Perfect Simulation and Non-monotone Markovian Systems

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Discrete Event System

System description: $(\mathcal{X}, \pi^0, \mathcal{E}, p, \phi)$

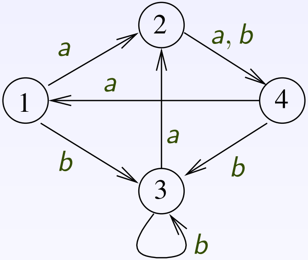
- Finite state space $\mathcal{X}$.
  Without loss of generality, $\mathcal{X} = \{1, \ldots, N\}$.
- Probability measure π^0 on $\mathcal{X}$:
  $\pi^0_x \geq 0, \ x \in \mathcal{X}$ is the probability that the system is in state x at time 0.
- Finite set of events $\mathcal{E}$.
- Probability measure p on $\mathcal{E}$:
  $p_e > 0, \ e \in \mathcal{E}$ is the probability of event e.
- Transition function $\phi \ : \ \mathcal{X} \times \mathcal{E} \ \rightarrow \mathcal{X}$.

Discrete Event System (II)

Evolution of the system (over n steps):

1. Choose initial state X_0 with probability measure π^0.
2. For $i = 1$ to n do:
   - Choose an event $e_i \in \mathcal{E}$ with probability measure p
   - $X_i := \phi(X_{i-1}, e_i)$

Example



Let $p_a = 1/3, p_b = 2/3$, and $\pi^0 = (1/4, 1/4, 1/4, 1/4)$.

A possible trajectory of the system is
$1 - 3 - 3 - 2 - 4 - 1 - 3 - 3 - \cdots$ starting from state 1 and for sequence of events $bbababb\ldots$.

Remarks

Random sequence $\{X_n\}_{n\in\mathbb{N}}$ is a discrete time Markov chain (DTMC) with transition probability matrix:

$$P_{i,j} \stackrel{\text{def}}{=} \mathbb{P}(X_n = j | X_{n-1} = i) = \sum_{e\in\mathcal{E}} p_e \mathbf{1}_{\phi(i,e)=j}.$$

Furthermore, every DTMC can be represented in a form $(\mathcal{X}, \pi^0, \mathcal{E}, p, \phi)$. For a chain with N states, we can construct an event representation with at most N^2, with complexity $O(N^2)$.

Sampling the Steady-state

Assumption: $\{X_n\}_{n \in \mathbb{N}}$ is ergodic.

Question

How to sample its stationary distribution π?

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Answer: solve the linear system $\pi = \pi P$ to find π, then use discrete probability measure sampling.
Complexity of computing π: $O(N^3)$ (where $N = |\mathcal{X}|$).

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Question

How to avoid computing π?

Monte-Carlo Simulation

Algorithm:

- Sample X_0 from π^0.
- For $i = 1$ to n:
  - Sample e_i from p.
  - $X_i = \phi(X_{i-1}, e_i)$.

Output: a sample from the probability measure $\pi^0 P^n$.

Complexity: $O(\mathcal{C}(\phi)n)$.
(Remark: sampling from discrete probability measure can be done in $O(1)$ using alias method [Walker, 74].)

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Inconvenient: approximation.
Error estimation is difficult: depends on the second eigenvalue of P which is hard to compute [Brémaud, Glynn, Whitt, Hordijk].

Perfect Simulation

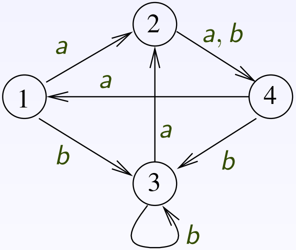
Goal:

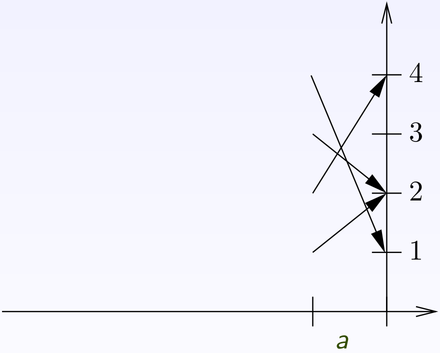
- unbiaised samples of π without coputing it (nor P).
- finite stopping time.

First results (theoretical and existential) [Borovkov 75, Glynn 96]

Propp and Wilson (1996) proposed backward coupling algorithm.

Backward coupling





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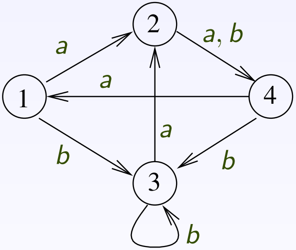

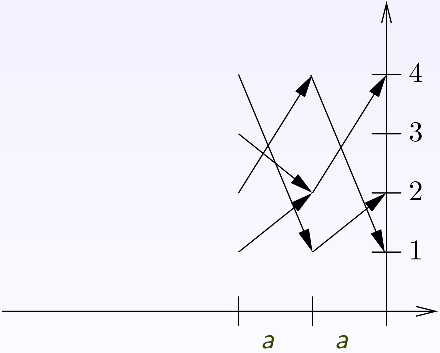

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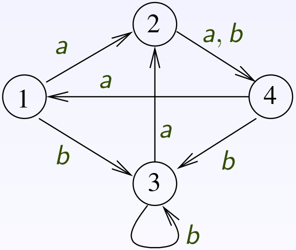

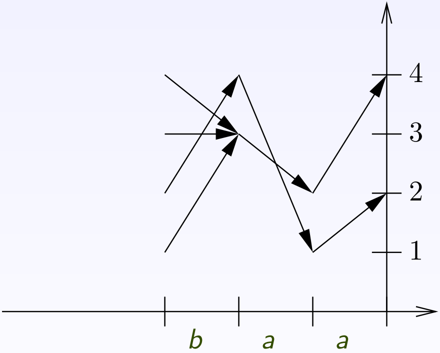

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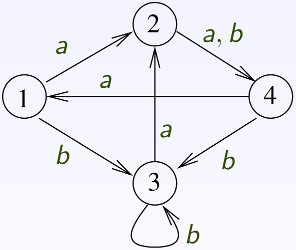

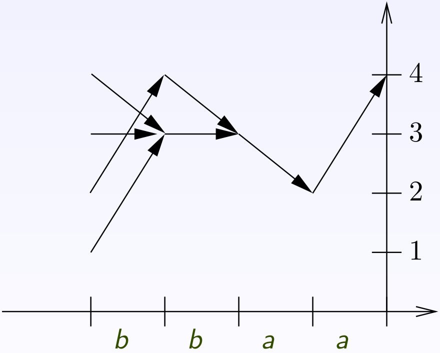

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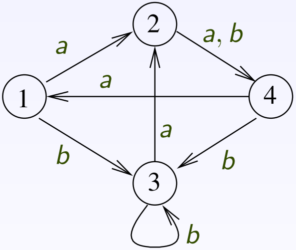

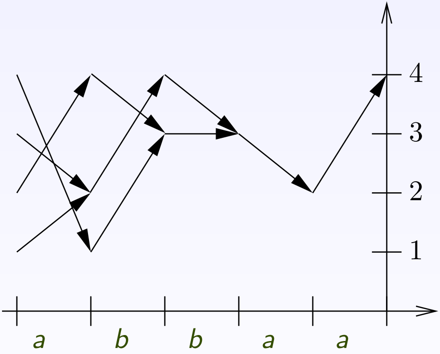

Backward coupling (II)

$$\Phi^n(x, e_{1\to n}) \stackrel{\text{def}}{=} \Phi(\ldots\Phi(\Phi(x, e_1), e_2), \ldots, e_n).$$

For $A \subset \mathcal{X}$, $\Phi^n(A, e_{1\to n}) \stackrel{\text{def}}{=} \{\Phi^n(x, e_{1\to n}), x \in A\}$.

Theorem ([Propp and Wilson (1996)])

There exists $\ell \in \mathbb{N}$ such that

$$\lim_{n\to\infty} \left|\Phi^n(\mathcal{X}, e_{-n+1\to 0})\right| = \ell \textit{ almost surely.}$$

The system couples if $\ell = 1$. In that case, the value of $\Phi^n(\mathcal{X}, e_{-n+1\to 0})$ is steady state distributed.

Coupling time: $\tau^b \stackrel{\text{def}}{=} \min\{n \in \mathbb{N} \ : \ |\Phi^n(\mathcal{X}, e_{-n+1\to 0})| = 1\}$.

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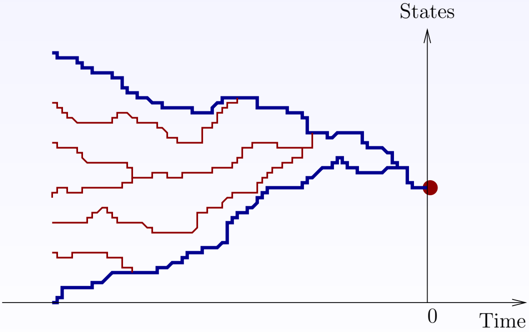
Inconvenient: Complexity $O(\tau^b \mathcal{C}(\phi) N)$.

Monotone systems

Assumption: state space is partially ordered ($\prec$) and transition function is monotone:

$$x \prec y \Rightarrow \forall e \in \mathcal{E}, \phi(x,e) \prec \phi(y,e).$$



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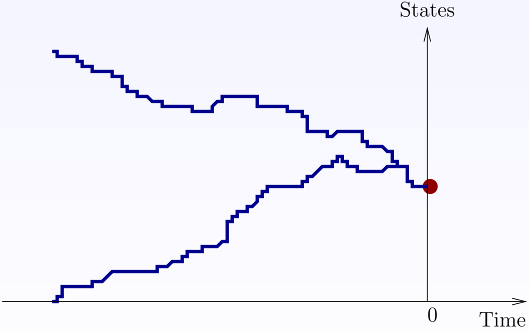
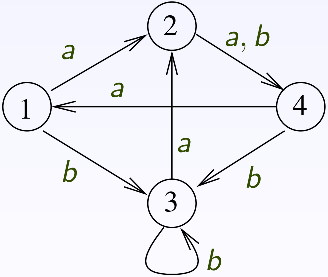


Non-monotone case

Question

What to do with non-monotone events?



Non-monotone case (II)

Assumption: $(\mathcal{X}, \prec)$ is a complete lattice.
Let $T \stackrel{\text{def}}{=} \sup \mathcal{X}$ and $B \stackrel{\text{def}}{=} \inf \mathcal{X}$.
New transition function $\Gamma : \mathcal{X} \times \mathcal{X} \times \mathcal{E} \to \mathcal{X} \times \mathcal{X}$

$$\Gamma_1(m, M, e) \stackrel{\text{def}}{=} \inf_{m \prec x \prec M} \phi(x, e)$$
$$\Gamma_2(m, M, e) \stackrel{\text{def}}{=} \sup_{m \prec x \prec M} \phi(x, e).$$

Theorem

If $\Gamma^n(B, T, e_{-n+1\to 0})$ hits the diagonal $\mathcal{D}$ (i.e. states of the form (x, x)) in finite time: $\tau^e \stackrel{\text{def}}{=} \min \left\{ n : \Gamma^n(B, T, e_{-n+1\to 0}) \in \mathcal{D} \right\}$, then $\Gamma^{\tau_e}(B, T, e_{-\tau_e+1\to 0})$ has the steady state distribution π.

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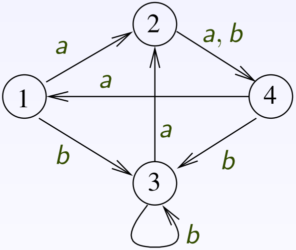
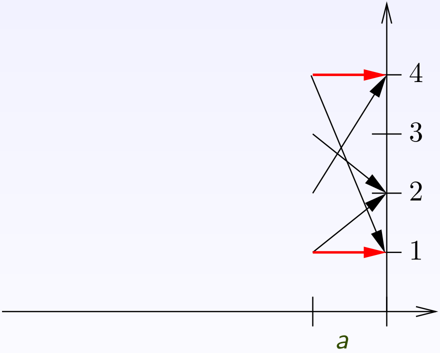
Proof: If $(m_0, M_0) \stackrel{\text{def}}{=} \Gamma^n(B, T, e_{-n+1\to 0})$, then the set $\phi^n(\mathcal{X}, e_{-n+1\to 0})$ is included in $\{x : m_0 \prec x \prec M_0\}$. If the latter is reduced to one point, so is the set $\phi^n(\mathcal{X}, e_{-n+1\to 0})$.

Example





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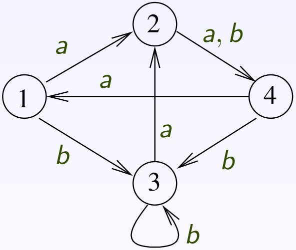

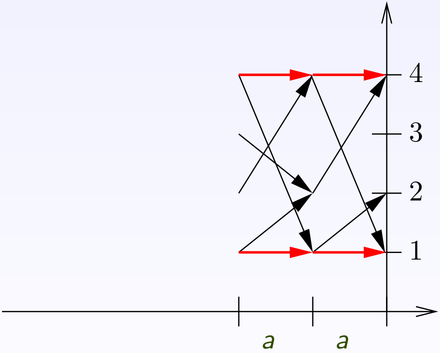

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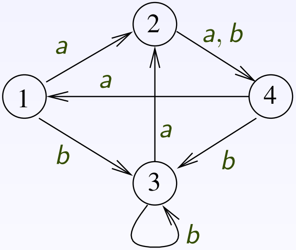

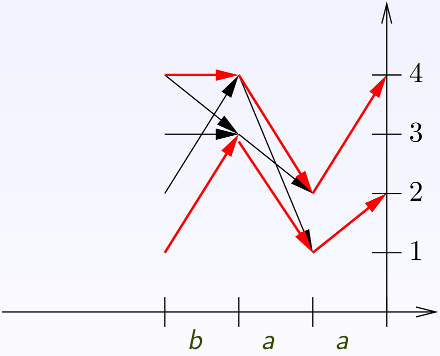

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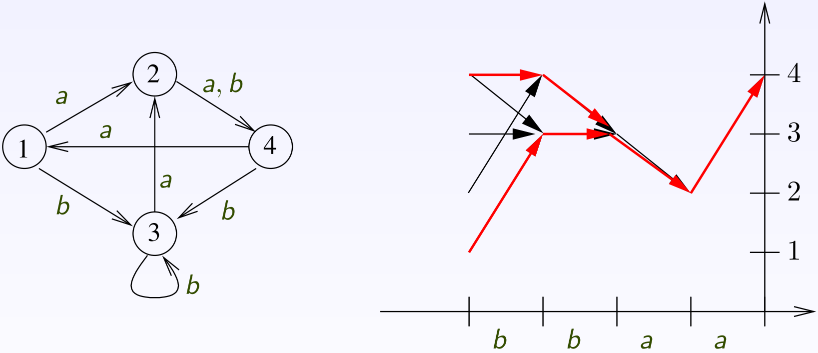

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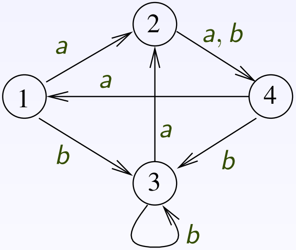

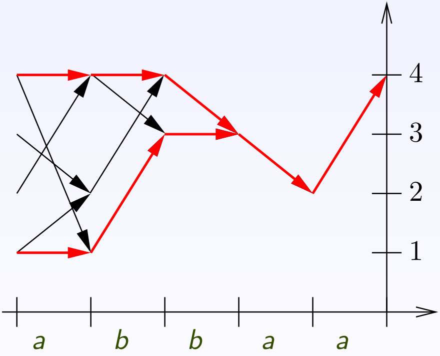

Envelope perfect simulation

Data: - Φ , $\{e_{-n}\}_{n\in\mathbb{N}}$

- Γ the pre-computed envelope function

Result: A state $x^* \in \mathcal{X}$ generated according to the stationary distribution of the system

```
begin
    n = 1; M := T; m := B;
    repeat
        for i = n − 1 downto 0 do
            (m, M) := Γ(m, M, e_{−i});
        n := 2n;
    until M = m ;
    x* := M;
    return x*;
end
```

Complexity: $O(\mathcal{C}(\Gamma)\tau^e)$ (to compare with $O(\mathcal{C}(\phi)N\tau^b)$).

Comments

1. Everything works the same if Γ_1 (resp. Γ_2) is replaced by a lower (resp. upper) bound on the infimum (res. supremum).
2. The definition of the envelopes is based on the constructive definition Φ of the Markov chain. For a new event representation Φ' of the Markov chain envelopes are modified accordingly.
3. If the function $\Phi(., e)$ is non-decreasing for all event e, then for any $m \leq M$, $\Gamma_1(m, M, e) = \Phi(m, e)$ and $\Gamma_2(m, M, e) = \Phi(M, e)$, so that Algorithm EPSA coincides with the classical monotone perfect simulation algorithm for monotone Markov chains.

Problems

- The envelopes may not couple even if the trajectories do.

  Example: a single queue with batch arrivals of size 3 and batch services of size 2. (Notation: $(+3, -2)$ queue.)
  If the whole batch cannot be accepted, the batch is rejected (blocking).

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- The complexity of envelope computation might be too high.
  Complexity of EPSA: $O(\mathcal{C}(\Gamma) \cdot \tau^e)$.
  $\mathcal{C}(\Gamma)$ should not depend on N!

Queuing networks

Most of the events are piece-wise space homogeneous (i.e. $\phi(x, e) = x + v_R$ for x in region R) and we often have: $\mathcal{C}(\Gamma) \sim \mathcal{C}(\phi)$.
Difference between PSA and EPSA in $N\tau^b$ and τ^e.

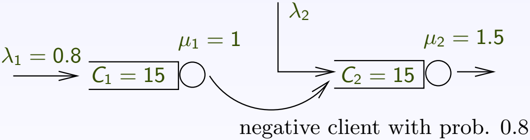


Figure: A network with negative customers.

Queuing networks (II)

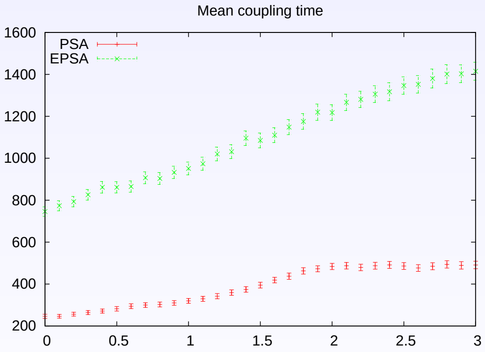
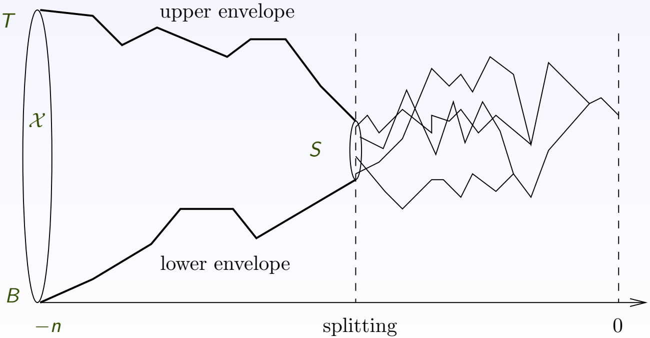


Figure: Mean coupling times of PSA and EPSA algorithms for the network in Figure 1 as a function of λ_2.

Beyond enveloppes

When the coupling time for envelopes is too long (or if they do not couple):

- bounds
- splitting



Example

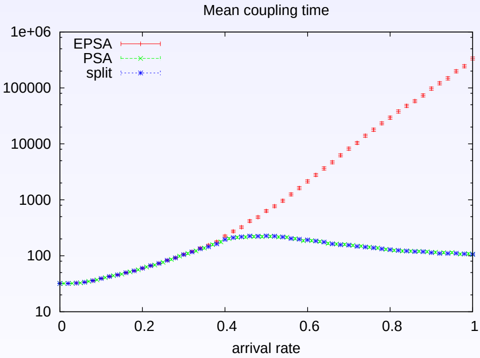
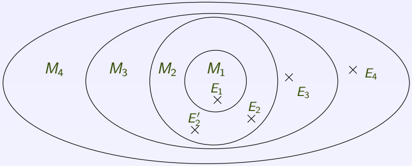


Figure: Mean coupling times for PSA, EPSA and EPSA with splitting for a $(+2, +3, -1)$ queue.

Classes



Classes:

- M_1 - monotone MC
- M_2 - non-monotone MC, where envelope perfect simulation can be used efficiently
- M_3 - envelopes do couple but take a much larger time
- M_4 - envelopes do not couple (bounds, splitting)

Examples:

- E_1 - a network of finite queues with monotone routing.
- E_2 - a network as E_1 with negative customers
  E_2' - a network as E_1 with fork and join nodes
- E_3 - a network with individual customers and batches
- E_4 - a network of queues with only batches larger than two.