

Improved bounds for MCMC sampling colorings of $G(n, d/n)$

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Joint work with: T. Hayes, D. Štefankovič and E. Vigoda

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Sampling Problem

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Coloring model μ

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For a graph $G = (V, E)$ and an integer $k > 0$:

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Sampling Problem

Input: $G = (V, E)$, k

Output: a k -coloring distributed as in $\mu(\cdot)$

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Efficient algorithms

- unlikely to have efficient algorithm
- focus on efficient **approximation algorithms**

Markov Chain Monte Carlo

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it is desirable that the chain “mixes fast”

The local algorithms

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“Glauber dynamics’

- $X_0 = \sigma$
- $X_t \rightarrow X_{t+1}$
 - Choose vertex w *uniformly at random* from V
 - Set $X_{t+1}(u) = X_t(u)$, for every vertex $u \neq w$
 - Set $X_{t+1}(w)$ according to μ conditional on $X_{t+1}(V \setminus w)$.

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Block dynamics

... instead of single vertices, update small the blocks.

The problem

MCMC sampling colorings of $G(n, d/n)$ with Glauber dynamics

Some technicalities

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There is a standard way of dealing with . . .

- ergodicity
- how to get initial configuration

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Focus

... speed of convergence.

How to measure speed . . .

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Mixing Time

The number of transitions needed for the chain to reach within *total variation distance* $1/e$ from $\mu(\cdot)$. For worst case X_0 .

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... when the mixing time is polynomial in n

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Interesting cases

... when the mixing time is polynomial in n

... we have “rapid mixing”

Rapid Mixing and Maximum Degree Δ

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Maximum Degree Bounds for colorings

Vigoda (1999) $k > \frac{11}{6}\Delta$ for general G

Hayes, Vera, Vigoda (2007) $k = \Omega(\Delta / \log \Delta)$ for planar G

Goldberg, Martin, Paterson (2004) $k \geq (1.763 + \epsilon)\Delta$ for G
triangle free and amenable

Dyer, Frieze, Hayes, Vigoda (2004) $k \geq (1.48 + \epsilon)\Delta$ for G of girth
 $g \geq 7$

Frieze, Vera (2006) $k \geq (1.763 + \epsilon)\Delta$ for G locally sparse.

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the “natural” bound for k is w.r.t. the *expected degree* d

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Conjectured Bound

We have rapid mixing when $k \geq (1 + \epsilon)d$.

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- Efthymiou (2014): $k \geq (11/2)d$

Main Result

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Theorem (Rapid Mixing)

For $\epsilon > 0$ and sufficiently large $d > 0$ the following is true:

For $k \geq (\alpha + \epsilon)d$ and with probability $1 - o(1)$ over $G(n, d/n)$, the Glauber dynamics exhibits

$$T_{\text{mix}} = O\left(n^{2 + \frac{1}{\log d}}\right),$$

where $\alpha = 1.763\dots$ is the solution to the equation $(1/z)e^{(1/z)} = 1$.

The effect of high degrees

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Strategy from Dyer et al. (2005)

“Use block dynamics & hide the high degrees inside the blocks”

The plan

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- define appropriate block partition

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- show rapid mixing for the block dynamics

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 - use comparison

Block Construction

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Weights [Efthymiou (2014)]

- Each vertex u of degree $\deg(u)$ is assigned weight

$$W(u) = \begin{cases} (1 + \gamma)^{-1} & \deg(u) \leq (1 + \epsilon)d \\ d^c \cdot \deg(u) & \text{otherwise} \end{cases}$$

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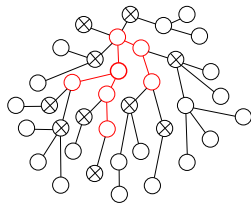
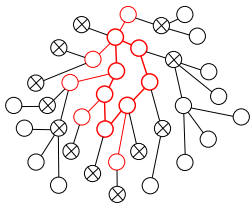
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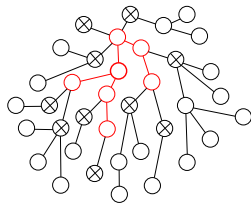
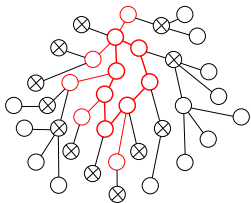
$$\max_{L \in \Gamma(v)} \left\{ \prod_{u \in L} W(u) \right\} \leq 1.$$

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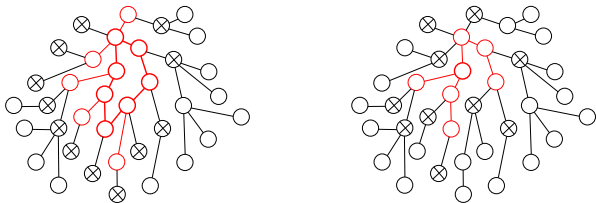
How do the Blocks look like



Boundary of the block

Consists only of break points.

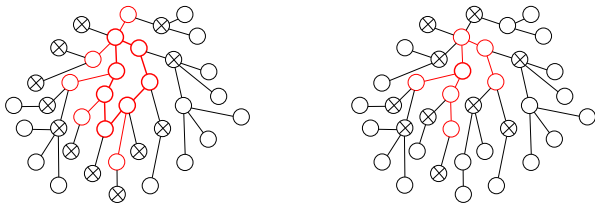
How do the Blocks look like



Low degree “buffer”

... between boundary vertices and a high degree vertex

How do the Blocks look like



... for the analysis

the effect of high degrees disappears

Proving Rapid Mixing

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Path Coupling, [Bubley, Dyer 1997]

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For rapid mixing it suffices to have a coupling such that

$$\mathbb{E}[\text{dist}(X_1, Y_1) \mid X_0, Y_0] \leq (1 - \gamma)\text{dist}(X_0, Y_0),$$

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where

$$\text{dist}(\sigma, \tau) = \sum_{u \in \sigma \oplus \tau} \beta(u)$$

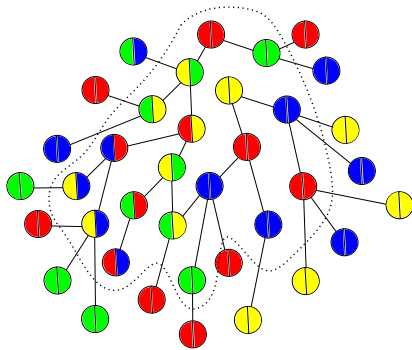
Distance between σ and τ

Distance between σ and τ

$\text{dist}(\sigma, \tau)$ depends on the block partition \mathcal{B} .

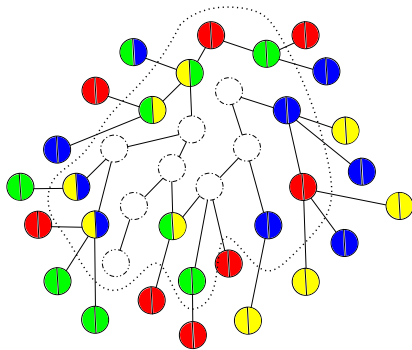
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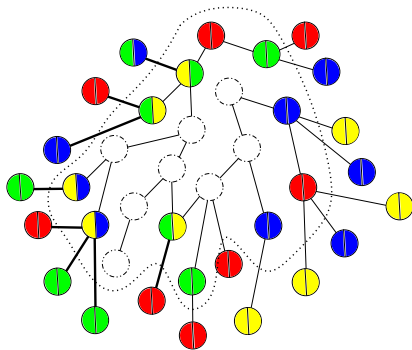
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Distance between σ and τ

A distance that counts the disagreeing edges between the blocks



Distance between σ and τ

A new distance metric

Given $G(n, d/n)$ and set of blocks \mathcal{B} , for any two σ, τ

$$\text{dist}(\sigma, \tau) = \sum_{v \in \partial \mathcal{B}} \mathbf{1}\{v \in \sigma \oplus \tau\} \text{deg}_{out}(v)$$

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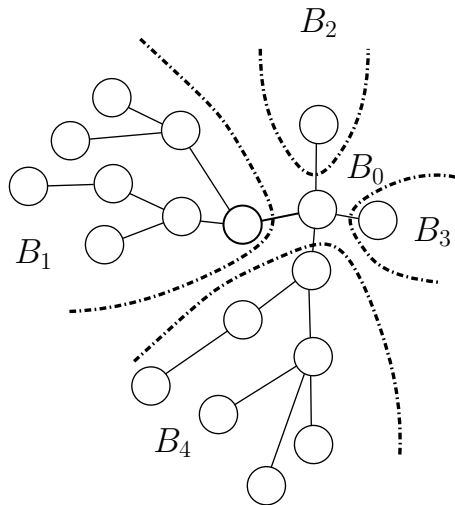
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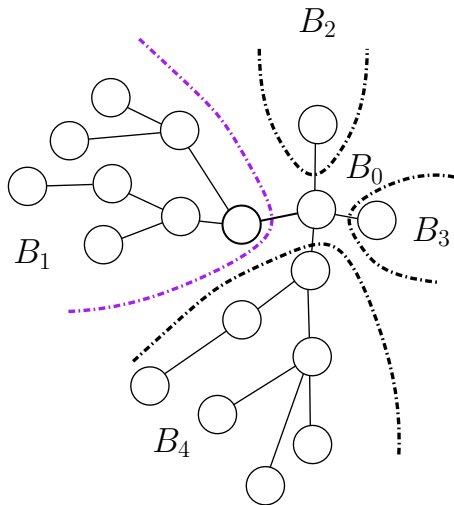
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The coupling

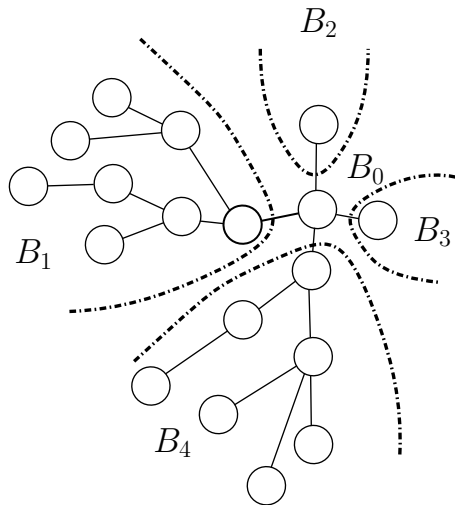
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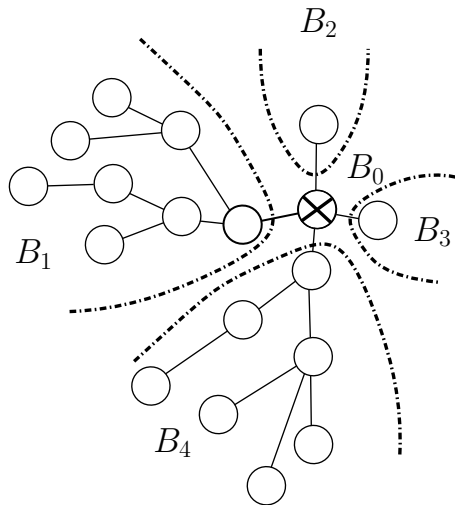
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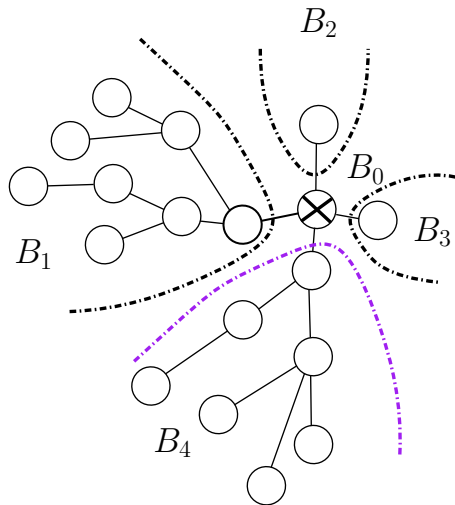
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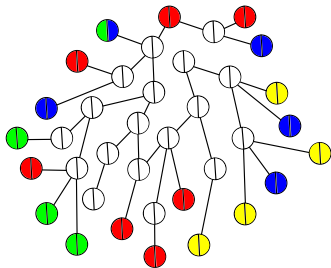
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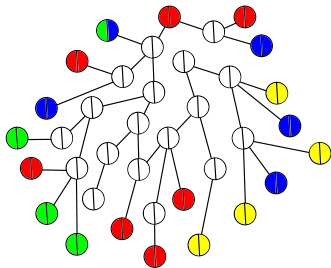


The coupling of $X(B)$ and $Y(B)$



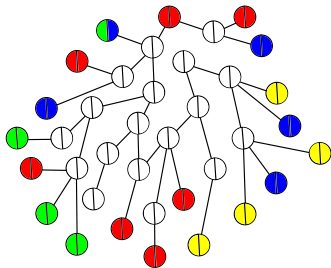
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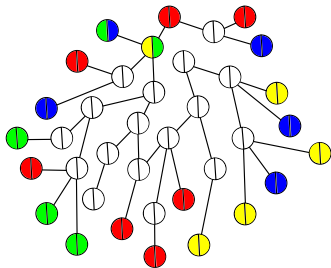
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- one vertex at a time
- pick a vertex next to a disagreement



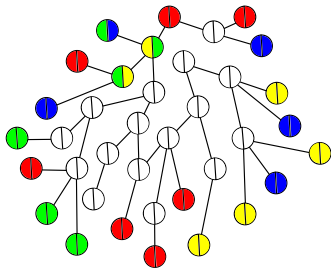
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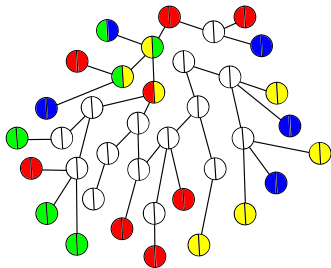
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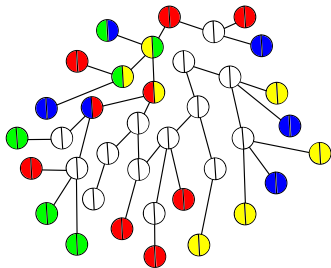
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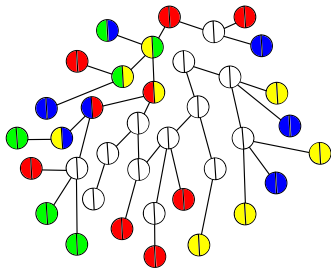
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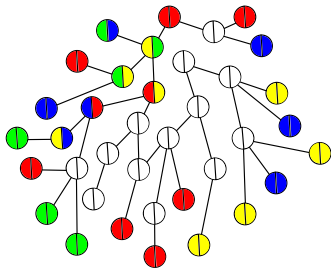
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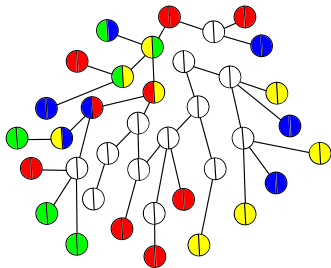


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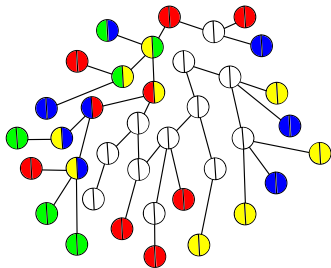


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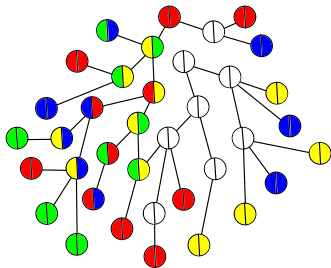


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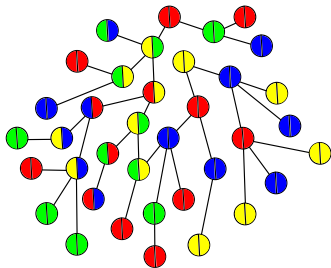


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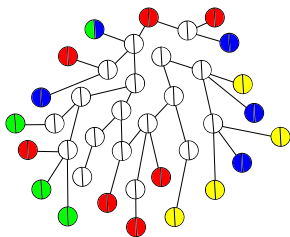


Rapid Mixing for $k > 2d$

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Probability of Propagation

$$q_v = \begin{cases} \frac{1}{k - \deg(v)} & v \text{ is low degree} \\ 1 & \text{otherwise} \end{cases}$$

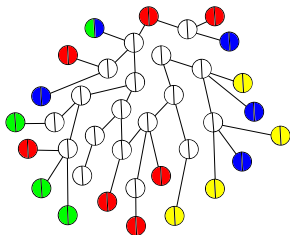


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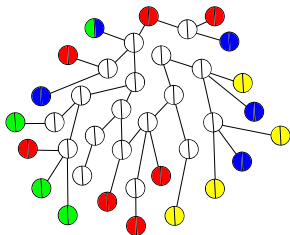
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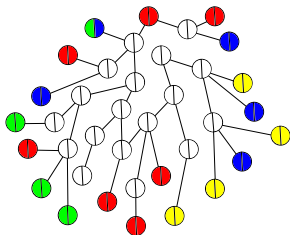
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Bound for k

Path coupling implies rapid mixing for $k > 2d$.



Better bounds with in-degrees

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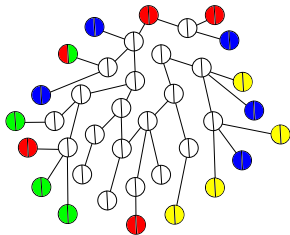
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Probability of Propagation

$$p_v = \begin{cases} \frac{1}{k - \deg(v)} & v \text{ is low degree} \\ 1 & \text{otherwise} \end{cases}$$

the probability of the most likely color



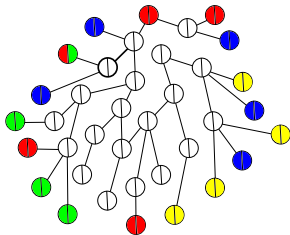
Better bounds with in-degrees

Goldberg, Martin, Paterson (2004)

Probability of Propagation when $k > \alpha d$

$$p_v = \begin{cases} \frac{(1 - \epsilon)}{\text{deg}_{\text{in}}(v)} \\ 1 \end{cases}$$

v is low degree
otherwise

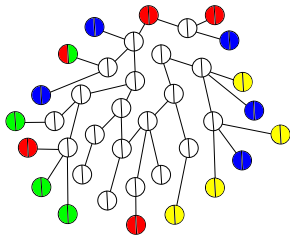


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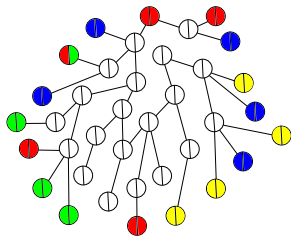


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Obstacle for the above

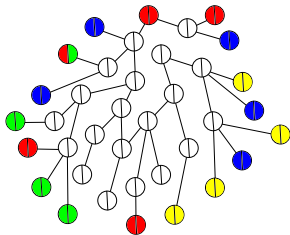
... the coloring at the boundary is “worst case”.

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Obstacle for the above

... the neighbors outside use too many different colors!

Local Uniformity

Theorem (Local Uniformity)

With probability $1 - o(1)$ over $G(n, d/n)$ the following is true:

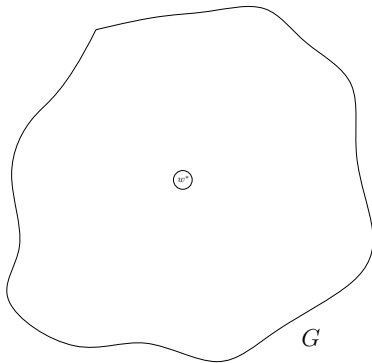
For all $\varepsilon, C_1, C_2 > 0$, for all $d > d_0$, for $k \geq (\alpha + \varepsilon)d$, let

$\mathcal{I} = [C_1N, C_2N]$, for a low degree $v \in V$,

$$\Pr [\exists t \in \mathcal{I} \text{ s.t. } |\text{Avail}_v(X_t)| \leq \mathbf{1}\{\mathcal{U}_t(v)\}(1 - \varepsilon^2)k \exp(-\deg(v)/k)] \\ \leq \exp(-d^{2/3}).$$

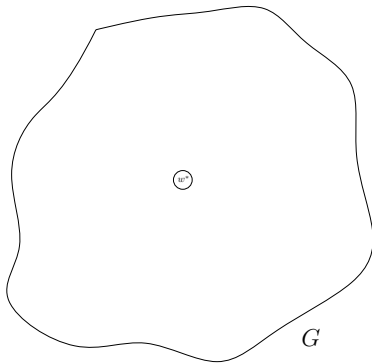
Rapid Mixing with uniformity

Rapid Mixing with uniformity



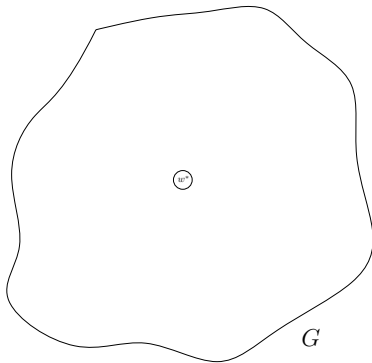
There is a single disagreement at w^*

Rapid Mixing with uniformity



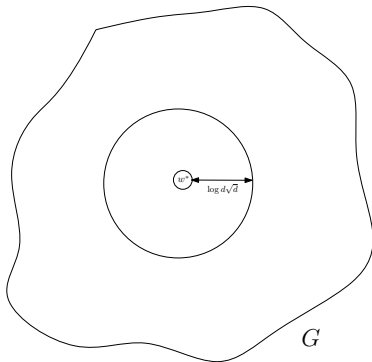
Run the chains for CN steps, “burn-in”

Rapid Mixing with uniformity



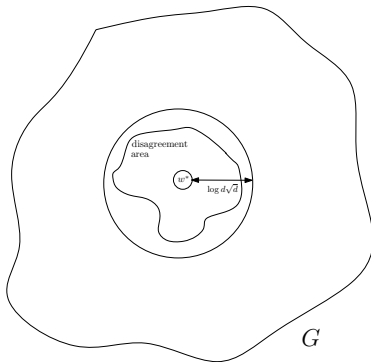
The disagreements spread in the graph during burn-in

Rapid Mixing with uniformity



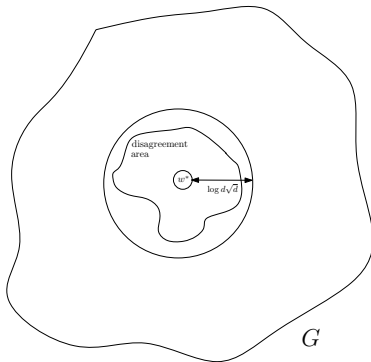
Typically the disagreements do not escape the ball

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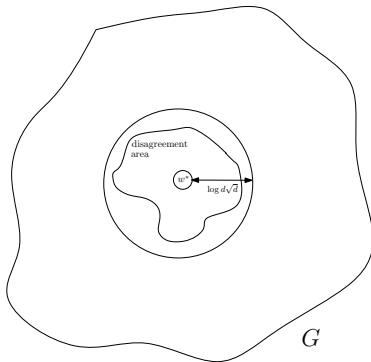
Typically the disagreements do not escape the ball

Rapid Mixing with uniformity



Typically the ball has uniformity.

Rapid Mixing with uniformity



$$\mathbb{E} [\text{dist}(X_{CN}, Y_{CN}) | X_0, Y_0] \leq (1 - \gamma) \text{dist}(X_0, Y_0)$$

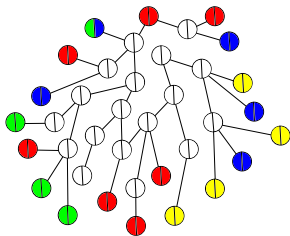
Block Update with Uniformity

Block Update with Uniformity

Probability of Propagation for $k > \alpha d$

$$p_v = \begin{cases} \frac{1 - \epsilon}{\deg_{\text{in}}(v)} \\ 1 \end{cases}$$

v is low degree
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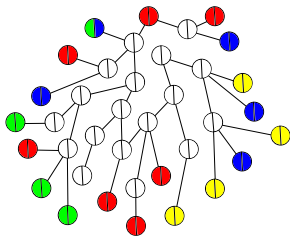


Block Update with Uniformity

Probability of Propagation for $k > \alpha d$

$v \in \text{Ball}(w^*, (\log d)^2)$

$$\rho_v = \begin{cases} \frac{1 - \epsilon}{\text{deg}(v)} & v \text{ is low degree} \\ 1 & \text{otherwise} \end{cases}$$



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 - rapid mixing for $\lambda < 1/d$
 - previous bound was $\lambda < 1/(2d)$ [Efthymiou (2014)]

The End

THANK YOU!