

On The Complexity of Bounded Time Reachability for Piecewise Affine Systems*

H. Bazille³ O. Bournez¹ W. Gomaa^{2,4} A. Pouly¹

¹École Polytechnique, LIX, 91128 Palaiseau Cedex, France

²Egypt Japan University of Science and Technology, CSE, Alexandria, Egypt

³ENS Cachan/Bretagne et Université Rennes 1, France

⁴Faculty of Engineering, Alexandria University, Alexandria, Egypt

September 23, 2014

*This work was partially supported by DGA Project CALCULS.

- 1 Introduction
 - Piecewise Affine Systems
 - Problems

- 2 Proof
 - Complexity
 - Hardness

- 3 Conclusion

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i \quad \text{for } x \in \mathcal{H}_i$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

$$A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$$

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i \quad \text{for } x \in \mathcal{H}_i$
- trajectory: $x, f(x), f^{[2]}(x), \dots, f^{[l]}(x), \dots$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

$$A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$$

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i \quad \text{for } x \in \mathcal{H}_i$
- trajectory: $x, f(x), f^{[2]}(x), \dots, f^{[l]}(x), \dots$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

$$A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$$

⇒ Discrete time dynamical system

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i \quad \text{for } x \in \mathcal{H}_i$
- trajectory: $x, f(x), f^{[2]}(x), \dots, f^{[l]}(x), \dots$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

$$A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$$

⇒ Discrete time dynamical system

Three cases:

- $\mathbb{K} = \mathbb{N}$: integer case
- $\mathbb{K} = [0, 1]$: continuous bounded case
- $\mathbb{K} = \mathbb{R}$: continuous unbounded case

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i \quad \text{for } x \in \mathcal{H}_i$
- trajectory: $x, f(x), f^{[2]}(x), \dots, f^{[l]}(x), \dots$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

$$A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$$

⇒ Discrete time dynamical system

Three cases:

- $\mathbb{K} = \mathbb{N}$: integer case → **Very different from $[0, 1]$ and \mathbb{R}**
- $\mathbb{K} = [0, 1]$: continuous bounded case
- $\mathbb{K} = \mathbb{R}$: continuous unbounded case

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i \quad \text{for } x \in \mathcal{H}_i$
- trajectory: $x, f(x), f^{[2]}(x), \dots, f^{[l]}(x), \dots$

$$M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$$

$$A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$$

⇒ Discrete time dynamical system

Three cases:

- $\mathbb{K} = \mathbb{N}$: integer case → **Very different from $[0, 1]$ and \mathbb{R}**
- $\mathbb{K} = [0, 1]$: continuous bounded case → **Our case**
- $\mathbb{K} = \mathbb{R}$: continuous unbounded case

Piecewise Affine System (1)

General Model

- vector space: $\mathcal{H} = \mathbb{K}^d$
- partition of the space: $\mathcal{H} = \cup_{i=1}^m \mathcal{H}_i$
 $\mathcal{H}_i = \text{convex polyhedron} = \{x \mid M_i x \leq v_i\}$ $M_i \in \mathbb{Q}^{d \times d}, v_i \in \mathbb{Q}^d$
- piecewise affine function $f : \mathcal{H} \rightarrow \mathcal{H}$
 $f(x) = A_i x + b_i$ for $x \in \mathcal{H}_i$ $A_i \in \mathbb{Q}^{d \times d}, b_i \in \mathbb{Q}^d$
- trajectory: $x, f(x), f^{[2]}(x), \dots, f^{[l]}(x), \dots$

⇒ Discrete time dynamical system

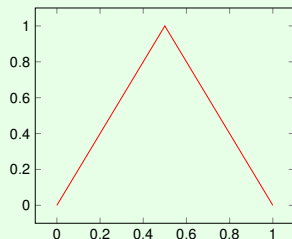
Three cases:

- $\mathbb{K} = \mathbb{N}$: integer case → **Very different from $[0, 1]$ and \mathbb{R}**
- $\mathbb{K} = [0, 1]$: continuous bounded case → **Our case**
- $\mathbb{K} = \mathbb{R}$: continuous unbounded case → **Similarish to $[0, 1]$?**

Piecewise Affine System (2)

f continuous

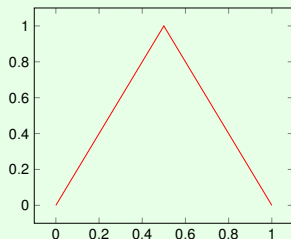
$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Piecewise Affine System (2)

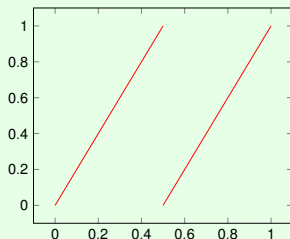
f continuous

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



f discontinuous

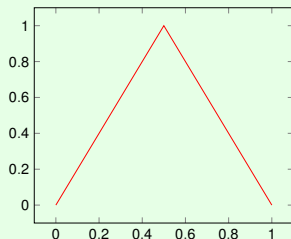
$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}[\\ 2x - 1 & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Piecewise Affine System (2)

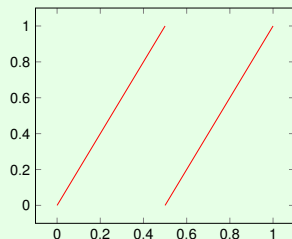
f continuous

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



f discontinuous

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}[\\ 2x - 1 & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$

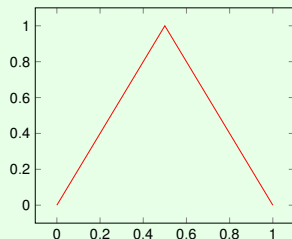


→ Our case

Piecewise Affine System (2)

f continuous

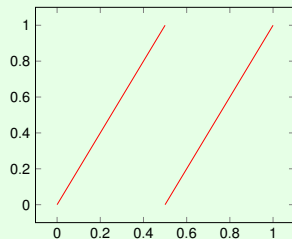
$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



→ Our case

f discontinuous

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}[\\ 2x - 1 & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$

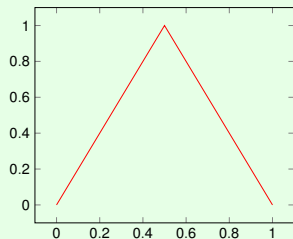


→ Quite different

Example

Function

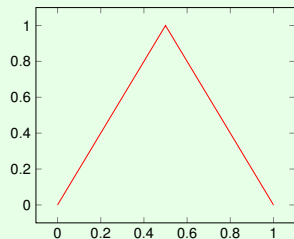
$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



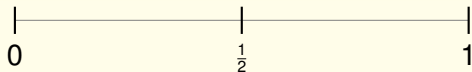
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



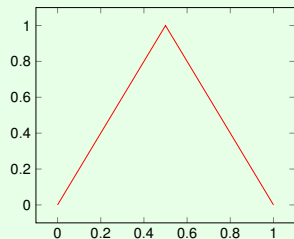
Trajectory



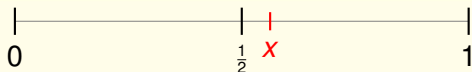
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory

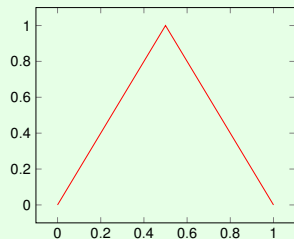


$$x = 0.5625$$

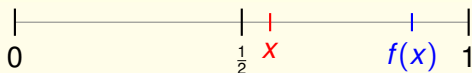
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory



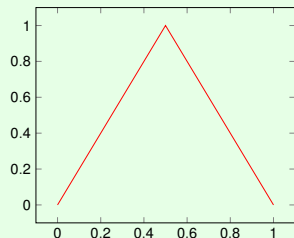
$$x = 0.5625$$

$$f(x) = 0.875$$

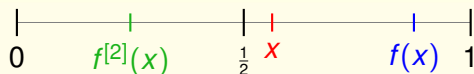
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory



$$x = 0.5625$$

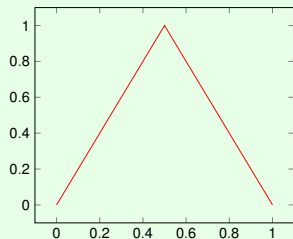
$$f(x) = 0.875$$

$$f^{[2]}(x) = 0.25$$

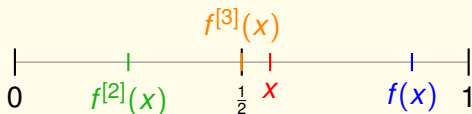
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory



$$x = 0.5625$$

$$f(x) = 0.875$$

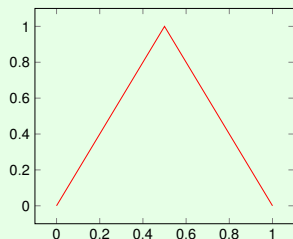
$$f^{[2]}(x) = 0.25$$

$$f^{[3]}(x) = 0.5$$

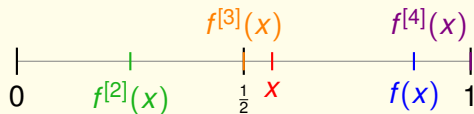
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory



$$x = 0.5625$$

$$f(x) = 0.875$$

$$f^{[2]}(x) = 0.25$$

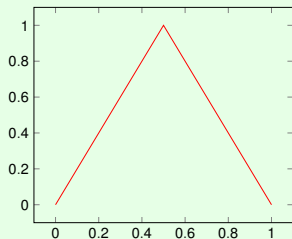
$$f^{[3]}(x) = 0.5$$

$$f^{[4]}(x) = 1$$

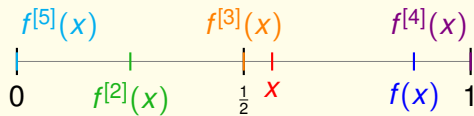
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory



$$x = 0.5625$$

$$f(x) = 0.875$$

$$f^{[2]}(x) = 0.25$$

$$f^{[3]}(x) = 0.5$$

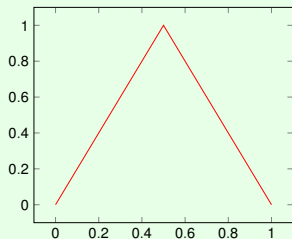
$$f^{[4]}(x) = 1$$

$$f^{[5]}(x) = 0$$

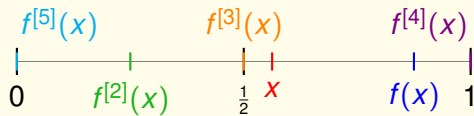
Example

Function

$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Trajectory



$$x = 0.5625$$

$$f(x) = 0.875$$

$$f^{[2]}(x) = 0.25$$

$$f^{[3]}(x) = 0.5$$

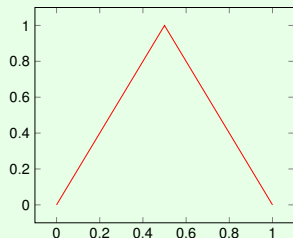
$$f^{[4]}(x) = 1$$

$$f^{[n]}(x) = 0 \quad n \geq 5$$

Example

Function

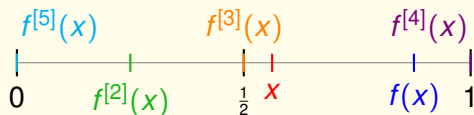
$$f(x) = \begin{cases} 2x & \text{if } x \in [0, \frac{1}{2}] \\ 2 - 2x & \text{if } x \in [\frac{1}{2}, 1] \end{cases}$$



Remark

Trajectory depends on the binary expansion of x

Trajectory



$$x = 0.5625$$

$$f(x) = 0.875$$

$$f^{[2]}(x) = 0.25$$

$$f^{[3]}(x) = 0.5$$

$$f^{[4]}(x) = 1$$

$$f^{[n]}(x) = 0 \quad n \geq 5$$

Problem: REACH-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine

Problem: REACH-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$

Problem: REACH-REGION

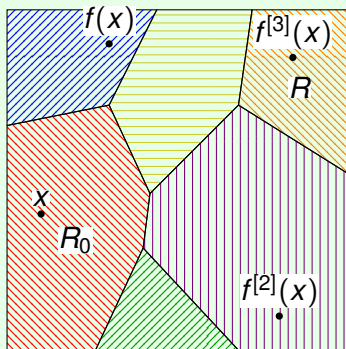
- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$
- **Question:** $\exists x \in R_0, \exists t \in \mathbb{N}, f^{[t]}(x) \in R$?

Existing Results

Problem: REACH-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$
- **Question:** $\exists x \in R_0, \exists t \in \mathbb{N}, f^{[t]}(x) \in R$?

Example

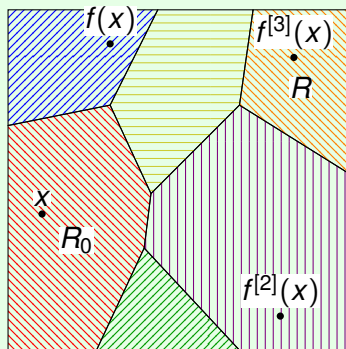


Existing Results

Problem: REACH-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$
- **Question:** $\exists x \in R_0, \exists t \in \mathbb{N}, f^{[t]}(x) \in R$?

Example



Theorem (Koiran, Cosnard, Garzon)

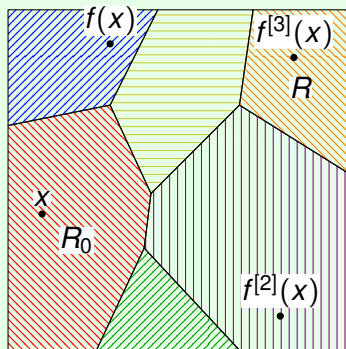
REACH-REGION is undecidable for $d \geq 2$

Existing Results

Problem: REACH-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$
- **Question:** $\exists x \in R_0, \exists t \in \mathbb{N}, f^{[t]}(x) \in R$?

Example



Theorem (Koiran, Cosnard, Garzon)

REACH-REGION is undecidable for $d \geq 2$

Proof (Idea)

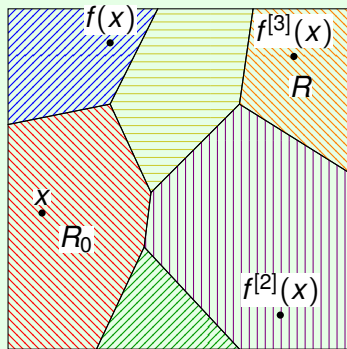
Simulate a Turing Machine and reduce from halting problem.

Existing Results

Problem: REACH-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$
- **Question:** $\exists x \in R_0, \exists t \in \mathbb{N}, f^{[t]}(x) \in R$?

Example



Theorem (Koiran, Cosnard, Garzon)

REACH-REGION is undecidable for $d \geq 2$

Proof (Idea)

Simulate a Turing Machine and reduce from halting problem.

Open Problem

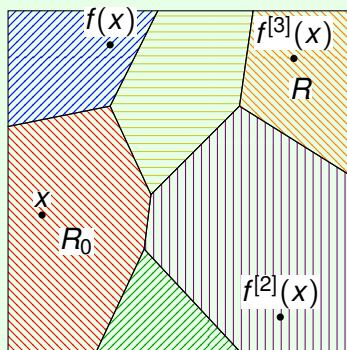
Decidability for $d = 1$.

Existing Results

Problem: CONTROL-REGION

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$
- **Question:** $\forall x \in R_0, \exists t \in \mathbb{N}, f^{[t]}(x) \in R$?

Example



Theorem (Blondel, Bournez, Koiran, Tsitsiklis)

CONTROL-REGION is undecidable for $d \geq 2$

Proof (Idea)

Harder simulation of a Turing Machine

Open Problem

Decidability for $d = 1$.

Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine

Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary

Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary
- **Question:** $\exists x \in R_0, \exists t \leq T, f^{[t]}(x) \in R$?

Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary
- **Question:** $\exists x \in R_0, \exists t \leq T, f^{[t]}(x) \in R$?

Theorem

REACH-REGION-TIME is NP-complete for $d \geq 2$

Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary
- **Question:** $\exists x \in R_0, \exists t \leq T, f^{[t]}(x) \in R$?

Theorem

REACH-REGION-TIME is NP-complete for $d \geq 2$

Open Problem

Complexity for $d = 1$.

Problem: CONTROL-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary
- **Question:** $\forall x \in R_0, \exists t \leq T, f^{[t]}(x) \in R$?

Theorem

CONTROL-REGION-TIME is **coNP**-complete for $d \geq 2$

Open Problem

Complexity for $d = 1$.

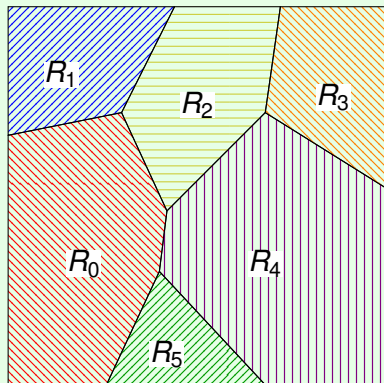
Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary
- **Question:** $\exists x \in R_0, \exists t \leq T, f^{[t]}(x) \in R$?

Theorem

REACH-REGION-TIME is in NP.

Example

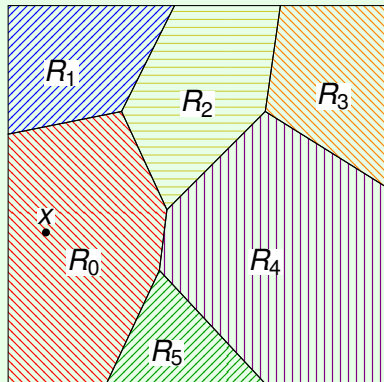


Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

$$\sigma_i(x) = j \Leftrightarrow f^{[i]}(x) \in R_j$$

Example



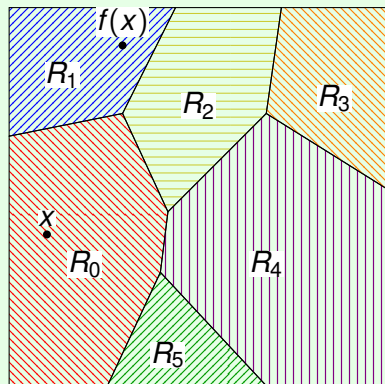
$$\sigma(x) = (0, \dots)$$

Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

$$\sigma_i(x) = j \iff f^{[i]}(x) \in R_j$$

Example



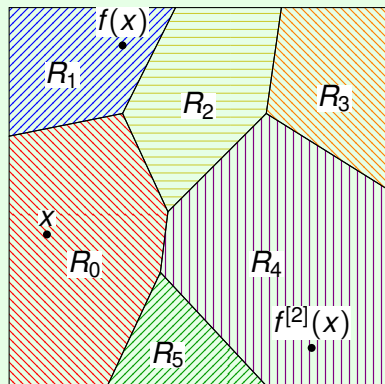
$$\sigma(x) = (0, 1, \dots)$$

Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

$$\sigma_i(x) = j \iff f^{[i]}(x) \in R_j$$

Example



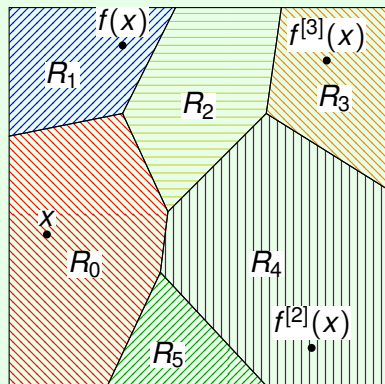
$$\sigma(x) = (0, 1, 4, \dots)$$

Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

$$\sigma_i(x) = j \iff f^{[i]}(x) \in R_j$$

Example



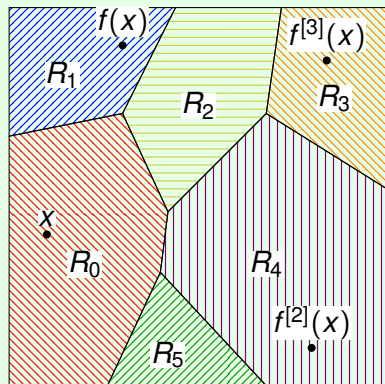
$$\sigma(x) = (0, 1, 4, 3, \dots)$$

Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

$$\sigma_i(x) = j \iff f^{[i]}(x) \in R_j$$

Example



$$\sigma(x) = (0, 1, 4, 3, \dots)$$

Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

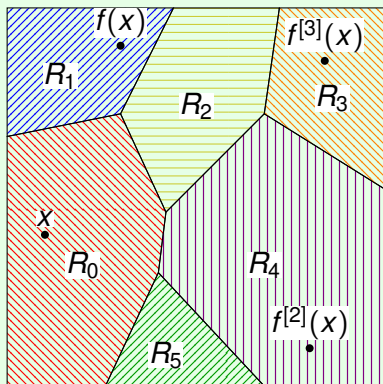
$$\sigma_i(x) = j \Leftrightarrow f^{[i]}(x) \in R_j$$

Lemma

If $\sigma(x) = (r_1, r_2, \dots, r_t, \dots)$ then

$$\begin{aligned} f^{[t]}(x) &= A_{r_t}(\dots(A_{r_1}x + b_{r_1})\dots) + b_{r_t} \\ &= C_\sigma + d_\sigma \end{aligned}$$

Example



$$\sigma(x) = (0, 1, 4, 3, \dots)$$

Definition

The *signature* $\sigma(x) \in \{0, \dots, n\}^{\mathbb{N}}$ of x is defined by:

$$\sigma_i(x) = j \Leftrightarrow f^{[i]}(x) \in R_j$$

Lemma

If $\sigma(x) = (r_1, r_2, \dots, r_t, \dots)$ then

$$\begin{aligned} f^{[t]}(x) &= A_{r_t}(\dots(A_{r_1}x + b_{r_1})\dots) + b_{r_t} \\ &= C_\sigma + d_\sigma \end{aligned}$$

Furthermore ($s(X)$ = coeff size):

$$s(C_\sigma, d_\sigma) = \text{poly}(s(A), s(b), t)$$

Algorithm

Given f , R_0 , $R = R_n$ and T :

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$

← Nondeterministic polynomial

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$
- Guess signature r_1, \dots, r_{t-1}

← Nondeterministic polynomial

← Nondeterministic polynomial

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$ ← Nondeterministic polynomial
- Guess signature r_1, \dots, r_{t-1} ← Nondeterministic polynomial
- Guess $x \in \mathbb{Q}^d$ of polynomial size ← Nondeterministic polynomial

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$ ← Nondeterministic polynomial
- Guess signature r_1, \dots, r_{t-1} ← Nondeterministic polynomial
- Guess $x \in \mathbb{Q}^d$ of polynomial size ← Nondeterministic polynomial
- Check that $f^{[i]}(x) \in R_{r_i}$ for all $i \in \{0, \dots, t\}$:

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$ ← Nondeterministic polynomial
- Guess signature r_1, \dots, r_{t-1} ← Nondeterministic polynomial
- Guess $x \in \mathbb{Q}^d$ of polynomial size ← Nondeterministic polynomial
- Check that $f^{[i]}(x) \in R_{r_i}$ for all $i \in \{0, \dots, t\}$:
 $f^{[i]}(x) \in R_{r_i} \Leftrightarrow M_{r_i}(C_i x + d_i) \leq v_i$ ← Polynomial size

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$ ← Nondeterministic polynomial
- Guess signature r_1, \dots, r_{t-1} ← Nondeterministic polynomial
- Guess $x \in \mathbb{Q}^d$ of polynomial size ← Nondeterministic polynomial
- Check that $f^{[i]}(x) \in R_{r_i}$ for all $i \in \{0, \dots, t\}$:
 $f^{[i]}(x) \in R_{r_i} \Leftrightarrow M_{r_i}(C_i x + d_i) \leq v_i$ ← Polynomial size
- Accept if all systems are satisfied

Algorithm

Given f , R_0 , $R = R_n$ and T :

- Guess $t \leq T$ ← Nondeterministic polynomial
- Guess signature r_1, \dots, r_{t-1} ← Nondeterministic polynomial
- Guess $x \in \mathbb{Q}^d$ of polynomial size ← Nondeterministic polynomial
- Check that $f^{[i]}(x) \in R_{r_i}$ for all $i \in \{0, \dots, t\}$:
 $f^{[i]}(x) \in R_{r_i} \Leftrightarrow M_{r_i}(C_i x + d_i) \leq v_i$ ← Polynomial size
- Accept if all systems are satisfied

Theorem (Koiran)

Every satisfiable rational linear system $Ax \leq b$ has a rational solution of polynomial size.

Problem: REACH-REGION-TIME

- **Input:** $f : [0, 1]^d \rightarrow [0, 1]^d$ continuous, piecewise affine
- **Input:** R_0, R : convex regions of $[0, 1]^d$, $T \in \mathbb{N}$ in unary
- **Question:** $\exists x \in R_0, \exists t \leq T, f^{[t]}(x) \in R$?

Theorem

REACH-REGION-TIME is NP-hard for $d \geq 2$.

General idea

- Consider \mathcal{L} a NP-hard problem

General idea

- Consider \mathcal{L} a NP-hard problem
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

General idea

- Consider \mathcal{L} a NP-hard problem
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

- Define f a piecewise affine function which simulates \mathcal{L}' :

- Consider \mathcal{L} a NP-hard problem $\psi =$ encoding function
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

- Define f a piecewise affine function which simulates \mathcal{L}' :

$$(x, y) \in \mathcal{L}' \Leftrightarrow \exists t \leq \text{poly}(|x|, |y|), f^{[t]}(\psi(x, y)) \in R$$

General idea

- Consider \mathcal{L} a NP-hard problem $\psi = \text{encoding function}$
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

- Define f a piecewise affine function which simulates \mathcal{L}' :

$$(x, y) \in \mathcal{L}' \Leftrightarrow \exists t \leq \text{poly}(|x|, |y|), f^{[t]}(\psi(x, y)) \in R$$

- Define region $R_x = \{\psi(x, y) \mid |y| \leq \text{poly}(|x|)\}$

General idea

- Consider \mathcal{L} a NP-hard problem $\psi = \text{encoding function}$
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

- Define f a piecewise affine function which simulates \mathcal{L}' :

$$(x, y) \in \mathcal{L}' \Leftrightarrow \exists t \leq \text{poly}(|x|, |y|), f^{[t]}(\psi(x, y)) \in R$$

- Define region $R_x = \{\psi(x, y) \mid |y| \leq \text{poly}(|x|)\}$
- Reduce \mathcal{L} to REACH-REGION-TIME:

$$x \in \mathcal{L} \Leftrightarrow \exists t \leq \text{poly}(|x|), \exists u \in R_x, f^{[t]}(u) \in R$$

General idea

- Consider \mathcal{L} a NP-hard problem $\psi =$ encoding function
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

- Define f a piecewise affine function which simulates \mathcal{L}' :

$$(x, y) \in \mathcal{L}' \Leftrightarrow \exists t \leq \text{poly}(|x|, |y|), f^{[t]}(\psi(x, y)) \in R$$

- Define region $R_x = \{\psi(x, y) \mid |y| \leq \text{poly}(|x|)\}$
- Reduce \mathcal{L} to REACH-REGION-TIME:

$$x \in \mathcal{L} \Leftrightarrow \exists t \leq \text{poly}(|x|), \exists u \in \tilde{R}_x, f^{[t]}(u) \in R$$

Tricky points

- R_x is not a convex polyhedron: replace it with its convex hull \tilde{R}_x

General idea

- Consider \mathcal{L} a NP-hard problem $\psi =$ encoding function
- Consider \mathcal{L}' in P such that:

$$\mathcal{L} = \{x \mid \exists y, |y| \leq \text{poly}(|x|) \text{ and } (x, y) \in \mathcal{L}'\}$$

- Define f a piecewise affine function which simulates \mathcal{L}' :

$$(x, y) \in \mathcal{L}' \Leftrightarrow \exists t \leq \text{poly}(|x|, |y|), f^{[t]}(\psi(x, y)) \in R$$

- Define region $R_x = \{\psi(x, y) \mid |y| \leq \text{poly}(|x|)\}$
- Reduce \mathcal{L} to REACH-REGION-TIME:

$$x \in \mathcal{L} \Leftrightarrow \exists t \leq \text{poly}(|x|), \exists u \in \tilde{R}_x, f^{[t]}(u) \in R$$

Tricky points

- R_x is not a convex polyhedron: replace it with its convex hull \tilde{R}_x
- Choice of \mathcal{L} ?

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

Example

- Take $u \in \tilde{R}_x \setminus R_x$, assume $x \notin \mathcal{L}$

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

Example

- Take $u \in \tilde{R}_x \setminus R_x$, assume $x \notin \mathcal{L}$
- $u \neq \psi(x, y)$ for all $x, y \rightarrow$ point normally inaccessible

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

Example

- Take $u \in \tilde{R}_x \setminus R_x$, assume $x \notin \mathcal{L}$
- $u \neq \psi(x, y)$ for all $x, y \rightarrow$ point normally inaccessible
- $f(u)$ may be uncontrolled

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

Example

- Take $u \in \tilde{R}_x \setminus R_x$, assume $x \notin \mathcal{L}$
- $u \neq \psi(x, y)$ for all $x, y \rightarrow$ point normally inaccessible
- $f(u)$ may be uncontrolled
- if $\exists t, f^{[t]}(u) \in R$, system wrongly accepts x

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

Example

- Take $u \in \tilde{R}_x \setminus R_x$, assume $x \notin \mathcal{L}$
- $u \neq \psi(x, y)$ for all $x, y \rightarrow$ point normally inaccessible
- $f(u)$ may be uncontrolled
- if $\exists t, f^{[t]}(u) \in R$, system wrongly accepts x

So what ?

- The simulation of \mathcal{L}' has to be studied for *bizarre* points too

More on tricky points

$$R_x = \{\text{initial configuration}\} \quad \tilde{R}_x = \text{convex hull of } R_x$$

Problem

$\tilde{R}_x \setminus R_x$ contains *bizarre* points

Example

- Take $u \in \tilde{R}_x \setminus R_x$, assume $x \notin \mathcal{L}$
- $u \neq \psi(x, y)$ for all $x, y \rightarrow$ point normally inaccessible
- $f(u)$ may be uncontrolled
- if $\exists t, f^{[t]}(u) \in R$, system wrongly accepts x

So what ?

- The simulation of \mathcal{L}' has to be studied for *bizarre* points too
- This is difficult for most languages

And the winner is...

And the winner is...

Problem SUBSEM-SUM

- **Input:** a goal $B \in \mathbb{N}$ and integers $A_1, \dots, A_n \in \mathbb{N}$

Problem SUBSEM-SUM

- **Input:** a goal $B \in \mathbb{N}$ and integers $A_1, \dots, A_n \in \mathbb{N}$
- **Question:** $\exists I \subseteq \{1, \dots, n\}, \sum_{i \in I} A_i = B$?

And the winner is...

Problem SUBSEM-SUM

- **Input:** a goal $B \in \mathbb{N}$ and integers $A_1, \dots, A_n \in \mathbb{N}$
- **Question:** $\exists I \subseteq \{1, \dots, n\}, \sum_{i \in I} A_i = B$?

Simulation (1)

- **Configuration:** $(i, \sigma, \varepsilon_1, \dots, \varepsilon_n) \quad i \in \{1, \dots, n+1\}, \varepsilon_j \in \{0, 1\}$

And the winner is...

Problem SUBSEM-SUM

- **Input:** a goal $B \in \mathbb{N}$ and integers $A_1, \dots, A_n \in \mathbb{N}$
- **Question:** $\exists I \subseteq \{1, \dots, n\}, \sum_{i \in I} A_i = B$?

Simulation (1)

- **Configuration:** $(i, \sigma, \varepsilon_1, \dots, \varepsilon_n)$ $i \in \{1, \dots, n+1\}, \varepsilon_j \in \{0, 1\}$
 $i = \text{current number}$ $\sigma = \text{current sum}$ $\varepsilon_j = \text{pick } A_j$?

And the winner is...

Problem SUBSEM-SUM

- **Input:** a goal $B \in \mathbb{N}$ and integers $A_1, \dots, A_n \in \mathbb{N}$
- **Question:** $\exists I \subseteq \{1, \dots, n\}, \sum_{i \in I} A_i = B$?

Simulation (1)

- **Configuration:** $(i, \sigma, \varepsilon_1, \dots, \varepsilon_n)$ $i \in \{1, \dots, n+1\}, \varepsilon_i \in \{0, 1\}$
 $i = \text{current number}$ $\sigma = \text{current sum}$ $\varepsilon_i = \text{pick } A_i$?

- **Transition:**

$$(i, \sigma, \varepsilon_1, \dots, \varepsilon_n) \rightsquigarrow (i+1, \sigma + \varepsilon_i A_i, \varepsilon_{i+1}, \dots, \varepsilon_n)$$

And the winner is...

Problem SUBSEM-SUM

- **Input:** a goal $B \in \mathbb{N}$ and integers $A_1, \dots, A_n \in \mathbb{N}$
- **Question:** $\exists I \subseteq \{1, \dots, n\}, \sum_{i \in I} A_i = B$?

Simulation (1)

- **Configuration:** $(i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$ $i \in \{1, \dots, n+1\}, \varepsilon_i \in \{0, 1\}$
 $i = \text{current number}$ $\sigma = \text{current sum}$ $\varepsilon_j = \text{pick } A_j ?$

- **Transition:**

$$(i, \sigma, \varepsilon_1, \dots, \varepsilon_n) \rightsquigarrow (i+1, \sigma + \varepsilon_i A_i, \varepsilon_{i+1}, \dots, \varepsilon_n)$$

Simulation lemma (1)

Instance is satisfiable $\Leftrightarrow \exists \varepsilon_1, \dots, \varepsilon_n \in \{0, 1\}$ such that

$$(1, 0, \varepsilon_1, \dots, \varepsilon_n) \rightsquigarrow^n (n+1, B)$$

Why SUBSET-SUM ?

Why SUBSET-SUM ?

- Configuration encoding: $c = (i, \sigma, \varepsilon_1, \dots, \varepsilon_n)$

Why SUBSET-SUM ?

- Configuration encoding: $\mathbf{c} = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(\mathbf{c}) = \left(\begin{array}{c} 0. \begin{array}{|c|c|} \hline i & \sigma \\ \hline \end{array} \\ 0. \begin{array}{|c|c|c|c|} \hline 0 & \dots & \varepsilon_i & \dots & \varepsilon_n \\ \hline \end{array} \end{array} \right)$$

Why SUBSET-SUM ?

- Configuration encoding: $\mathbf{c} = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(\mathbf{c}) = \left(\begin{array}{c} 0. \begin{array}{|c|c|} \hline i & \sigma \\ \hline \end{array} \\ 0. \begin{array}{|c|c|c|c|} \hline 0 & \dots & \varepsilon_i & \dots & \varepsilon_n \\ \hline \end{array} \end{array} \right) = \left(\begin{array}{c} i2^{-p} + \sigma2^{-q} \\ \varepsilon_i2^{-1} + \varepsilon_{i+1}2^{-2} + \dots \end{array} \right)$$

Why SUBSET-SUM ?

- Configuration encoding: $c = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(c) = \left(\begin{array}{c} 0. \overbrace{0 \dots 0}^i \overbrace{1 \dots 1}^\sigma \dots \\ 0. \overbrace{0 \dots 0}^{\varepsilon_i} \overbrace{1 \dots 1}^{\varepsilon_n} \dots \end{array} \right) = \left(\begin{array}{c} i2^{-p} + \sigma2^{-q} \\ \varepsilon_i2^{-1} + \varepsilon_{i+1}2^{-2} + \dots \end{array} \right)$$

- Transitions: $\psi(c) \rightsquigarrow \psi(c')$

Why SUBSET-SUM ?

- Configuration encoding: $c = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(c) = \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{1 \dots 1}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_i} \overbrace{\varepsilon_{i+1} \dots \varepsilon_n} \end{pmatrix} = \begin{pmatrix} i2^{-p} + \sigma2^{-q} \\ \varepsilon_i2^{-1} + \varepsilon_{i+1}2^{-2} + \dots \end{pmatrix}$$

- Transitions: $\psi(c) \rightsquigarrow \psi(c')$

$$\bullet \varepsilon_i = 0 : \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{1 \dots 1}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_{i+1}} \dots \varepsilon_n \end{pmatrix} \rightsquigarrow$$

Why SUBSET-SUM ?

- Configuration encoding: $c = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(c) = \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{1 \dots 1}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_i} \overbrace{1 \dots 1}^{\varepsilon_n} \end{pmatrix} = \begin{pmatrix} i2^{-p} + \sigma2^{-q} \\ \varepsilon_i2^{-1} + \varepsilon_{i+1}2^{-2} + \dots \end{pmatrix}$$

- Transitions: $\psi(c) \rightsquigarrow \psi(c')$

$$\bullet \varepsilon_i = 0 : \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{1 \dots 1}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_{i+1}} \overbrace{1 \dots 1}^{\varepsilon_n} \end{pmatrix} \rightsquigarrow \begin{pmatrix} 0. \overbrace{0 \dots 0}^{i+1} \overbrace{1 \dots 1}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_{i+1}} \overbrace{1 \dots 1}^{\varepsilon_n} \end{pmatrix}$$

Why SUBSET-SUM ?

- Configuration encoding: $c = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(c) = \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \dots \varepsilon_i \dots \varepsilon_n \\ 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \dots \varepsilon_i \dots \varepsilon_n \end{pmatrix} = \begin{pmatrix} i2^{-p} + \sigma2^{-q} \\ \varepsilon_i2^{-1} + \varepsilon_{i+1}2^{-2} + \dots \end{pmatrix}$$

- Transitions: $\psi(c) \rightsquigarrow \psi(c')$

$$\bullet \varepsilon_i = 0 : \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \dots \varepsilon_i \dots \varepsilon_n \\ 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \dots \varepsilon_i \dots \varepsilon_n \end{pmatrix} \rightsquigarrow \begin{pmatrix} 0. \overbrace{0 \dots 0}^{i+1} \overbrace{0 \dots 0}^\sigma \dots \varepsilon_{i+1} \dots \varepsilon_n \\ 0. \overbrace{0 \dots 0}^{i+1} \overbrace{0 \dots 0}^\sigma \dots \varepsilon_{i+1} \dots \varepsilon_n \end{pmatrix}$$

$$\bullet \varepsilon_i = 1 : \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \dots \varepsilon_i \dots \varepsilon_n \\ 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \dots 1 \dots \varepsilon_n \end{pmatrix} \rightsquigarrow$$

Why SUBSET-SUM ?

- Configuration encoding: $c = (i, \sigma, \varepsilon_i, \dots, \varepsilon_n)$

$$\psi(c) = \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_i} \overbrace{0 \dots 0}^{\varepsilon_n} \end{pmatrix} = \begin{pmatrix} i2^{-p} + \sigma2^{-q} \\ \varepsilon_i2^{-1} + \varepsilon_{i+1}2^{-2} + \dots \end{pmatrix}$$

- Transitions: $\psi(c) \rightsquigarrow \psi(c')$

$$\bullet \varepsilon_i = 0 : \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_i} \overbrace{0 \dots 0}^{\varepsilon_n} \end{pmatrix} \rightsquigarrow \begin{pmatrix} 0. \overbrace{0 \dots 0}^{i+1} \overbrace{0 \dots 0}^\sigma \\ 0. \overbrace{0 \dots 0}^{\varepsilon_{i+1}} \overbrace{0 \dots 0}^{\varepsilon_n} \end{pmatrix}$$

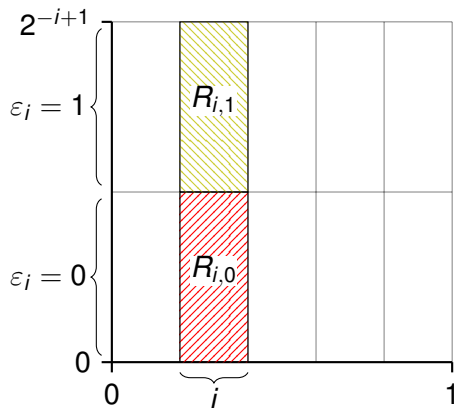
$$\bullet \varepsilon_i = 1 : \begin{pmatrix} 0. \overbrace{0 \dots 0}^i \overbrace{0 \dots 0}^\sigma \\ 0. \overbrace{0 \dots 1}^{\varepsilon_i} \overbrace{0 \dots 0}^{\varepsilon_n} \end{pmatrix} \rightsquigarrow \begin{pmatrix} 0. \overbrace{0 \dots 0}^{i+1} \overbrace{0 \dots 0}^{\sigma + A_i} \\ 0. \overbrace{0 \dots 0}^{\varepsilon_{i+1}} \overbrace{0 \dots 0}^{\varepsilon_n} \end{pmatrix}$$

And then were the regions...

$$\psi(\mathbf{c}) = \begin{pmatrix} 0. & \boxed{i} & \boxed{\sigma} \\ 0. & \boxed{0} & \dots & \boxed{\varepsilon_j} & \dots & \boxed{\varepsilon_n} \end{pmatrix}$$

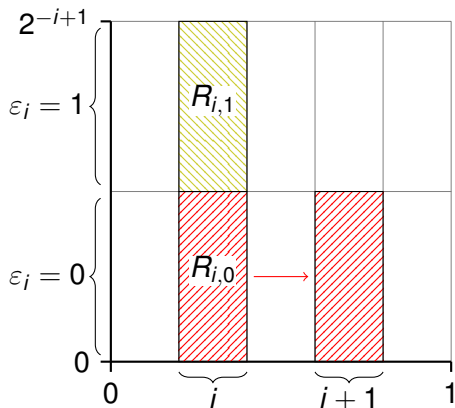
And then were the regions...

$$\psi(\mathbf{c}) = \begin{pmatrix} 0. & \text{blue } i & \text{red } \sigma \\ 0. & \text{green } 0 \dots \varepsilon_i \dots \varepsilon_n \end{pmatrix}$$



And then were the regions...

$$\psi(c) = \begin{pmatrix} 0. \overbrace{i}^{\text{blue}} \overbrace{\sigma}^{\text{red}} \\ 0. \overbrace{0 \dots \varepsilon_i \dots \varepsilon_n}^{\text{green}} \end{pmatrix}$$

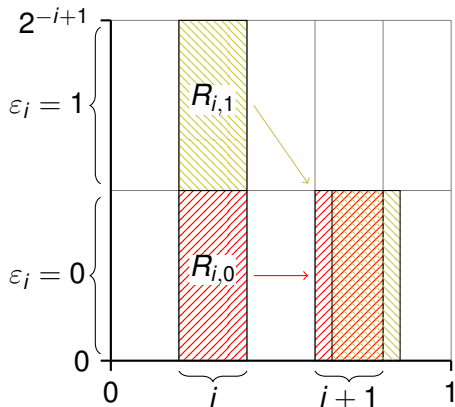


Transition on $R_{i,0}$

$$f \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x + 2^{-\rho} \\ y \end{pmatrix}$$

And then were the regions...

$$\psi(\mathbf{c}) = \begin{pmatrix} 0. & \text{[blue box } i \text{]} & \text{[red box } \sigma \text{]} \\ 0. & \text{[green box } 0 \dots \varepsilon_i \dots \varepsilon_n \text{]} \end{pmatrix}$$



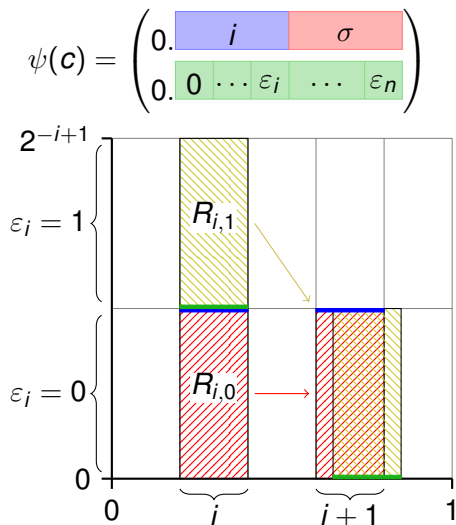
Transition on $R_{i,0}$

$$f \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x + 2^{-p} \\ y \end{pmatrix}$$

Transition on $R_{i,1}$

$$f \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x + 2^{-p} + A_i 2^{-q} \\ y - 2^{-i} \end{pmatrix}$$

And then were the regions...



Transition on $R_{i,0}$

$$f \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x + 2^{-p} \\ y \end{pmatrix}$$

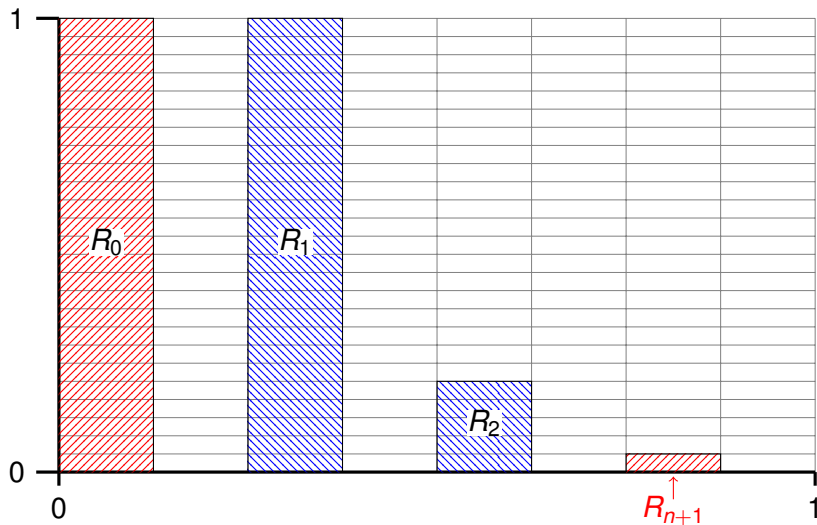
Transition on $R_{i,1}$

$$f \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x + 2^{-p} + A_i 2^{-q} \\ y - 2^{-i} \end{pmatrix}$$

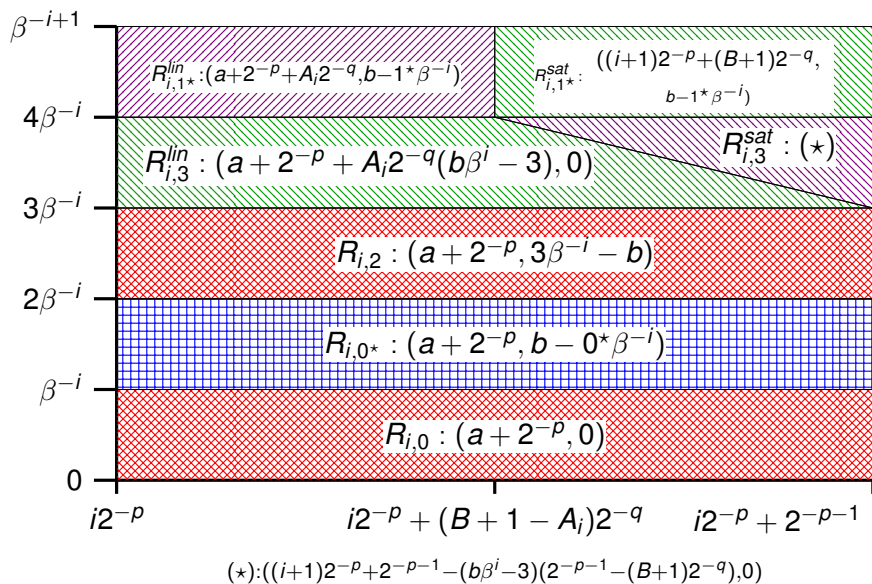
But this doesn't work, right ?

f is not continuous

Ok, the actual proof is slightly more complicated...



...horribly more complicated



Reachability in piecewise affine systems:

Reachability in piecewise affine systems:

- undecidable for $d \geq 2$

Reachability in piecewise affine systems:

- undecidable for $d \geq 2$
- NP-complete for $d \geq 2$ (bounded time variant)

Reachability in piecewise affine systems:

- undecidable for $d \geq 2$
- NP-complete for $d \geq 2$ (bounded time variant)
- open problem for $d = 1$

- Do you have any questions ?