

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]

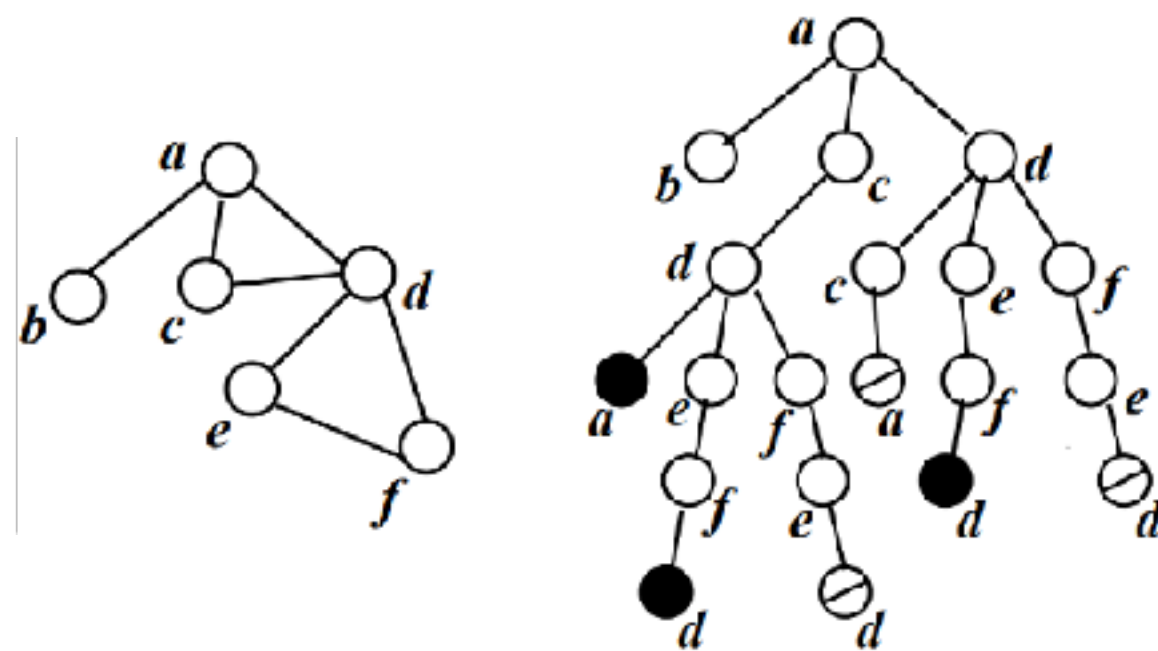
Estimating permanent of non-negative matrices: [Jerrum, Sinclair, Vigoda'04]

Estimating number of bases in matroids: [Anari, Liu, Oveis Gharan, Vintzant'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:

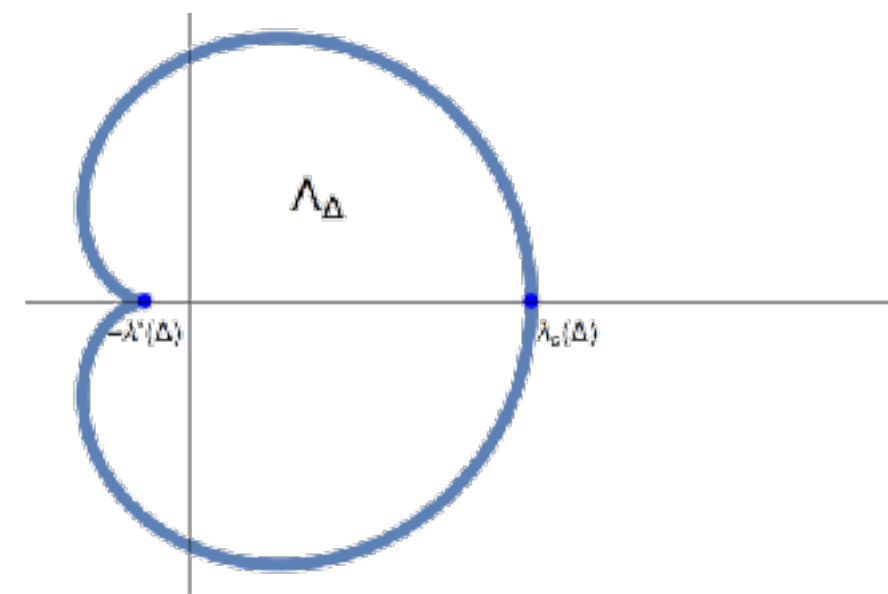


decay of correlation

[Weitz '06]

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

[Gamarnik, Katz '07]



zero-freeness

[Barvinok '16]

[Patel, Regts '17]

$$\begin{aligned} \text{for every } c \in [q], p_{x,y}^x &= \sum_{c' \in [q]} p_{x^{u \leftarrow c}, y^{u \leftarrow c'}}; \\ \text{for every } c \in [q], p_{x,y}^y &= \sum_{c' \in [q]} p_{x^{u \leftarrow c}, y^{u \leftarrow c'}}; \\ 0 \leq p_{x,y}^x, p_{x,y}^y &\leq 1. \end{aligned}$$

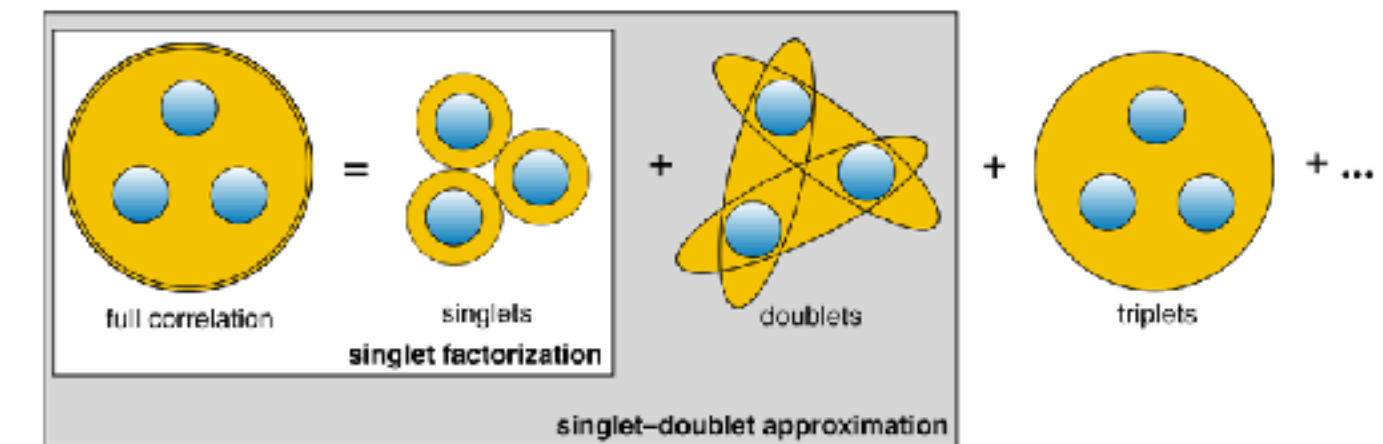
linear programming

for CSPs

[Moitra '19]

[Guo, Liao, Lu, Zhang '20]

[Jain, Pham, Vuong '21]



cluster-expansion

[Helmuth, Perkins, Regts '20]

[Jenssen, Keevash, Perkins '20]

Derandomisation?

MCMC



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 $\mu_v^{X_{t-1}(V \setminus \{v\})}$.

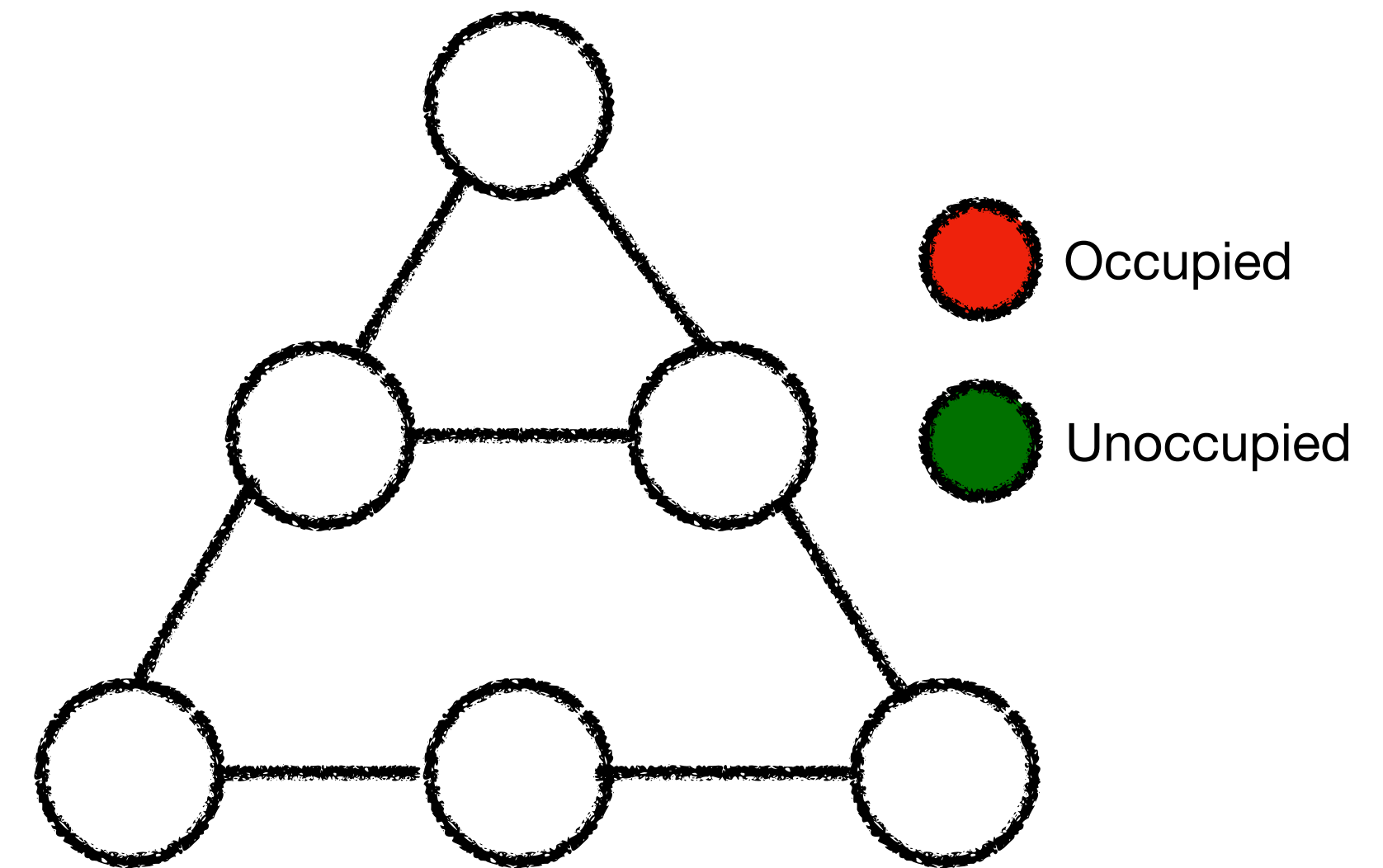
Desired stationary distribution:

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

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Hardcore model

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

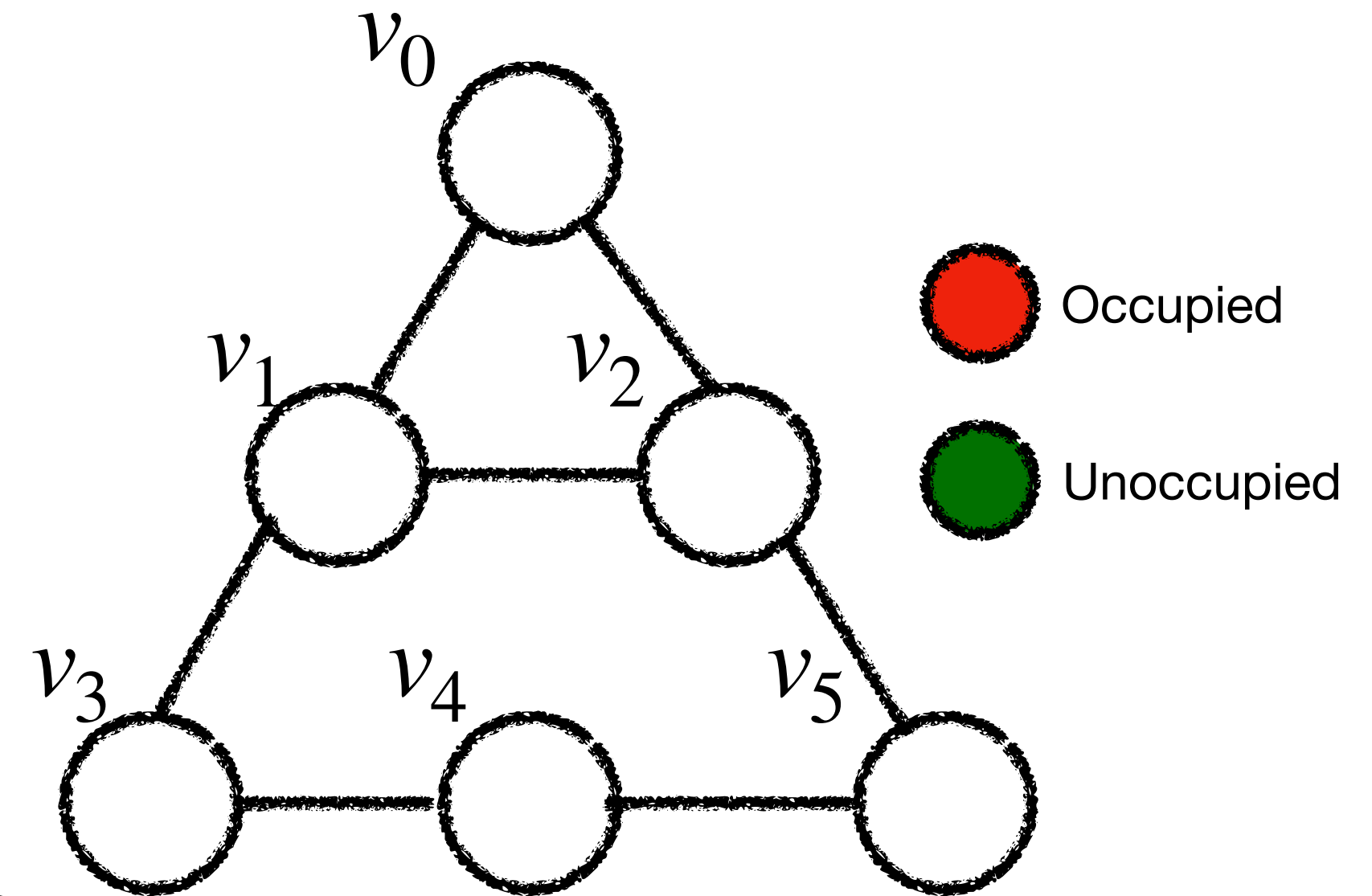
Ω = independent sets I of G ; for any $\sigma \in I$, $w(\sigma) = \lambda^{|I|}$

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

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Systematic Scan Glauber dynamics

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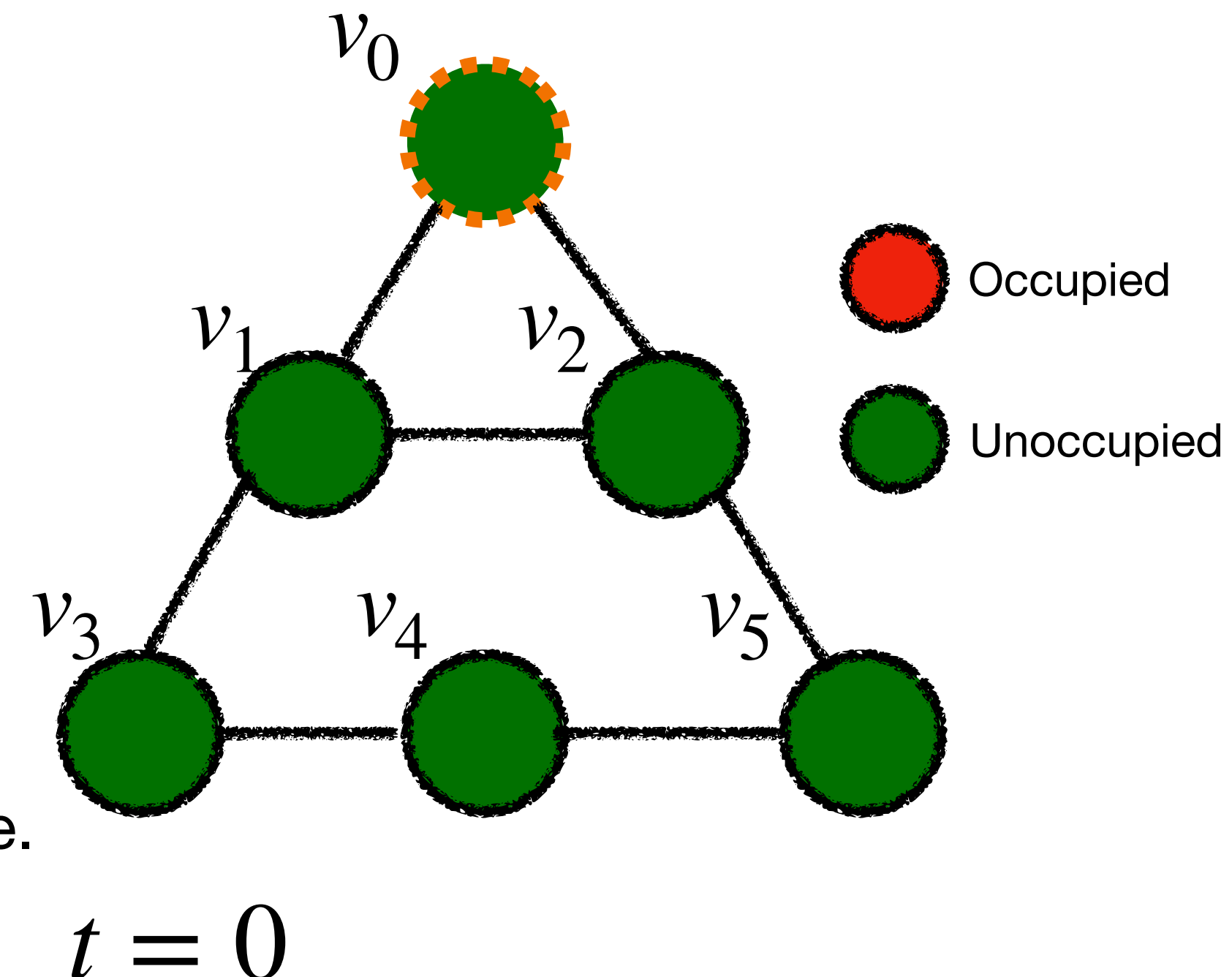
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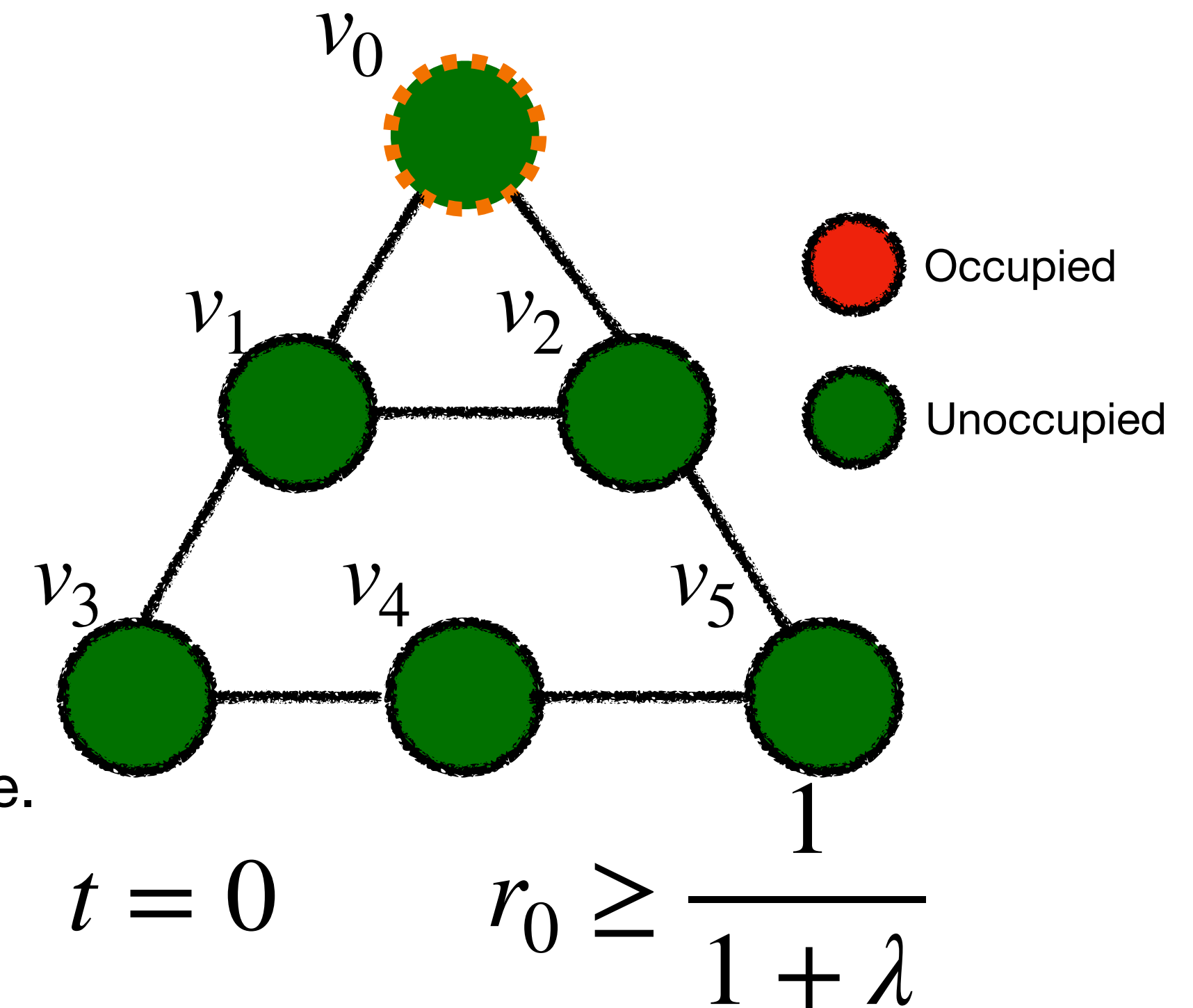
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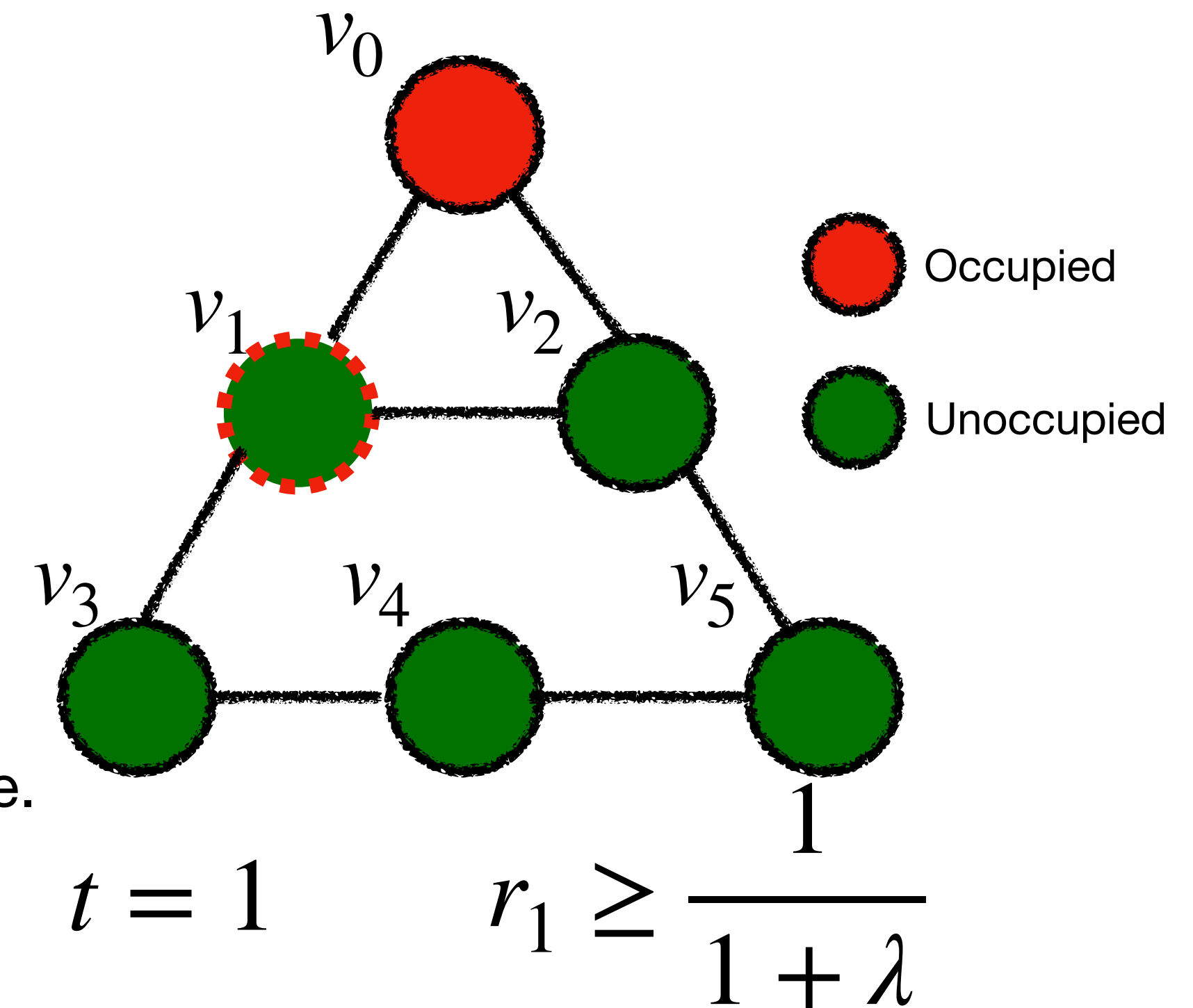
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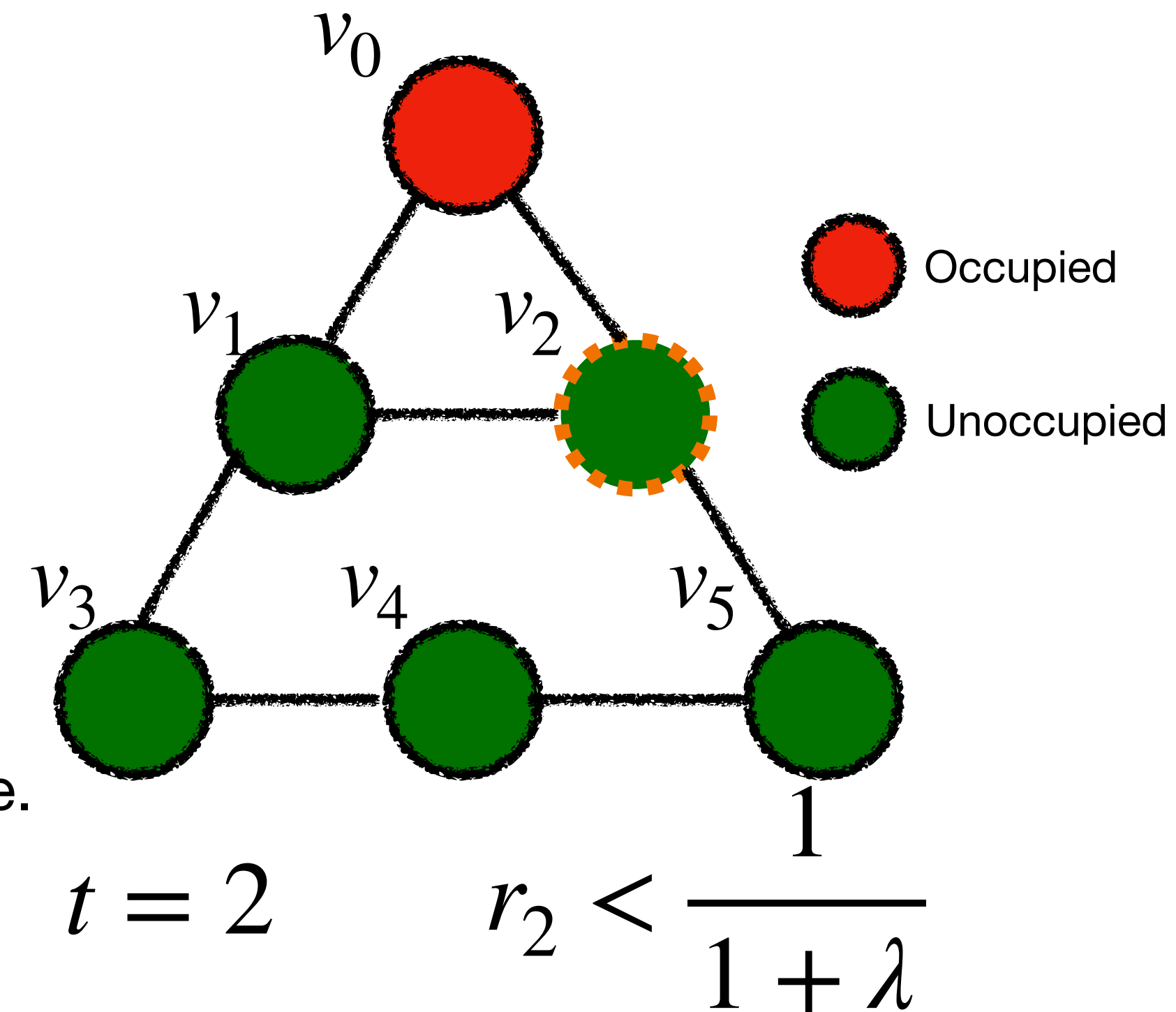
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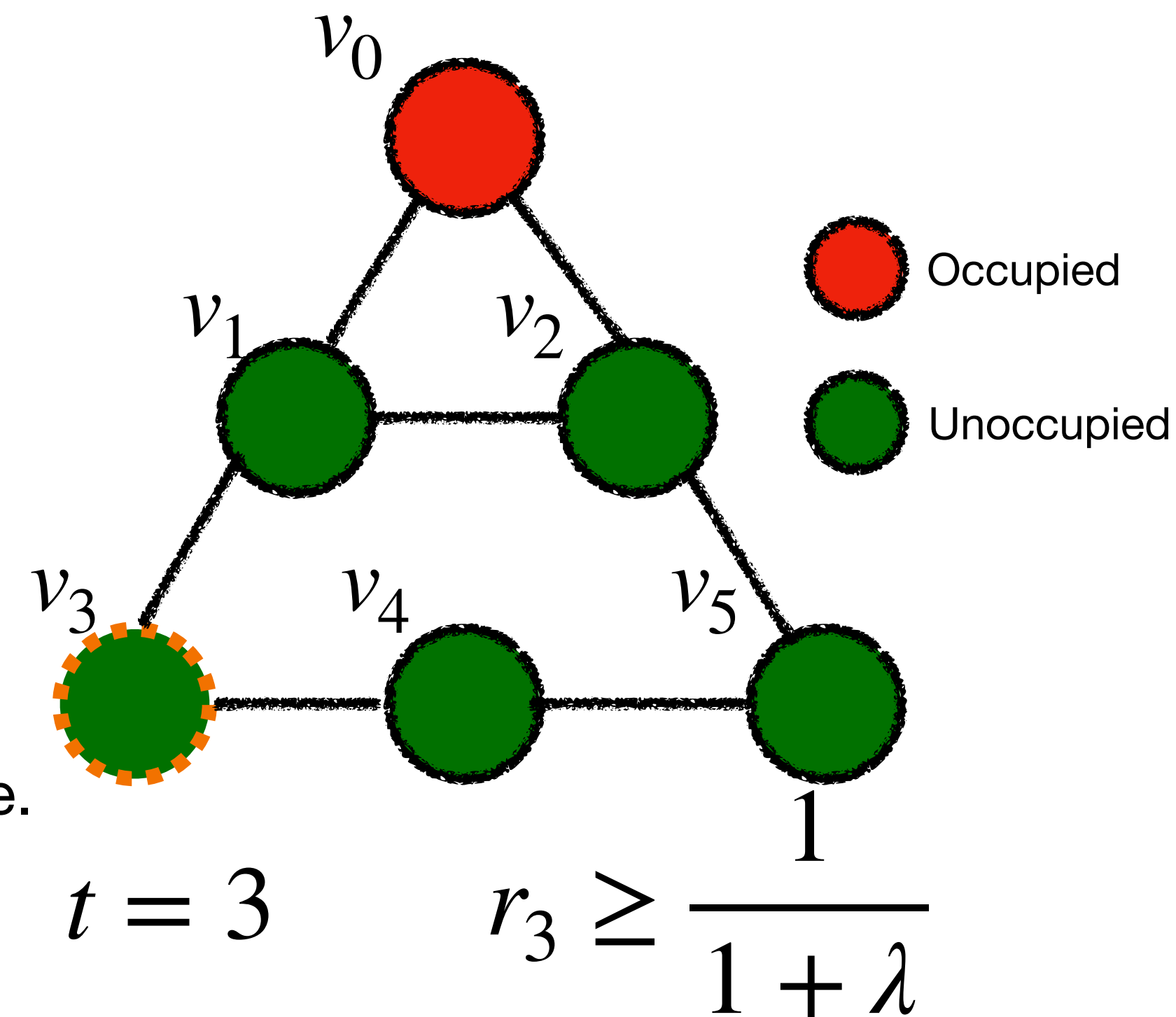
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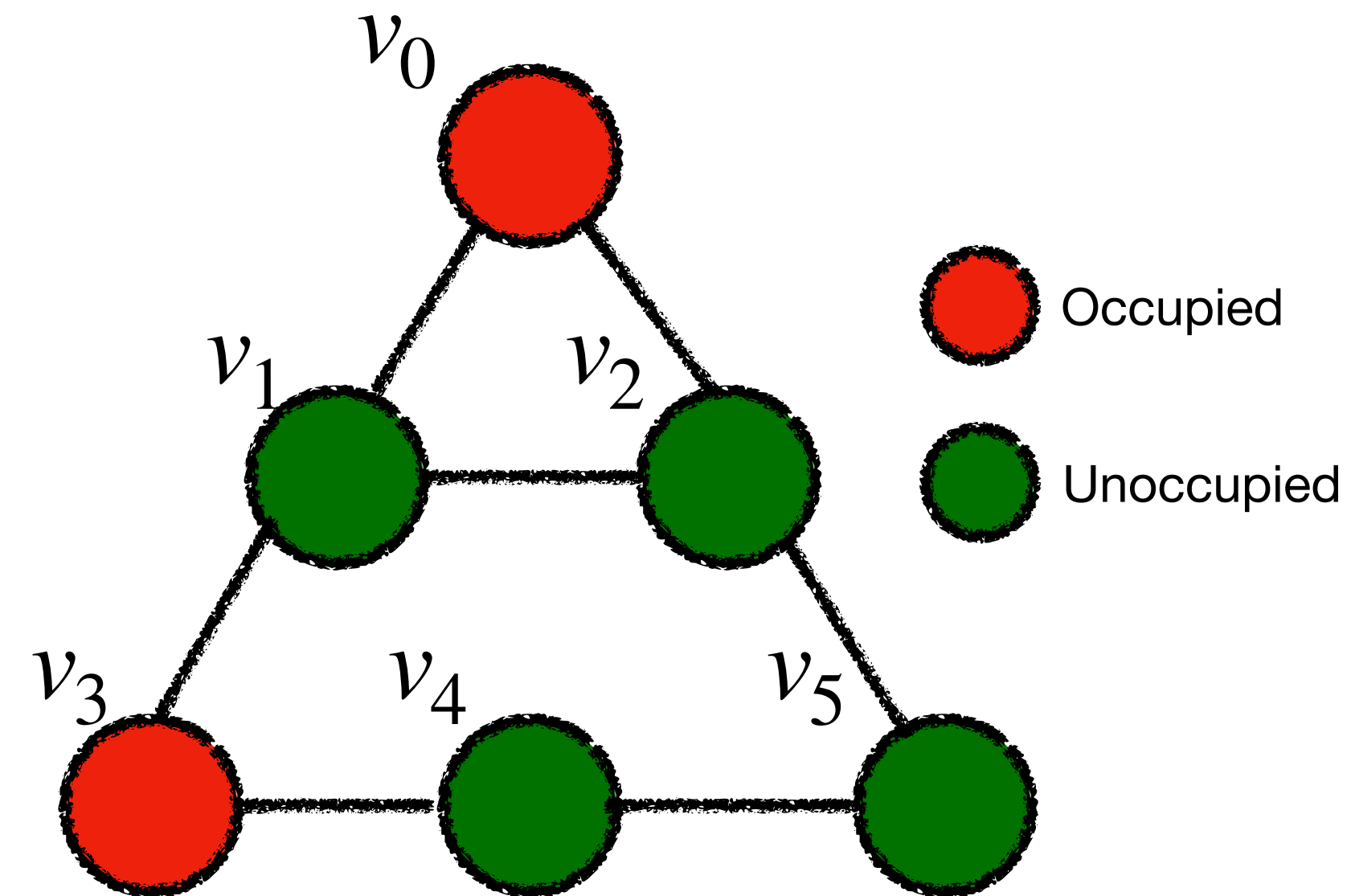
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converges to $\mu(\cdot)$ as $T \rightarrow \infty$
when irreducible

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

$$t_{\text{mix}}(1/4) = \Omega(n \log n)$$

[Hayes, Sinclair'07]

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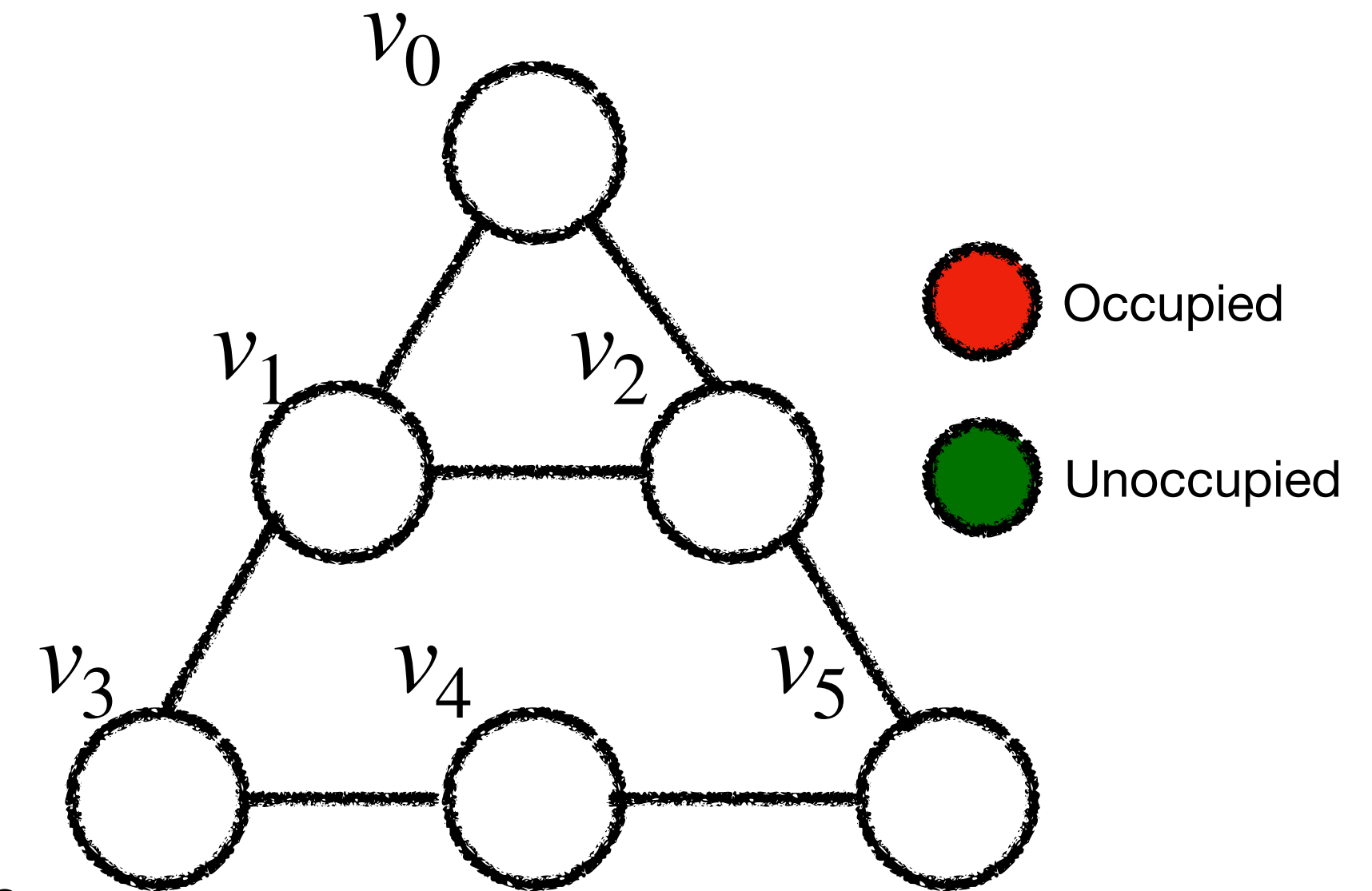
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A Marginal Sampler from MCMC

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

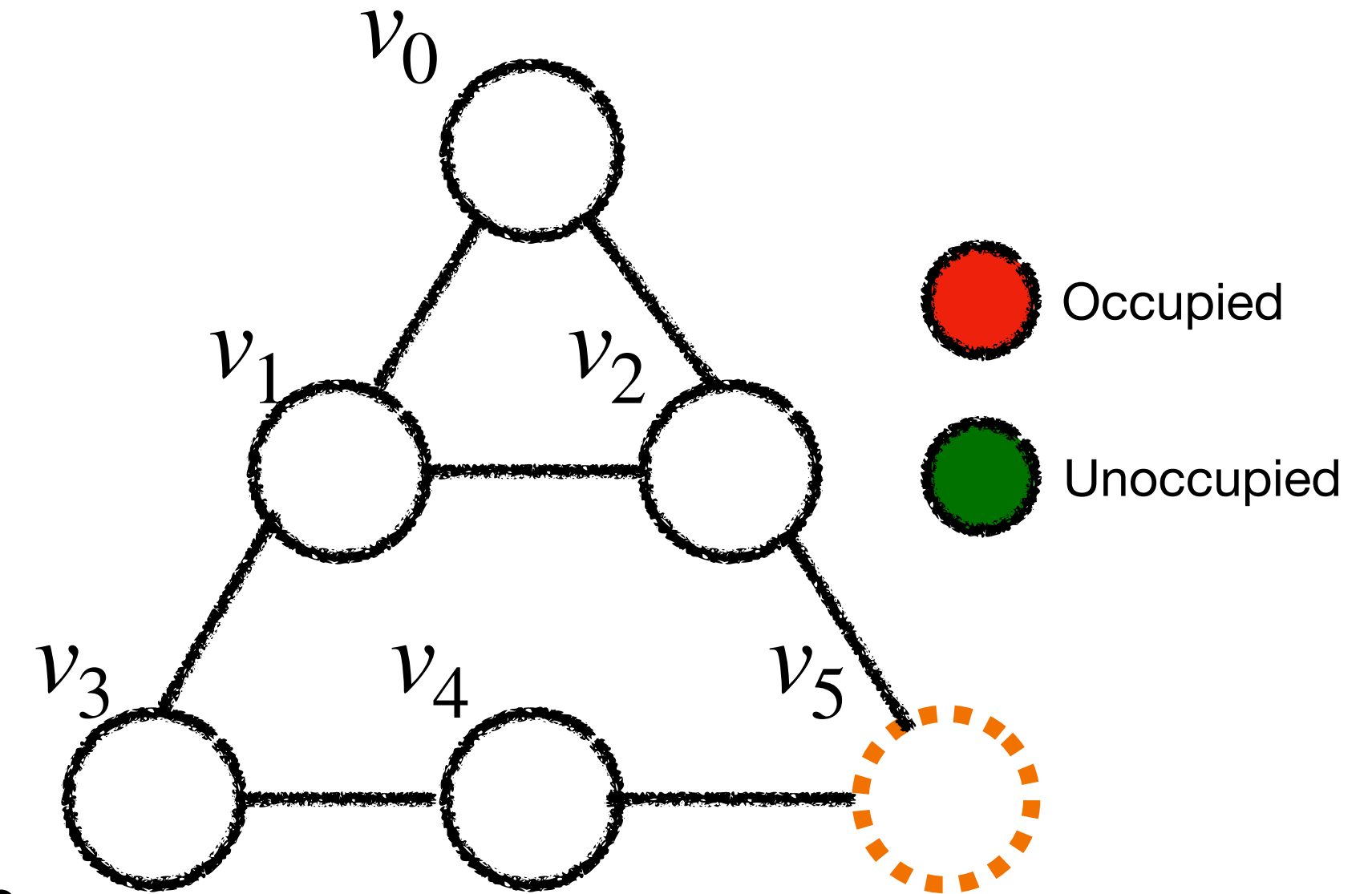


Monte Carlo step of MCMC does not require fully simulating the Markov chains!

A Marginal Sampler from MCMC

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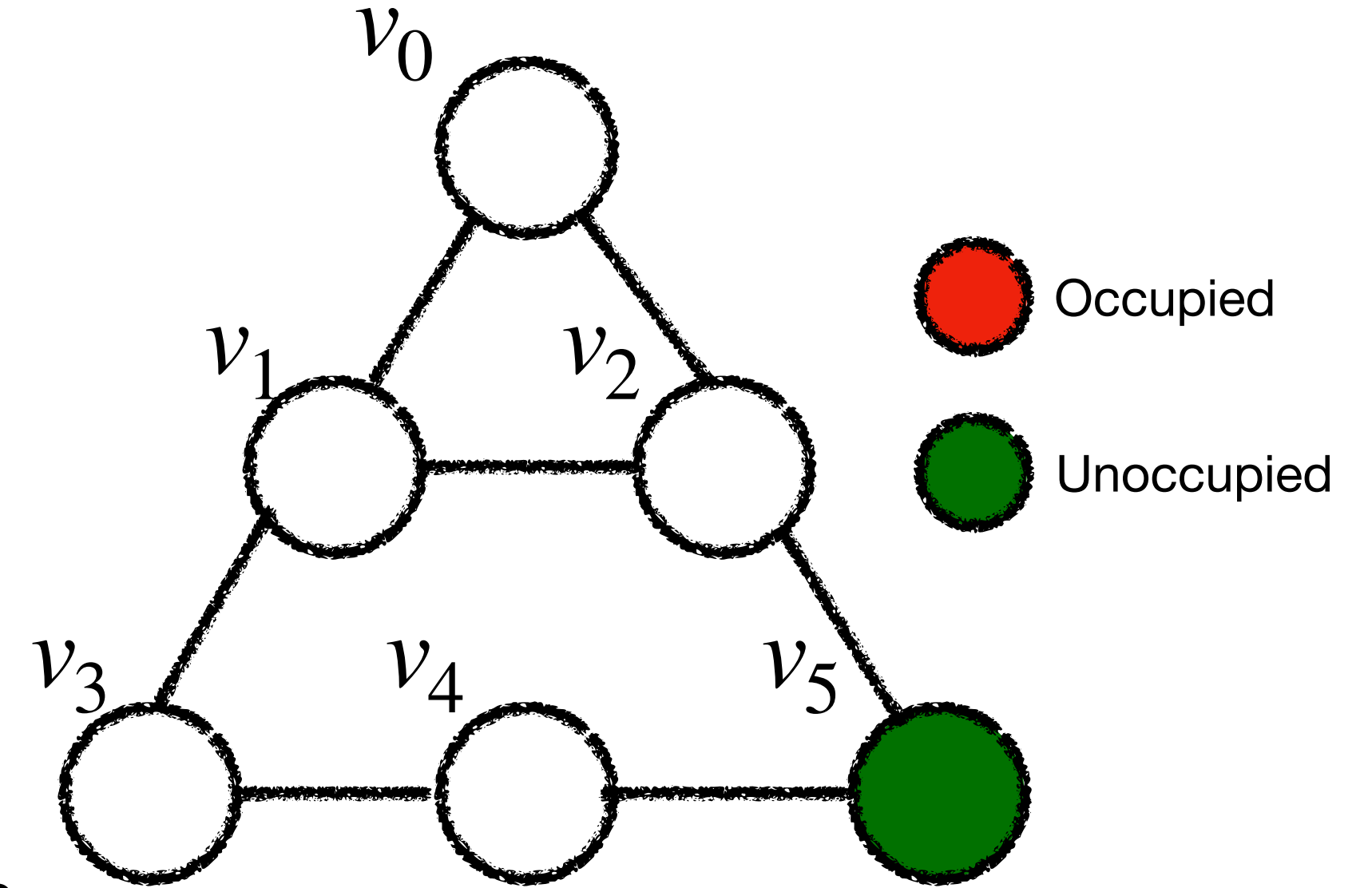


t	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0
v	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5
r_t	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?
result	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?

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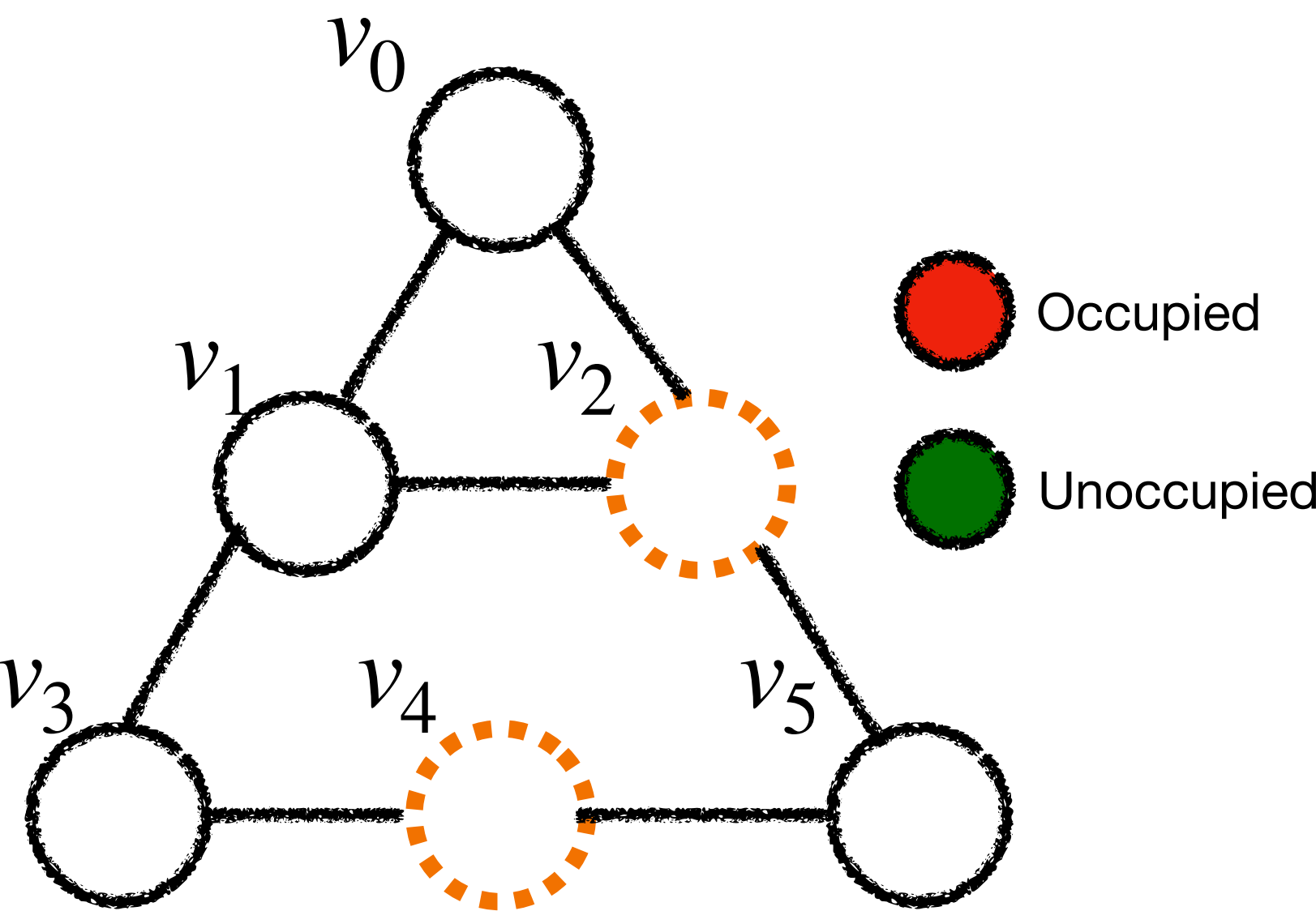


t	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0
v	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5	v_0	v_1	v_2	v_3	v_4	v_5
r_t	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	<
result	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	

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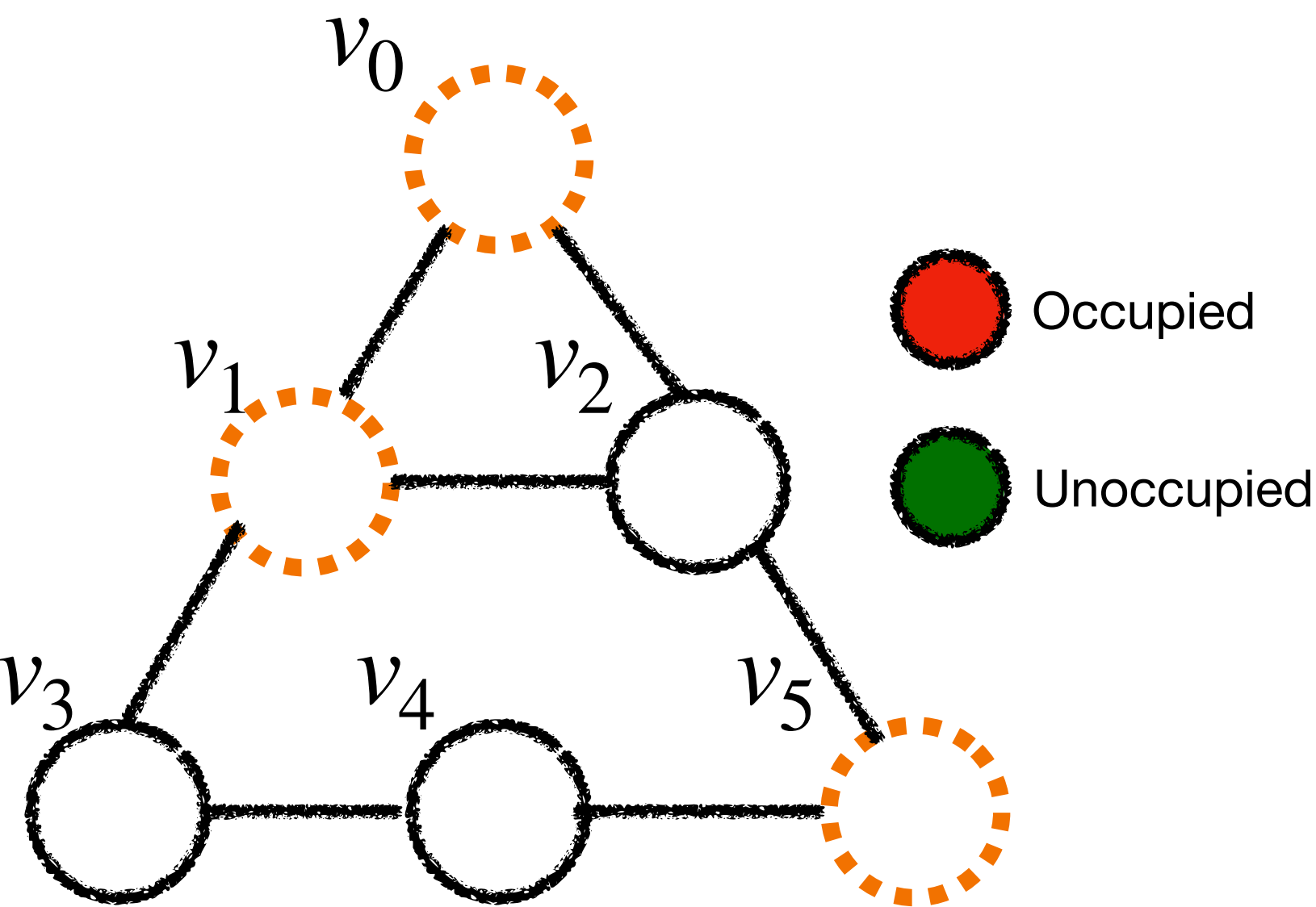
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r_t	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	\geq
result	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?



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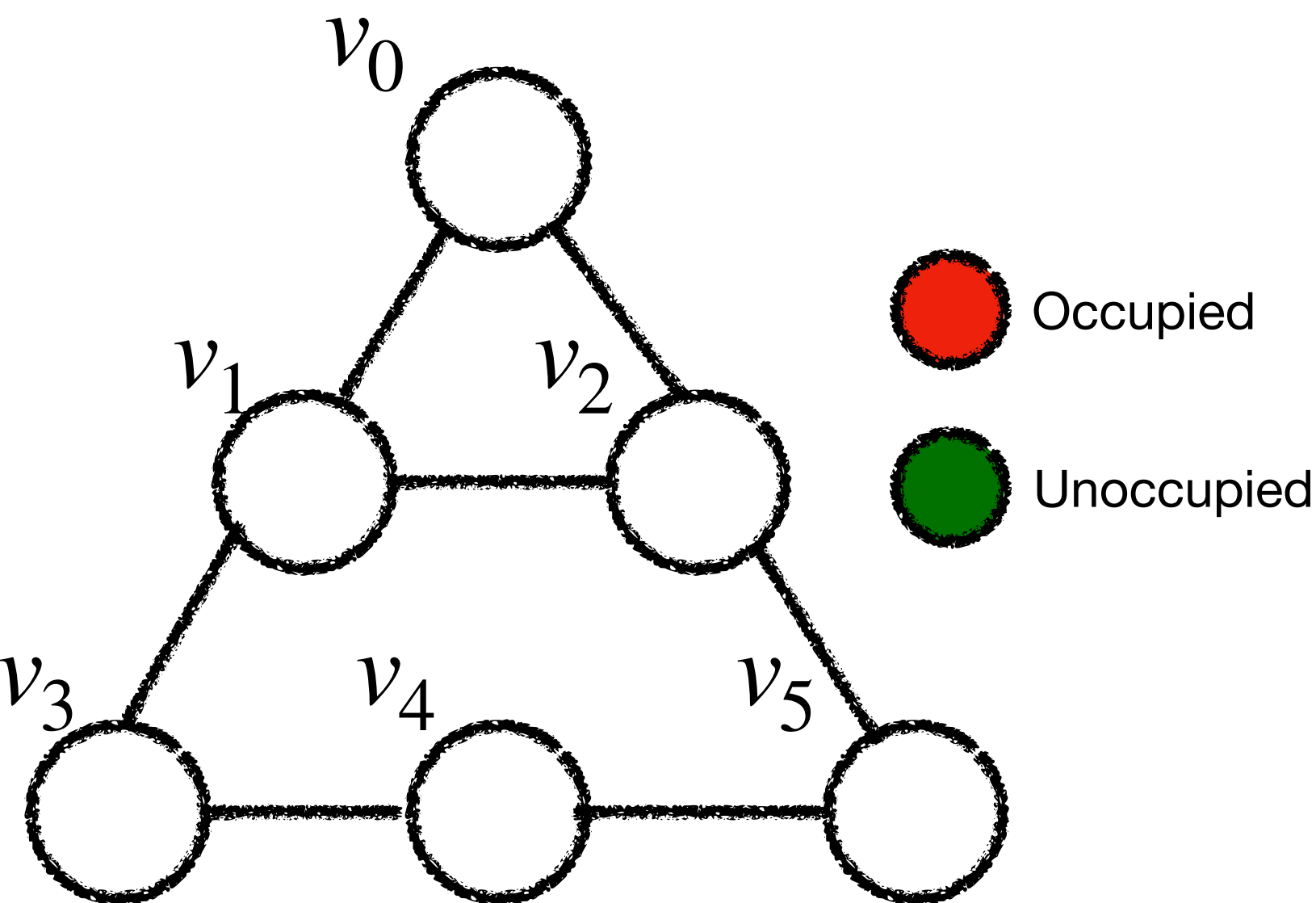
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r_t	?	?	?	?	?	?	?	?	?	?	?	?	?	?	\geq	?	$<$	\geq
result	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?		?



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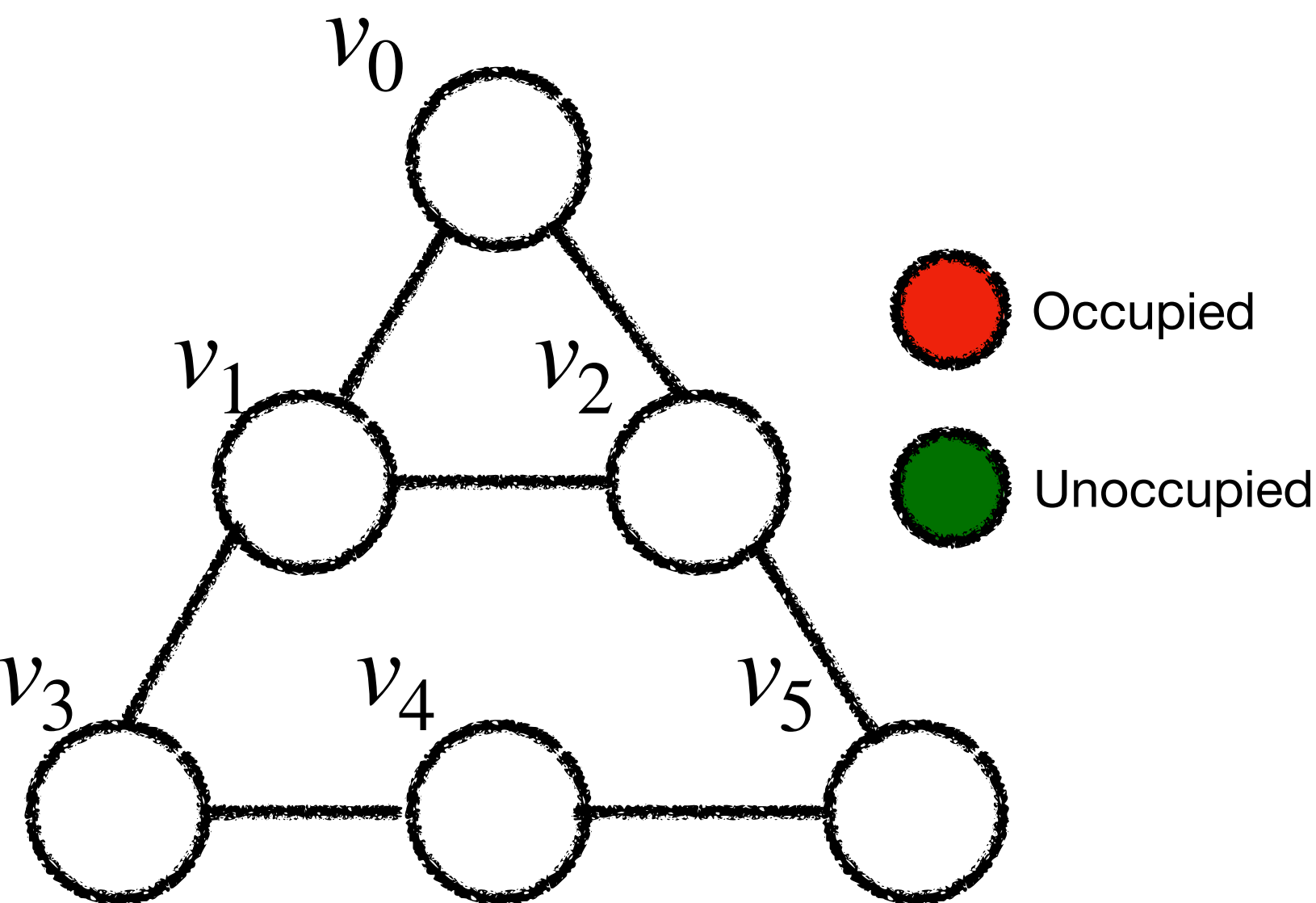
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r_t	?	?	?	?	?	?	?	?	?	?	?	<	<	<	\geq	?	<	\geq
result	?	?	?	?	?	?	?	?	?	?	?				?	?		?



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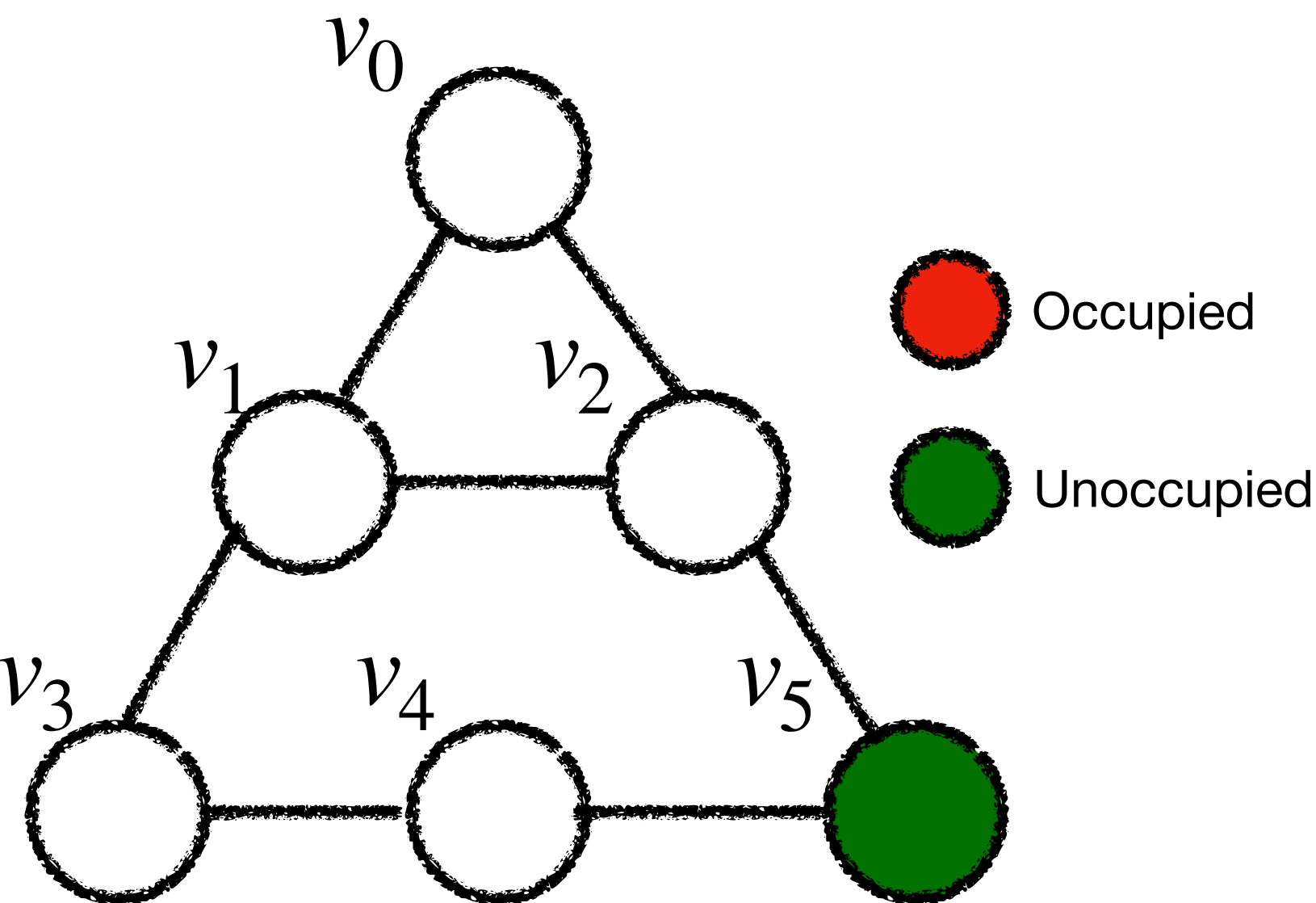
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r_t	?	?	?	?	?	?	?	?	?	?	?	<	<	<	\geq	?	<	\geq
result	?	?	?	?	?	?	?	?	?	?	?					?		



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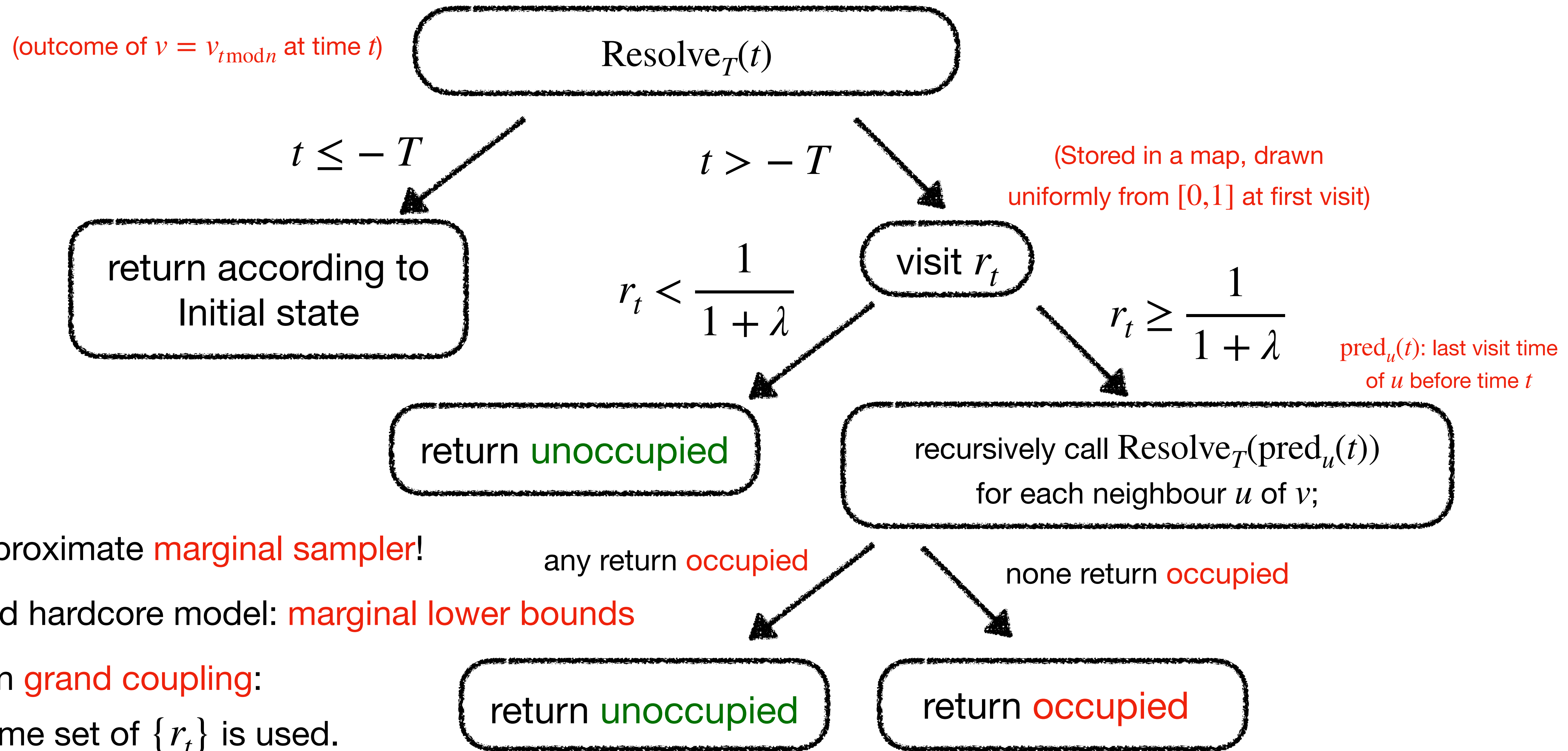
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r_t	?	?	?	?	?	?	?	?	?	?	?	<	<	<	\geq	?	<	\geq
result	?	?	?	?	?	?	?	?	?	?	?					?		



Coupling Towards The Past

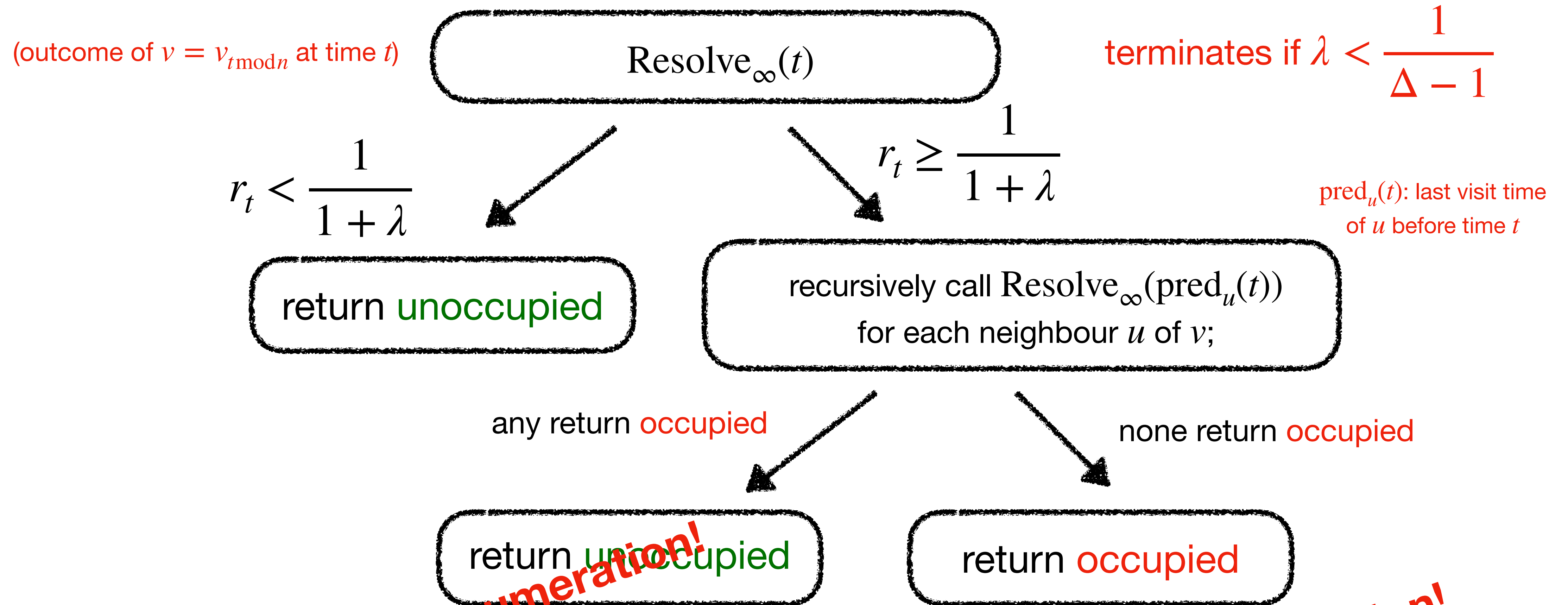


An approximate **marginal sampler**!

Beyond hardcore model: **marginal lower bounds**

Hidden **grand coupling**:
the same set of $\{r_t\}$ is used.

Coupling Towards The Past



A **perfect** marginal sampler!

When $\Pr[t_{\text{run}} \geq T] \leq e^{-\Omega_\Delta(T)}$,

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 CTPP 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 CTPP only needs **logarithmic** number of random bits under suitable conditions.

Hypergraph independent sets

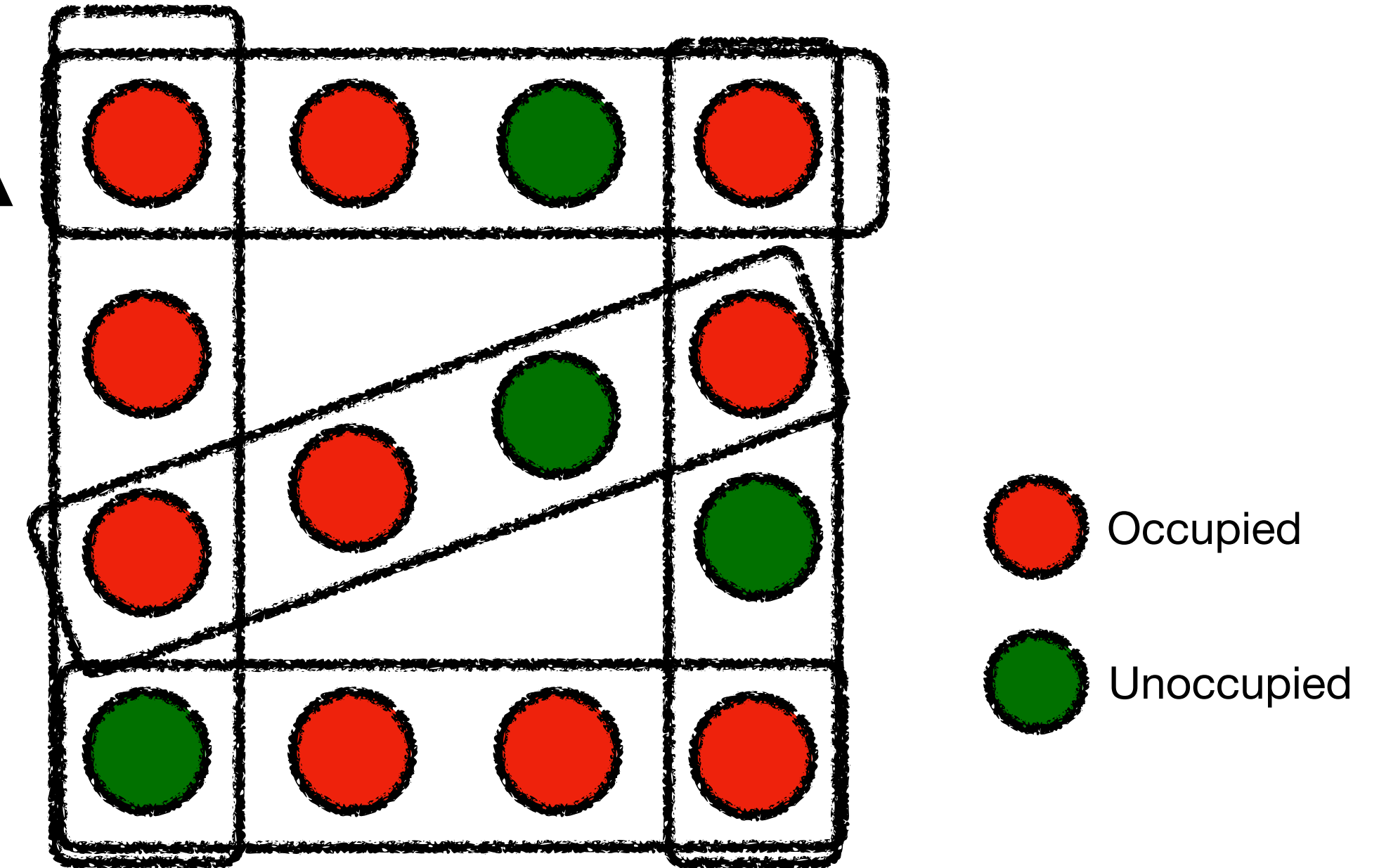
Let $H = (V, \mathcal{E})$ be a k -uniform hypergraph with max. deg. Δ .
A set $S \subseteq V$ is **independent** if $S \cap e \neq e$ for all $e \in \mathcal{E}$.

[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

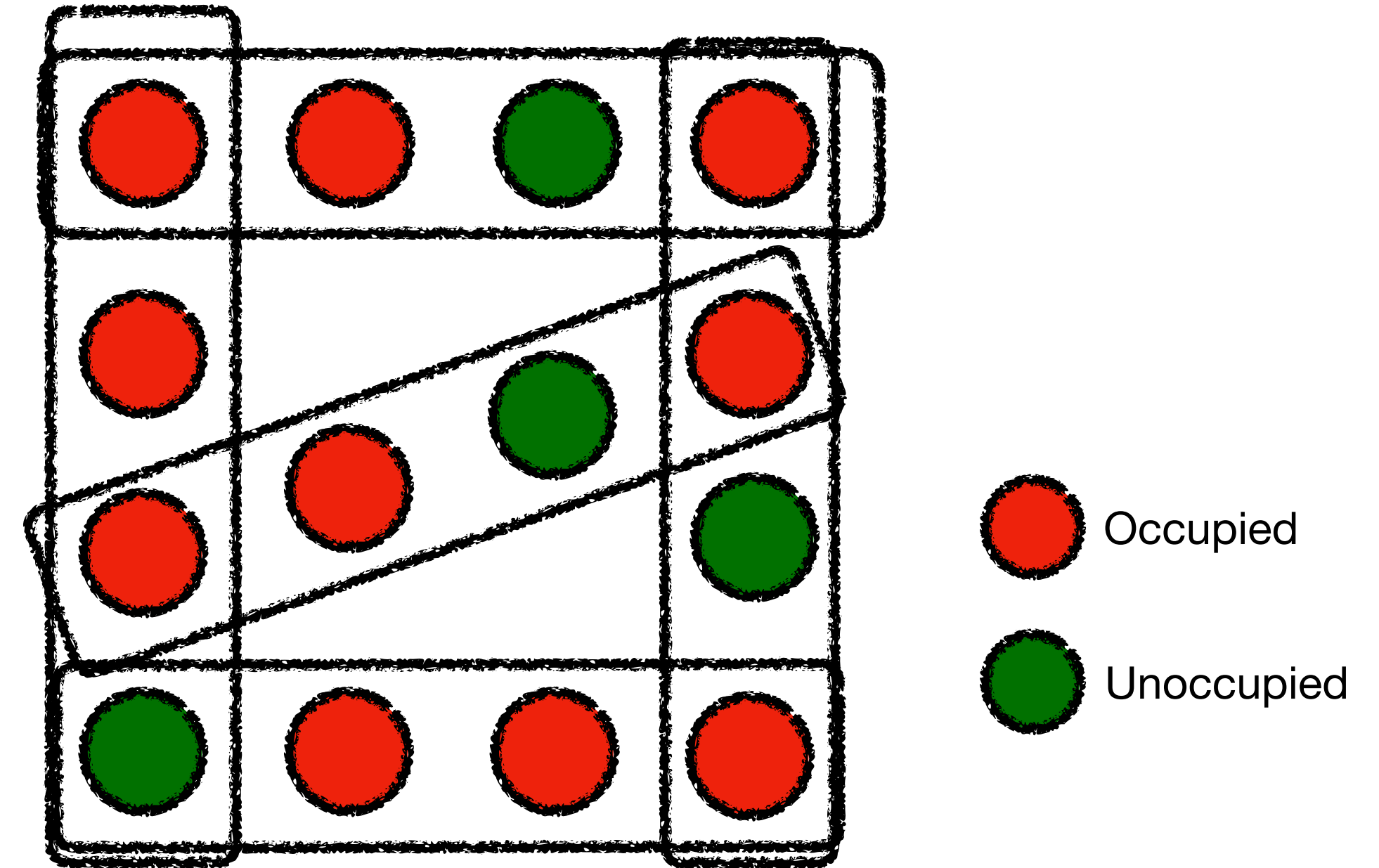
Let $k \geq 2$ and $\Delta \geq 2$ be two integers such that $\Delta \leq \frac{1}{\sqrt{8ek^2}} \cdot 2^{k/2}$.

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”.

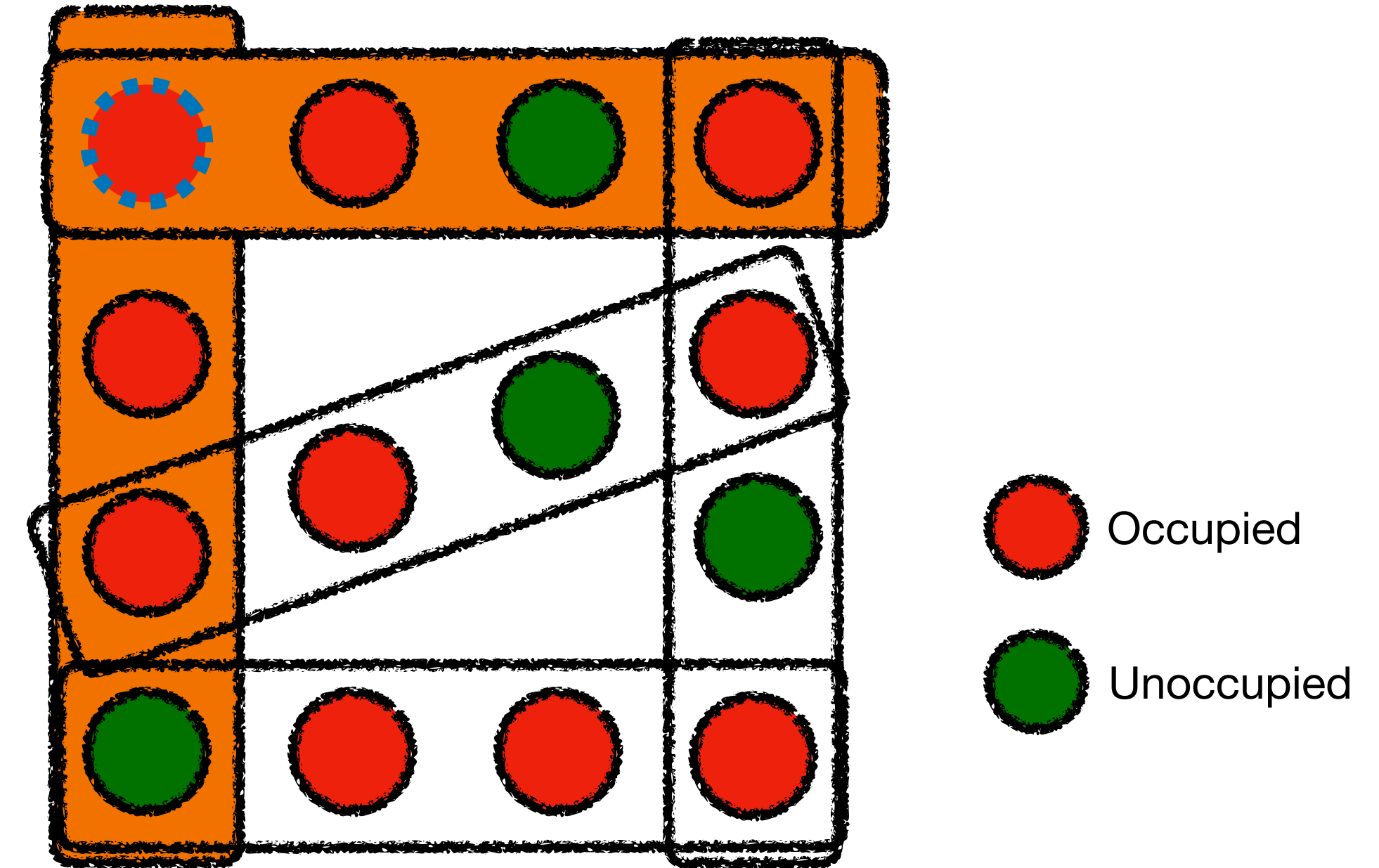


CTTP for HIS

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

Hypergraph colourings

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

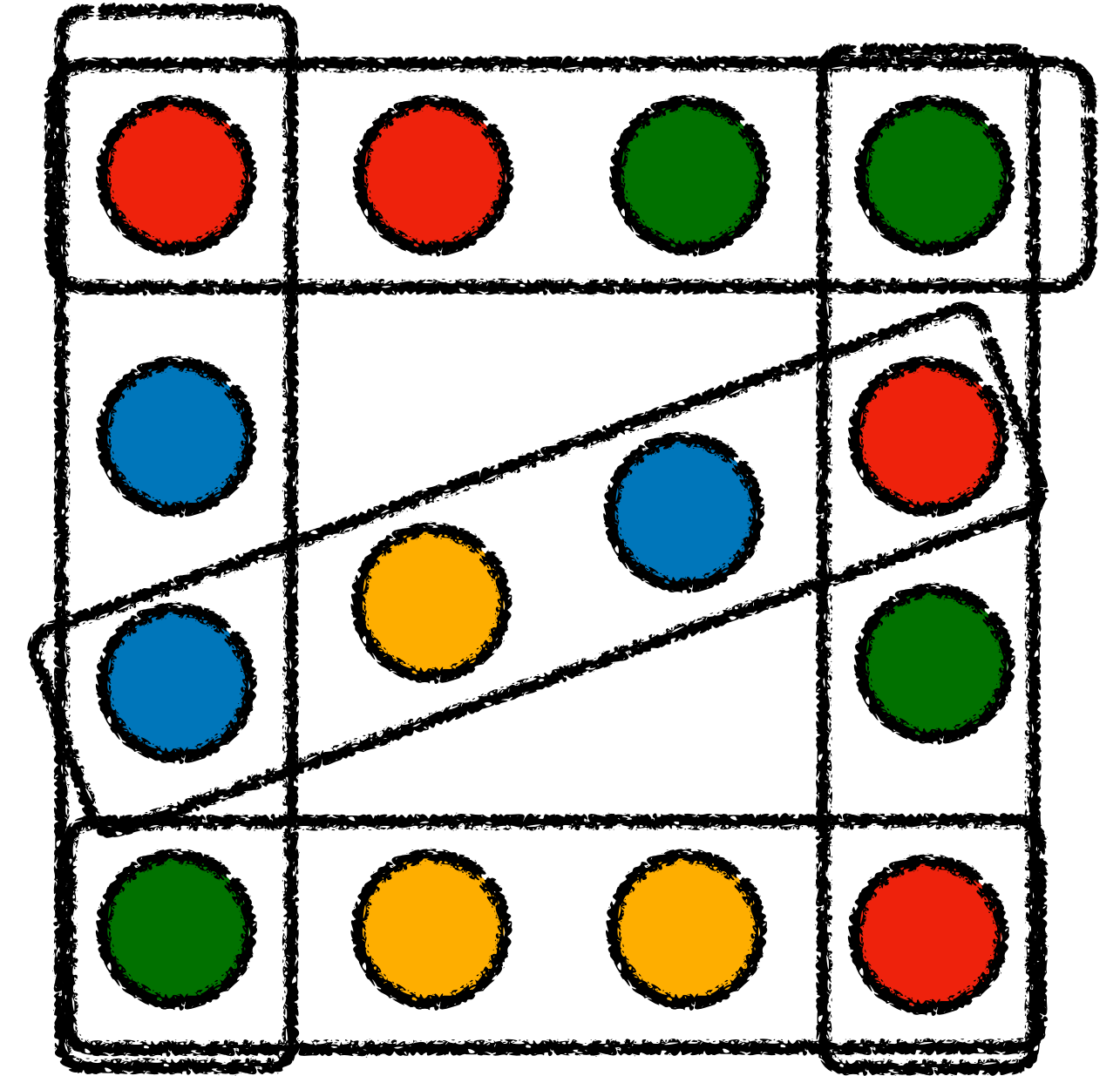
A q -colouring $\sigma \subseteq [q]^V$ is **proper** if no hyperedge is **monochromatic**

[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

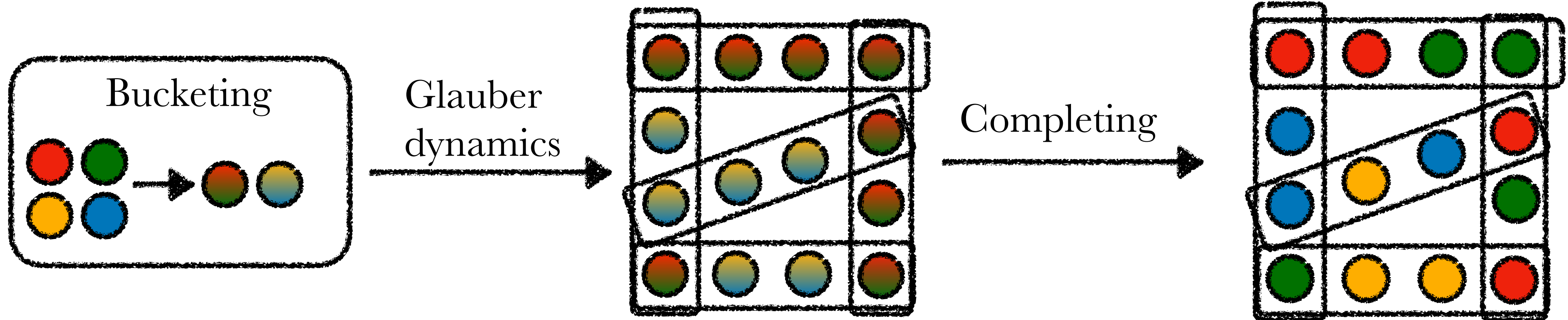
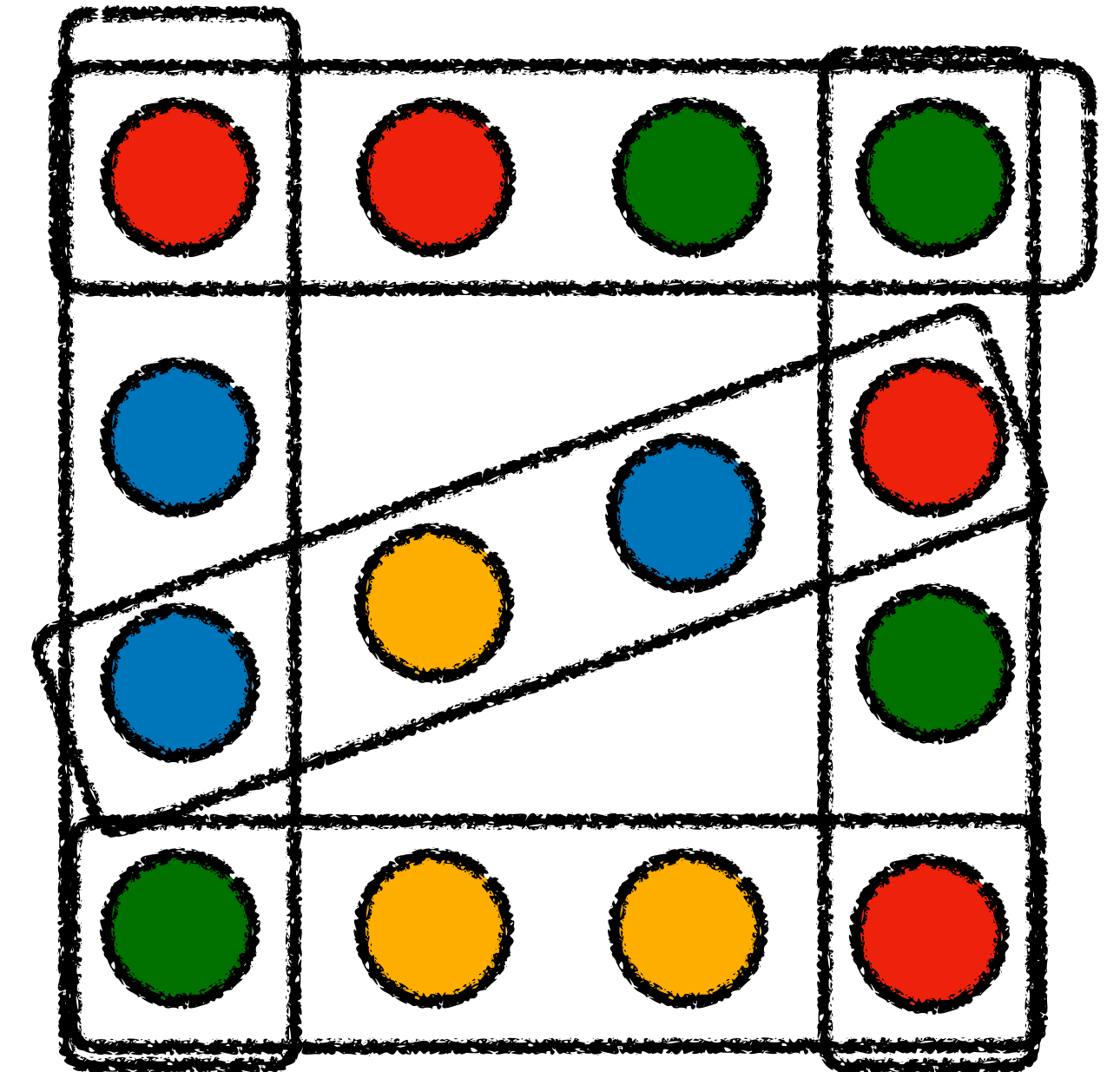
The natural Glauber dynamics for HC is **not irreducible**.

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



CTTP for HC

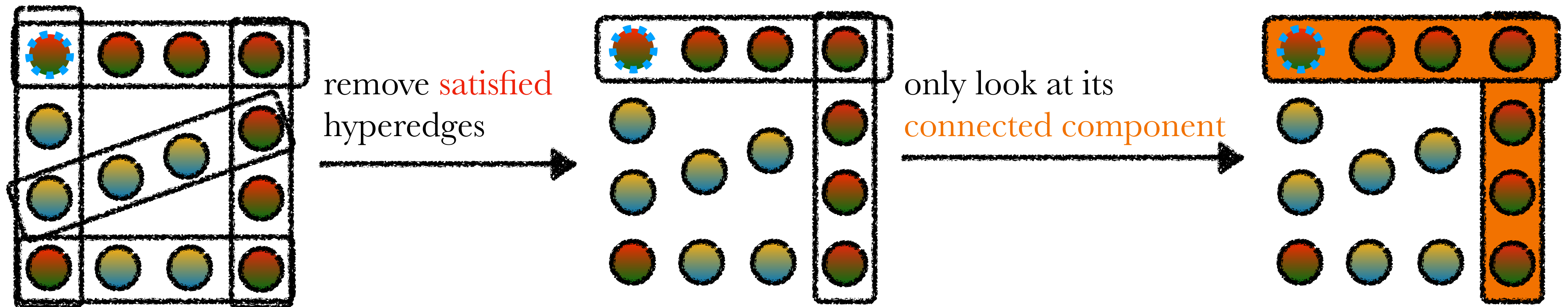
Local Uniformity [Erdos, Lovász '75], [Haeupler, Saha, Srinivasan '11]

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

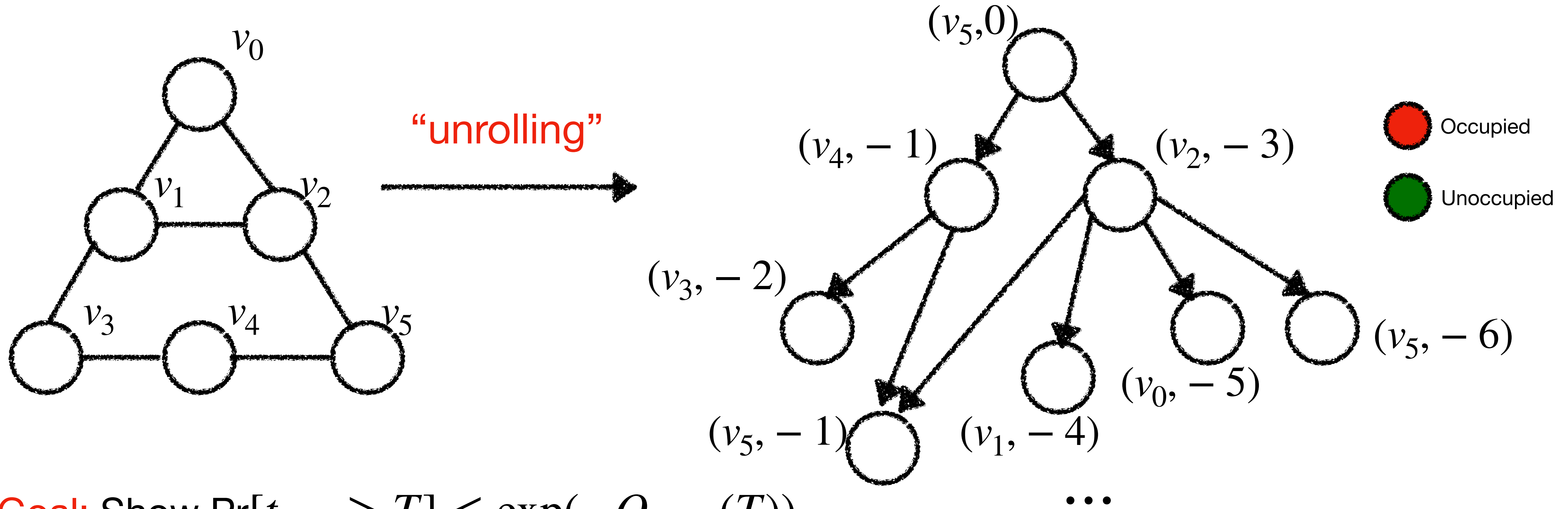
$$\frac{1}{s} \left(1 - \frac{1}{4s} \right) \leq \text{marginal of any bucket under arbitrary pinning (of buckets)} \leq \frac{1}{s} \left(1 + \frac{1}{4s} \right)$$

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

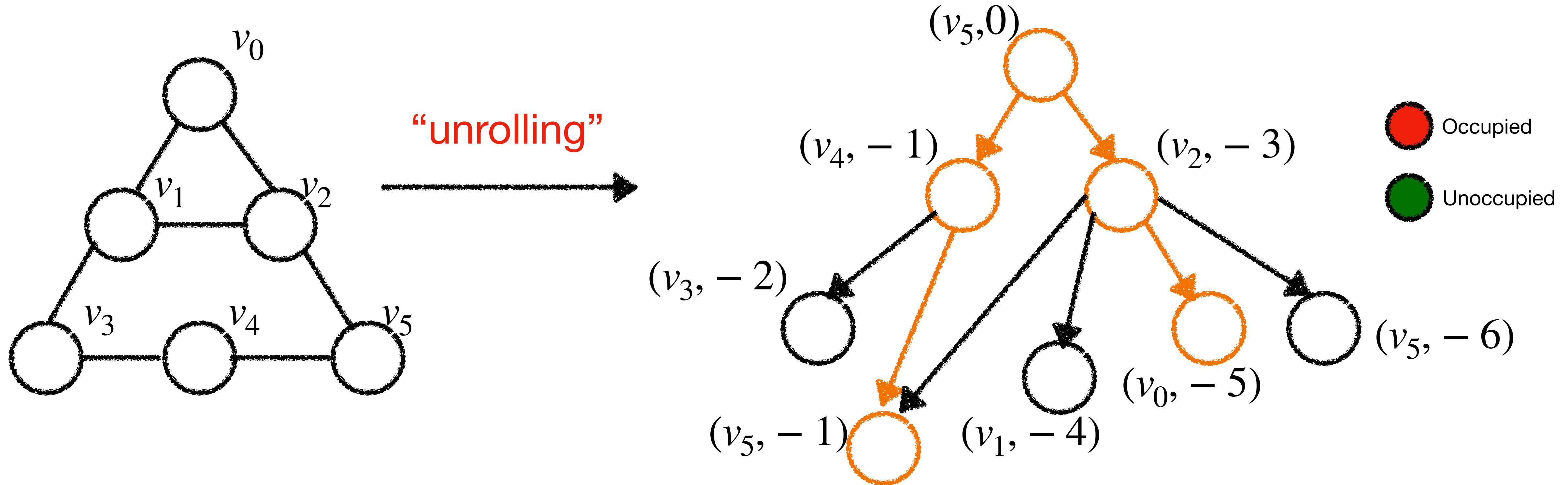
Time-space (hyper)graph

[Hermon, Sly, Zhang' 19]

[Jain, Pham, Vuong' 21]

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witness argument + union bound

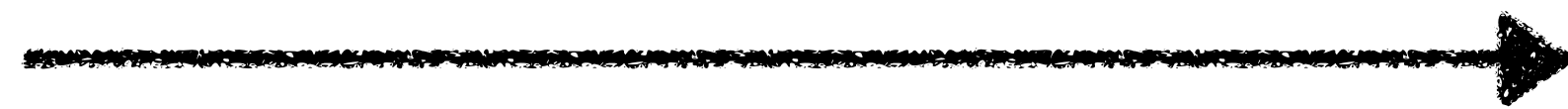
Derandomising random scan

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

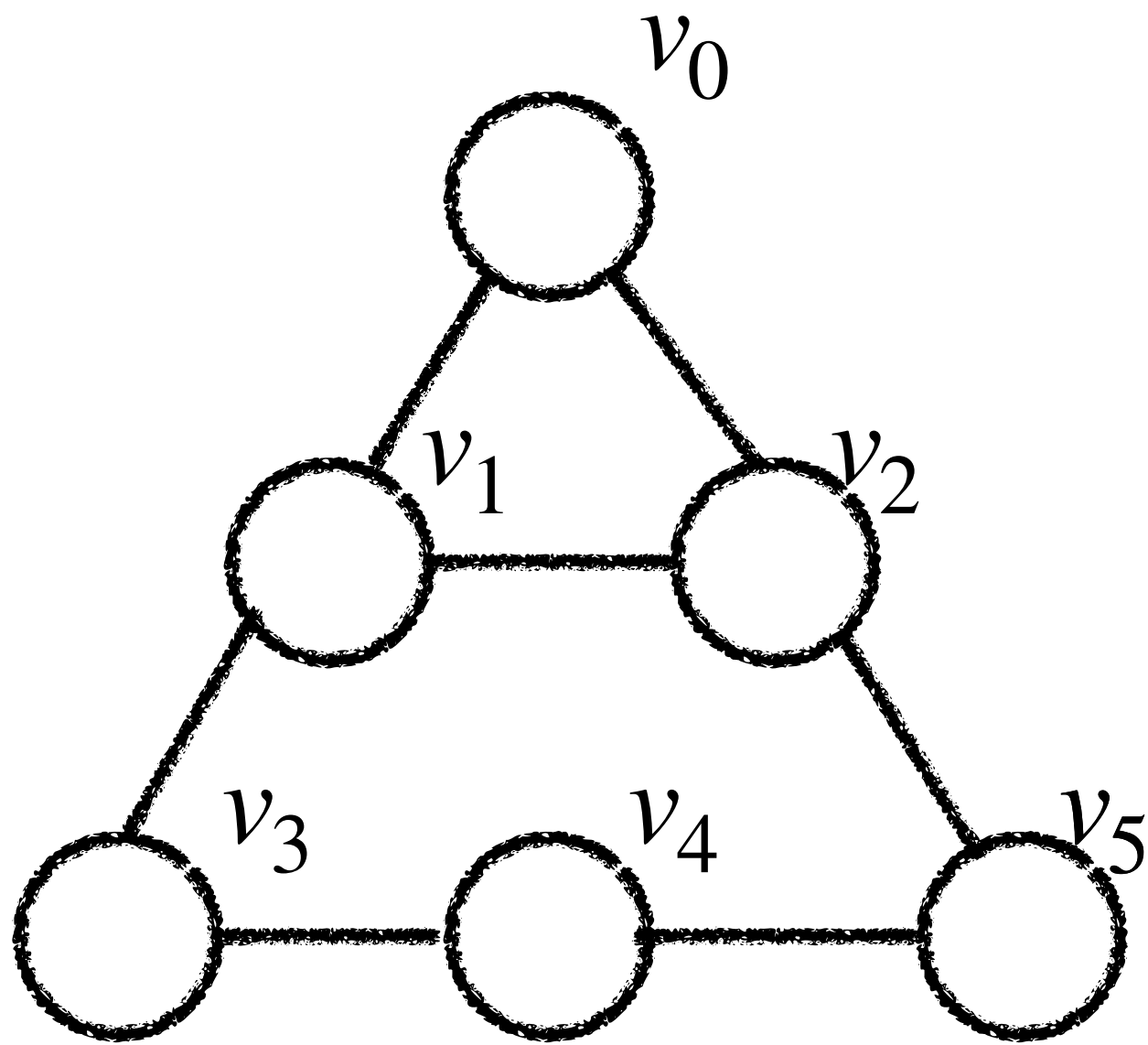
Enumerate all possible **visited** scan sequences within $K = O(\log n)$ random bits?

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**

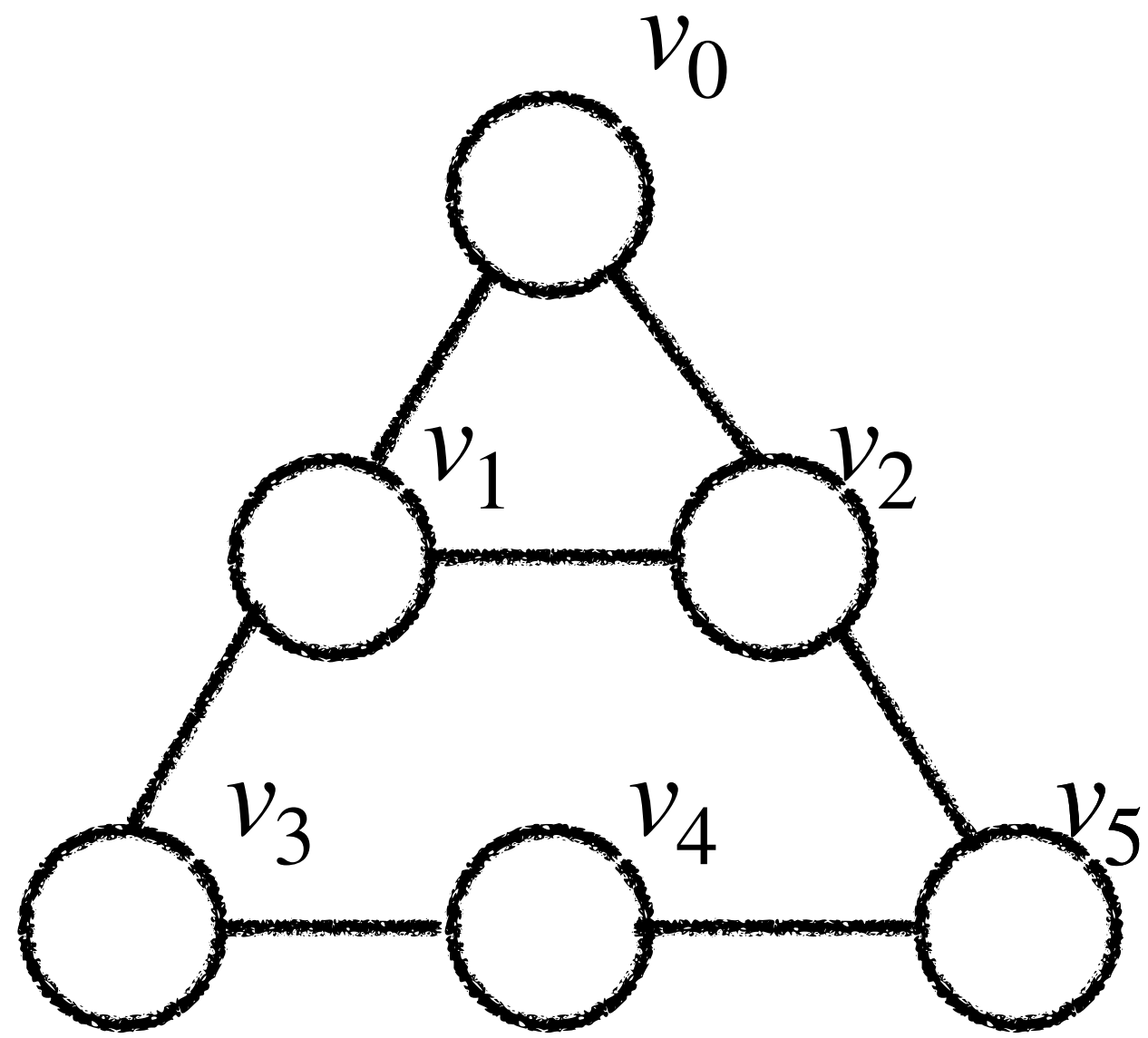


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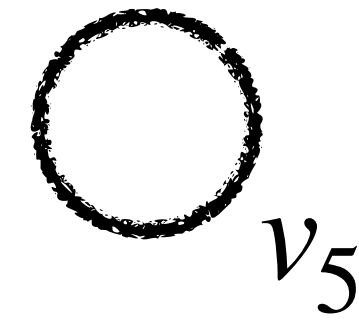
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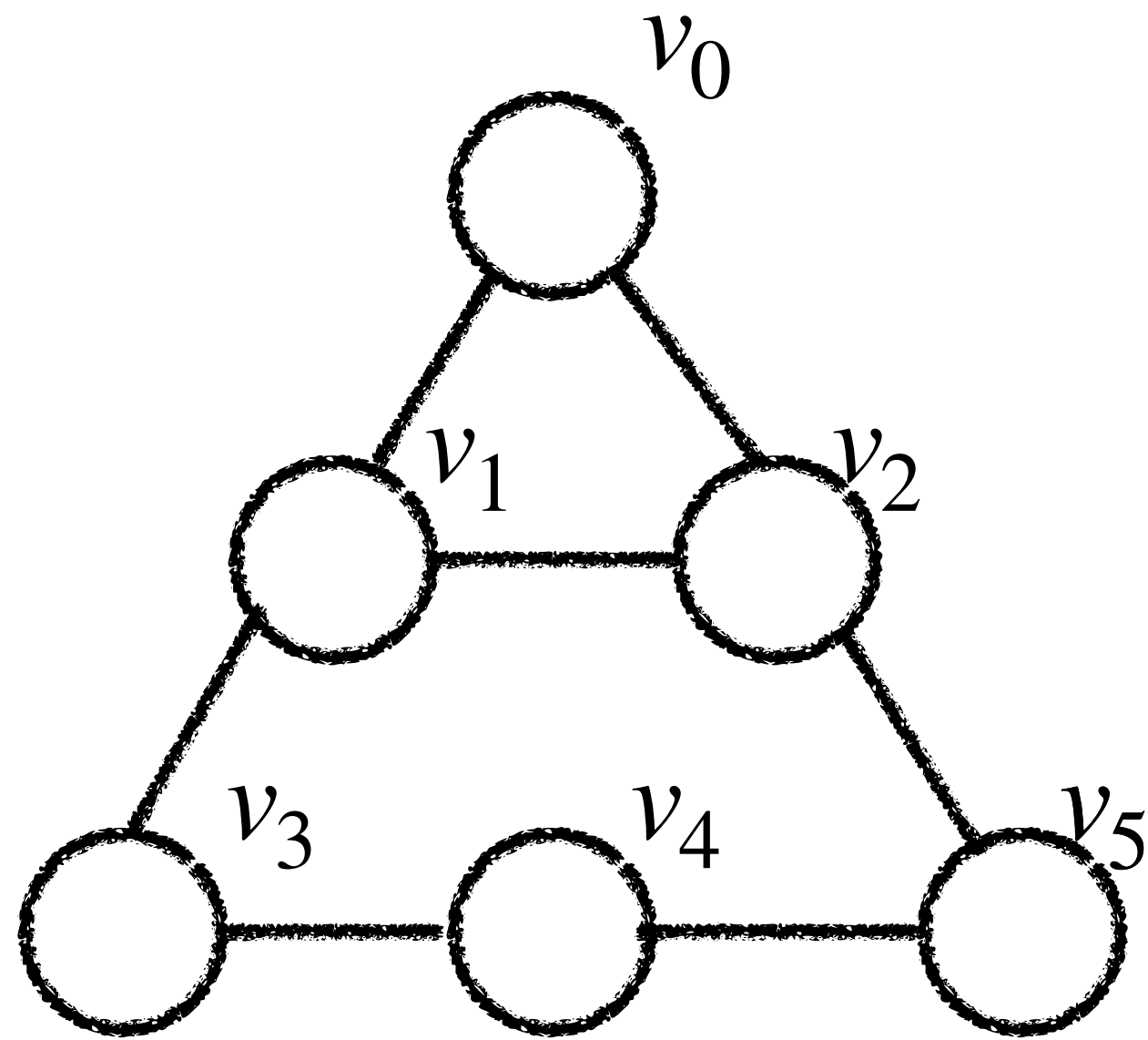


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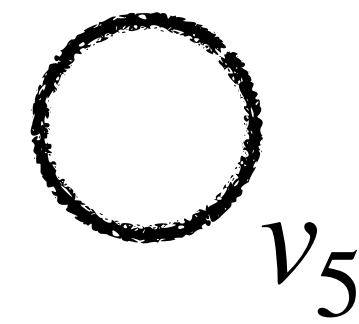
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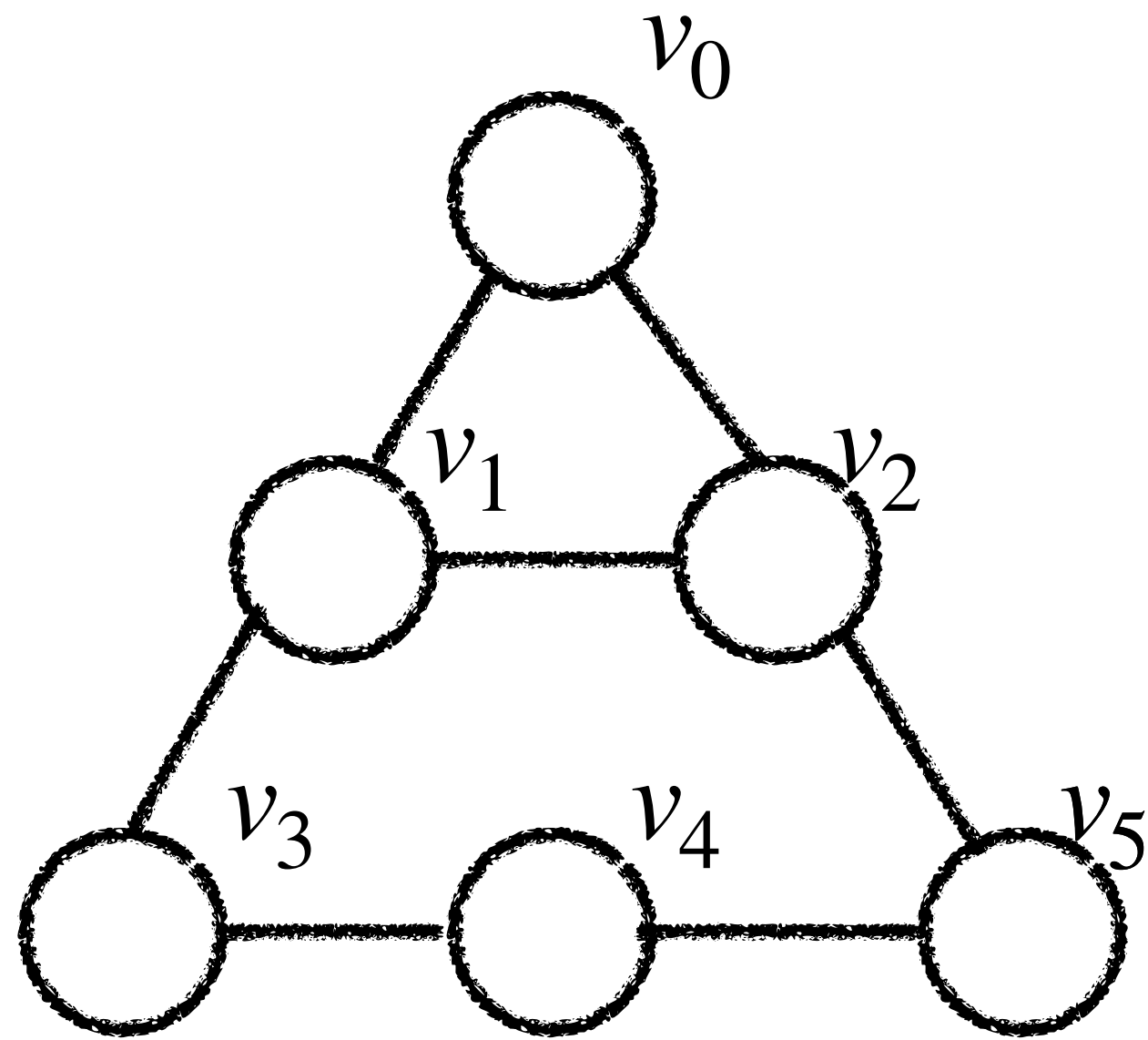


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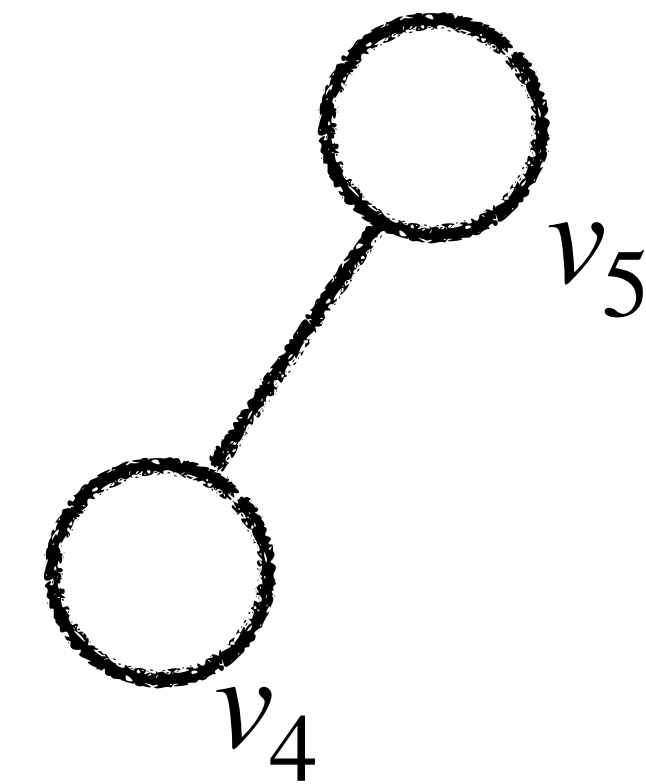
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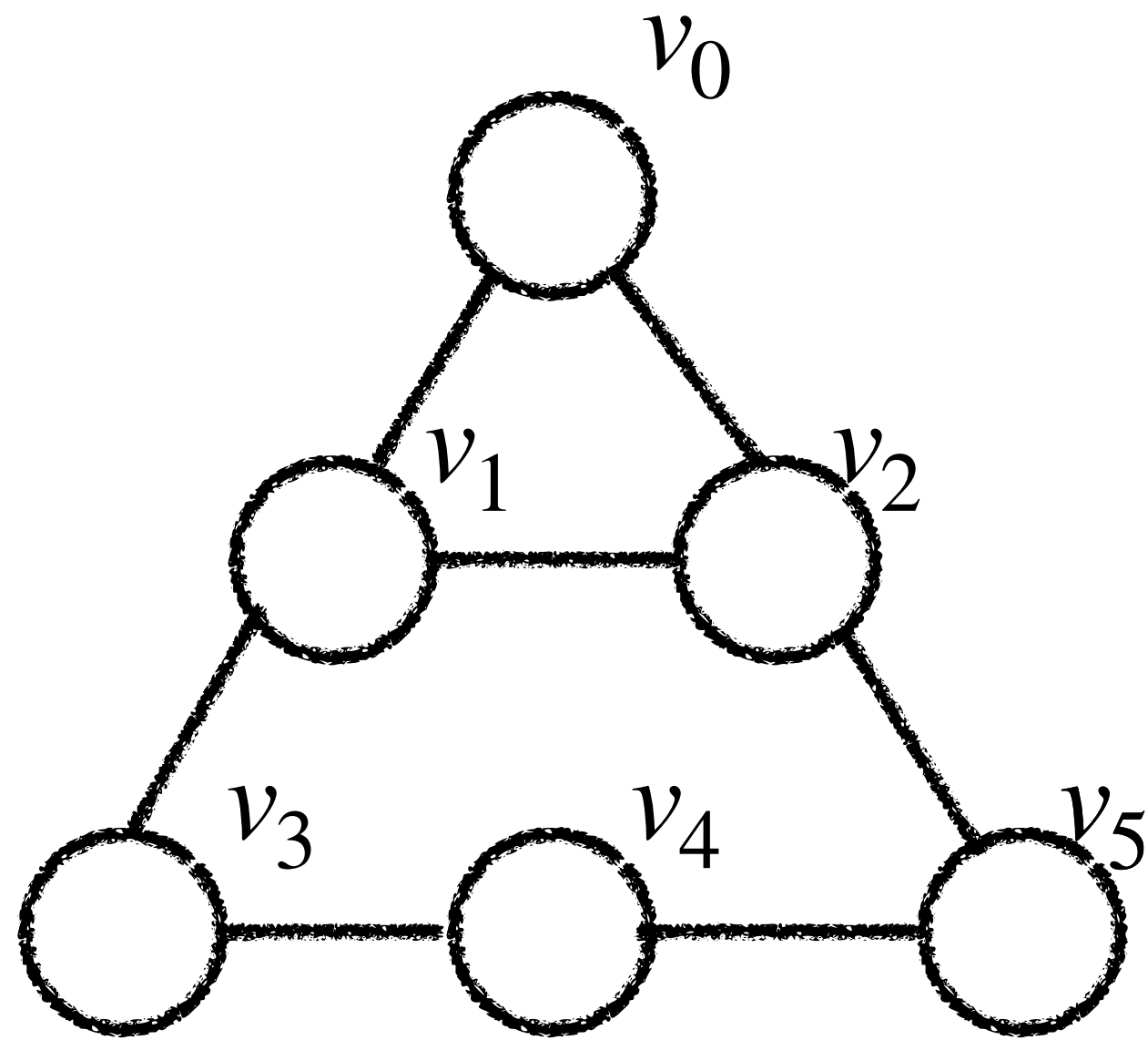


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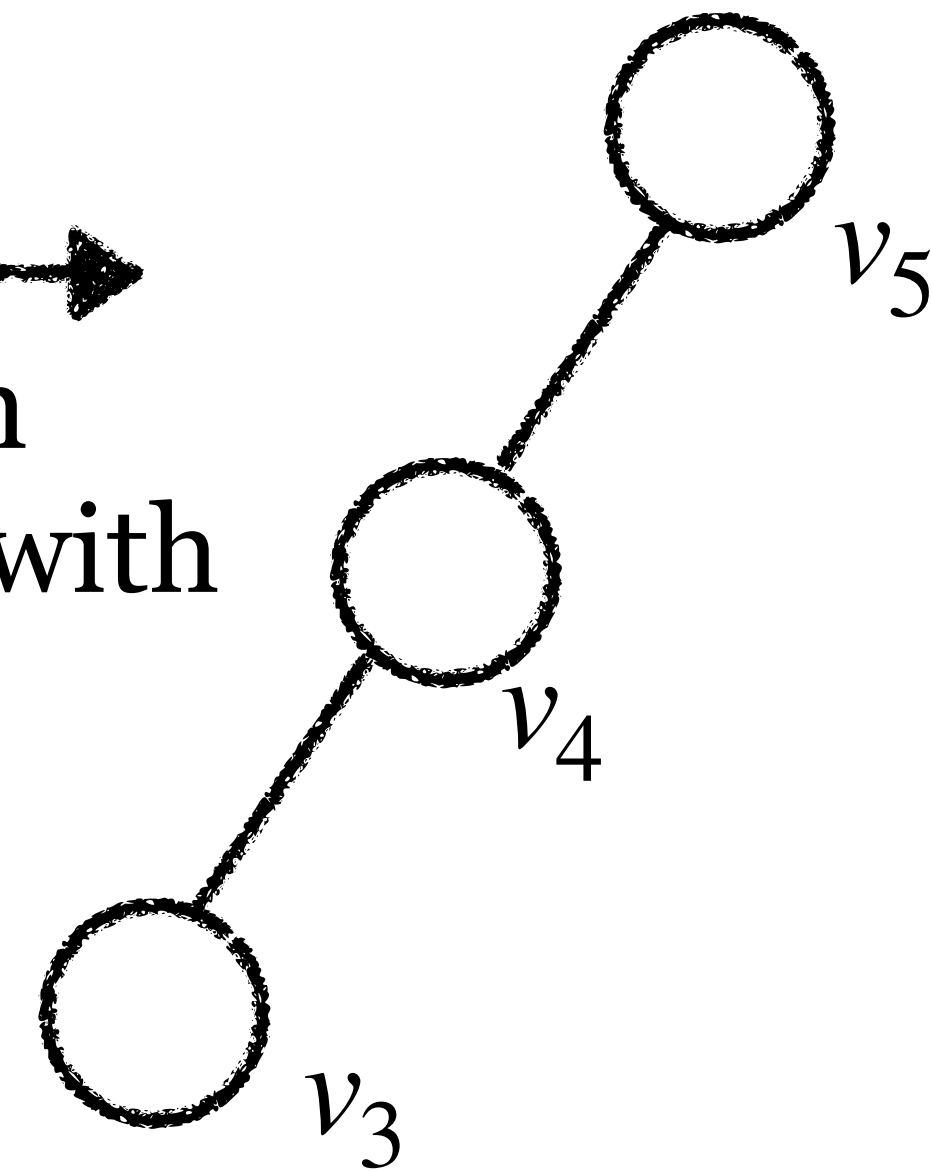
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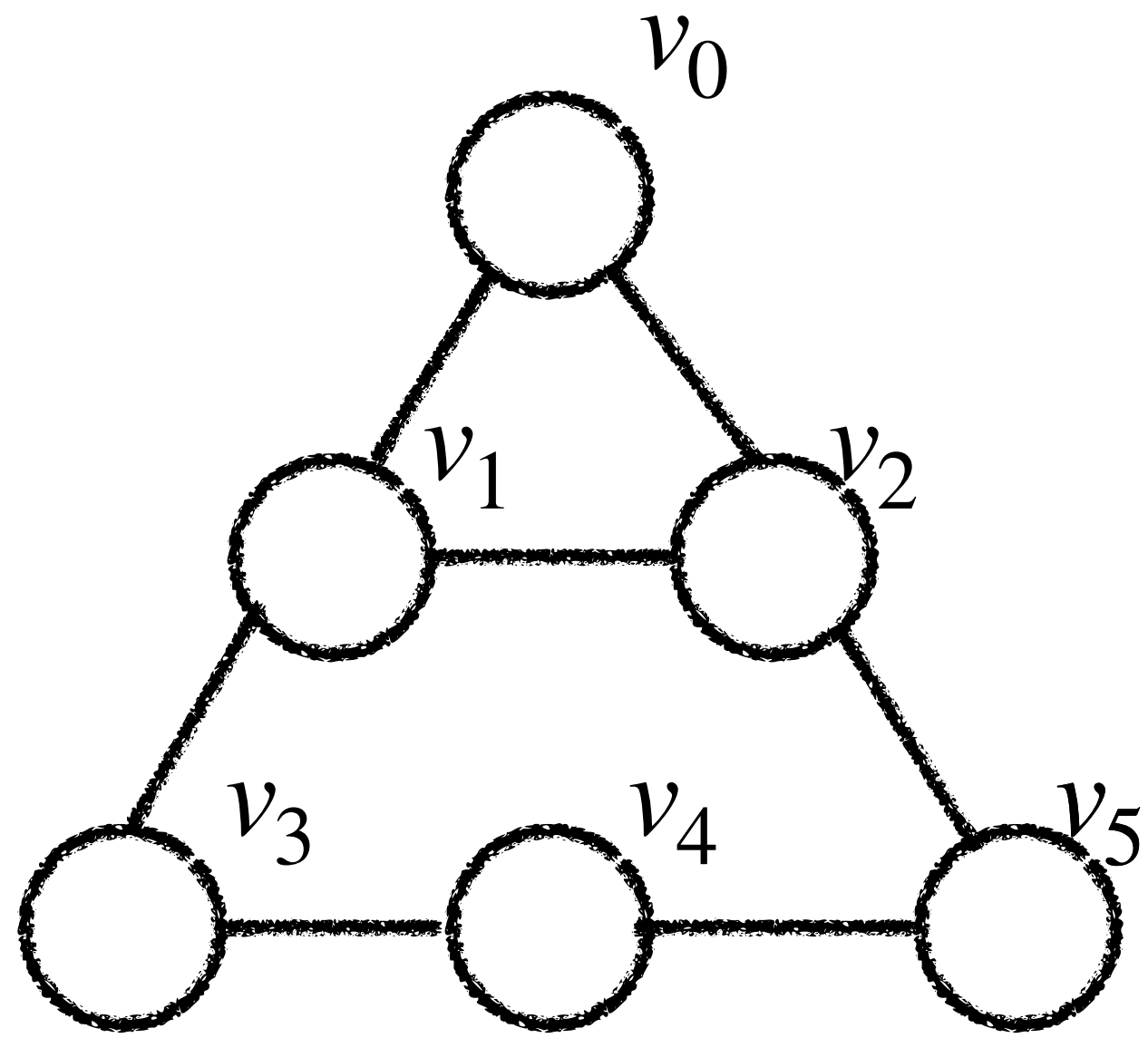


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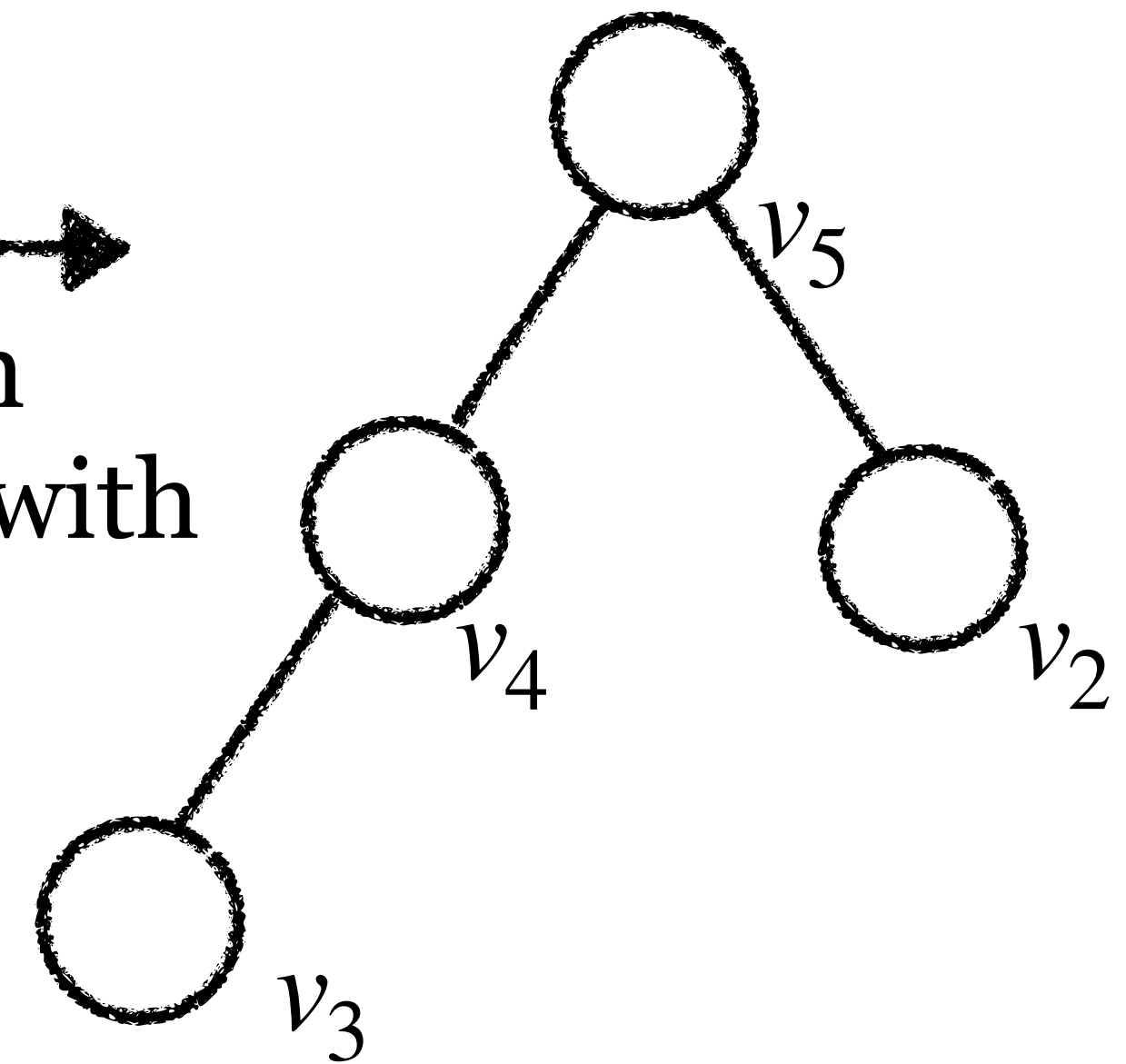
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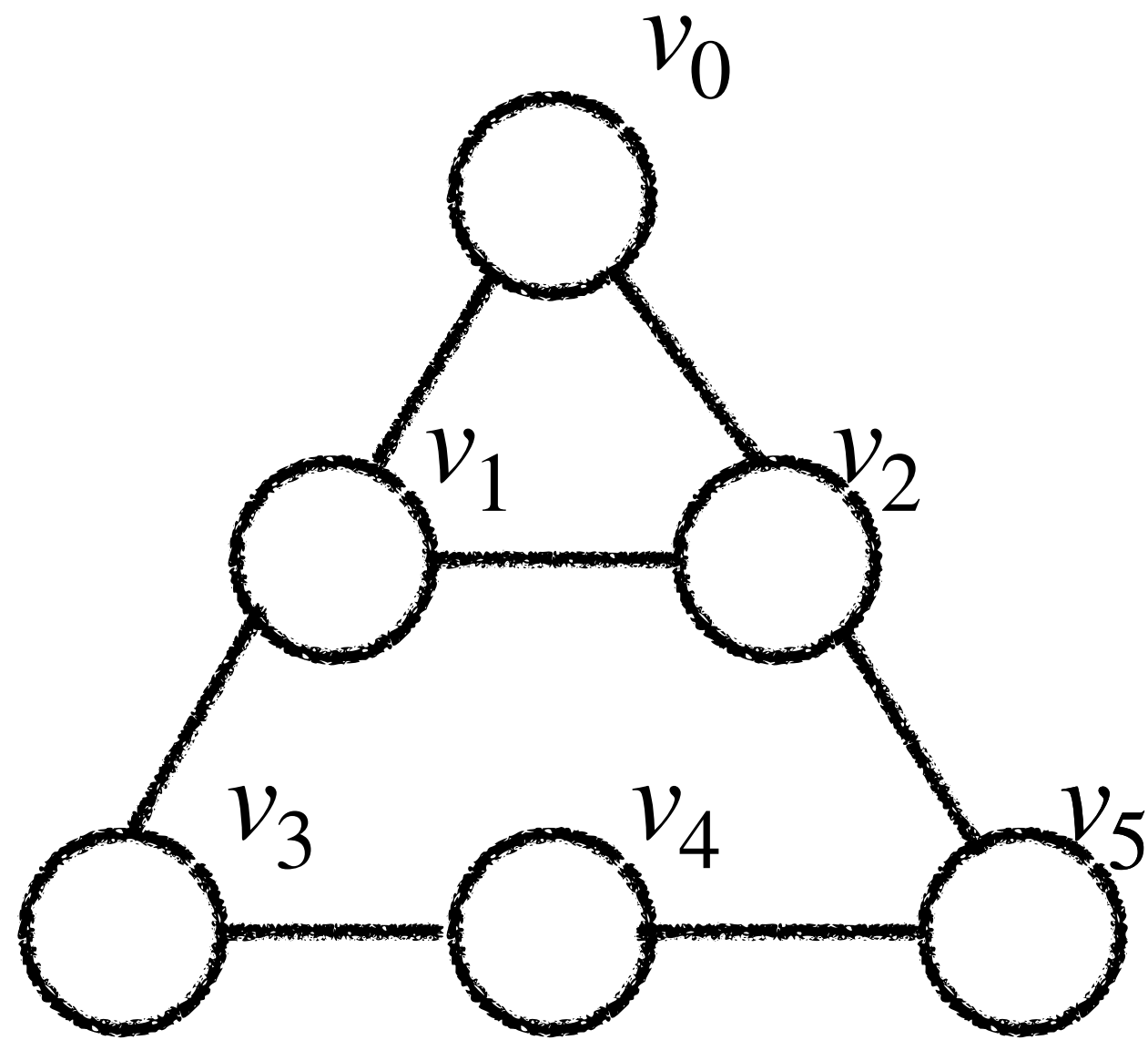


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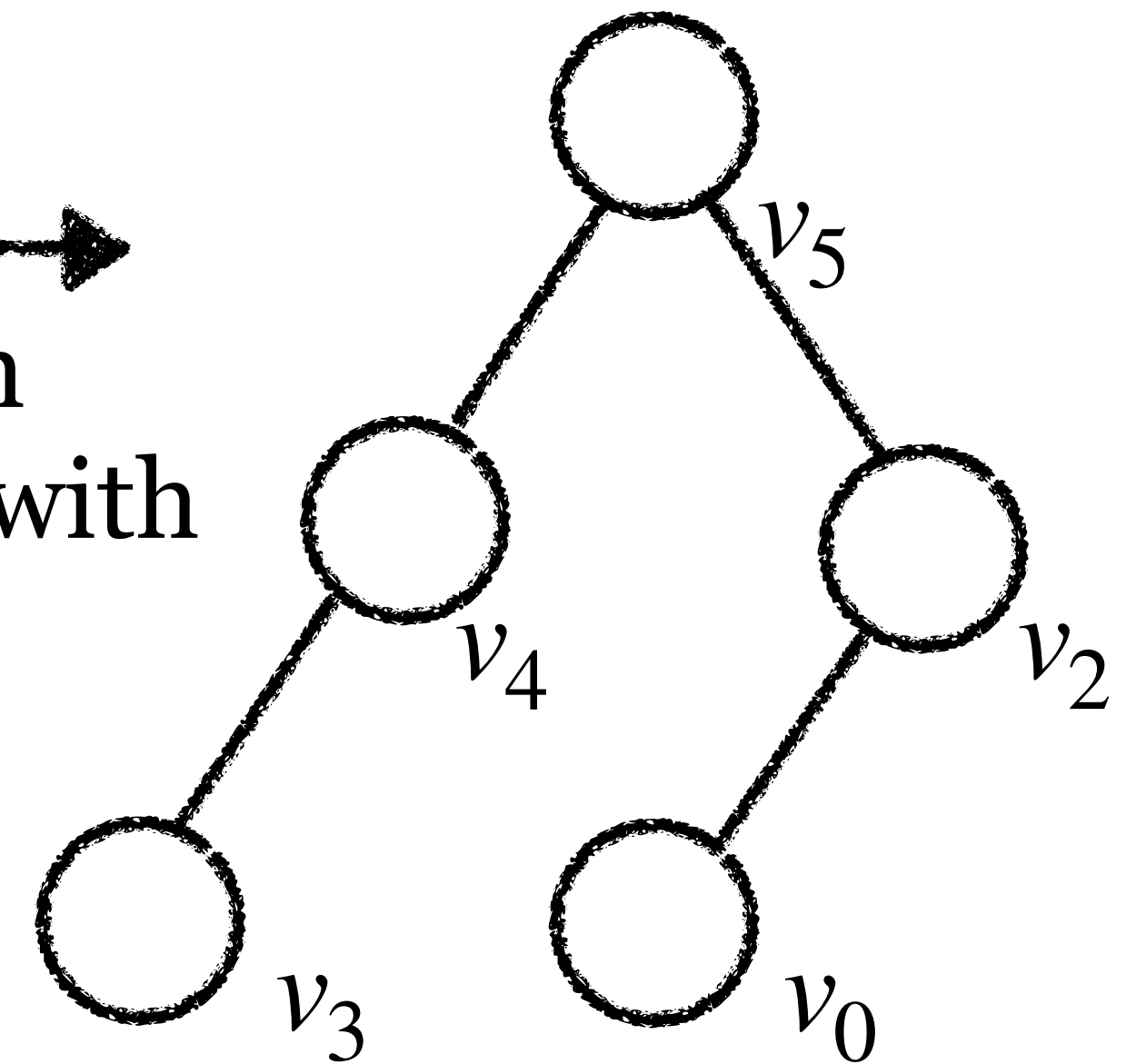
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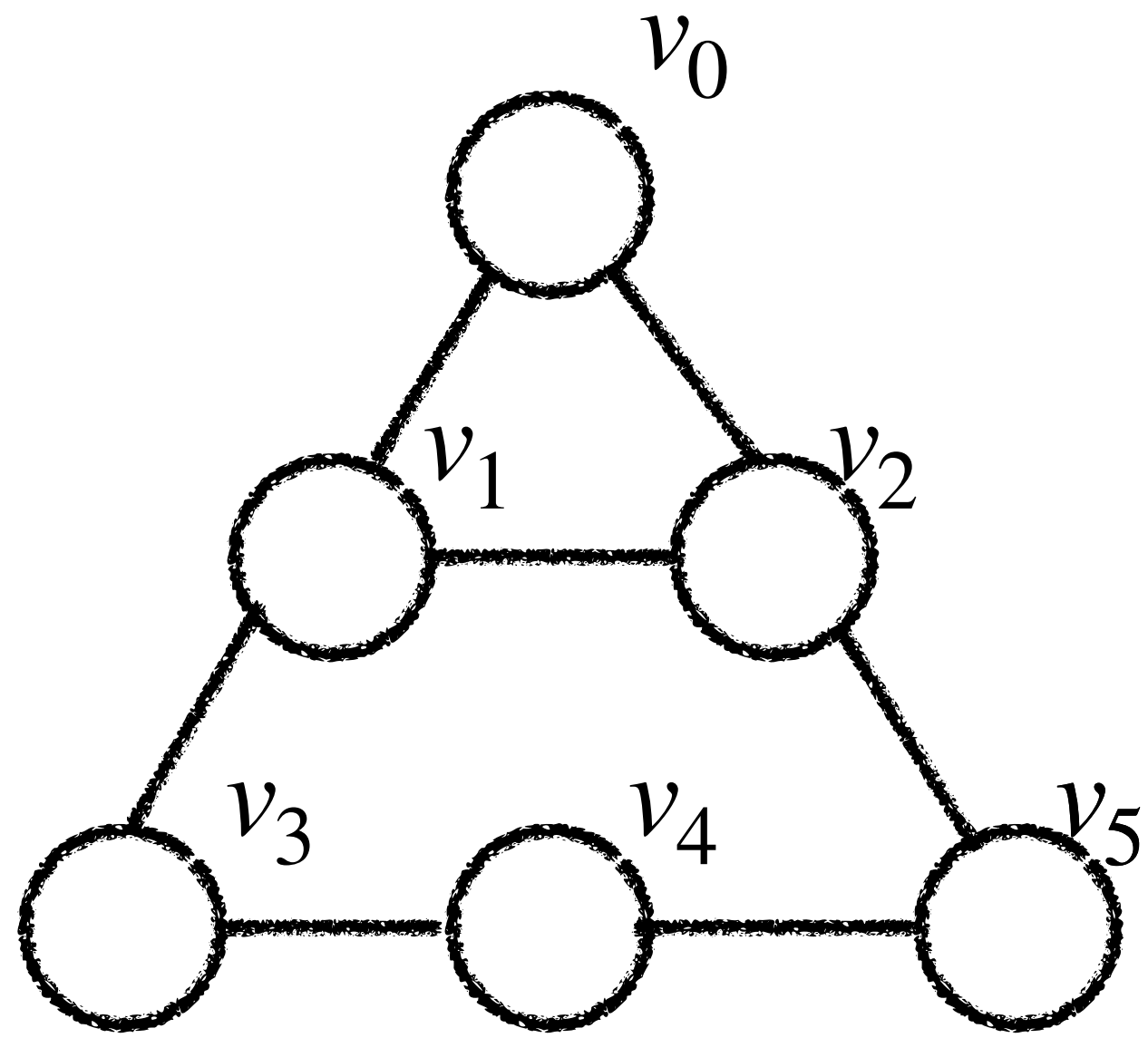


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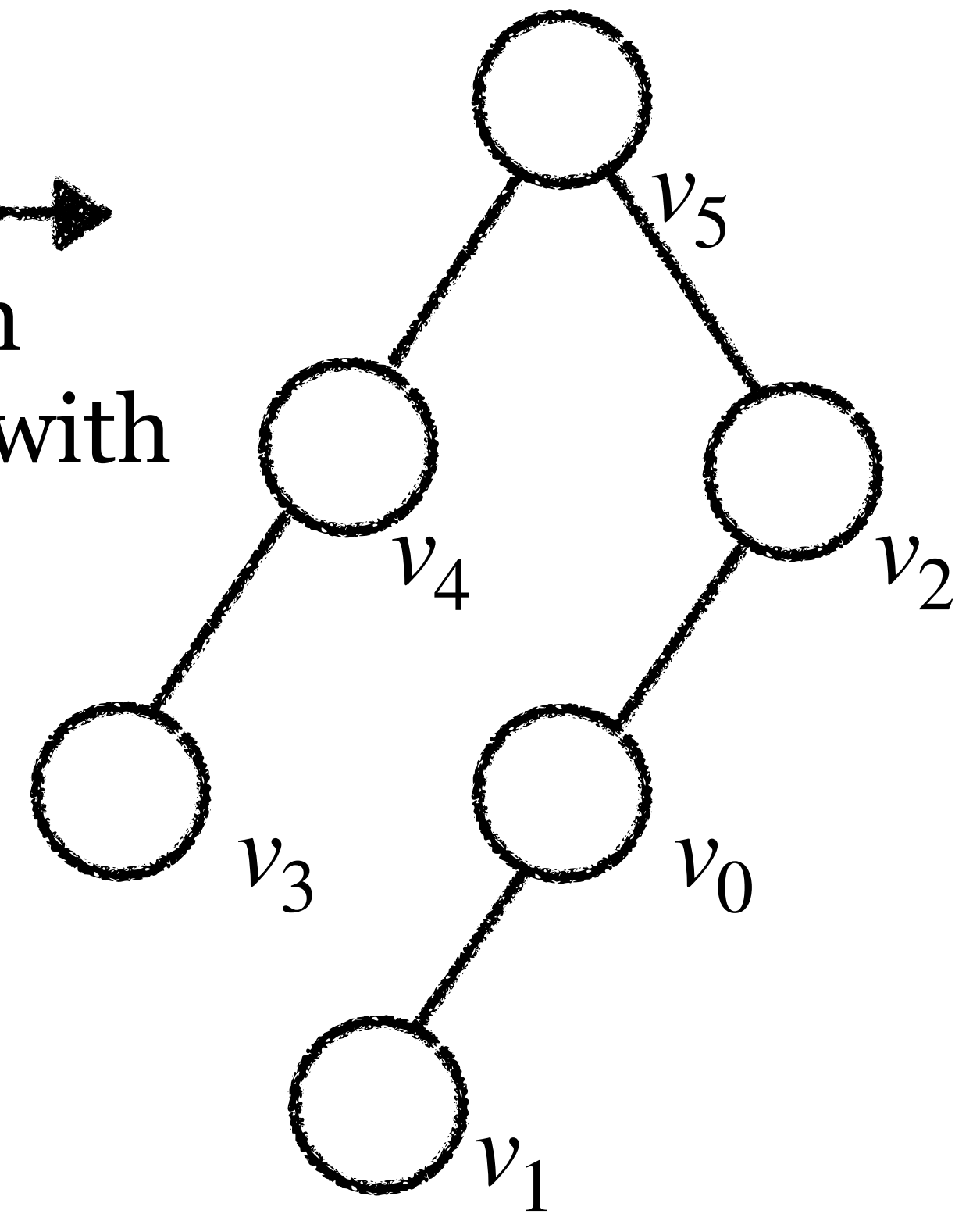
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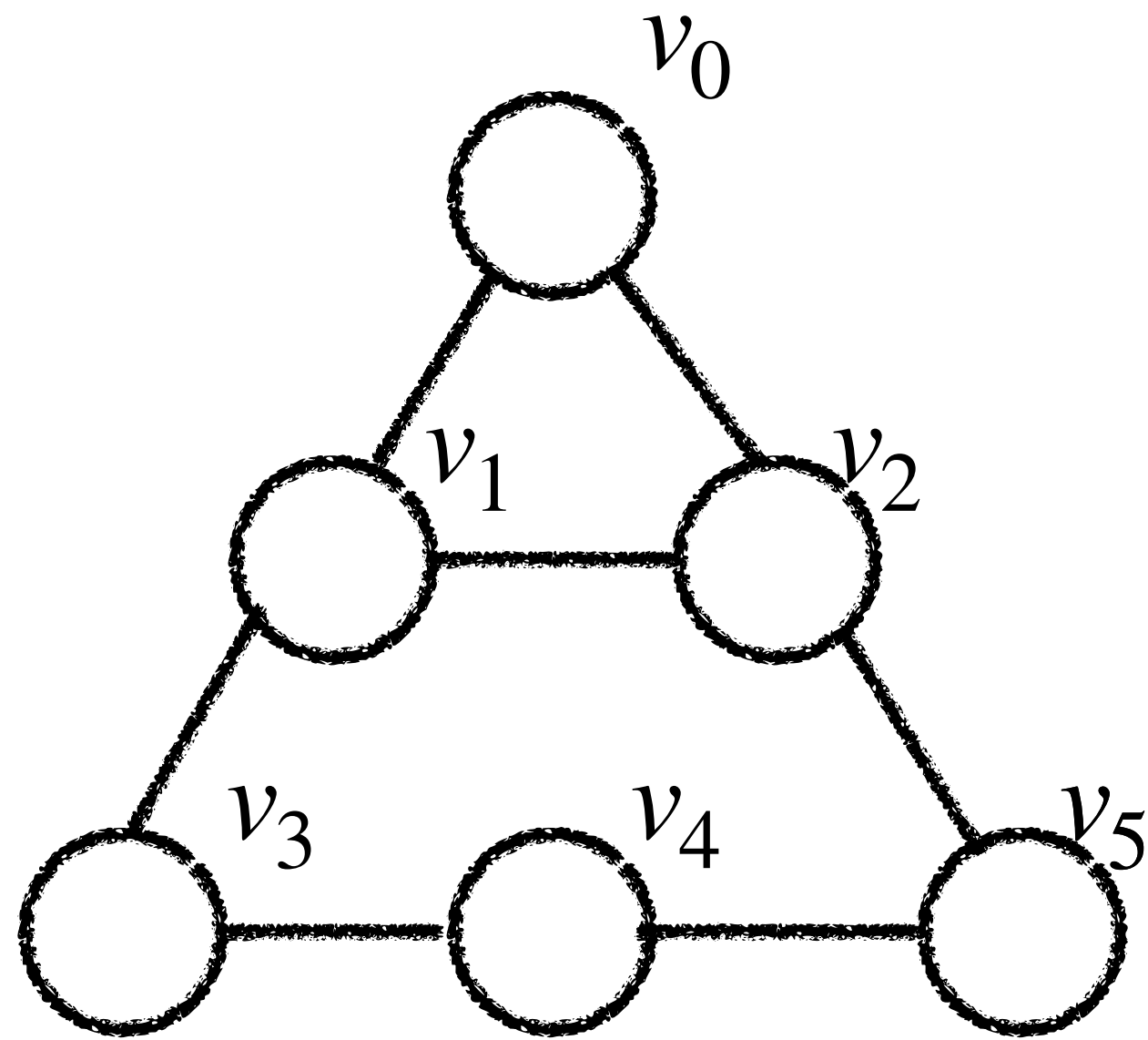


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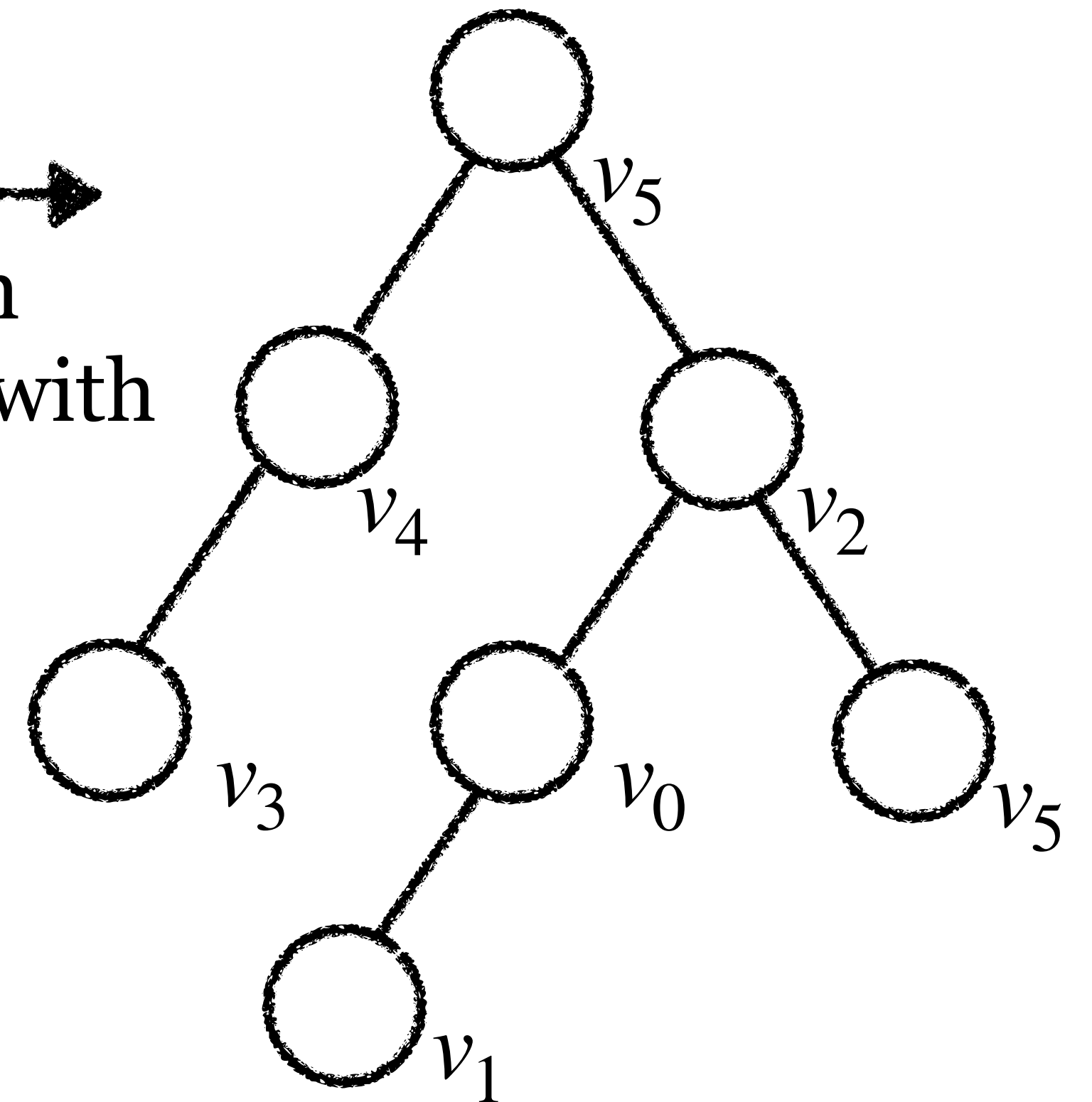
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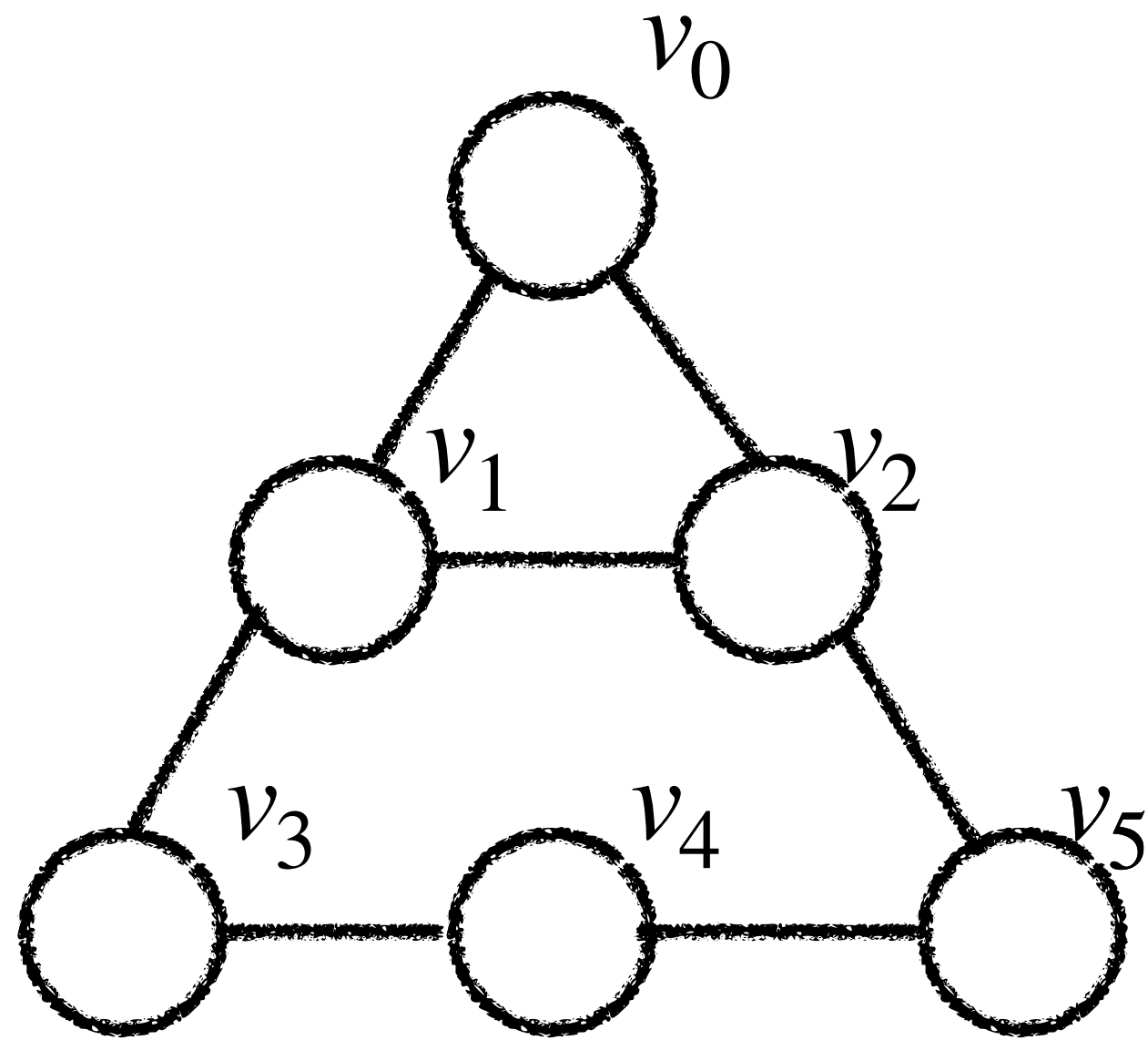


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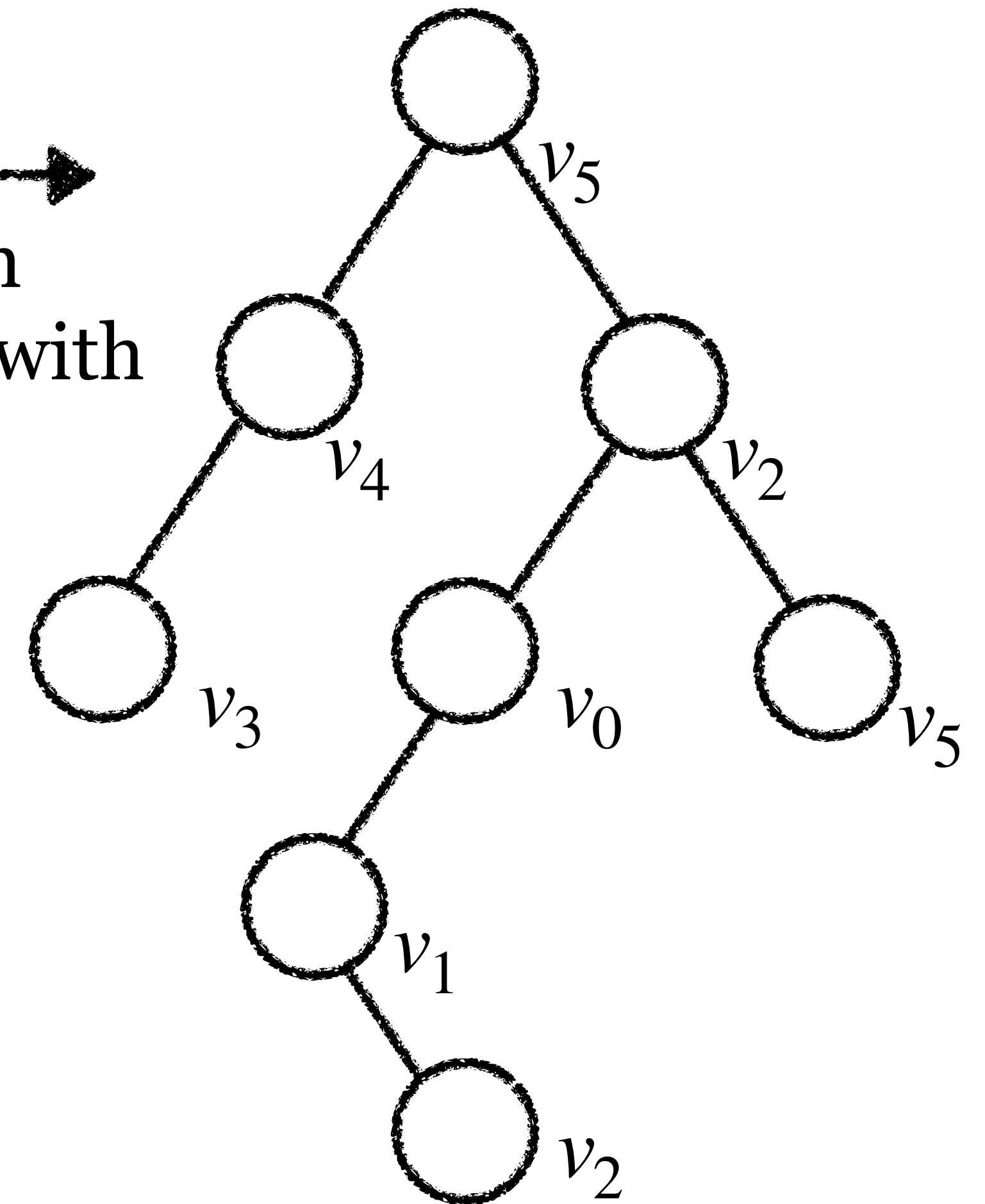
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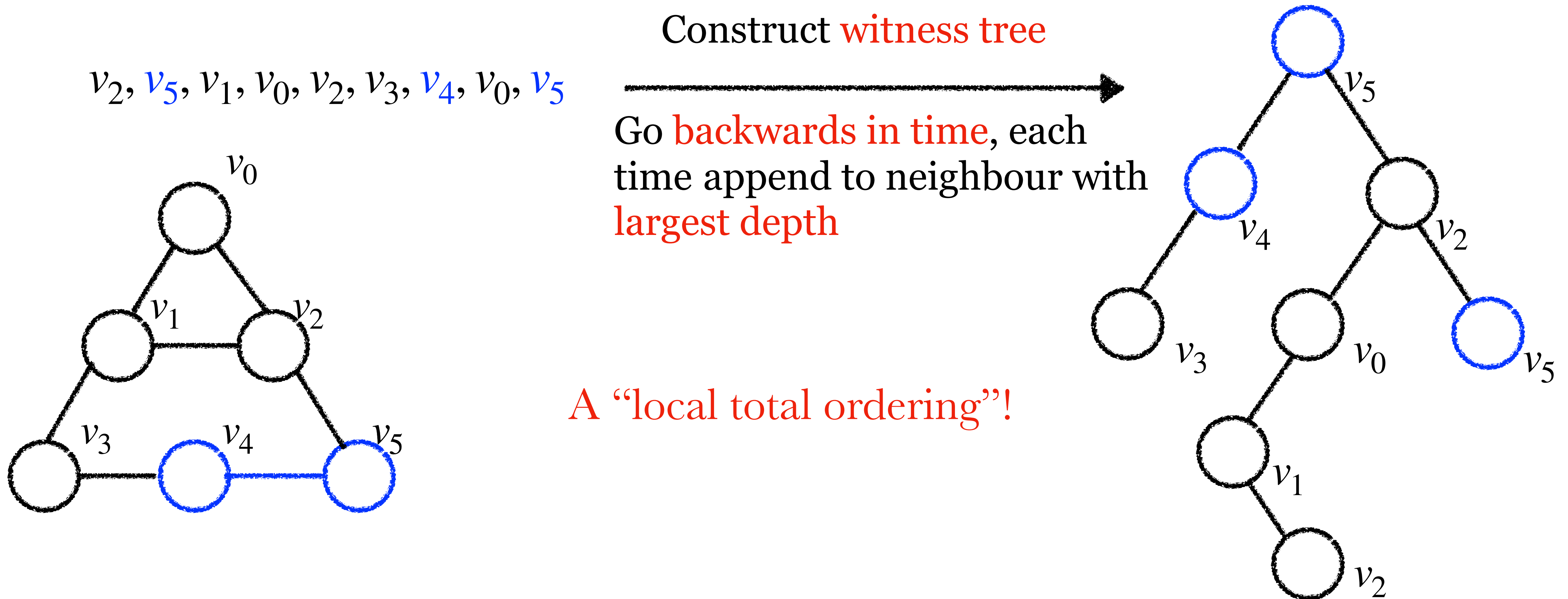


A “local total ordering”!

Derandomising random scan

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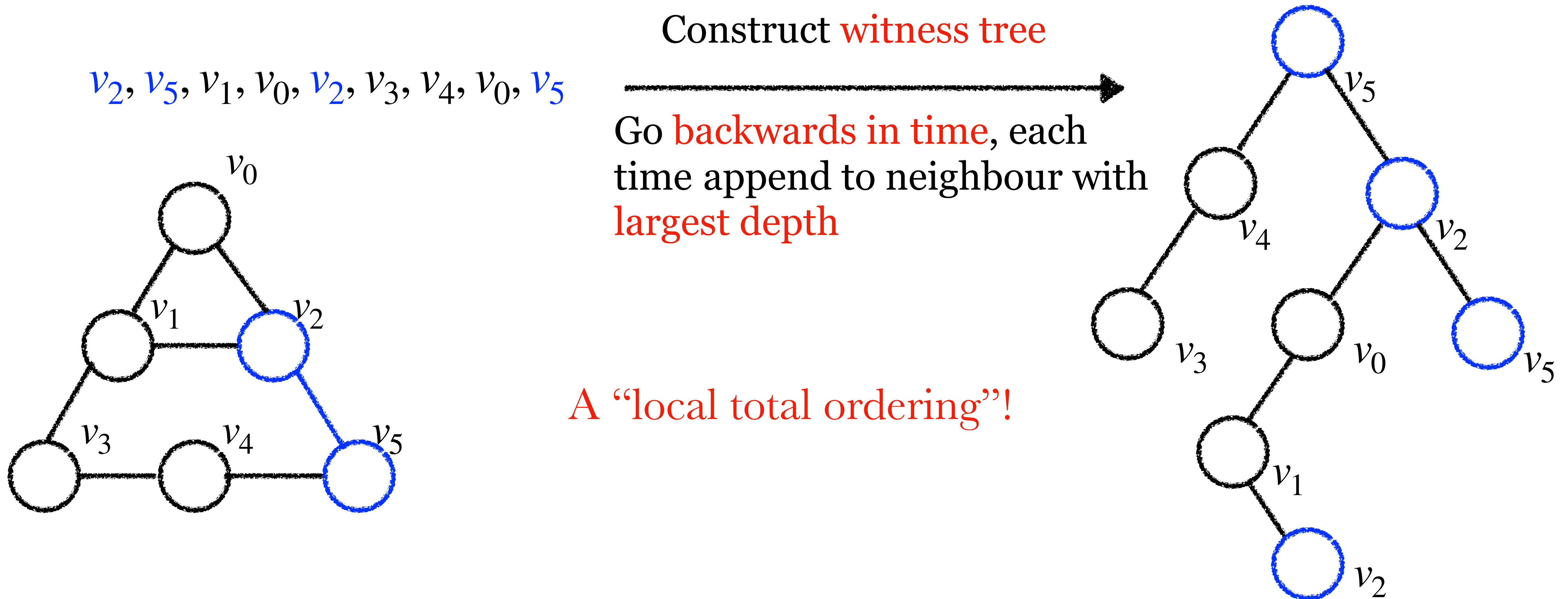
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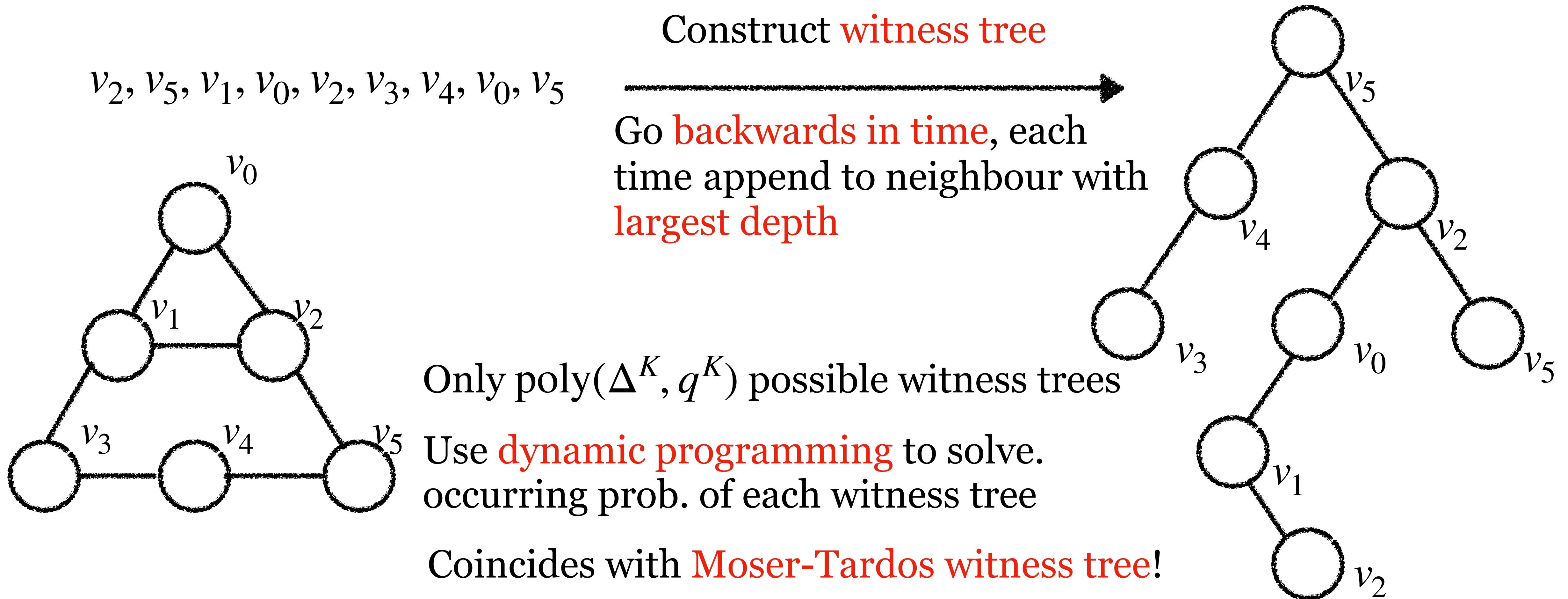
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Summary

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 ?