#### Markov random fields and the Pivot property

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July 2013

## Outline

- Nearest neighbour shifts of finite type
- Topological Markov fields
- Markov random fields and Gibbs measures with nearest neighbour interactions
- Pivot property
- Examples: 3-coloured chessboard and the Square Island shift.

Consider a torus  $\mathbb{R}^2/\mathbb{Z}^2$  with the map  $[\begin{smallmatrix} 1 & 1 \\ 1 & 0 \end{smallmatrix}].$ 



 $\begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}$  has two eigenvalues ( $\sim 1.618$  and -.618).



We can divide the torus into 3 parts by extending the eigendirections. These are called Markov partitions.



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This phenomenon is much more general: Any automorphism of the torus(with no eigenvalues of modulus 1) can be coded in a similar way.

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 $X_{\mathcal{F}} = \{x \in \mathcal{A}^{\mathbb{Z}^d} \mid \text{ patterns from } \mathcal{F} \text{ do not occur in } x\}.$ 

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A nearest neighbour shift of finite type is a shift space such that  $\mathcal{F}$  can be given by patterns on 'edges'.

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- The n-coloured chessboard:  $\mathcal{A} = \{0, 1, 2, ..., n-1\}$  and  $\mathcal{F} = \{00, 11, 22, ..., \}_{i=1}^{d}$ .

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Figure : The 3-coloured chessboard in 2 dimensions

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give us the hard square shift space.  $(\mathcal{A} = \{0, 1\} \text{ and } \mathcal{F} = \{11\})$ . However in higher dimensions given  $\mathcal{A}$  and  $\mathcal{F}$  there is no algorithm to decide whether the nearest neighbour shift of finite type is non-empty!!! This is not an issue if the space has a 'safe symbol'. Suppose X is a nearest neighbour shift of finite type on alphabet  $\mathcal{A}$ . A symbol  $\star \in \mathcal{A}$  is called a safe symbol if it can sit adjacent to any other symbol in  $\mathcal{A}$ .

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For instance, the hard square model ( $\mathcal{A} = \{0, 1\}$ ,  $\mathcal{F} = \{11\}$ ) has a safe symbol viz. 0 but the 3-coloured chessboard ( $\mathcal{A} = \{0, 1, 2\}$  and  $\mathcal{F} = \{00, 11, 22\}$ ) does not have any safe symbol.

A topological Markov field is a shift space  $X \subset \mathcal{A}^{\mathbb{Z}^d}$  with the 'conditional independence' property: for all finite subsets  $F \subset \mathbb{Z}^d$ ,  $x, y \in X$  satisfying x = y on  $\partial F$ ,  $z \in \mathcal{A}^{\mathbb{Z}^d}$  given by (x on F)

$$z = \begin{cases} x \text{ on } F \\ y \text{ on } F^c \end{cases}$$

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# **Topological Markov Fields**

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Consider any one-dimensional shift space X. Make a two-dimensional shift space Y where the horizontal constraints come from X and the vertical direction is constant. If x and y agree on  $\partial F$ , they must agree on F. Therefore Y is a topological Markov field. There are uncountably many such shift spaces but there are only countably many nearest neighbour shift of finite type!!

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A Markov random field is a shift-invariant Borel probability measure  $\mu$  on  $\mathcal{A}^{\mathbb{Z}^d}$  with the property that for all finite  $A, B \subset \mathbb{Z}^d$  such that  $\partial A \subset B \subset A^c$  and  $a \in \mathcal{A}^A, b \in \mathcal{A}^B$  satisfying  $\mu([b]_B) > 0$ 

$$\mu([\mathbf{a}]_{\mathbf{A}} \mid [\mathbf{b}]_{\mathbf{B}}) = \mu([\mathbf{a}]_{\mathbf{A}} \mid [\mathbf{b}]_{\partial \mathbf{A}}).$$

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The set of conditional measures  $\mu([\cdot]_A \mid [b]_{\partial A})$  for all  $A \subset \mathbb{Z}^d$  finite and  $b \in \mathcal{A}^{\partial A}$  is called specification for the measure  $\mu$ .

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A Gibbs state with a nearest neighbor interaction V is a Markov random field  $\mu$  such that for all  $x \in supp(\mu)$  and  $A, B \subset \mathbb{Z}^d$  finite satisfying  $\partial A \subset B \subset A^c$ 

$$\mu([x]_A \mid [x]_B) = \frac{\prod_{C \subset A \cup \partial A} e^{V([x]_C)}}{Z_{A,x|_{\partial A}}}$$

where  $Z_{A,x|_{\partial A}}$  is the uniquely determined normalising factor so that  $\mu(X) = 1$ , dependent upon A and  $x|_{\partial A}$ .

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The specification of a Gibbs measure with a nearest neighbour interaction has a finite description: all we need is the interaction V.

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Question: How can we weaken the hypothesis?

A shift space X is said to satisfy the pivot property if for all  $x, y \in X$  which differ only on finitely many sites there exists a chain  $x = x^1, x^2, x^3, \ldots, x^n = y \in X$  such that  $x^i, x^{i+1}$  differ on at most a single site.

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- Domino tilings.

1	0	2	0	1	0	1
0	2	0	1	2	1	0
1	0	1	0	1	0	1
0	1	0	2	0	1	2
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1	0	1	2	1	0	1
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$$\frac{\mu([x]_{F} \mid [x]_{\partial F})}{\mu([y]_{F} \mid [x]_{\partial F})} = \prod_{i=1}^{n-1} \frac{\mu([x^{i}]_{F} \mid [x^{i}]_{\partial F})}{\mu([x^{i+1}]_{F} \mid [x^{i}]_{\partial F})}$$

$$= \prod_{i=1}^{n-1} \frac{\mu([x^{i}]_{m_{i}} \mid [x^{i}]_{\partial m_{i}})}{\mu([x^{i+1}]_{m_{i}} \mid [x^{i}]_{\partial m_{i}})}$$
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Therefore the entire specification is determined by finitely many parameters viz.

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Theorem

Given a shift space with the pivot property the space of specifications on that shift space can be parametrised by finitely many parameters. **Question:** Suppose we are given a nearest neighbour shift of finite type with the pivot property. Is there an algorithm to determine the number of parameters which describes the specification?

Thus a specification supported on the 3-coloured chessboard is determined the quantities  $v_1 = \frac{\mu(\begin{bmatrix} 1 & 0 & 1 \\ 1 & 0 & 1 \\ \mu(\begin{bmatrix} 1 & 0 & 1 \\ 1 & 1 & 1 \end{bmatrix})}{\mu(\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix})}$ ,

Thus a specification supported on the 3-coloured chessboard is determined the quantities  $v_1 = \frac{\mu(\begin{bmatrix} 1 & 0 & 1 \\ 1 & 1 & 1 \\ \mu(\begin{bmatrix} 1 & 2 & 1 \\ 1 & 2 & 1 \end{bmatrix})}{\mu(\begin{bmatrix} 1 & 2 & 1 \\ 1 & 2 & 1 \end{bmatrix})}, v_2 = \frac{\mu(\begin{bmatrix} 2 & 2 & 2 \\ 2 & 2 & 2 \end{bmatrix})}{\mu(\begin{bmatrix} 2 & 2 & 2 \\ 2 & 2 & 2 \end{bmatrix})}$ 

Thus a specification supported on the 3-coloured chessboard is determined the quantities  $v_1 = \frac{\mu(\begin{bmatrix} 1 & 0 & 1 \\ 1 & 1 & 1 \\ \mu(\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 1 \end{bmatrix})}{\mu(\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 1 \end{bmatrix})}$ ,  $v_2 = \frac{\mu(\begin{bmatrix} 2 & 2 & 2 \\ 2 & 2 & 2 \end{bmatrix})}{\mu(\begin{bmatrix} 2 & 2 & 2 \\ 2 & 2 & 2 \end{bmatrix})}$  and

$$\mathbf{v}_3 = \frac{\mu(\begin{bmatrix} \mathbf{0} & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} \end{bmatrix})}{\mu(\begin{bmatrix} \mathbf{0} & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \mathbf{1} & \mathbf{0} \end{bmatrix})}.$$

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$$v_{1} = exp(V(01) + V(10) + V(\frac{0}{1}) + V(\frac{0}{1}))$$
  

$$-V(21) - V(12) - V(\frac{1}{2}) - V(\frac{1}{2})),$$
  

$$v_{2} = exp(V(12) + V(21) + V(\frac{1}{2}) + V(\frac{1}{2}))$$
  

$$-V(02) - V(20) - V(\frac{0}{2}) - V(\frac{0}{2})),$$
  

$$v_{3} = exp(V(02) + V(20) + V(\frac{0}{2}) + V(\frac{0}{2}))$$
  

$$-V(01) - V(10) - V(\frac{0}{1}) - V(\frac{1}{0})).$$

Thus  $\mu$  is Gibbs if and only if  $v_1v_2v_3 = 1$ .

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What if the pivot property does not hold? Every 1 dimensional nearest neighbour shift of finite type has the generalised pivot property.

## Square Island Shift

Inspiration from checkerboard island shift by Quas and Şahin.

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There are two kinds of squares: ones with red dots and ones without red dots which float in a sea of blanks.

There is no way to switch from a big square with red dots to a big square without red dots making single site changes( or even bigger regional changes).

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Question: Can more uniform mixing conditions help?

Thank You!

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