# System Robustness

Principles of Complex Systems | @pocsvox CSYS/MATH 300, Fall, 2017

Prof. Peter Dodds | @peterdodds

Dept. of Mathematics & Statistics | Vermont Complex Systems Center | Vermont Advanced Computing Core | University of Vermont























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# PoCS | @pocsvox System

Robustness

Robustness

HOT theory

Narrative causality
Random forests
Self-Organized Criticality
COLD theory

Network robustness

References





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# Outline

#### Robustness

**HOT** theory Narrative causality Random forests Self-Organized Criticality COLD theory Network robustness

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#### Robustness

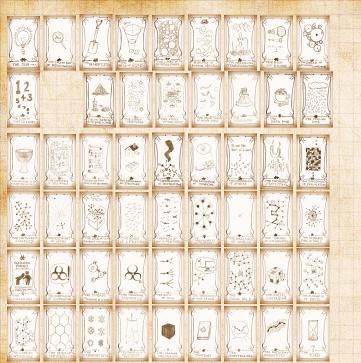
HOT theory Narrative causality Self-Organized Criticality

Network robustness References











# Outline

Robustness HOT theory

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#### Many complex systems are prone to cascading catastrophic failure:

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Many complex systems are prone to cascading catastrophic failure:



Disease outbreaks Wildfires

But complex systems also show persisten robustness

Robustness and Fallure may be a power-law story...

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Many complex systems are prone to cascading catastrophic failure:

- Blackouts
- Disease outbreaks

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Many complex systems are prone to cascading catastrophic failure:

- Blackouts
- Disease outbreaks
- **Wildfires**

Earthquake

But complex systems also show persistent robustness

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#### Robustness HOT theory

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- Blackouts
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Many complex systems are prone to cascading catastrophic failure: exciting!!!

- Blackouts
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- Many complex systems are prone to cascading catastrophic failure: exciting!!!
  - Blackouts
  - Disease outbreaks
  - Wildfires
  - Earthquakes
- But complex systems also show persistent robustness







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Robustness **HOT** theory

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  - Blackouts
  - Disease outbreaks
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  - Earthquakes
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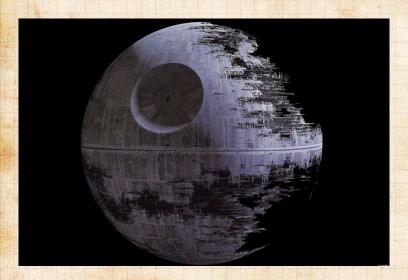
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# Our emblem of Robust-Yet-Fragile:



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"Trouble ..."

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### System robustness may result from

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#### System robustness may result from

1. Evolutionary processes

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#### System robustness may result from

- 1. Evolutionary processes
- 2. Engineering/Design

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🚵 Idea: Explore systems optimized to perform under uncertain conditions.



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- The handle: 'Highly Optimized Tolerance' (HOT) [4, 5, 6, 10]



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- Great abstracts of the world #73: "There aren't any." [7]

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# Features of HOT systems: [5, 6]

- High performance and robustness
  - Designed/evolved to handle known stochastic environmental variability
  - Fragile in the face of unpredicted environmental signals
- Highly specialized, low entropy configurations
  - Power-law distributions appear (of course...

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### Features of HOT systems: [5, 6]



#### High performance and robustness

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# Features of HOT systems: [5, 6]



High performance and robustness



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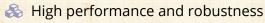
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### HOT combines things we've seen:



#### Variable transformation

Constrained optimization

Need power law transformation between variables:  $(Y = X^{-1})$ 

Recall PLIPLO is bad...

MIWO is good

X has a characteristic size but Y does no

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# Forest fire example: [5]

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# Forest fire example: [5]



# Square $N \times N$ grid

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# Forest fire example: [5]



 $\mathbb{R}$  Square  $N \times N$  grid



& Sites contain a tree with probability  $\rho$  = density

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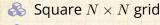
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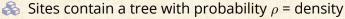
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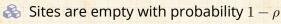




# Forest fire example: [5]







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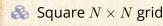
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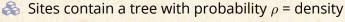


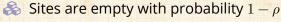




# Forest fire example: [5]







Fires spread from tree to tree (nearest neighbor only)

Connected clusters of trees burn completely Empty sites block fire

Build firebreaks to maximize average # trees left

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# Forest fire example: [5]

- $\clubsuit$  Square  $N \times N$  grid
- & Sites contain a tree with probability  $\rho$  = density
- $\Leftrightarrow$  Sites are empty with probability  $1-\rho$
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- Fires spread from tree to tree (nearest neighbor only)
- Connected clusters of trees burn completely
- Empty sites block fire
- Best case scenario:

  Build firebreaks to maximize average # trees left intact given one spark

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# Forest fire example: [5]

Build a forest by adding one tree at a time.

Test D ways of adding one tree

D = design parameter

Average over  $P_{ij}$  = spark probability

D=1: random addition

 $D = N^2$ : test all possibilities

Measure avarage acer of fotest left one such

A / a := distribution of fire sizes - (= cost)

A Yield = Y = |y| = / a

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# Forest fire example: [5]



# Build a forest by adding one tree at a time

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# Forest fire example: [5]

- Build a forest by adding one tree at a time
- Test D ways of adding one tree
- $\triangle$  Average over  $P_{i,j}$  = spark probability

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- Test D ways of adding one tree
- $\triangle$  D = design parameter
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# Forest fire example: [5]

- Build a forest by adding one tree at a time
- $\red{\$}$  Test D ways of adding one tree
- & Average over  $P_{ij}$  = spark probability
- D = 1: random addition

# Measure average area of forest left untouched

f(c) = distribution of fire sizes c (= cost) Yield =  $V = a + \langle c \rangle$  PoCS | @pocsvox System Robustness

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# Forest fire example: [5]

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Test D ways of adding one tree

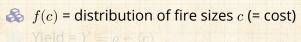
 $\triangle$  Average over  $P_{i,j}$  = spark probability

References

- AD = 1: random addition

# $A = N^2$ : test all possibilities

# Measure average area of forest left untouched









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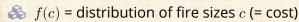
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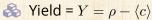
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#### Specifics:



$$P_{ij} = P_{i;a_x,b_x} P_{j;a_y,b_y}$$

where

$$P_{i;a,b} \propto e^{-[(i+a)/b]^2}$$

- $\Leftrightarrow$  In the original work,  $b_y > b_x$
- $\triangle$  Distribution has more width in y direction.

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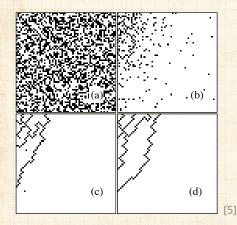
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$$N = 64$$

- (a) D = 1
- (b) D = 2
- (c) D=N
- (d)  $D = N^2$

 $P_{ij}$  has a Gaussian decay

Optimized forests do well on average
But rare extreme events occur

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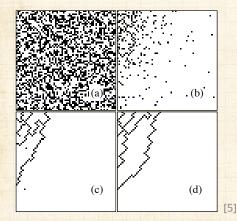
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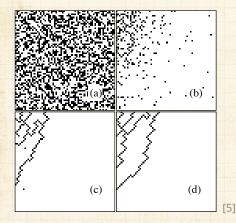
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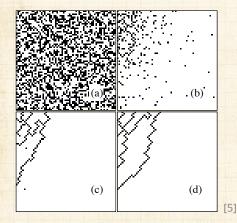
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 $P_{ij}$  has a Gaussian decay



Optimized forests do well on average (robustness)



But rare extreme events occur

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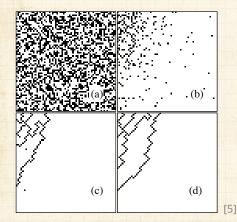
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Optimized forests do well on average (robustness)

But rare extreme events occur (fragility)

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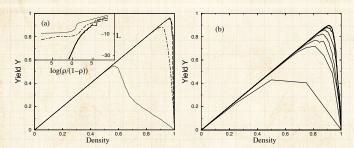


FIG. 2. Yield vs density  $Y(\rho)$ : (a) for design parameters D=1 (dotted curve), 2 (dot-dashed), N (long dashed), and  $N^2$  (solid) with N=64, and (b) for D=2 and  $N=2,2^2,\ldots,2^7$  running from the bottom to top curve. The results have been averaged over 100 runs. The inset to (a) illustrates corresponding loss functions  $L=\log[\langle f \rangle/(1-\langle f \rangle)]$ , on a scale which more clearly differentiates between the curves.

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X ='the average density of trees left unburned in a configuration after a single spark hits.' [5]

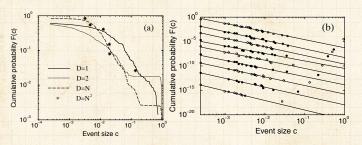


FIG. 3. Cumulative distributions of events F(c): (a) at peak yield for D=1, 2, N, and  $N^2$  with N=64, and (b) for  $D=N^2$ , and N=64 at equal density increments of 0.1, ranging at  $\rho=0.1$  (bottom curve) to  $\rho=0.9$  (top curve).

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Self-Organized Criticality
COLD theory





# Outline

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# Narrative causality:

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#### D=1: Random forests = Percolation [11]



Randomly add trees.

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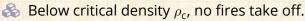




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# D=1: Random forests = Percolation [11]

- Randomly add trees.
- & Below critical density  $\rho_{c}$ , no fires take off.
- Above critical density  $\rho_{\rm c}$ , percolating cluster of trees burns.

Only at  $\rho_c$ , the critical density, is there a power-law distribution of tree cluster sizes.

Forest is random and featureless.

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### Random Forests

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#### Highly structured

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Highly structured



Power law distribution of tree cluster sizes for  $\rho > \rho_c$ 

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- Highly structured
- Power law distribution of tree cluster sizes for  $\rho > \rho_c$
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- Highly structured
- $lap{Power law distribution of tree cluster sizes for } 
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- Forest states are tolerant

Uncertainty is okay if well characterized  $P_{i,j}$  is characterized poorly, failure becomes highly likely

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## HOT forests—Real data:

## "Complexity and Robustness," Carlson & Dolye [6]

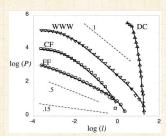


Fig. 1. Log-log (base 10) comparison of DC, WWW, Cf, and Ff data (symbol) with PRR models (sold lines) (of p = 0, 9, 9, 1, 85, or a −1) [β−∞, 1,1,1,1,0,85], respectively) and the SOC FF model (a = 0.15, dashed). Reference lines of a = 0.5, 1 (dashed) are included. The cumulative distributions of Fepuerics 97 (P = 1) w., describe the areas burned in the largest 4,384 frees from 1886 to 1995 on all of the U.S. Fish and Wildlife Service Lands (Ff) (T), the −1 (2000 Largest California brushfres from 1878 to 1999 (CF) (18), 130,000 web file transfers at Boston University during 9994 and 1995 (WWW), and bytes (Log) and the logarithmic decimation of the data are chance for visualization.

PLR = probability-lossresource.

Minimize cost subject to resource (barrier) constraints:

$$C = \sum_{i} p_{i} l_{i}$$
  
given  $l_{i} = f(r_{i})$  and

$$l_i = f(r_i) \text{ and } \sum r_i \leq R.$$

🙈 DC = Data Compression.

Horror: log. Screaming: "The base! What is the base!? You monsters!"

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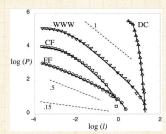


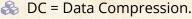
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## The abstract story, using figurative forest fires:

- Given some measure of failure size  $y_i$  and correlated resource size  $x_i$  with relationship  $y_i = x_i^{-\alpha}$ ,  $i = 1, ..., N_{\text{sittes}}$ .
  - Design system to minimize  $\langle y \rangle$  subject to a constraint on the  $x_i$ 
    - Minimize cost

$$C = \sum_{i=1}^{N_{\rm sites}} Pr(y_i) y$$

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$$C = \sum_{i=1}^{N_{\rm sites}} Pr(y_i) y_i$$

Subject to  $\sum_{i=1}^{N_{\text{sites}}} x_i = \text{constant}$ 

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$$C_{\rm fire} \propto \sum_{i=1}^{N_{\rm sites}} p_i a_i.$$

 $a_i$  = area of ith site's region, and  $p_i$  = avg. prob. of fire at ith site over some time frame.

$$C_{ ext{firewalls}} \propto \sum_{i=1}^{N_{ ext{sites}}} a_i^{1/2} a_i^{-1}$$

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2. Constraint: building and maintaining firewalls. Per unit area, and over same time frame:

$$C_{ ext{firewalls}} \propto \sum_{i=1}^{N_{ ext{sites}}} a_i^{1/2} a_i^{-1}.$$

We are assuming isometry. In d dimensions, 1/2 is replaced by (d-1)/d

 $\Pr(a_i) \propto a_i^{-\gamma}.$ 

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- 3. Insert question from assignment 7 d to find:

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#### 1. Cost function:

$$\langle C \rangle = \int C(\vec{x}) p(\vec{x}) \mathrm{d}\vec{x}$$

where C is some cost to be evaluated at each point in space  $\vec{x}$  (e.g.,  $V(\vec{x})^{\alpha}$ ), and  $p(\vec{x})$  is the probability an Ewok jabs position  $\vec{x}$  with a sharpened stick (or equivalent).

2. Constraint:

$$\int R(\vec{x}) d\vec{x} = 0$$

where c is a constant

Claim/observation is that typically

$$V(ec{x}) \sim R^{-eta}(ec{x})$$

For spatral systems with parriers:  $\beta = d$ 

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1. Cost function:

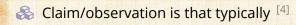
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$$V(\vec{x}) \sim R^{-\beta}(\vec{x})$$

 $\clubsuit$  For spatial systems with barriers:  $\beta = d$ .

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## The Emperor's Robust-Yet-Fragileness:

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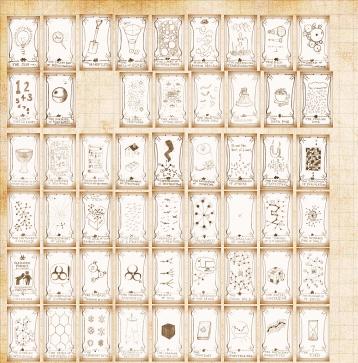
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## SOC = Self-Organized Criticality



Idea: natural dissipative systems exist at 'critical states':

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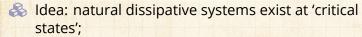
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## **SOC** = Self-Organized Criticality



Analogy: Ising model with temperature somehow self-tuning;

Power-law distributions of sizes and frequencies arise 'for free':

Introduced in 1987 by Bak, Tang, and Weisenfeld : "Self-organized criticality - an explana

"Self-organized criticality - an explanation of 1/f noise" (PRL, 1987);

Problem: Critical state is a very specific point;

Much criticism and arguing...

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Signature to be





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"How Nature Works: the Science of Self-Organized Criticality" **3** C by Per Bak (1997). [2]

Avalanches of Sand and Rice ...



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**全核原素等** 







"Complexity and Robustness" Carlson and Doyle, Proc. Natl. Acad. Sci., 99, 2538-2545, 2002. [6]

#### **HOT versus SOC**



### Both produce power laws

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### **HOT versus SOC**



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Optimization versus self-tuning

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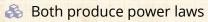


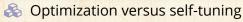


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### **HOT versus SOC**





HOT systems viable over a wide range of high densities

SOC systems have one special density.

HOT systems produce specialized structures

SOC systems produce generic structures

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Carlson and Doyle, Proc. Natl. Acad. Sci., **99**, 2538–2545, 2002. [6]

### **HOT versus SOC**

- Both produce power laws
- Optimization versus self-tuning
- HOT systems viable over a wide range of high densities
- SOC systems have one special density
- HOT systems produce specialized structures

SOC systems produce generic structures

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### "Complexity and Robustness"

Carlson and Doyle, Proc. Natl. Acad. Sci., **99**, 2538–2545, 2002. [6]

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# HOT theory—Summary of designed tolerance [6]

Table 1. Characteristics of SOC, HOT, and data

	Property	SOC	HOT and Data
1	Internal	Generic,	Structured,
	configuration	homogeneous,	heterogeneous,
		self-similar	self-dissimilar
2	Robustness	Generic	Robust, yet
			fragile
3	Density and yield	Low	High
4	Max event size	Infinitesimal	Large
5	Large event shape	Fractal	Compact
6	Mechanism for	Critical internal	Robust
	power laws	fluctuations	performance
7	Exponent α	Small	Large
8	$\alpha$ vs. dimension $d$	$\alpha \approx (d-1)/10$	$\alpha \approx 1/d$
9	DDOFs	Small (1)	Large (∞)
10	Increase model	No change	New structures,
	resolution		new sensitivities
11	Response to	Homogeneous	Variable
	forcing		

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# Avoidance of large-scale failures



Constrained Optimization with Limited Deviations [9]



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## Avoidance of large-scale failures

- Constrained Optimization with Limited Deviations [9]
- Weight cost of larges losses more strongly increases average cluster size of burned trees... but reduces chances of catastrophe Power law distribution of fire sizes is truncated.

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# Cutoffs

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### Observed:



Power law distributions often have an exponential cutoff

$$P(x) \sim x^{-\gamma} e^{-x/x_c}$$

where  $x_c$  is the approximate cutoff scale.





# Cutoffs

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### Observed:

Power law distributions often have an exponential cutoff

$$P(x) \sim x^{-\gamma} e^{-x/x_c}$$

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May be Weibull distributions:

$$P(x) \sim x^{-\gamma} e^{-ax^{-\gamma+1}}$$

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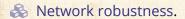


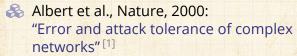




### Robustness

### We'll return to this later on:





General contagion processes acting on complex networks. [13, 12]

Similar robust-yet-fragile stories ...

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# The Emperor's Robust-Yet-Fragileness:

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