



Hilbert's 10<sup>th</sup> problem and  
how to 'flatten' its instances

# HILBERT'S 10<sup>th</sup> PROBLEM ( 1900 )

Given: a Diophantine eq.

$$D(x_1, \dots, x_m) = 0$$



Algorithmic  
decider



yes / no

Scheme of a *hypothetical* solver for the 10<sup>th</sup> problem. The answer:

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Scheme of a *hypothetical* solver for the 10<sup>th</sup> problem. The answer: “no” should indicate that there exist no solutions;

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Scheme of a *hypothetical* solver for the 10<sup>th</sup> problem. The answer:

“yes” should indicate that the equation has *at least one* solution

$$\left\{ \begin{array}{l} x_1 = v_1 \\ \vdots \\ x_m = v_m \end{array} \right.$$

where each  $v_i$  is an integer ( positive, negative, or null ).

Establishing whether or not, any given equation

$$D(x_1, \dots, x_m) = 0,$$

( where  $D$  is a polynomial with coefficients in  $\mathbb{Z}$  ),

admits a solution

① in  $\mathbb{Z}$

② in  $\mathbb{N}$

are problems translatable into each other.

This presentation will refer **H10** to  $\mathbb{N}$

THEOREM DPRM ( 1970 )

Hilbert's problem **H10** is algorithmically unsolvable

Consider a polynomial Diophantine equation

$$D(x_1, \dots, x_m) = 0$$

to be solved in  $\mathbb{N}$ . By pulling out subterms of the polynomial  $D$ , we can *flatten* this equation into a system (=conjunction) of equations of the forms

$$x = y + z, \quad x = y \cdot z, \quad x = 1, \quad x = y$$

The *equisolvability* between the system  $\Delta$  thus obtained and the equation given at the outset will be obvious.

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where  $x, y, z$  stand for variables, to be regarded—the new ones as well as the original ones,  $x_1, \dots, x_m$ —as unknowns in  $\mathbb{N}$ . We will manage that  $x, y, z$  are *distinct* when they appear in the same equation  $x = y \star z$ . The ***equisolvability*** between the system  $\Delta$  thus obtained and the equation given at the outset will be obvious.



# EXAMPLE OF HOW TO FLATTEN A DIOPHANTINE EQ.

The equation<sup>§</sup>

$$4x_1^3x_2 - 2x_1^2x_3^3 - 3x_2^2x_1 + 5x_3 = 0$$

in 3 unknowns can be flattened into the following system in 22 unknowns ( 19 are 'temporaries' ):

$$o = 1, \quad o_1 = o, \quad u_2 = o + o_1,$$

$$p_1 = u_2 \cdot x_1, \quad p_2 = p_1 \cdot x_1, \quad p_3 = p_2 \cdot x_1,$$

$$q_1 = u_2 \cdot x_2, \quad q_2 = q_1 + x_2, \quad q_3 = q_2 \cdot x_2,$$

$$s_1 = x_3, \quad s_2 = s_1 \cdot x_3, \quad s_3 = s_2 \cdot x_3,$$

$$r_1 = s_1 + x_3, \quad r_2 = r_1 + x_3, \quad r_3 = r_1 + r_2,$$

$$t_1 = p_3 \cdot q_1, \quad t_2 = p_2 \cdot s_3, \quad t_3 = q_3 \cdot x_1,$$

$$w = t_1 + r_3, \quad w = t_2 + t_3.$$

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<sup>§</sup>Cf. [Mat93, p. 4]

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$$4x_1^3x_2 - 2x_1^2x_3^3 - 3x_2^2x_1 + 5x_3 = 0$$

in 3 unknowns can be flattened into the following system in 25 unknowns ( 22 are 'temporaries' ):

$$\begin{array}{lll} \zeta & = & \zeta_1 + \zeta_2, & \zeta_1 & = & \zeta_2 + \zeta, & \zeta_2 & = & \zeta + \zeta_1, \\ & & & o_1 & = & o + \zeta, & u_2 & = & o + o_1, \\ o & \neq & \zeta, & o'_1 & = & o + \zeta, & o & = & o_1 \cdot o'_1, \\ p_1 & = & u_2 \cdot x_1, & p_2 & = & p_1 \cdot x_1, & p_3 & = & p_2 \cdot x_1, \\ q_1 & = & u_2 \cdot x_2, & q_2 & = & q_1 + x_2, & q_3 & = & q_2 \cdot x_2, \\ s_1 & = & x_3 + \zeta, & s_2 & = & s_1 \cdot x_3, & s_3 & = & s_2 \cdot x_3, \\ r_1 & = & s_1 + x_3, & r_2 & = & r_1 + x_3, & r_3 & = & r_1 + r_2, \\ t_1 & = & p_3 \cdot q_1, & t_2 & = & p_2 \cdot s_3, & t_3 & = & q_3 \cdot x_1, \\ & & & w & = & t_1 + r_3, & w & = & t_2 + t_3. \end{array}$$

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# TRICK TO AVOID EQUATIONS BETWEEN VARIABLES

We have just seen how to eliminate equations of the form  $x = y$  ( with  $x, y$  distinct var's ) during flattening, thanks to a new var.  $\zeta$  which ( in concert with others ) gets the value  $0$ . To enforce this, three constraints suffice:

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We have just seen how to eliminate equations of the form  $x = y$  ( with  $x, y$  distinct var's ) during flattening, thanks to a new var.  $\zeta$  which ( in concert with others ) gets the value  $0$ . To enforce this, three constraints suffice:

$$\underbrace{\zeta = \zeta_1 + \zeta_2, \quad \zeta_1 = \zeta_2 + \zeta, \quad \zeta_2 = \zeta + \zeta_1,}_{\zeta \leq \zeta_1 \leq \zeta_2 \leq \zeta \quad \therefore \quad \zeta = \zeta_1 = \zeta_2 = 0}$$

FIGURE: The three variables  $\zeta, \zeta_1, \zeta_2$  are thus forced to take the value  $0$

# HOW TO EMPLOY SQUARING INSTEAD OF PRODUCT

We can also rewrite each equation of the form

$$x = y \cdot z$$

as a system involving only squaring and addition. In fact we can replace it, in light of the identity

$$\underbrace{(y \cdot z) + (y \cdot z)}_{x} \overset{k}{=} \underbrace{y^2}_{f} + \underbrace{z^2}_{g} = \underbrace{(y + z)^2}_{p},$$

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$$\underbrace{(y \cdot z) + (y \cdot z)}_{x \quad x'} \overset{k}{=} + \underbrace{y^2 + z^2}_{f \quad g} \overset{h}{=} = \underbrace{(y + z)^2}_p,$$

by the following equations:

$$\begin{aligned} q &= k + h, \\ k &= x + x', & x' &= x + \zeta, \\ h &= f + g, & f &= y^2, & g &= z^2, \\ p &= y + z, & q &= p^2, \end{aligned}$$

where  $f, g, h, k, p, q$  and  $x'$  are new and, as before,  $\zeta = 0$ .

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