Welcome back.

Today.

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Sampling combinatorial structures.

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Sampling combinatorial structures. Random Walks.

Sampling combinatorial structures. Random Walks. Spectral Gap/Mixing Time.

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Rayleigh quotient.

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Sampling: Random element of subset $S \subset \{0,1\}^n$ or $\{0,\ldots,k\}^n$. Related Problem: Approximate |S| within factor of $1 + \varepsilon$. Random walk to do both for some interesting sets *S*.

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For convex body?

Choose random point in $[k]^n$ and check if in *P*. Works.

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But *P* could be exponentially small compared to $|[k]^n|$.

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Graph on grid points inside *P* or on Sample Space.

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One neighbor in each direction for each dimension (if neighbor is inside *P*.)

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How big is graph?

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How to find a random node?

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Start at a grid point, and take a (random) walk.

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How long does this take?

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How long does this take? More later.

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But remember power method...

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How long does this take? More later.

But remember power method...which finds first eigenvector.

Problem: How many?

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Another Problem: find a random one.

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Algorithm:

Problem: How many?

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Algorithm:

Start with spanning tree.

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Algorithm: Start with spanning tree. Repeat:

Problem: How many?

Another Problem: find a random one.

Algorithm:

Start with spanning tree.

Repeat:

Swap a random nontree edge with a random tree edge.

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Sample space graph (BIG GRAPH) of spanning trees.

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Sample space graph (BIG GRAPH) of spanning trees. Node for each tree.

Neighboring trees differ in two edges.

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Sample space graph (BIG GRAPH) of spanning trees. Node for each tree. Neighboring trees differ in two edges.

Algorithm is random walk on BIG GRAPH (sample space graph.)

Each element of S may have associated weight.

Each element of *S* may have associated weight.

Sample element proportional to weight.

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Example?

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Example? 2 or 3 dimensional grid of particles.

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Example? 2 or 3 dimensional grid of particles. Particle State $\pm 1.$

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Example? 2 or 3 dimensional grid of particles. Particle State ± 1 . System State $\{-1, +1\}^n$.

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Example? 2 or 3 dimensional grid of particles. Particle State ± 1 . System State $\{-1, +1\}^n$.

Energy on local interactions: $E = \sum_{(i,j)} -\sigma_i \sigma_j$.

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"Ferromagnetic regime": same spin is good.

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At x, generate y with a single random flip.

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At x, generate y with a single random flip. Go to y with probability min(1, w(y)/w(x))

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Markov Chain on statespace of system.

Sampling Algorithms \equiv Random walk on BIG GRAPH.

Start at vertex, go to random neighbor.

Start at vertex, go to random neighbor. For *d*-regular graph: eventually uniform.

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How to analyse?

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Random Walk Matrix: M.

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M - normalized adjacency matrix.

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Evolution? Random walk

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Negative eigenvalues of value 1: (+1, -1) on two sides.

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Rapid mixing, volume, and surface area..

Recall volume of convex body.

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Recall volume of convex body. Grid graph on grid points inside convex body.

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Lower bound expansion

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Lower bound expansion \rightarrow lower bounds on spectral gap μ

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 $Vol_{n-1}(S, \overline{S}) \ge \frac{\min(Vol(S), Vol(\overline{S}))}{diam(P)}$

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 $h(G) \approx \frac{\text{Surface Area}}{\text{Volume}}$

Isoperimetric inequality.

 $\operatorname{Vol}_{n-1}(S, \overline{S}) \geq \frac{\min(\operatorname{Vol}(S), \operatorname{Vol}(\overline{S}))}{\operatorname{diam}(P)}$



Recall volume of convex body.

Grid graph on grid points inside convex body.

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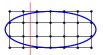
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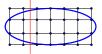
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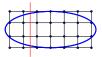
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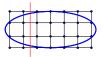
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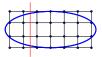
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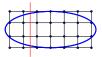
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 \rightarrow Rapidly mixing chain:



Sampling by random walks.

Sum up.

Sampling by random walks. Random Walks mix if μ is "large".

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Sum up.

Sampling by random walks. Random Walks mix if μ is "large". If expanding μ is large. "Cheeger. Example: partial orders. See you on Thursday.