Critical percolation on the Hamming graph

Tim Hulshof Eindhoven University of Technology

Joint work with Lorenzo Federico, Remco van der Hofstad & Frank den Hollander

October 26, 2017

Percolation

Definition

Fix a graph $G = (\mathcal{V}, \mathcal{E})$ and $p \in [0, 1]$. Remove each edge $e \in \mathcal{E}$ independently with probability p: a product measure on $\{0, 1\}^{\mathcal{E}}$.

Percolation

Definition

Fix a graph $G = (\mathcal{V}, \mathcal{E})$ and $p \in [0, 1]$. Remove each edge $e \in \mathcal{E}$ independently with probability p: a product measure on $\{0, 1\}^{\mathcal{E}}$.

Focus of this talk

Percolation on (sequences of) finite graphs.

Percolation

Definition

Fix a graph $G = (\mathcal{V}, \mathcal{E})$ and $p \in [0, 1]$. Remove each edge $e \in \mathcal{E}$ independently with probability p: a product measure on $\{0, 1\}^{\mathcal{E}}$.

Focus of this talk

Percolation on (sequences of) finite graphs.

Example

The *Erdős-Rényi random graph:* Take $G = K_n$. Write G(n, p) for the percolated graph. Study G(n, p) as $n \to \infty$ (with $p = p(n) \to 0$).

The double jump transition

Write C_j fo the *j*-th largest cluster of G(n, p).

The double jump transition

Write C_j fo the *j*-th largest cluster of G(n, p).

Erdős & Rényi (1960) showed: for fixed $j \ge 1$,

• if p < 1/n then $|C_j| = \Theta(\log n)$ whp [subcricital]

The double jump transition

Write C_j fo the *j*-th largest cluster of G(n, p).

Erdős & Rényi (1960) showed: for fixed $j \ge 1$,

- if p < 1/n then $|C_j| = \Theta(\log n)$ whp [subcricital]
- if p > 1/n then $|C_1| = \Theta(n)$ and $|C_j| = \Theta(\log n)$ for $j \ge 2$ whp [supercritical]

The double jump transition

Write C_j fo the *j*-th largest cluster of G(n, p).

Erdős & Rényi (1960) showed: for fixed $j \ge 1$,

- if p < 1/n then $|C_j| = \Theta(\log n)$ whp [subcricital]
- if p = 1/n then $n^{-2/3}|C_j|$ is a tight random variable [*critical*]
- if p > 1/n then $|C_1| = \Theta(n)$ and $|C_j| = \Theta(\log n)$ for $j \ge 2$ whp [supercritical]





The critical window

We can zoom in on the phase transition by choosing $p = \frac{1+\varepsilon_n}{n}$ with $\varepsilon_n \to 0$. This shows a much richer structure around criticality [Bollobás '84, Łuczak '90, Janson, Knuth, Łuczak & Pittel '93, ...]

The critical window

We can zoom in on the phase transition by choosing $p = \frac{1+\varepsilon_n}{n}$ with $\varepsilon_n \to 0$. This shows a much richer structure around criticality [Bollobás '84, Łuczak '90, Janson, Knuth, Łuczak & Pittel '93, ...]

• if $\varepsilon_n n^{1/3} \to -\infty$ then $|\mathcal{C}_j| = 2\varepsilon_n^{-2} \log(\varepsilon_n^3 n)(1 \pm o(1))$ whp [slightly subcritical]

The critical window

We can zoom in on the phase transition by choosing $p = \frac{1+\varepsilon_n}{n}$ with $\varepsilon_n \to 0$. This shows a much richer structure around criticality [Bollobás '84, Łuczak '90, Janson, Knuth, Łuczak & Pittel '93, ...]

- if $\varepsilon_n n^{1/3} \to -\infty$ then $|\mathcal{C}_j| = 2\varepsilon_n^{-2} \log(\varepsilon_n^3 n)(1 \pm o(1))$ whp [slightly subcritical]
- if $\varepsilon_n n^{1/3} \to +\infty$ then $|\mathcal{C}_1| = 2\varepsilon_n n(1 + o(1))$ where, $|\mathcal{C}_j| = 2\varepsilon_n^{-2} \log(\varepsilon_n^3 n)(1 \pm o(1))$ for $j \ge 2$ whe [slightly supercritical]

The critical window

We can zoom in on the phase transition by choosing $p = \frac{1+\varepsilon_n}{n}$ with $\varepsilon_n \to 0$. This shows a much richer structure around criticality [Bollobás '84, Łuczak '90, Janson, Knuth, Łuczak & Pittel '93, ...]

- if $\varepsilon_n n^{1/3} \to -\infty$ then $|\mathcal{C}_j| = 2\varepsilon_n^{-2} \log(\varepsilon_n^3 n)(1 \pm o(1))$ whp [slightly subcritical]
- if $\varepsilon_n n^{1/3} \to \theta \in \mathbb{R}$ then Aldous' scaling limit [the critical window]
- if $\varepsilon_n n^{1/3} \to +\infty$ then $|C_1| = 2\varepsilon_n n(1 + o(1))$ whp, $|C_j| = 2\varepsilon_n^{-2} \log(\varepsilon_n^3 n)(1 \pm o(1))$ for $j \ge 2$ whp [slightly supercritical]

Theorem [Aldous '97] Fix $\theta \in \mathbb{R}$.

Theorem [Aldous '97] Fix $\theta \in \mathbb{R}$. Let B(t) be a Brownian motion and

$$B^{\theta}(t) := B(t) + \theta t - \frac{t^2}{2}$$
 (BM w/ parabolic drift)

Theorem [Aldous '97] Fix $\theta \in \mathbb{R}$. Let B(t) be a Brownian motion and

$$B^{\theta}(t) := B(t) + \theta t - \frac{t^2}{2} \qquad (BM \text{ w/ parabolic drift})$$
$$R^{\theta}(t) := B^{\theta}(t) - \inf_{0 \le u \le t} B^{\theta}(t) \qquad (B^{\theta} \text{ reflected at } 0)$$

Theorem [Aldous '97] Fix $\theta \in \mathbb{R}$. Let B(t) be a Brownian motion and

$$B^{\theta}(t) := B(t) + \theta t - \frac{t^2}{2}$$
 (BM w/ parabolic drift)

$$R^{\theta}(t) \coloneqq B^{\theta}(t) - \inf_{0 \le u \le t} B^{\theta}(t) \qquad (B^{\theta} \text{ reflected at } 0)$$

and

 $(\gamma_i(\theta))_{i\geq 1}$ = the excursions of R^{θ} ordered s.t. $\gamma_1(\theta) > \gamma_2(\theta) > \dots$

Theorem [Aldous '97] Fix $\theta \in \mathbb{R}$. Let B(t) be a Brownian motion and

$$B^{\theta}(t) \coloneqq B(t) + \theta t - \frac{t^2}{2}$$
 (BM w/ parabolic drift)

$$R^{\theta}(t) := B^{\theta}(t) - \inf_{0 \le u \le t} B^{\theta}(t) \qquad (B^{\theta} \text{ reflected at } 0)$$

and

 $(\gamma_i(\theta))_{i\geq 1}$ = the excursions of R^{θ} ordered s.t. $\gamma_1(\theta) > \gamma_2(\theta) > \dots$ Consider $G(n, \frac{1+\varepsilon_n}{n})$ with $\varepsilon_n n^{1/3} \to \theta$.

Theorem [Aldous '97] Fix $\theta \in \mathbb{R}$. Let B(t) be a Brownian motion and

$$B^{\theta}(t) \coloneqq B(t) + \theta t - \frac{t^2}{2}$$
 (BM w/ parabolic drift)

 $R^{\theta}(t) := B^{\theta}(t) - \inf_{0 \le u \le t} B^{\theta}(t) \qquad (B^{\theta} \text{ reflected at } 0)$

and

 $(\gamma_i(\theta))_{i\geq 1} = \text{ the excursions of } R^{\theta} \text{ ordered s.t. } \gamma_1(\theta) > \gamma_2(\theta) > \dots$ Consider $G(n, \frac{1+\varepsilon_n}{n})$ with $\varepsilon_n n^{1/3} \to \theta$. Then, $\left(\frac{|\mathcal{C}_i|}{n^{2/3}}\right)_{i\geq 1} \xrightarrow{d} (\gamma_i(\theta))_{i\geq 1}$

A graph exploration algorithm

(0) Set all vertices to *neutral*

- (0) Set all vertices to neutral
- (1) Put a token at a neutral vertex. Call it v

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of v to *active*

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set *v* to *explored*

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set v to explored
- (4) If \exists an active vertex: move token to an active vertex. Call it *v*. Go to (2)

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set *v* to *explored*
- (4) If \exists an active vertex: move token to an active vertex. Call it *v*. Go to (2)
 - If ∄ an active vertex: Go to (1) [explored a component]

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set v to explored
- (4) If \exists an active vertex: move token to an active vertex. Call it *v*. Go to (2)
 - If ∄ an active vertex: Go to (1) [explored a component]
 - If ∄ a neutral vertex: Stop [explored the graph]

A graph exploration algorithm

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set *v* to *explored*
- (4) If \exists an active vertex: move token to an active vertex. Call it *v*. Go to (2)
 - If ∄ an active vertex: Go to (1) [explored a component]
 - If ∄ a neutral vertex: **Stop** [explored the graph]

The exploration process

A graph exploration algorithm

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set *v* to *explored*
- (4) If \exists an active vertex: move token to an active vertex. Call it *v*. Go to (2)
 - If ∄ an active vertex: Go to (1) [explored a component]
 - If ∄ a neutral vertex: **Stop** [explored the graph]

The exploration process

Define the stochastic process

$$S_0 = 0,$$
 $S_i = S_{i-1} - 1 + X_i$

A graph exploration algorithm

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it v
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set *v* to *explored*
- (4) If \exists an active vertex: move token to an active vertex. Call it *v*. Go to (2)
 - If ∄ an active vertex: Go to (1) [explored a component]
 - If ∄ a neutral vertex: **Stop** [explored the graph]

The exploration process

Define the stochastic process

$$S_0 = 0,$$
 $S_i = S_{i-1} - 1 + X_i$
explore token vertex

A graph exploration algorithm

- (0) Set all vertices to *neutral*
- (1) Put a token at a neutral vertex. Call it ν
- (2) Set all neutral neighbors of *v* to *active*
- (3) Set *v* to *explored*
- (4) If \exists an active vertex: move token to an active vertex. Call it ν . Go to (2)
 - If ∄ an active vertex: Go to (1) [explored a component]
 - If ∄ a neutral vertex: **Stop** [explored the graph]

The exploration process

Define the stochastic process

$$S_0 = 0,$$
 $S_i = S_{i-1} - 1 + X_i$
new active vertices


























The exploration process and cluster sizes



 $\min\{j : S_j = -1\}$ = size of first explored cluster and $\min\{j : S_j = -k\}$ = total size of first *k* explored clusters.

The exploration process and cluster sizes



 $\min\{j : S_j = -1\}$ = size of first explored cluster and $\min\{j : S_j = -k\}$ = total size of first *k* explored clusters.

If $G(n, \frac{1+\theta n^{-1/3}}{n})$ has $(n^{-1/3}S_{tn^{2/3}})_{t\geq 0} \xrightarrow{d} (B^{\theta}(t))_{t\geq 0}$, then Aldous' Theorem follows

The ERRG universality class

It is conjectured that the ERRG phase transition also holds for many other *sparse, high-dimensional* random graph models.

The ERRG universality class

It is conjectured that the ERRG phase transition also holds for many other *sparse, high-dimensional* random graph models.

For Rank-1 inhomogeneous random graphs (a.o.) most parts are confirmed [Bhamidi, Broutin, Sen & Wang '14] + much more.

The ERRG universality class

It is conjectured that the ERRG phase transition also holds for many other *sparse, high-dimensional* random graph models.

For Rank-1 inhomogeneous random graphs (a.o.) most parts are confirmed [Bhamidi, Broutin, Sen & Wang '14] + much more.

For percolation on hypercubes, expanders, high-dimensional tori and Hamming graphs a lot is known, but mostly about (slightly) sub- and supercritical percolation. The critical window is difficult.

The ERRG universality class

It is conjectured that the ERRG phase transition also holds for many other *sparse, high-dimensional* random graph models.

For Rank-1 inhomogeneous random graphs (a.o.) most parts are confirmed [Bhamidi, Broutin, Sen & Wang '14] + much more.

For percolation on hypercubes, expanders, high-dimensional tori and Hamming graphs a lot is known, but mostly about (slightly) sub- and supercritical percolation. The critical window is difficult.

The main difficulty in going from the ERRG to geometric graphs is that K_n is highly *symmetric* and *self-similar*, which makes everything easier. For instance, if we remove a component of size k from G(n, p), the (conditional) law of what remains is G(n - k, p). This is obviously not true for percolation on any other graph.

The Hamming graph

H(d, n) is defined as the (d-1)-fold Cartesian product of K_n ,

 $H(d,n)\simeq K_n\times K_n\times \cdots \times K_n$

H(d, n) has degree m := d(n - 1) and $V := n^d$ vertices.



The critical window

Theorem [FHHH '17] For percolation on H(d, n) with degree m = d(n - 1) and d = 2, 3, ..., 6,

$$p_c^{H(d,n)} = \frac{1}{m} + \frac{2d^2 - 1}{2(d-1)^2} \frac{1}{m^2}$$

is a point inside the critical window.

The critical window

Theorem [FHHH '17] For percolation on H(d, n) with degree m = d(n - 1) and d = 2, 3, ..., 6,

$$p_c^{H(d,n)} = \frac{1}{m} + \frac{2d^2 - 1}{2(d-1)^2} \frac{1}{m^2}$$

is a point inside the critical window.

REMARK: The width of the critical window is $O(m^{-1}V^{-1/3}) = O(n^{-d/3-1})$ [Borgs *et al.* '05], so 1/m is not in the critical window when $d \ge 4$.

Critical percolation on the Hamming graph

Theorem [FHHH '17+]

For percolation on H(d, n) with d = 2, 3, 4, fix $\theta \in \mathbb{R}$ and $p = p_c^{H(d,n)}(1 + \theta V^{-1/3})$. Then,

$$\left(\frac{|\mathcal{C}_i|}{V^{2/3}}\right)_{i\geq 1} \stackrel{\mathrm{d}}{\longrightarrow} (\gamma_i(\theta))_{i\geq 1}$$

Critical percolation on the Hamming graph

Theorem [FHHH '17+]

For percolation on H(d, n) with d = 2, 3, 4, fix $\theta \in \mathbb{R}$ and $p = p_c^{H(d,n)}(1 + \theta V^{-1/3})$. Then,

$$\left(\frac{|\mathcal{C}_i|}{V^{2/3}}\right)_{i\geq 1} \stackrel{\mathrm{d}}{\longrightarrow} (\gamma_i(\theta))_{i\geq 1}$$

[Exactly the same as the ERRG]

Geometry \Rightarrow problems

The proof uses an exploration process, just like Aldous. But non-trivial geometry gives rise to two problems:

Geometry \Rightarrow problems

The proof uses an exploration process, just like Aldous. But non-trivial geometry gives rise to two problems:

• PROBLEM 1: consecutive steps in the exploration are highly dependent

Geometry \Rightarrow problems

The proof uses an exploration process, just like Aldous. But non-trivial geometry gives rise to two problems:

- PROBLEM 1: consecutive steps in the exploration are highly dependent
- PROBLEM 2: current cluster is dependent on all explored clusters

Percolation and branching random walks

We describe percolation configurations as a projection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when

Percolation and branching random walks

We describe percolation configurations as a projection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when

• they collide, or

Percolation and branching random walks

We describe percolation configurations as a projection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when

- they collide, or
- · they visit a previously visited site, or

Percolation and branching random walks

We describe percolation configurations as a projection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when

- they collide, or
- · they visit a previously visited site, or
- the tree grows too big

Percolation and branching random walks

We describe percolation configurations as a projection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when

- they collide, or
- · they visit a previously visited site, or
- the tree grows too big

We call them killed branching random walks.





Percolation and branching random walks

We describe percolation as a collection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when they collide, or visit a previously visited site, or grow too big. We call them *killed branching random walks*.

Advantages:

• The path between two particles in a (not killed) BRW is a simple random walk

Percolation and branching random walks

We describe percolation as a collection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when they collide, or visit a previously visited site, or grow too big. We call them *killed branching random walks*.

Advantages:

- The path between two particles in a (not killed) BRW is a simple random walk
- Intersections and self-intersections of BRWs are easy to estimate

Percolation and branching random walks

We describe percolation as a collection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when they collide, or visit a previously visited site, or grow too big. We call them *killed branching random walks*.

Advantages:

- The path between two particles in a (not killed) BRW is a simple random walk
- Intersections and self-intersections of BRWs are easy to estimate
- Explore the GW-trees instead of clusters

Percolation and branching random walks

We describe percolation as a collection of randomly embedded Bin(m, p)-Galton-Watson trees into H(d, n), where particles are killed when they collide, or visit a previously visited site, or grow too big. We call them *killed branching random walks*.

Advantages:

- The path between two particles in a (not killed) BRW is a simple random walk
- Intersections and self-intersections of BRWs are easy to estimate
- Explore the GW-trees instead of clusters

Disadvantage:

• The measure of killed BRW's on H(d, n) is more complicated than the percolation product measure

Reducing dependence between exploration steps

A two-scale exploration

Standard exploration processes activate the direct neighbors. On the Hamming graph, this gives too much dependence between consecutive steps.

Reducing dependence between exploration steps

A two-scale exploration

Standard exploration processes activate the direct neighbors. On the Hamming graph, this gives too much dependence between consecutive steps. Instead, we explore a large chunk of the cluster at once, corresponding to the first $r_n \gg \log^2 n$ generations in the GW-tree. We only activate the boundary.

Reducing dependence between exploration steps

A two-scale exploration

Standard exploration processes activate the direct neighbors. On the Hamming graph, this gives too much dependence between consecutive steps. Instead, we explore a large chunk of the cluster at once, corresponding to the first $r_n \gg \log^2 n$ generations in the GW-tree. We only activate the boundary.


About the proof (3)

Reducing dependence between exploration steps

A two-scale exploration

Standard exploration processes activate the direct neighbors. On the Hamming graph, this gives too much dependence between consecutive steps. Instead, we explore a large chunk of the cluster at once, corresponding to the first $r_n \gg \log^2 n$ generations in the GW-tree. We only activate the boundary.

Advantage:

Random walk on *H*(*d*, *n*) mixes fast, so the *r_n*-th generation of the BRW is very well mixed ⇒ no dependence between large-scale exploration steps

About the proof (3)

Reducing dependence between exploration steps

A two-scale exploration

Standard exploration processes activate the direct neighbors. On the Hamming graph, this gives too much dependence between consecutive steps. Instead, we explore a large chunk of the cluster at once, corresponding to the first $r_n \gg \log^2 n$ generations in the GW-tree. We only activate the boundary.

Advantage:

Random walk on *H*(*d*, *n*) mixes fast, so the *r_n*-th generation of the BRW is very well mixed ⇒ no dependence between large-scale exploration steps

Disadvantage:

• The number of explored vertices is now random. But for r_n small enough the number concentrates.

About the proof (4)

Reducing dependence between current cluster and explored clusters

A sticky coupling

When exploring the ERRG the geometry of the already explored clusters does not matter (removing a cluster of size k from G(n, p) gives G(n - k, p)). On the Hamming graph it does matter.

About the proof (4)

Reducing dependence between current cluster and explored clusters

A sticky coupling

When exploring the ERRG the geometry of the already explored clusters does not matter (removing a cluster of size k from G(n, p) gives G(n - k, p)). On the Hamming graph it does matter. But the geometry of the explored clusters does not matter for the probability that a BRW started from a *randomly chosen vertex* hits them.

About the proof (4)

Reducing dependence between current cluster and explored clusters

A sticky coupling

When exploring the ERRG the geometry of the already explored clusters does not matter (removing a cluster of size k from G(n, p) gives G(n - k, p)). On the Hamming graph it does matter. But the geometry of the explored clusters does not matter for the probability that a BRW started from a *randomly chosen vertex* hits them.

We use a *sticky coupling* between the actual BRW exploration and a BRW started from a uniformly random vertex to exploit this fact.



About the proof

Reducing dependence between current cluster and explored clusters

A sticky coupling

In Aldous' ERRG exploration process, the geometry of the already explored clusters does not matter much (removing a cluster of size k from G(n, p) gives G(n - k, p)). On the Hamming graph, this is not true. But the geometry of the explored clusters does not matter for the expected size of the intersection with a BRW started from a *randomly chosen vertex*. We use a *sticky coupling* between the actual BRW exploration and a BRW started from a uniformly random vertex to exploit this fact.

Advantage:

• The sticky coupling for BRW on the Hamming graph is very quick: whp only O(1) vertices do not stick together

About the proof

Reducing dependence between current cluster and explored clusters

A sticky coupling

In Aldous' ERRG exploration process, the geometry of the already explored clusters does not matter much (removing a cluster of size k from G(n, p) gives G(n - k, p)). On the Hamming graph, this is not true. But the geometry of the explored clusters does not matter for the expected size of the intersection with a BRW started from a *randomly chosen vertex*. We use a *sticky coupling* between the actual BRW exploration and a BRW started from a uniformly random vertex to exploit this fact.

Advantage:

• The sticky coupling for BRW on the Hamming graph is very quick: whp only O(1) vertices do not stick together

Disadvantage:

• Many different processes and couplings going on at the same time

What about the surplus?

What about the surplus?

We prove the joint convergence

$$\left(\frac{|\mathcal{C}_j|}{V^{2/3}}, \frac{\mathbf{Surplus}(\mathcal{C}_j)}{V^{2/3-1/d}}\right)_{j\geq 1} \stackrel{\mathrm{d}}{\longrightarrow} \left(\gamma_j(\theta), \frac{\gamma_j(\theta)}{2(d-1)^2}\right)_{j\geq 1}$$

[Very different from the ERRG scaling limit]

What about the surplus?

We prove the joint convergence

$$\left(\frac{|\mathcal{C}_j|}{V^{2/3}}, \frac{\mathbf{Surplus}(\mathcal{C}_j)}{V^{2/3-1/d}}\right)_{j\geq 1} \xrightarrow{\mathrm{d}} \left(\gamma_j(\theta), \frac{\gamma_j(\theta)}{2(d-1)^2}\right)_{j\geq 1}$$

[Very different from the ERRG scaling limit]

What about d > 4, or other graphs?

What about the surplus?

We prove the joint convergence

$$\left(\frac{|\mathcal{C}_j|}{V^{2/3}}, \frac{\mathbf{Surplus}(\mathcal{C}_j)}{V^{2/3-1/d}}\right)_{j\geq 1} \xrightarrow{\mathrm{d}} \left(\gamma_j(\theta), \frac{\gamma_j(\theta)}{2(d-1)^2}\right)_{j\geq 1}$$

[Very different from the ERRG scaling limit]

What about d > 4, or other graphs?

Improving our result to $d \le 9$ is feasible but hard work. Improving beyond that, or to other graphs (e.g. hypercubes) requires some new ideas. The main problem is that our method requires explicit knowledge of p_c .

Thank you

