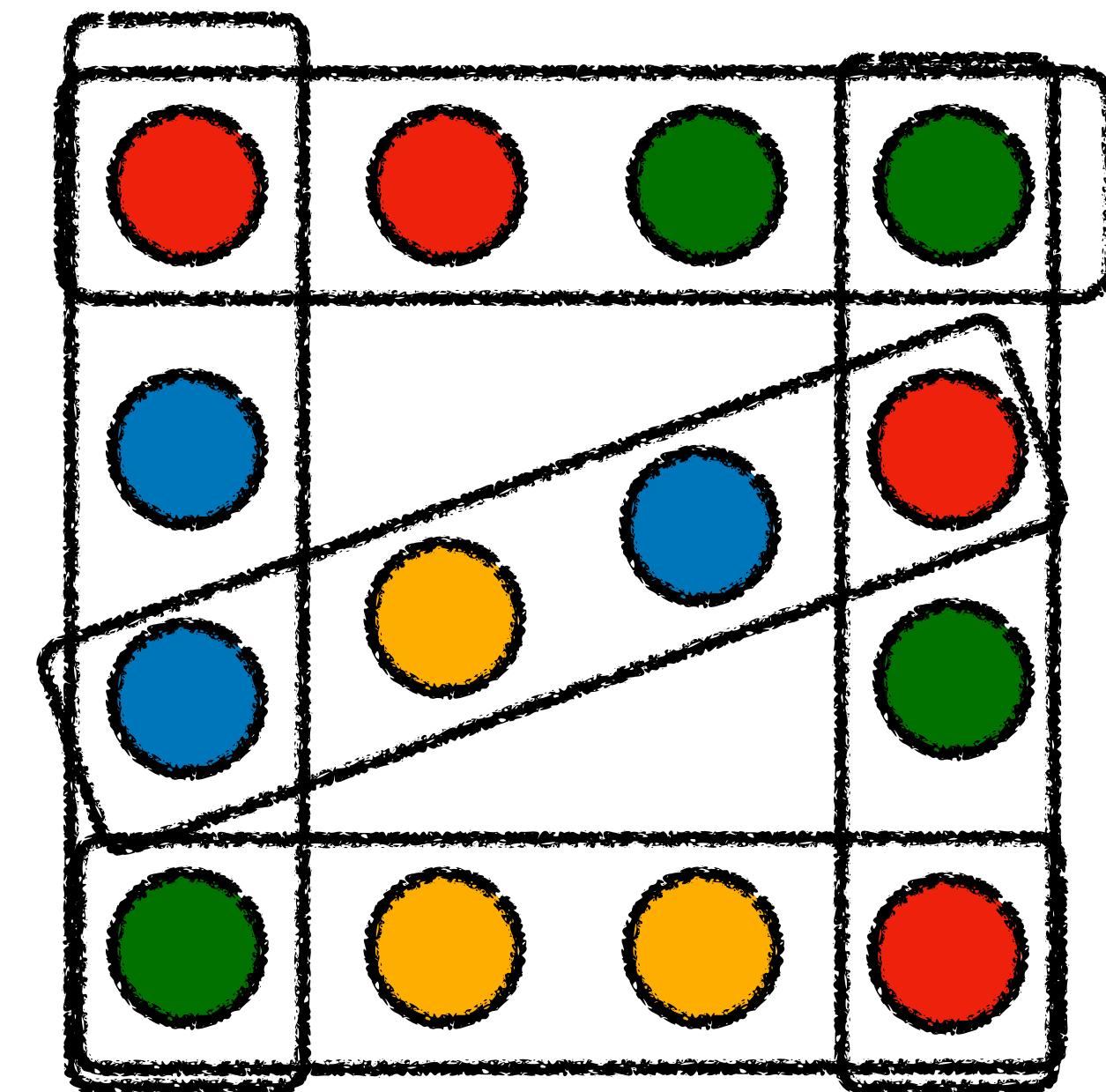
A q -colouring $\sigma \subseteq [q]^V$ is **proper** if no hyperedge is **monochromatic**

[Jain, Pham, and Vuong '21]: $\Delta \lesssim q^{k/3}$, compression+MCMC

[He, Sun, Wu '22]: $\Delta \lesssim q^{k/3}$, perfect sampler

[He, W., Yin '23]: $\Delta \lesssim q^{k/5}$, FPTAS

[Galanis, Guo, Wang '22]: $\Delta \geq 5 \cdot q^{k/2}$, even q , **NP-hard**



Our result for HC

Let $k \geq 20$ and $\Delta \geq 2$ be two integers such that $\Delta \leq \left(\frac{q}{64}\right)^{(k-5)/3}$.

There is an **FPTAS** for the number of proper q -colourings in k -uniform hypergraphs with maximum degree Δ .

Compression + MCMC for HC

The natural Glauber dynamics for HC is **not irreducible**.

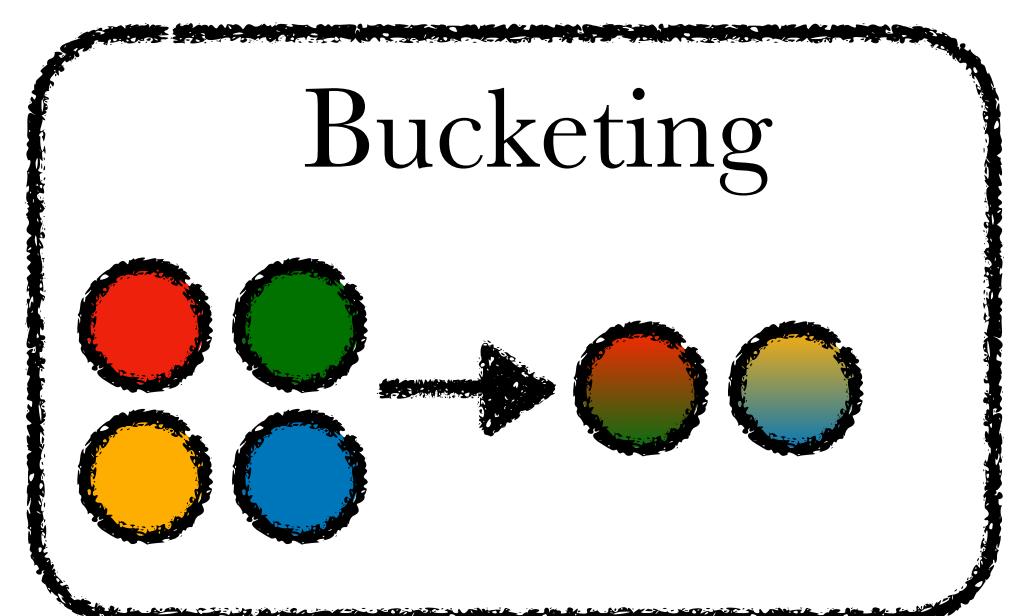
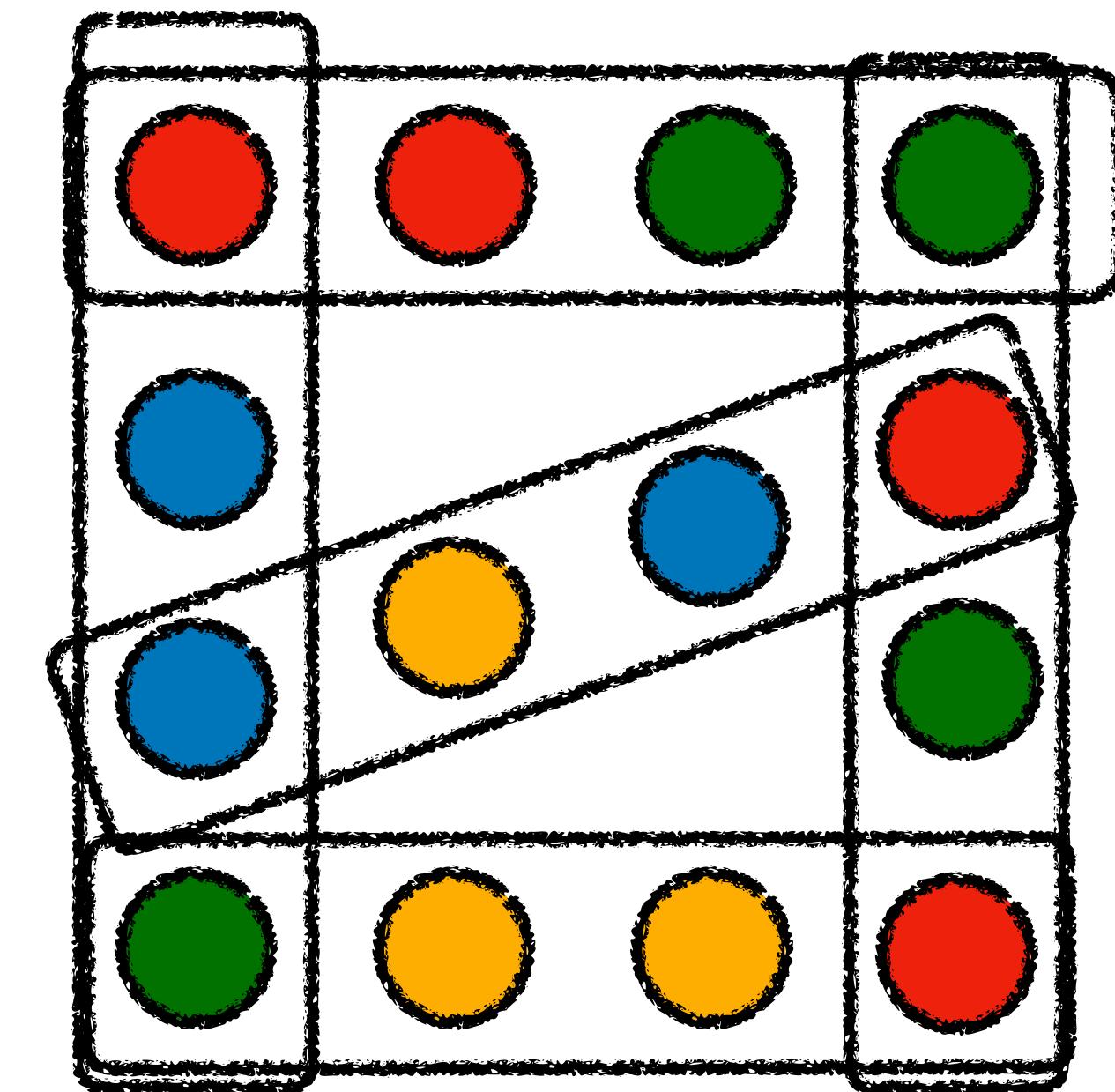
We need the idea of **compression** + MCMC

[Feng, Guo, Yin, Zhang '21], [Feng, He, Yin '21]

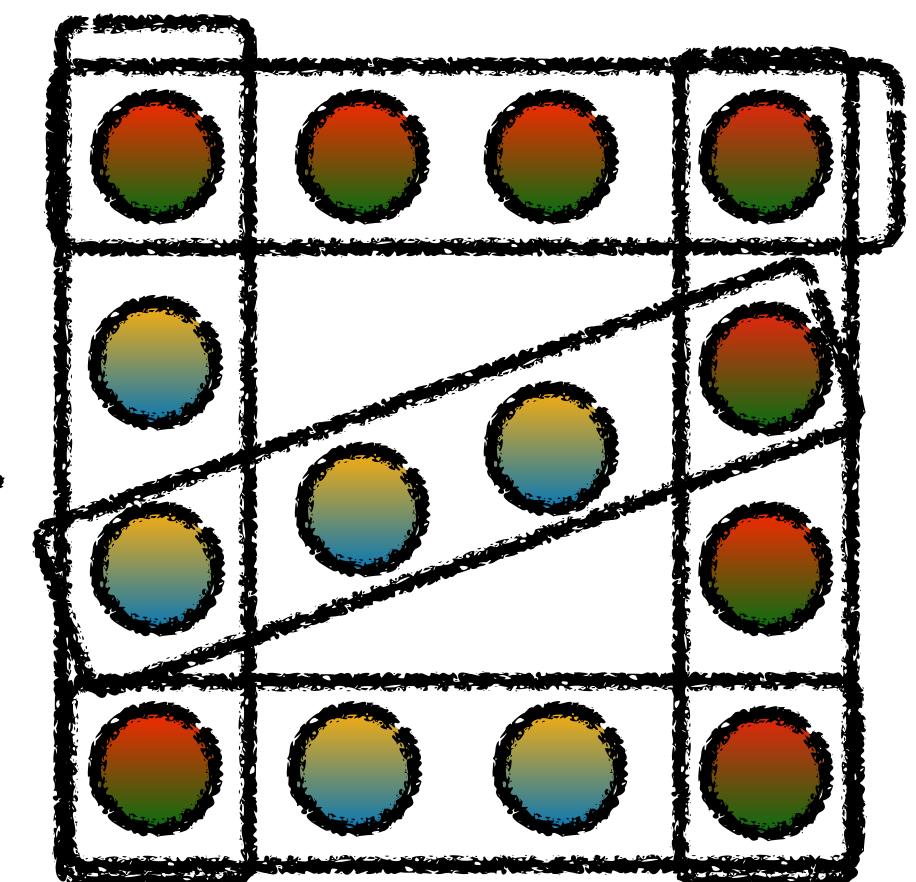
Compression: Divide the q colors into buckets of sizes s .

The sampling algorithm

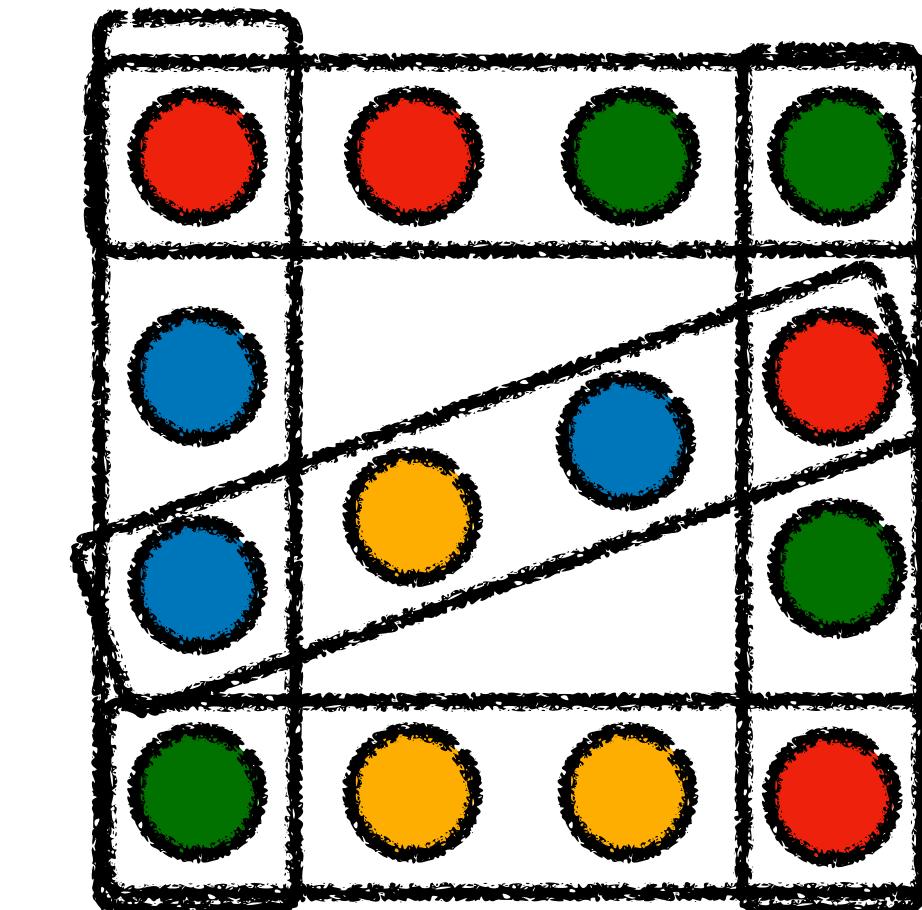
1. Decides the bucket of each vertex (using Glauber dynamics)
2. Decides the final color, conditioning on the bucketing



Glauber
dynamics



Completing



CTTP for HC

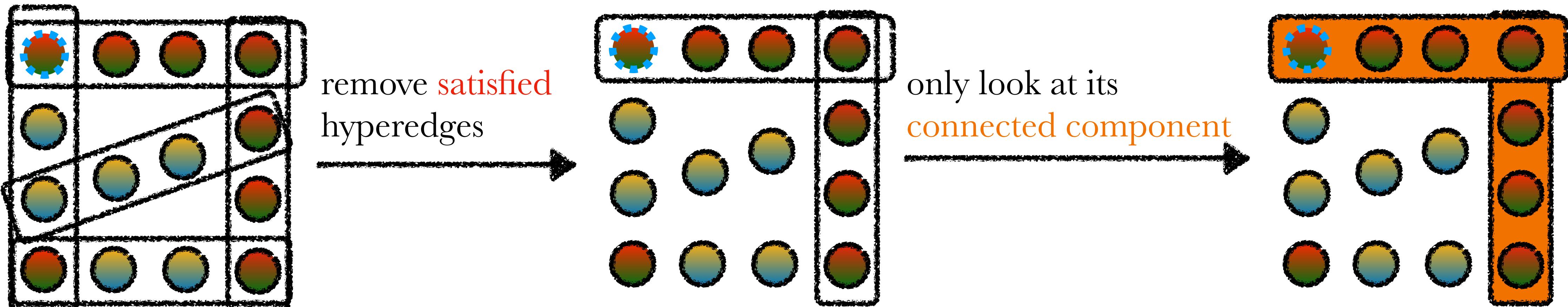
Local Uniformity [Erdos, Lovász '75], [Haeupler, Saha, Srinivasan '11]

If $\lfloor q/s \rfloor^k \geq 4eqsk\Delta$, then

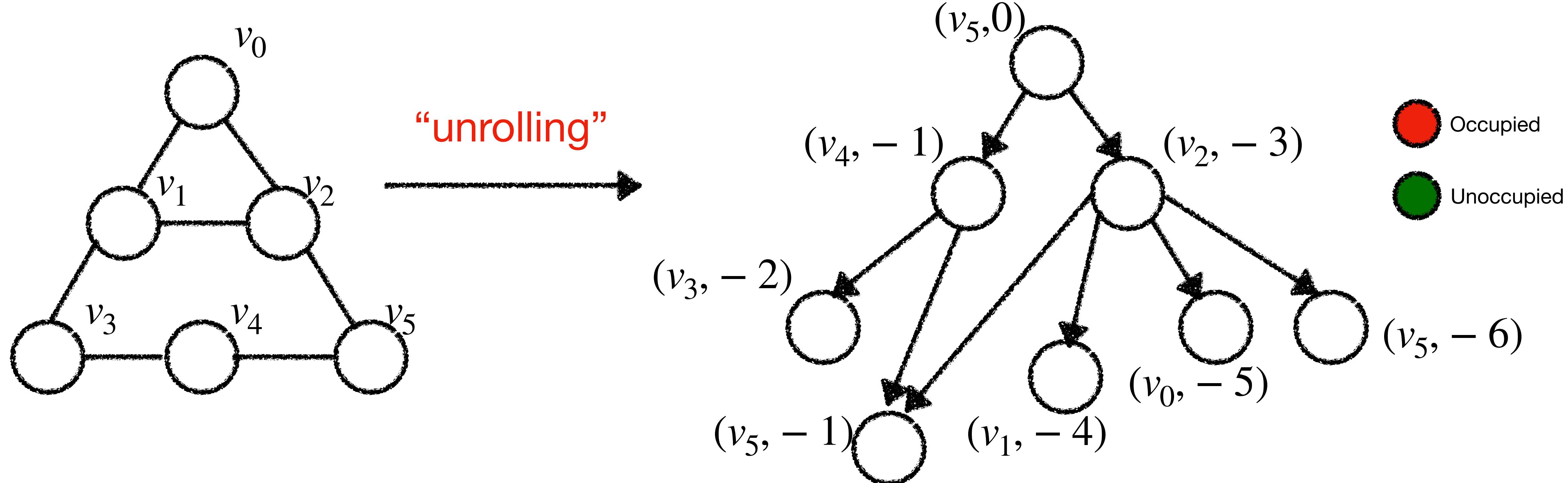
$$\frac{1}{s} \left(1 - \frac{1}{4s}\right) \leq \text{marginal of any bucket under arbitrary pinning (of buckets)} \leq \frac{1}{s} \left(1 + \frac{1}{4s}\right)$$

Complication for HC: no longer a **Gibbs distribution** after bucketing

When failing to determine using the lower bound,
we need to resolve the states of its **connected component**.



Analysis of the truncation error



Goal: Show $\Pr[t_{\text{run}} \geq T] \leq \exp(-O_{k,q,\Delta}(T))$

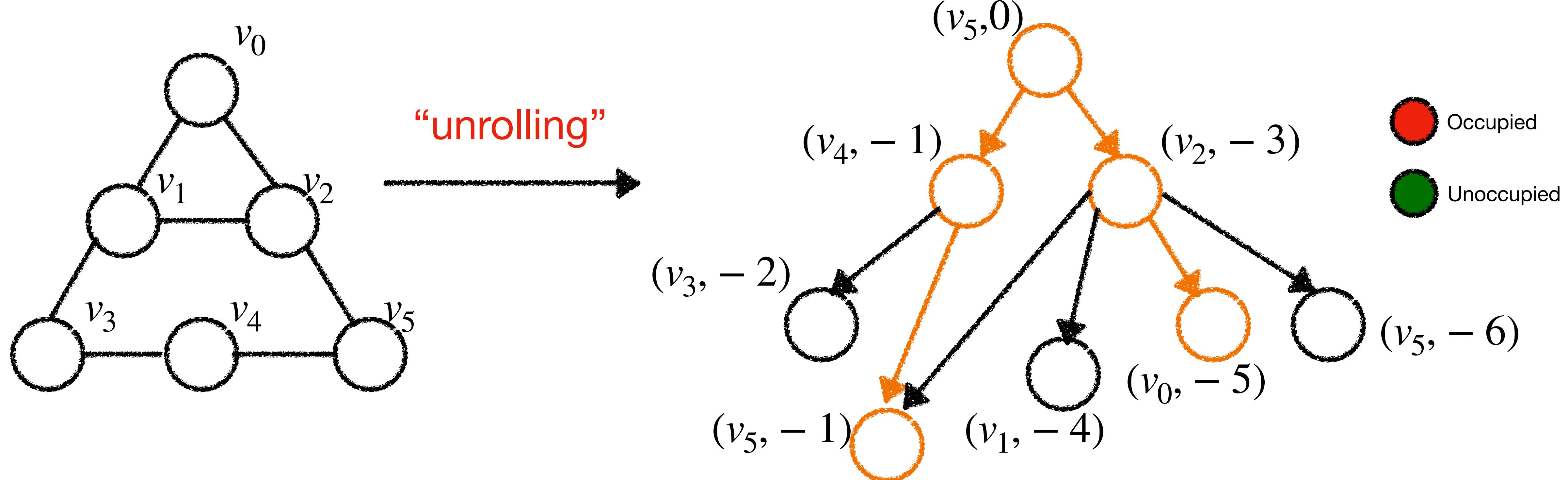
Time-space (hyper)graph

[Hermon, Sly, Zhang' 19]

[Jain, Pham, Vuong' 21]

[He, Sun, Wu '21]

Analysis of the truncation error



Goal: Show $\Pr[t_{\text{run}} \geq T] \leq \exp(-O_{k,q,\Delta}(T))$

Time-space (hyper)graph
[Hermon, Sly, Zhang' 19]
[Jain, Pham, Vuong' 21]
[He, Sun, Wu '21]

witness argument + union bound

Derandomising random scan

Random scan: each entry of the scan sequence is chosen for V u.a.r.

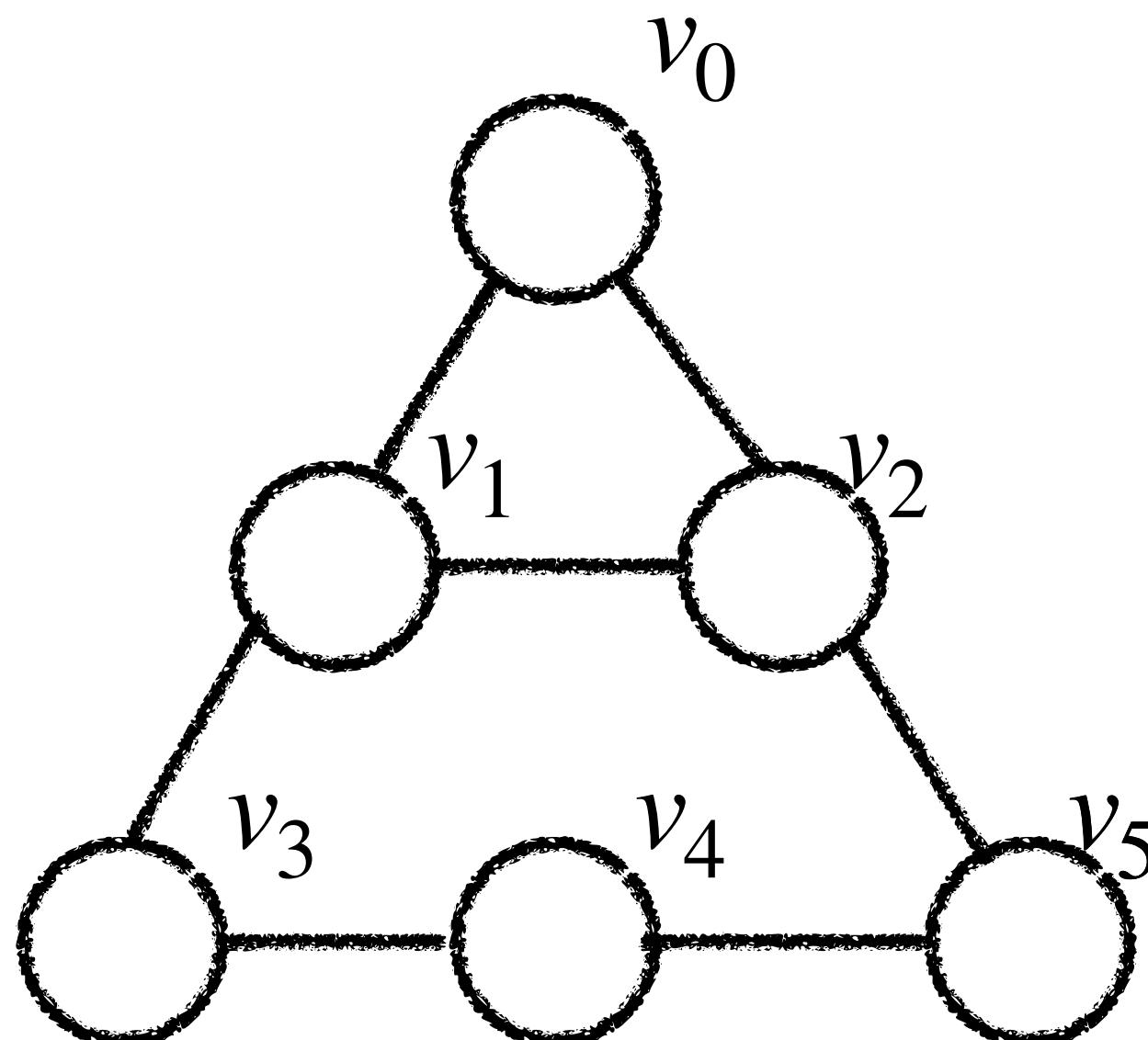
Enumerate all possible **visited** scan sequences within $K = O(\log n)$ random bits?

Construct **witness tree**

$v_2, v_5, v_1, v_0, v_2, v_3, v_4, v_0, v_5$



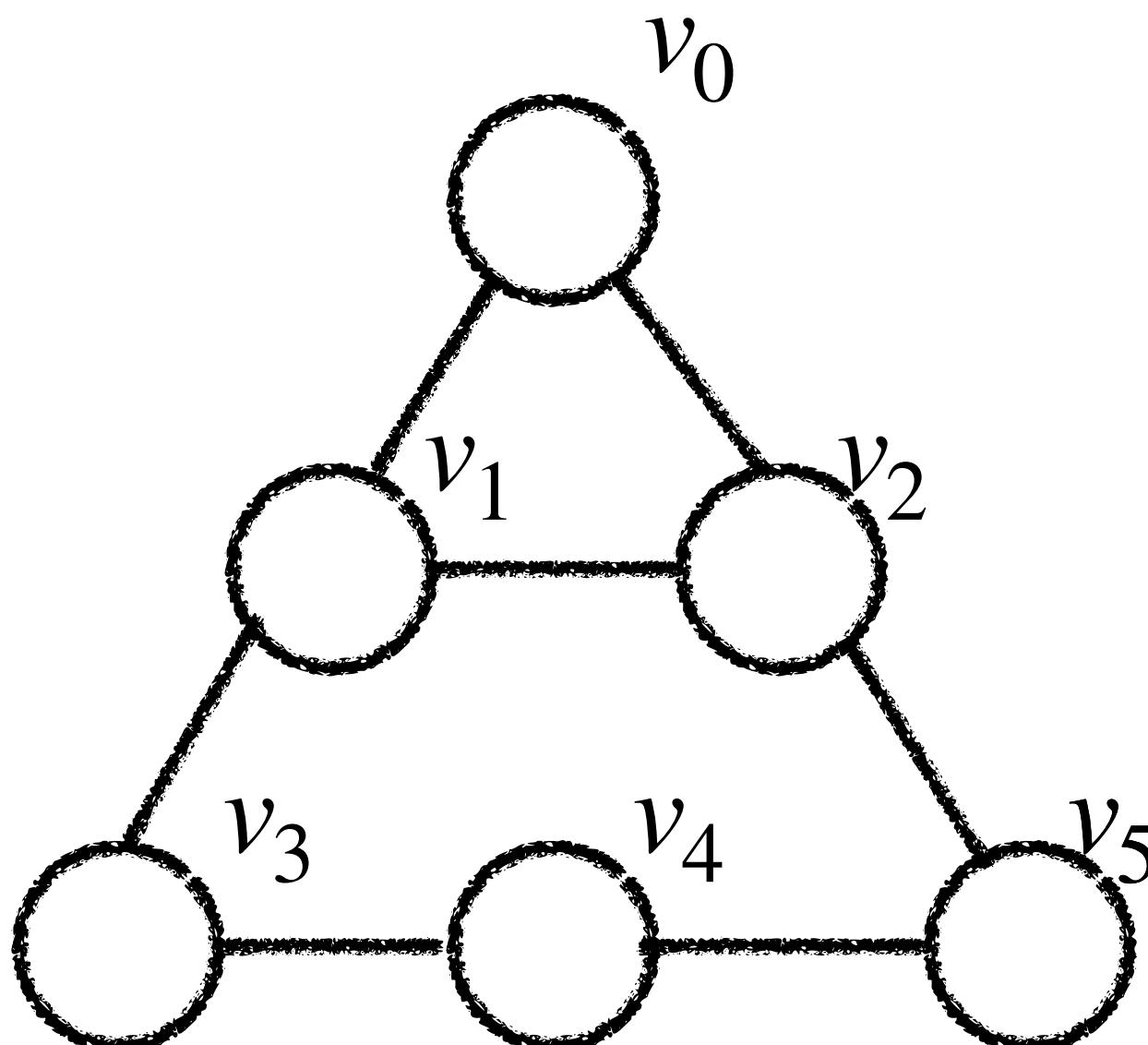
Go **backwards in time**, each time append to neighbour with largest depth



Derandomising random scan

Random scan: each entry of the scan sequence is chosen for V u.a.r.

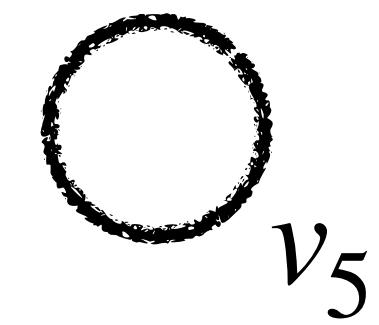
Enumerate all possible visited scan sequences within $K = O(\log n)$ random bits?



$v_2, v_5, v_1, v_0, v_2, v_3, v_4, v_0, v_5$

Construct witness tree

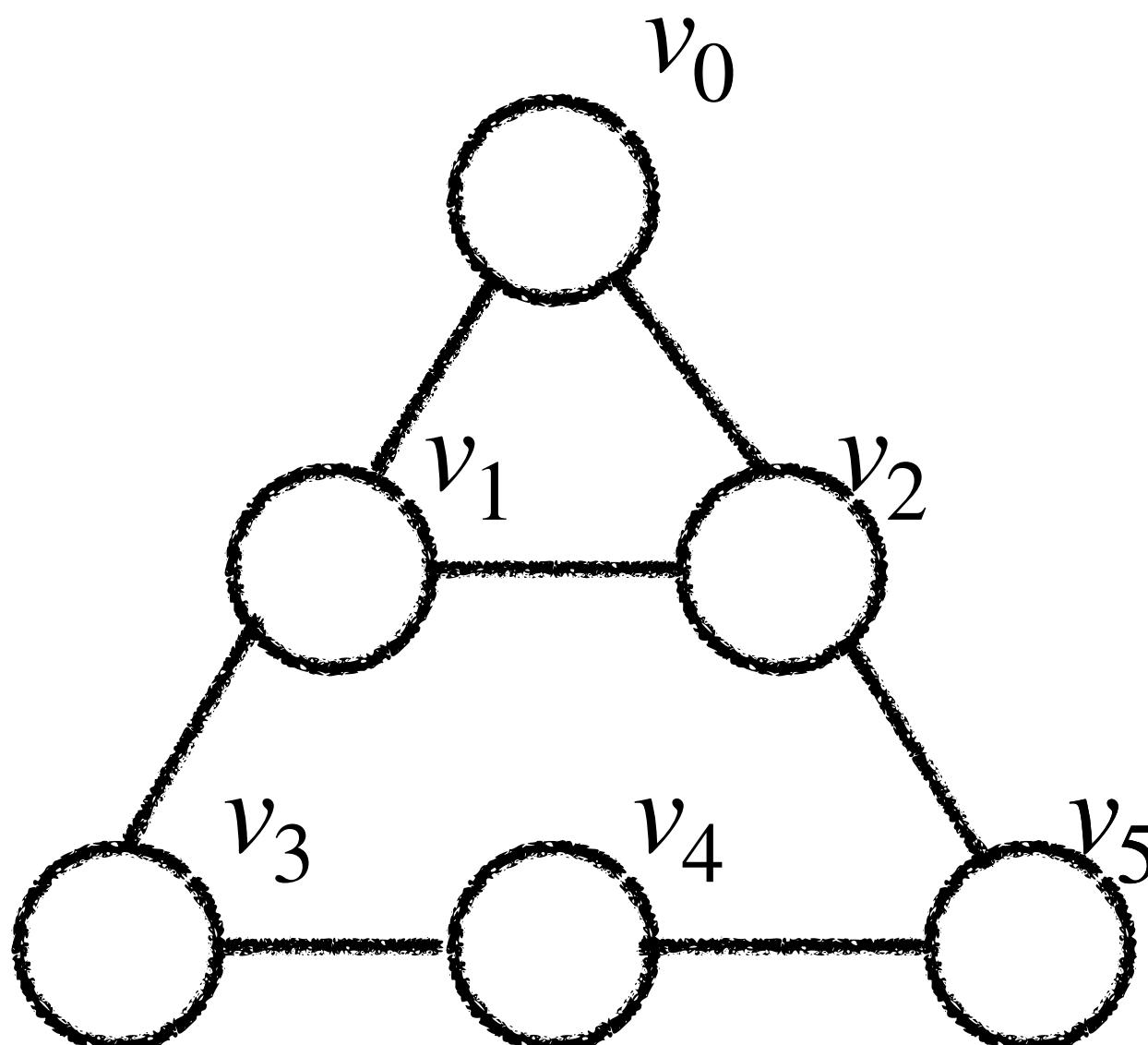
→ Go backwards in time, each time append to neighbour with largest depth



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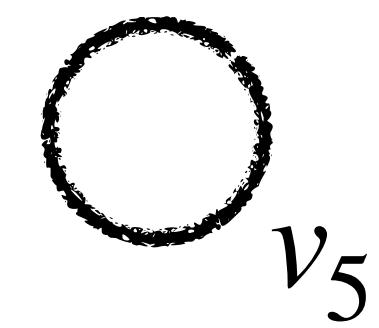
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$v_2, v_5, v_1, v_0, v_2, v_3, v_4, v_0, v_5$

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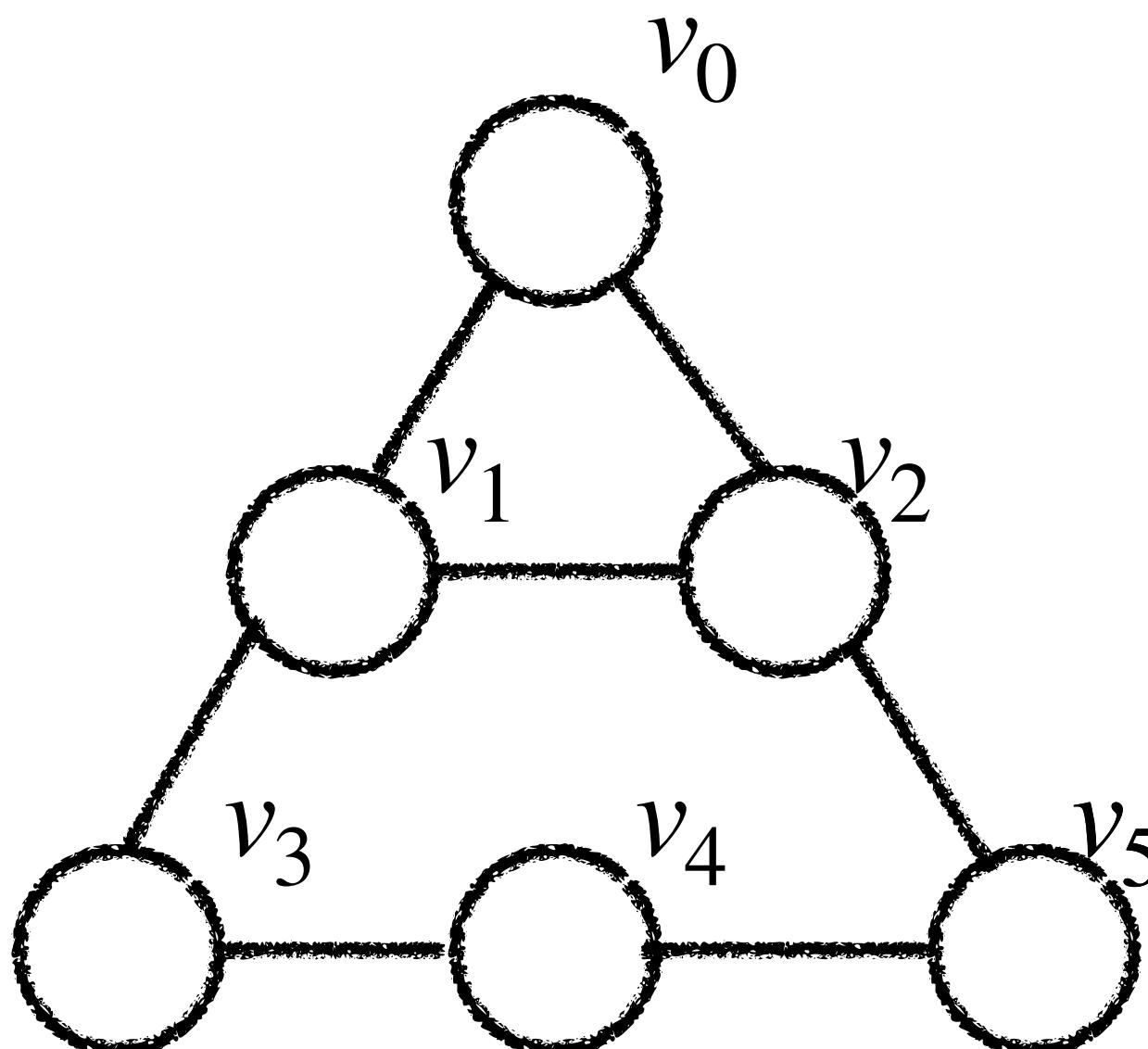
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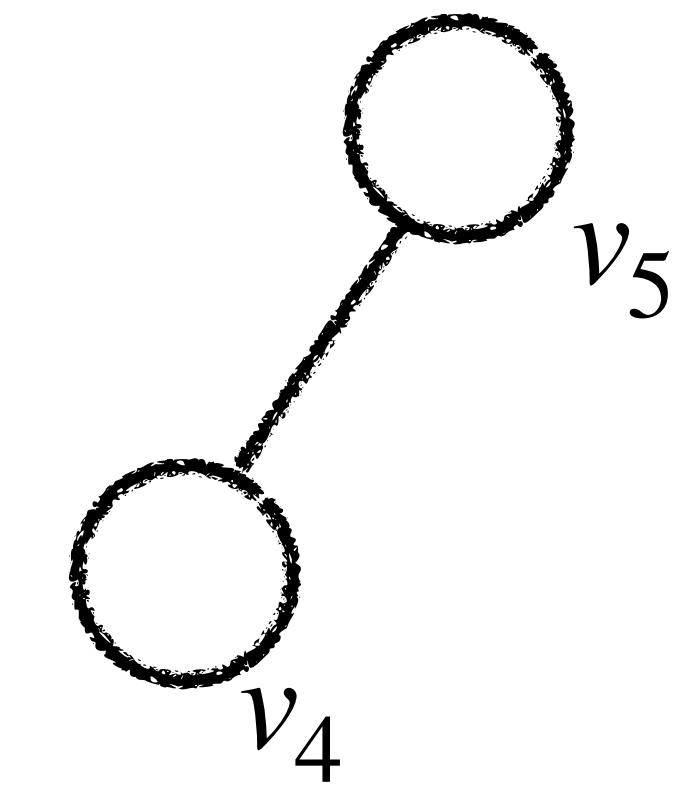
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$v_2, v_5, v_1, v_0, v_2, v_3, v_4, v_0, v_5$

Construct witness tree

Go backwards in time, each time append to neighbour with largest depth

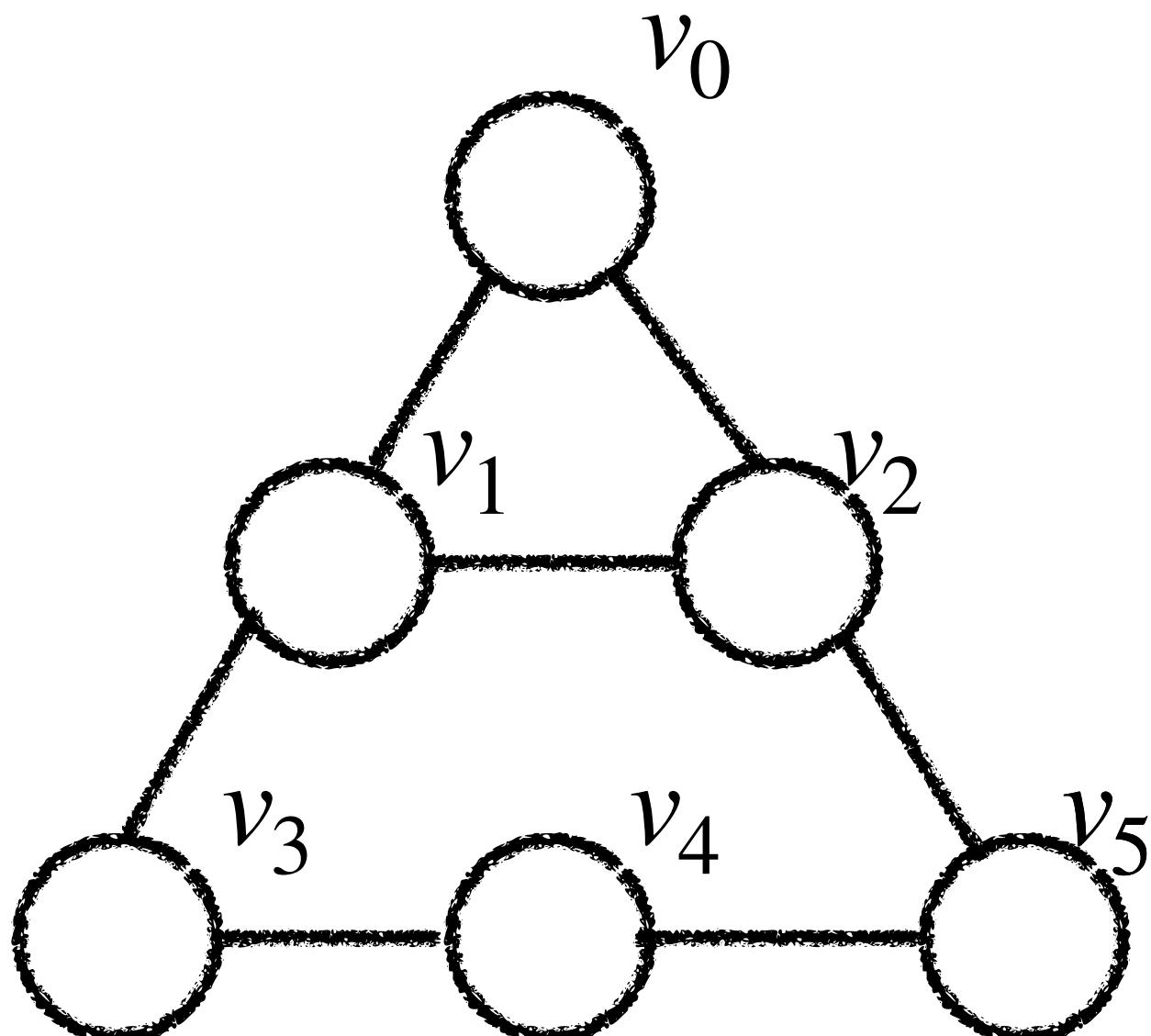


Derandomising random scan

Random scan: each entry of the scan sequence is chosen for V u.a.r.

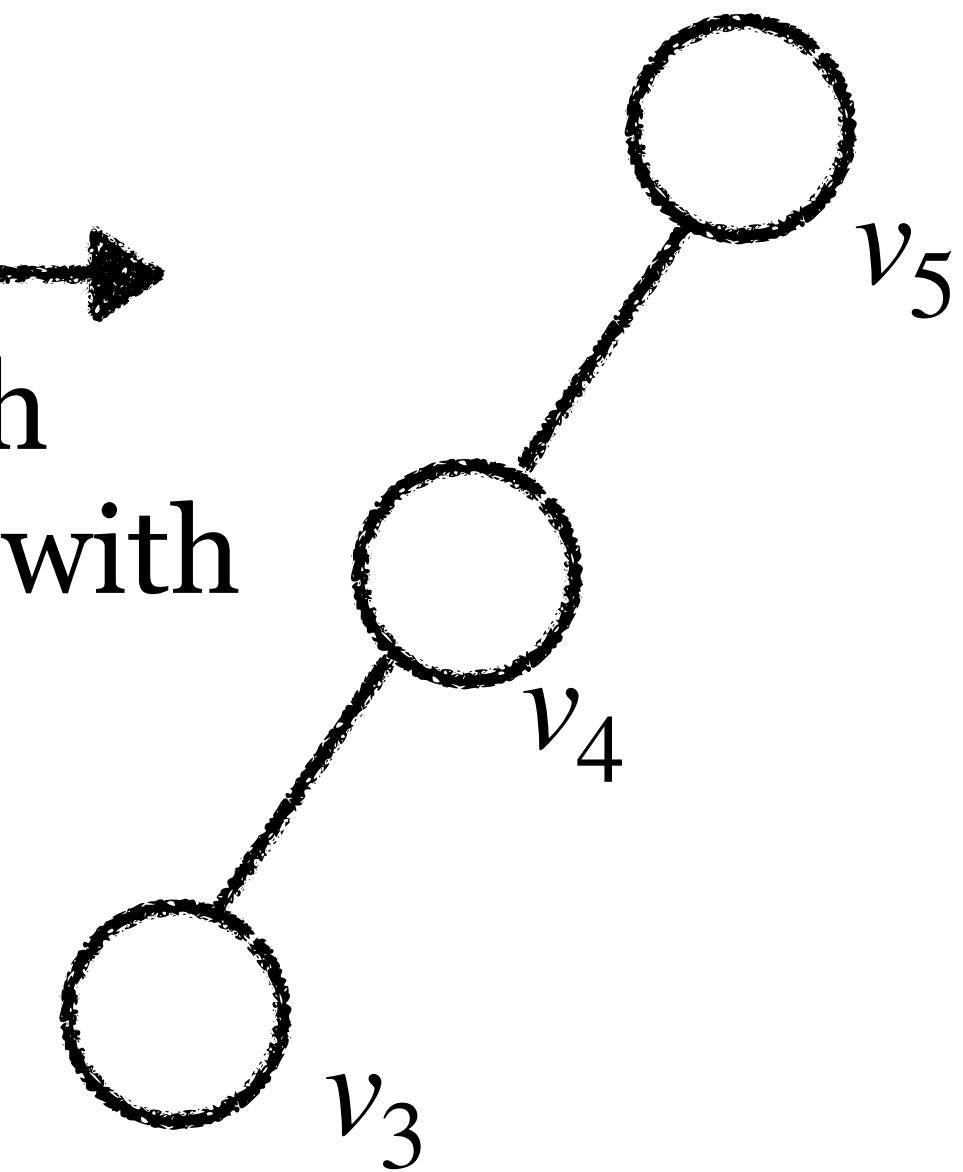
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Construct witness tree

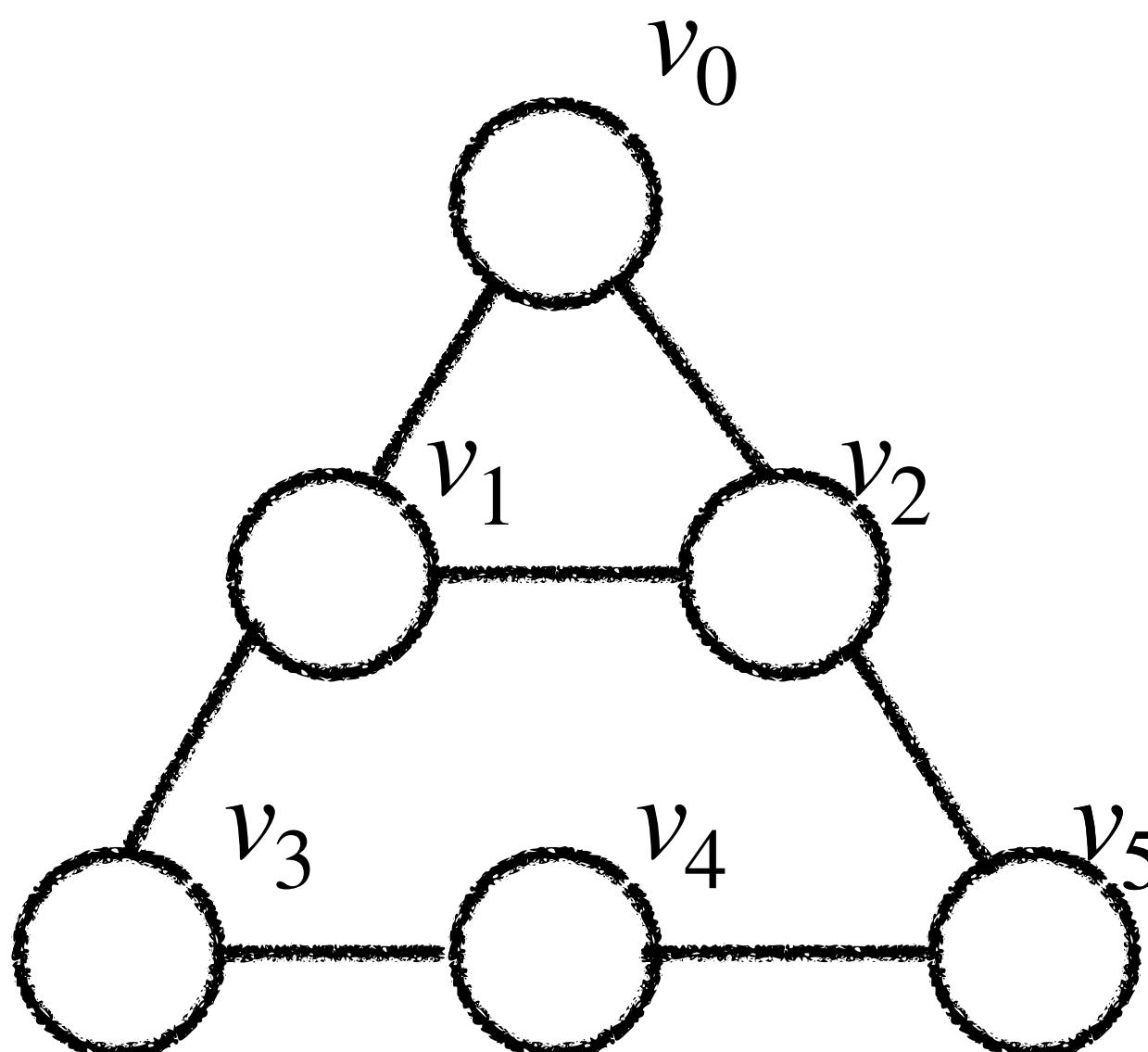
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Derandomising random scan

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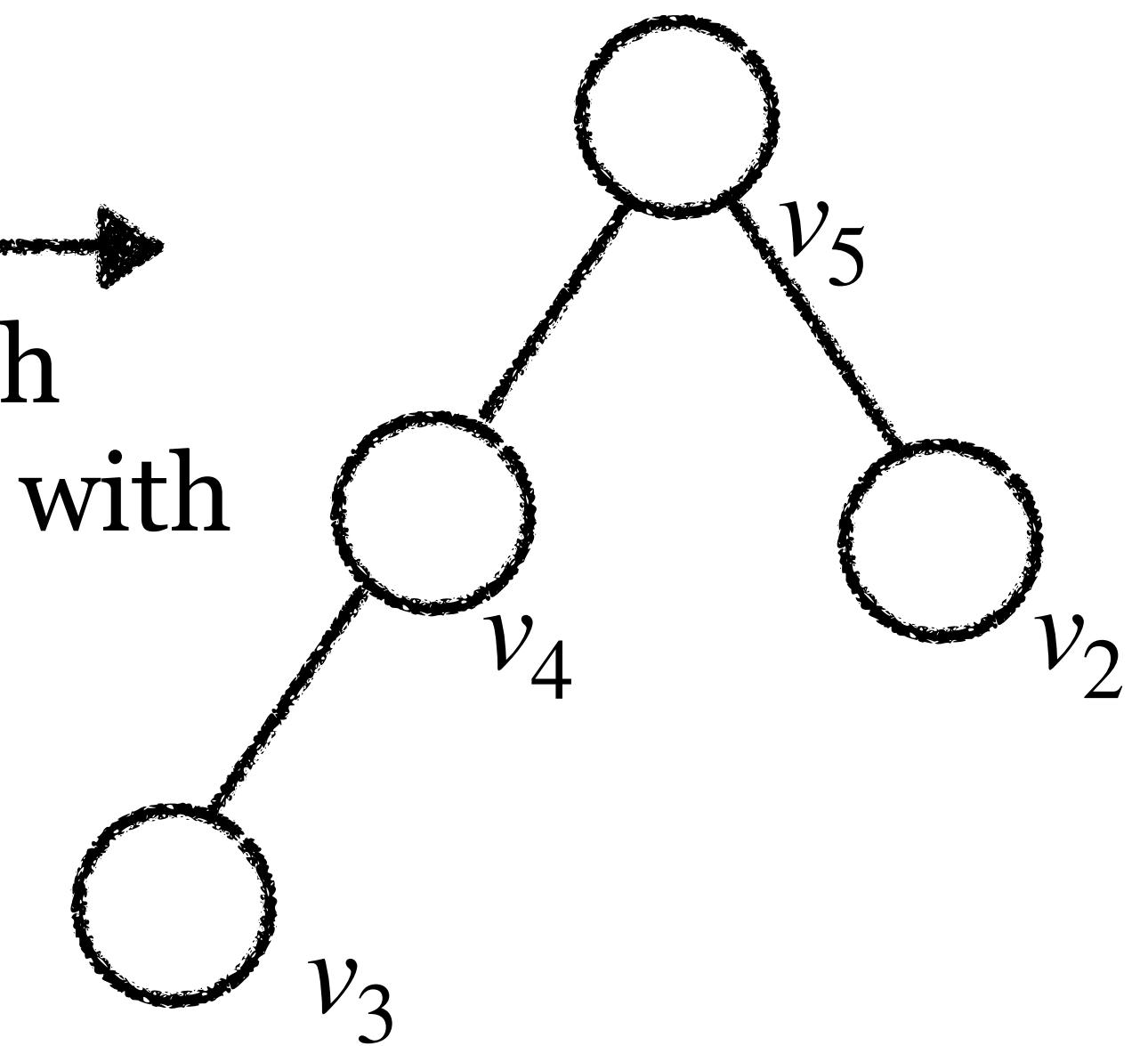
Enumerate all possible visited scan sequences within $K = O(\log n)$ random bits?



$v_2, v_5, v_1, v_0, \textcolor{red}{v_2}, v_3, v_4, v_0, v_5$

Construct witness tree

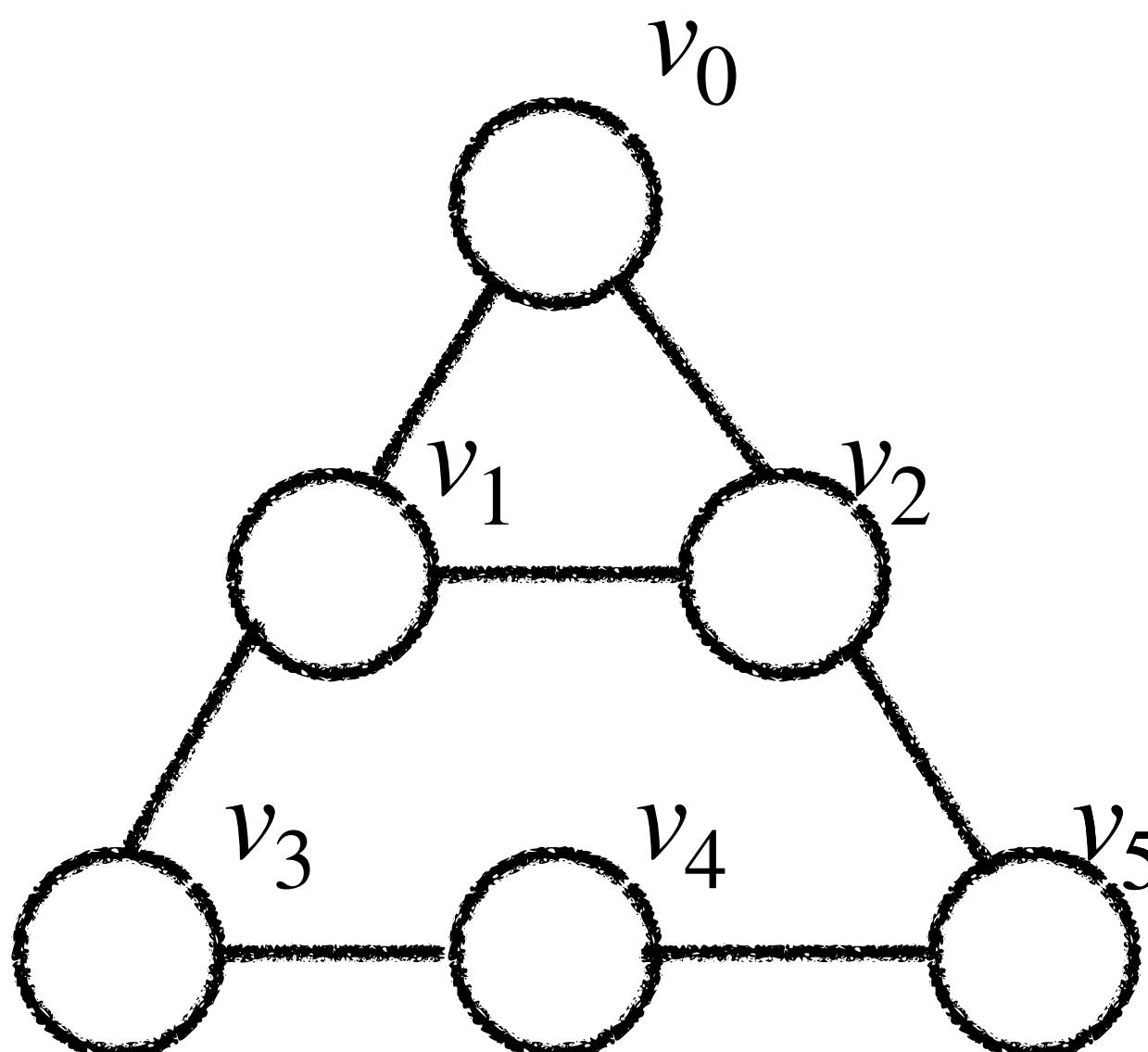
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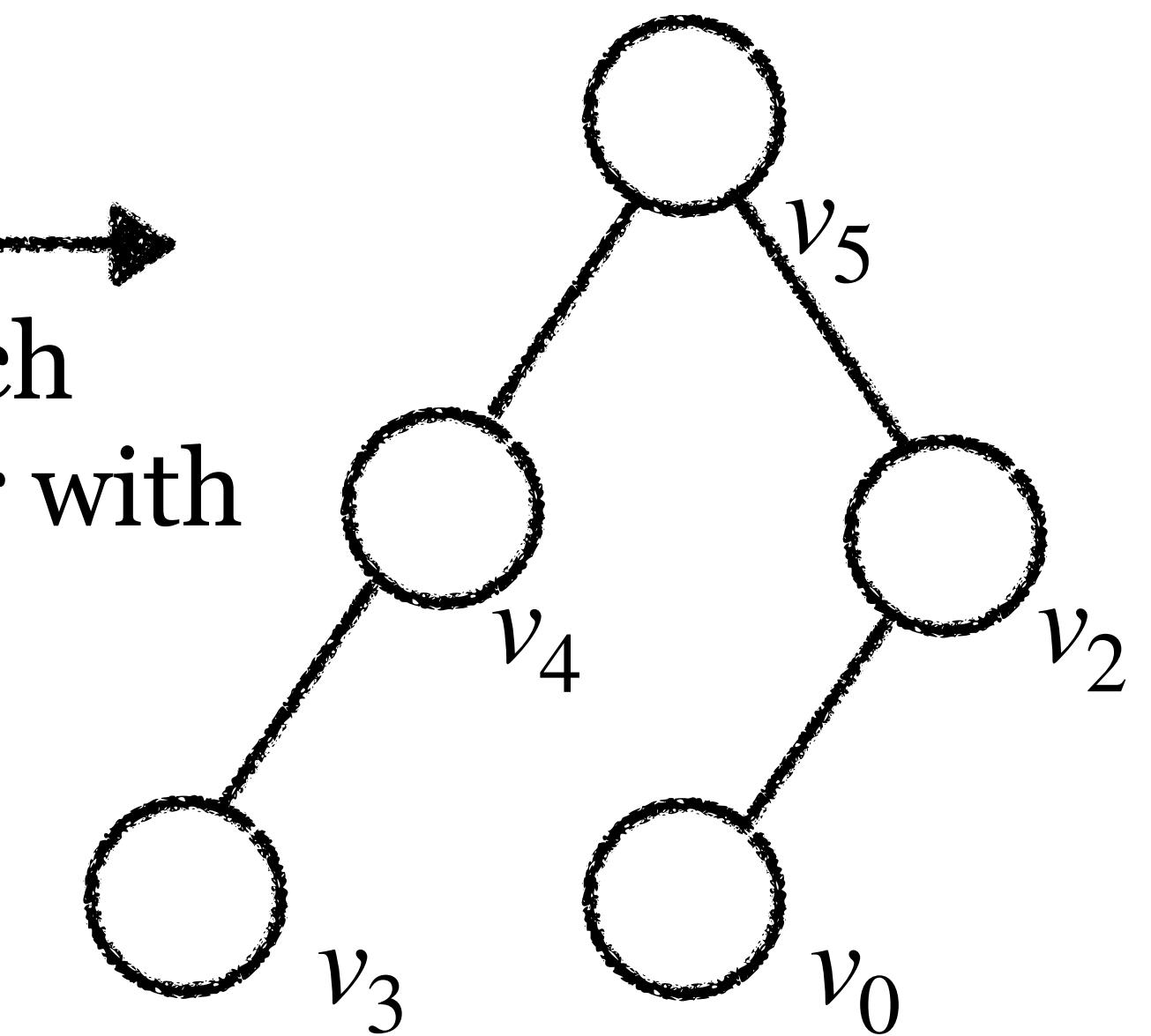
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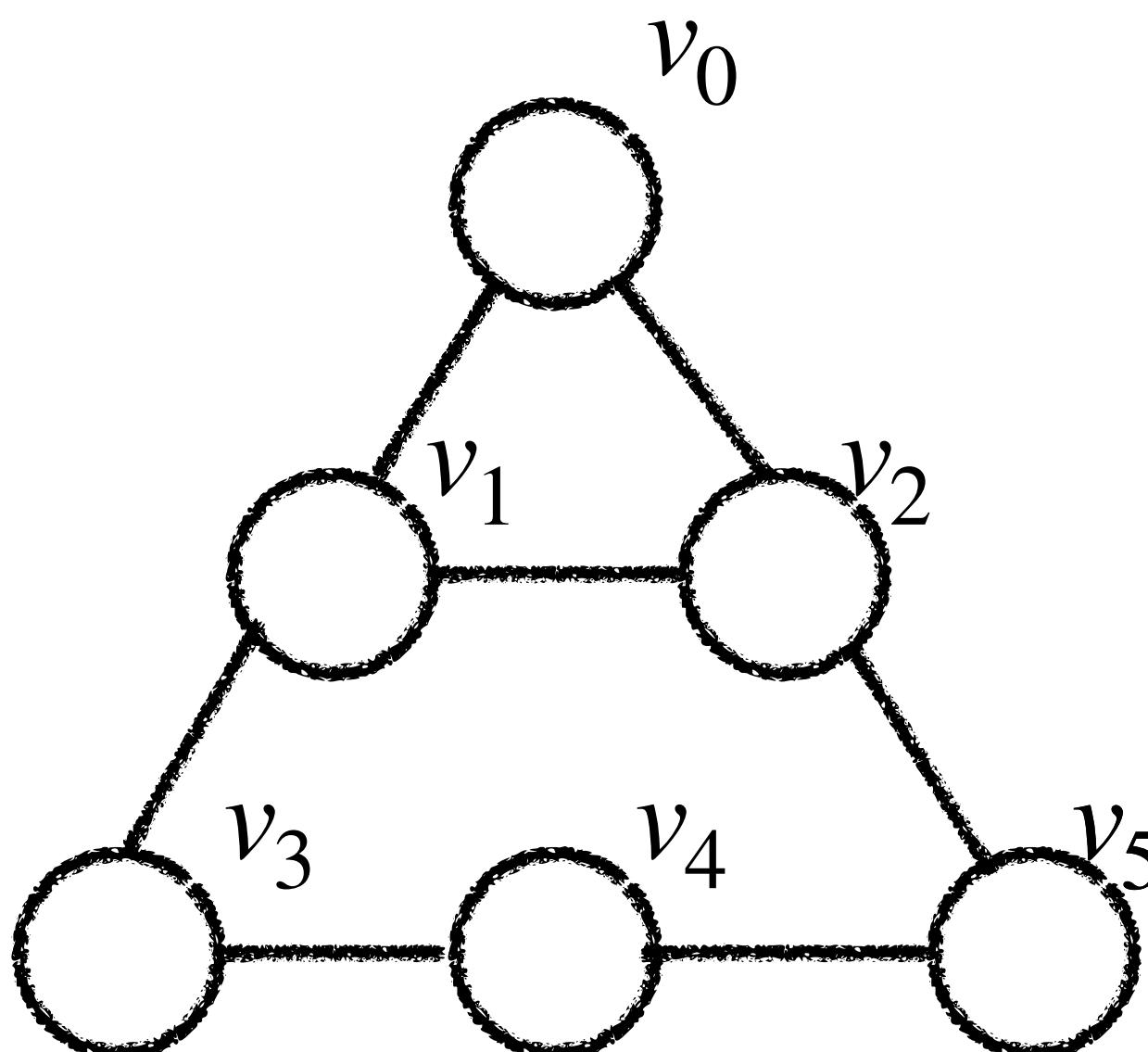
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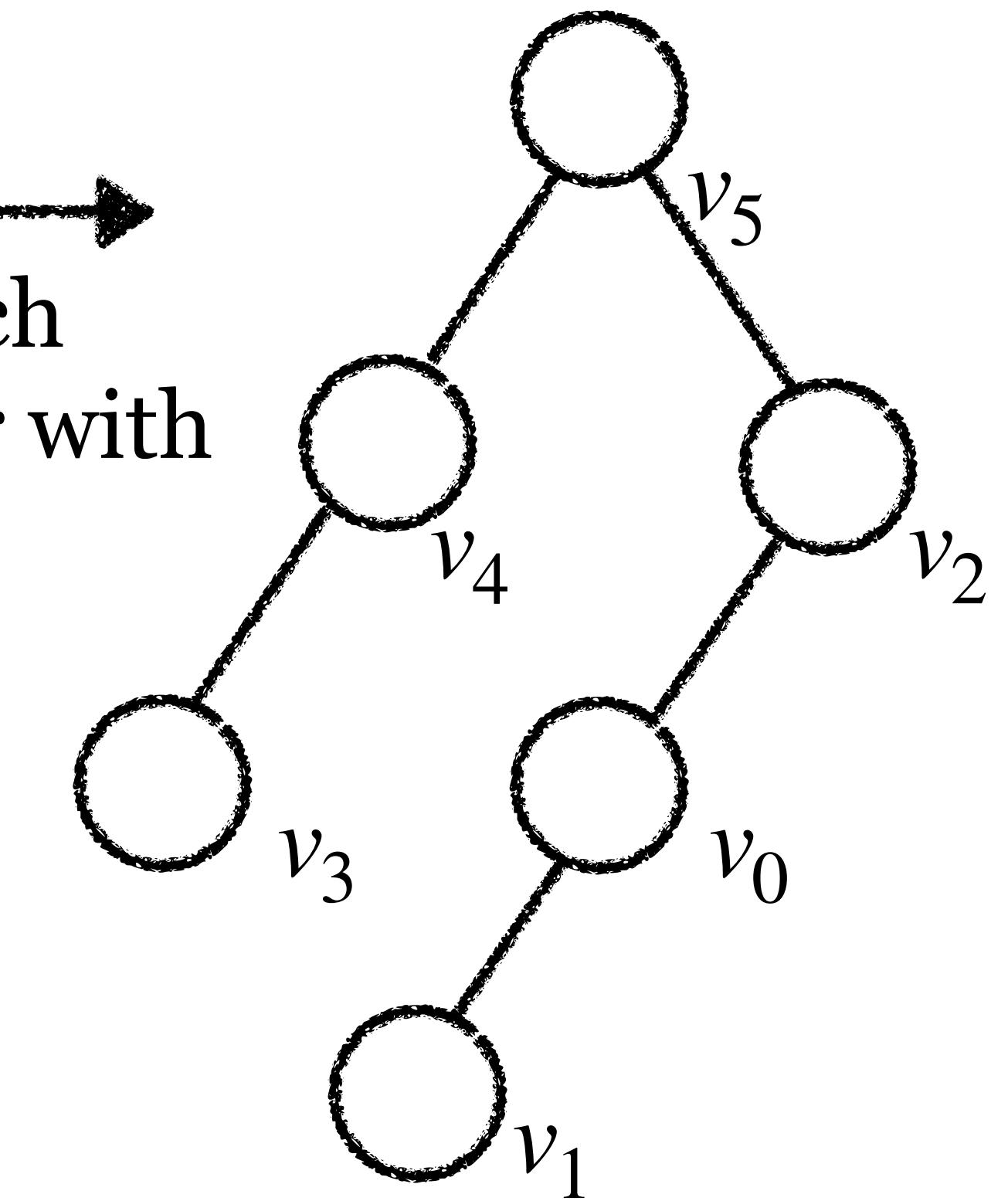
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Construct witness tree

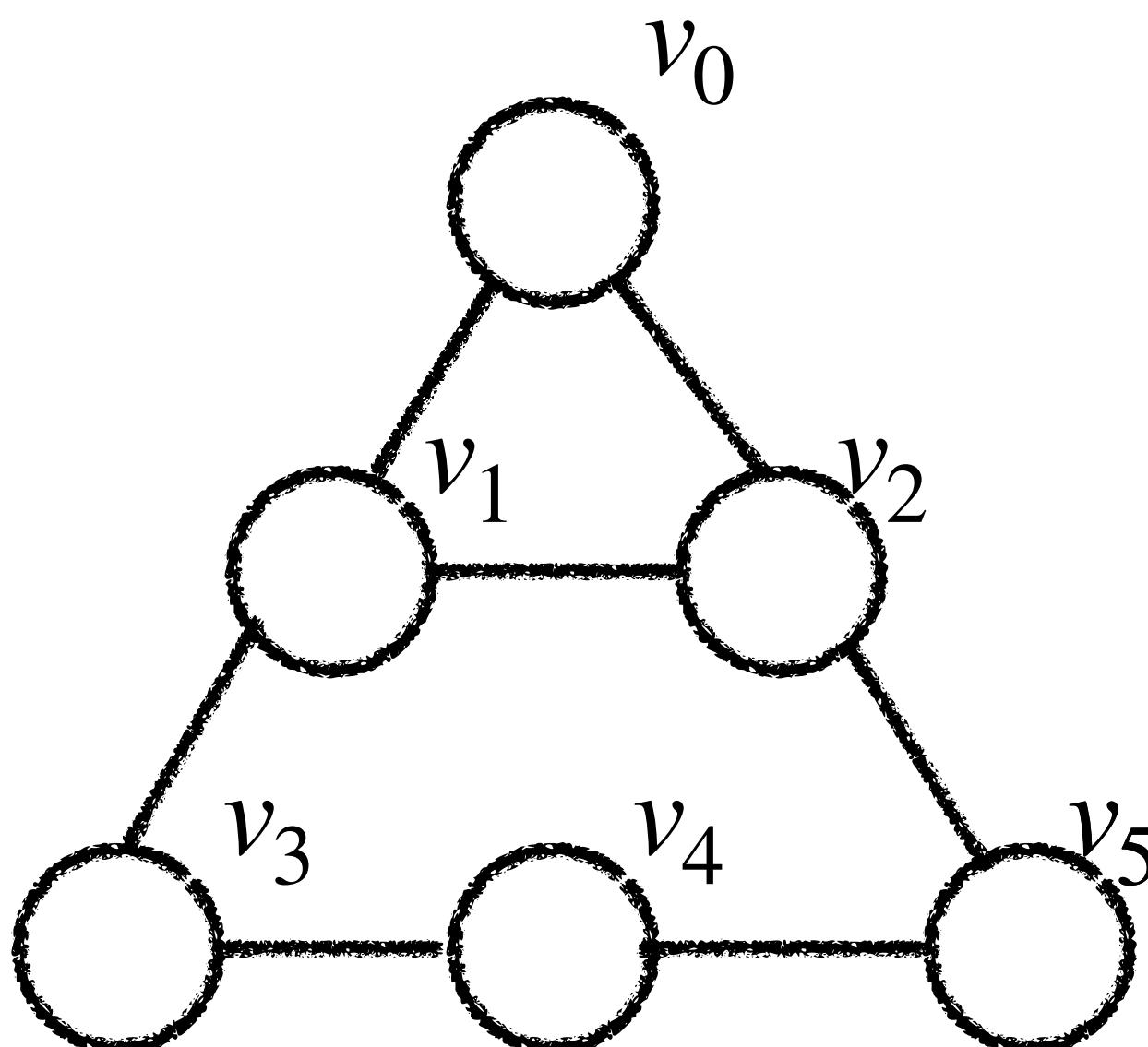
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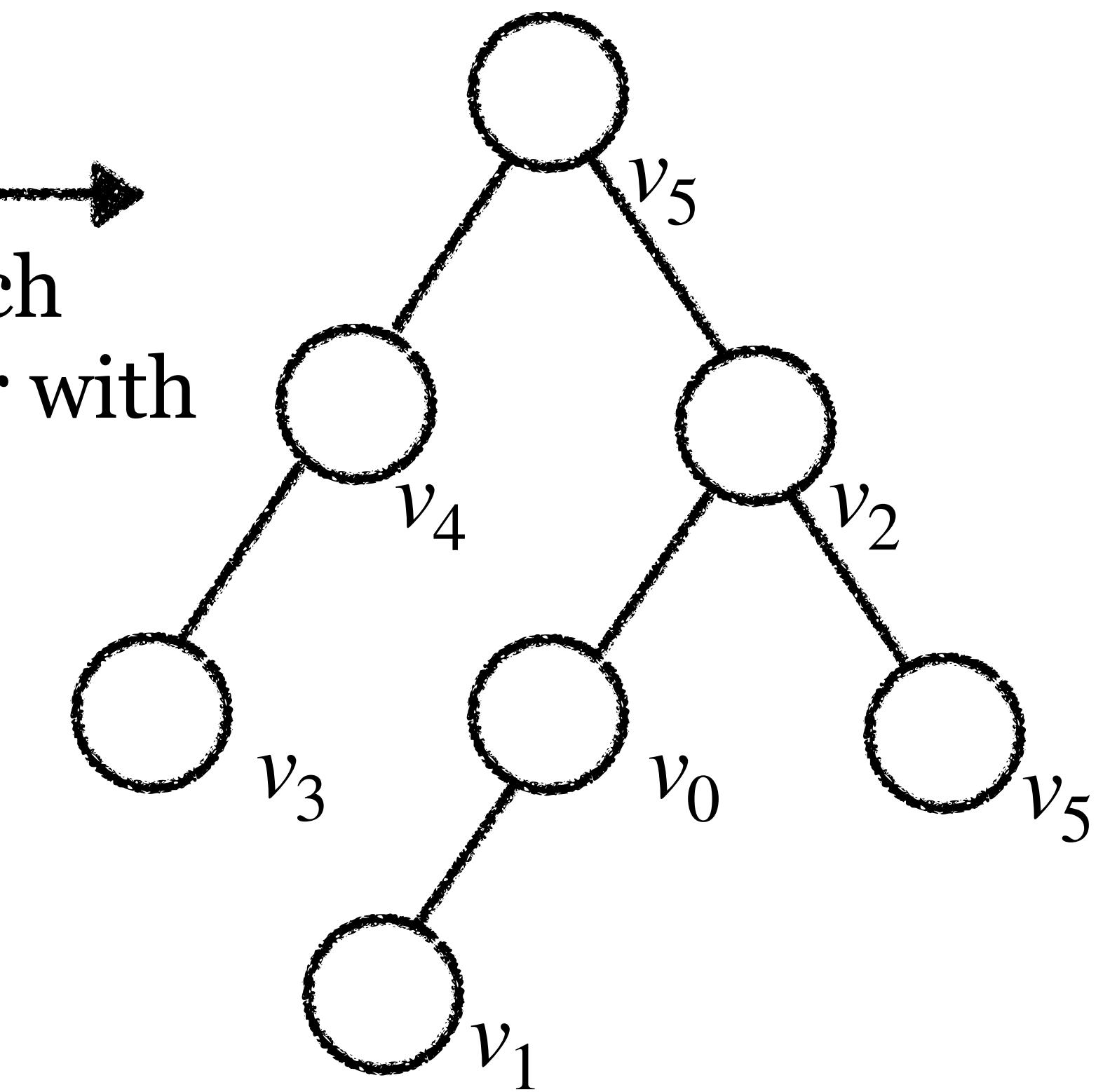
Enumerate all possible visited scan sequences within $K = O(\log n)$ random bits?



$v_2, \textcolor{red}{v_5}, v_1, v_0, v_2, v_3, v_4, v_0, v_5$

Construct witness tree

Go backwards in time, each time append to neighbour with largest depth

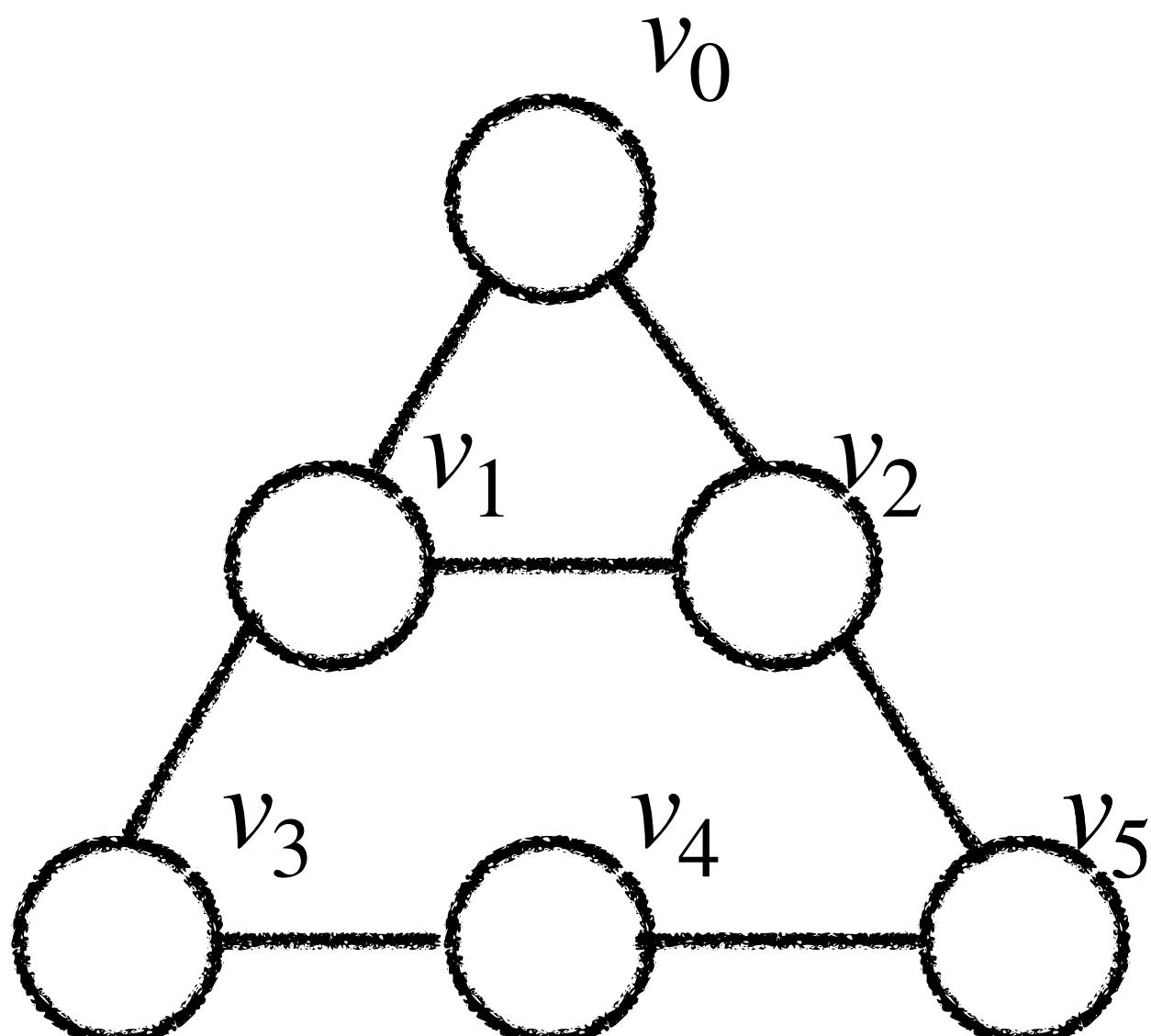


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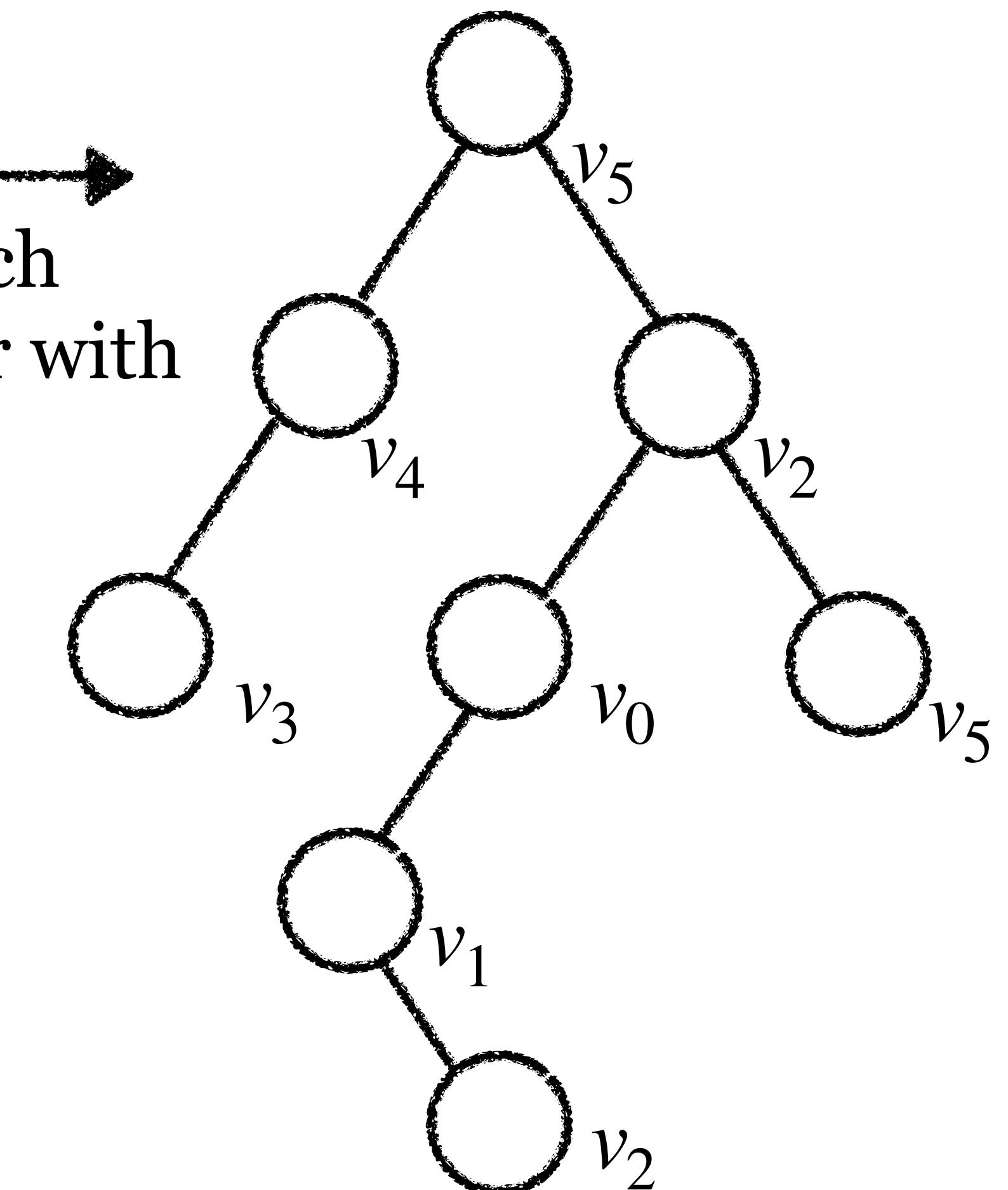
$v_2, v_5, v_1, v_0, v_2, v_3, v_4, v_0, v_5$



Construct witness tree

Go backwards in time, each time append to neighbour with largest depth

A “local total ordering”!

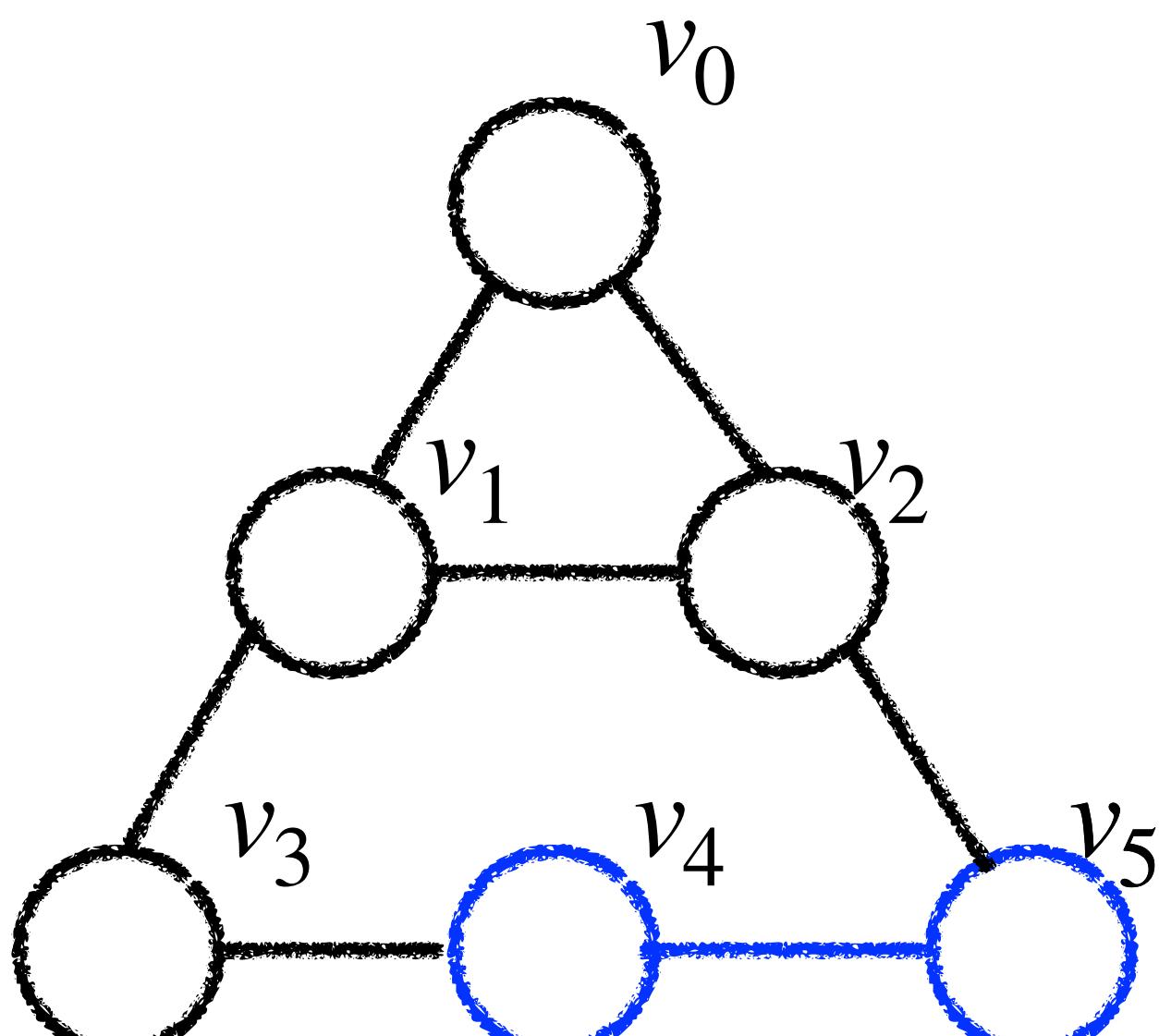


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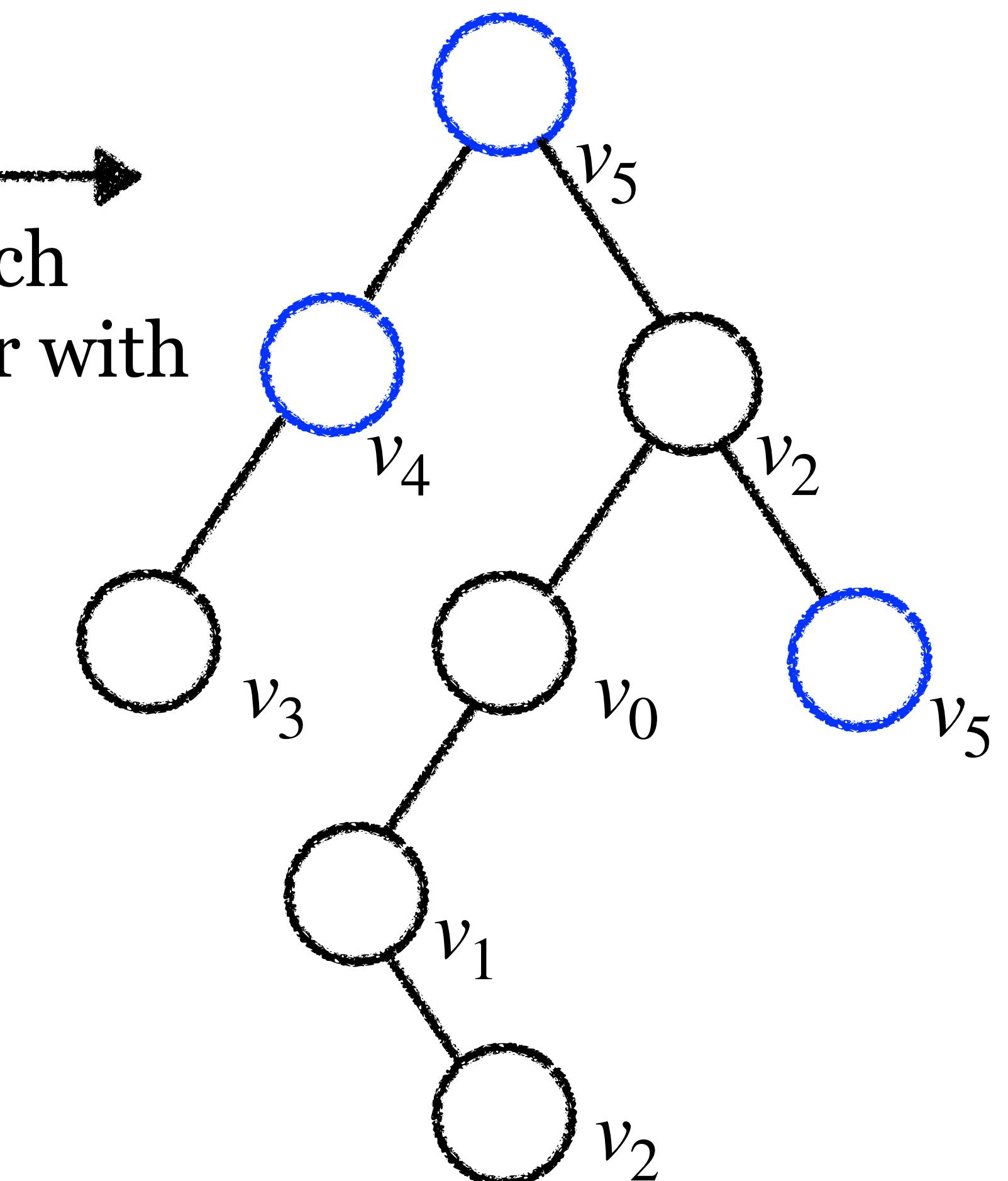
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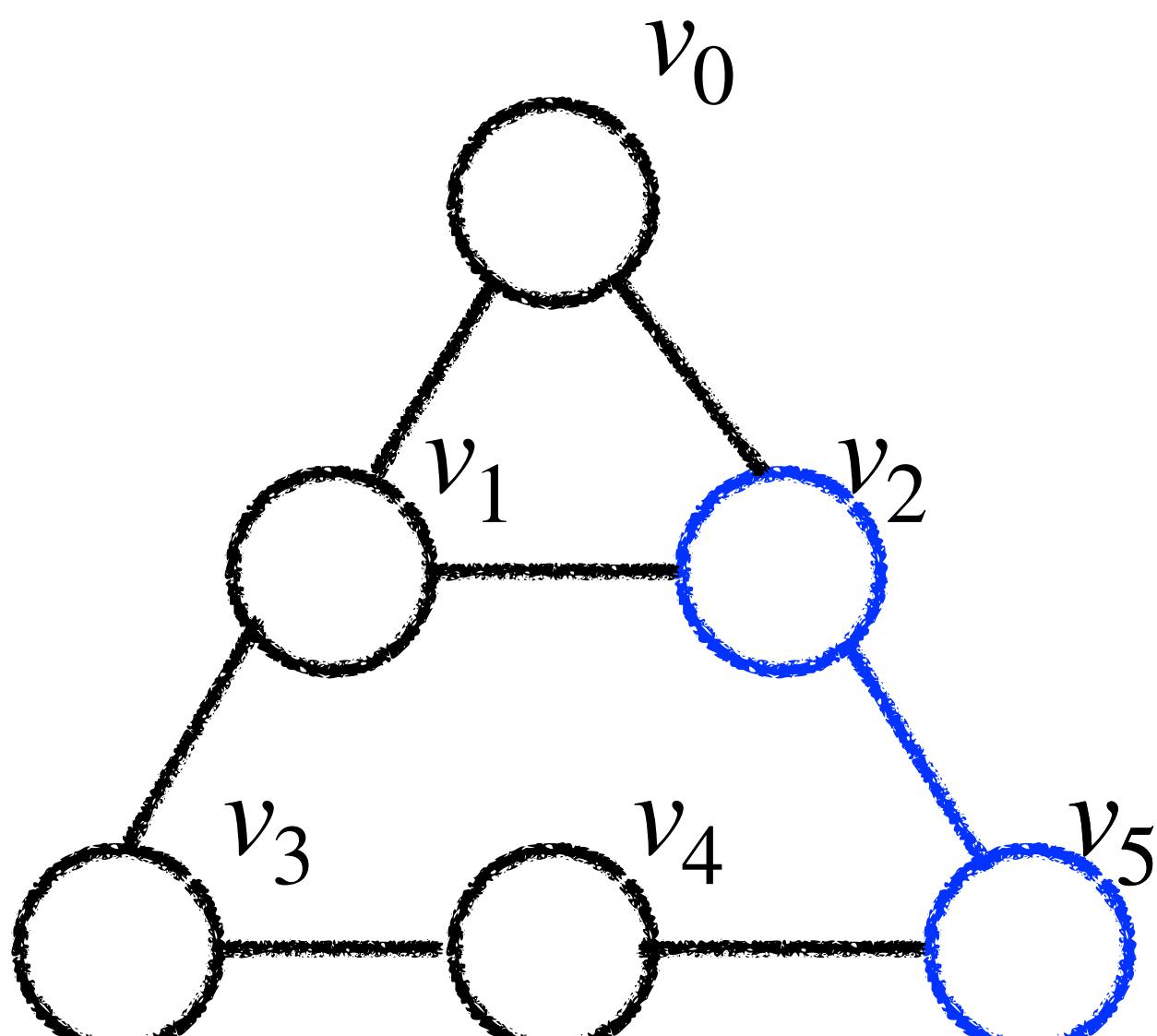


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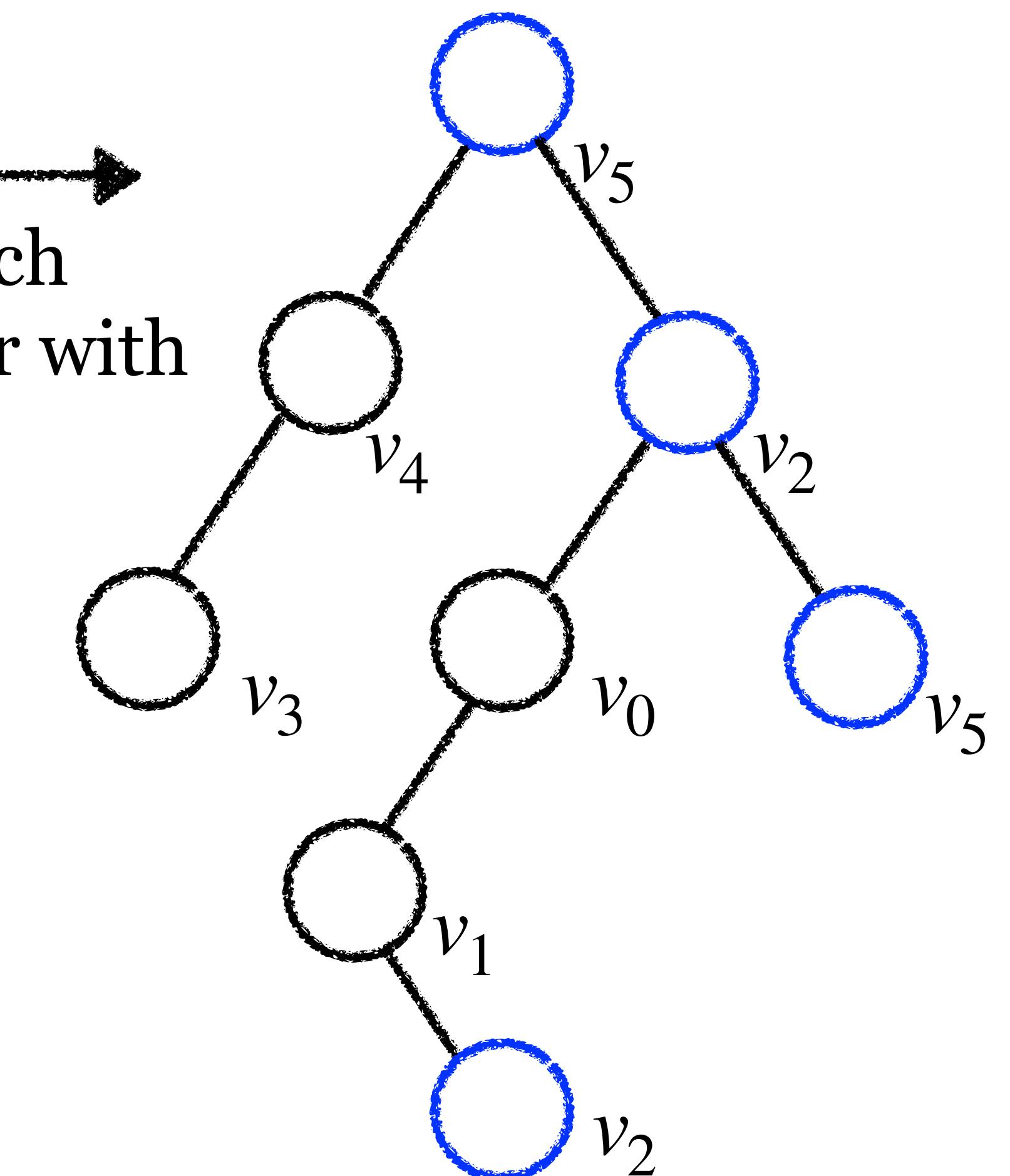
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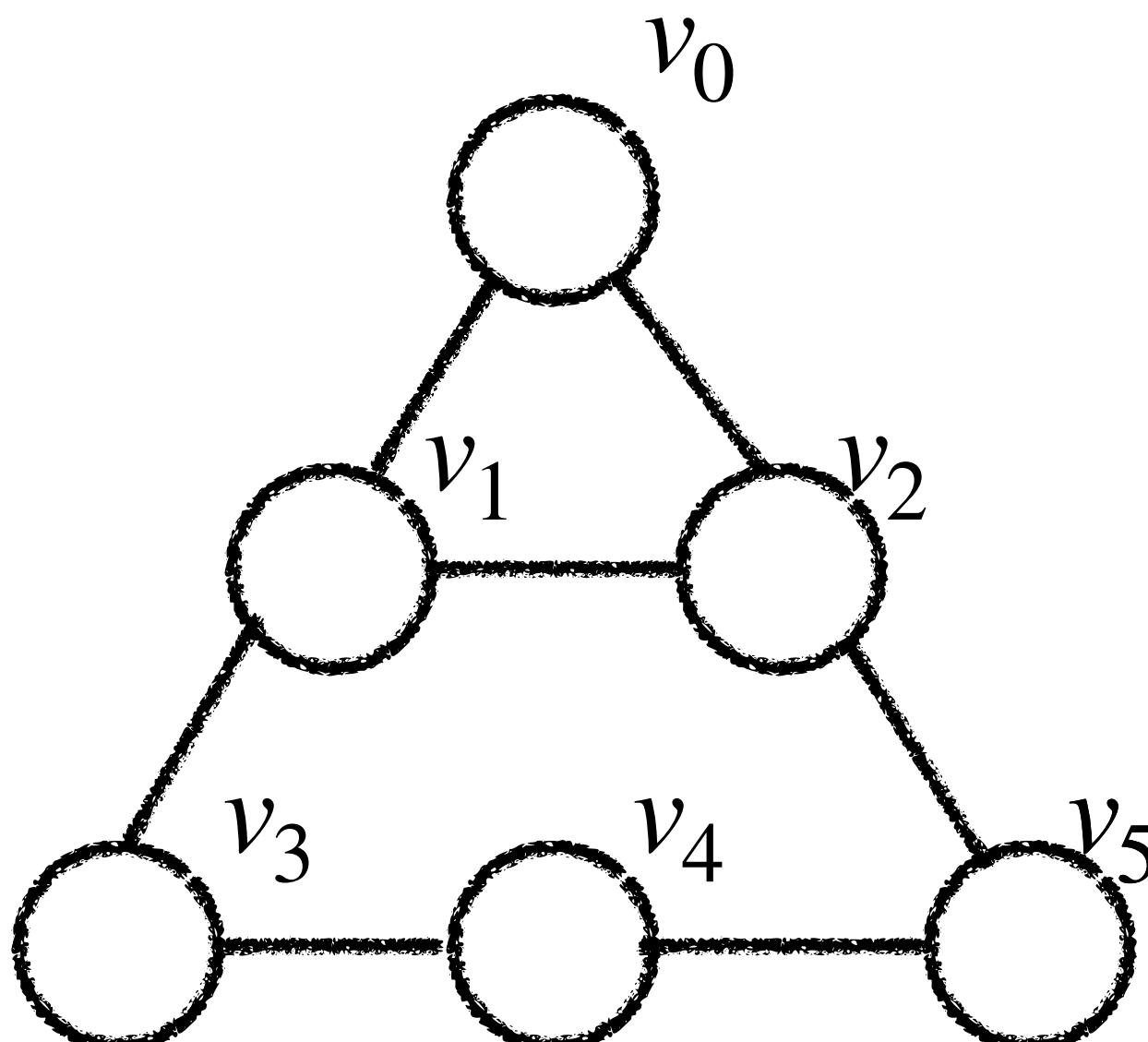


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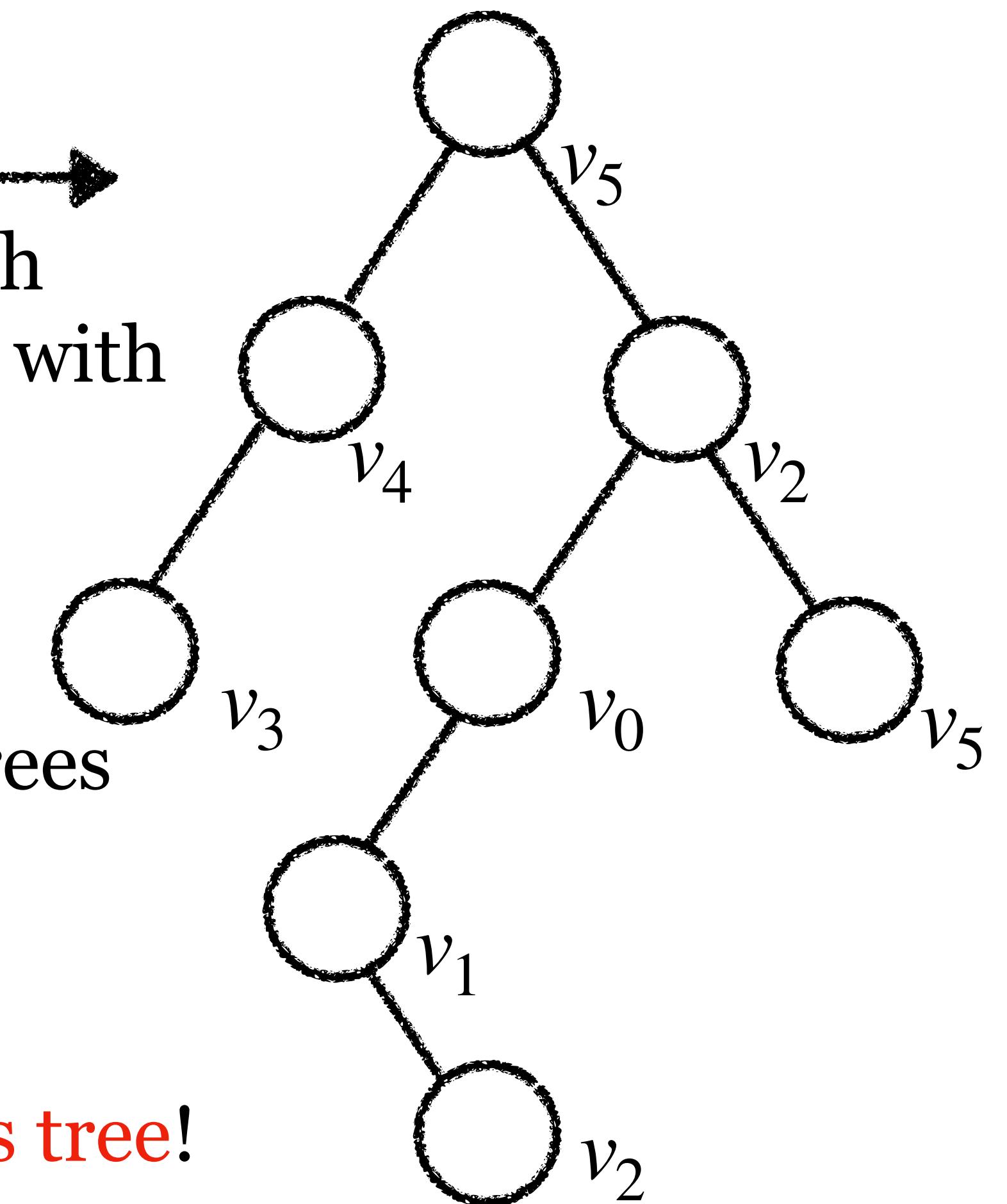
Construct witness tree

Go backwards in time, each time append to neighbour with largest depth

Only $\text{poly}(\Delta^K, q^K)$ possible witness trees

Use dynamic programming to solve.
occurring prob. of each witness tree

Coincides with Moser-Tardos witness tree!



Summary

We propose a new framework (**CTTP**) which gives light-weight samplers that can draw from marginal distributions for derandomising **MCMC** algorithms.

As concrete applications, we obtain efficient deterministic approximate counting algorithms for **hypergraph independent sets** and **hypergraph colourings**, in regimes matching the state-of-the-art achieved by randomised counting/sampling algorithms.

Thanks! Any questions?

Future directions

- Beyond the marginal lower bound requirement/coupling technique?
- Beyond $O(n \log n)$ mixing time?
- Achieve truly polynomial $(f(k, \Delta, q) \left(\frac{n}{\varepsilon}\right)^c)$ for some constant c) running time ?