

The Work of Mike Shub in Complexity

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Complexity Theory

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(G) To develop a general theory of computational cost (which includes formal models of computation, diverse cost notions, complexity classes built upon them, complete problems in these classes, and —the ultimate desideratum— separations between these complexity classes).

(P) To analyze (in terms of cost) the behavior of specific algorithms (meant to solve specific problems).

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- (3) Conditioning of Numerical Problems.

Zeros of Polynomial Systems

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$$D := \max\{d_1, \dots, d_n\}$$

$$N \approx n \binom{D+n}{n}$$

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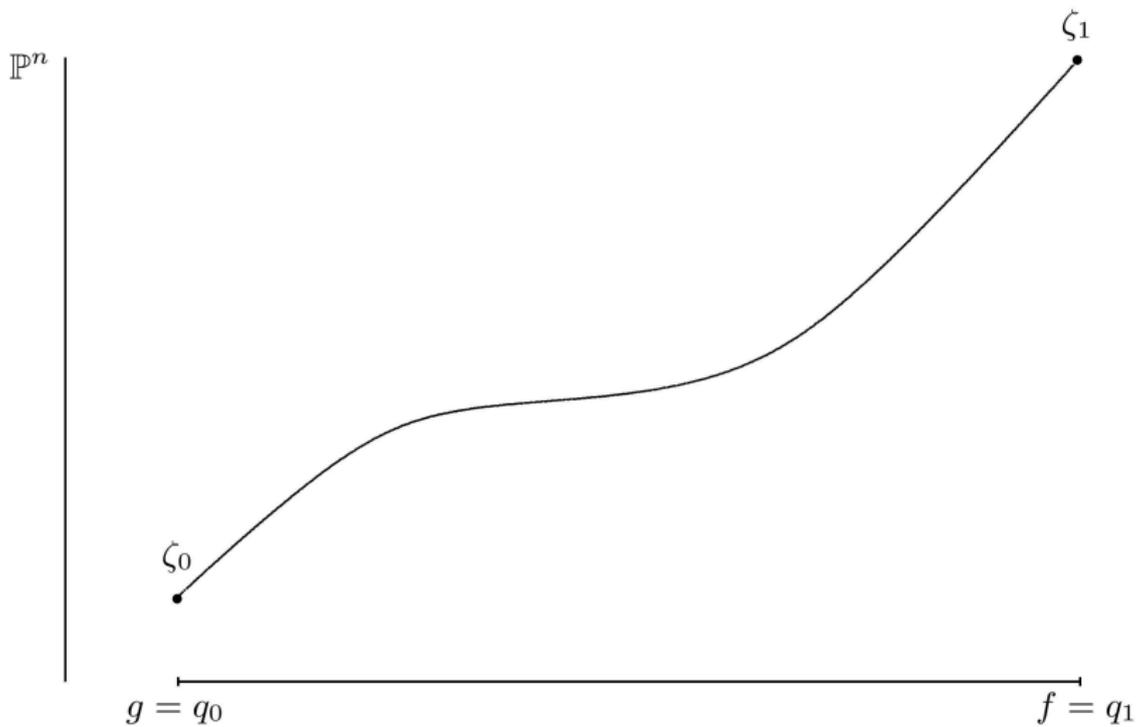
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- ▶ Consider the line segment $[g, f]$ connecting g and f . It consists of the systems

$$q_t := (1 - t)g + tf \quad \text{for } t \in [0, 1].$$

- ▶ If no q_t has a multiple zero, then there exists a unique lifting of this segment to a curve

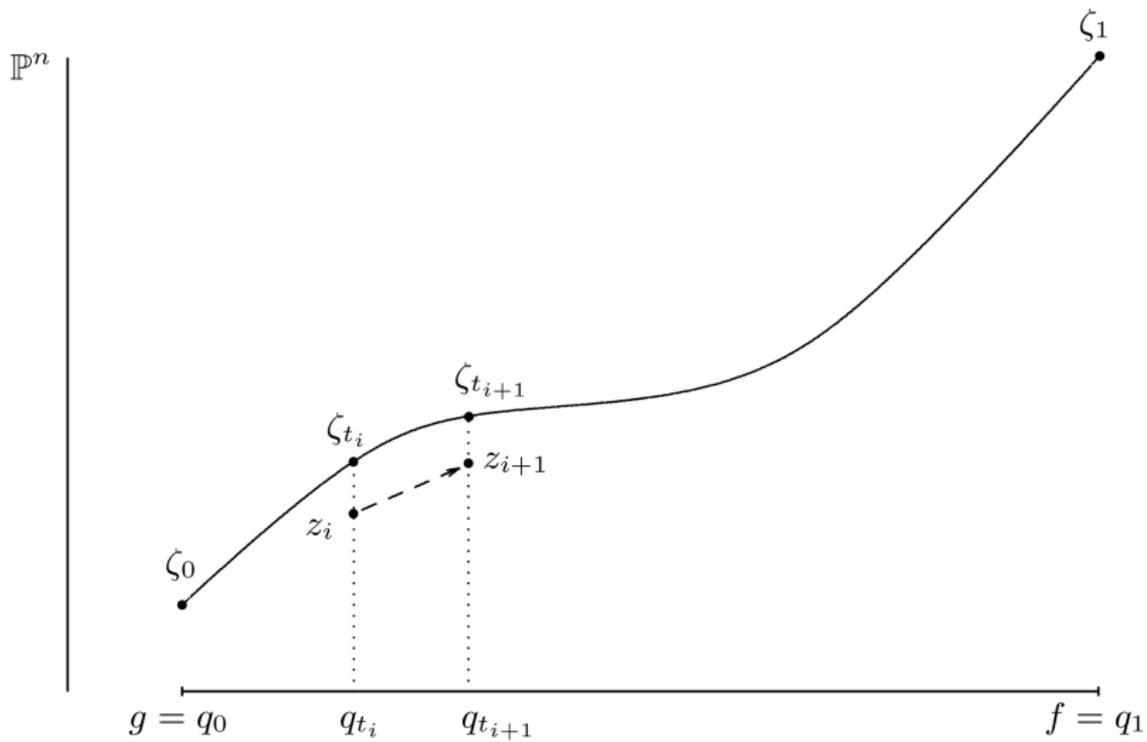
$$t \in [0, 1] \mapsto (q_t, \zeta_t)$$

such that $\zeta_0 = \zeta$. **Since $q_1 = f$, ζ_1 is a zero of f .**



The idea is to **follow this curve numerically**: partition $[0, 1]$ into $t_0 = 0, \dots, t_k = 1$. Writing $q_i := q_{t_i}$, successively compute approximations z_i of ζ_{t_i} by Newton's method starting with $z_0 := \zeta$. More specifically, compute

$$z_{i+1} := N_{q_{i+1}}(z_i).$$



The Bézout series set up the main properties of this algorithmic scheme and put in place the theoretical tools used today in its study.

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- (1) How to choose the initial pair (g, ζ) ?
- (2) How large should $d(q_{i+1}, q_i)$ be?

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- ▶ We compute t_{i+1} **adaptively** from t_i such that

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“Bézout VI” (M.S., *Found. Comput. Math.* 2009)

For all i , z_i is an approximate zero of q_i . In particular z_K is an approximate zero of f . Moreover,

$$K(f, g, \zeta) \leq 217 D^{3/2} d(f, g) \int_0^1 \mu_{\text{norm}}^2(q_\tau, \zeta_\tau) d\tau.$$

Here $\tau \in [0, 1]$ is a ratio of angles and not of Euclidean distances.

This result relates to cost in a clear manner. Each Newton step takes $\mathcal{O}(N)$ arithmetic operations. Therefore, the total number of such operations performed along the homotopy is $\mathcal{O}(N K(f, g, \zeta))$.

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(2) a deterministic algorithm working in near-polynomial time (average polynomial time for all but a few pairs (n, D) and average time $N^{\mathcal{O}(\log \log N)}$ on those pairs). [P. Bürgisser – F.C.].

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- Back to the roots? [D. Armentano, **M.S.**]

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Classical complexity theory (as studied in Theoretical Computer Science) has the **Turing machine** for this notion. This is very useful for discrete computations but not so for numerical computations. A “continuous” complexity theory is needed in this context.

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QUAD Given f_1, \dots, f_m in $\mathbb{C}[X_1, \dots, X_n]$ of degree 2, is there a $\xi \in \mathbb{C}^n$ such that $f_1(\xi) = \dots = f_m(\xi) = 0$?

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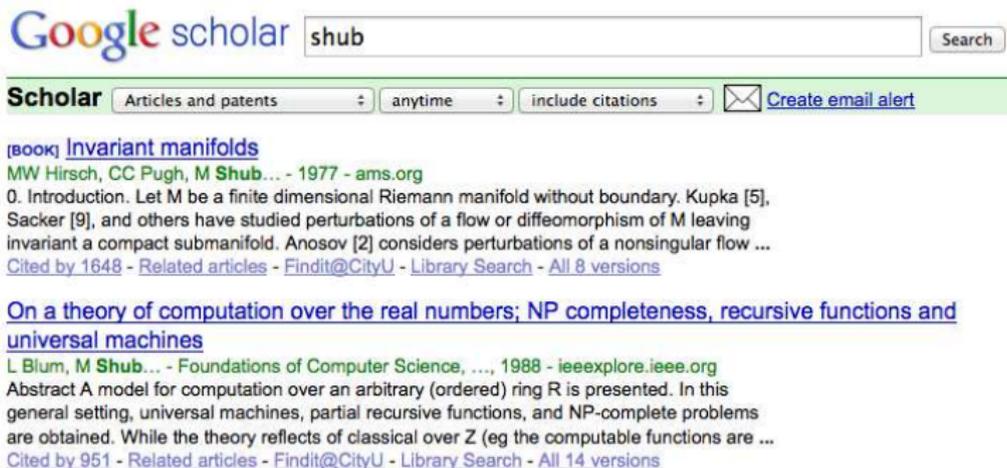
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MW Hirsch, CC Pugh, M Shub... - 1977 - [ams.org](#)
0. Introduction. Let M be a finite dimensional Riemann manifold without boundary. Kupka [5], Sacker [9], and others have studied perturbations of a flow or diffeomorphism of M leaving invariant a compact submanifold. Anosov [2] considers perturbations of a nonsingular flow ...
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[On a theory of computation over the real numbers; NP completeness, recursive functions and universal machines](#)
L Blum, M Shub... - [Foundations of Computer Science, ...](#), 1988 - [ieeexplore.ieee.org](#)
Abstract A model for computation over an arbitrary (ordered) ring R is presented. In this general setting, universal machines, partial recursive functions, and NP-complete problems are obtained. While the theory reflects of classical over Z (eg the computable functions are ...
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- F.C., **M.S.** “Generalized knapsack problems and fixed degree separations”, *Theoret. Comput. Sci.*, 1996.

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For every $d \geq 1$

$$\text{DTIME}(\mathcal{O}(n^d)) \neq \text{NTIME}(\mathcal{O}(n^d)).$$

Conditioning of Numerical Problems

$$\varphi : \mathbb{R}^n \rightarrow \mathbb{R}^m \quad a \in \mathbb{R}^n$$

The **condition number of a** is the worst-case magnification in $\varphi(a)$ of small relative errors in a :

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- ▶ Condition numbers have also been used in estimates for the speed of convergence of iterative algorithms (complexity!).

Mike's first work in conditioning studies a notion of condition number obtained by replacing "worst-case perturbation" by "average perturbation." This is relevant for finite-precision analyses.

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Then attention turned to the relationship between condition and complexity. This relationship pervades the Bézout series.

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In the Bézout series the answer to this problem is

$$\mu_{\max}(f) := \max_{i \leq \mathcal{D}} \mu_{\text{norm}}(f, \zeta_i).$$

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The main result in Bézout VI allows one to use instead

$$\mu_{\text{av}}(f) := \sqrt{\frac{1}{\mathcal{D}} \sum_{i \leq \mathcal{D}} \mu_{\text{norm}}^2(f, \zeta_i)}.$$

This fact is, as we already pointed out, at the core of the recent advances towards a final solution to Smale's 17th problem.

A Unifying Theory?

c) For a decision problem $\mathbb{R}^\infty, \mathbb{R}_{yes}^\infty$
we say a problem instance $x \in \mathbb{R}^k$
is ϵ -fuzzed if $\forall \delta > 0 \exists y_1, y_2 \in \mathbb{R}^k$
with $\|x - y_i\| \leq \delta \|x\| + \delta \quad i=1,2$
and $y_1 \in \mathbb{R}_{yes}^k$ while $y_2 \in \mathbb{R}_{no}^k$. We
denote the set of ϵ -fuzzed problems
by $I_{\epsilon, \text{all}}$ and $I_{\epsilon, \text{p}}$ for inputs of
size k if confusion is likely.