## Finite Markov Chains

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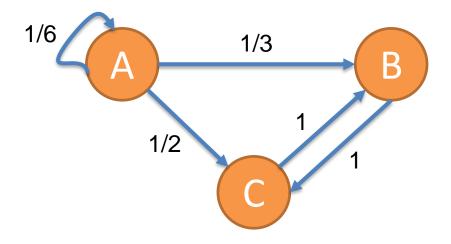
Skolkovo Institute of Science and Technology

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# I. Definition & Properties

### Finite Markov Chain

Stochastic process with no memory other than of its current state.



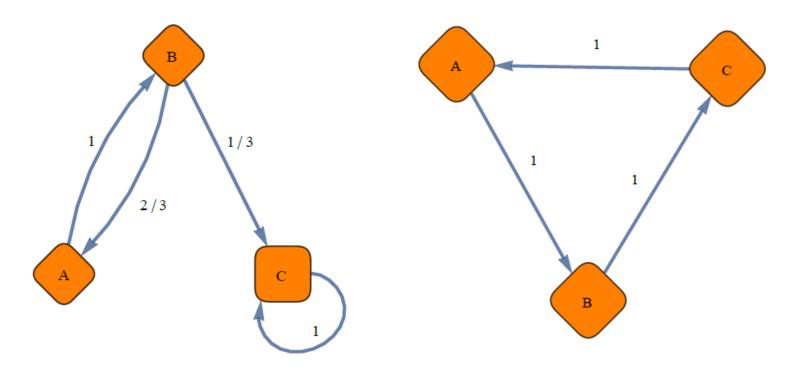
Random walk over a directed graph: vertices – states, edges – transition probabilities  $p(i \rightarrow j)$ .

# Irreducibility & Reducibility

MC is **irreducible**, if regardless of its present state it reaches, as time progresses, any other state.

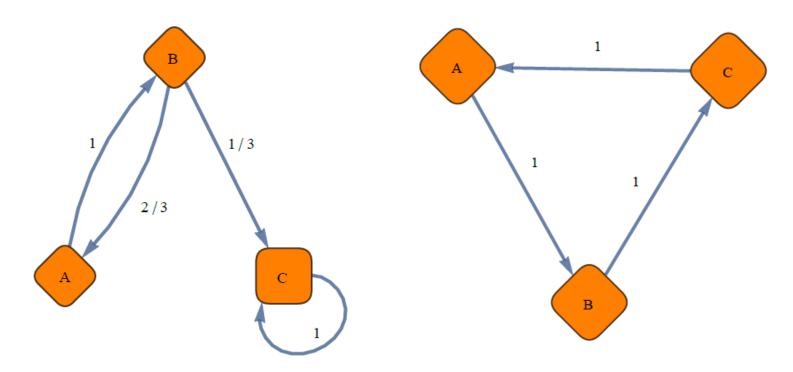
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Irreducibility is needed to avoid cases with trapped dynamic.

## **Aperiodicity & Periodicity**

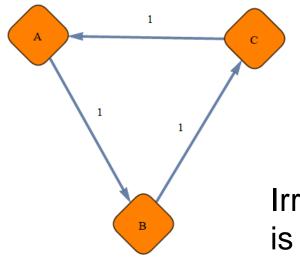
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$$\forall t' \geq t \quad Pr(X_{t'} = i | X_0 = i) > 0.$$

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Return to initial state in 3,6,9... steps. Periodic MC never forgets initial state.

Irreducible MC with at least one **self-loop** is always aperiodic.

## **Ergodicity**

**Ergodicity** = Irreducibility + Aperiodicity.

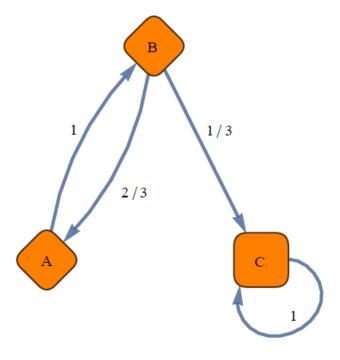
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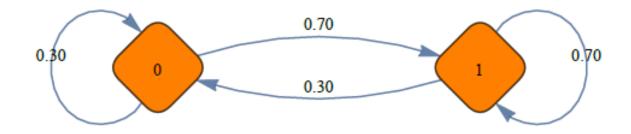
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The opposite statement is not true:



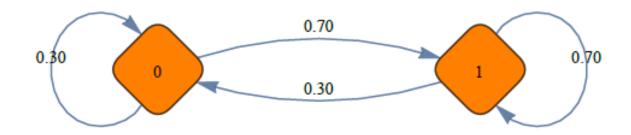
# II. Sampling

# Idea of Sampling



After some time (for ergodic MC) the probability distribution of a particle becomes stationary (MC is mixed) and the trajectory will represent the sample of distribution.

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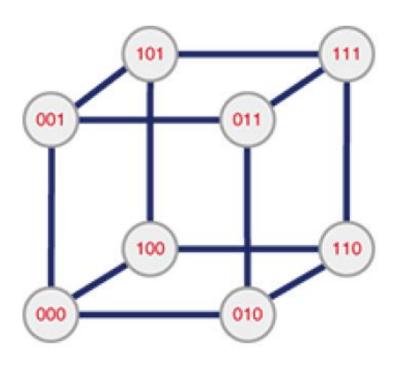


After some time (for ergodic MC) the probability distribution of a particle becomes stationary (MC is mixed) and the trajectory will represent the sample of distribution.

Analyzing the trajectory you can say a lot about distribution, e.g. calculate moments and expectation values of functions.

## Walking on Hypercube

Generate random string of *n* bits:

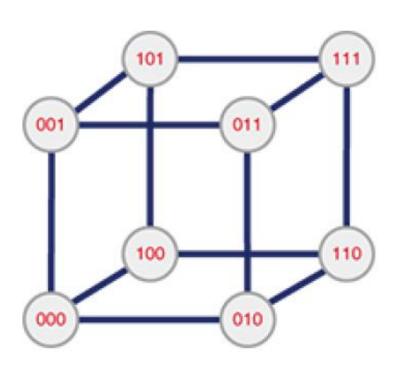


 $2^n$  configurations

Lazy Random Walk

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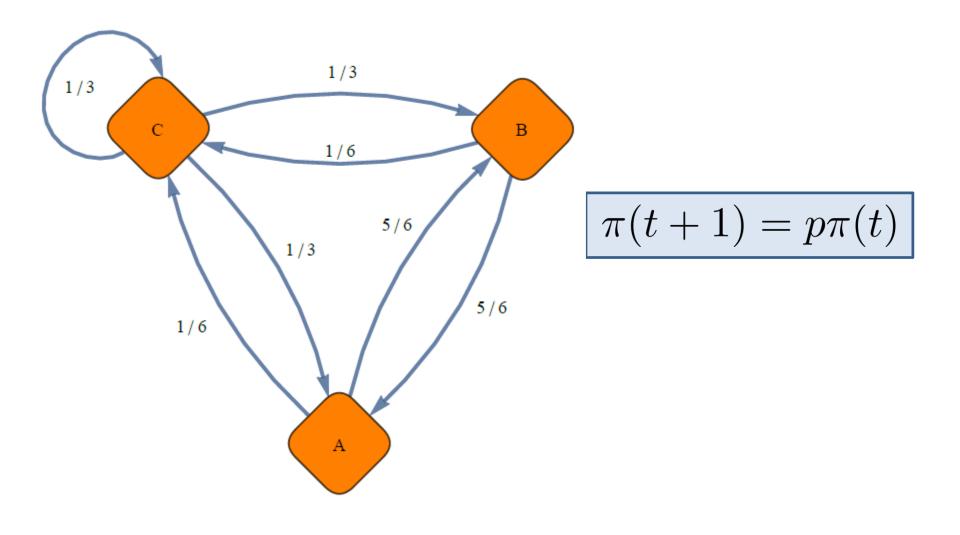


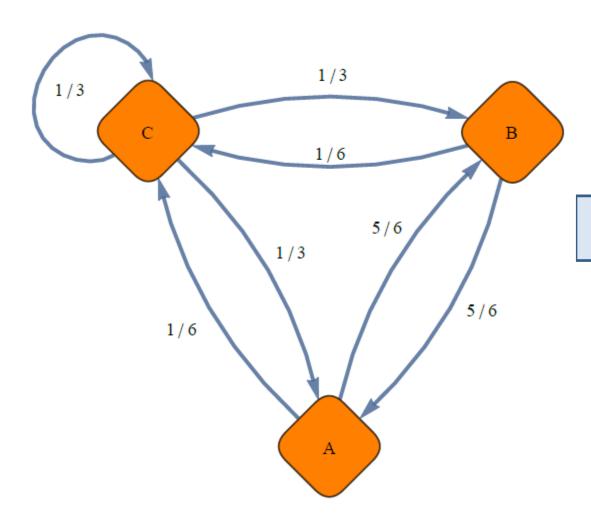
 $2^n$  configurations

How long should we wait before MC becomes mixed (loses memory about initial condition)?

Lazy Random Walk

# III. Mixing

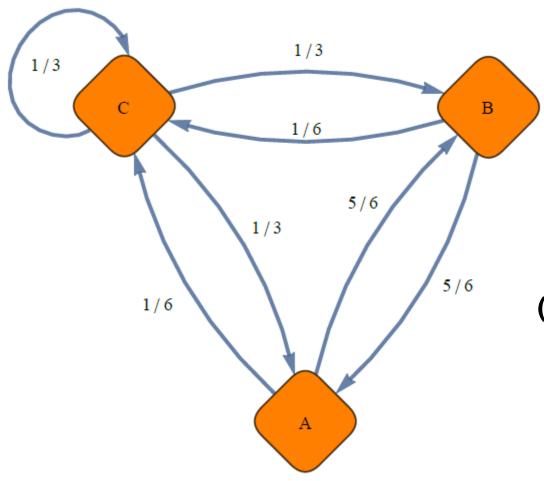




$$\pi_i \ge 0, \ \sum_i \pi_i = 1$$

probability vector

$$\pi(t+1) = p\pi(t)$$



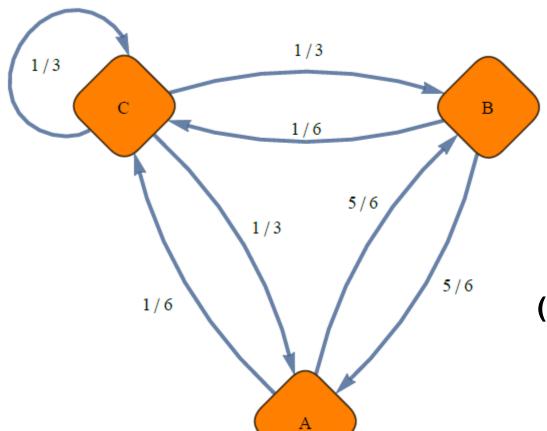
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**(stochastic)** transition matrix *p* 

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(stochastic) transition matrix p

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**Ex. 1**: Write down transition matrix *p*.

## **Stationary Distribution**

As time increases  $\pi(t)=p^t\pi(0)$  approaches stationary distribution

$$p\pi^* = \pi^*.$$

normalized eigenvector  $\lambda=1$ 

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**Ex. 2**: Find eigenvalues and eigenvectors of *p*. Suppose that we start at the state "A". Write the initial state as a linear combination of eigenvectors and then find the speed of convergence.

### Perron-Frobenius Theorem

Ergodic MC with transition matrix *p* has a unique eigenvector with eigenvalue 1, and other eigenvectors have eigenvalues with absolute value < 1.

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$$1 = |\lambda_1| > |\lambda_2| \ge |\lambda_3| \ge \dots$$

defines the speed of convergence

# IV. Detailed Balance

## **Detailed Balance**

The distribution satisfies the detailed balance, if for all pairs of states *i*, *j* 

$$\pi_i p(i \to j) = \pi_j p(j \to i).$$

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$$\pi_i p(i \to j) = \pi_j p(j \to i).$$

**Ex. 3**: Show that if the distribution satisfies DB, then it is a stationary distribution. *Hint: sum DB condition over all states i.* 

Ex. 4: Check that our example satisfies detailed balance.

### **Balance Condition**

The **detailed balance** is not necessary condition for the stationary distribution. The necessary condition is

$$\sum_{j} (p_{ij}\pi_j - p_{ji}\pi_i) = 0.$$

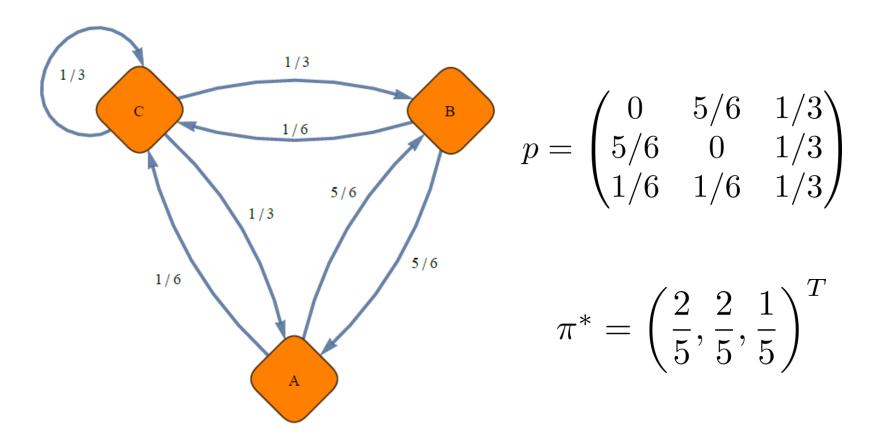
incoming probability flux

outcoming probability flux

# V. Efficient Mixing

### **Problem Formulation**

Modify MC to enhance mixing, but we need to preserve the topology of graph and the stationary distribution.



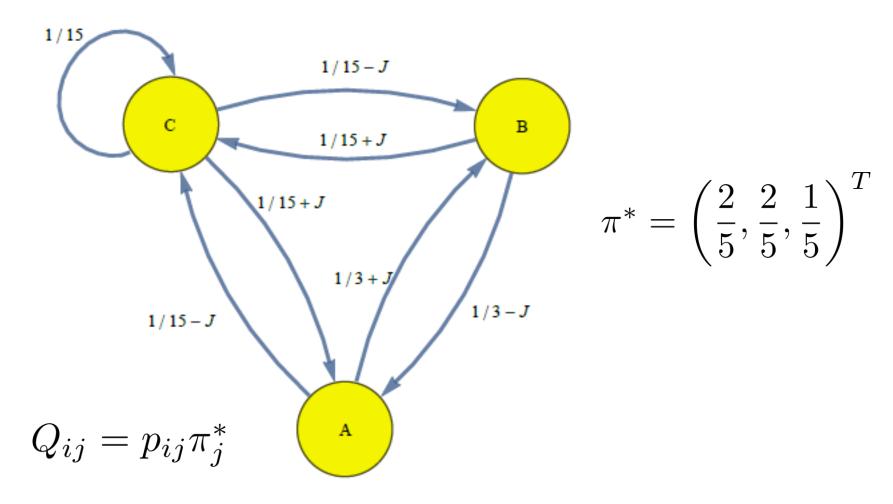
## Hydrodynamic Analogy

Mixing sugar in a cup of coffee vs Mixing MC

- 1. Sugar particles have to explore the entire interior of the cup (MC should forget initial condition).
- 2. Diffusion takes enormous mixing time (analog of detailed balance dynamics).

Better solution – use a spoon!

## **Probability Fluxes**



Detailed Balance corresponds to J = 0.

#### **Transition Matrix**

$$\tilde{p} = \begin{pmatrix} 0 & 5/6 - 5J/2 & 1/3 + 5J \\ 5/6 + 5J/2 & 0 & 1/3 - 5J \\ 1/6 - 5J/2 & 1/6 + 5J/2 & 1/3 \end{pmatrix} \Rightarrow |J| < 1/15$$

$$\lambda_1 = 1, \quad \lambda_{2,3} = \frac{1}{6} \left( -2 \pm 3\sqrt{1 - 125J^2} \right) \implies |\lambda_2| = 1/3$$