

# Mixing Time of Markov Chains

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We will concentrate on two specific examples, leaving general theory aside. Consider the cycle  $Z_n$  (integers modulo  $n$ ) as our state space. A **lazy random walk** is a particle that moves left or right, each with probability  $1/4$ , or remains motionless with probability  $1/2$ . Let us assume that the starting point is at 0. After how many time steps is the distribution of the particle close to uniform?

The transition matrix  $Q$ , whose  $ij^{\text{th}}$  element conveys the odds that the particle is at site  $j$  given it was at site  $i$  one step earlier, is

$$Q = \begin{pmatrix} \frac{1}{2} & \frac{1}{4} & 0 & 0 & 0 & \frac{1}{4} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} & 0 & 0 & 0 \\ 0 & \frac{1}{4} & \frac{1}{2} & \frac{1}{4} & 0 & 0 \\ 0 & 0 & \frac{1}{4} & \frac{1}{2} & \frac{1}{4} & 0 \\ 0 & 0 & 0 & \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{4} & 0 & 0 & 0 & \frac{1}{4} & \frac{1}{2} \end{pmatrix}$$

when  $n = 6$ . If we wish information on the odds over a separation of  $t$  (positive integer) steps, then the matrix product  $Q^t$  is required.

Let  $\mu_t$  denote the first row of  $Q^t$  and  $\nu$  denote the vector  $(1/n, 1/n, \dots, 1/n)$ . Define

$$d(t) = \frac{1}{2} \|\mu_t - \nu\|_1,$$

one-half the  $L_1$  norm of the vector difference (a sum of absolute values). This is called the **total variation distance**. Now define

$$t_{\text{mix}}(\varepsilon) = \min \{t \geq 1 : d(t) \leq \varepsilon\},$$

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

the **mixing time**. For the case  $n = 6$ , we compute

$$\mu_3 = \left( \frac{5}{16} \quad \frac{15}{64} \quad \frac{3}{32} \quad \frac{1}{32} \quad \frac{3}{32} \quad \frac{15}{64} \right),$$

$$\mu_4 = \left( \frac{35}{128} \quad \frac{7}{32} \quad \frac{29}{256} \quad \frac{1}{16} \quad \frac{29}{256} \quad \frac{7}{32} \right)$$

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and  $d(3) = 9/32 > 0.28$ ,  $d(4) = 27/128 < 0.22$ , therefore  $t_{\text{mix}} = 4$ . Our interest is in the growth of  $t_{\text{mix}}$  as  $n \rightarrow \infty$ . It is known that [1]

$$cn^2 < t_{\text{mix}} \leq n^2$$

for some  $c > 0$ ; simulation suggests that  $t_{\text{mix}}/n^2$  approaches a constant  $\approx 0.0949$ .

A **(non-lazy) random walk** is a particle that moves left or right, each with probability  $1/2$ . The transition matrix  $P$  is

$$P = \begin{pmatrix} 0 & \frac{1}{2} & 0 & 0 & 0 & 0 & 0 & \frac{1}{2} \\ \frac{1}{2} & 0 & \frac{1}{2} & 0 & 0 & 0 & 0 & 0 \\ 0 & \frac{1}{2} & 0 & \frac{1}{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & \frac{1}{2} & 0 & 0 & 0 \\ 0 & 0 & 0 & \frac{1}{2} & 0 & \frac{1}{2} & 0 & 0 \\ 0 & 0 & 0 & 0 & \frac{1}{2} & 0 & \frac{1}{2} & 0 \\ 0 & 0 & 0 & 0 & 0 & \frac{1}{2} & 0 & \frac{1}{2} \\ \frac{1}{2} & 0 & 0 & 0 & 0 & 0 & \frac{1}{2} & 0 \end{pmatrix},$$

when  $n = 7$ . For technical reasons, we must restrict the cycle length  $n$  to be odd (to ensure aperiodicity). Let  $\mu_t$  denote the first row of  $P^t$  and everything else be as before. For the case  $n = 7$ , we compute

$$\begin{aligned} \mu_8 &= \left( \frac{35}{128} \quad \frac{9}{256} \quad \frac{7}{32} \quad \frac{7}{64} \quad \frac{7}{64} \quad \frac{7}{32} \quad \frac{9}{256} \right), \\ \mu_9 &= \left( \frac{9}{256} \quad \frac{63}{256} \quad \frac{37}{512} \quad \frac{21}{128} \quad \frac{21}{128} \quad \frac{37}{512} \quad \frac{63}{256} \right) \end{aligned}$$

and  $d(8) = 253/896 > 0.28$ ,  $d(9) = 223/896 < 0.24$ , therefore  $t_{\text{mix}} = 9$ . Again, the growth rate of  $t_{\text{mix}}$  is quadratic in  $n$ ; simulation suggests that  $t_{\text{mix}}/n^2$  approaches a constant  $\approx 0.1898$ . We also mention rigorous bounds [2, 3, 4]

$$\left( \frac{2n^2}{\pi^2} - 1 \right) \ln(2) \leq t_{\text{mix}} \leq \frac{4n^2}{\pi^2} \ln(2)$$

which imply that the ratio falls between 0.14 and 0.28. Similar bounds could be determined for the lazy case. The non-lazy mixing time is at most twice the lazy mixing time, but may be less.

A remarkable equation for the lazy constant  $C \approx 0.0949$  was announced in [5]:

$$\frac{1}{2} \int_0^1 \left| -1 + \sum_{k=-\infty}^{\infty} \frac{1}{\sqrt{C} \pi} \exp\left(-\frac{(x-k)^2}{C}\right) \right| dx = \frac{1}{4}$$

which gives a more accurate estimate  $C = 0.0948705678\dots$ . The justification involved passage from discrete ( $n$ -cycle) to continuous (circle), Fourier analysis, and reinterpretation of random walks as heat flow. Unfortunately the authors of [5] never

completed their proof – their draft preprint is no longer available online – and we are left wondering if/how the challenging details can be brought together. It appears likely that  $2C$  is the corresponding non-lazy constant, but verification remains open as well.

Setting  $\varepsilon = 1/4$  is, of course, arbitrary. For many Markov chains (not our two examples), there is a more natural choice of threshold. In such scenarios, the variation distance  $d(t)$  is fairly large and essentially flat for small  $t$ , then abruptly changes character and decays exponentially to zero as  $t$  increases beyond a certain point. It is believed that such *cut-off phenomena* are widespread, although they have been rigorously ascertained only sporadically (for example, riffle shuffles of 52 cards [6, 7, 8, 9]). How are the group theoretic properties of the state space related to the existence or non-existence of a cut-off? This is a difficult question; we must often settle for the order of magnitude (as a function of  $n$ ) of a possible threshold. Only rarely are these results so accurate as to yield tight bounds on the level of a constant.

**0.1. Addendum.** On the one hand, given any  $\varepsilon > 0$ , the equation for  $t_{\text{mix}}(\varepsilon)/n^2$  in the limit as  $n \rightarrow \infty$  is the same as that for  $C$  except  $1/4$  on the right-hand side is replaced by  $\varepsilon$ . For example, if  $\varepsilon = 1/10$ , then the limit is 0.1875465011....

On the other hand, consider a random walk in which a particle moves left or right, each with probability  $1/3$ , or remains motionless with probability  $1/3$ . What does the heuristic in [5] predict for the value of  $t_{\text{mix}}(\varepsilon)/n^2$ ? Intuition suggests that the variance of the walk generator is key. The walk with probabilities  $\{1/4, 1/2, 1/4\}$  has variance  $1/2$ ; the walk with probabilities  $\{1/3, 1/3, 1/3\}$  has variance  $2/3$ ; dividing  $1/2$  by  $2/3$  yields  $3/4$ . For example, if  $\varepsilon = 1/4$ , then the limit is  $\approx 0.0712$  via simulation; if  $\varepsilon = 1/10$ , then the limit is  $\approx 0.1406$ . These compare well with multiplying 0.0948705678... and 0.1875465011... respectively by  $3/4$ .

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