## How Robust are Thresholds for Community Detection?

## Alex Wein (MIT)

Joint with Ankur Moitra (MIT) and Amelia Perry (MIT)

#### **Convex Optimization**

#### **Convex Optimization**

- Algorithm: semidefinite programming (SDP)
  - Most powerful known algorithm for various worst-case and average-case problems

#### **Convex Optimization**

- Algorithm: semidefinite programming (SDP)
  - Most powerful known algorithm for various worst-case and average-case problems
- Reasoning about hardness of problems
  - Integrality gaps
  - Extension complexity
  - Sum-of-squares lower bounds

#### **Convex Optimization**

- Algorithm: semidefinite programming (SDP)
  - Most powerful known algorithm for various worst-case and average-case problems
- Reasoning about hardness of problems
  - Integrality gaps
  - Extension complexity
  - Sum-of-squares lower bounds

- Algorithm: belief propagation (BP)
  - Believed/known to be statistically optimal for many average-case (random) problems

#### **Convex Optimization**

- Algorithm: semidefinite programming (SDP)
  - Most powerful known algorithm for various worst-case and average-case problems
- Reasoning about hardness of problems
  - Integrality gaps
  - Extension complexity
  - Sum-of-squares lower bounds

- Algorithm: belief propagation (BP)
  - Believed/known to be statistically optimal for many average-case (random) problems
- Reasoning about hardness of problems
  - Non-rigorous cavity/replica methods
  - Predict regimes in which problems are easy/hard/impossible ("phase transitions")

#### **Convex Optimization**

- Algorithm: semidefinite programming (SDP)
  - Most powerful known algorithm for various worst-case and average-case problems
- Reasoning about hardness of problems
  - Integrality gaps
  - Extension complexity
  - Sum-of-squares lower bounds

#### **Statistical Physics**

- Algorithm: belief propagation (BP)
  - Believed/known to be statistically optimal for many average-case (random) problems
- Reasoning about hardness of problems
  - Non-rigorous cavity/replica methods
  - Predict regimes in which problems are easy/hard/impossible ("phase transitions")

#### Do these frameworks always agree?

#### **Convex Optimization**

- Algorithm: semidefinite programming (SDP)
  - Most powerful known algorithm for various worst-case and average-case problems
- Reasoning about hardness of problems
  - Integrality gaps
  - Extension complexity
  - Sum-of-squares lower bounds

#### **Statistical Physics**

- Algorithm: belief propagation (BP)
  - Believed/known to be statistically optimal for many average-case (random) problems
- Reasoning about hardness of problems
  - Non-rigorous cavity/replica methods
  - Predict regimes in which problems are easy/hard/impossible ("phase transitions")

#### Do these frameworks always agree?

And if they don't agree, which one is correct?

Model for community detection in graphs

Model for community detection in graphs

Introduced by Holland, Laskey and Leinhardt (1983)

Model for community detection in graphs

Introduced by Holland, Laskey and Leinhardt (1983)

• Vertices partitioned into 2 hidden communities



Model for community detection in graphs

Introduced by Holland, Laskey and Leinhardt (1983)

- Vertices partitioned into 2 hidden communities
- Connection probabilities p > q



Model for community detection in graphs

Introduced by Holland, Laskey and Leinhardt (1983)

- Vertices partitioned into 2 hidden communities
- Connection probabilities p > q
- Edges independent



Model for community detection in graphs

Introduced by Holland, Laskey and Leinhardt (1983)

- Vertices partitioned into 2 hidden communities
- Connection probabilities p > q
- Edges independent

Goal: recover communities (exactly or approximately)



Model for community detection in graphs

Introduced by Holland, Laskey and Leinhardt (1983)

- Vertices partitioned into 2 hidden communities
- Connection probabilities p > q
- Edges independent

Goal: recover communities (exactly or approximately)



Studied in statistics, information theory, computer science, statistical physics, ...

# 

#### Sharp Threshold Behavior

n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

```
Dense regime: p = a \log(n)/n, q = b \log(n)/n, a > b > 0
Average degree: O(log n)
```



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

```
Dense regime: p = a \log(n)/n, q = b \log(n)/n, a > b > 0
Average degree: O(log n)
```

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

 $\sqrt{a} - \sqrt{b} > \sqrt{2}$ 



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

```
Dense regime: p = a \log(n)/n, q = b \log(n)/n, a > b > 0
Average degree: O(log n)
```

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

 $\sqrt{a} - \sqrt{b} > \sqrt{2}$ 

\* recover communities exactly, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

```
Dense regime: p = a \log(n)/n, q = b \log(n)/n, a > b > 0
Average degree: O(log n)
```

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

 $\sqrt{a} - \sqrt{b} > \sqrt{2}$ 

\* recover communities exactly, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

```
Dense regime: \mathbf{p} = \mathbf{a} \log(n)/n, \mathbf{q} = \mathbf{b} \log(n)/n, \mathbf{a} > \mathbf{b} > 0
Average degree: O(log n)
```

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

```
\sqrt{a} - \sqrt{b} \ge \sqrt{2}
```

\* recover communities exactly, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 

Sparse regime: p = a/n, q = b/n, a > bAverage degree: O(1)



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

Dense regime:  $p = a \log(n)/n$ ,  $q = b \log(n)/n$ , a > b > 0Average degree: O(log n)

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

$$\sqrt{a} - \sqrt{b} \ge \sqrt{2}$$

Sparse regime: p = a/n, q = b/n, a > bAverage degree: O(1)

**Theorem** [Mossel-Neeman-Sly '13, '14; Massoulie '14]: Possible to achieve partial recovery\* iff

$$(\boldsymbol{a} - \boldsymbol{b})^2 > 2(\boldsymbol{a} + \boldsymbol{b})$$





n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

Dense regime:  $p = a \log(n)/n$ ,  $q = b \log(n)/n$ , a > b > 0Average degree: O(log n)

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

$$\sqrt{a} - \sqrt{b} \ge \sqrt{2}$$

\* recover communities exactly, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 

Sparse regime: p = a/n, q = b/n, a > bAverage degree: O(1)

**Theorem** [Mossel-Neeman-Sly '13, '14; Massoulie '14]: Possible to achieve partial recovery\* iff

$$(\boldsymbol{a} - \boldsymbol{b})^2 > 2(\boldsymbol{a} + \boldsymbol{b})$$

\* find partition with  $\frac{1}{2} + \varepsilon$  correlation with truth, with probability  $\rightarrow 1$  as  $n \rightarrow \infty$ 



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

Dense regime:  $p = a \log(n)/n$ ,  $q = b \log(n)/n$ , a > b > 0Average degree: O(log n)

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

$$\sqrt{a} - \sqrt{b} \ge \sqrt{2}$$

\* recover communities exactly, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 

Sparse regime: p = a/n, q = b/n, a > bAverage degree: O(1)

**Theorem** [Mossel-Neeman-Sly '13, '14; Massoulie '14]: Possible to achieve partial recovery\* iff

$$(\boldsymbol{a} - \boldsymbol{b})^2 > 2(\boldsymbol{a} + \boldsymbol{b})$$

First conjectured by statistical physics [DKMZ'11] \* find partition with  $\frac{1}{2} + \varepsilon$  correlation with truth, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob

Dense regime:  $p = a \log(n)/n$ ,  $q = b \log(n)/n$ , a > b > 0Average degree: O(log n)

**Theorem** [Abbe-Bandeira-Hall '14, Mossel-Neeman-Sly '14]: Possible to achieve exact recovery\* iff

$$\sqrt{a} - \sqrt{b} \ge \sqrt{2}$$

\* recover communities exactly, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 

<u>Sparse regime</u>: p = a/n, q = b/n, a > bAverage degree: O(1)

**Theorem** [Mossel-Neeman-Sly '13, '14; Massoulie '14]: Possible to achieve partial recovery\* iff

$$(\boldsymbol{a} - \boldsymbol{b})^2 > 2(\boldsymbol{a} + \boldsymbol{b})$$

First conjectured by statistical physics [DKMZ'11] \* find partition with  $\frac{1}{2} + \varepsilon$  correlation with truth, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 



n -- num vertices

- p -- within-community edge prob
- q -- between-community edge prob



Sparse regime: p = a/n, q = b/n, a > bAverage degree: O(1)

**Theorem** [Mossel-Neeman-Sly '13, '14; Massoulie '14]: Possible to achieve partial recovery\* iff

$$(\mathbf{a} - \mathbf{b})^2 > 2(\mathbf{a} + \mathbf{b})$$

First conjectured by statistical physics [DKMZ'11] \* find partition with  $\frac{1}{2} + \varepsilon$  correlation with truth, with probability  $\rightarrow 1$  as n  $\rightarrow \infty$ 



In both settings, there are efficient algorithms known to work up to the threshold:

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

• Spectral/combinatorial clustering + local refinement [MNS'14, AS'15]

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

- Spectral/combinatorial clustering + local refinement [MNS'14, AS'15]
- Semidefinite programming (SDP) [ABH'14, HWX'15, Ban'15]

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

- Spectral/combinatorial clustering + local refinement [MNS'14, AS'15]
- Semidefinite programming (SDP) [ABH'14, HWX'15, Ban'15]

Sparse regime (partial recovery):

• (Linearized) belief propagation + variants [Mas'14, MNS'13, BLM'15, MNS'14]

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

- Spectral/combinatorial clustering + local refinement [MNS'14, AS'15]
- Semidefinite programming (SDP) [ABH'14, HWX'15, Ban'15]

- (Linearized) belief propagation + variants [Mas'14, MNS'13, BLM'15, MNS'14]
- SDPs can get close to the threshold, but haven't been able to reach it [GV'15, MS'15]

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

- Spectral/combinatorial clustering + local refinement [MNS'14, AS'15]
- Semidefinite programming (SDP) [ABH'14, HWX'15, Ban'15]

Sparse regime (partial recovery):

- (Linearized) belief propagation + variants [Mas'14, MNS'13, BLM'15, MNS'14]
- SDPs can get close to the threshold, but haven't been able to reach it [GV'15, MS'15]

Can SDPs reach the threshold in the sparse regime, or are they suboptimal?

In both settings, there are efficient algorithms known to work up to the threshold:

Dense regime (exact recovery):

- Spectral/combinatorial clustering + local refinement [MNS'14, AS'15]
- Semidefinite programming (SDP) [ABH'14, HWX'15, Ban'15]

Sparse regime (partial recovery):

- (Linearized) belief propagation + variants [Mas'14, MNS'13, BLM'15, MNS'14]
- SDPs can get close to the threshold, but haven't been able to reach it [GV'15, MS'15]

#### Can SDPs reach the threshold in the sparse regime, or are they suboptimal?

Answer: We will give evidence that SDPs cannot reach the threshold! — but only because they are actually solving a harder problem.

## **Semirandom Models**
Between average-case and worst-case

Between average-case and worst-case

Between average-case and worst-case

For stochastic block model [Feige-Kilian '00]:

1. Draw a random graph from the usual SBM



Between average-case and worst-case

For stochastic block model [Feige-Kilian '00]:

1. Draw a random graph from the usual SBM



Between average-case and worst-case

- 1. Draw a random graph from the usual SBM
- 2. An adversary can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities



Between average-case and worst-case

- 1. Draw a random graph from the usual SBM
- 2. An adversary can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities



Between average-case and worst-case

- 1. Draw a random graph from the usual SBM
- 2. An adversary can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities



"random model"

Between average-case and worst-case

- 1. Draw a random graph from the usual SBM
- 2. An adversary can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities



Between average-case and worst-case

- 1. Draw a random graph from the usual SBM
- 2. An <u>adversary</u> can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities



Between average-case and worst-case

For stochastic block model [Feige-Kilian '00]:

- 1. Draw a random graph from the usual SBM
- 2. An <u>adversary</u> can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities

Prevents algorithms from over-tuning to specific model statistics (degree distribution, spectrum, etc.)



Between average-case and worst-case

For stochastic block model [Feige-Kilian '00]:

- 1. Draw a random graph from the usual SBM
- 2. An <u>adversary</u> can perform any number of *monotone* ('helpful') changes:
  - a. Add edges within communities
  - b. Remove edges between communities

Prevents algorithms from over-tuning to specific model statistics (degree distribution, spectrum, etc.)

Captures some notion of 'robustness'



Example:  $p = \frac{1}{2}$ ,  $q = \frac{1}{4}$ ,  $n \rightarrow \infty$ , exact recovery



Example: p =  $\frac{1}{2}$ , q =  $\frac{1}{4}$ , n  $\rightarrow \infty$ , exact recovery

Easy algorithm for the **random** model: count common neighbors



Example:  $p = \frac{1}{2}$ ,  $q = \frac{1}{4}$ ,  $n \rightarrow \infty$ , exact recovery

Easy algorithm for the **random** model: count common neighbors

- 2 same-side vertices have  $\approx \frac{5}{32}n$  common neighbors
- 2 opposite-side vertices have  $\approx \frac{4}{32}$ n common neighbors



Example:  $p = \frac{1}{2}$ ,  $q = \frac{1}{4}$ ,  $n \to \infty$ , exact recovery

Easy algorithm for the **random** model: count common neighbors

- 2 same-side vertices have  $\approx \frac{5}{32}n$  common neighbors 2 opposite-side vertices have  $\approx \frac{4}{32}n$  common neighbors

**Semirandom** model: adversary can break this — add a clique on one community



Example:  $p = \frac{1}{2}$ ,  $q = \frac{1}{4}$ ,  $n \to \infty$ , exact recovery

Easy algorithm for the **random** model: count common neighbors

- 2 same-side vertices have  $\approx \frac{5}{32}n$  common neighbors 2 opposite-side vertices have  $\approx \frac{4}{32}n$  common neighbors

**Semirandom** model: adversary can break this — add a clique on one community

- 2 left-side vertices still have  $\approx \frac{5}{32}n$  common neighbors 2 opposite-side vertices now have  $\approx \frac{6}{32}n$  common neighbors



Example:  $p = \frac{1}{2}$ ,  $q = \frac{1}{4}$ ,  $n \to \infty$ , exact recovery

Easy algorithm for the **random** model: count common neighbors

- 2 same-side vertices have  $\approx \frac{5}{32}n$  common neighbors 2 opposite-side vertices have  $\approx \frac{4}{32}n$  common neighbors

**Semirandom** model: adversary can break this — add a clique on one community

- 2 left-side vertices still have  $\approx \frac{5}{32}n$  common neighbors 2 opposite-side vertices now have  $\approx \frac{6}{32}n$  common neighbors

The vast majority of algorithms fail against the semirandom model!



Monotone-robust algorithm: succeeds against the semirandom model

Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

For exact recovery: SDP is robust up to the threshold [Feige-Kilian '00, Hajek-Wu-Xu '15]

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

For exact recovery: SDP is robust up to the threshold [Feige-Kilian '00, Hajek-Wu-Xu '15]

For partial recovery: harder...

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

For exact recovery: SDP is robust up to the threshold [Feige-Kilian '00, Hajek-Wu-Xu '15]

For partial recovery: harder...

• In random model, SDP works when  $(a - b)^2 > C(a + b)$  [Guédon–Vershynin '15]

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

For exact recovery: SDP is robust up to the threshold [Feige-Kilian '00, Hajek-Wu-Xu '15]

For partial recovery: harder... recall: threshold is  $(a - b)^2 > 2(a + b)$ 

• In random model, SDP works when  $(a - b)^2 > C(a + b)$  [Guédon–Vershynin '15]

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

For exact recovery: SDP is robust up to the threshold [Feige-Kilian '00, Hajek-Wu-Xu '15]

For partial recovery: harder... recall: threshold is  $(a - b)^2 > 2(a + b)$ 

- In random model, SDP works when  $(a b)^2 > C(a + b)$  [Guédon–Vershynin '15]
- SDP is robust under same condition [Moitra–Perry–W '15, Makarychev–Makarychev–Vijayaraghavan '15]

#### Monotone-robust algorithm: succeeds against the semirandom model

• In this talk, "robust" means monotone-robust

Only one method is known to be robust: convex programming!

For exact recovery: SDP is robust up to the threshold [Feige-Kilian '00, Hajek-Wu-Xu '15]

For partial recovery: harder... recall: threshold is  $(a - b)^2 > 2(a + b)$ 

- In random model, SDP works when  $(a b)^2 > C(a + b)$  [Guédon–Vershynin '15]
- SDP is robust under same condition [Moitra–Perry–W '15, Makarychev–Makarychev–Vijayaraghavan '15]
- Open: Can [Montanari–Sen '15] analysis be made robust?

**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

Random: impossible iff  $(a - b)^2 \le 2(a + b)$ 

**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

Random: impossible iff  $(a - b)^2 \le 2(a + b)$ 

Semirandom: impossible if  $(a - b)^2 \leq C_a(a + b)$ 

**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

Random: impossible iff 
$$(a - b)^2 \le 2(a + b)$$
 b  
Semirandom: impossible if  $(a - b)^2 \le C_a(a + b)$ 



**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

b

Random: impossible iff 
$$(a - b)^2 \le 2(a + b)$$
  
Semirandom: impossible if  $(a - b)^2 \le C_a(a + b)$ 



**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

Random: impossible iff 
$$(a - b)^2 \le 2(a + b)$$

Semirandom: impossible if 
$$(a - b)^2 \le C_a(a + b)$$

where  $C_a > 2$  for all a > 2

• No algorithm can robustly reach the threshold!



**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

Random: impossible iff 
$$(a - b)^2 \le 2(a + b)$$

Semirandom: impossible if 
$$(a - b)^2 \le C_a(a + b)$$

- No algorithm can robustly reach the threshold!
- First random-to-semirandom gap



**Theorem**: Partial recovery is strictly harder in the semirandom model than in the random model — 'helpful' changes can hurt!

Random: impossible iff  $(a - b)^2 \le 2(a + b)$ 

Semirandom: impossible if 
$$(a-b)^2 \leq C_a(a+b)$$

- No algorithm can robustly reach the threshold!
- First random-to-semirandom gap
- Gap only exists for partial recovery



#### Can SDPs reach the threshold?
Our result: No algorithm for partial recovery can robustly reach the threshold

Our result: No algorithm for partial recovery can robustly reach the threshold

Doesn't technically imply that SDPs cannot reach the threshold

• No proof that if SDP succeeds in random model, then it is robust (i.e. succeeds in the semirandom model for the same range of parameters a,b)

Our result: No algorithm for partial recovery can robustly reach the threshold

Doesn't technically imply that SDPs cannot reach the threshold

• No proof that if SDP succeeds in random model, then it is robust (i.e. succeeds in the semirandom model for the same range of parameters a,b)

But it does give evidence that SDPs cannot reach the threshold

Our result: No algorithm for partial recovery can robustly reach the threshold

Doesn't technically imply that SDPs cannot reach the threshold

• No proof that if SDP succeeds in random model, then it is robust (i.e. succeeds in the semirandom model for the same range of parameters a,b)

But it does give evidence that SDPs cannot reach the threshold

• Formally: No [GV'15]-type SDP analysis succeeds up to threshold

Our result: No algorithm for partial recovery can **robustly** reach the threshold

Doesn't technically imply that SDPs cannot reach the threshold

• No proof that if SDP succeeds in random model, then it is robust (i.e. succeeds in the semirandom model for the same range of parameters a,b)

But it does give evidence that SDPs cannot reach the threshold

• Formally: No [GV'15]-type SDP analysis succeeds up to threshold

Additional evidence: statistical physics predicts (non-rigorous) that SDP misses the threshold [JMR'15]

Our adversary: look for degree-2 nodes with 2 opposite-side neighbors; cut both edges



Our adversary: look for degree-2 nodes with 2 opposite-side neighbors; cut both edges

Sparse graph: this occurs often



Our adversary: look for degree-2 nodes with 2 opposite-side neighbors; cut both edges

Sparse graph: this occurs often

"Long edge" within a community



Our adversary: look for degree-2 nodes with 2 opposite-side neighbors; cut both edges

Sparse graph: this occurs often

"Long edge" within a community

We prove that this makes partial recovery strictly harder (information-theoretically)



Our adversary: look for degree-2 nodes with 2 opposite-side neighbors; cut both edges

Sparse graph: this occurs often

"Long edge" within a community

We prove that this makes partial recovery strictly harder (information-theoretically)

Interpretation: algorithms reaching the threshold (e.g. linearized belief propagation) rely on the distribution of these structures in the noise



Goal: show that with our adversary, partial recovery is impossible in some region strictly above the threshold

Goal: show that with our adversary, partial recovery is impossible in some region strictly above the threshold

We adapt the original proof of [Mossel–Neeman–Sly '13] that shows impossibility below the threshold (in the random model)

Goal: show that with our adversary, partial recovery is impossible in some region strictly above the threshold

We adapt the original proof of [Mossel–Neeman–Sly '13] that shows impossibility below the threshold (in the random model)

Sparse graphs are locally-tree-like

Goal: show that with our adversary, partial recovery is impossible in some region strictly above the threshold

We adapt the original proof of [Mossel–Neeman–Sly '13] that shows impossibility below the threshold (in the random model)

Sparse graphs are locally-tree-like

• A vertex's O(log n)-radius neighborhood is a tree with high probability

Goal: show that with our adversary, partial recovery is impossible in some region strictly above the threshold

We adapt the original proof of [Mossel–Neeman–Sly '13] that shows impossibility below the threshold (in the random model)

Sparse graphs are locally-tree-like

• A vertex's O(log n)-radius neighborhood is a tree with high probability

Use connection to *broadcast tree model* 



2 colors: red, blue (corresponding to 2 communities)



2 colors: red, blue (corresponding to 2 communities)

Recursively, each node gives birth to:

- Pois(a/2) nodes of same color, and
- Pois(b/2) nodes of opposite color



2 colors: red, blue (corresponding to 2 communities)

Recursively, each node gives birth to:

- Pois(a/2) nodes of same color, and
- Pois(b/2) nodes of opposite color

(Resembles neighborhood of graph!)



2 colors: red, blue (corresponding to 2 communities)

Recursively, each node gives birth to:

- Pois(a/2) nodes of same color, and
- Pois(b/2) nodes of opposite color

(Resembles neighborhood of graph!)

Q: When can you recover the root color from the leaf colors? (as tree depth  $ightarrow \infty$ )



2 colors: red, blue (corresponding to 2 communities)

Recursively, each node gives birth to:

- Pois(a/2) nodes of same color, and
- Pois(b/2) nodes of opposite color

(Resembles neighborhood of graph!)

Q: When can you recover the root color from the leaf colors? (as tree depth  $ightarrow \infty$ )

Answer: when  $(a - b)^2 > 2(a + b)$  Look familiar? [Kesten-Stigum '66, Evans-Kenyon-Peres-Schulman '00]



New phenomenon: random-to-semirandom gap (only in partial recovery)

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

Statistical physics (i.e. belief propagation) exactly achieves the recovery threshold

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

Statistical physics (i.e. belief propagation) exactly achieves the recovery threshold

• But at what cost? Lacks robustness.

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

Statistical physics (i.e. belief propagation) exactly achieves the recovery threshold

• But at what cost? Lacks robustness.

Convex optimization (i.e. SDP) falls slightly short of the threshold but holds onto robustness.

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

Statistical physics (i.e. belief propagation) exactly achieves the recovery threshold

• But at what cost? Lacks robustness.

Convex optimization (i.e. SDP) falls slightly short of the threshold but holds onto robustness.

• Missing the threshold is necessary — robust problem is strictly harder.

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

Statistical physics (i.e. belief propagation) exactly achieves the recovery threshold

• But at what cost? Lacks robustness.

Convex optimization (i.e. SDP) falls slightly short of the threshold but holds onto robustness.

• Missing the threshold is necessary — robust problem is strictly harder.

What price do we pay (in terms of robustness) in order to reach information-theoretic thresholds?

New phenomenon: random-to-semirandom gap (only in partial recovery)

• Does this phenomenon occur elsewhere?

Statistical physics (i.e. belief propagation) exactly achieves the recovery threshold

• But at what cost? Lacks robustness.

Convex optimization (i.e. SDP) falls slightly short of the threshold but holds onto robustness.

• Missing the threshold is necessary — robust problem is strictly harder.

What price do we pay (in terms of robustness) in order to reach information-theoretic thresholds?

Thanks! Questions?