

# *Aggregation Methods for Markov Reward Chains with Fast and Silent Transitions*

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# Abstract

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## 1. Markov Chains

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2. Motivation: Intermediate Performance Models in Compositional Modeling

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6. Comparison. Lumping vs. Reduction

# Markov Chains

# Exponential Distribution

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- $X \in \text{Exp}(\lambda)$  iff

$$P(X \leq t) = 1 - e^{-\lambda t}.$$

- Expected value of  $X \in \text{Exp}(\lambda)$  is  $\frac{1}{\lambda}$ .
- The only memoryless continuous distribution

$$P(X > t + \Delta t | X > t) = P(X > \Delta t)$$

- Closed under minimum:

$X \in \text{Exp}(\lambda)$  and  $Y \in \text{Exp}(\mu)$  implies  $\min(X, Y) \in \text{Exp}(\lambda + \mu)$

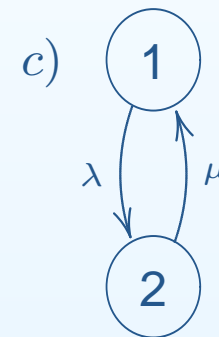
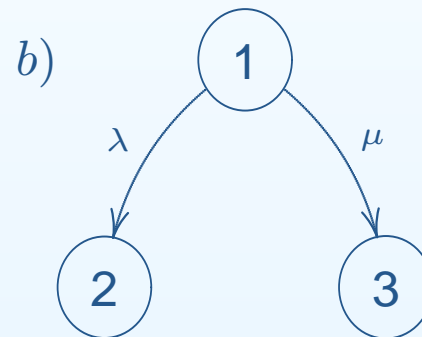
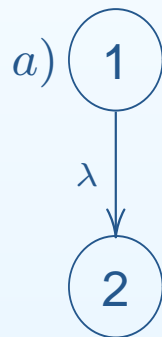
# Continuous Time Markov Chains

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- Stochastic process with the history-less property (future independent of the past).
- Widely popular for quantitative analysis.

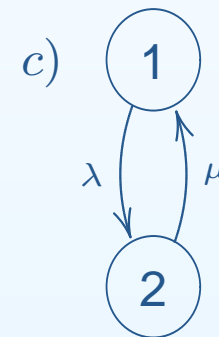
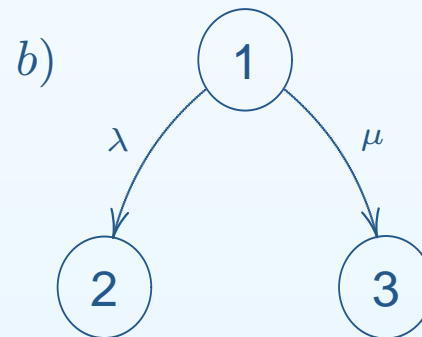
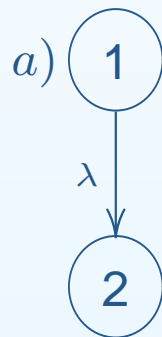
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Performance measures:

- probability to be in some state before time  $t$ ,
- probability to enter some state for the first time before  $t$ ,
- steady state probabilities.

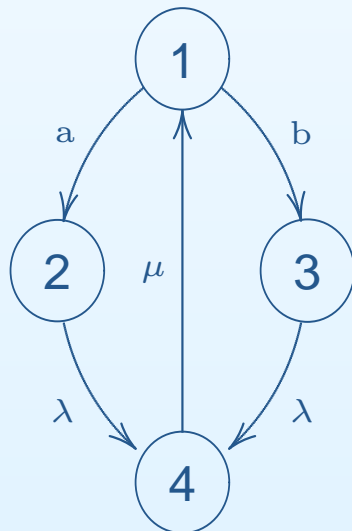
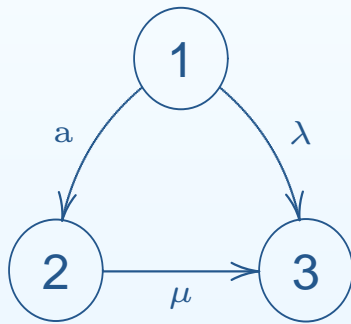
## Motivation

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- Compositional generation of Markov chains.
- **Idea:** Build big chains from small components.
- Components can interact.
- High level formalisms. Most popular:
  - stochastic (Markovian) process algebras (PEPA, EMPA, IMC, Markovian  $\chi_\sigma$ , etc.)
  - stochastic Petri nets.
- Intermediate models obtained first.
- Might contain instantaneous transitions and internal nondeterminism.
- How do we know that the final Markov chain is correct?

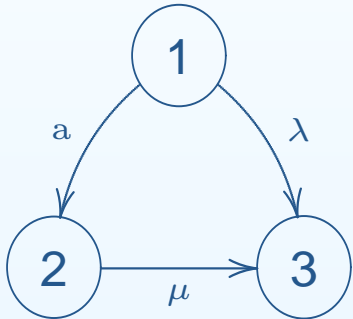
# Interactive Markov Chains - Hermanns, 2002

IMC  
Open system



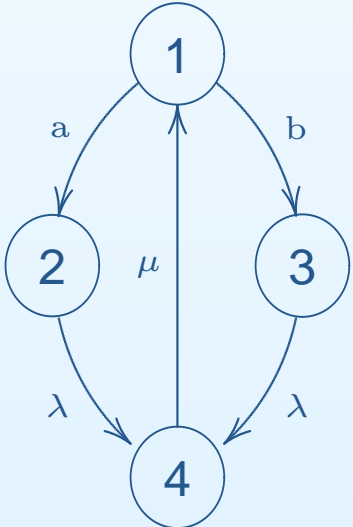
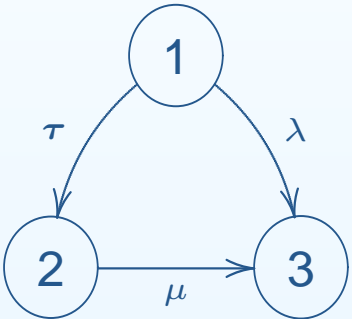
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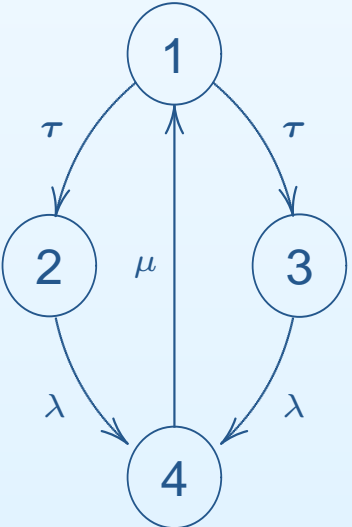


Renaming  
→

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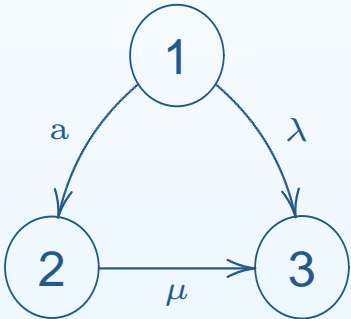


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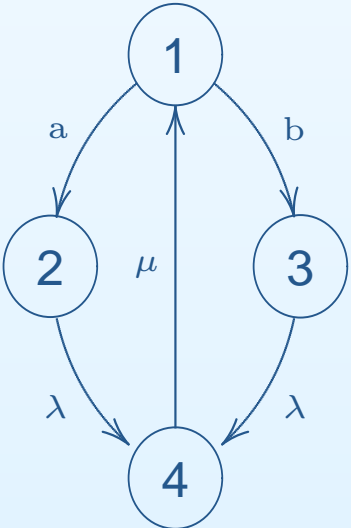
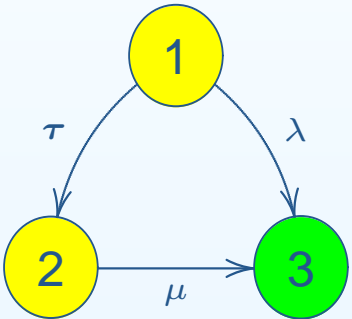
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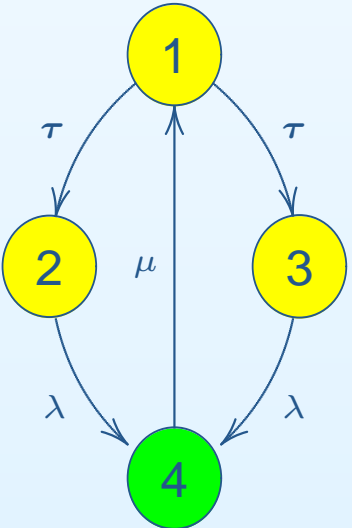


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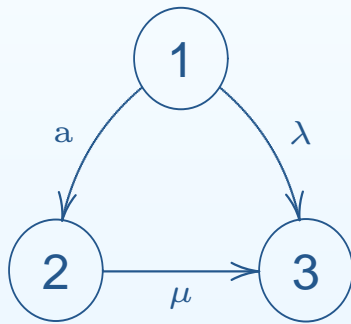


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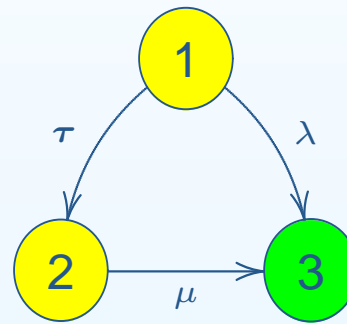
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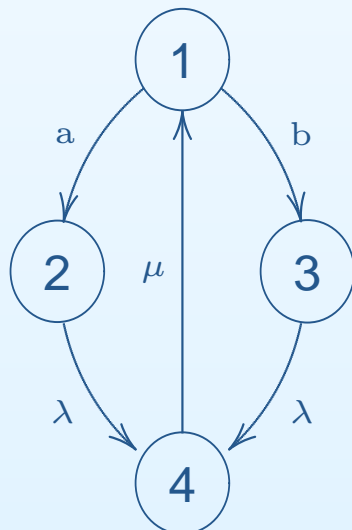
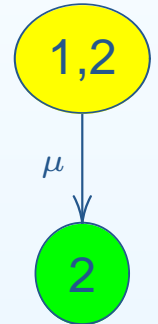
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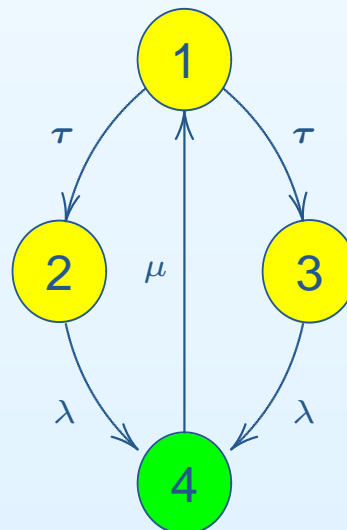


Weak bsm.  
→

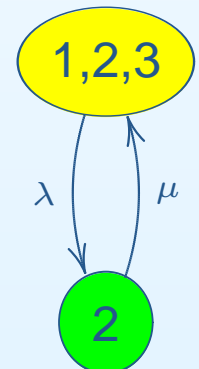
Corresp. CTMC



Renaming  
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Weak bsm.  
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# Extended Markovian Models

# Discontinuous Markov Chains (Doebelin 1939.)

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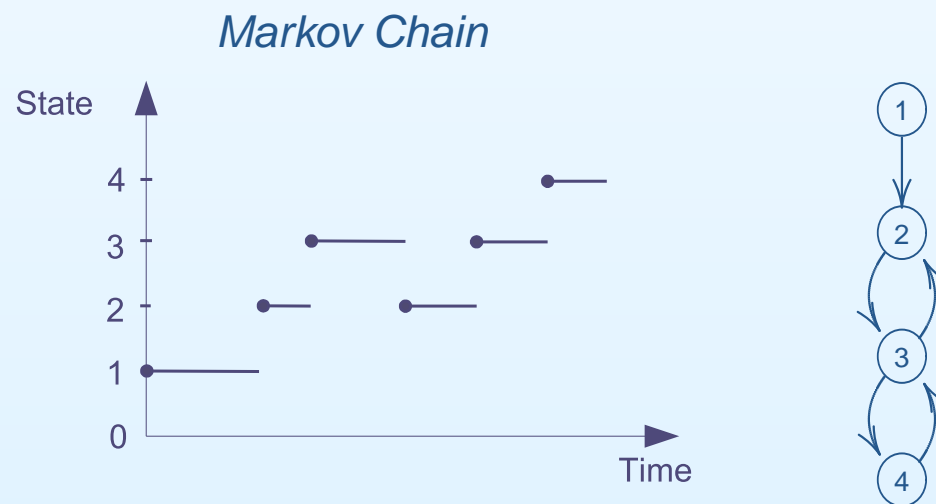
They:

- generalize Markov Chains,
- contain instantaneous states,
- can perform infinitely many transitions in finite time,
- have sample functions discontinuous everywhere on some intervals,
- are usually considered pathological.

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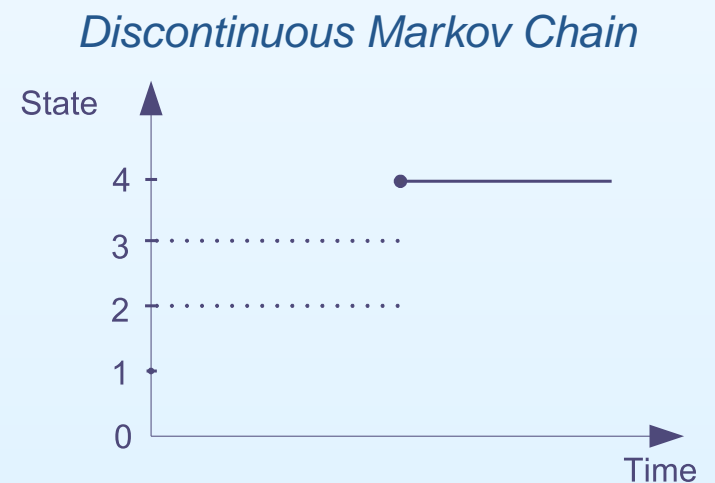
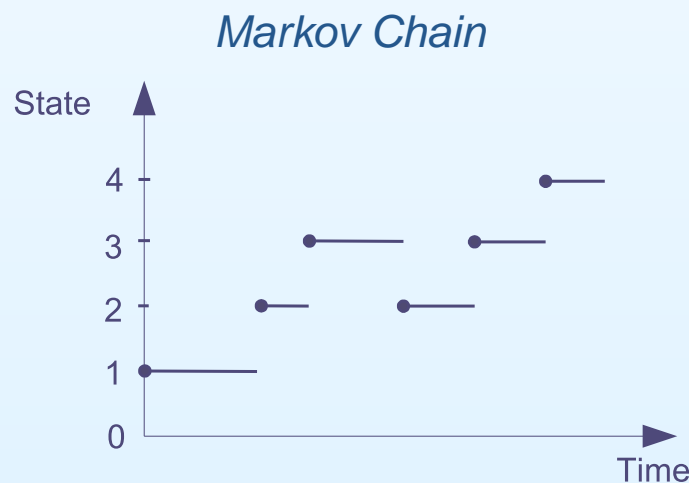
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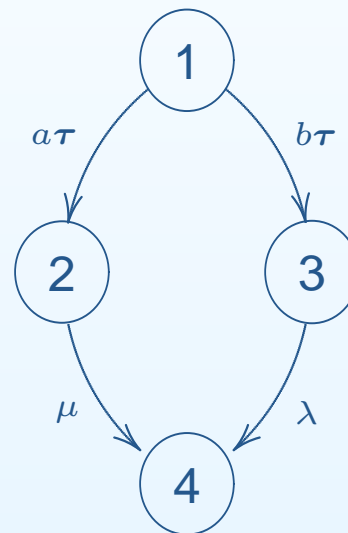
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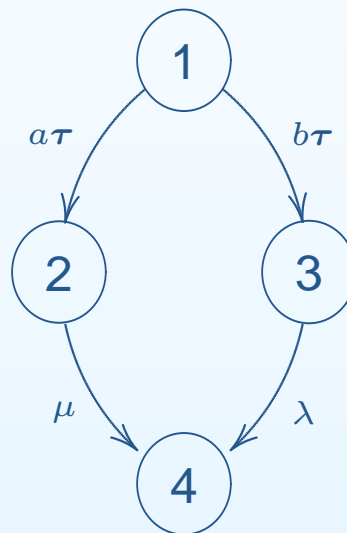
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- Parameterized Markov Chains.
- Some transitions (linearly) depend on  $\tau > 0$ .



# Markov Chains with Fast Transitions

- Parameterized Markov Chains.
- Some transitions (linearly) depend on  $\tau > 0$ .



- **Theorem:** When  $\tau \rightarrow \infty$ , Markov Chain with Fast Transitions behaves as a Discontinuous Markov Chain.
- States that can perform a fast transition become instantaneous.

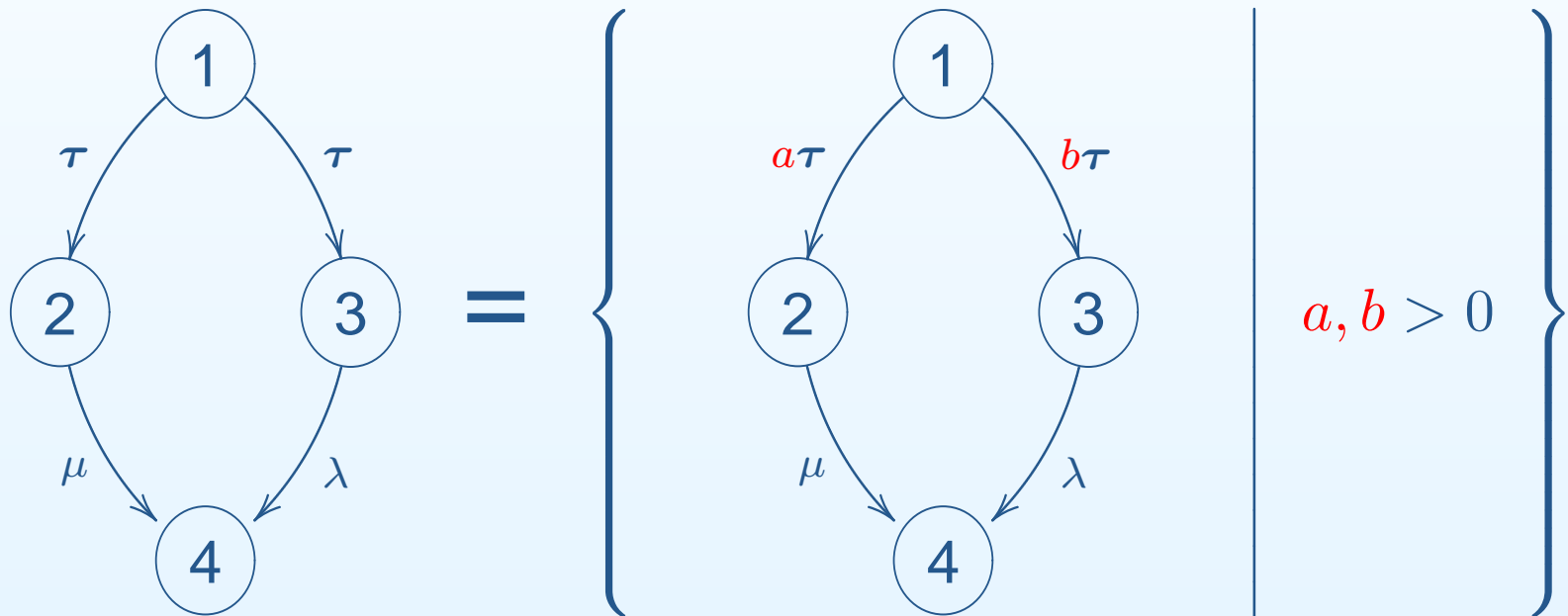
## Markov Chains with Silent Steps

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- Abstraction from "speeds" in Markov Chains with Fast Transitions.

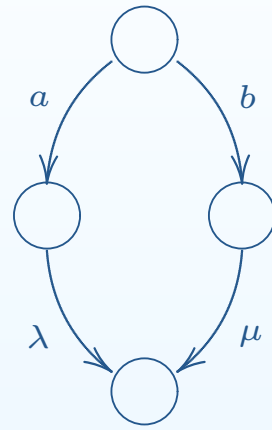
# Markov Chains with Silent Steps

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- **Definition:**

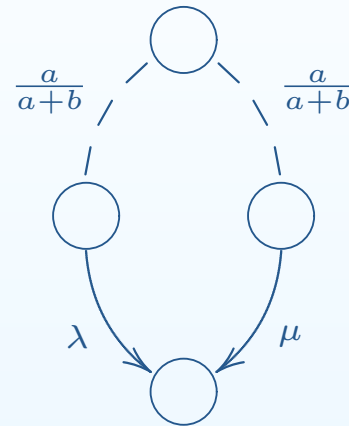


# Summary

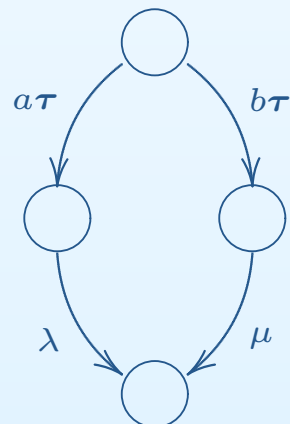
Markov chain



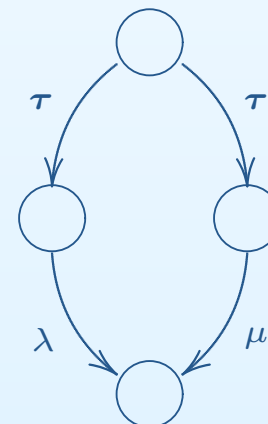
Discontinuous Markov chain



Markov chain with fast transitions



Markov chain with silent steps



# Aggregation by Lumping

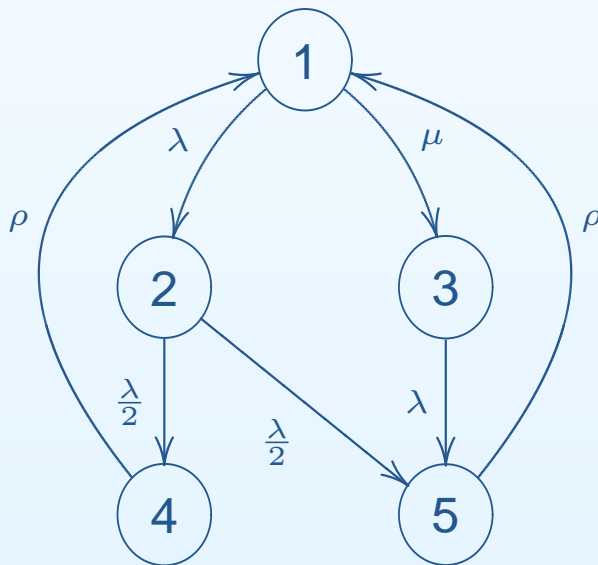
# Ordinary Lumping for Markov Chains

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- The most common way of aggregation.
- States joined into equivalence classes.
- All relevant properties preserved.

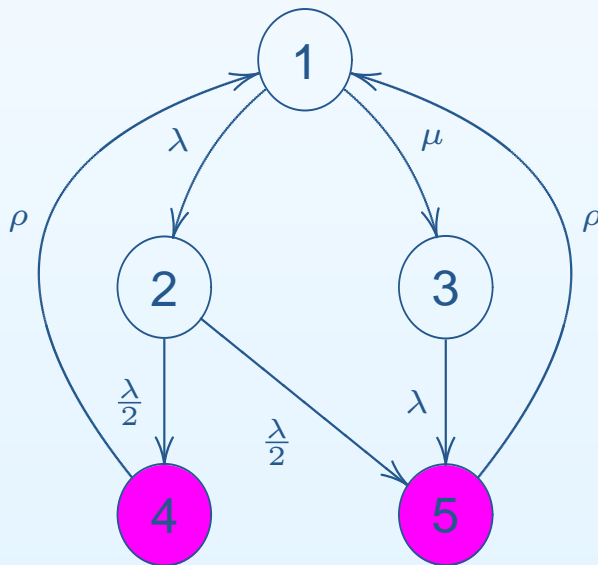
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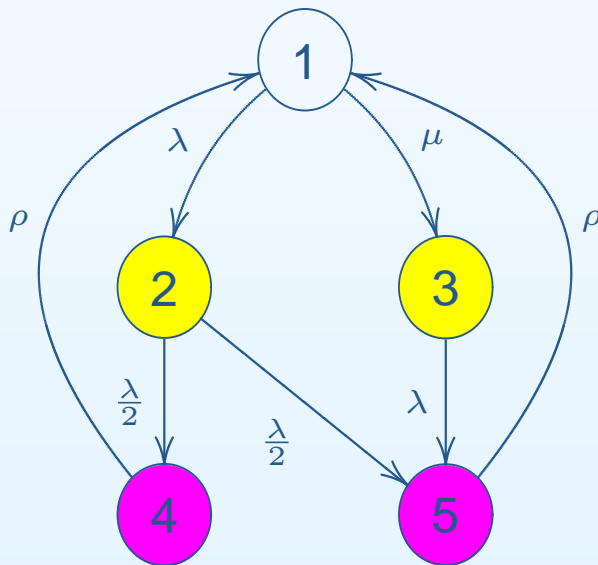
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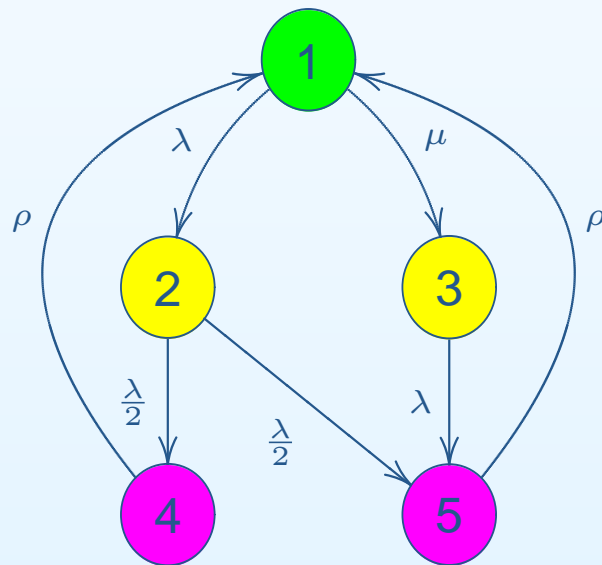
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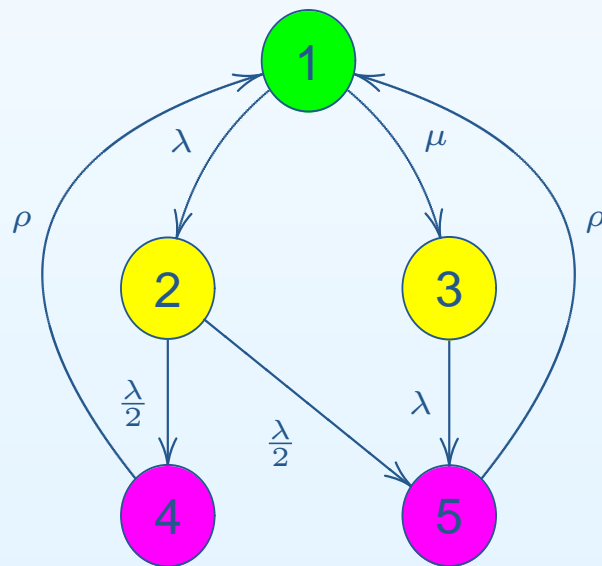
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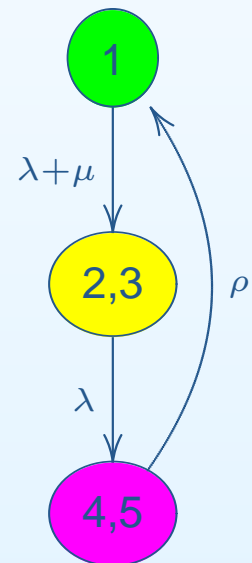
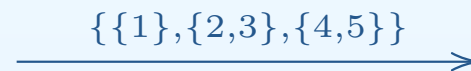
Partitioning  $\{\{1\}, \{2, 3\}, \{4, 5\}\}$   
is *lumping*

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*Lumped process*

# Lumping for Discontinuous Markov Chains

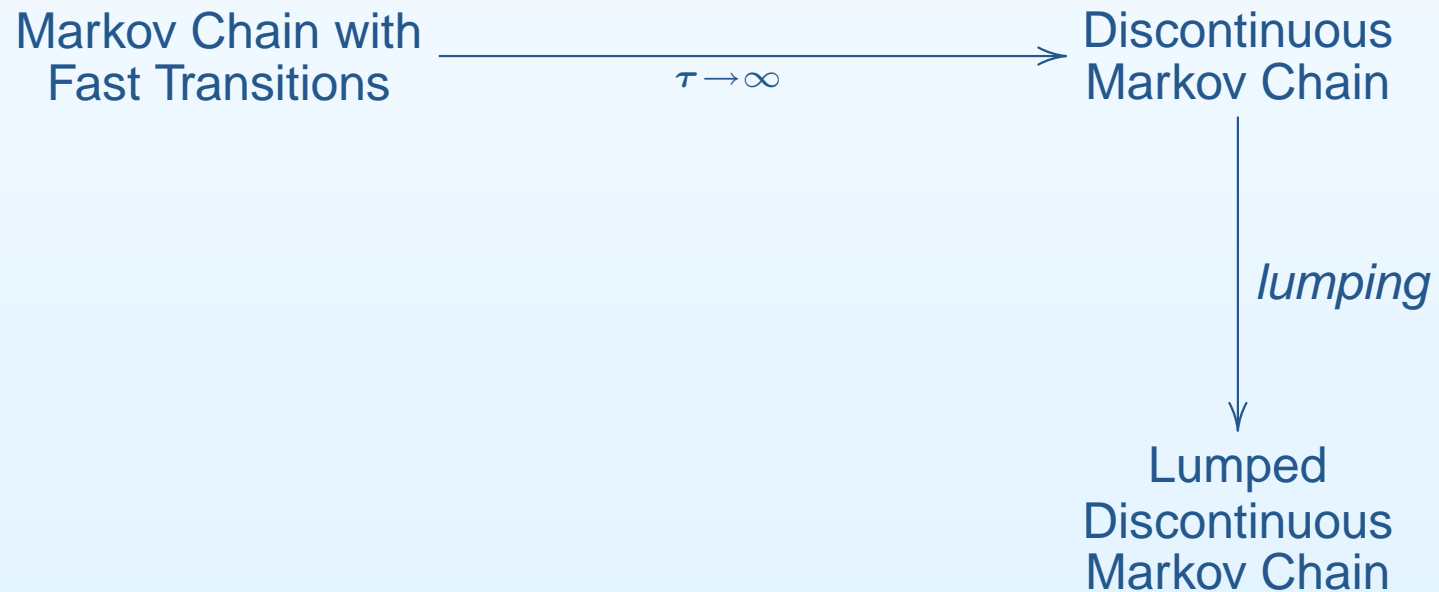
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Discontinuous Markov Chain  $\xrightarrow{\text{Lumping by } \mathcal{P}}$  Discontinuous Markov Chain.

- Lumping condition for regular states is the same as in the lumping for Markov Chains.
- For instantaneous states no real intuition.
- Generalization of the lumping condition is based on the generalization of the corresponding matrix conditions.

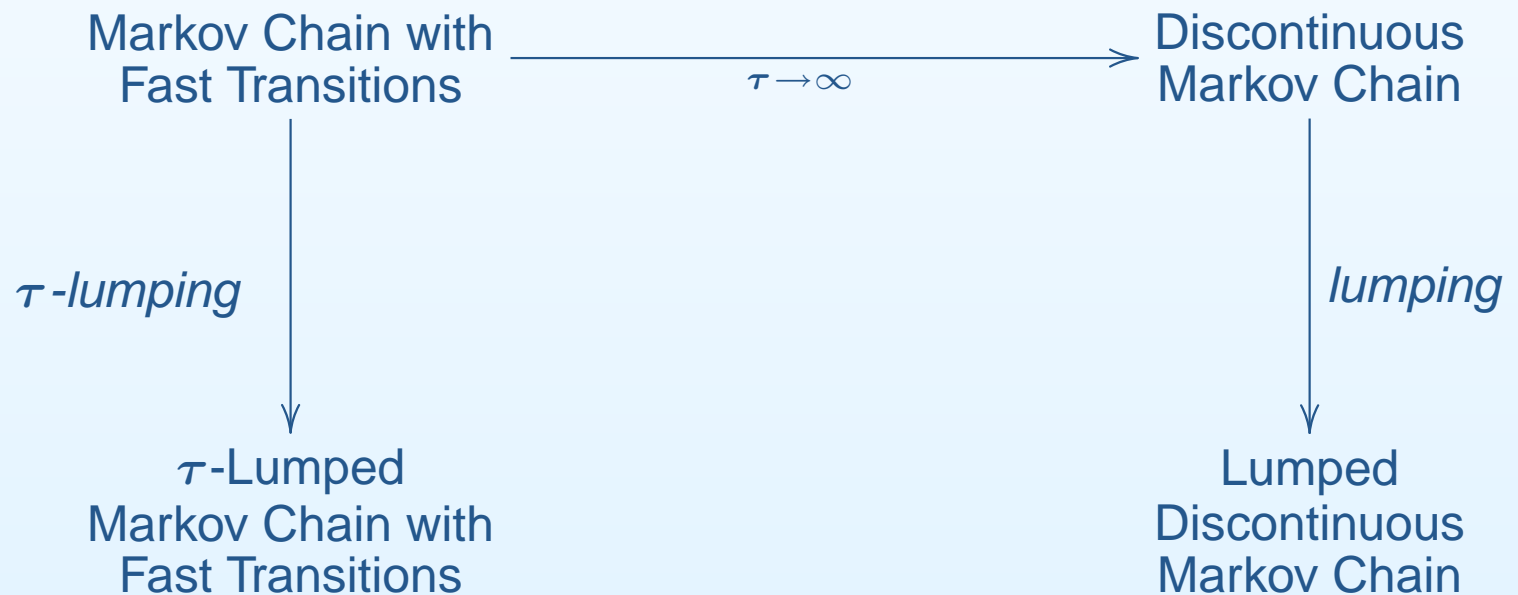
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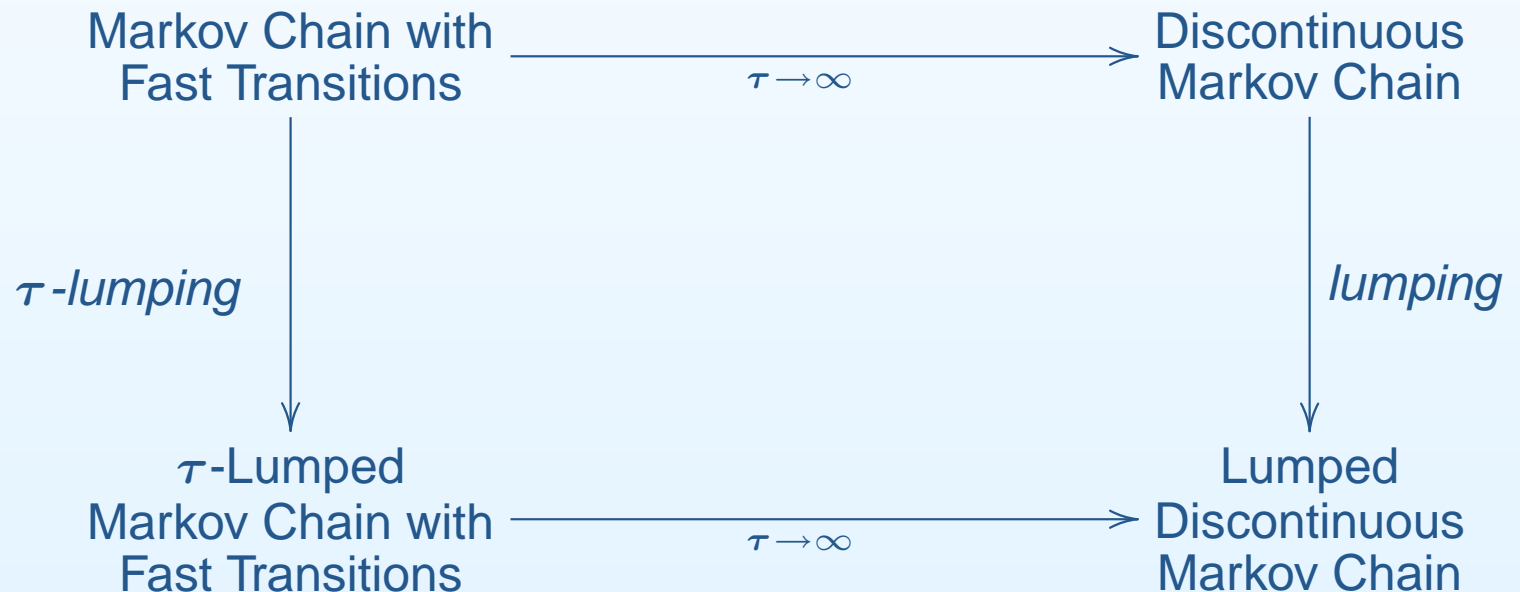
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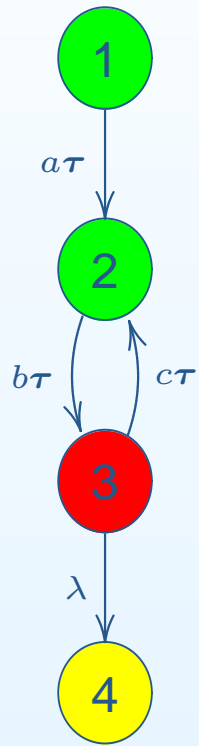
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- **Theorem:**  $\tau$ -lumping is sound.

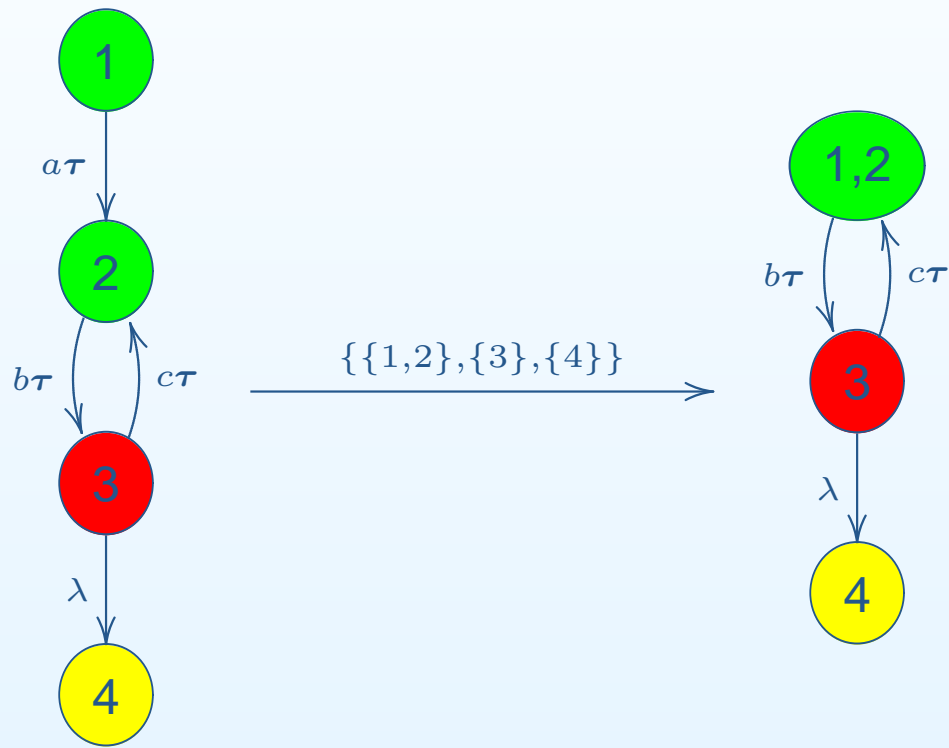


# $\tau$ -lumping - Example

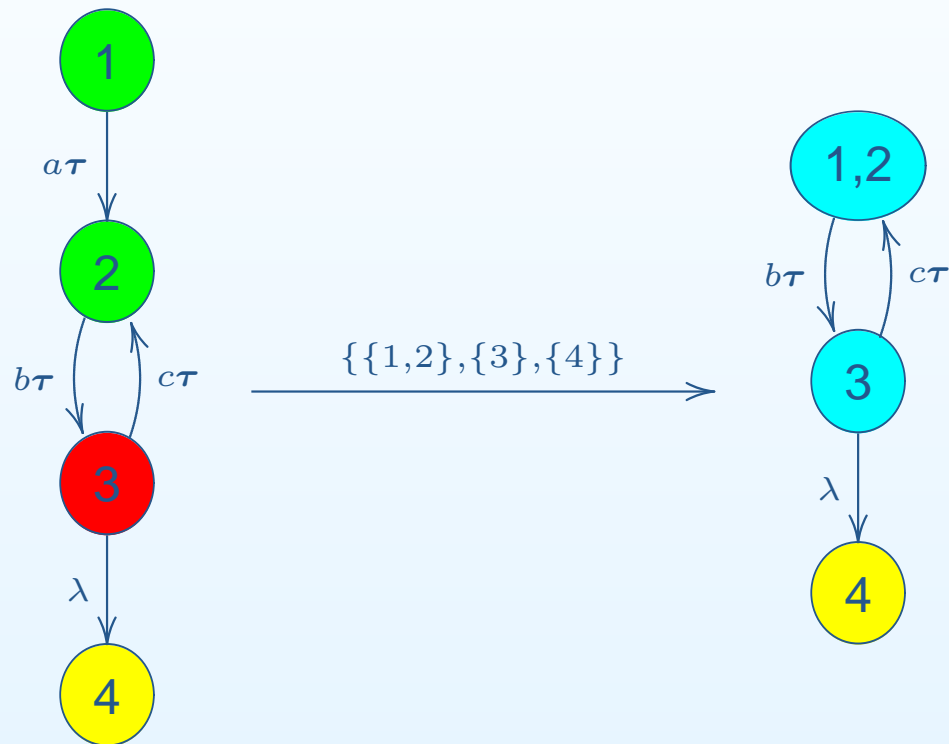
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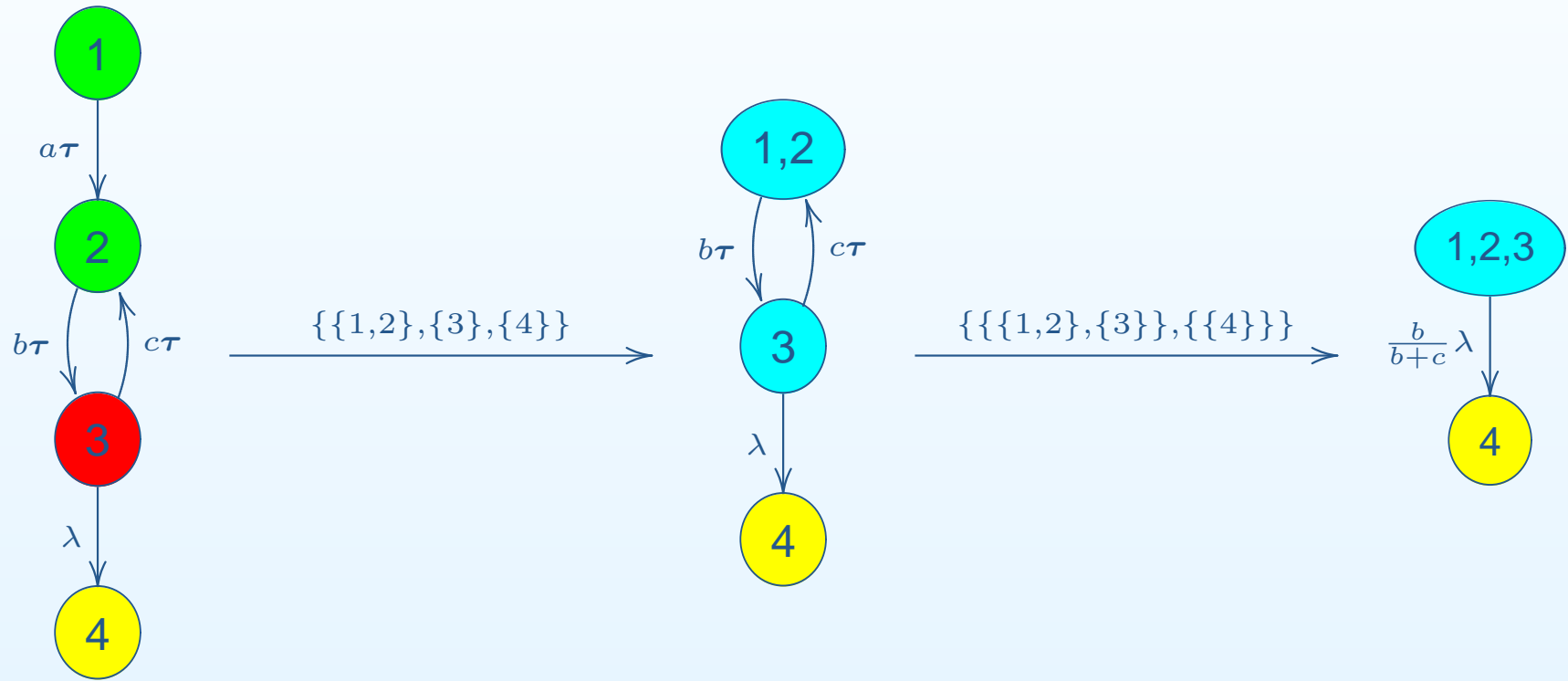
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## $\tau_{\sim}$ -lumping for Markov Chains with Silent Steps

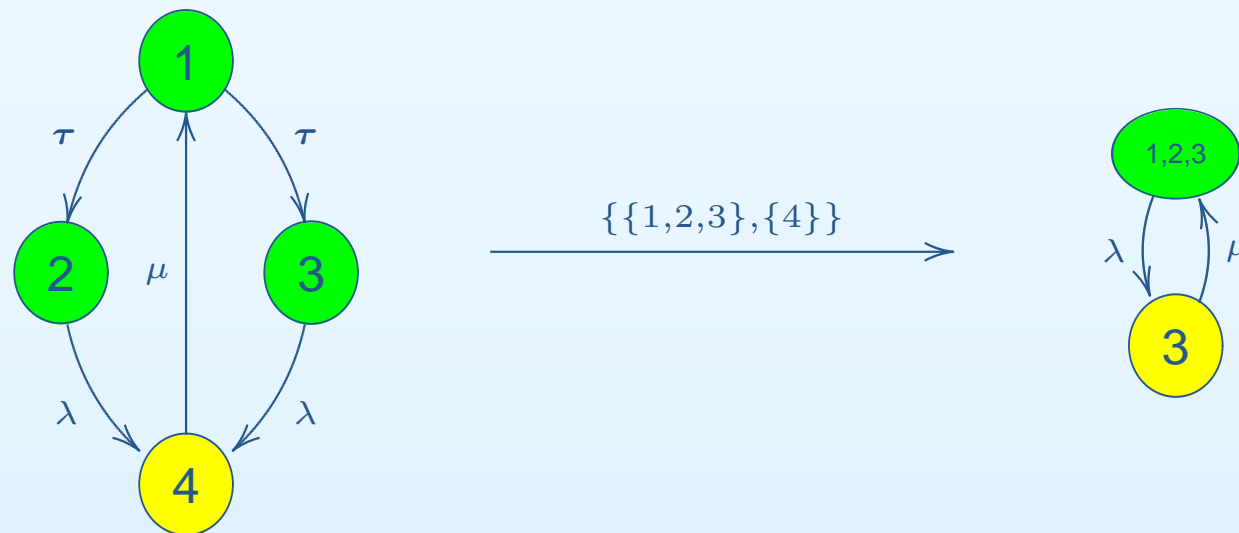
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- Lifting of  $\tau$ -lumping to sets of Markov Chains with Fast Transitions.
- Must be correct:
  1. it should be a  $\tau$ -lumping for any representative Markov Chain with Fast Transitions;
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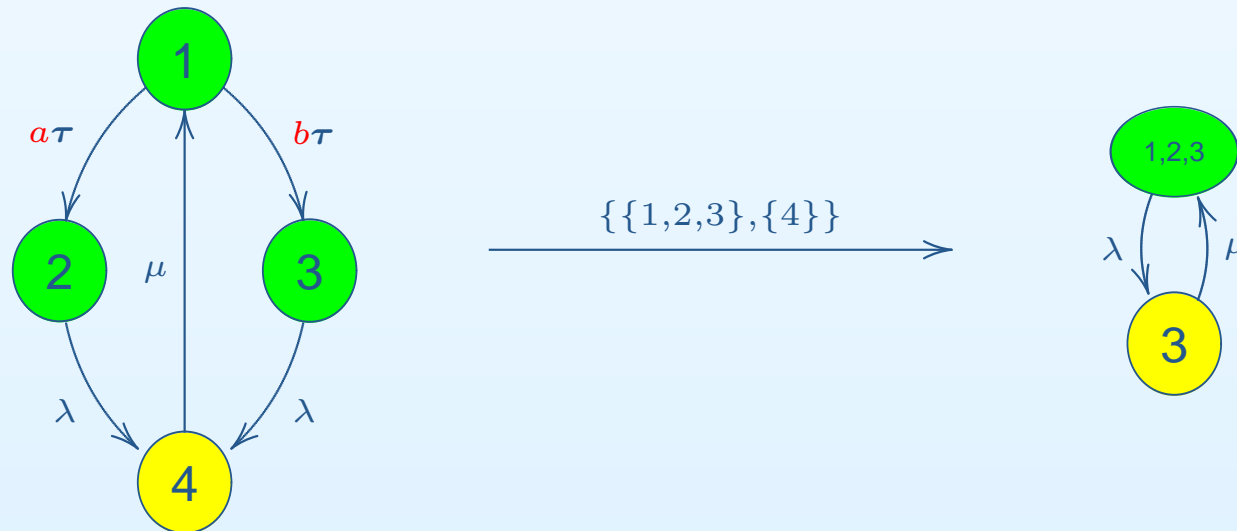
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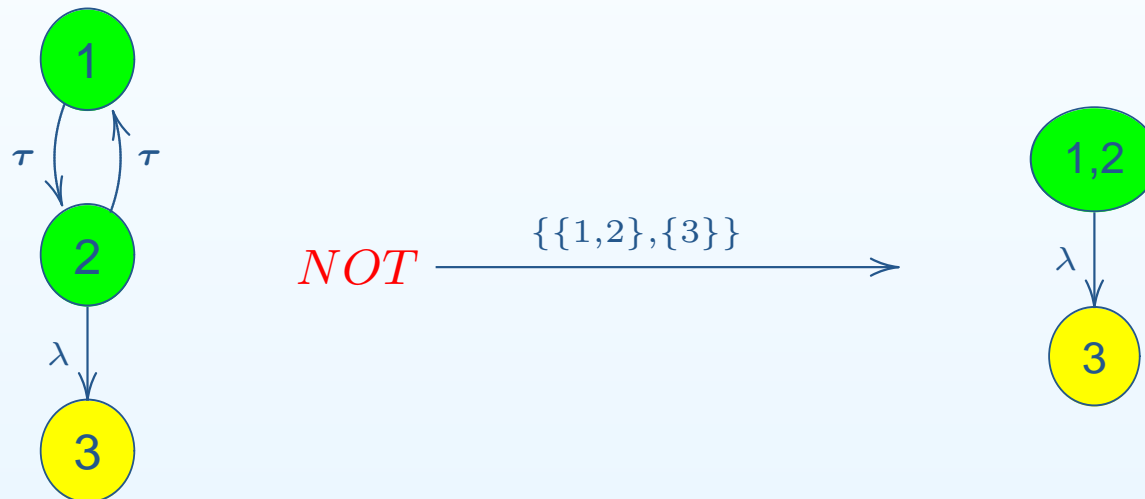
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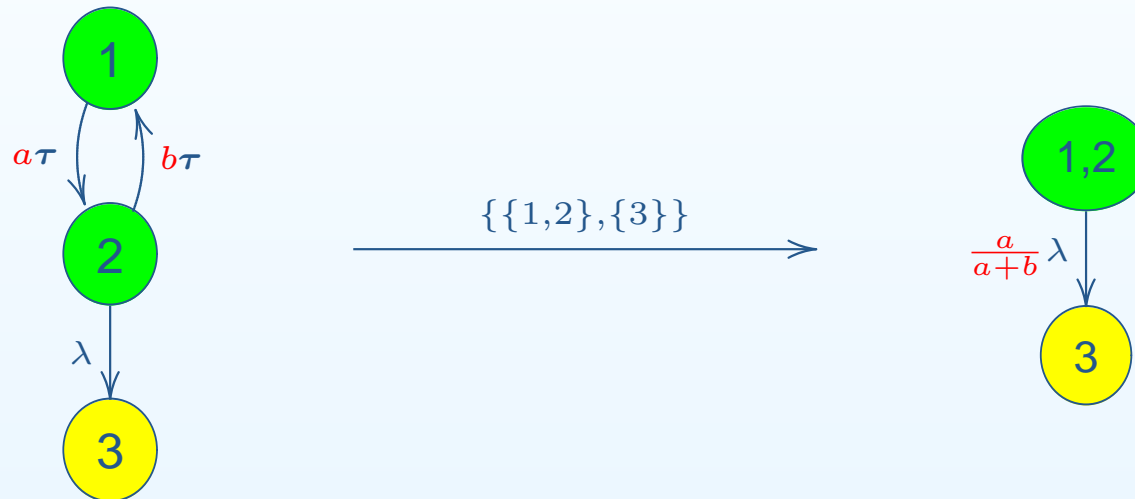
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Counterexample 1:



# $\tau_{\sim}$ -lumping for Markov Chains with Silent Steps

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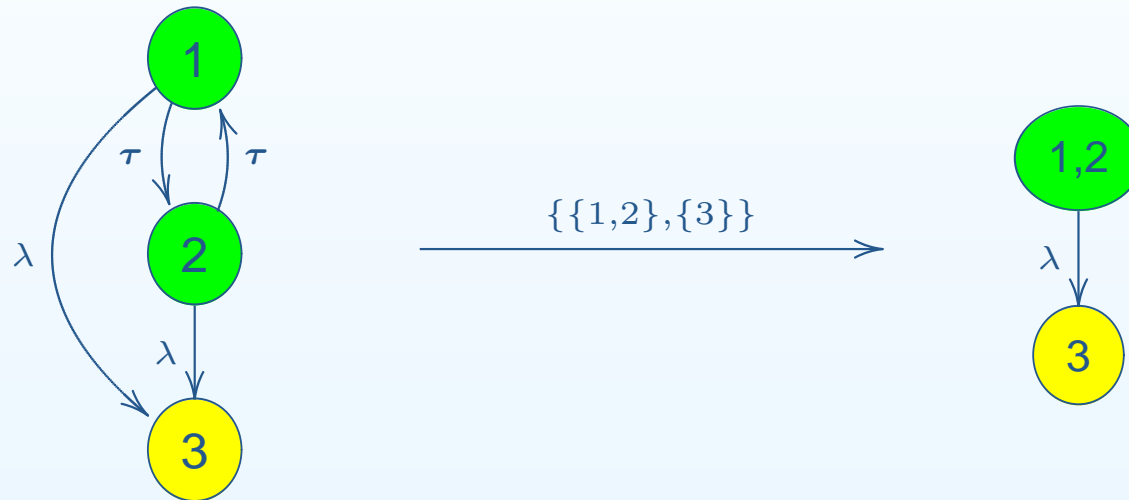


This is because:

- $\tau$ -lumping works for any  $a, b$ , but the result depends on  $a, b$ .

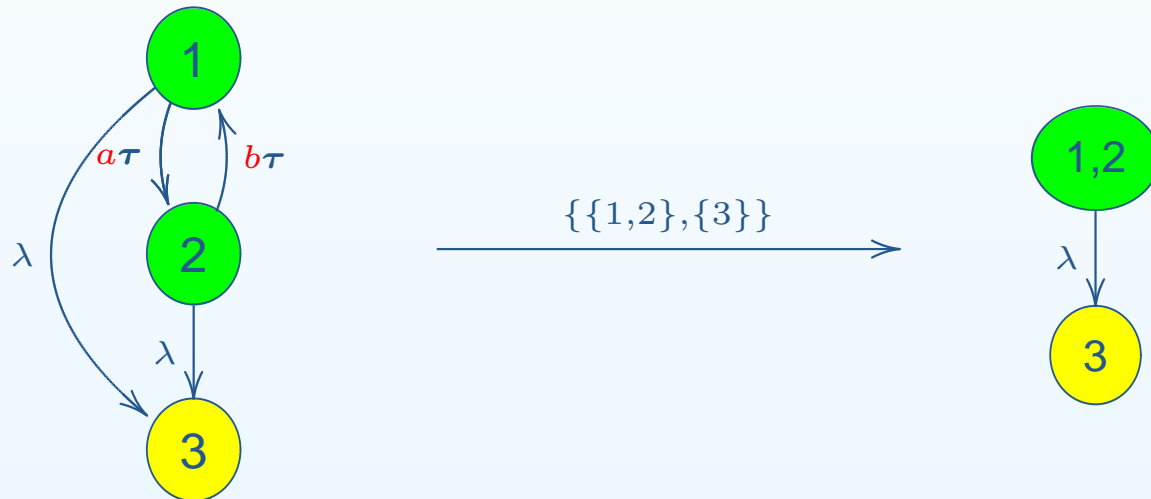
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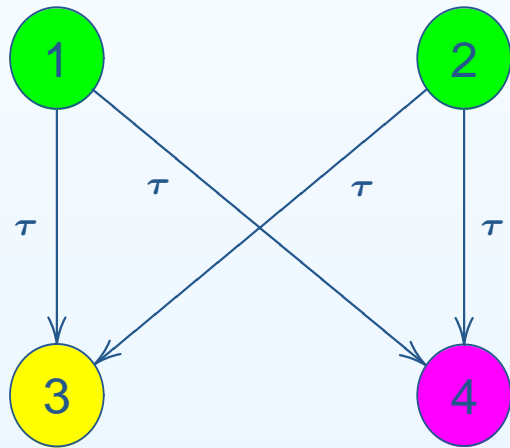


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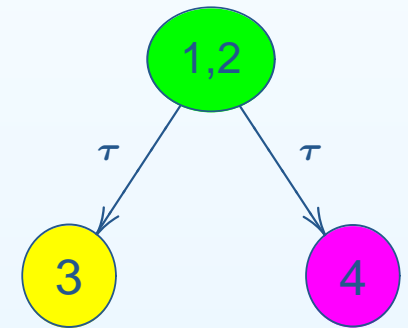
- $\frac{a}{a+b}\lambda + \frac{b}{a+b}\lambda = \lambda.$

# $\tau_{\sim}$ -lumping for Markov Chains with Silent Steps

Counterexample 2:

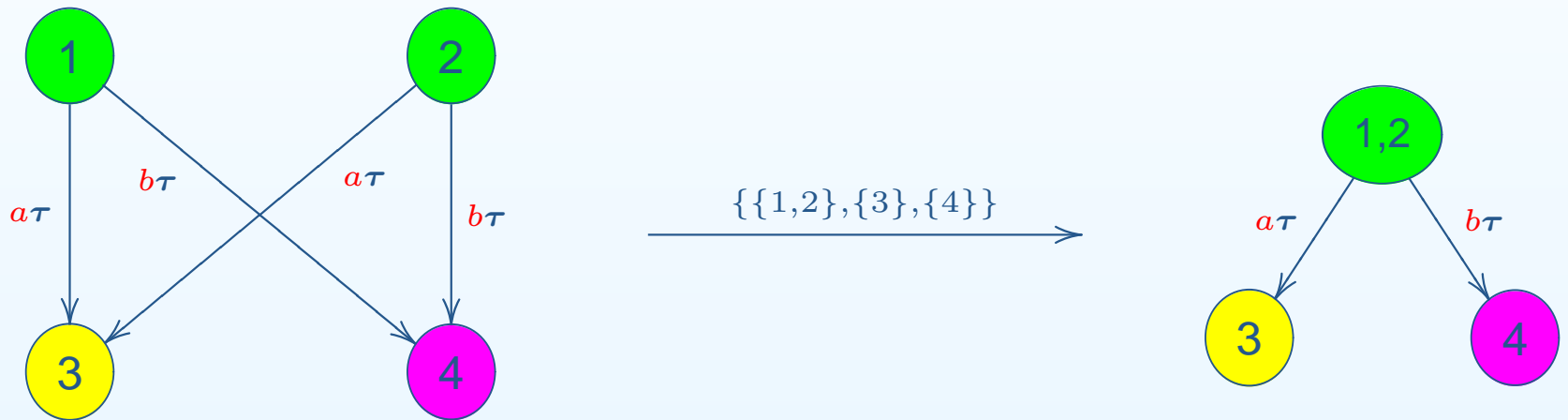


*NOT*  $\xrightarrow{\{\{1,2\},\{3\},\{4\}\}}$



# $\tau_{\sim}$ -lumping for Markov Chains with Silent Steps

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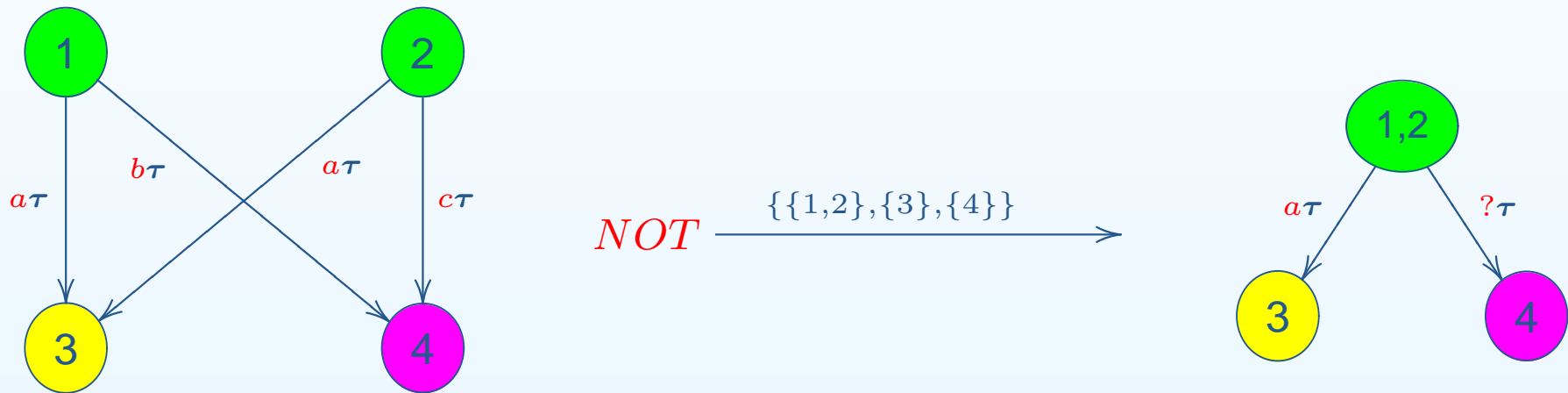


This is because:

- even though it works for arbitrary sequence  $a, b, a, b,$

# $\tau_{\sim}$ -lumping for Markov Chains with Silent Steps

Counterexample 2:



This is because:

- even though it works for arbitrary sequence  $a, b, a, b,$
- it does not work for  $a, b, a, c.$

## $\tau_{\sim}$ -lumping - Direct Definition

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1. For every class from the partitioning at least one of the following holds:
  - (a) Every ergodic class that can be reached by doing silent steps belongs to the same partitioning class.
  - (b) All ergodic states that can be reached by doing silent steps belong to the same ergodic class.
  - (c) The class contains only transient states and only one state can reach another class by doing a silent step.and
2. All ergodic states from one class reach other classes with the same accumulative rate.

# Aggregation by Reduction

# Reduction = Elimination of Stochastic Discontinuity

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Discontinuous Markov Chain  $\xrightarrow{\text{Reduction}}$  Markov Chain.

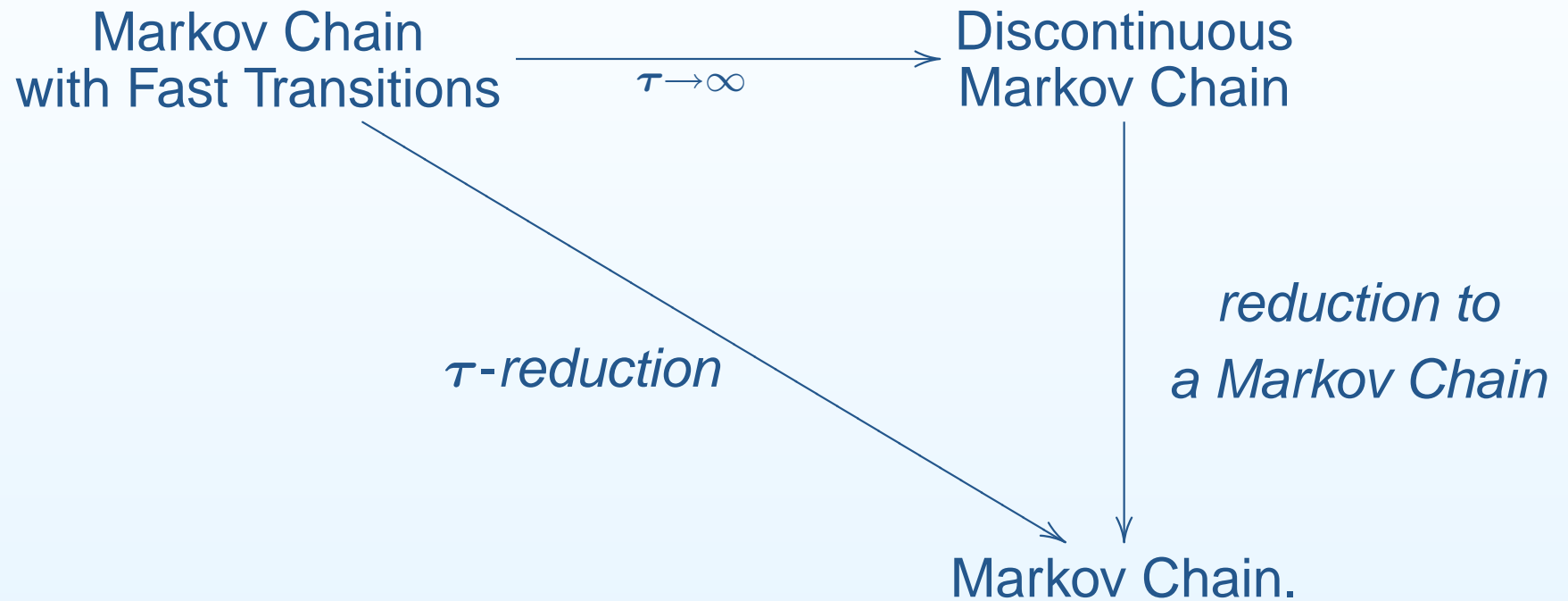
- Result from perturbation theory (Delebecque-Quadrat 1981.)
- Closed loops of instantaneous states become regular states.
- Other instantaneous state merge with the closed loops that they can reach.
- Possible state splitting.

# Markov Chains with Fast Transitions - $\tau$ -reduction

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# Markov Chains with Fast Transitions - $\tau$ -reduction



# $\tau$ -reduction - Example



## $\tau_{\sim}$ -reduction for Markov chains with Silent Steps

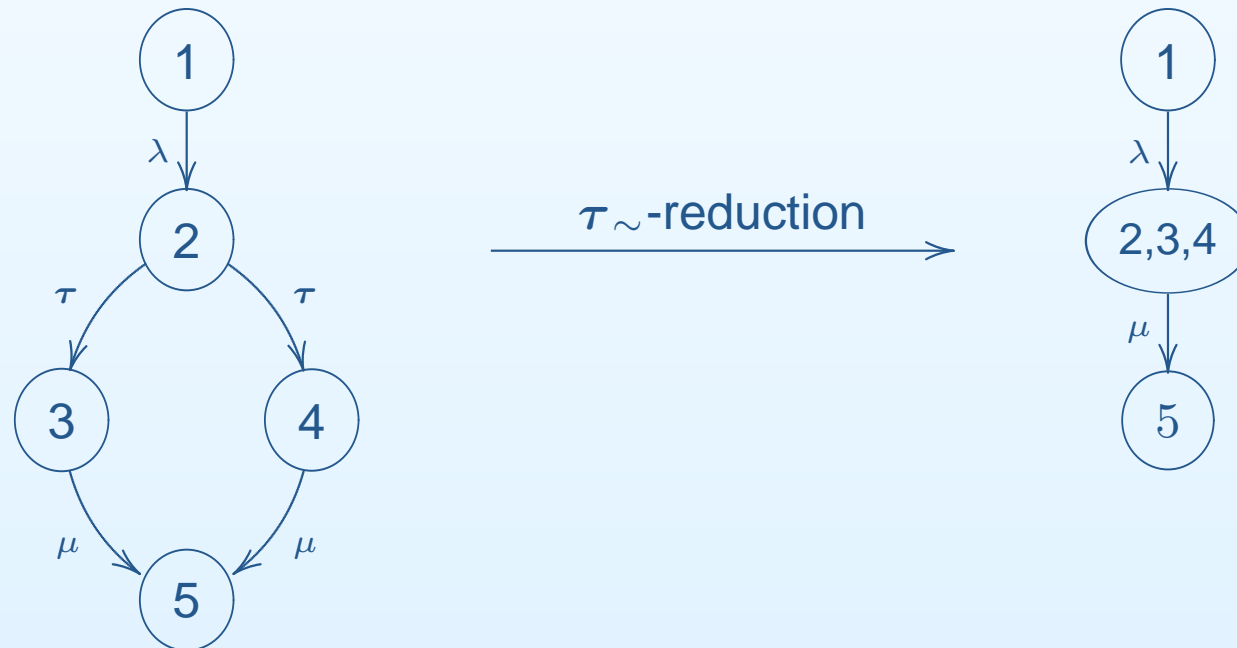
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- Lifting of  $\tau$ -reduction to sets of Markov Chains with Fast Transitions.
- Combination of  $\tau$ -reduction and Ordinary Lumping.
- Must give the same result for any representative Markov Chain with Fast Transitions.

# $\tau_{\sim}$ -reduction for Markov chains with Silent Steps

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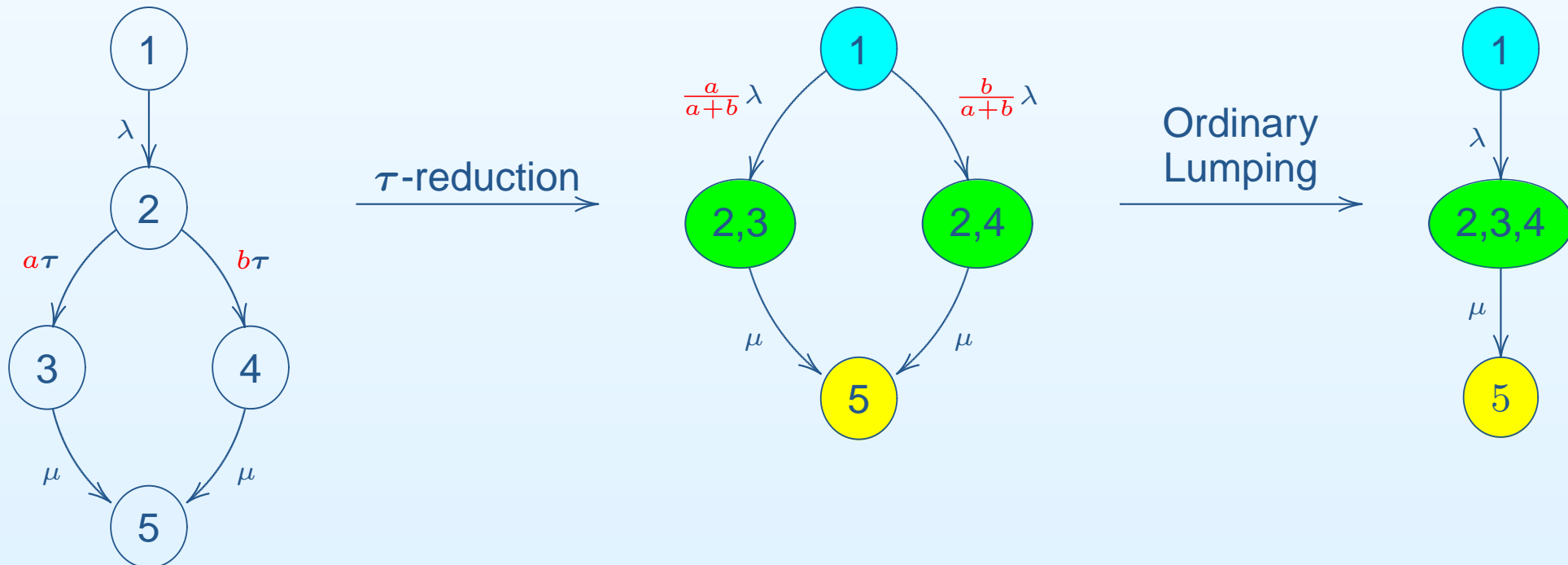
Example:



# $\tau_{\sim}$ -reduction for Markov chains with Silent Steps

- Lifting of  $\tau$ -reduction to sets of Markov Chains with Fast Transitions.
- Combination of  $\tau$ -reduction and Ordinary Lumping.
- Must give the same result for any representative Markov Chain with Fast Transitions.

Example:



## Comparison

- Lumping considered only when it gives a pure Markov Chain.

### Markov Chains with Fast Transitions:

- $\tau$ -lumping vs.  $\tau$ -reduction.
  - Incomparable.
  - Reduction can split states.
  - Lumping can combine regular states too.
  - $\tau$ -reduction + Ordinary Lumping better than  $\tau$ -lumping.

### Markov Chains with Silent Steps:

- $\tau_{\sim}$ -lumping vs.  $\tau_{\sim}$ -reduction.
  - Equivalent.

# Conclusions and Future Work

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## Conclusions:

- We treated silent steps in Markov chains as instantaneous transitions with unknown probability.
- We developed two methods for their elimination.
- This was done by extending the lumping method and the method for masking stochastic discontinuity.
- Both methods are shown to give equivalent Markov chains.

## Future Work:

- Combine fast and silent steps.
- Algorithms.
- Introduce (passive) actions and formalize them in stochastic terms.

THANK YOU!