

Verification: Architecture, networks, robustness, and complexity

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Control and Dynamical Systems

BioEngineering, Electrical Engineering

Caltech

“Architecture” in engineering, medicine, and social systems

Design (& understanding)
shifting from

- Components to
- Platforms to
- Systems to
- Systems of systems to
- Architectures

Increasingly dominated by

- network fragilities
- cascading failures
- infectious hijacking
- “unintended consequences”

Why is this hard?

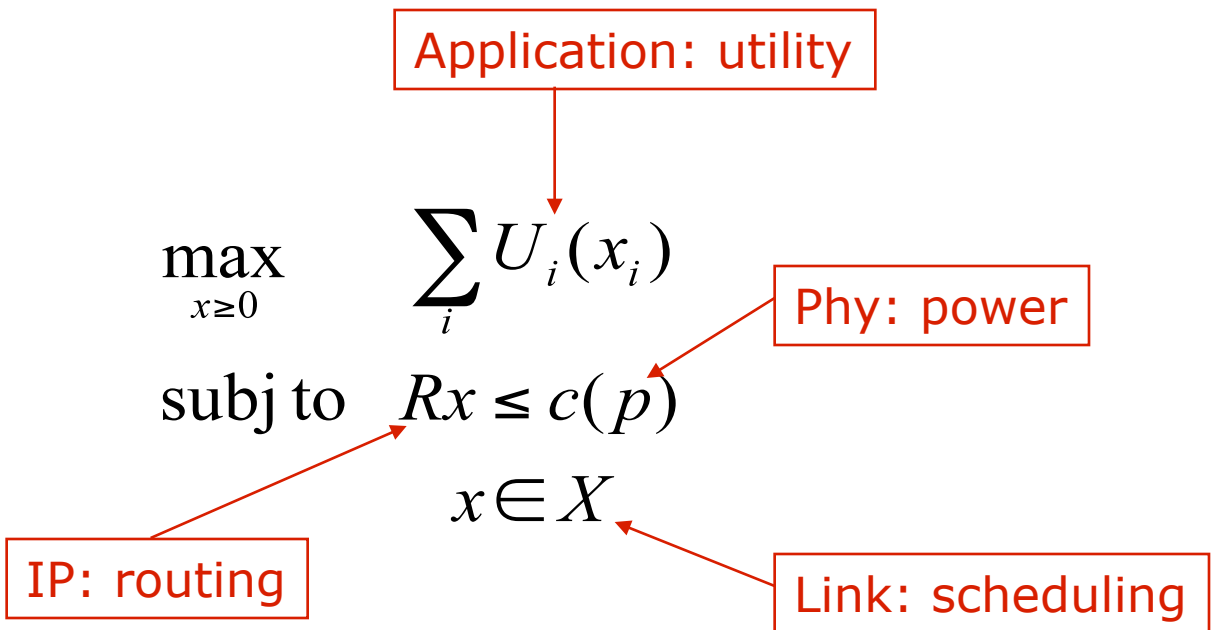
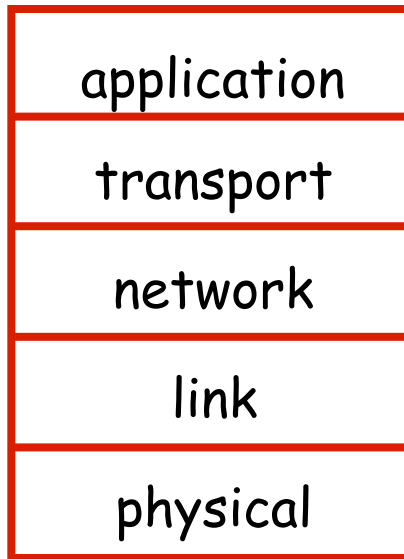
- $P \neq NP \neq coNP$
- Distributed, layered
- Dynamic, physical
- Adversarial

Why is their hope?

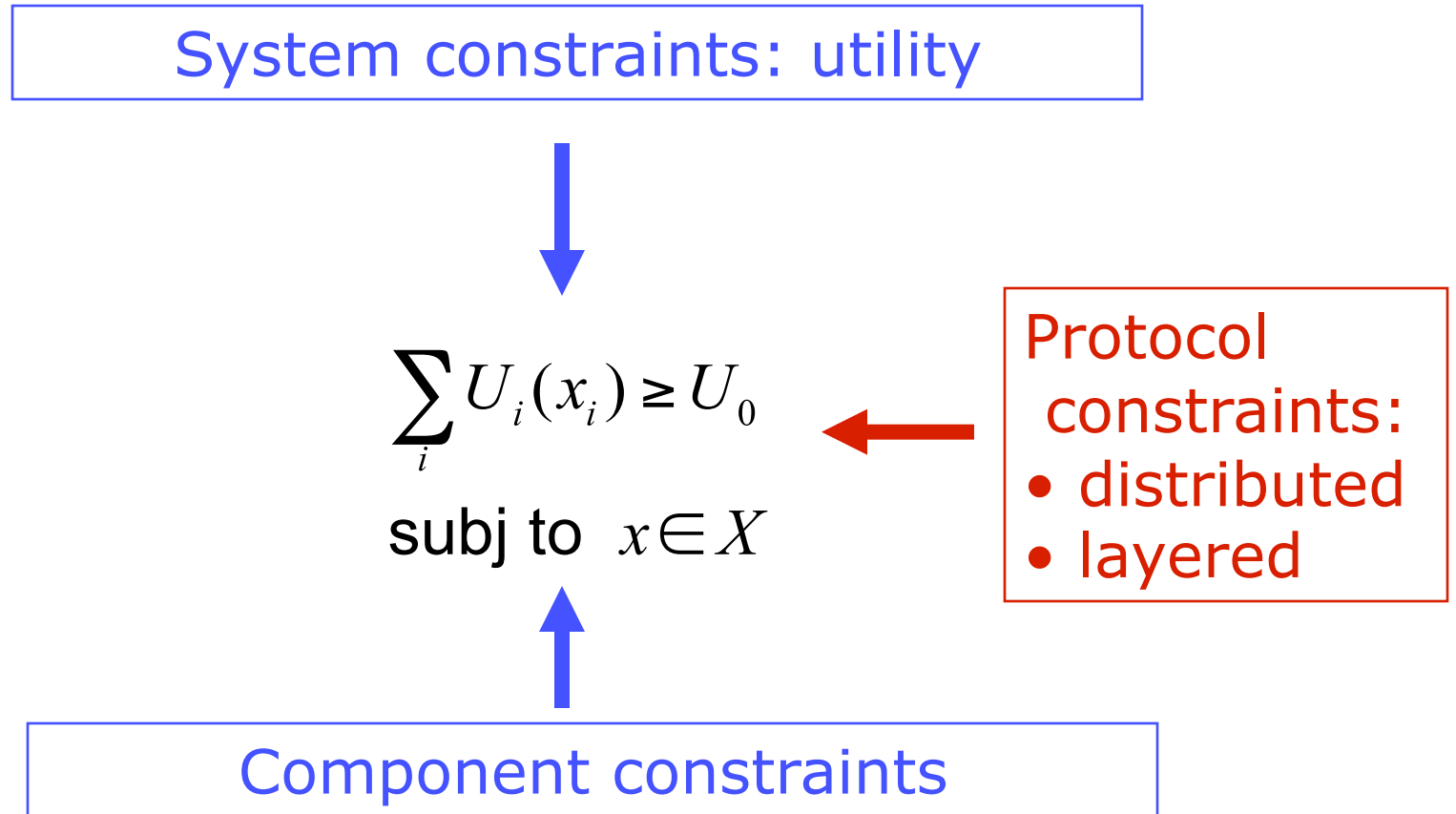
- Duality is unifying
- More “constrained”
⇒ more verifiable?

Architecture as dual decomposition?

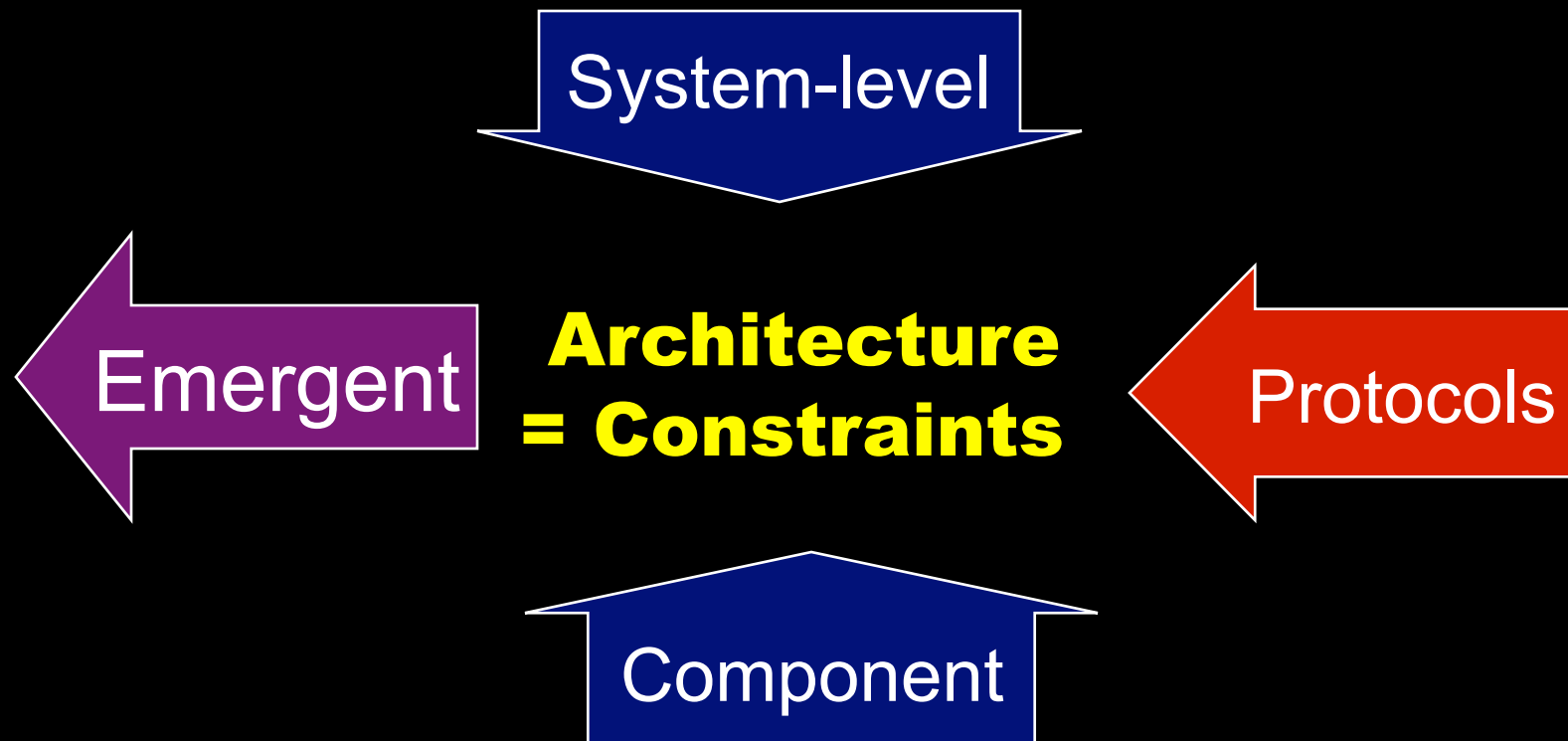
Existing theory



Architecture as dual decomposition



Emergent constraint:
Nontrivial consequence of other constraints



Verification =
 $\{\text{emergent} \cap \text{bad} = \emptyset\}$

Why is this hard?

- $P \neq NP \neq coNP$
- Distributed, layered
- Dynamic, physical
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Why is their hope?

- **Duality is unifying**
- More “constrained”
⇒ more verifiable?

Why is this hard?

- $P \neq NP \neq coNP$
- Distributed, layered
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Why is their hope?

- Duality is unifying
- **More “constrained”
⇒ more verifiable?**

Systems requirements:
functional, efficient,
robust, evolvable

Catabolism

Precursor

Sugars
Fatty acids
Co-factors
Amino Acids

Nucleotides

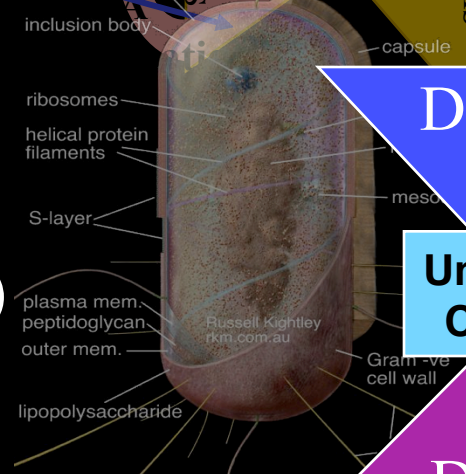
Genes

flagellum
Trans*

Proteins

Hard constraints:
Thermo (Carnot)
Info (Shannon)
Control (Bode)
Compute (Turing)

Constraints



Diverse

Universal
Control

Diverse

Protocols

Components and materials:
Energy, moieties

Emergent constraints: hard limits and tradeoffs

On systems and their components

- Thermodynamics (Carnot)
- Communications (Shannon)
- Control (Bode)
- Computation (Turing/Gödel)

Assume
different

architectures
a priori.

No networks

Hard limits and tradeoffs

On systems and their components

- Thermodynamics (Carnot)
- Communications (Shannon)
- Control (Bode)
- Computation (Turing/Gödel)

} No dynamics
or feedback

- Fragmented and incompatible
- Cannot be used as a basis for comparing architectures
- New unifications are encouraging

Hard limits and tradeoffs

On systems and their components

- Thermodynamics (Carnot)
- Communications (Shannon)
- Control (Bode)
- Computation (Turing/Gödel)

Robust/
fragile
is unifying
concept

- Include dynamics and feedback
- Extend to networks
- **New unifications are encouraging**

Hard tradeoffs

Conjecture: There are hard tradeoffs between

- Efficiency (energy, materials)
- Robustness

- So far: Hard tradeoffs in autocatalytic networks
- Conjecture: Robust, efficient, “modular” systems are more easily verified

Hard limits and tradeoffs

On systems and their components

- Thermodynamics (Carnot)
- Communications (Shannon)
- Control (Bode)
- Computation (Turing/Gödel)

Robust/
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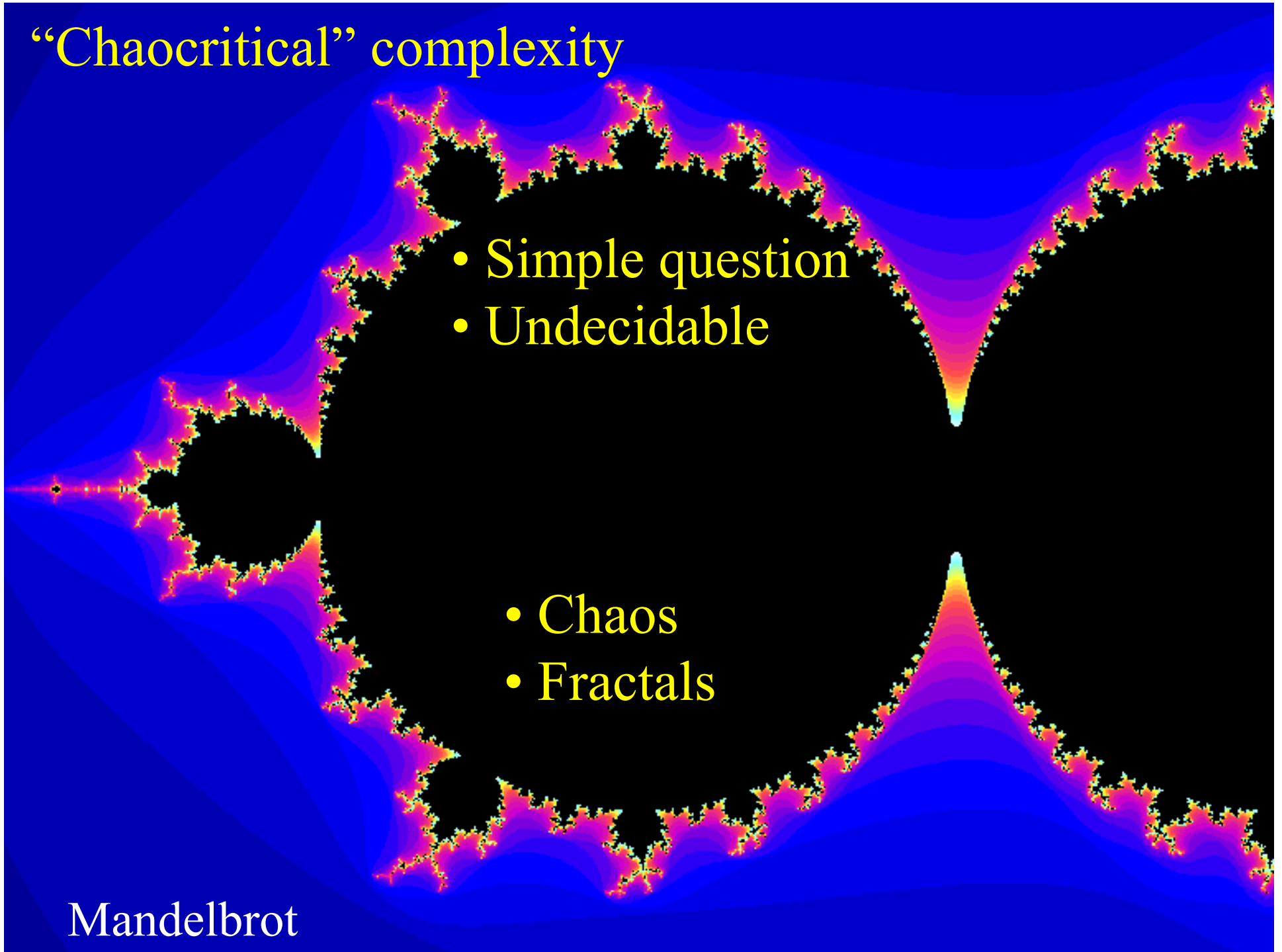
- Include dynamics and feedback
- Extend to networks
- **New unifications are encouraging**

“Chaocritical” complexity

- Simple question
- Undecidable

- Chaos
- Fractals

Mandelbrot



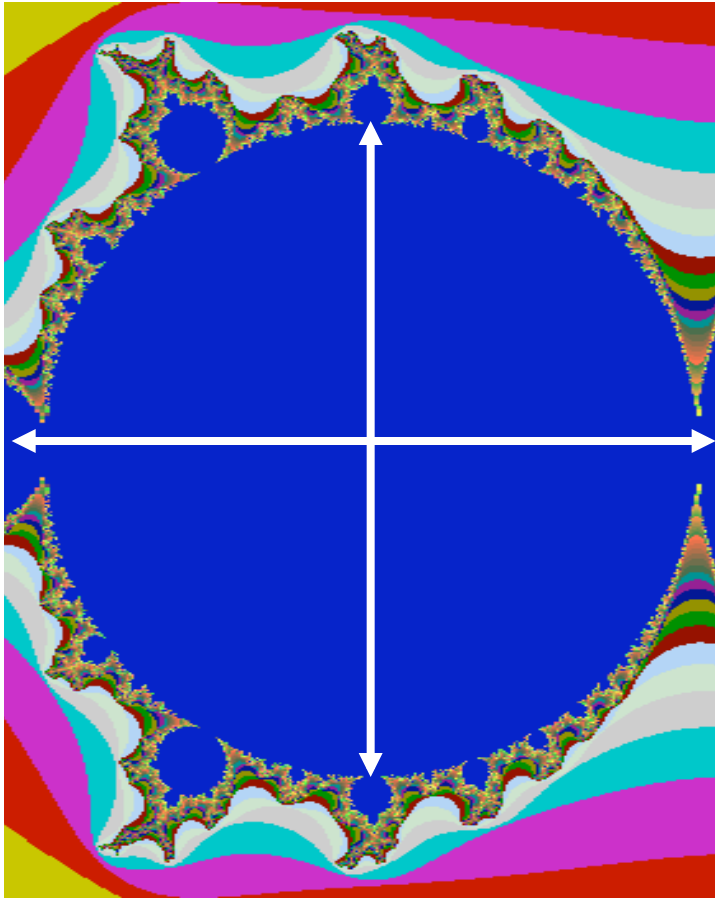
Main idea: duality

It's easy to *prove*
that this disk is in M .

Other points in M are fragile
to the definition of the map.

$$z_{k+1} = (c + \delta)z_k (1 - z_k)$$

Merely stating the obvious.



c plane

Short proof

$$z_{k+1} = cz_k (1 - z_k)$$

$$V(z) = |z|^2$$

$$V(z_k) \geq V(z_{k+1})$$

$$\Leftrightarrow |z_k|^2 - |cz_k (1 - z_k)|^2 \geq 0$$

$$\Leftrightarrow 1 \geq |c(1 - z_k)|$$

$$V(z) = |z|^2 \text{ decreases}$$

$$\Leftrightarrow 1 \geq |c|(1 + |z|)$$

Sufficient condition

Proof method (general)

1. Reduce (undecidable) problem in hybrid dynamical systems to
2. (NP-hard) problem in *real* semi-algebraic sets
3. Prove emptiness of algebraic problem using
 - Systematic (P) relaxations
 - Positivstellensatz (Psatz)
 - Sum of Squares (SOS)

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CDS-SOSTOOLS

Proof method

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CDS-SOSTOOLS

1. Reduce (undecidable) problem in discrete dynamical systems to
2. (NP-hard) problem in *boolean* algebra (3SAT)
3. Prove emptiness of algebraic problem using
 - SAT solvers

Model Checking

Unification?

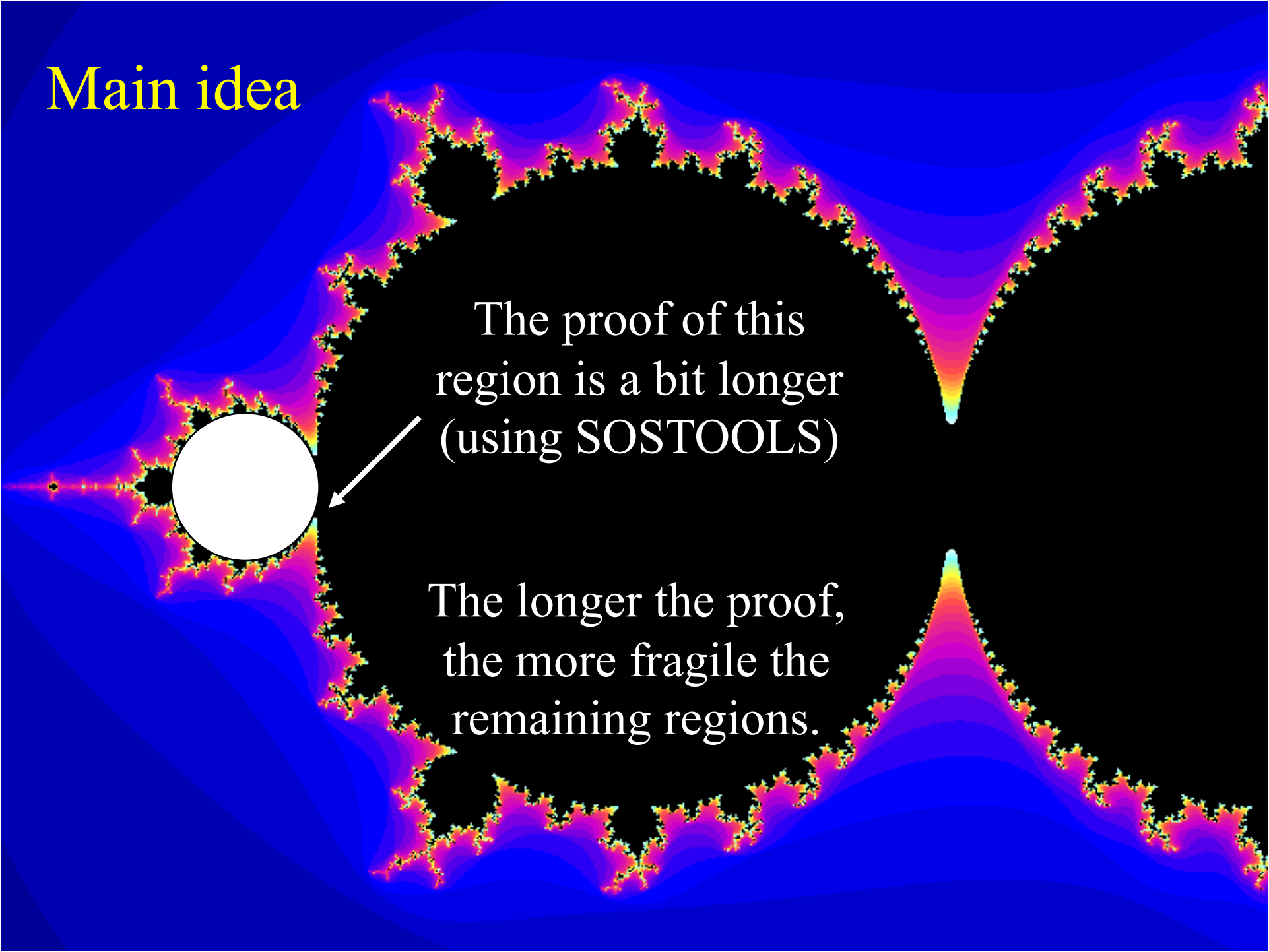
1. Reduce (undecidable) problem in *hybrid* dynamical systems to
 2. (NP-hard) problem in *mixed* boolean and real semi-algebraic sets
 3. Prove emptiness of algebraic problem using
- ?????

CDS-SOSTOOLS

1. Reduce (undecidable) problem in discrete dynamical systems to
 2. (NP-hard) problem in *boolean* algebra (3SAT)
 3. Prove emptiness of algebraic problem using
- SAT solvers

Model Checking

Main idea

The image features a complex fractal boundary, likely a Julia set, rendered in a vibrant color palette of blue, purple, pink, and yellow. The boundary is highly irregular and self-similar. A large white circle is positioned on the left side of the fractal, with a white arrow pointing from the text above towards it. The background is a deep blue with subtle gradients and patterns.

The proof of this region is a bit longer (using SOSTOOLS)

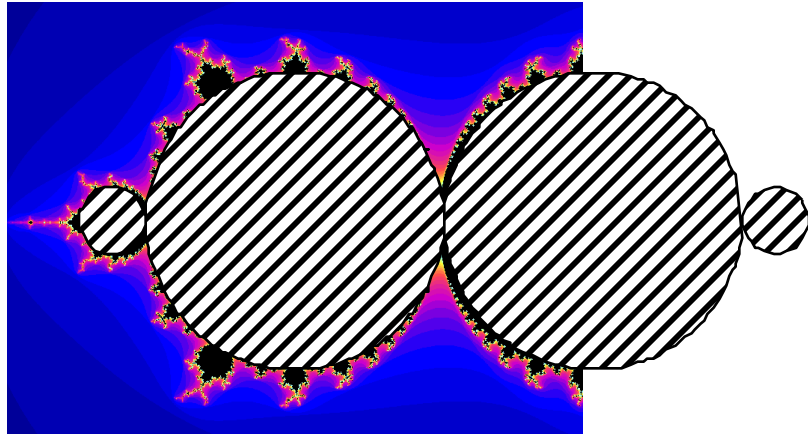
The longer the proof, the more fragile the remaining regions.

Main idea

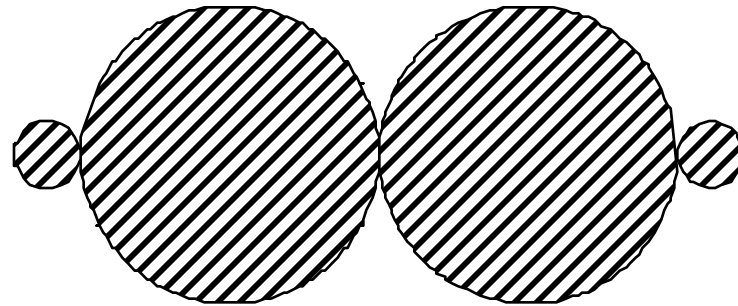


Proof even longer.

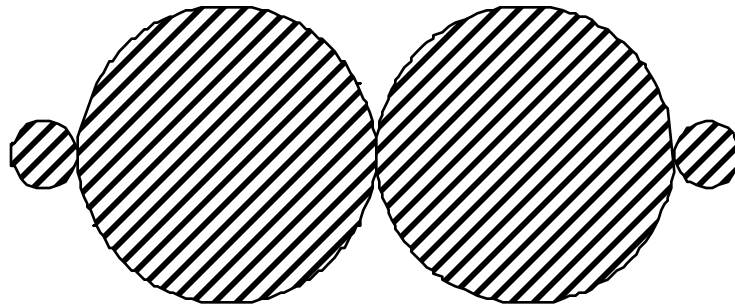
And so on...



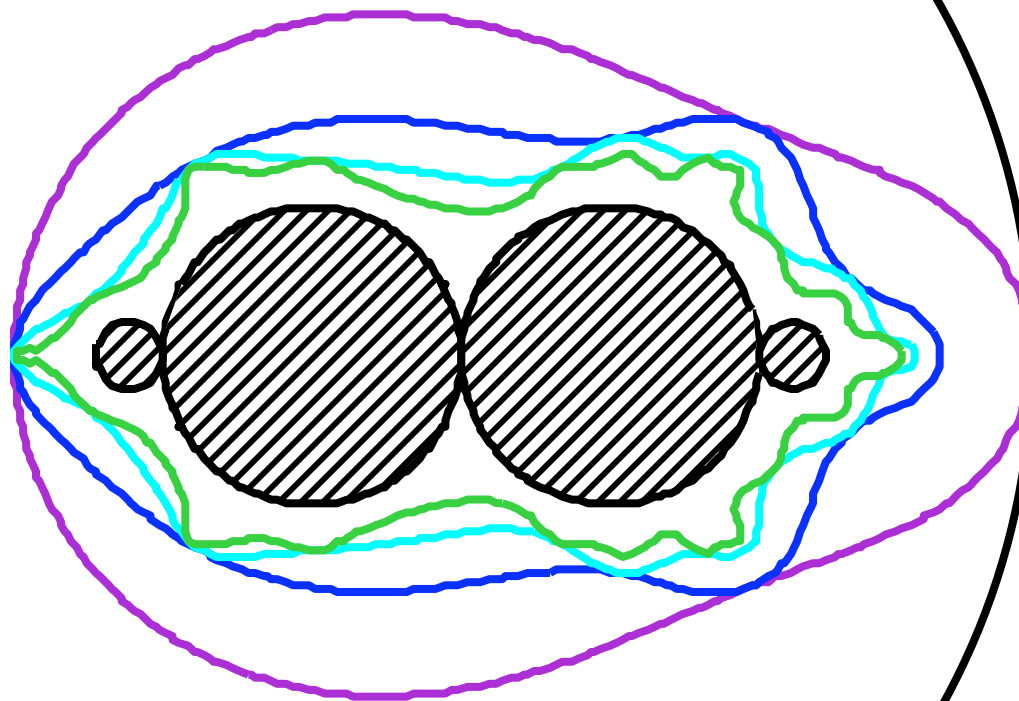
Easy to prove these points are in $Mset$.



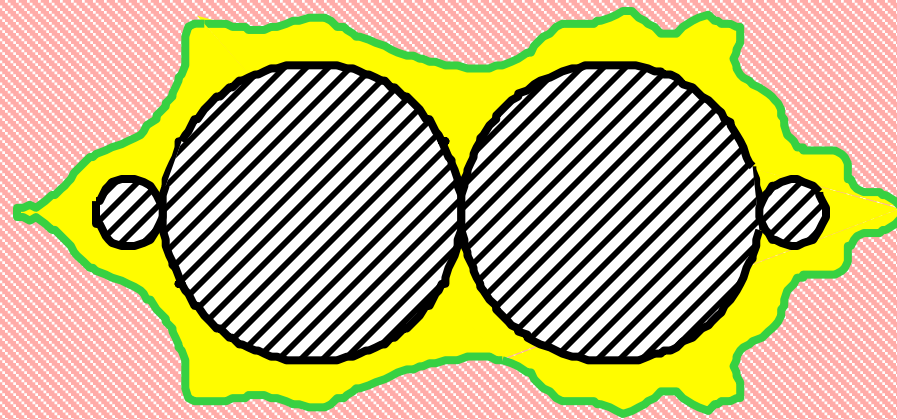
Easy to prove these
points are not in $Mset$.



Proofs get harder.
(But all still “easy.”)

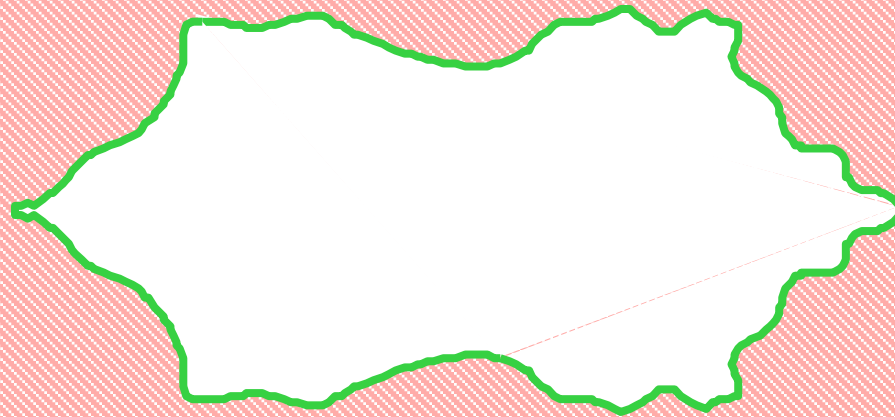


What's left gets
more fragile.



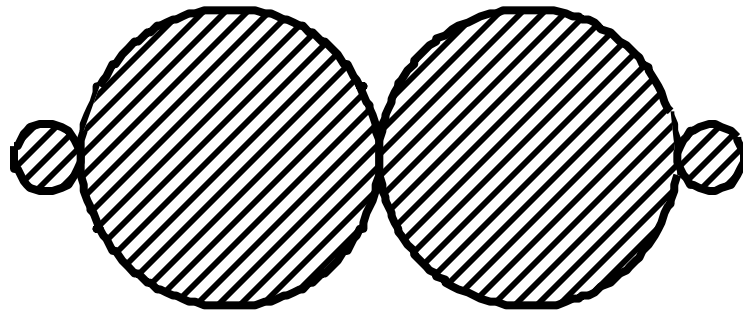
What's left gets
more fragile.

This is robustly and provably *not* in M .



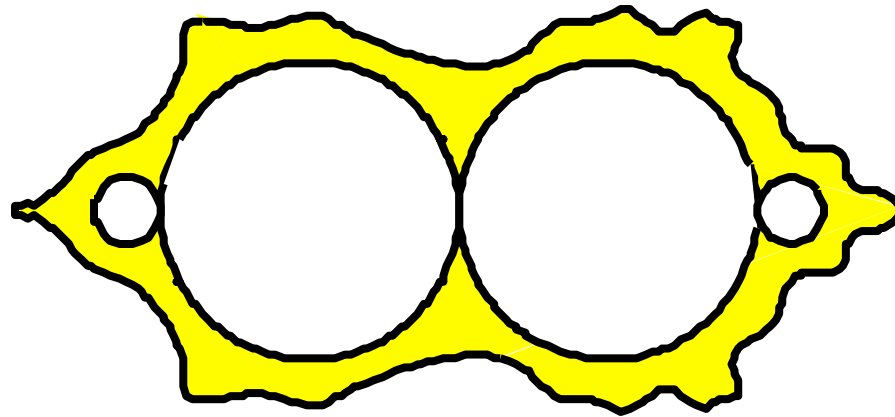
Using SOSTOOLS

This is robustly and provably in M .

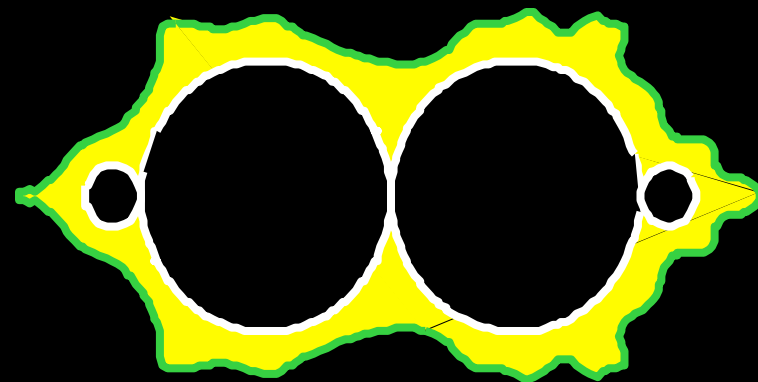


Also using SOSTOOLS

What's left is fragile.

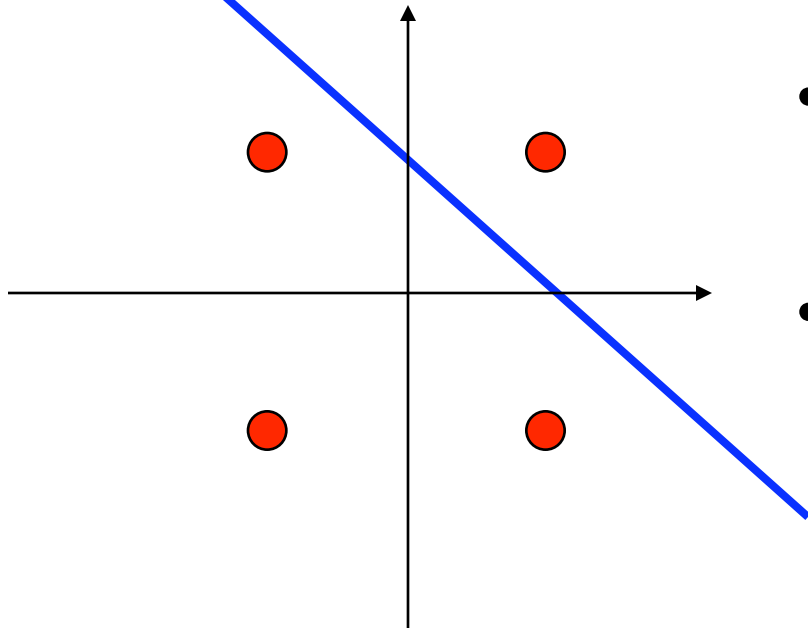


Conjecture: Proof complexity implies problem fragility holds in some greater generality



- Long proofs indicate a fragility, which is either
 - a true fragility (a useful answer) or
 - an artifact of the model (which must then be rectified)
- Brings back together two research areas that have been separated for decades:
 - Numerical analysis and ill-conditioning
 - Computational complexity (P, NP/coNP, undecidable)
- How general?

Is there a crash?



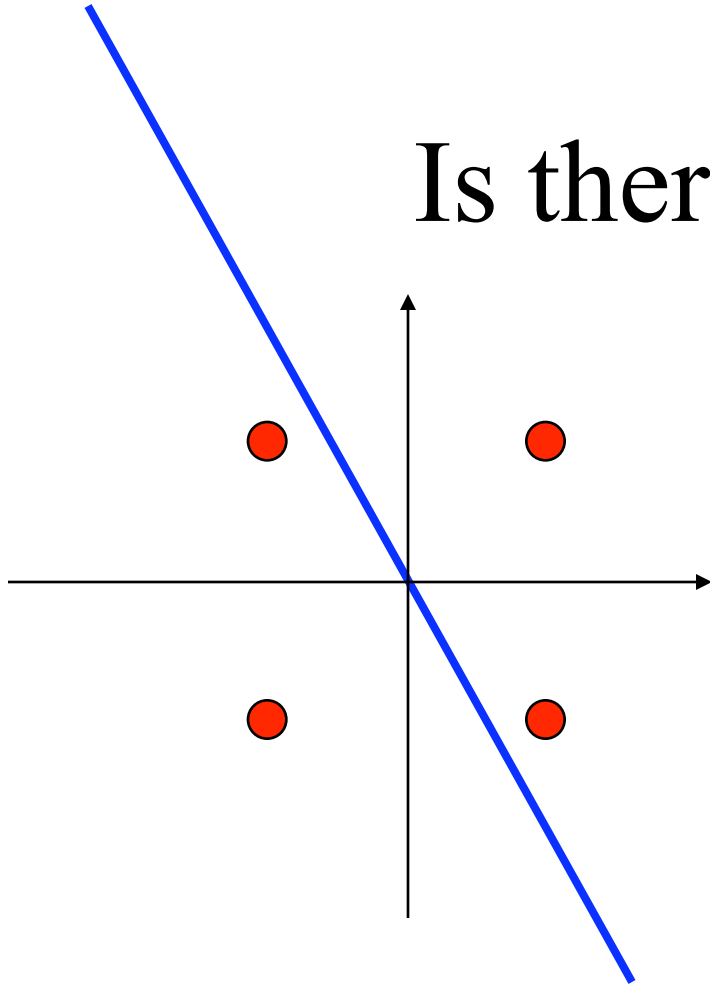
- Given: a line in the plane

$$a_0 + a_1x + a_2y = 0$$

- Question: does it hit a corner of the square?

$$x^2=1, y^2=1$$

Is there a crash?



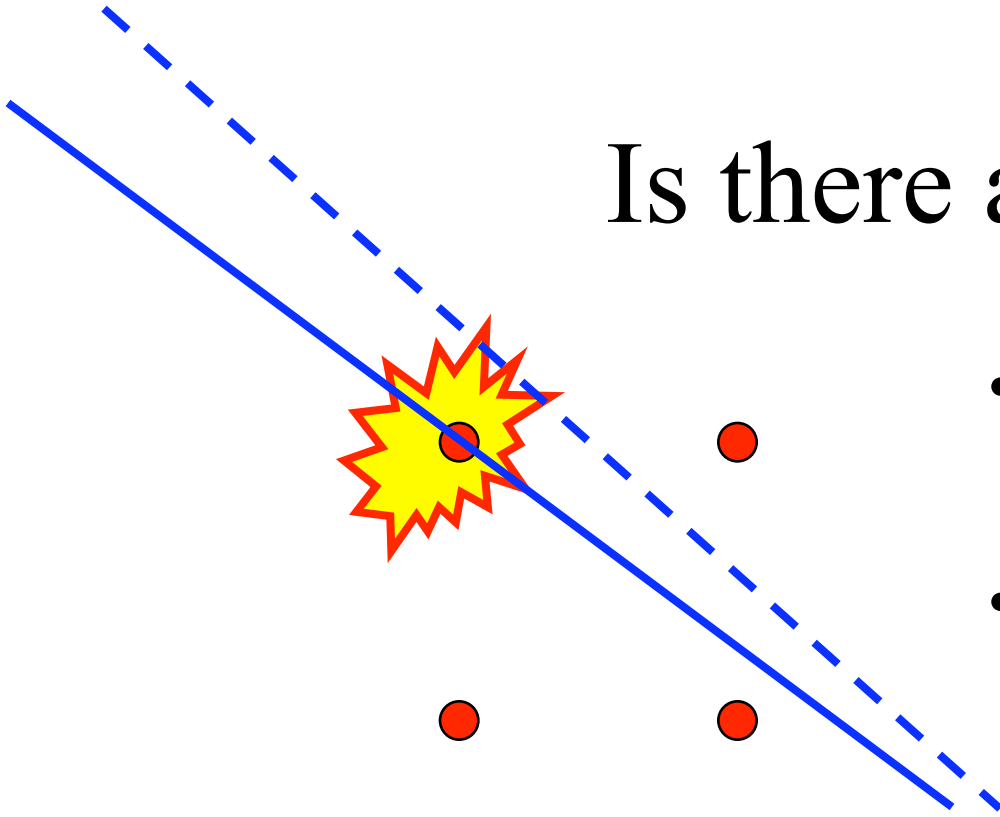
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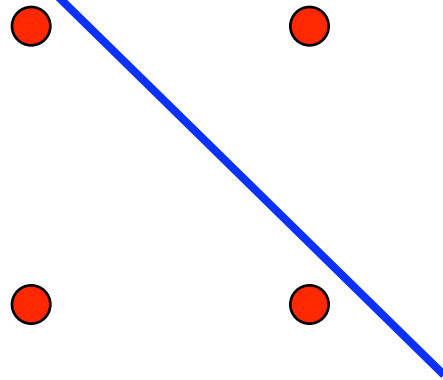
Is there a crash?



- Given: a line in the plane
 $a_0 + a_1x + a_2y = 0$
- Question: does it hit a corner of the square?
 $x^2=1, y^2=1$
- Crash = hits a corner



Fragile = near miss



- Given: a line in the plane

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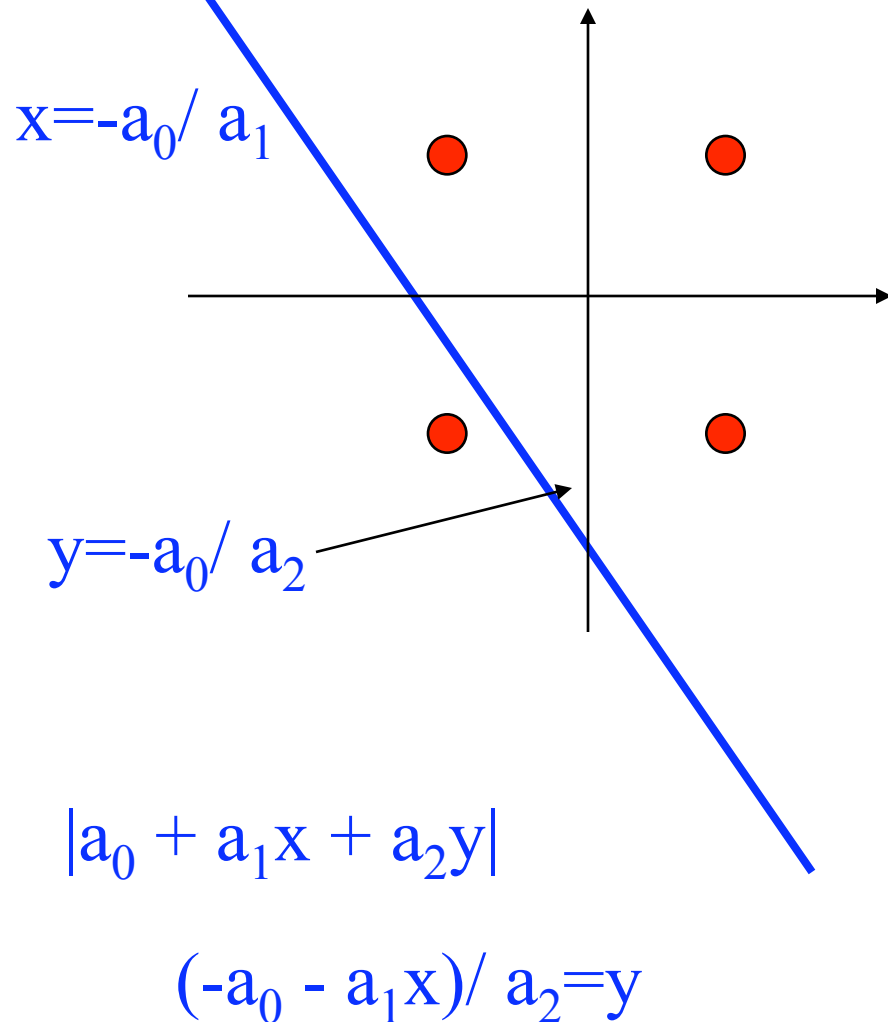
- Question: does it hit a corner of the square?

$$x^2=1, y^2=1$$

- Crash = hits a corner
- Fragile = near miss

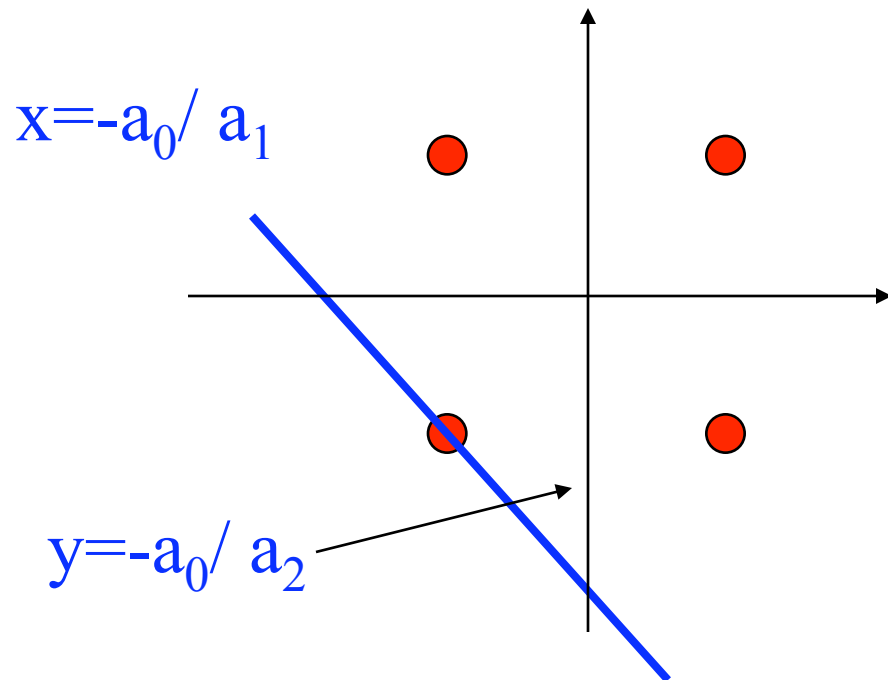


Fragile = near miss



- Given: a line in the plane
 $a_0 + a_1x + a_2y = 0$
- Question: does it hit a corner of the square?
 $x^2=1, y^2=1$
- Crash = hits a corner
- Fragile = near miss

$(1/2, 1/4, 1/4)$



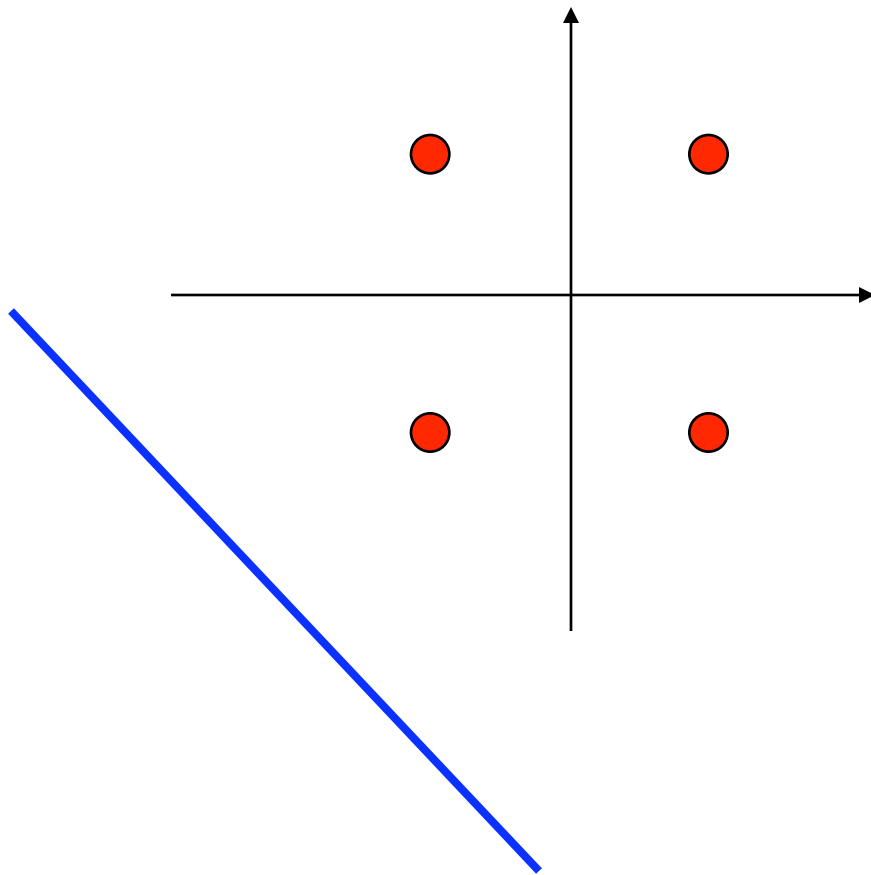
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$$|a_0 + a_1x + a_2y|$$

$$(-a_0 - a_1x)/a_2 = y$$

$$x = -a_0 / a_1$$

$$(2/3, 1/6, 1/6)$$



- Given: a line in the plane

$$a_0 + a_1x + a_2y = 0$$

- Question: does it hit a corner of the square?

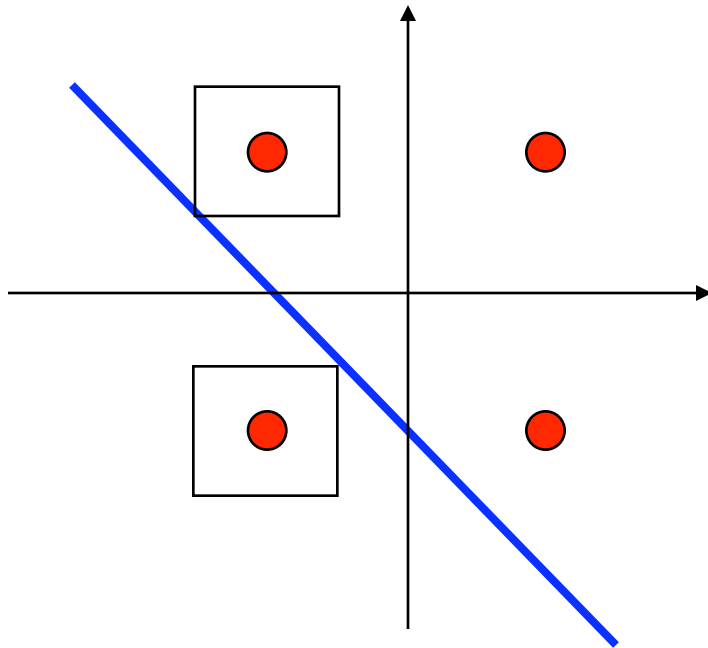
$$x^2=1, y^2=1$$

- Crash = hits a corner
- Fragile = near miss

$$y = -a_0 / a_2$$

$$x = -a_0 / a_1$$

$$(1/3, 1/3, 1/3)$$



- Given: a line in the plane

$$a_0 + a_1x + a_2y = 0$$

- Question: does it hit a corner of the square?

$$x^2=1, y^2=1$$

- Crash = hits a corner
- Fragile = near miss

$$R_3 = \left\{ \min \delta \mid \min_{\|x_i - 1\| \leq \delta} \left| \sum a_i x_i \right| = 0 \right\}$$

$$y = -a_0 / a_2$$

The “simplest” hard problem

NPP
(Number
partitioning
problem)

Given $a_1 \geq a_2 \geq \dots \geq a_n \geq 0$

Compute

$$\min_{x_i^2=1} \left| \sum a_i x_i \right|$$

$$= \min_{x_i = \pm 1} \left| \sum a_i x_i \right|$$

$$= \min_{\pm} \left| a_1 \pm a_2 \pm \dots \pm a_n \right|$$

A “classic” NP complete problem

Karmakar – Karp heuristics:

$$a_1 \geq a_2 \geq \dots \geq a_{n-1} \geq a_n$$

If

$$a_1 \geq a_2 + \dots + a_{n-1} + a_n$$

then the optimal solution is

$$a_1 - a_2 - \dots - a_{n-1} - a_n$$

Can also be derived using SOS/SDP.

Toy problem: $R = \min_{x_i^2=1} \left| \sum a_i x_i \right|$

Assume $\sum a_i = 1$

In general: $R = \min_{x \in X} M(x)$

M = model of system

X = uncertainty set

R = robustness

Central computational problems in biology and advanced technologies can be written this way and are formally “hard” (NP/coNP hard or undecidable)

Various levels of paranoia

$$R = \min_{x_i^2=1} \left| \sum a_i x_i \right|$$

Explicitly modeled uncertainty

$$R_2 = \left\{ \min \sum |a_i - b_i| \mid \min_{x_i^2=1} \left| \sum b_i x_i \right| = 0 \right\}$$

$$R_3 = \left\{ \min \delta \mid \min_{\|x_i - 1\| \leq \delta} \left| \sum a_i x_i \right| = 0 \right\}$$

Uncertainty in
parameters /
model

Theorem: $R = R_2 = R_3$

Features of NPP

1. All notions of robustness are equivalent
 2. Robust problems are easy
- Both cannot hold in general
 - Rather give up 1 than 2

This is the “punchline”

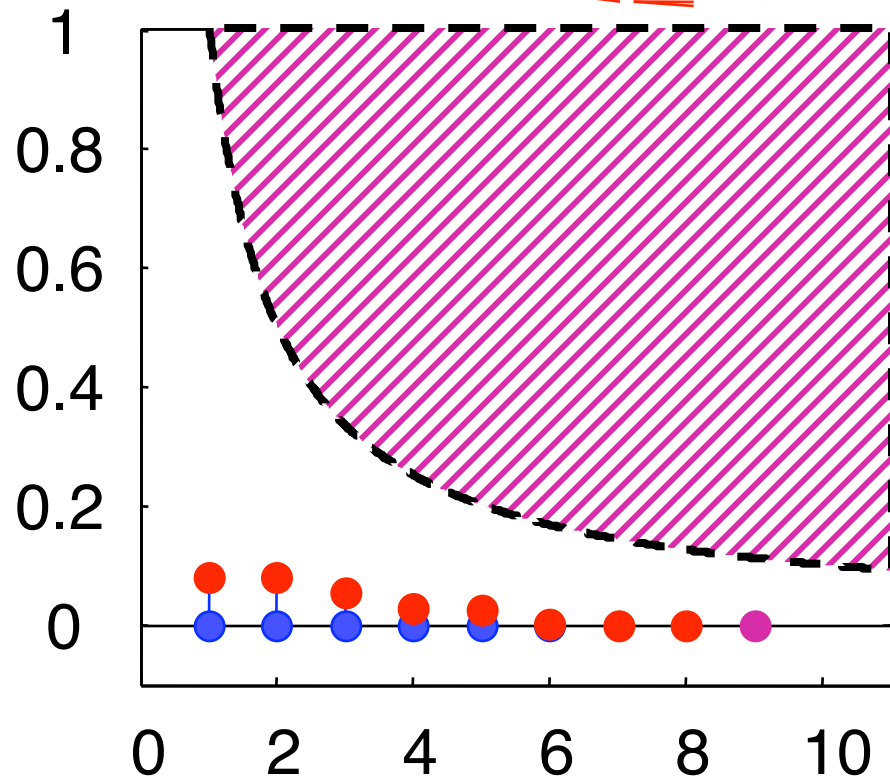
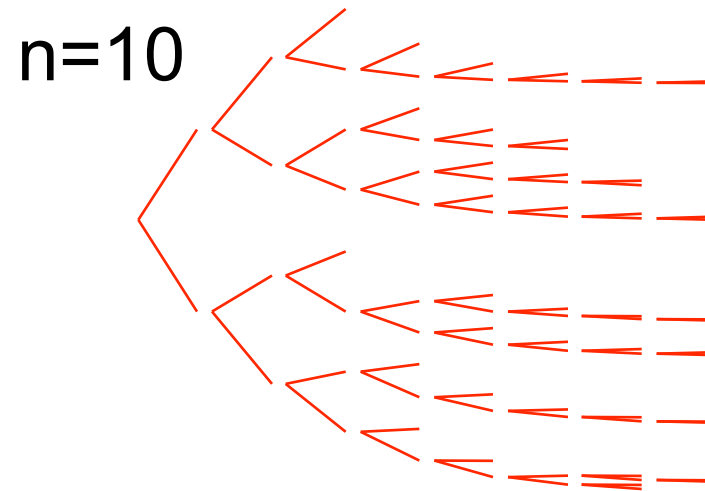
Robust problems are easy

Theorem: $L \leq \frac{1}{R}$

Robustness

$$R = \min_{x_i^2=1} \left| \sum a_i x_i \right|$$

$L \leq \frac{1}{R} = \text{"Fragility"}$



“Complexity” $L = \text{tree depth (length)}$

Let's compare

NPP

$$\left. \begin{array}{l} L = \text{tree depth} \\ \# = \text{operation count} \end{array} \right\} \Rightarrow \# \leq n 2^L$$

$$L \leq \frac{1}{R} \Rightarrow \# \leq O\left(n 2^{\frac{1}{R}}\right)$$

$$\begin{array}{l} \text{Linear} \\ \text{Program} \end{array} \Rightarrow \# \leq O\left(n^2 \log\left(\frac{1}{R}\right)\right)$$

Why is NPP “harder”?

Random
NPP instances
(e.g. physics)

$$\min_{x_i^2=1} \left| \sum a_i x_i \right| \approx \frac{2^{-n}}{\sqrt{n}}$$

This is true "almost surely," but has
proof length of $\# = O(2^n)$

Also holds in the worst case (e.g. CS).

Robust NPP
instances are
easy!

$$\# \leq O\left(n 2^{\frac{1}{R}}\right)$$

R big.

Rethinking “complexity”

Random & worst case

$$\# = O\left(2^n\right)$$

Ill-conditioning is
less “fundamental”?

$$\begin{array}{l} \text{Linear} \\ \text{Program} \end{array} \Rightarrow \# \leq O\left(n^2 \log\left(\frac{1}{R}\right)\right)$$

Maybe not.

$$\# \leq O\left(n 2^{\frac{1}{R}}\right)$$

Fragility Approx- imation	Hard	2-SAT & Lin Eq (mod 2)	3-SAT
	Easy	Lattices/LP	NPP
		Easy	Hard
	Decision Problem		

By Andy Lamperski

Landscape(by Andy Lamperski)

Fragility Approx- imation	Hard	2-SAT	3-SAT
	Easy	Lattices/LP	NPP
		Easy	Hard
	Decision Problem		

- If a decision problem is hard, and robust instances are hard to distinguish from fragile instances, no algorithm for the decision problem runs quickly on the robust instances.
- Approximating fragility can be easy even if the decision problem is hard, and vice versa.

Number Partitioning

- Given non-negative integers $a_1 \geq a_2 \geq \dots \geq a_n \geq 0$ with $\sum_i a_i = a$
- Decision problem: Are there x_i in $\{-1,1\}$ such that $\sum_i a_i x_i = 0$
- NP-Complete
- Robustness: $R = (\min \{\sum_i a_i x_i : x_i^2 = 1\})$
- Approximating Robustness: Given any $\epsilon > 0$, there is a $\text{poly}(1/\epsilon, n \log(a_1))$ algorithm returning R' such that $R \leq R' \leq (1+\epsilon)R + \epsilon a$

3-SAT

$$(x \vee y \vee \neg z) \wedge (\neg y \vee z) \wedge z$$

- Literal: a Boolean variable or its negation
- Clause: A disjunction of literals
- Decision problem: Given a conjunction of clauses with at most three literals, decide if there is an assignment to the Boolean variables that satisfies the formula
- NP-Complete

3-SAT

$$x \wedge \neg x \wedge \neg y \wedge \neg z \wedge (y \vee z)$$

- Robustness: #(of literals flipped to make the formula satisfiable)

The formula above has robustness 2

- Fragility: #(of clauses)-robustness
- Computing the fragility corresponds to solving MAX-3-SAT

3-SAT

- Fix any $\varepsilon > 0$. Given a formula φ with m clauses, it is NP hard to distinguish between the following two cases:
 - φ satisfiable
 - Robustness $\geq (\frac{1}{8} - \varepsilon)m$
- Implies robustness and fragility are hard to approximate
- (Unless $P=NP$, no algorithm deciding 3-SAT can have polynomial running time when restricted to formulas with robustness at least $(\frac{1}{8} - \varepsilon)m$.)

2-SAT

- Fix any $\varepsilon > 0$. Given a formula φ with m clauses, it is NP hard to distinguish between the following two cases:
 - Robustness $\leq (1/12 + \varepsilon)m$
 - Robustness $\geq (1/8 - \varepsilon)m$
- Implies robustness and fragility are hard to approximate

Linear Equations (mod 2)

- Robustness: #(of equations perturbed to make the system feasible)
e.g. $x_1+x_2=0$, $x_1+x_2=1$, $x_3=0$, $x_3=1$
has robustness 2
- Calculating fragility corresponds to finding a vector solving the most equations (MAX-LIN-Mod-2)

Linear Equations (mod 2)

- Fix any $\epsilon > 0$. Given a system $Ax=b$ with m equations, it is NP hard to distinguish between the following two cases:
 - Robustness $\geq (\frac{1}{2}-\epsilon)m$
 - Robustness $\leq \epsilon m$
- Implies robustness and fragility are hard to approximate
- Unless $P=NP$, no polynomial time algorithm can distinguish between very robust formulas and very fragile formulas.

Landscape

Fragility Approx- imation	Hard	2-SAT	3-SAT
	Easy	Lattices/LP	NPP
		Easy	Hard
	Decision Problem		

- If a decision problem is hard, and robust instances are hard to distinguish from fragile instances, no algorithm for the decision problem runs quickly on the robust instances.
- Approximating fragility can be easy even if the decision problem is hard, and vice versa.

Features in general

1. All notions of robustness are equivalent
2. Robust problems are easy

- Both cannot hold in general
- Rather give up 1 than 2
- **Need “physical” notions of robustness**