#### A Markov chain for lattice polytopes GASCom 2018

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#### Outlines

- 1. Context and motivations
- 2. Markov Chains
- 3. Random sampler of (d, k)-polytopes

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- 4. Mixing time
- 5. Conclusion

#### Polytope

A polytope is a convex hull of a finite set of points in an euclidean space.

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A lattice polytope is called full-dimensional if it is a *d*-dimensional object in  $\mathbb{N}^d$ .

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Example d = 2, k = 2



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Not exhaustive list !!

#### **Motivations**

Lattice (d, k)-polytopes :

- appear in both theoritical and applied mathematical fields.
- ▶ have been studied on their properties as a function of *d* and *k*.

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However :

- practically few things are known in high dimension : enumeration ? average number of vertices ? . . .
- exhaustive enumeration is prohibited due to combinatoric explosion.

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#### Why?

- to investigate the average properties of large-sized objects.
- ▶ to study the average behavior of algorithms applied to them.

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a concrete statistic analysis on abstract structures.

#### Why?

- to investigate the average properties of large-sized objects.
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- a concrete statistic analysis on abstract structures.

#### How?

- Ad-hoc methods.
- Combinatoric approach : recursive methods, Boltzmann samplers ...

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Probabilistic approach : Markov chains.

For fixed values of d and k, we are interested in the uniform distribution over all the lattice (d, k)-polytopes.

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#### What has been done?

Random samplers when d = 2.

 Random sampler of convex polygons in a disc [Devillers, Duchon, Thomasse '14]

 Boltzmann sampler of convex polyominoes [Bodini, Duchon, Jacquot, Mutafchiev '13]

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#### Our contribution

Uniform random sampler in general dimension using Markov chain.

### Reminders on Markov Chains

#### What is Doudou doing?





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# Reminders on Markov Chains

#### What is Doudou doing?



#### 0.9 0.7 Sleep Eat 0.05 0.3 0.8 0.05 Play 0.2

#### Example

The space of states  $\Omega = \{Sleep, Eat, Play\}$ 

| ( <i>P</i> ) |       |      |      |
|--------------|-------|------|------|
|              | Sleep | Eat  | Play |
| Sleep        | 0.9   | 0.05 | 0.05 |
| Eat          | 0.7   | 0    | 0.3  |
| Play         | 0.8   | 0    | 0.2  |

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### Stationnary distribution

- Let P be the transition matrix which describes the transition rules over Ω.
- A stationnary distribution  $\pi$  is a distribution witch satisfies :  $\pi = \pi P$ .

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#### Example

A stationnary distribution for Doudou is :

 $\pi$  = [0.884 0.0442 0.0718].

Doudou spents 88.4% of his time sleeping !!

Observing Doudou when it reaches its stationnary distribution means we pick at random a state following the distribution π.

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  - Irreducibility The underlying graph of the Markov chain is connected.
    - Every state is reacheable from any state in a finite number of steps.

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  - Irreducibility The underlying graph of the Markov chain is connected.
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  - Aperiodicity All the states has a period 1, where the period of a state x is the gcd(return times on x).
    - Note that an for an irreducible chain, every state has the same period.

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Symmetry For any two states x and  $y \in \Omega$ , P(x, y) = P(y, x).

#### Principle

1. Build a Markov chain which space of states  $\Omega$  is the set of lattice (d, k)-polytopes.

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- 2. Set up a set of transition rules (local operations) which permits to move along the chain and such that the stationnary distribution is the uniform.

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4. End up the walk in a (d, k)-polytope.

#### Principle

- 1. Build a Markov chain which space of states  $\Omega$  is the set of lattice (d, k)-polytopes.
- 2. Set up a set of transition rules (local operations) which permits to move along the chain and such that the stationnary distribution is the uniform.
- 3. Run a long enough random walk on the chain until we are **close enough** to the stationnary distribution.
- 4. End up the walk in a (d, k)-polytope.

We want to define the simplest set of transition rules, in order to later facilitate proofs on the necessary length of the walk.

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A Markov chain for (d, k)-polytopes

$$\begin{split} \Omega &:= \text{set of lattice } (d,k)\text{-polytopes.} \\ \text{Let } P \in \Omega \text{ be a } (d,k)\text{-polytope with vertex set } \mathcal{V}. \end{split}$$



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• sample at random a point  $x \in [0, k]^d$ .

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- ▶ If x is contained in P but is not a vertex of it, we loop on P.



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- ▶ If x is a vertex of P, then
  - If  $Q = \operatorname{conv}(\mathcal{V} \setminus \{x\})$  is *d*-dimensional, the transition goes from *P* to *Q*.

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• Otherwise, we loop on *P*.





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If V ∪ {x} is precisely the vertex set of its convex hull, then the transition goes from P to Q = conv(V ∪ {x}).



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#### Theorem

For all  $d \ge 2$  and for all positive k, the Markov chain is irreducible, aperiodic and symmetric.

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#### Theorem

For all  $d \ge 2$  and for all positive k, the Markov chain is irreducible, aperiodic and symmetric.

#### Corollary

The resulting random sampler is a quasi-uniform random sampler for d-dimensional (d, k)-polytopes.

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#### Sketch of proof

Symmetry Transition rules ensure that for any P and  $Q \in \Omega$ ,

$$\mathbb{P}(P,Q) = \mathbb{P}(Q,P) = egin{cases} rac{1}{(k+1)^d} \ 0 \end{cases}$$



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Aperiodicity There always exists  $P \in \Omega$  such that one can have a loop on it (take P as a simplex).





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- Irreducibility 1. Any  $P \in \Omega$  can be reduced as a simplex by a succession of deletion move.
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3. Given a simplex  $S \in \Omega$ , we can always perform a succession of insertion and deletion to reach any simplex S'.

#### Mixing time

▶ For any positive  $\varepsilon$ , the mixing time,  $t_{mix}(\varepsilon)$ , of a Markov chain is the amount of time the chain needs to reach a distribution whose distance to the stationnary distribution is less than  $\varepsilon$ .

#### Mixing time

- For any positive ε, the mixing time, t<sub>mix</sub>(ε), of a Markov chain is the amount of time the chain needs to reach a distribution whose distance to the stationnary distribution is less than ε.
- The diameter  $\delta$ , of the Markov chain's diameter is a lower bound on the mixing time.

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#### An intuitive lower bound



### Lower bounds on mixing time

| dimension    | n <sub>max</sub>   | lower bound on $t_{ m mix}$                |
|--------------|--|--|
| <i>d</i> = 2 | $12\left(\frac{k}{2\pi}\right)^{2/3} + O(k^{1/3}\log k)$ (1) | $t_{ m mix} \geq ck^{2/3}$                 |
| $d \ge 2$    | $c_1(d)r^{d\frac{d-1}{d+1}}(2)$                              | $t_{	ext{mix}} \geq c k^{drac{d-1}{d+1}}$ |

(1) Largest number of vertices of a polygon in  $[0, k]^2$  [Acketa, Zunic '95, Deza, Manoussakis, Onn '18].

(2) Largest number of faces of each dimension of a lattice polytope contained in a *d*-dimensional disc of radius *r* and centered in 0 [Barany, Larman '98].

#### Experimental results in dimension d = 2



FIGURE - Number of vertices

$$\mathbb{E}[n] \ge 6 \left(\frac{k}{2\pi}\right)^{2/3} \sim \frac{n_{\max}}{2}$$

FIGURE - Area

$$\mathbb{E}[a] \leq rac{3}{4}k^2$$

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#### Conclusion

- ▶ Uniform distribution over the (*d*, *k*)-polytopes.
- Built a random sampler resulting from a Markov chain.
- Obtain better bounds on mixing time using spectral gap analysis.
- ▶ Find out different transition rules that makes it easier to sample.

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# Thank you for your attention !