### Approximations for dynamics on graphs

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## Motivation: agents interacting on a graph



- *N* agents (*e.g.*, servers, neurons, infected people)
- Steady-state properties (*e.g.*, queue lengths, activation, % infected)

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"Theorem": If the graph is dense:



What can we do for sparse graphs?

- N agents.
- O(1) neighbors per node.

Open questions:

- Tractable and accurate approximations?
- Can we prove anything?

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I will use two examples:

- Dynamic random graph: pair/triplet-approximation.
- Information propagation with interference: refined replica.

# Outline

#### Dynamic graph and pair approximation

- Our example
- How to construct the approximation
- Numerical result: Accuracy of the approximations

#### Refined replica (on a two time-scale model)

- Method overview and example
- The two-time scale replica model
- Elements of Proof (Stein's method)

#### 3 Conclusion

## Motivation: parrallel systems with redundancy



"Simplest" setting:

- Poisson arrival  $N\lambda$
- Independent replicas
- Exponential service 1
- Cancel on complete

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- With FCFS: "easy" (order-independent queues)
- With PS: ??? (only stability is known,  $\lambda < 1$ )

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- Each edge is created at rate  $2\lambda/N$
- Each node deletes one of its edge at rate 1.

We want to study the degree distribution (=queue length) for large N.

What approximations can we construct?

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#### Approximations:

- Nodes are independent (= mean field)
- Nodes only depend on neighbors (= pair-approximation)

## Construction of the mean field approximation



If a node has degree x: •  $x \mapsto x + 1$  at rate  $2\lambda$ •  $x \mapsto x - 1$  at rate  $1 + \sum_{i=1}^{x} \frac{1}{d_i}$ , where  $d_i$  is the degree of the *i*th neighboor.

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$$\mathbb{E}\left[\frac{1}{d_i}\right] = ?$$

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$$\mathbb{E}\left[\frac{1}{d_i}\right] = \sum_{\substack{q \ge 1 \\ \approx \frac{q \mathbf{P}[\text{degree}=q]}{\bar{q}}} \underbrace{\mathbf{P}\left[d_i = q\right]}_{\text{(mean field approximation)}} \frac{1}{q} = \frac{1 - q_0}{\bar{q}},$$

where  $\bar{q} = \sum_{q} q \mathbf{P} [\text{degree} = q]$  is the average queue length of a node taken at random.

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If we zoom on one pair:

- Creation of pairs / destruction
- $(x, y) \mapsto (x + 1, y)$ : creation of a new neighboor of x
- $(x, y) \mapsto (x 1, y)$ : departure of one of the x 1 neighboors of x.

Can we do triplet approximations?

Yes but... The complexity is large (computation + construction).

Example with  $\lambda = 0.7$  and  $N = 10^6$  servers.

|      | $q_0$   | $q_1$   | $q_2$   | <i>q</i> <sub>3</sub> | $q_4$   | $q_5$   | $q_6$   |
|------|---------|---------|---------|-----------------------|---------|---------|---------|
| Simu | 0.29999 | 0.28283 | 0.20311 | 0.11820               | 0.05791 | 0.02451 | 0.00914 |

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| Pair    | 0.30000 | 0.28288 | 0.20315               | 0.11820               | 0.05788 | 0.02449 | 0.00912 |
| Triplet | 0.30002 | 0.28279 | 0.20312               | 0.11821               | 0.05791 | 0.02451 | 0.00914 |



Error "Approx - simu":

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## Refined replica method



We consider N replicas of the same model. When one agent A interacts with B, it interact with one of the N replicas at random.

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"Theorem": For many systems:

$$\mathbf{P} \left[ \text{Agent A is in state } i \right] = \underbrace{x_{A,i}}_{\substack{\text{replica mf} \\ \text{refined replica}}} + \frac{1}{N} v_{A,i} + O(1/N^2).$$

This is often very accurate, even for N = 1.

Example: two-timescale "replica" mean field CSMA model from Cecchi et al. 2015



Objective: estimate steady-state.  $\mathbf{P}[S_k = i]$  Example: two-timescale "replica" mean field CSMA model from Cecchi et al. 2015



Objective: estimate steady-state.  $\mathbf{P}[S_k = i]$  Scaling: *replica* • N severs per node • Arrival rate  $\times \frac{1}{N}$ . Nicolas Gast - 14 / 24

## Illustration of the theorem



| Transmission rates | 1.4 | 1.3 | 1.7 |
|--------------------|-----|-----|-----|
| Activation rates   | 1.2 | 2   | 1.5 |
| Arrival rates      | 0.5 | 0.2 | 0.5 |

## Illustration of the theorem



MF+correction is almost exact

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### Two timescale mean field model

Population of N objects.

- Object k has a state  $S_k(t) \in S$ .
- Shared resource  $Y(t) \in \mathcal{Y}$ .

 $X_i$  = fraction of objects in state *i*.

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#### Model

- Object n jumps from i to j at rate Q<sub>i,j</sub>(X, Y)
- Resource **Y** jumps from y to y' at rate  $K_{y,y'}(\mathbf{X})$ .

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"Average" mean field approximation Let  $\pi_y(\mathbf{x})$  be the stationary distribution of  $K(\mathbf{x})$ . We define:

$$\bar{Q}(\mathbf{x}) = \sum_{y} \pi_{y}(\mathbf{x}) Q(\mathbf{x}, y).$$

The mean field approximation is the solution of the ODE:

 $\dot{\mathbf{x}} = \mathbf{x}\bar{Q}(\mathbf{x}),$ 

The approximation is asymptocally exact. Its bias is v/N.

Assume that

- K is unichain for all x.
- K and Q are twice differenciable
- $\dot{\mathbf{x}} = \mathbf{x}\bar{Q}(\mathbf{x})$  has a unique attractor  $x^*$ .

#### Theorem

There exists a *computable* V such that, in steady-state:

$$\mathbf{P}[S_k = i] = \underbrace{x_i^*}_{\text{mean field approximation}} + \frac{1}{n}V_i + O(1/n^2).$$

### If Y is not here, we can directly use Stein's method

Let  $G^{\text{sto}}$  be the Generator of the stochastic system. For  $h: \mathcal{X} \to \mathbb{R}$ :

• 
$$G^{\mathrm{sto}}h(X) = \sum_{i,j} (h(X + \frac{1}{n}(e_j - e_i)) - h(X))nx_iQ_{ij}(X)$$

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$$= \underbrace{\nabla h \cdot xQ(X)}_{\text{Generator of ODE } \dot{x} = xQ(x)} + \underbrace{O(1/n)}_{\text{if } h \text{ is } C^1}.$$

**2**  $\mathbb{E}\left[G^{\text{sto}}h(X)\right] = 0$  if X is in steady-state.

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and introduce a Poisson equation for the slow system

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Let G be such that  $\nabla G \cdot xQ(x) = x - x^*$  (Poisson equation). We have:

$$\mathbb{E} [X - x^*] = \mathbb{E} [\nabla G \cdot XQ(X)]$$
  
=  $\mathbb{E} [(\nabla G - G^{sto}) \cdot XQ(X)]$  (by (2))  
=  $O(1/n)$  (by (1)).

When Y is here, we need to treat the fast system

Let  $h: \mathcal{X} \to \mathbb{R}$  be a test function. We have:

$$G^{\text{sto}}h(X,Y) = \sum_{i,j} (h(X + \frac{1}{n}(e_j - e_i)) - h(X))nx_iQ_{ij}(X,Y)$$
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We are left with  $Q(X, Y) - \overline{Q}(X)$ .

#### When Y is here, we need to treat the fast system and introduce a Poisson equation for the fast system.

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We are left with  $Q(X, Y) - \overline{Q}(X)$ .

Lemma: There exists a  $\mathcal{K}^+$  that is  $\mathcal{C}^2$  such that for all  $h: \mathcal{X} \times \mathcal{Y} \to \mathbb{R}$ :

$$h(X,Y) - \overline{h}(X) = K(x)K^+(x)h(X,Y).$$

## Rapping up the proof

Let  $h: \mathcal{X} \times \mathcal{Y} \to \mathbb{R}$  be a test function.

$$G^{\text{sto}}h(X,Y) = \underbrace{nK(X)h(X,Y)}_{\text{fast}} + \underbrace{\nabla_{x}h \cdot XQ(X,Y)}_{\text{slow}} + O(1/n)$$
  
Hence,  $K^{\text{fast}} - \frac{1}{n}G^{\text{sto}} = o(1/n)$  if  $h$  is  $C^{1}$ .

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Hence,  $K^{\text{fast}} - \frac{1}{n}G^{\text{sto}} = o(1/n)$  if  $h$  is  $C^{1}$ .

This shows that in steady-state:

$$\mathbb{E} \left[ h(X) - \bar{h}(X) \right] = \mathbb{E} \left[ K(x)K^{+}(x)h(X,Y) \right]$$
  
=  $\mathbb{E} \left[ (K(x) - \frac{1}{n}G^{\text{sto}})K^{+}(x)h(X,Y) \right]$  (steady-state)  
=  $O(1/n)$  (expansion above)

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Interacting models on graphs are complicated. We studied two heuristic methods:

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- The pair approximation.
- The "refined replica" method.

For both cases:

- No real guarantee of why it is so accurate.
- Help wanted!

Slides and references: http://polaris.imag.fr/nicolas.gast

#### References

Results on which the second part of this talk is based:

- Bias and Refinement of Multiscale Mean Field Models. Allmeier, Gast, 2022. Sigmetrics 2023.
  - With a model from CSMA networks in a many-sources regime: A mean-field approach. Cecchi, Borst, van Leeuwaarden, Whiting. Infocom 2016.

(for first part, see upcoming preprint on arXiv).

Related refined mean-field approximation papers:

- Mean Field and Refined Mean Field Approximations for Heterogeneous Systems: It Works! by Allmeier and Gast. SIGMETRICS 2022.
- A Refined Mean Field Approximation by Gast and Van Houdt. SIGMETRICS 2018.