

Q. How good is BP ? $|V| < \infty$

what is known

- If G is tree \rightarrow exact.
- If G has 1 loop \rightarrow Converges (0) [Weiss, 2000]
may not be exact
- Maximum Weight Matching \rightarrow BP is exact [Bayati Shah Sharma 2005]
(Computationally easy)

In the limit of large graph G ,

Density Evolution provides asymptotic performance estimate.

- Compressed Sensing
- LDPC decoding ✓
- Crowd sourcing [Karger Shah Shah 2011]
- Community detection stochastic Block Models

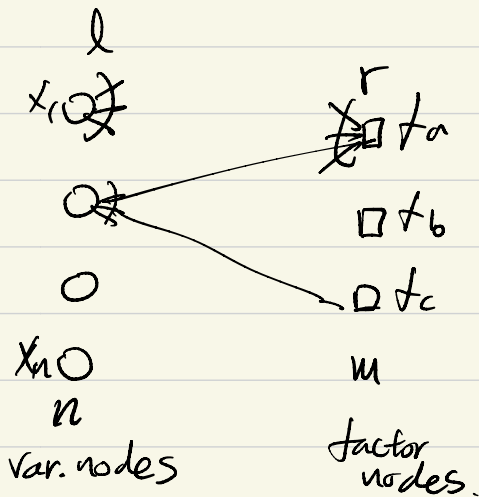
* Density Evolution assumes:

Factor Graph model on Random Graphs.

Def. Random Graph $G_{n,m,l,r}$

$\begin{matrix} \uparrow & \uparrow & \uparrow & \uparrow \\ \mathbb{Z} & \mathbb{Z} & \mathbb{Z} & \mathbb{Z} \end{matrix}$

Random graph G is drawn uniformly over all graphs that have var node degree l and factor node degree r .

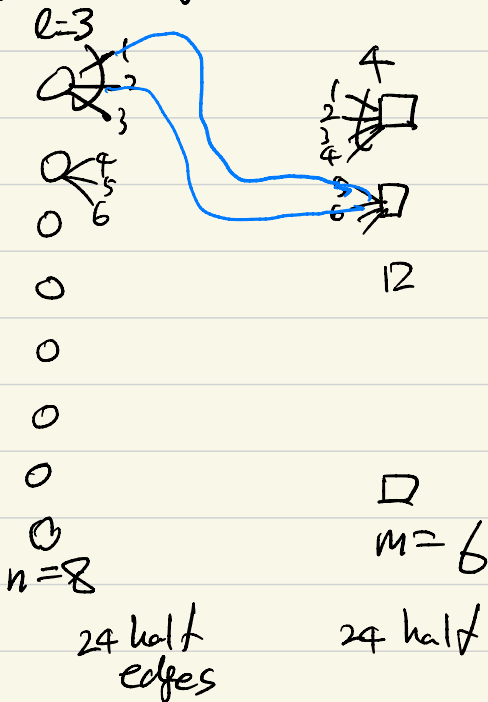


• Given (n, m, l, r) , how do you generate such graph?

$$|E| = n \cdot l = m \cdot r$$

Def. Configuration Model. $(l=3, r=4)$

$$n=8, m=6$$



① random permutation $\pi: |E| \rightarrow |E|$

② match half edge w/mt π .

$$\pi_1 = 5$$

③ fix double edges.

* When you do have control over designing F.G model.

Example > LDPC codes.

Factor Graph Model:

assume Binary Erasure Channel.
BEC(ϵ)

$$x_i \in \{0, 1\}$$

$$y_i \in \{0, 1, *\}$$

$$P(X|Y) \propto P(Y, X) \propto P(X|X) \cdot P(X)$$

$$P(y_i = * | x_i) = \epsilon$$

$$P(y_i = x_i | x_i) = 1 - \epsilon$$

$$P_Y(X) = \frac{1}{Z} \prod_{i=1}^n P(y_i | x_i) \prod_{a \in F} \mathbb{I}(\bigoplus_{\alpha} x_{\alpha} = 0)$$

channel.

binary XOR
LDPC parity check.

Q. $P(x_i | Y) \leftarrow$ B.P.

Marginals.

$$P(x) = \frac{1}{2} \prod_i P(x_i | x_i) \cdot \prod_a \mathbb{I}(\oplus x_{aa} = 0)$$

* Belief Propagation LDPC code = F.G.

$$M_{i \rightarrow a}(x_i) = P(x_i | x_i) \cdot \prod_{b \in \partial i \setminus \{a\}} \tilde{M}_{b \rightarrow i}(x_i)$$

$$P(x_i | x_i) = \begin{cases} \epsilon & x_i = * \\ 1 - \epsilon & x_i = x_i \\ 0 & x_i = \bar{x}_i \end{cases}$$

↑
binary
negation

$$\tilde{M}_{a \rightarrow i}(x_i) = \sum_{X_{\partial a \setminus \{i\}}} \left\{ \prod_{j \in \partial a \setminus \{i\}} M_{j \rightarrow a}(x_j) \right\} \mathbb{I}(\oplus X_{aa} = 0)$$

claim: $\begin{pmatrix} M_{i \rightarrow a}(x_i) \\ \tilde{M}_{a \rightarrow i}(x_i) \end{pmatrix} \in \left\{ \begin{matrix} x_{ia} = 0 \\ x_i = 1 \end{matrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{matrix} x_{ia} = 1 \\ x_i = 0 \end{matrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}, \begin{matrix} x_{ia} = * \\ x_i = * \end{matrix} \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix} \right\}$

→ the messages are also discrete
↑
BEC
not BSC

proof: by induction

initially: $\tilde{M}_{b \rightarrow i}^{(0)}(x_i) = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$

$$M_{i \rightarrow a}^{(1)}(x_i) = \begin{cases} \begin{bmatrix} \epsilon \\ \epsilon \end{bmatrix} \propto \begin{bmatrix} x_i \\ x_i \end{bmatrix} & \text{if } x_i = * \\ \begin{bmatrix} 1 - \epsilon \\ 0 \end{bmatrix} \propto \begin{bmatrix} 1 \\ 0 \end{bmatrix} & x_i = 0 \\ \begin{bmatrix} 0 \\ 1 - \epsilon \end{bmatrix} \propto \begin{bmatrix} 0 \\ 1 \end{bmatrix} & x_i = 1 \end{cases}$$

$$\begin{matrix} x_{ia} = * \\ x_{ia} = 0 \\ x_{ia} = 1 \end{matrix}$$

Induction: ① $\tilde{M}_{a \rightarrow i}^{(t)}$

Case 1: all incoming messages are $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ or $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$

$$\tilde{M}_{a \rightarrow i}^{(t)} = \sum_{x_j} \prod_{j \in \partial a \setminus \{i\}} M_{j \rightarrow a}(x_j) \mathbb{I}(x_i \oplus \bigoplus_{j \in \partial a \setminus \{i\}} x_j = 0)$$

= $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Case 2: If there is at least one incoming message that is $\begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$, then

$$\tilde{M}_{a \rightarrow i}^{(t)} = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$$

$$X_{a \rightarrow i}^{(t)} = \begin{cases} \bigoplus_{j \in \partial a \setminus \{i\}} x_j \\ * \end{cases} \text{ if } \neq \text{incoming message that is } *$$

$$\textcircled{2} \text{ Update } \begin{cases} \mu_{i \rightarrow a}^{(t+1)}(X_i) \\ \tilde{\mu}_{i \rightarrow a}^{(t)}(X_i) \end{cases} = \left(\prod_{b \in \mathcal{I}_i \setminus \{a\}} \mu_{b \rightarrow i}^{(t)}(X_i) \right) \times P(X_i | X_i) \in \{ [0], [1], [\frac{1}{2}] \}$$

Case 1: if all incoming is $[\frac{1}{2}]$ including $P(X_i | X_i) = [\frac{\epsilon}{\epsilon}]$

$$\mu_{i \rightarrow a}^{(t)}(X_i) = \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} \propto \begin{bmatrix} \frac{1}{2} \wedge \frac{1}{2} \wedge \dots \\ \frac{1}{2} \wedge \frac{1}{2} \wedge \dots \end{bmatrix}$$

Case 2: if any incoming is $[1]$

$$\mu_{i \rightarrow a}^{(t)}(X_i) = \tilde{\mu}_{b \rightarrow i}^{(t)}(X_i) = [1] = \begin{bmatrix} 0 \wedge \frac{1}{2} \wedge \frac{1}{2} \wedge \dots \\ 1 \wedge \frac{1}{2} \wedge \frac{1}{2} \wedge \dots \end{bmatrix}$$

We proved the claim

$$\mu_{i \rightarrow a}^{(t)}, \tilde{\mu}_{a \rightarrow i}^{(t)} \in \{ [0], [1], [\frac{1}{2}] \}$$

\Rightarrow We can rewrite the BP update rule for this LDPC

$$X_{i \rightarrow a}^{(t)} \in \{0, 1, *\}, \tilde{X}_{a \rightarrow i}^{(t)} \in \{0, 1, *\}$$

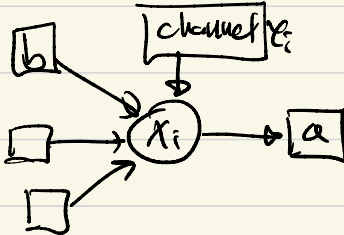
Initialize $\tilde{X}_{a \rightarrow i}^{(0)} = *$

Update:

$$X_{i \rightarrow a}^{(t+1)} = \begin{cases} * \\ \tilde{X}_{b \rightarrow i}^{(t)} \end{cases}$$

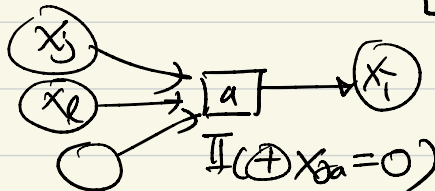
if all of incoming is $*$, otherwise

you are guaranteed no conflict.



$$\tilde{X}_{a \rightarrow i}^{(t+1)} = \begin{cases} \bigoplus_{b \in \mathcal{I}_a \setminus \{i\}} X_{b \rightarrow a}^{(t+1)} \\ * \end{cases}$$

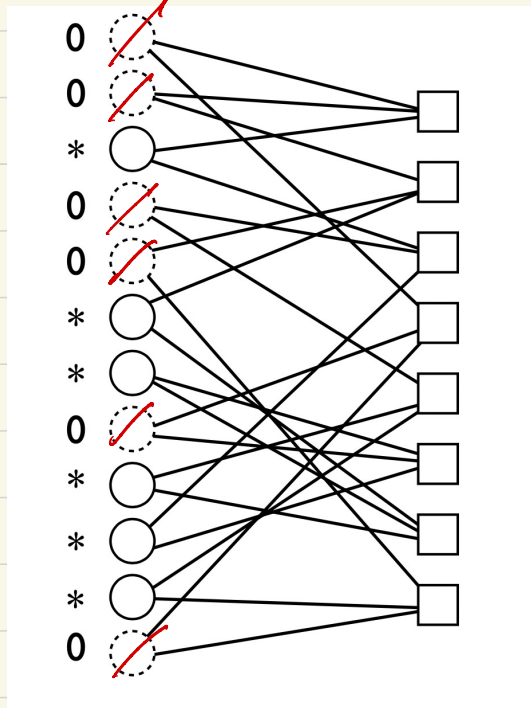
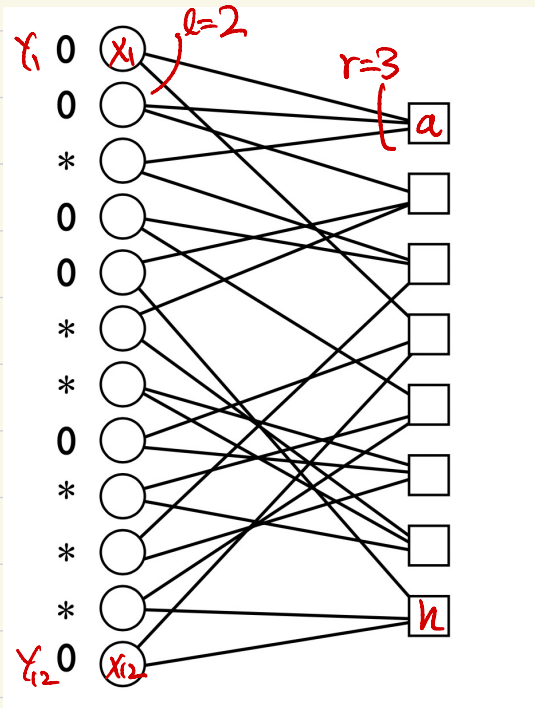
if all incoming is 0 or 1, otherwise



\Rightarrow This version of BP is Peeling Decoder

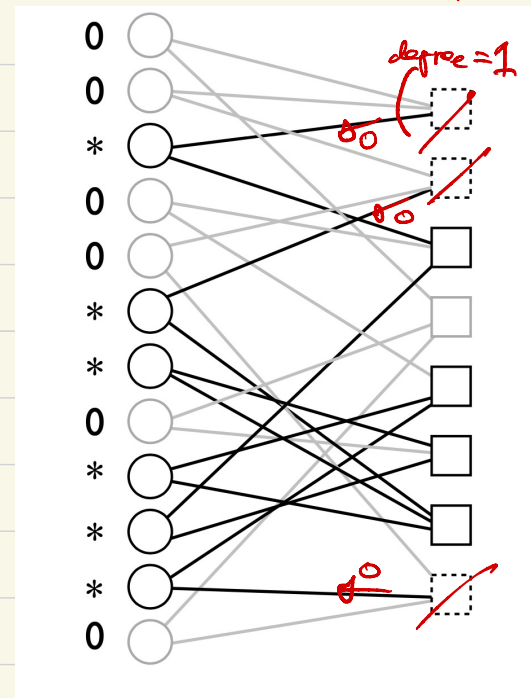
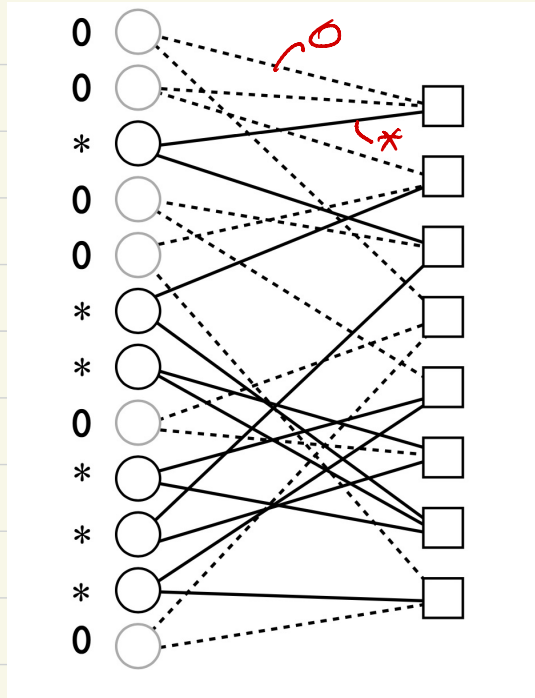
w. lof. $X=0$ was sent

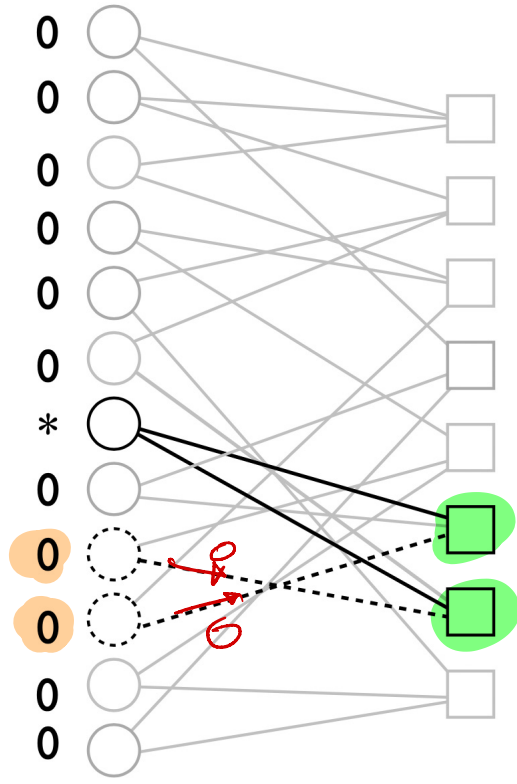
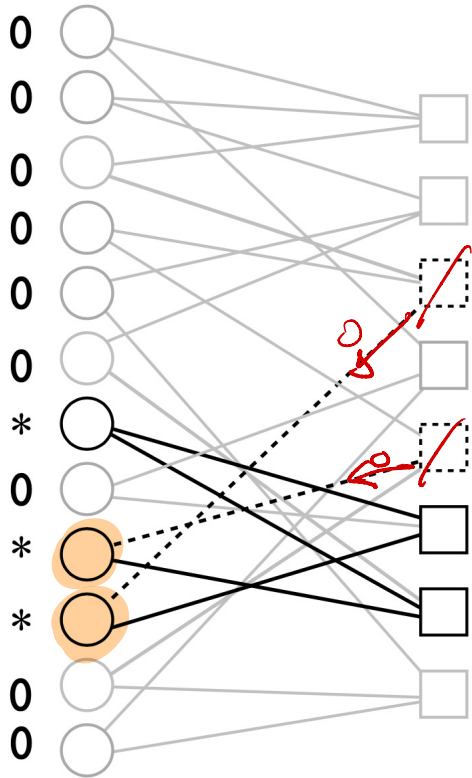
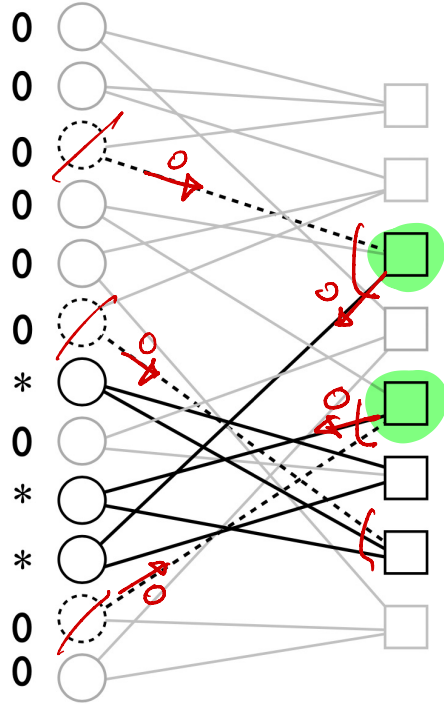
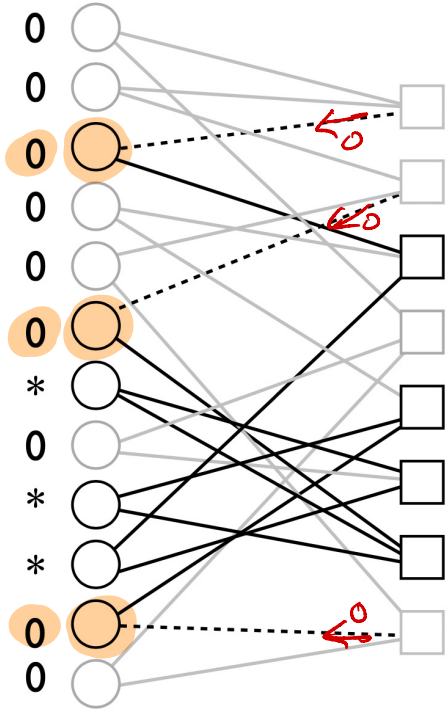
$X_{i \rightarrow a}^{(1)} = 0$



peel edges $X_{i \rightarrow a}^{(1)} = 0$

$\tilde{X}_{a \rightarrow i}^{(1)} = \begin{cases} 0 & \text{if all incoming } 0 \\ * & \text{otherwise} \end{cases}$

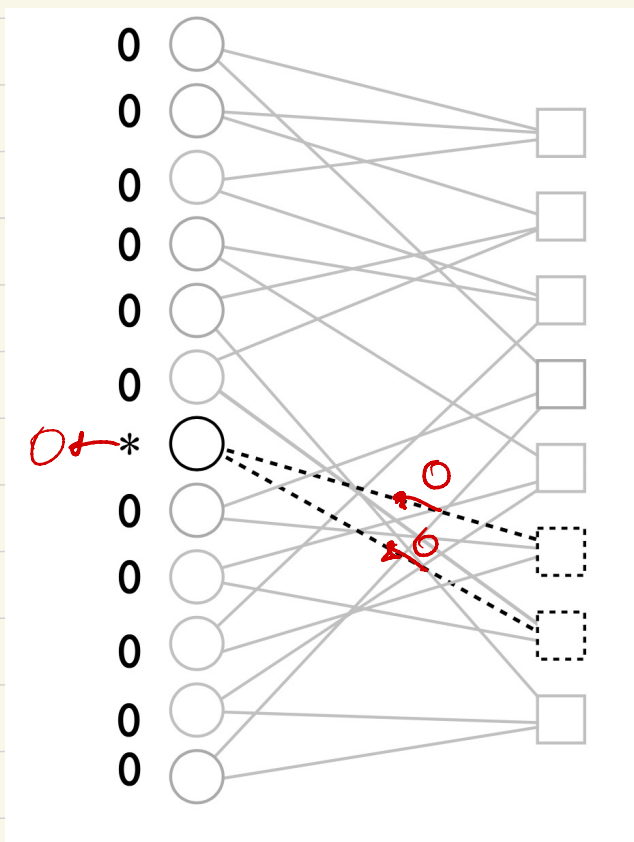




* Design Goal. Given, m, n

give me a graph s.t.
error probability is small.

Density Evolution tells you how to design.

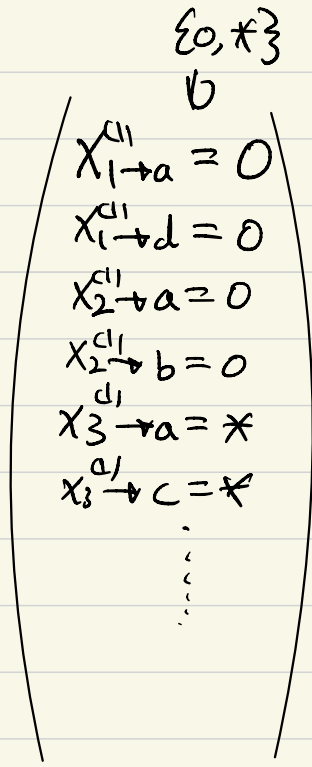
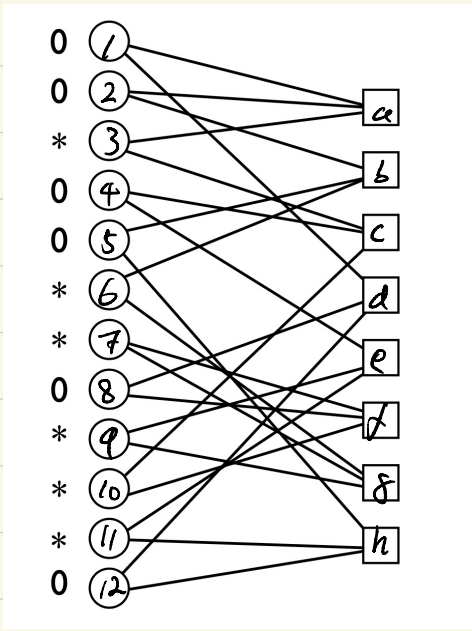


Strategy under Random Factor Graph. with $n, m \rightarrow \infty$
 $G(n, m, r)$, BEC(ϵ).
↳ designed

① Suppose we update BP as follows.

repeat {
- update $\{M_{i \rightarrow a}^{(t)}\}$
- Draw a fresh Random Graph $G(n, m, r)$
- update $\{\hat{m}_{a \rightarrow i}^{(t)}\}$
- Draw a fresh Random Graph $G(n, m, r)$
- $t = t + 1$

② Justify this is accurate if Γ -FG. is random.
↳ $m, n \neq \infty$.



|E|

Histogram \rightarrow population density

of $\{X_{i \rightarrow a}^{(1)}\} \rightarrow \underbrace{f^{(1)} \in [0, 1]}_{\text{empirical distribution}} = \mathbb{P}(X_{i \rightarrow a}^{(1)} = *)$

