

# Computational Complexity of Tensor Problems

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Joint work with Lek-Heng Lim

(with L-H Lim) *Most tensor problems are NP-hard*, Journal of the ACM, 2013, to appear.

# Outline

Motivational **examples** / definitions

Computational **complexity**

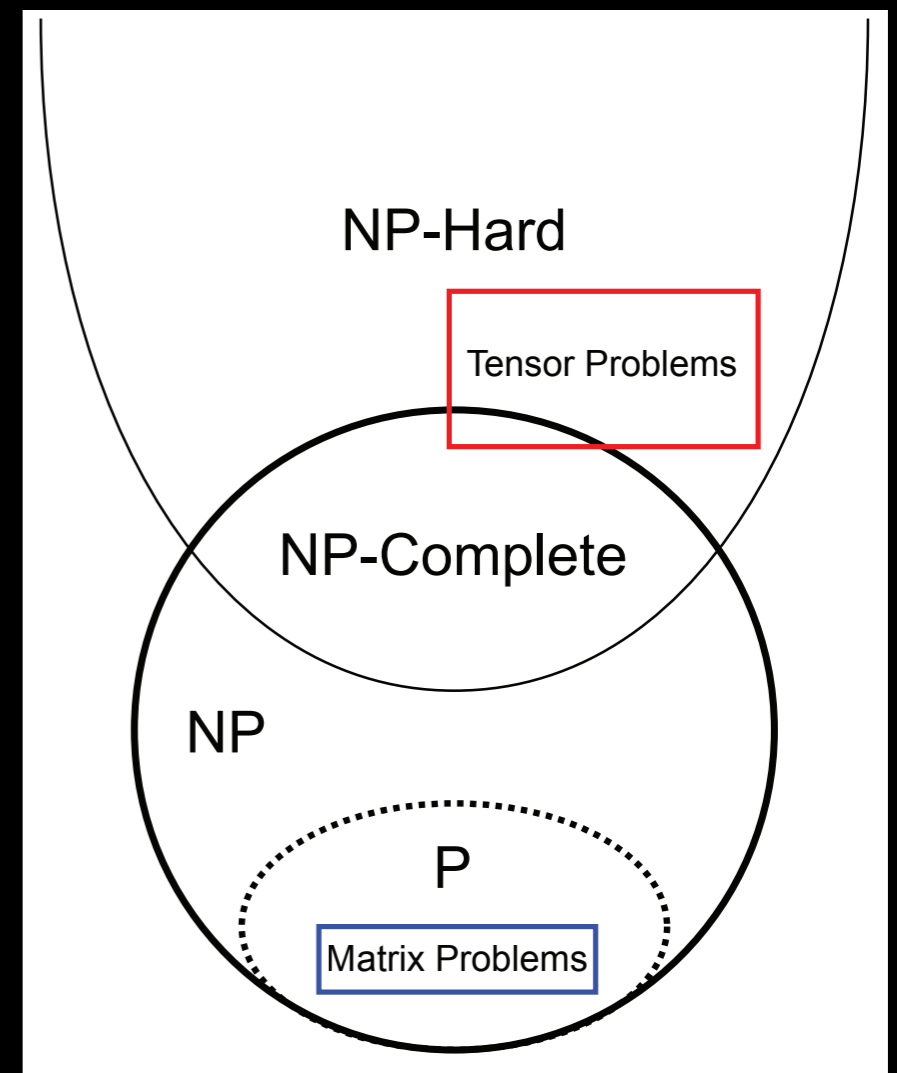
Tensor Problems

- Deciding **eigenvalue**
- **Approximating** eigenvalue
- Computing **rank**

Open Problems

- **Hyperdeterminant**

Conclusions



# Applications of “tensor methods”

Approximation algorithms [De La Vega et al. 2005; Brubaker and Vempala 2009]

Computational biology [Cartwright et al. 2009]

Computer graphics [Vasilescu and Terzopoulos 2004]

Computer vision [Shashua and Hazan 2005; Vasilescu and Terzopoulos 2002]

Data analysis [Coppi and Bolasco 1989]

Graph theory [Friedman 1991; Friedman and Wigderson 1995]

Neuroimaging [Schultz and Seidel 2008]

Pattern recognition [Vasilescu 2002]

Phylogenetics [Allman and Rhodes 2008]

Quantum computing [Miyake and Wadati 2002]

Scientific computing [Beylkin and Mohlenkamp 1997]

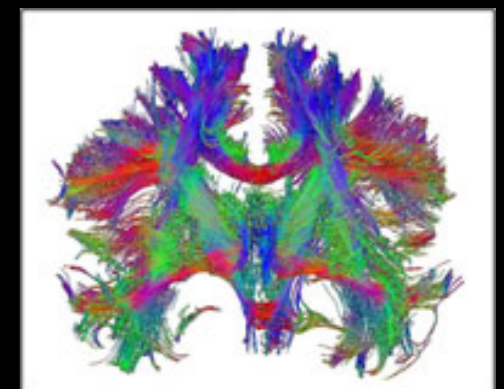
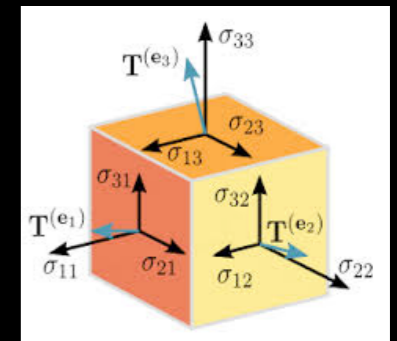
Signal processing [Comon 1994; 2004; Kofidis and Regalia 2001/02]

Spectroscopy [Smilde et al. 2004]

Wireless communication [Sidiropoulos et al. 2000]

.....

Generalize:  $Ax = b$



# Computational complexity

## I. Model of **computation**

- What are inputs / outputs?
- What is a computation?

## II. Model of **complexity**

- Cost of computation?

## III. Model of **reducibility**

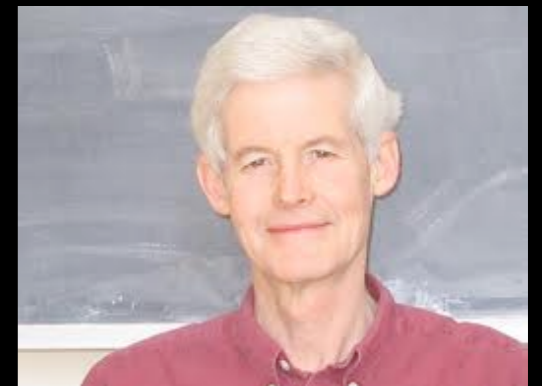
- What are equivalent problems?



Alan Turing



Dick Karp



Stephen Cook



Leonid Levin

# I. Model of computation:

**Turing Machine** [Turing 1936]

Inputs: rational tensors

Outputs: YES/NO or rational vectors

# II. Model of complexity:

**Time complexity**

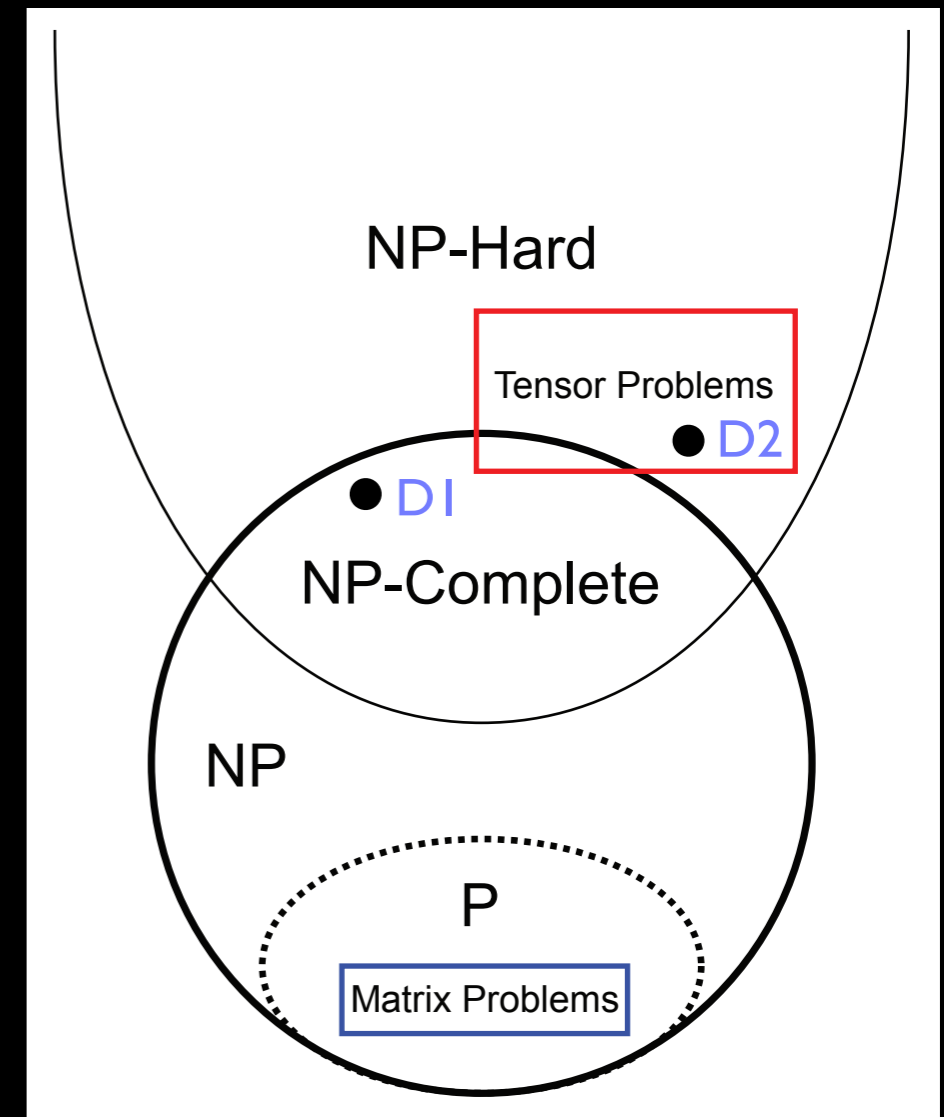
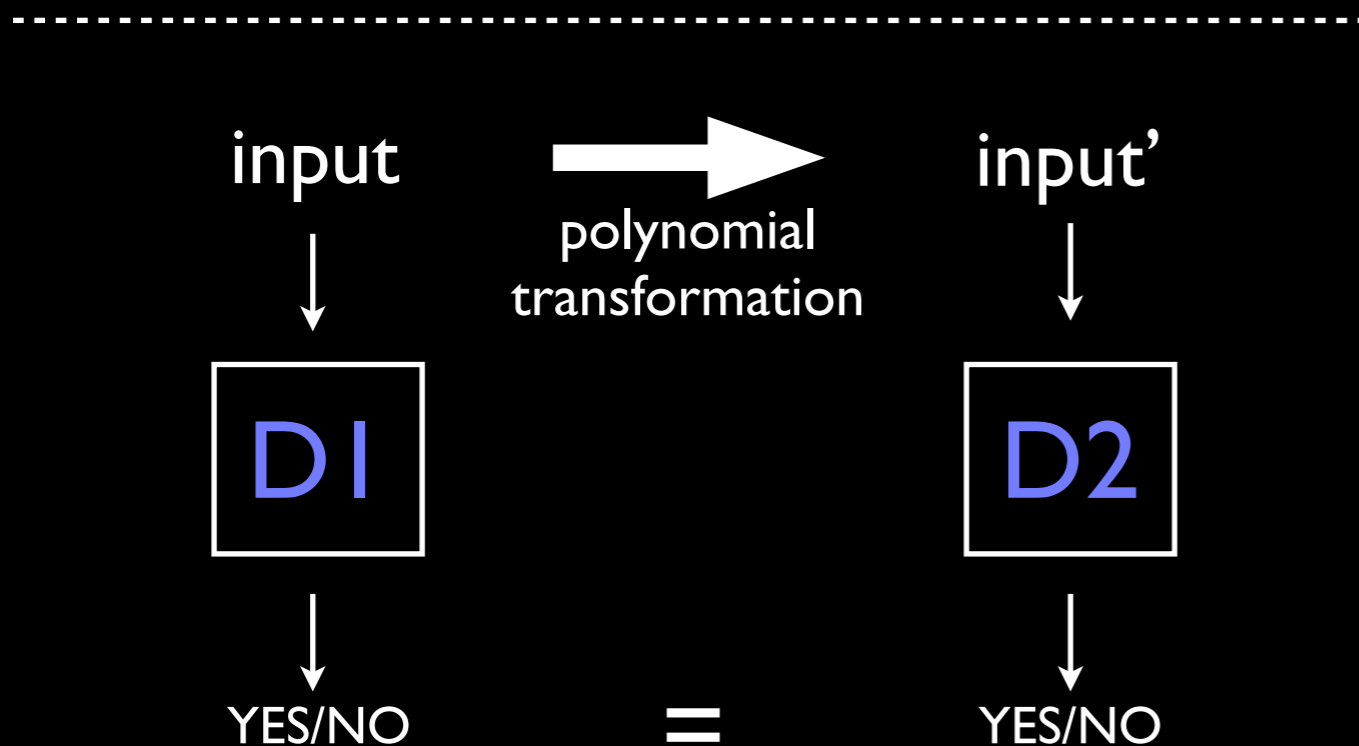
Number of Tape-Level moves

# III. Model of reducibility:

**P, NP, NP-complete, NP-hard, ...**



Turing Machine (Mike Davey)



# Complexity of tensor problems

Problem	Complexity
Bivariate Matrix Functions over $\mathbb{R}, \mathbb{C}$	Undecidable (Proposition 12.2)
Bilinear System over $\mathbb{R}, \mathbb{C}$	NP-hard (Theorems 2.6, 3.7, 3.8)
Eigenvalue over $\mathbb{R}$	NP-hard (Theorem 1.3)
Approximating Eigenvector over $\mathbb{R}$	NP-hard (Theorem 1.5)
Symmetric Eigenvalue over $\mathbb{R}$	NP-hard (Theorem 9.3)
Approximating Symmetric Eigenvalue over $\mathbb{R}$	NP-hard (Theorem 9.6)
Singular Value over $\mathbb{R}, \mathbb{C}$	NP-hard (Theorem 1.7)
Symmetric Singular Value over $\mathbb{R}$	NP-hard (Theorem 10.2)
Approximating Singular Vector over $\mathbb{R}, \mathbb{C}$	NP-hard (Theorem 6.3)
Spectral Norm over $\mathbb{R}$	NP-hard (Theorem 1.10)
Symmetric Spectral Norm over $\mathbb{R}$	NP-hard (Theorem 10.2)
Approximating Spectral Norm over $\mathbb{R}$	NP-hard (Theorem 1.11)
Nonnegative Definiteness	NP-hard (Theorem 11.2)
Best Rank-1 Approximation	NP-hard (Theorem 1.13)
Best Symmetric Rank-1 Approximation	NP-hard (Theorem 10.2)
Rank over $\mathbb{R}$ or $\mathbb{C}$	NP-hard (Theorem 8.2)
Enumerating Eigenvectors over $\mathbb{R}$	#P-hard (Corollary 1.16)
Combinatorial Hyperdeterminant	NP-, #P-, VNP-hard (Theorems 4.1, 4.2, Corollary 4.3)
Geometric Hyperdeterminant	Conjectures 1.9, 13.1

# Eigenvalues

Problem: Given  $A = [a_{ij}] \in \mathbb{Q}^{n \times n}$

find  $(\mathbf{x}, \lambda)$  with  $\mathbf{x} \neq 0$  s.t. :

$$A\mathbf{x} = \lambda\mathbf{x}$$

- **Image Segmentation** [Shi-Malik, 2000]



→  
efficient algorithms  
(in P)



top eigenvector

# Tensor eigenvalues

Problem: Given  $\mathcal{A} = [[a_{ijk}]] \in \mathbb{Q}^{n \times n \times n}$

find  $(\mathbf{x}, \lambda)$  with  $\mathbf{x} \neq 0$  s.t. :

$$\sum_{i,j=1}^n a_{ijk} x_i x_j = \lambda x_k, \quad k = 1, \dots, n$$

[Lim 2005], [Qi 2005], [Ni, et al 2007], [Qi 2007], [Cartwright and Sturmfels 2012]

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Facts: Generic or random tensors over complex numbers have a **finite number of eigenvalues and eigenvectors** (up to scaling equivalence), although their count is **exponential**.

Still, it is possible for a tensor to have an **infinite number of non-equivalent eigenvalues**, but in that case they comprise a **cofinite set of complex numbers**

Another important fact is that over the reals, **every 3-tensor has a real eigenpair**.



# Decision problem

Problem: Given  $\mathcal{A} = [[a_{ijk}]] \in \mathbb{Q}^{n \times n \times n}$   
and  $\lambda \in \mathbb{Q}$ , does there exist  $\mathbf{0} \neq \mathbf{x} \in \mathbb{C}^n$  :

$$\sum_{i,j=1}^n a_{ijk} x_i x_j = \lambda x_k, \quad k = 1, \dots, n$$

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**Decidable** (Computable on a Turing machine):

- Quantifier elimination
- Buchberger's algorithm and Groebner bases
- Multivariate resultants

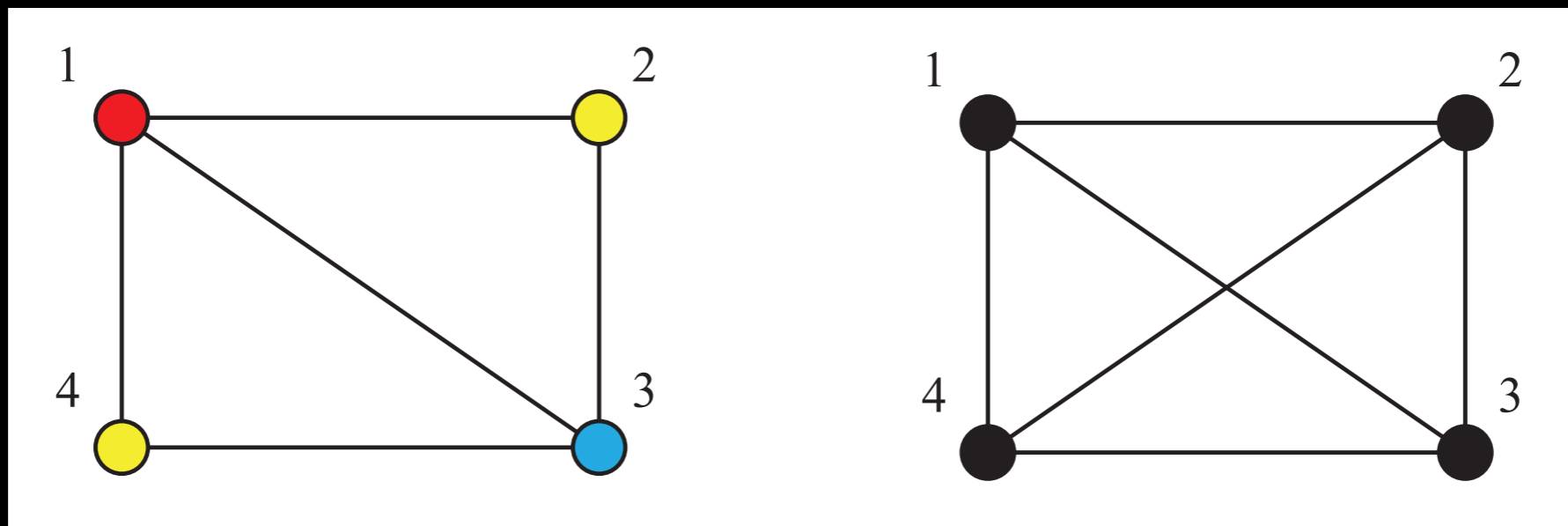
All quickly become inefficient  
Is there an **efficient algorithm**?

# NP-complete / NP-hard problems

[Cook-Karp-Levin 1971/2]

**Graph coloring:** Given a graph  $G$ , is there a 3-coloring?

NP-complete problem



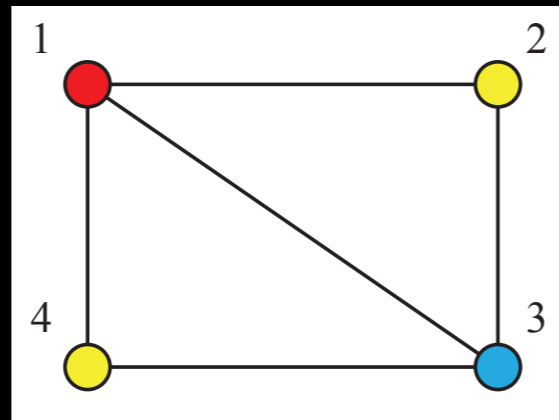
YES

NO

Million \$\$\$ prize (Clay Math)

# Graph coloring: Given a graph G, is there a 3-coloring?

Theorem [Bayer 1982]: Whether or not a graph is 3-colorable can be **encoded** as whether a **system of quadratic equations over  $\mathbb{C}$**  has a **nonzero solution**



$$\begin{aligned}
 & a_1 c_1 - b_1 d_1 - u^2, \quad b_1 c_1 + a_1 d_1, \quad c_1 u - a_1^2 + b_1^2, \quad d_1 u - 2a_1 b_1, \quad a_1 u - c_1^2 + d_1^2, \quad b_1 u - 2d_1 c_1, \\
 & a_2 c_2 - b_2 d_2 - u^2, \quad b_2 c_2 + a_2 d_2, \quad c_2 u - a_2^2 + b_2^2, \quad d_2 u - 2a_2 b_2, \quad a_2 u - c_2^2 + d_2^2, \quad b_2 u - 2d_2 c_2, \\
 & a_3 c_3 - b_3 d_3 - u^2, \quad b_3 c_3 + a_3 d_3, \quad c_3 u - a_3^2 + b_3^2, \quad d_3 u - 2a_3 b_3, \quad a_3 u - c_3^2 + d_3^2, \quad b_3 u - 2d_3 c_3, \\
 & a_4 c_4 - b_4 d_4 - u^2, \quad b_4 c_4 + a_4 d_4, \quad c_4 u - a_4^2 + b_4^2, \quad d_4 u - 2a_4 b_4, \quad a_4 u - c_4^2 + d_4^2, \quad b_4 u - 2d_4 c_4, \\
 & a_1^2 - b_1^2 + a_1 a_3 - b_1 b_3 + a_3^2 - b_3^2, \quad a_1^2 - b_1^2 + a_1 a_4 - b_1 b_4 + a_4^2 - b_4^2, \quad a_1^2 - b_1^2 + a_1 a_2 - b_1 b_2 + a_2^2 - b_2^2, \\
 & a_2^2 - b_2^2 + a_2 a_3 - b_2 b_3 + a_3^2 - b_3^2, \quad a_3^2 - b_3^2 + a_3 a_4 - b_3 b_4 + a_4^2 - b_4^2, \quad 2a_1 b_1 + a_1 b_2 + a_2 b_1 + 2a_2 b_2, \\
 & 2a_2 b_2 + a_2 b_3 + a_3 b_2 + 2a_3 b_3, \quad 2a_1 b_1 + a_1 b_3 + a_2 b_1 + 2a_3 b_3, \quad 2a_1 b_1 + a_1 b_4 + a_4 b_1 + 2a_4 b_4, \\
 & 2a_3 b_3 + a_3 b_4 + a_4 b_3 + 2a_4 b_4, \quad w_1^2 + w_2^2 + \cdots + w_{17}^2 + w_{18}^2.
 \end{aligned}$$

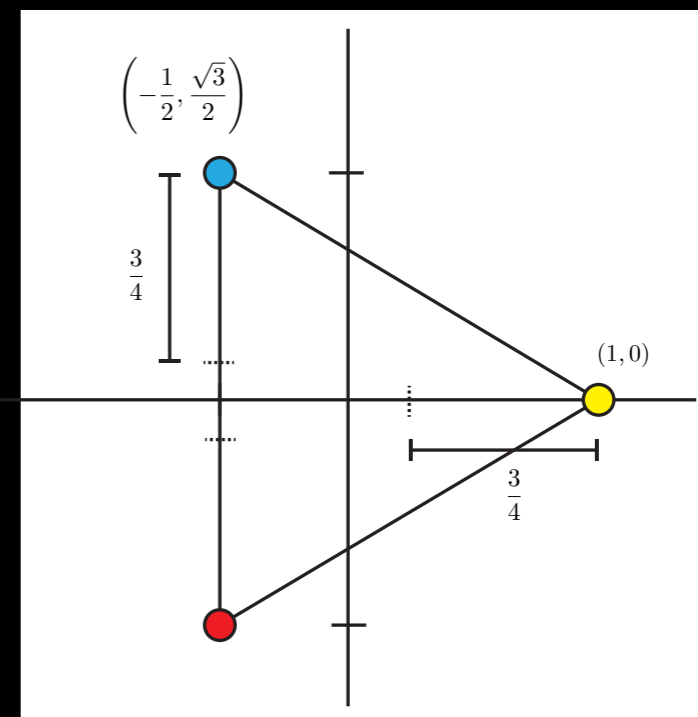
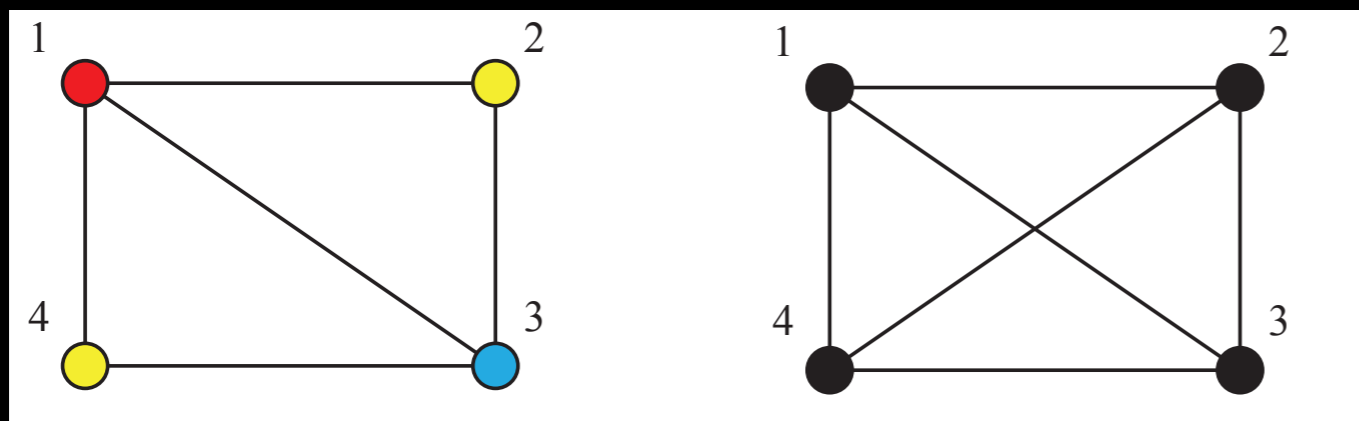
Using symbolic algebra or numerical algebraic geometry software<sup>7</sup> (see the Appendix for a list), one can solve these equations to find six real solutions (without loss of generality, we may take  $u = 1$  and all  $w_j = 0$ ), which correspond to the proper 3-colorings of the graph  $G$  as follows. Fix one such solution and define  $x_k := a_k + ib_k \in \mathbb{C}$  for  $k = 1, \dots, 4$  (we set  $i := \sqrt{-1}$ ). By construction, these  $x_k$  are one of the three cube roots of unity  $\{1, \alpha, \alpha^2\}$  where  $\alpha = \exp(2\pi i/3) = -\frac{1}{2} + i\frac{\sqrt{3}}{2}$  (see also Fig. 2).

To determine a 3-coloring from this solution, one “colors” each vertex  $i$  by the root of unity that equals  $x_i$ . It can be checked that no two adjacent vertices share the same color in a coloring; thus, they are proper 3-colorings. For example, one solution is:

$$x_1 = -\frac{1}{2} - i\frac{\sqrt{3}}{2}, \quad x_2 = 1, \quad x_3 = -\frac{1}{2} + i\frac{\sqrt{3}}{2}, \quad x_4 = 1.$$

Polynomials for the right-hand side graph in Fig. 1 are the same as (4) except for two additional ones encoding a new restriction for colorings, the extra edge  $\{2, 4\}$ :

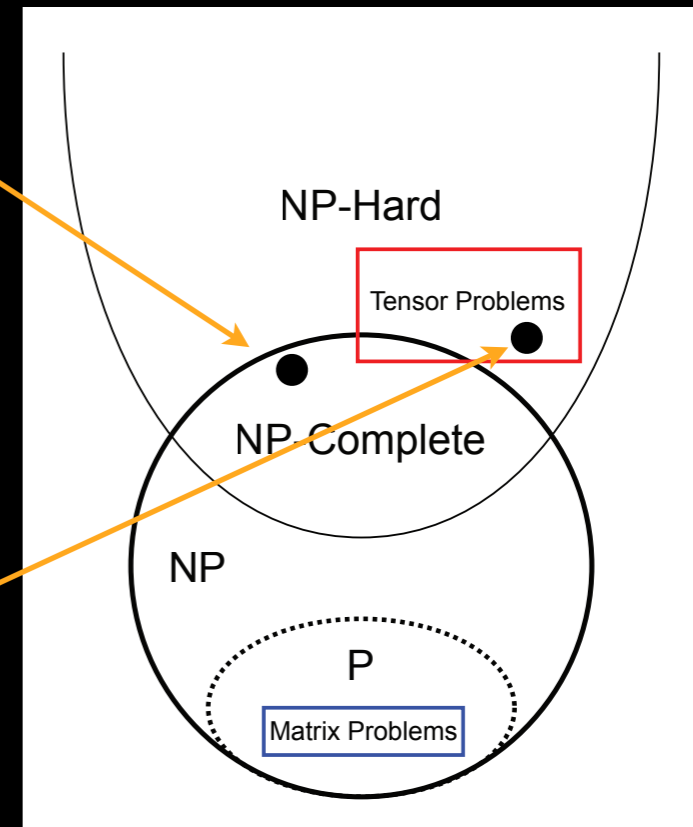
$$a_2^2 - b_2^2 + a_2a_4 - b_2b_4 + a_4^2 - b_4^2, \quad 2a_2b_2 + a_2b_4 + a_4b_2 + 2a_4b_4.$$



# Quadratic equations are hard to solve

[Bayer 1982], [Lovasz 1994],  
[Grenet et al 2010], ...

Corollary: Deciding **tensor eigenvalue** is NP-hard



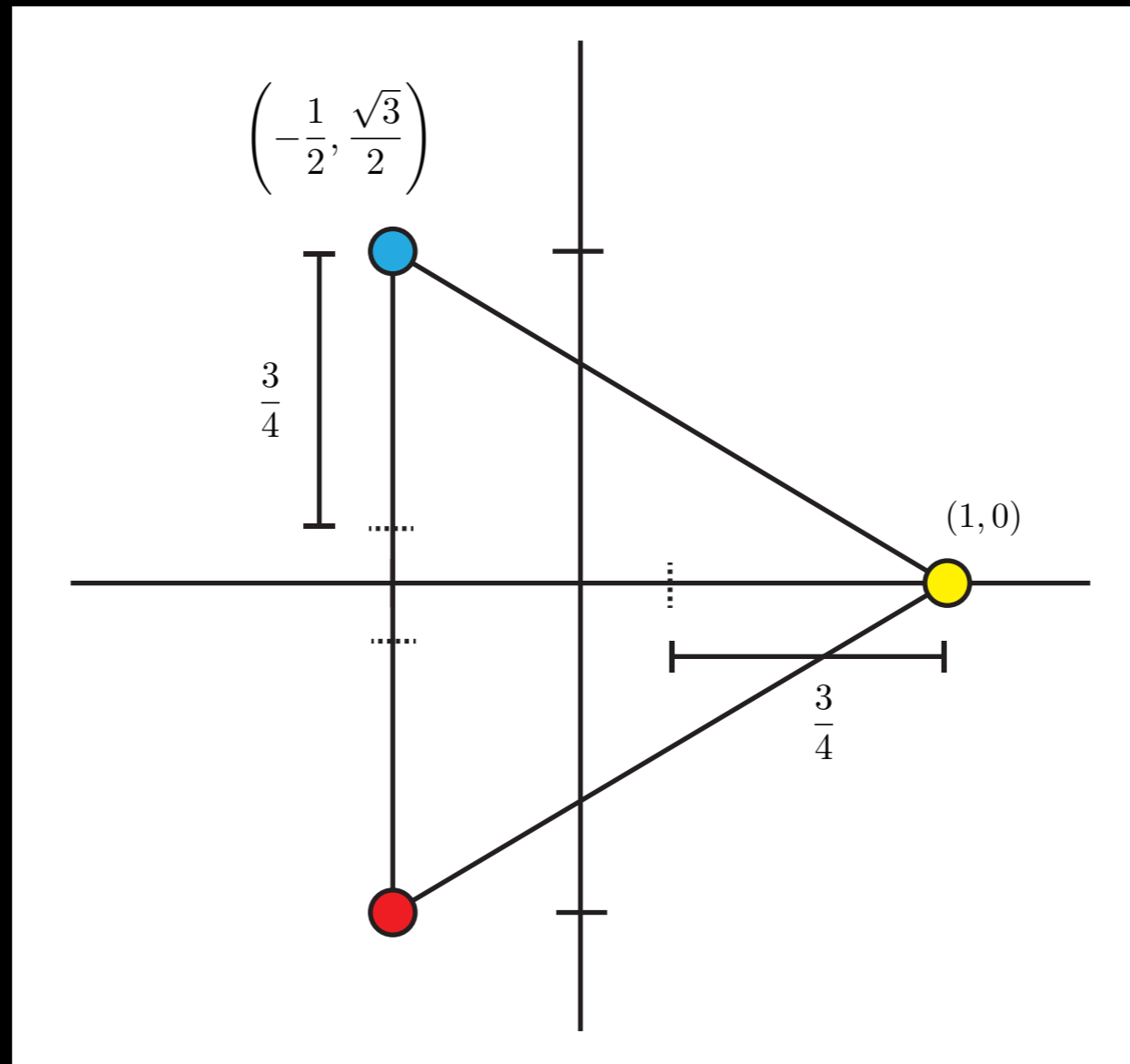
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Quadratic equations **undecidable** over the integers!  
(there is no Turing machine that can solve them)

[Davis-Putnam-Robinson, Matijasevic]

# Approximating tensor eigenvector is NP-hard

Corollary: Unless  $P = NP$ , there is **no polynomial time approximation scheme** for finding tensor eigenvectors



# Rank

rank-1 tensors:  $\mathcal{A} = [[x_i y_j z_k]] = x \otimes y \otimes z$   
- Segre variety

Definition: **Tensor rank** over  $\mathbb{F}$  is

$$\text{rank}_{\mathbb{F}}(\mathcal{A}) = \min_r \left\{ \mathcal{A} = \sum_{i=1}^r x_i \otimes y_i \otimes z_i \right\}.$$

Theorem [Hastad]: Tensor rank is NP-hard over  $\mathbb{Q}$

Note: rank can change over changing fields (not true linear algebra)

# Theorem: There are rational tensors with different rank over rationals versus the reals

$$\text{rank}_{\mathbb{R}}(\mathcal{A}) < \text{rank}_{\mathbb{Q}}(\mathcal{A})$$

PROOF OF THEOREM 1.14. We explicitly construct a rational tensor  $\mathcal{A}$  with  $\text{rank}_{\mathbb{R}}(\mathcal{A}) < \text{rank}_{\mathbb{Q}}(\mathcal{A})$ . Let  $\mathbf{x} = [1, 0]^T$  and  $\mathbf{y} = [0, 1]^T$ . First observe that

$$\bar{\mathbf{z}} \otimes \mathbf{z} \otimes \bar{\mathbf{z}} + \mathbf{z} \otimes \bar{\mathbf{z}} \otimes \mathbf{z} = 2\mathbf{x} \otimes \mathbf{x} \otimes \mathbf{x} - 4\mathbf{y} \otimes \mathbf{y} \otimes \mathbf{x} + 4\mathbf{y} \otimes \mathbf{x} \otimes \mathbf{y} - 4\mathbf{x} \otimes \mathbf{y} \otimes \mathbf{y} \in \mathbb{Q}^{2 \times 2 \times 2},$$

where  $\mathbf{z} = \mathbf{x} + \sqrt{2}\mathbf{y}$  and  $\bar{\mathbf{z}} = \mathbf{x} - \sqrt{2}\mathbf{y}$ . Let  $\mathcal{A}$  be this tensor; thus,  $\text{rank}_{\mathbb{R}}(\mathcal{A}) \leq 2$ . We claim that  $\text{rank}_{\mathbb{Q}}(\mathcal{A}) > 2$ . Suppose not and that there exist  $\mathbf{u}_i = [a_i, b_i]^T$ ,  $\mathbf{v}_i = [c_i, d_i]^T \in \mathbb{Q}^2$ ,  $i = 1, 2, 3$ , with

$$\mathcal{A} = \mathbf{u}_1 \otimes \mathbf{u}_2 \otimes \mathbf{u}_3 + \mathbf{v}_1 \otimes \mathbf{v}_2 \otimes \mathbf{v}_3. \quad (29)$$

Identity (29) gives eight equations found in (30). Thus, by Lemma 8.1,  $\text{rank}_{\mathbb{Q}}(\mathcal{A}) > 2$ .  $\square$

LEMMA 8.1. *The system of 8 equations in 12 unknowns:*

$$\begin{aligned} a_1 a_2 a_3 + c_1 c_2 c_3 &= 2, & a_1 a_3 b_2 + c_1 c_3 d_2 &= 0, & a_2 a_3 b_1 + c_2 c_3 d_1 &= 0, \\ a_3 b_1 b_2 + c_3 d_1 d_2 &= -4, & a_1 a_2 b_3 + c_1 c_2 d_3 &= 0, & a_1 b_2 b_3 + c_1 d_2 d_3 &= -4, \\ a_2 b_1 b_3 + c_2 d_3 d_1 &= 4, & b_1 b_2 b_3 + d_1 d_2 d_3 &= 0 \end{aligned} \quad (30)$$

*has no solution in rational numbers  $a_1, a_2, a_3, b_1, b_2, b_3, c_1, c_2, c_3$ , and  $d_1, d_2, d_3$ .*

PROOF. One may verify in exact symbolic arithmetic (see the Appendix) that the following two equations are polynomial consequences of (30):

$$2c_2^2 - d_2^2 = 0 \quad \text{and} \quad c_1 d_2 d_3 - 2 = 0.$$

Since no rational number when squared equals 2, the first equation implies that any rational solution to (30) must have  $c_2 = d_2 = 0$ , an impossibility by the second. Thus, no rational solutions to (30) exist.  $\square$



Theorem: There are rational tensors with different rank over rationals versus the reals

$$\text{rank}_{\mathbb{R}}(\mathcal{A}) < \text{rank}_{\mathbb{Q}}(\mathcal{A})$$

Thus, Hastad's result doesn't necessarily apply.

Nevertheless, Hastad's proof shows that tensor rank is NP-hard over  $\mathbb{R}$  and  $\mathbb{C}$

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Theorem: Approximating rank-1 tensor is NP-hard

# Hyperdeterminant

- Defining equation for the dual variety to Segre variety

[Cayley 1845]:

*Example 3.2* ( $2 \times 2 \times 2$  hyperdeterminant). For  $\mathcal{A} = [[a_{ijk}] \in \mathbb{C}^{2 \times 2 \times 2}$ , define

$$\text{Det}_{2,2,2}(\mathcal{A}) := \frac{1}{4} \left[ \det \left( \begin{bmatrix} a_{000} & a_{010} \\ a_{001} & a_{011} \end{bmatrix} + \begin{bmatrix} a_{100} & a_{110} \\ a_{101} & a_{111} \end{bmatrix} \right) - \det \left( \begin{bmatrix} a_{000} & a_{010} \\ a_{001} & a_{011} \end{bmatrix} - \begin{bmatrix} a_{100} & a_{110} \\ a_{101} & a_{111} \end{bmatrix} \right) \right]^2 - 4 \det \begin{bmatrix} a_{000} & a_{010} \\ a_{001} & a_{011} \end{bmatrix} \det \begin{bmatrix} a_{100} & a_{110} \\ a_{101} & a_{111} \end{bmatrix}.$$

Given a matrix  $A \in \mathbb{C}^{n \times n}$ , the pair of linear equations  $\mathbf{x}^\top A = \mathbf{0}$ ,  $A\mathbf{y} = \mathbf{0}$  has a nontrivial solution ( $\mathbf{x}, \mathbf{y}$  both nonzero) if and only if  $\det(A) = 0$ . Cayley proved a multilinear version that parallels the matrix case. The following system of bilinear equations:

$$\begin{aligned} a_{000}x_0y_0 + a_{010}x_0y_1 + a_{100}x_1y_0 + a_{110}x_1y_1 &= 0, & a_{001}x_0y_0 + a_{011}x_0y_1 + a_{101}x_1y_0 + a_{111}x_1y_1 &= 0, \\ a_{000}x_0z_0 + a_{001}x_0z_1 + a_{100}x_1z_0 + a_{101}x_1z_1 &= 0, & a_{010}x_0z_0 + a_{011}x_0z_1 + a_{110}x_1z_0 + a_{111}x_1z_1 &= 0, \\ a_{000}y_0z_0 + a_{001}y_0z_1 + a_{010}y_1z_0 + a_{011}y_1z_1 &= 0, & a_{100}y_0z_0 + a_{101}y_0z_1 + a_{110}y_1z_0 + a_{111}y_1z_1 &= 0, \end{aligned}$$

has a nontrivial solution ( $\mathbf{x}, \mathbf{y}, \mathbf{z} \in \mathbb{C}^2$  all nonzero) if and only if  $\text{Det}_{2,2,2}(\mathcal{A}) = 0$ .  $\square$

**Conjecture: NP-hard to compute hyperdeterminant**

# Conclusions

“All interesting problems are NP-hard”  
- *Bernd Sturmfels*



# Conclusions

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+

“Most tensor problems are NP-hard”



# Conclusions

“All interesting problems are NP-hard”  
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+

“Most tensor problems are NP-hard”



“Most tensor problems are interesting!”





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