

Lipschitz Continuous O.D.E.s are Polynomial-Space Complete

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24th IEEE Conference on Computational Complexity
July 16, 2009

Problem

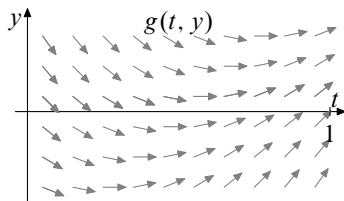
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$$h(0) = 0, \quad h'(t) = g(t, h(t)).$$

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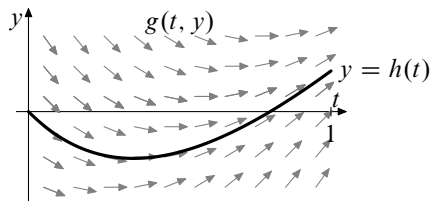
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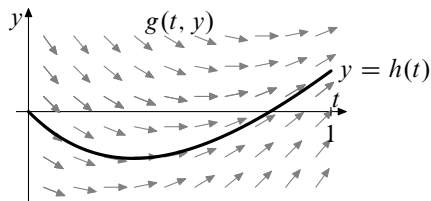
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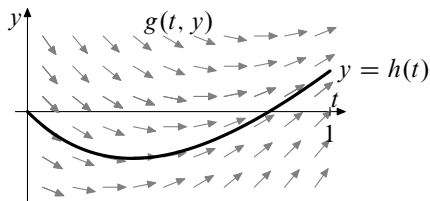
$$|g(t, y_0) - g(t, y_1)| \leq L|y_0 - y_1|, \quad t \in [0, 1], \quad y_0, y_1 \in \mathbf{R}$$

for some $L \geq 0$ (**Lipschitz continuity**).

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Question

g is easy $\implies h$ is easy?

(in the sense of Computable Analysis)

Outline

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

1. Complexity of real functions

How we define PTIME real functions

2. Warm-up: Integration

Assuming g is PTIME and ignores the second argument, how complex can h be?

3. Lipschitz continuous IVP

Assuming g is PTIME and Lipschitz continuous, how complex can h be?

4. Final remarks

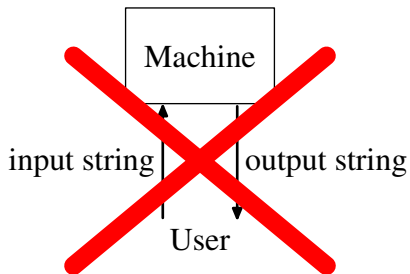
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Read/write real numbers?

A real number cannot be encoded into a string.

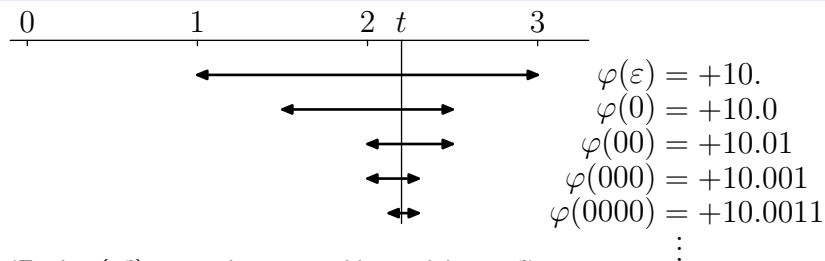


So we encode it into a **function from strings to strings**, and give it to the machine as oracles.

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.

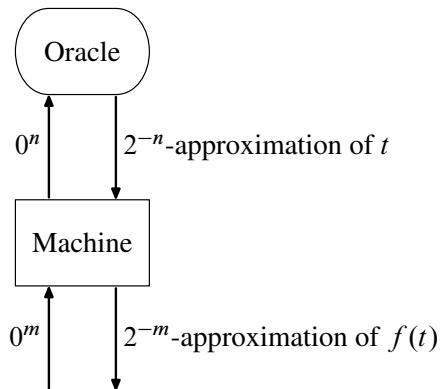


(Each $\varphi(0^n)$ approximates t with precision 2^{-n})

Computing real functions

Definition (Grzegorzcyk 1955)

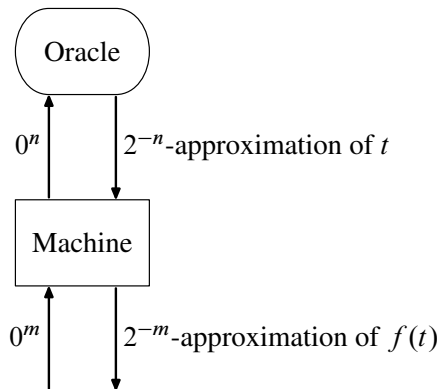
Machine M **computes** $f: [0, 1] \rightarrow \mathbf{R}$ if, for any name φ of any $t \in [0, 1]$, M^φ computes a name of $f(t)$.



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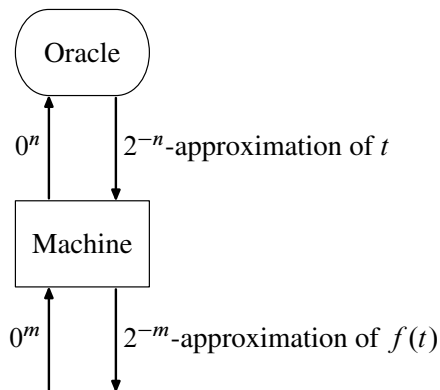
In other words,

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

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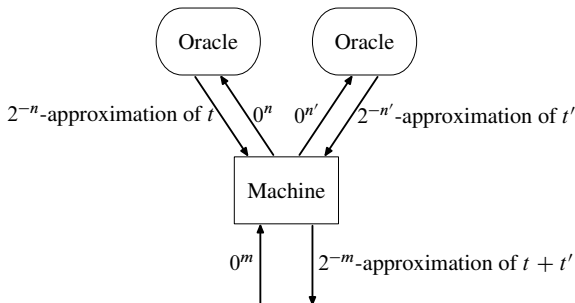
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Note: Saying that M is PTIME means that it halts in time $\text{poly}(m)$. In particular, $n \leq \text{poly}(m)$.

Example 1

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

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 PTIME.

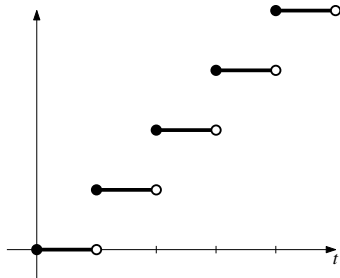
To get a 2^{-m} -approximation of the value

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

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 $2^{-m}/2$).

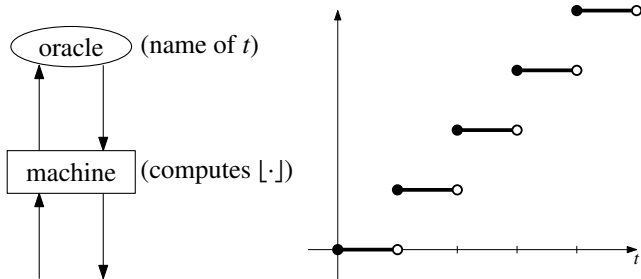
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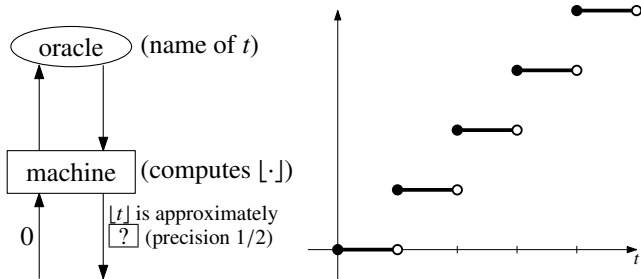
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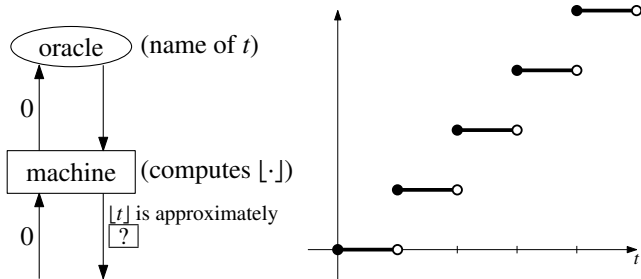
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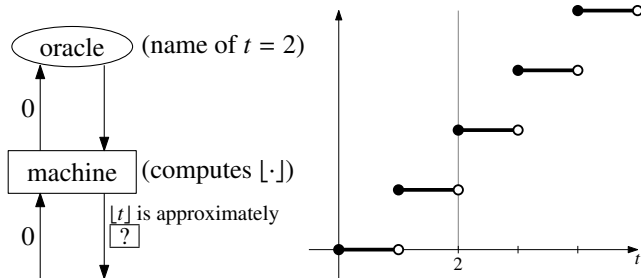
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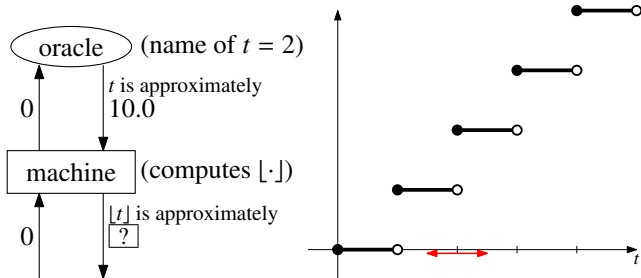
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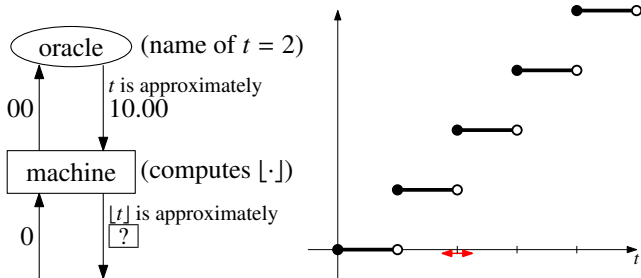
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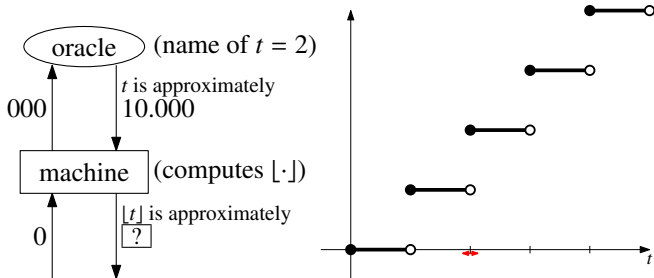
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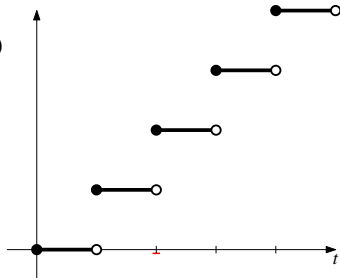
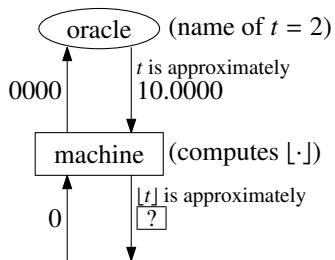
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Computable functions are continuous

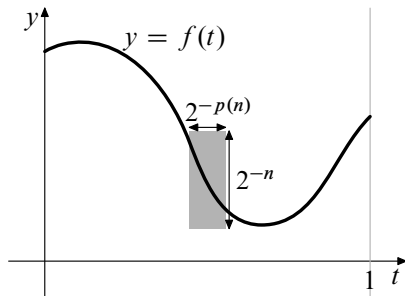
Theorem

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

Modulus of continuity p :

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

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



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Complexity of integration

Theorem (essentially [Friedman 1984])

There are $g: [0, 1] \rightarrow \mathbf{R}$ and $h: [0, 1] \rightarrow \mathbf{R}$ such that

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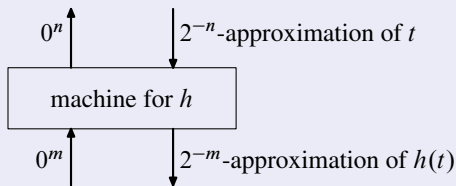
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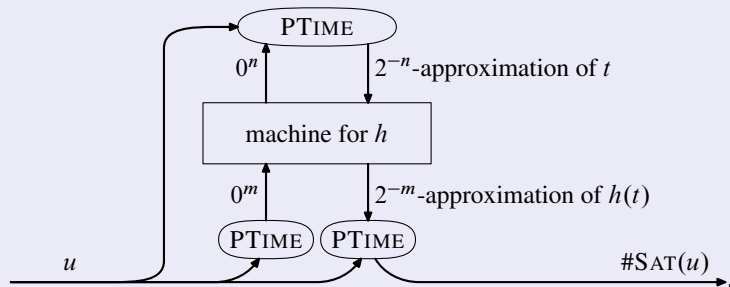


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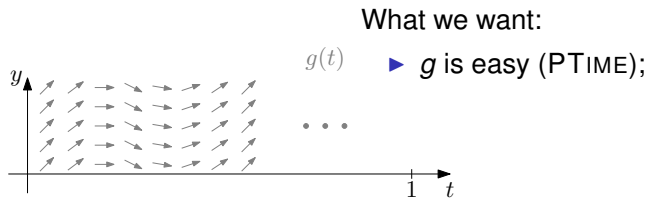
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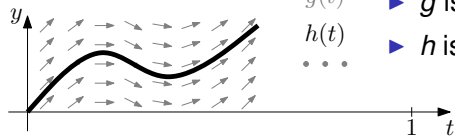
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Reducing #SAT to integration



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What we want:

- ▶ g is easy (PTIME);
- ▶ h is hard (#SAT reduces to it).
- ...

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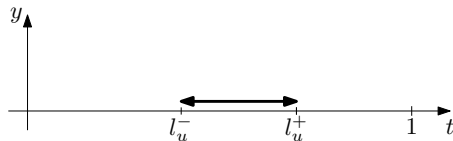
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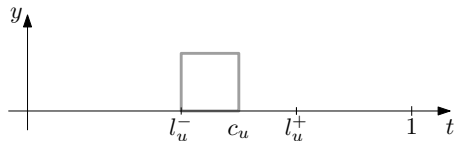
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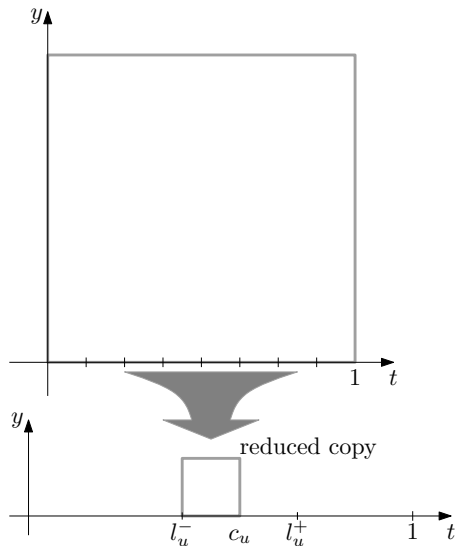
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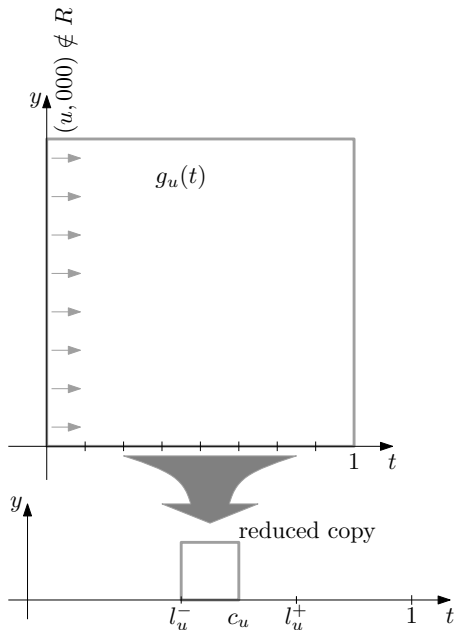
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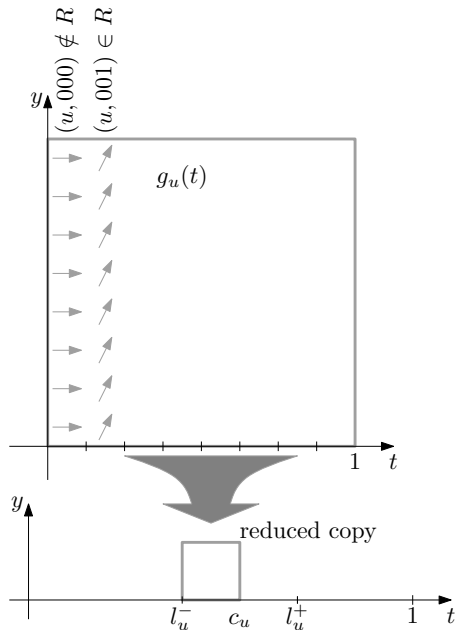
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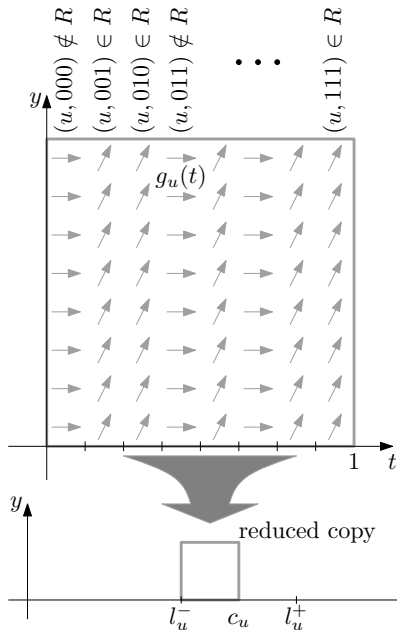
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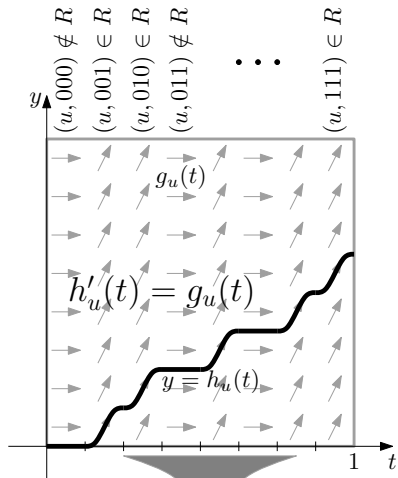
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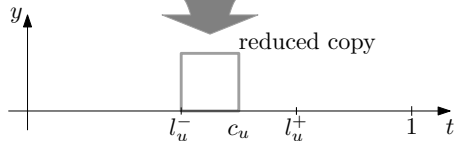
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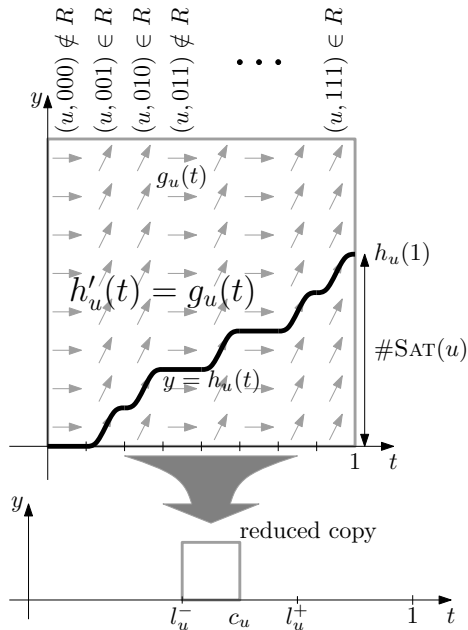


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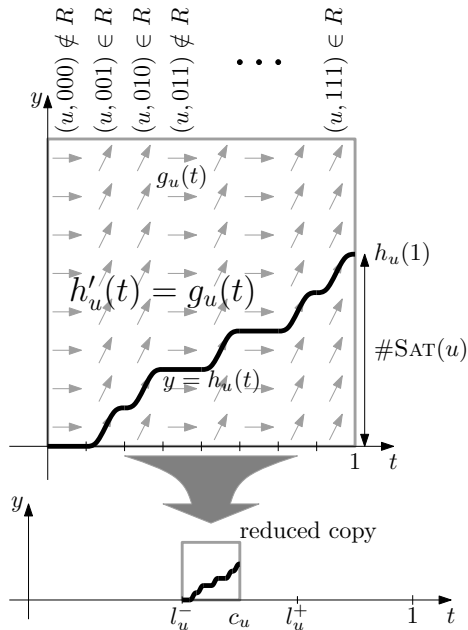


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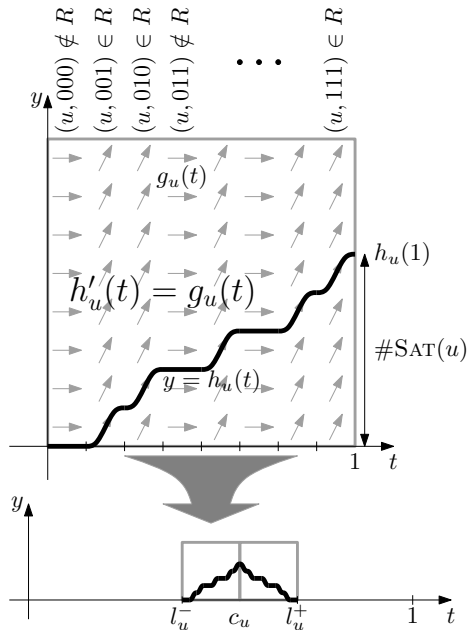


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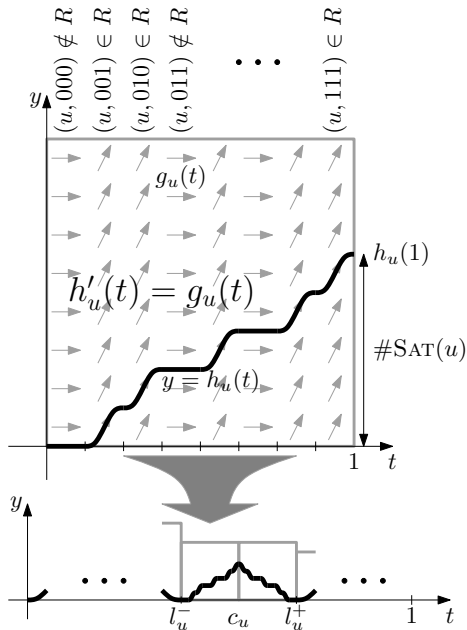


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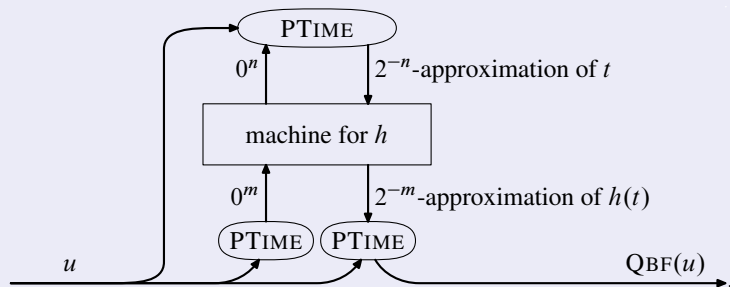
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Main Theorem

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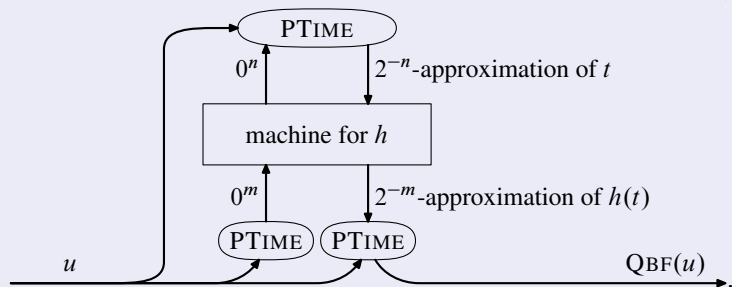


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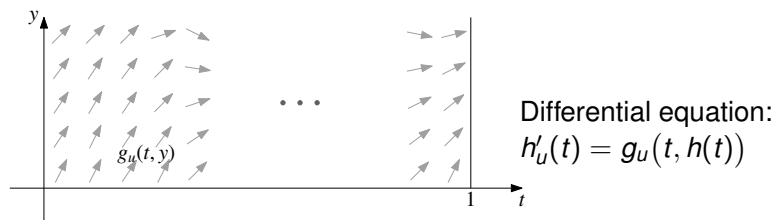
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Cf. Upper bound: h is in PSPACE by the Euler method [Ko 1983].

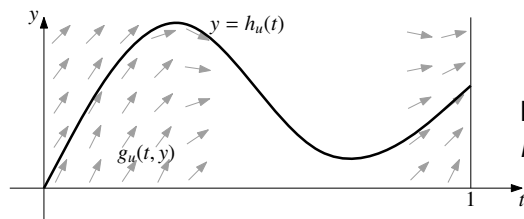
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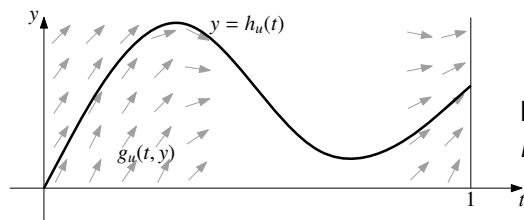
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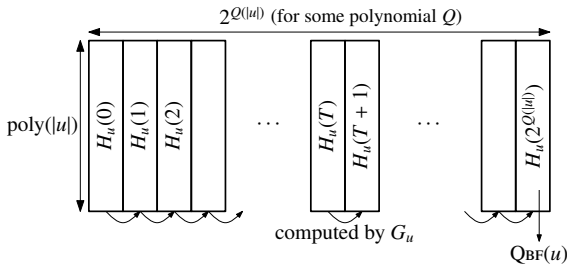
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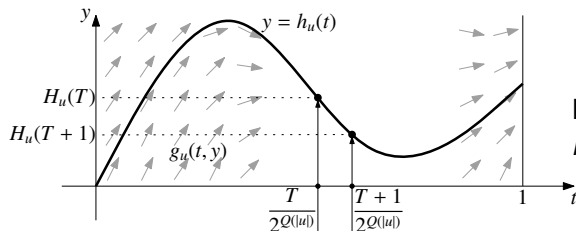
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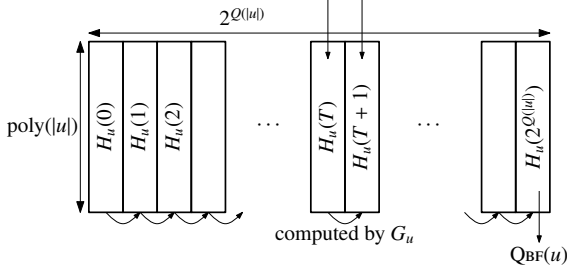
Description of a PSPACE machine on input u :
 $H_u(T+1) = G_u(T, H_u(T))$

Proof (1/3): An attempt to reduce PSPACE to IVP

As before, we need blocks g_u such that $h_u(1)$ indicates if $u \in \text{QBF}$.



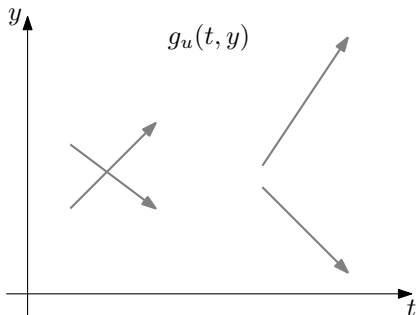
Differential equation:
 $h'_u(t) = g_u(t, h(t))$



Description of a PSPACE machine on input u :
 $H_u(T+1) = G_u(T, H_u(T))$

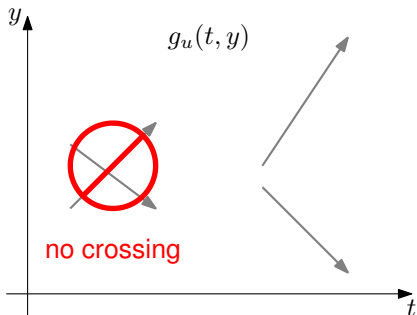
Proof (2/3): Why this attempt does not work

Not all G_u can be translated to g_u .



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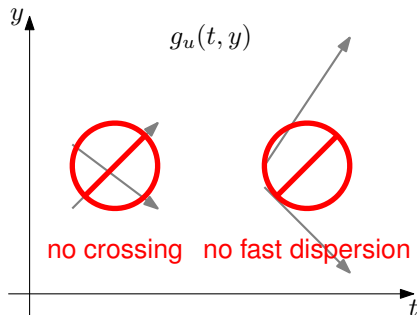
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Flows can never cross.

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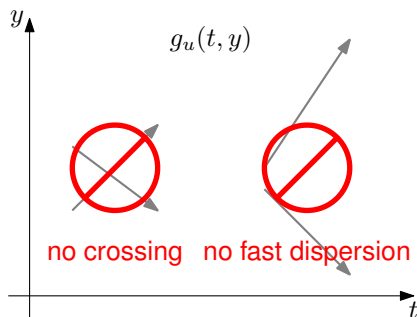


Flows can never cross.

In fact, the Lipschitz condition keeps them from widening or narrowing fast.

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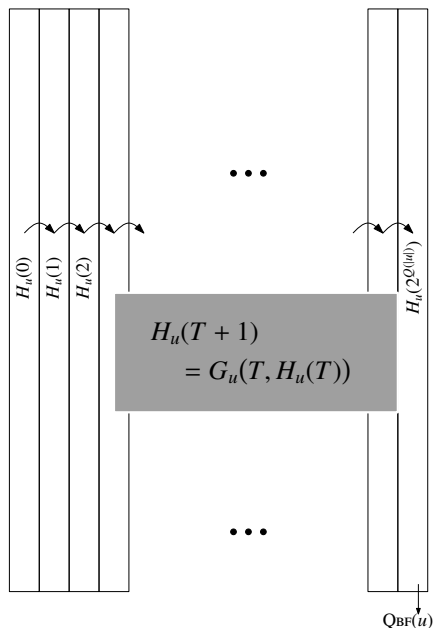


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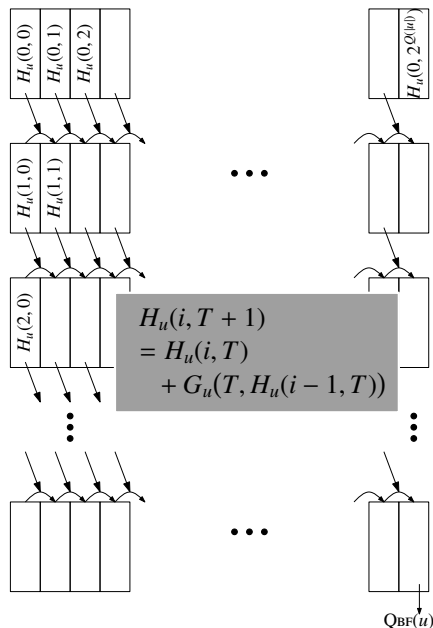
The 'feedback' (on h_u) of equation $h'_u(t) = g_u(t, h_u(t))$ is very weak under the Lipschitz condition.

Proof (3/3): Layered PSPACE tableaux



General PSPACE
computation tableaux
cannot be simulated by the
differential equation.

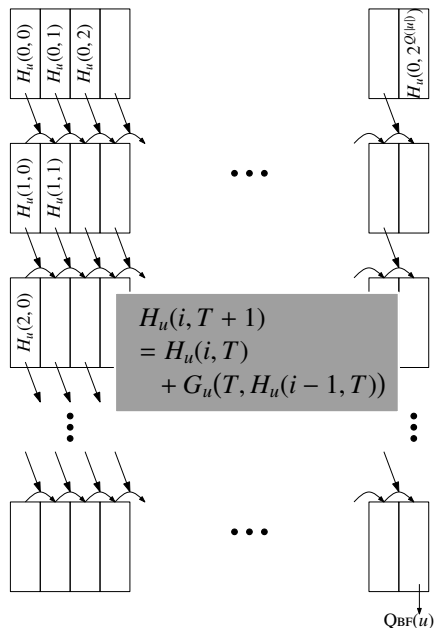
Proof (3/3): Layered PSPACE tableaux



General PSPACE computation tableaux cannot be simulated by the differential equation.

Split each cell into parts, and put restrictions on which part can affect which.

Proof (3/3): Layered PSPACE tableaux



General PSPACE computation tableaux cannot be simulated by the differential equation.

Split each cell into parts, and put restrictions on which part can affect which.

This tableau can be simulated by the equation, and is PSPACE-complete despite the restriction.

Outline

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

1. Complexity of real functions
How we define PTIME real functions
2. Warm-up: Integration
Assuming g is PTIME and ignores the second argument, how complex can h be?
3. Lipschitz continuous IVP
Assuming g is PTIME and Lipschitz continuous, how complex can h be?
- 4. Final remarks

Related results

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

Assuming g is PTIME, how complex can h be?

Assumptions	Positive results on h	Negative results on h
None	—	can be (non-unique and) all non-computable [Pour-El 1979]
h is the unique solution	computable [implicit in Osgood 1898]	time (or space) cannot be bounded [Miller 1970]
g is Lipschitz continuous	PSPACE [Ko 1983]	can be PSPACE-hard
g is analytic	PTIME [Ko 1988, K.]	—

Open problems

- ▶ What happens between the Lipschitz case (PSPACE) and the analytic case (PTIME)?
- ▶ Effective versions? (Complexity of “computing h from g ”)
- ▶ Other differential equations