

Computational Complexity of Ordinary Differential Equations

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Problem

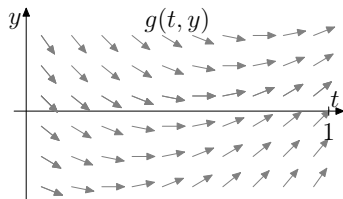
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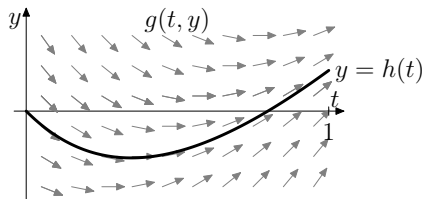
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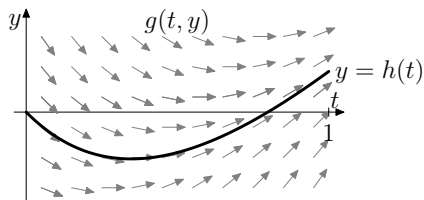
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Question

g is simple $\implies h$ is simple? (in terms of Computational Complexity)

Summary: Complexity of ODE solutions

$$h(0) = 0, \quad h'(t) = g(t, h(t))$$

Assuming g is polytime, how complex can h be?

Assumptions	Upper bound	Lower bound
None	—	can be (non-unique and) all non-computable [Pour-El 1979]
h is the unique solution	computable [implicit in Osgood 1898]	can take arbitrarily long time (or space) [Miller 1970]
g is 'locally' Lipschitz [Ko 1992]	exponential space [Ko 1992]	can be EXSPACE -hard [K 2010]
g is Lipschitz	polyspace [Ko 1983]	can be PSPACE -hard [K 2010] (CC 2009)
g is of class C^1		can be PSPACE -hard [K, Ota, Rösnick, Ziegler 2012] (MFCS 2012)
g is of class C^k		can be CH -hard [ibid.]
g is analytic	polytime [Müller 1987]	—

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Outline

$$h(0) = 0, \quad h'(t) = g(t, h(t))$$

1. Some complexity classes
P, NP, #P, PSPACE, ...
2. Complexity of real functions
How we define polytime real functions
3. Warm-up: Integration
Assuming g is polytime and ignores the second argument, how complex can h be?
4. Lipschitz continuous ODE
Assuming g is polytime and Lipschitz continuous, how complex can h be?
5. Final remarks
Uniform versions / Summary

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the class of functions $A: \Sigma^* \rightarrow \{0, 1\}$ such that there is a polynomial-time TM M satisfying

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PSPACE

analogously, with polynomial-space.

NP and #P

NP

the class of functions $A: \Sigma^* \rightarrow \{0, 1\}$ such that there are a polynomial p and a polytime TM M satisfying

$$A(x) = \begin{cases} 1 & \text{if there is } y \in \Sigma^{p(|x|)} \text{ with } M(x, y) = 1, \\ 0 & \text{otherwise.} \end{cases}$$

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Tell whether a given (propositional) formula $\varphi(\vec{x})$ is satisfiable.

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A **#P**-complete problem: #SAT

Tell how many assignments satisfy the given formula $\varphi(\vec{x})$.

NP and #P relative to oracle B

NP^B the class of functions $A: \Sigma^* \rightarrow \{0, 1\}$ such that there are a polynomial p and a polytime TM M satisfying

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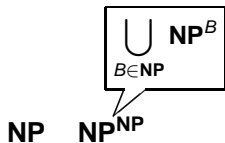
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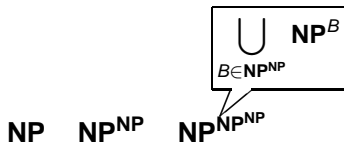
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An $\text{NP}^{\text{NP}^{\text{NP}}}$ -complete problem

Tell whether a given formula of the form

$\exists \vec{x}_1 \forall \vec{x}_2 \exists \vec{x}_3 \varphi(\vec{x}_1 \vec{x}_2 \vec{x}_3)$ is true.

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$$\text{PH} := \text{NP} \cup \text{NP}^{\text{NP}} \cup \text{NP}^{\text{NP}^{\text{NP}}} \cup \dots$$
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A **PSPACE**-complete problem: QBF

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Toda 1991: **PH** \subseteq **P**^{**#P**}.

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General belief: These hierarchies do not collapse.

But we don't even have a proof of **P** \neq **PSPACE**.

A PSPACE-complete problem: QBF

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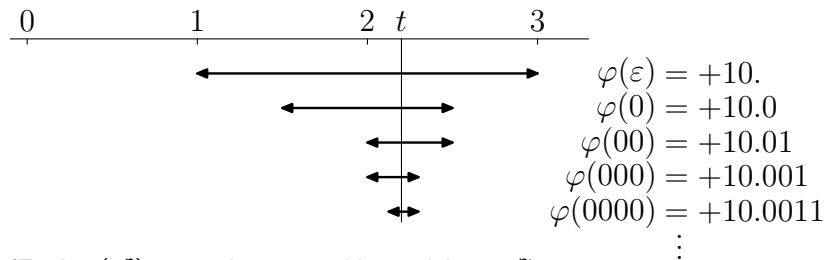
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Representation of real numbers

Definition

We say that $\varphi: \Sigma^* \rightarrow \Sigma^*$ is a **name** of $t \in \mathbf{R}$ if for each $n \in \mathbf{N}$, $\varphi(0^n)$ is (the binary expansion of) t rounded up or down at the n th bit below the point.

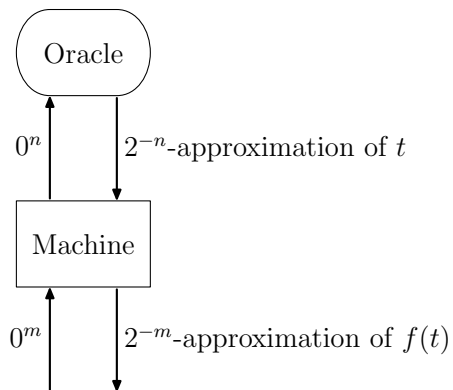


(Each $\varphi(0^n)$ approximates t with precision 2^{-n})

Computing real functions

Definition

Machine M **computes** $f: [0, 1] \rightarrow \mathbf{R}$ if, for any name φ of any $t \in [0, 1]$, M^φ computes a name of $f(t)$.



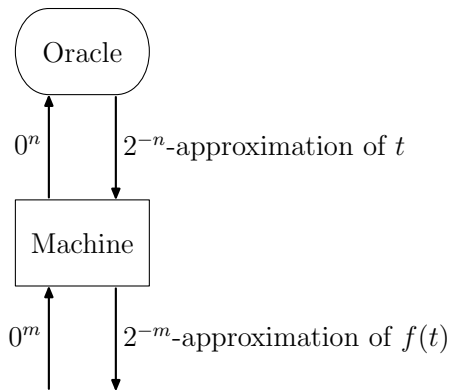
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- ▶ Given access to approximations of t to any precision, the machine yields $f(t)$ to any precision.



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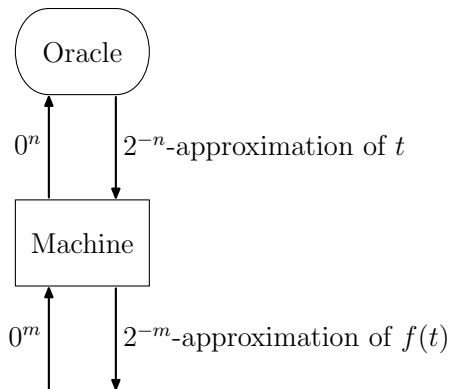
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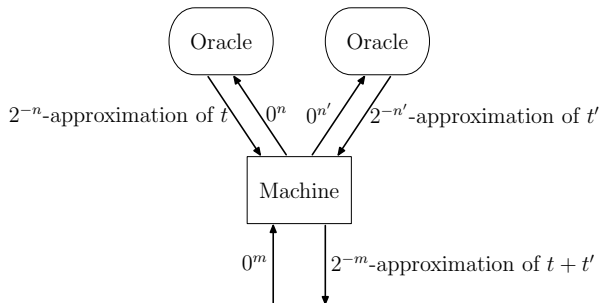
Note: Saying M is polytime means that it halts in time $\text{poly}(m)$.
In particular, $n \leq \text{poly}(m)$.



Example 1

Addition $+$: $[0, 1] \times [0, 1] \rightarrow \mathbf{R}$ is polytime.

To do: Given (names of) t and t' as oracles and 0^m as input, output a 2^{-m} -approximation of $t + t'$.



- ▶ Ask the oracles for 2^{-m-2} -approximations of t and t' .
- ▶ Add the answers (as rational numbers).
- ▶ Output the closest rational number to the sum that has m bits below the point.

Example 2

$\exp: [0, 1] \rightarrow \mathbf{R}$ is polytime.

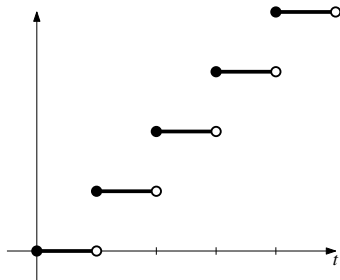
To get a 2^{-m} -approximation of the value

$$\exp t = \frac{1}{0!} + \frac{t}{1!} + \frac{t^2}{2!} + \frac{t^3}{3!} + \cdots,$$

it suffices to compute a $2^{-m}/2$ -approximation of the sum of the first m terms (because the remaining terms add up to at most $2^{-m}/2$).

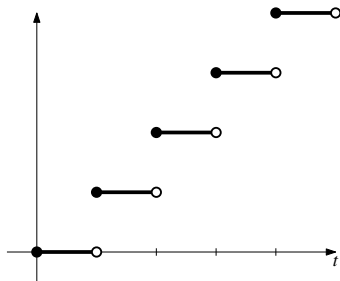
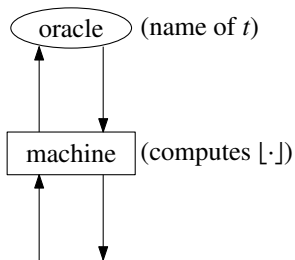
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$\lfloor \cdot \rfloor : [0, 5] \rightarrow \mathbf{R}$ is **not** computable.



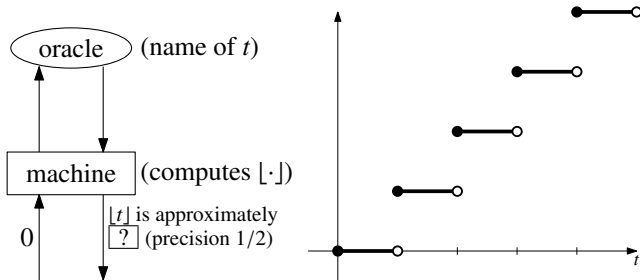
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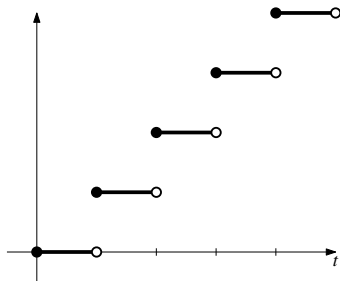
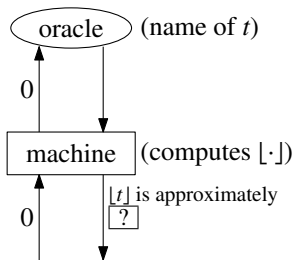
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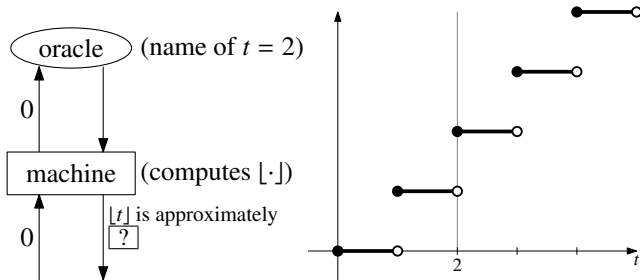
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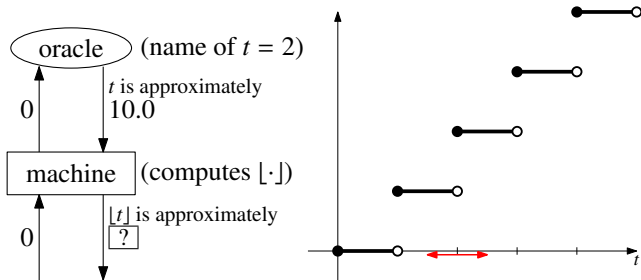
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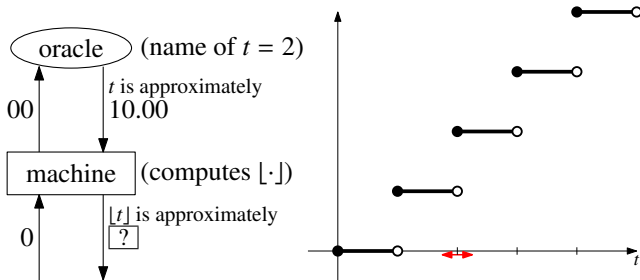
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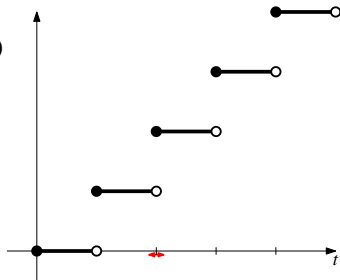
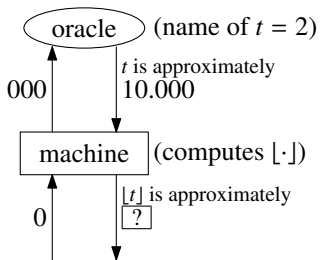
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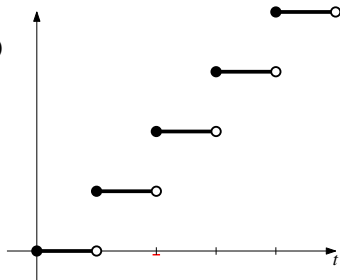
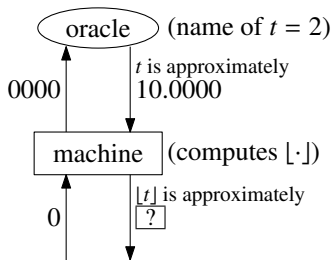
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Computable functions are continuous

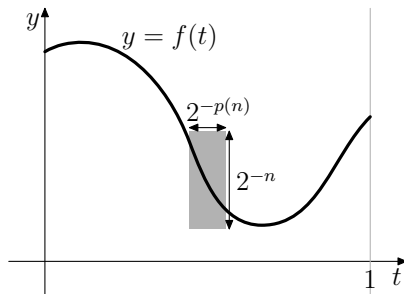
Theorem

- ▶ A computable real function is continuous.
- ▶ A polytime real function has a polynomial **modulus of continuity**.

Modulus of continuity ρ :

$$|t - t'| < 2^{-\rho(n)}$$

$$\implies |f(t) - f(t')| < 2^{-n}.$$



Modulus of continuity

Theorem

$f: [0, 1] \rightarrow \mathbf{R}$ is polytime iff

- ▶ f has a polynomial modulus of continuity, and
- ▶ there is a function $\varphi: (\mathbf{Q} \cap [0, 1]) \times \{0\}^* \rightarrow \mathbf{Q}$ in **FP** such that $|\varphi(u, 0^n) - f(u)| \leq 2^{-n}$ for each u and n .

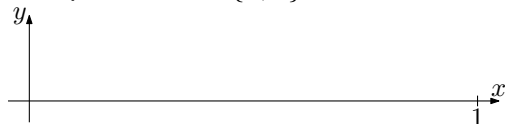
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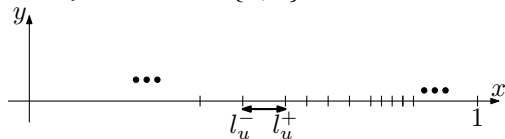
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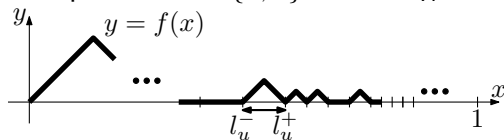
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Make a bump iff $u \in A$.

Then f_A is polytime iff $A \in \mathbf{P}$.

Outline

$$h(0) = 0, \quad h'(t) = g(t, h(t))$$

1. Some complexity classes
P, NP, #P, PSPACE, ...
2. Complexity of real functions
How we define polytime real functions
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Assuming g is polytime and ignores the second argument, how complex can h be?
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Theorem (essentially [Friedman 1984])

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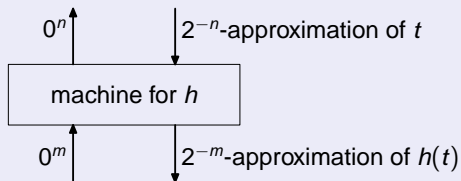
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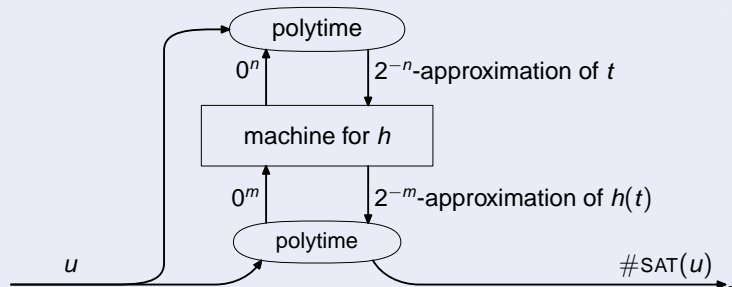


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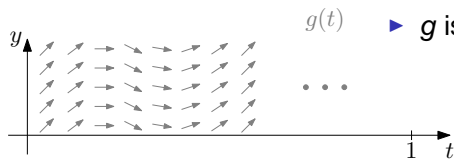
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Reducing #SAT to integration

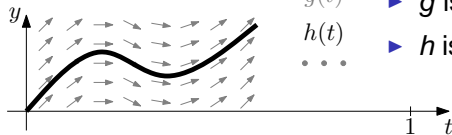


What we want:

$g(t)$ ▶ g is easy (polytime);

...

Reducing #SAT to integration



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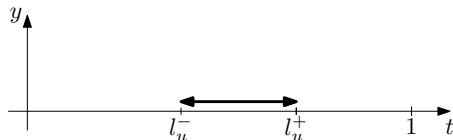
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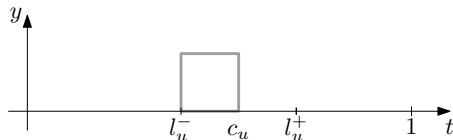
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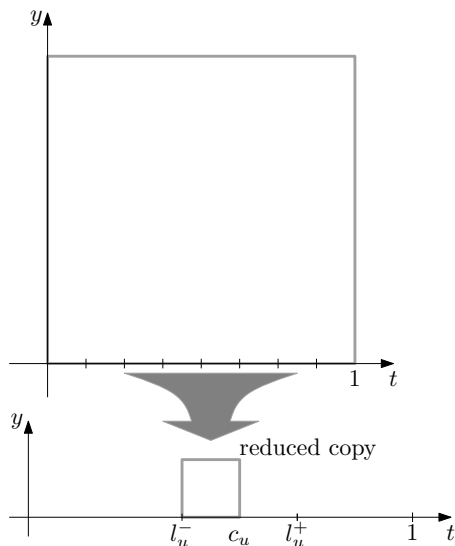
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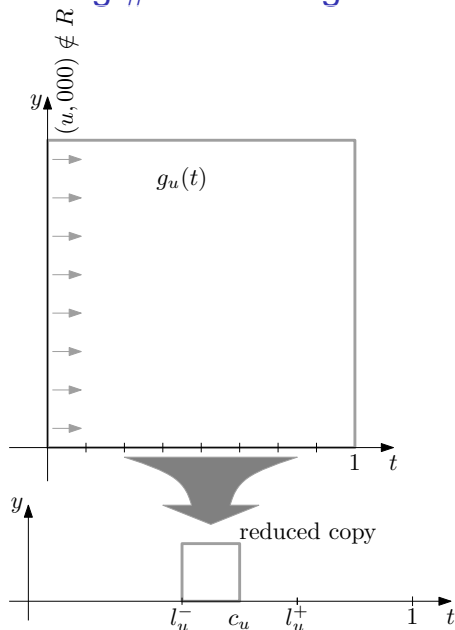
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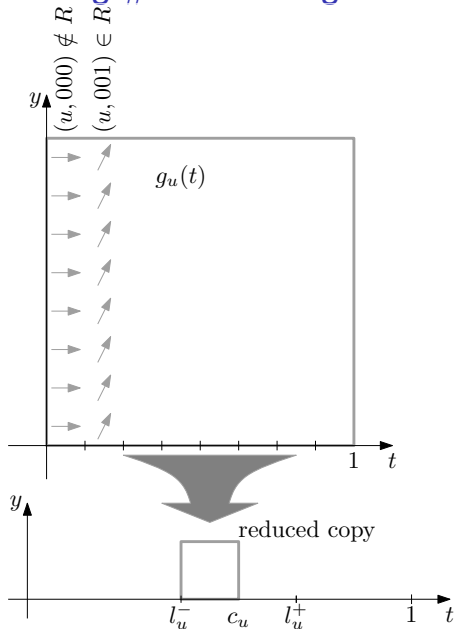
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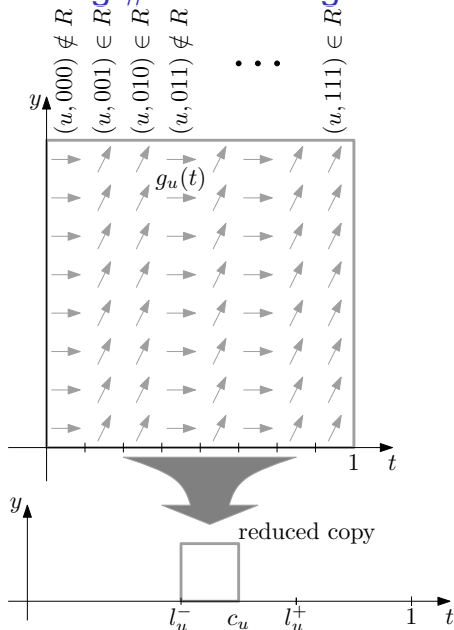
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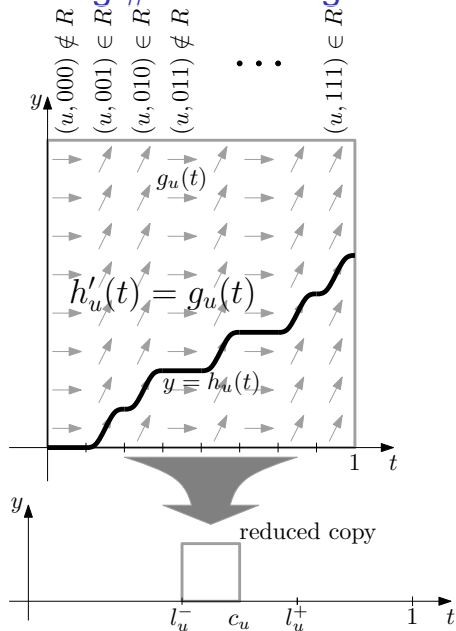
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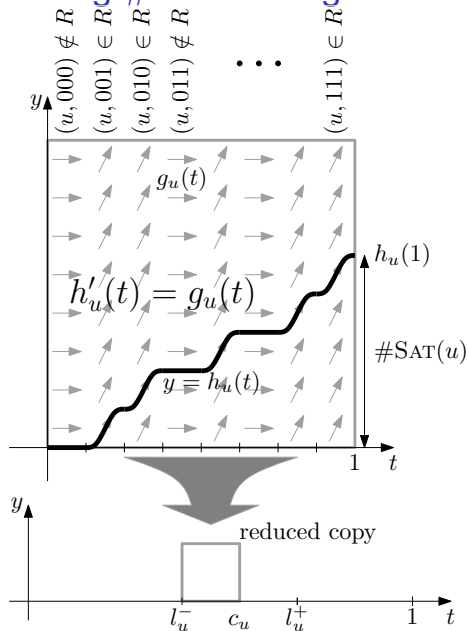
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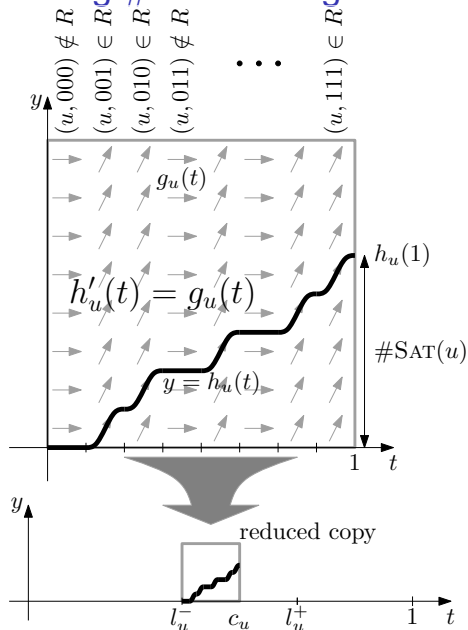


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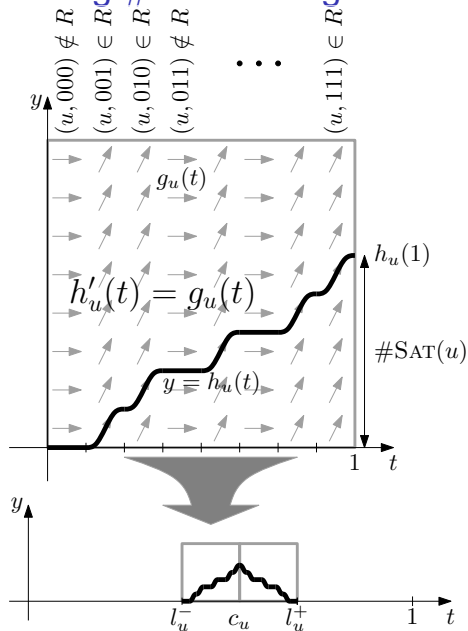


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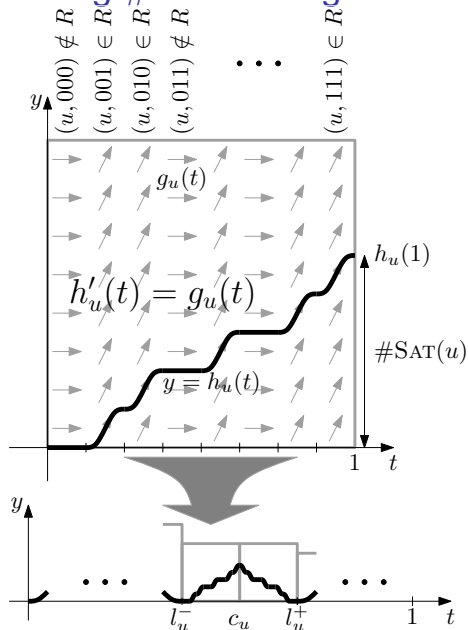


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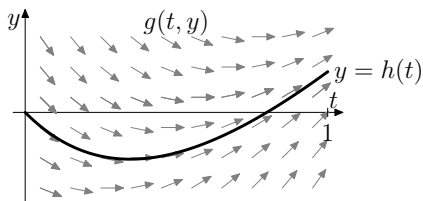
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Uniform versions / Summary

The Lipschitz condition

$$h(0) = 0, \quad h'(t) = g(t, h(t))$$



A sufficient condition to have a unique solution h is that g is **Lipschitz continuous**: there is some constant L such that

$$|g(t, y_0) - g(t, y_1)| \leq L|y_0 - y_1|.$$

Complexity of Lipschitz ODEs

Theorem [K 2010]

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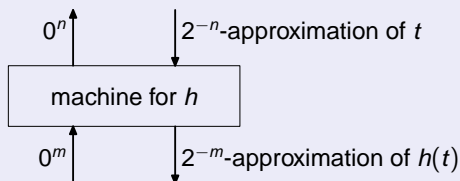
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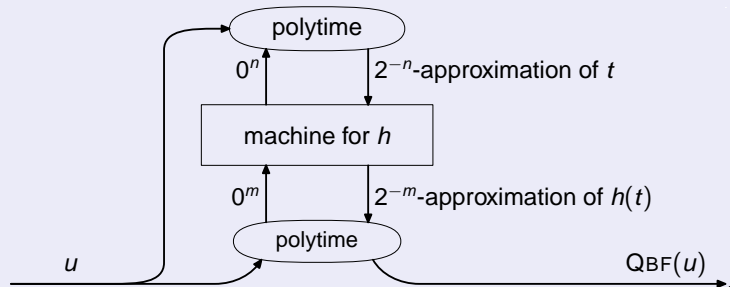


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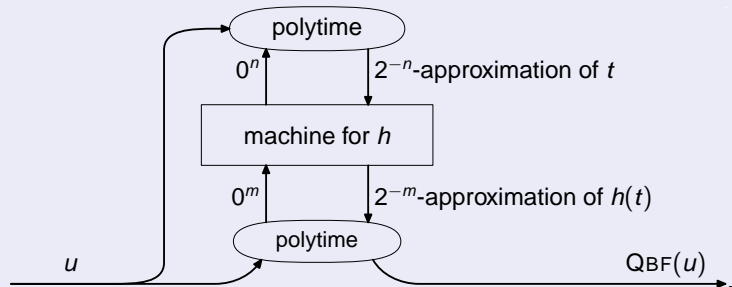


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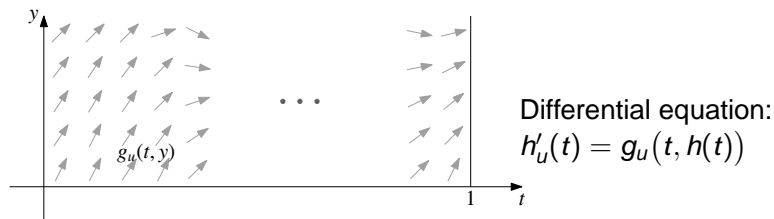
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Cf. Upper bound: h is polyspace by the Euler method [Ko 1983].

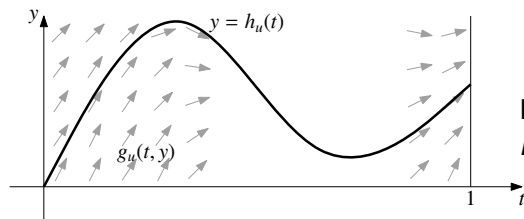
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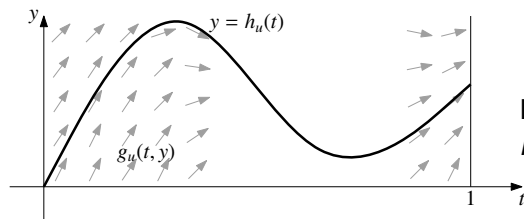


Differential equation:

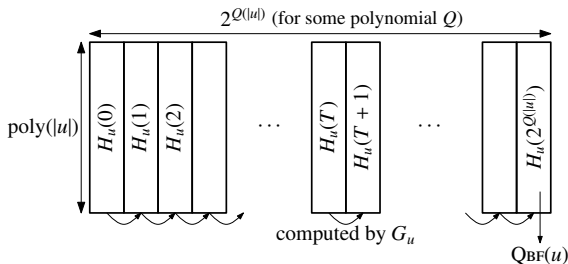
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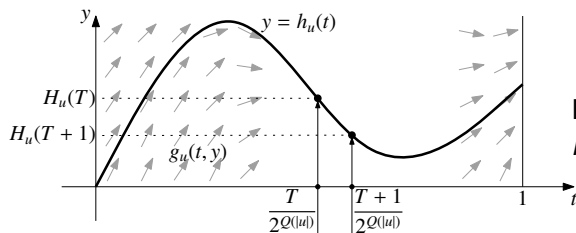
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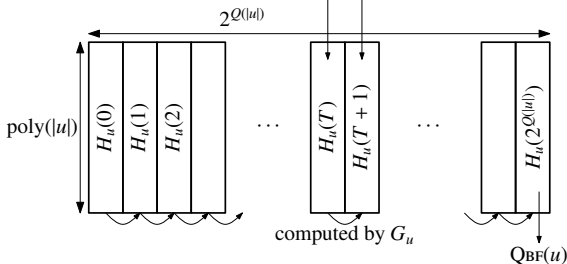
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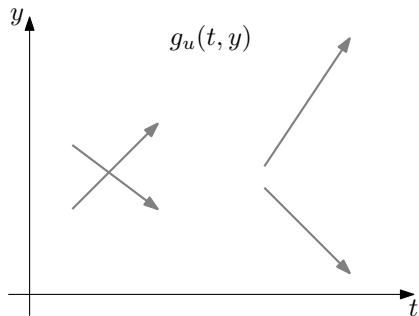


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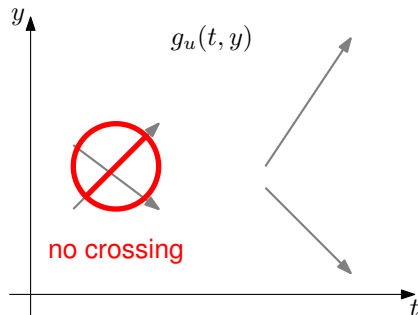
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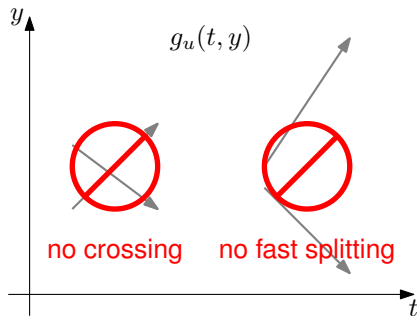
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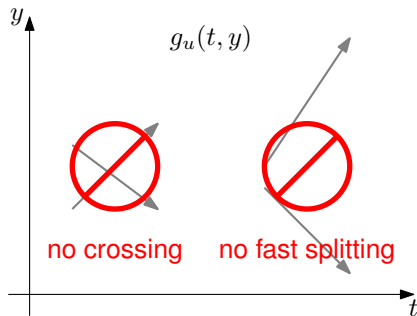


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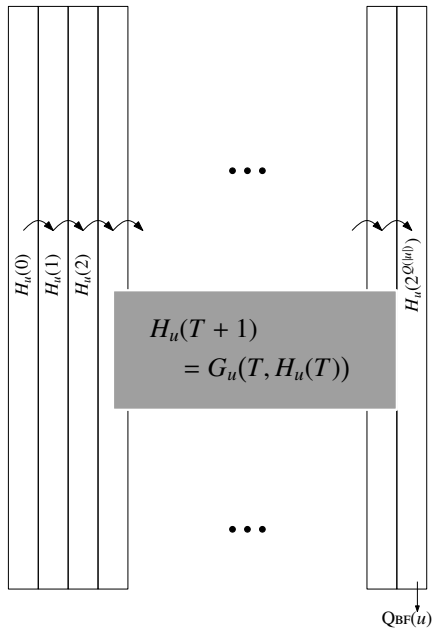


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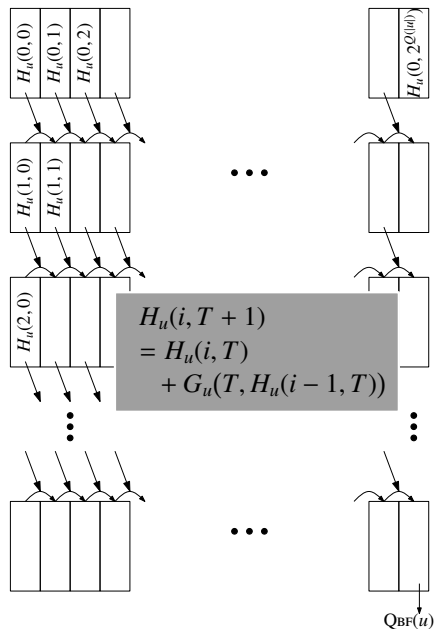
Thus, the 'feedback' (on h_u) described by the equation $h'_u(t) = g_u(t, h_u(t))$ is very weak.

Proof (3/4): Layered **PSPACE** tableaux



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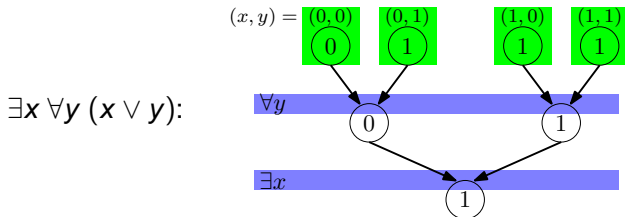
But it can simulate
layered tableaux where
each cell is split into parts
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Proof (4/4): Layered tableaux is still hard

Despite the restriction, the layered tableau is **PSPACE**-complete, by a reduction from QBF.

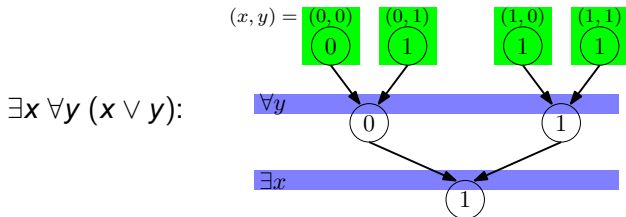
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	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
$T:$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
$(x, y) =$	$\begin{matrix} (0,0) \\ +0 \end{matrix}$	$\begin{matrix} (0,1) \\ +1 \end{matrix}$	$(0,1)$	$(0,0)$	$(1,0)$	$\begin{matrix} (1,1) \\ +1 \end{matrix}$	$\begin{matrix} (1,1) \\ +1 \end{matrix}$	$(1,1)$	$(1,0)$	$(1,0)$	$(1,1)$	$(1,1)$	$(1,0)$	$(0,0)$	$(0,1)$	$(0,1)$	$(0,0)$																	
$H_u(1, T)$	0	0	0	0	1	1	0	0	0	0	0	1	1	2	2	1	1	0	0	1	1	2	2	1	1	0	0	0	0	1	1	0	0	0
$\forall y$					$\downarrow +0$											$\downarrow +1$											$\downarrow -1$					$\downarrow -0$		
$H_u(2, T)$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
$\exists x$																	$\downarrow +1$																	
$H_u(3, T)$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Complexity of smooth ODEs

Theorem [κ, Ota, Rösnick, Ziegler 2012]

For any fixed $k \in \mathbf{N}$, there are g and h such that

- ▶ g is polytime and of class C^k ;
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Similar argument, but with only constant number of layers.

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Similar argument, but with only constant number of layers.

Open:

- ▶ Close the gap between this and the polyspace upper bound.
- ▶ C^∞ functions?
- ▶ Does smoothness generally help, for other operators?
 - ▶ Not for integration (still **#P**-hard for C^∞ functions)
 - ▶ nor for maximization (still **NP**-hard for C^∞ functions)

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➤ 5. Final remarks

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Non-uniform and uniform statements

Our theorem stated:

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But can we say something like:

Theorem (?)

$Solve_{Lip}$ is **PSPACE**-hard.

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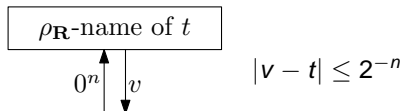
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Polytime real functions were defined by a polytime oracle machine and an **encoding** $\rho_{\mathbf{R}}$ of real numbers by string functions.

(Henceforth we will say $(\rho_{[0,1]}, \rho_{\mathbf{R}})$ -polytime, etc.)



Uniform version (1/4): Encoding

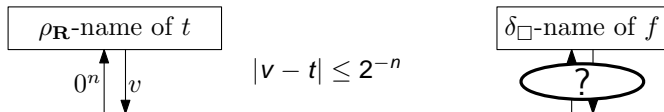
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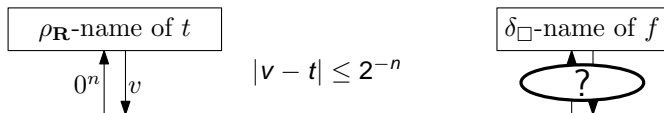
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To make this work,
we need to use oracles whose answers are unbounded in length
and extend the notion of polytime accordingly [K and Cook 2012].

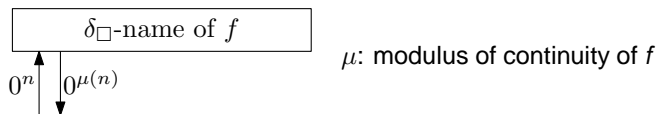
Uniform version (2/4): Encoding of real functions

Encoding δ_\square of continuous functions $f: [0, 1] \rightarrow \mathbf{R}$:

δ_\square -name of f

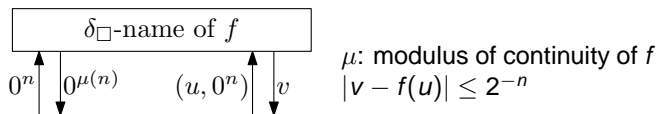
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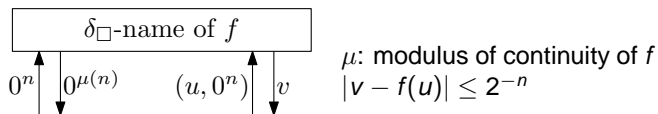
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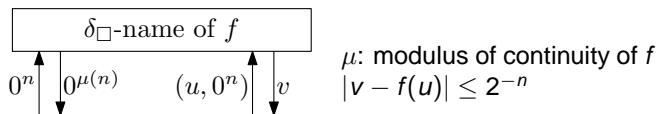
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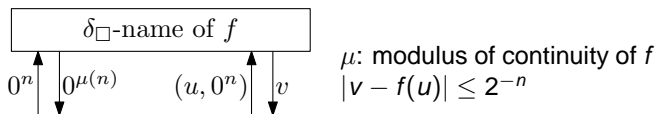
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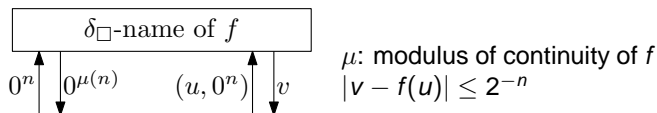
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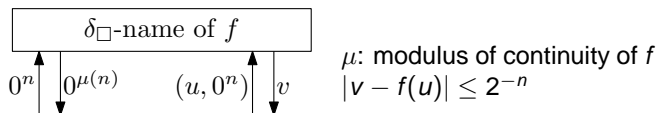
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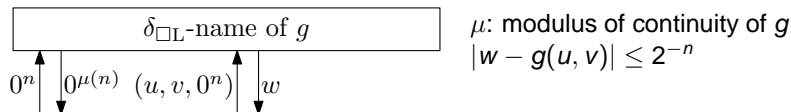
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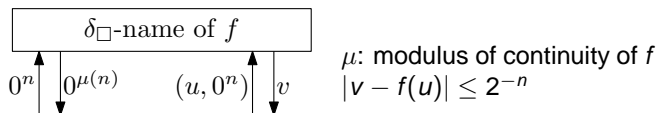
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Encoding δ_{\square_L} of Lipschitz continuous functions $g: [0, 1] \times \mathbf{R} \rightarrow \mathbf{R}$:



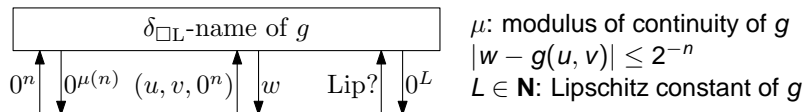
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Encoding δ_{\square} of continuous functions $f: [0, 1] \rightarrow \mathbf{R}$:



- ▶ Every continuous function has a name
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- ▶ Function evaluation is $(\delta_{\square}, \rho_{[0,1]}, \rho_{\mathbf{R}})$ -polytime
- ▶ δ_{\square} is the poorest representation with this property

Encoding δ_{\square_L} of Lipschitz continuous functions $g: [0, 1] \times \mathbf{R} \rightarrow \mathbf{R}$:



Uniform version (3/4): Lipschitz ODE

By relativizing the proof, we can show:

Theorem (uniform)

- ▶ $Solve_{Lip}$ is $(\delta_{\square L}, \delta_{\square})$ -polyspace.
- ▶ $Solve_{Lip}$ is $(\delta_{\square L}, \delta_{\square})$ -polyspace-hard (wrt a suitable reduction).

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Corollary (non-uniform)

- ▶ If g is $(\rho_{[0,1]}, \rho_{\mathbb{R}})$ -polyspace, so is $Solve_{Lip}(g)$.
- ▶ There is a $(\rho_{[0,1]}, \rho_{\mathbb{R}})$ -polytime function g such that $Solve_{Lip}(g)$ is $(\rho_{[0,1]}, \rho_{\mathbb{R}})$ -polyspace-hard.

Uniform version (4/4): Analytic ODE

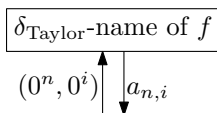
Corollary (non-uniform)

If g is $(\rho_{[0,1]}, \rho_{\mathbf{R}})$ -polytime, so is $\text{Solve}_{\text{Analytic}}(g)$.

Uniform version (4/4): Analytic ODE

Theorem (uniform)

$Solve_{\text{Analytic}}$ is $(\delta_{\text{Taylor}}, \delta_{\text{Taylor}})$ -polytime.



$$f(t) = \sum_{i \in \mathbf{N}} a_i x^i \text{ for } t \text{ near } 0$$
$$|a_{n,i} - a_i| \leq 2^{-n}$$

Corollary (non-uniform)

If g is $(\rho_{[0,1]}, \rho_{\mathbf{R}})$ -polytime, so is $Solve_{\text{Analytic}}(g)$.

Summary: Complexity of ODE solutions

$$h(0) = 0, \quad h'(t) = g(t, h(t))$$

Assuming g is polytime, how complex can h be?

Assumptions	Upper bound	Lower bound
None	—	can be (non-unique and) all non-computable [Pour-El 1979]
h is the unique solution	computable [implicit in Osgood 1898]	can take arbitrarily long time (or space) [Miller 1970]
g is 'locally' Lipschitz [Ko 1992]	exponential space [Ko 1992]	can be EXPSpace -hard [K 2010]
g is Lipschitz	polyspace [Ko 1983]	can be PSPACE -hard [K 2010] <small>(CCC 2009)</small>
g is of class C^1		can be PSPACE -hard [K, Ota, Rösnick, Ziegler 2012] <small>(MFCS 2012)</small>
g is of class C^k		can be CH -hard [ibid.]
g is analytic	polytime [Müller 1987]	—

These results can be made uniform, wrt different representations.