Bounding the Convergence of Mixing and Consensus Algorithms



<u>Simon Apers</u>¹, Alain Sarlette^{1,2} & Francesco Ticozzi^{3,4}

¹Ghent University, ²INRIA Paris, ³University of Padova, ⁴Dartmouth College

arXiv:1711.06024,1705.08253,1712.01609

dynamics on graphs:

- diffusion
- rumour spreadingweight balancing
 - quantum walks

• ...



dynamics on graphs:

- diffusion
- rumour spreading
- weight balancing
- quantum walks

• ...



under appropriate conditions: dynamics will "mix" (converge, equilibrate)

dynamics on graphs:

- diffusion
- rumour spreading
- weight balancing
- quantum walks

• ...



under appropriate conditions: dynamics will "mix" (converge, equilibrate)

time scale = "mixing time"



$$v_0 \xrightarrow{t} v_t = P^t v_0$$







mixing time:

$$\tau \equiv \min \left\{ T \mid \|P^t v_0 - \pi\|_1 \le \frac{1}{2}, \forall t \ge T, v_0 \right\}$$

 $\tau \ge N^2$







conductance bound:
$$\tau \geq \frac{1}{\Phi}$$

 $\tau \ge N^2$



conductance bound:
$$\tau \geq \frac{1}{\Phi}$$

$$\Phi(X) = (P\pi_X)(X^c) = \frac{|E(X, X^c)|}{|E(X)|}$$

4

 $\Phi = \min_{\pi(X) \le \frac{1}{2}} \Phi(X)$





$$\Phi = \min_{\pi(X) \le \frac{1}{2}} \Phi(X) \qquad \Phi(X) = (P\pi_X)(X^c) = \frac{|E(X, X^c)|}{|E(X)|}$$

4

 $\tau \ge N^2$







$$\tau \ge N^2$$

however, diameter = 3 can we do any better ?



 $\tau \ge N^2$

however, diameter = 3 can we do any better ?



yes: improve central hub

 $\tau \ge N^2$

however, diameter = 3 can we do any better ?



yes: improve central hub

 $\tau \ge N^2$

however, diameter = 3 can we do any better ?



yes: improve central hub

 $\frac{1}{N}$

 Φ

 $\tau \ge N^2$

however, diameter = 3 can we do any better ?



yes: improve central hub

$$\tau \ge N$$

 $\frac{1}{N}$

 Φ

 $\tau \ge N$



 $\Phi = \frac{1}{N}$

 $\tau \ge N$

however, diameter = 3 can we do any better ?



 $\frac{1}{N}$

 Φ

 $\tau \ge N$

however, diameter = 3 can we do any better ?



not using simple Markov chains:

$$\Phi_{G,\pi} = \max_{P \sim G: P\pi = \pi} \Phi(P) \le \frac{1}{N}$$

 $\frac{1}{N}$

 Φ

 $\tau \ge N$

however, diameter = 3 can we do any better ?



not using simple Markov chains:

$$\Phi_{G,\pi} = \max_{P \sim G: P\pi = \pi} \Phi(P) \le \frac{1}{N}$$

what if we allow time dependence? memory? quantum dynamics?

 $\tau \ge N$

however, diameter = 3 can we do any better ?



not using simple Markov chains:

$$\Phi_{G,\pi} = \max_{P \sim G: P\pi = \pi} \Phi(P) \le \frac{1}{N}$$

what if we allow time dependence? memory? quantum dynamics? e.g. non-backtracking random walks, lifted Markov chains, simulated annealing, polynomial filters, quantum walks,...







• linear

$$p v_0 + (1-p)v'_0 \xrightarrow{t} p v_t + (1-p)v'_t$$



• linear

• local $v_{t+1}(X) \le v_t(X) + v_t(\partial X)$



 $\pi \xrightarrow{t} \pi$

• local
$$v_{t+1}(X) \le v_t(X) + v_t(\partial X)$$

• invariant

• linear





examples of linear, local and invariant stochastic processes:

• Markov chains, time-averaged MCs, time-inhomogeneous invariant MCs



- Markov chains, time-averaged MCs, time-inhomogeneous invariant MCs
- lifted MCs, non-backtracking RWs on regular graphs



- Markov chains, time-averaged MCs, time-inhomogeneous invariant MCs
- lifted MCs, non-backtracking RWs on regular graphs
- imprecise Markov chains, sets of doubly-stochastic matrices



- Markov chains, time-averaged MCs, time-inhomogeneous invariant MCs
- lifted MCs, non-backtracking RWs on regular graphs
- imprecise Markov chains, sets of doubly-stochastic matrices
- quantum walks and quantum Markov chains



main theorem:

any linear, local and invariant stochastic process has a mixing time

$$\tau \geq \frac{1}{\Phi_{G,\pi}}$$



main theorem:

any linear, local and invariant stochastic process has a mixing time

$$\tau \geq \frac{1}{\Phi_{G,\pi}}$$




any linear, local and invariant stochastic process has a mixing time

$$\tau \ge \frac{1}{\Phi_{G,\pi}}$$

any linear, local and invariant stochastic process has a mixing time



any linear, local and invariant stochastic process has a mixing time



proof:

any linear, local and invariant stochastic process has a mixing time



proof:

1) we build a Markov chain simulator

any linear, local and invariant stochastic process has a mixing time



proof:

1) we build a Markov chain simulator

2) we prove the theorem for Markov chain simulator

$$v_{t+1} = P_{t+1}^{(v_0)} v_t$$



$$C = (1 - v_{t+1}(X)) + v_t(X) + v_t(\partial X)$$



proof: max-flow min-cut argument

$$C = (1 - v_{t+1}(X)) + v_t(X) + v_t(\partial X)$$
$$v_{t+1}(X) \le v_t(X) + v_t(\partial X) \quad \text{(locality)}$$



12

$$C = (1 - v_{t+1}(X)) + v_t(X) + v_t(\partial X) \qquad \Rightarrow C \ge 1$$
$$v_{t+1}(X) \le v_t(X) + v_t(\partial X) \qquad \text{(locality)}$$



$$v_{t+1} = P_{t+1}^{(v_0)} v_t$$



$$v_{t+1} = P_{t+1}^{(v_0)} v_t$$



Transition rule: If $X_0 = i$ and current state $X_t = j$, go to k with probability $P_{t+1}^{(e_i)}(k, j)$.

$$v_{t+1} = P_{t+1}^{(v_0)} v_t$$



Transition rule: If $X_0 = i$ and current state $X_t = j$, go to k with probability $P_{t+1}^{(e_i)}(k, j)$.

if stochastic process is linear and local, then this transition rule simulates the process:

$$\mathbb{P}(X_t = j \mid X_0 \sim v_0) = v_t(j)$$



! rule is non-Markovian: depends on initial state and time



! rule is non-Markovian: depends on initial state and time



classic trick: give walker a timer and a memory of initial state

! rule is non-Markovian: depends on initial state and time



classic trick: give walker a timer and a memory of initial state

= MC on enlarged state space ("lifted MC")

! rule is non-Markovian: depends on initial state and time



classic trick: give walker a timer and a memory of initial state

= MC on enlarged state space ("lifted MC")

$$\hat{\mathcal{V}} = (\mathcal{V} \times \{0, 1, \dots, T-1\}) \times \mathcal{V}, \qquad \hat{P} = \sum_{i,t} e_i e_i^{\dagger} \otimes e_{t+1} e_t^{\dagger} \otimes P_{t+1}^{(e_i)}$$
¹⁴

! rule is non-Markovian: depends on initial state and time



$$\hat{\mathcal{V}} = (\mathcal{V} \times \{0, 1, \dots, T-1\}) \times \mathcal{V}, \qquad \hat{P} = \sum_{i,t} e_i e_i^{\dagger} \otimes e_{t+1} e_t^{\dagger} \otimes P_{t+1}^{(e_i)}$$
¹⁴

$$\hat{\mathcal{V}} = \mathcal{V} \times \{0, 1, \dots, T-1\} \times \mathcal{V}, \qquad \hat{P} = \sum_{i,t} e_i e_i^{\dagger} \otimes e_{t+1} e_t^{\dagger} \otimes P_{t+1}^{(e_i)}$$

simulates up to time T



$$\hat{\mathcal{V}} = \mathcal{V} \times \{0, 1, \dots, T-1\} \times \mathcal{V}, \qquad \hat{P} = \sum_{i,t} e_i e_i^{\dagger} \otimes e_{t+1} e_t^{\dagger} \otimes P_{t+1}^{(e_i)}$$

simulates up to time T



second trick: if process is invariant, then we can "amplify"

$$\hat{\mathcal{V}} = \mathcal{V} \times \{0, 1, \dots, T-1\} \times \mathcal{V}, \qquad \hat{P} = \sum_{i,t} e_i e_i^{\dagger} \otimes e_{t+1} e_t^{\dagger} \otimes P_{t+1}^{(e_i)}$$

simulates up to time T



second trick: if process is invariant, then we can "amplify"

= restart the simulation every time timer reaches T

$$\hat{\mathcal{V}} = \mathcal{V} \times \{0, 1, \dots, T-1\} \times \mathcal{V}, \qquad \hat{P} = \sum_{i,t} e_i e_i^{\dagger} \otimes e_{t+1} e_t^{\dagger} \otimes P_{t+1}^{(e_i)}$$

simulates up to time T



second trick: if process is invariant, then we can "amplify"

= restart the simulation every time timer reaches T

proposition:

the (asymptotic) mixing time of this amplified simulator closely relates to the (asymptotic) mixing time of the original process



simulator is Markov chain on enlarged state space:





simulator is Markov chain on enlarged state space:



 $\hat{\tau} \ge \frac{1}{\Phi(\hat{P})}$ $\Phi(\hat{P}) \le \Phi_{G,\pi}$



simulator is Markov chain on enlarged state space:

 $\hat{\tau} \ge \frac{1}{\Phi(\hat{P})}$ $\Phi(\hat{P}) \le \Phi_{G,\pi}$

+ conductance cannot be increased by lifting



= <u>main theorem</u>:

any linear, local and invariant stochastic process has a mixing time

$$\tau = \hat{\tau} \ge \frac{1}{\Phi_{G,\pi}}$$

any linear, local and invariant stochastic process has a mixing time



example 1: dumbbell graph

any linear, local and invariant stochastic process has a mixing time



example 1: dumbbell graph

any linear, local and invariant stochastic process on the dumbbell graph has a mixing time

$$\tau \ge N$$

any linear, local and invariant stochastic process has a mixing time



example 2: binary tree

any linear, local and invariant stochastic process has a mixing time



example 2: binary tree

any linear, local and invariant stochastic process has a mixing time



example 2: binary tree

any linear, local and invariant stochastic process on the binary tree has the same mixing time as a random walk

$$\tau \ge 2^k = \tau_{RW}$$

any linear, local and invariant stochastic process has a mixing time



example 3: finite time convergence

any linear, local and invariant stochastic process has a mixing time



example 3: finite time convergence

what is the least number of local, symmetric stochastic matrices whose product has rank one?
any linear, local and invariant stochastic process has a mixing time



example 3: finite time convergence

what is the least number of local, symmetric stochastic matrices whose product has rank one?

= mixing time of time-inhomogeneous symmetric Markov chain

$$\geq \frac{1}{\Phi_{G,\pi}}$$

any linear, local and invariant stochastic process has a mixing time



example 4: quantum walks

any linear, local and invariant stochastic process has a mixing time



example 4: quantum walks

first bound for the mixing time of general quantum Markov chains

see details in [arXiv:1712.01609]

any linear, local and invariant stochastic process has a mixing time



observation 1: bound is "tight"

any linear, local and invariant stochastic process has a mixing time



observation 1: bound is "tight"

there exists a linear, local and invariant stochastic process that has a mixing time

$$\tau \le \frac{1}{\Phi_{G,\pi}} \log |\mathcal{V}|$$

see Chen, Lovász and Pak (STOC'99)

21

any linear, local and invariant stochastic process has a mixing time



observation 2: invariance condition is necessary

any linear, local and invariant stochastic process has a mixing time



observation 2: invariance condition is necessary

there exists a linear and local process that has the trivial mixing time

$$\tau = D$$

any linear, local and invariant stochastic process has a mixing time



observation 2: invariance condition is necessary

there exists a linear and local process that has the trivial mixing time

$$\tau = D$$

see Pavon and Ticozzi, Journal of Math.Ph. ('10):

$$\forall v, v' > 0, \ \exists \{P_t^{(v)} \sim G\}_{t=1}^D \text{ s.t. } P_D^{(v)} \dots P_1^{(v)}v = v'$$

any linear, local and invariant stochastic process has a mixing time



some open questions:

any linear, local and invariant stochastic process has a mixing time



some open questions:

• stronger locality form, assuming e.g. symmetry:

any linear, local and invariant stochastic process has a mixing time



some open questions:

• stronger locality form, assuming e.g. symmetry: $v_{t+1}(X) \leq v_t(X) + \frac{1}{N}v_t(\partial X)$

any linear, local and invariant stochastic process has a mixing time



some open questions:

- stronger locality form, assuming e.g. symmetry: $v_{t+1}(X) \leq v_t(X) + \frac{1}{N}v_t(\partial X)$
 - relaxation of invariance condition ?

any linear, local and invariant stochastic process has a mixing time



some open questions:

- stronger locality form, assuming e.g. symmetry: $v_{t+1}(X) \leq v_t(X) + \frac{1}{N}v_t(\partial X)$
 - relaxation of invariance condition ?

• closed form for
$$\Phi_{G,\pi} = \max_{P \sim G: P \pi = \pi} \Phi(P)$$