

The Sum of Square Roots Problem

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SAMSA 2026

June 19, 2026

THE SUM OF SQUARE ROOTS PROBLEM

SSR

Input: Positive integers $1 \leq a_1, \dots, a_n \leq 2^n$ and $\delta_1, \dots, \delta_n \in \{\pm 1\}$

Output: $\text{sgn}\left(\sum_{i=1}^n \delta_i \sqrt{a_i}\right)$

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- Approximate the square roots - what is the precision required?
- Example (due to Ron Graham):

$$\begin{aligned} & \sqrt{1000001} + \sqrt{1000025} + \sqrt{1000031} + \sqrt{1000084} + \sqrt{1000087} + \\ & \sqrt{1000134} + \sqrt{1000158} + \sqrt{1000182} + \sqrt{1000198} - \sqrt{1000002} - \\ & \sqrt{1000018} - \sqrt{1000042} - \sqrt{1000066} - \sqrt{1000113} - \sqrt{1000116} - \\ & \sqrt{1000169} - \sqrt{1000175} - \sqrt{1000199} < 10^{-34} \end{aligned}$$

- The minimal polynomial of $\alpha = \sum_{i=1}^n \delta_i \sqrt{a_i}$ has degree $d \leq 2^n$ (since $[\mathbb{Q}[\sqrt{a_1}, \dots, \sqrt{a_i}] : \mathbb{Q}[\sqrt{a_1}, \dots, \sqrt{a_{i-1}}]] \leq 2$).

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- If $\alpha \neq 0$, then

$$\begin{aligned} N(\alpha) &= \prod_{\sigma \in \text{Gal}(\mathbb{Q}(\sqrt{a_1}, \dots, \sqrt{a_n})/\mathbb{Q})} \sigma(\alpha) \\ &\leq |\alpha| \cdot |\sigma(\alpha)|^{2^{n-1}} \\ &\leq |\alpha| \cdot (n \cdot \max_{i \in [n]} |\sqrt{a_i}|)^{2^{n-1}} \\ &\leq |\alpha| \cdot (n \cdot 2^{n/2})^{2^n - 1} \end{aligned}$$

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- Approximate α to $2^{O(n)}$ bits – and each $\sqrt{a_i}$ to $2^{O(n)}$ bits of precision suffices.
- *Root separation bound (Mignotte'82)*. If $p(x) = \sum_{i=0}^d a_i x^i \in \mathbb{Z}[x]$, then we have

$$|r_1 - r_2| \geq \frac{\sqrt{3}}{d^{d/2+1} (dH)^{d-1}}$$

where $H = \sqrt{\sum_{i=1}^n a_i^2}$.

- **Tiwari (1992)** SSR has an efficient algorithm in the **real RAM** model of computation (supports **unit cost arithmetic**): approximate each $\sqrt{a_i}$ up to $2^{O(n)}$ bits via n steps of **Newton's method**:

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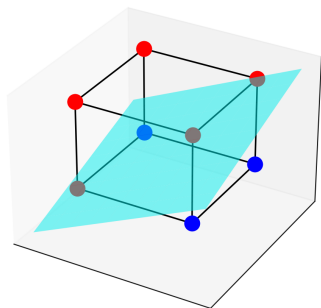
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- **SSR-hardness**: **Feasibility of Semidefinite Programs** (Goemans'98), **Approximating 3-player Nash Equilibria** (Etessami-Yannakakis'07), **Solving systems of monotone polynomial systems** (Esparaza-Kiefer-Luttenberger'08).

A DIFFERENT POINT OF VIEW



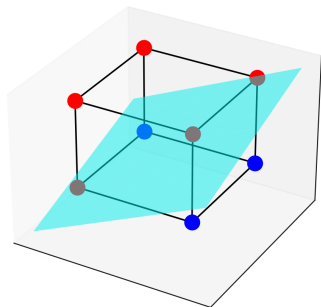
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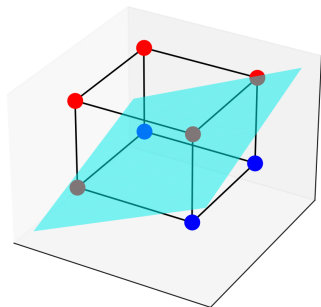
LTF (Perceptrons)

A Boolean function $f : \{\pm 1\}^n \rightarrow \{\pm 1\}$ is a Linear Threshold Function (LTF) if

$\exists w_1, \dots, w_n, \theta \in \mathbb{R}$ such that $\forall x \in \{\pm 1\}^n$

$$f(x) = 1 \iff \sum_{i=1}^n w_i x_i - \theta > 0$$

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SSR = Evaluating a specific LTF at a point on the Boolean hypercube!

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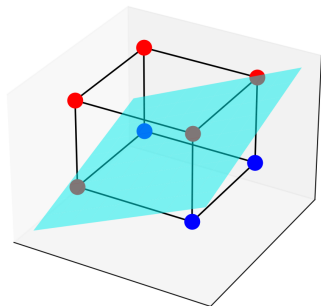
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Do you need real numbers to define an LTF?

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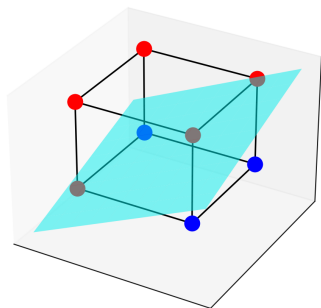
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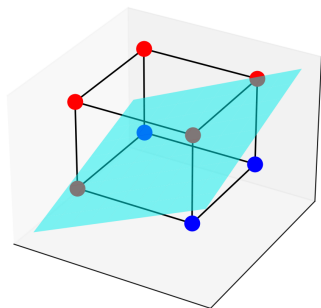


- Let $\varepsilon = \min_{x \in \{\pm 1\}^n} (\langle w, x \rangle - \theta) \neq 0$
- Consider for all i , $(\frac{w_i - \varepsilon}{10n}, \frac{w_i + \varepsilon}{10n})$: if you pick w'_i in this interval, then $\forall x \in \{\pm 1\}^n, \text{sgn}(\sum_{i=1}^n w_i x_i - \theta) = \text{sgn}(\sum_{i=1}^n w'_i x_i - \theta)$ (why?)
- But how small can ε be? If w_i are algebraic, again depends on root separation bounds!
- Can we have w'_i with the above property but with small bit-length (e.g., $\text{poly}(n)$ bits?)

Theorem (Muroga'71)

There exist $w'_i \in \mathbb{Z}$ of magnitude at most $2^{O(n \log n)}$ (i.e., representable in $O(n \log n)$ bits)

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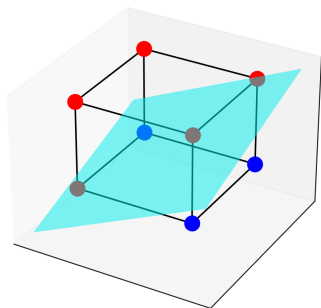


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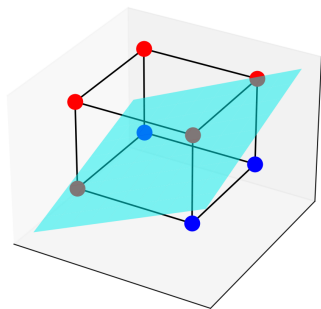


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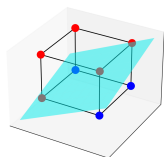
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- Consider the following LP (defined from the LTF):

$$\{-1, -1, -1\} : -z_1 - z_2 - z_3 \geq 1$$

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- LP is feasible: $z_i = w_i/\theta$ (if $\theta \neq 0$, else $z_i = w_i/\varepsilon$) is a solution.
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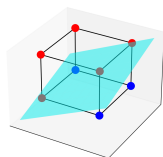
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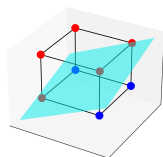
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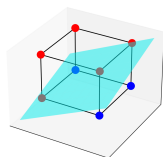
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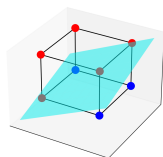
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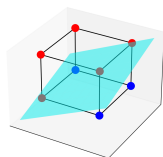
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- For any given input (a_1, \dots, a_n) you could make 2^n different SSR instances (by varying $\Delta = (\delta_1, \dots, \delta_n)$). If you can solve SSR for a specific set of $\Delta_1, \dots, \Delta_n \in \{\pm 1\}^n$ (those that correspond to basic feasible solution) you can solve SSR efficiently for all the other instances!

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- Works for linear combinations of arbitrary (but fixed) set of real (even transcendental) numbers, for eg. $\sum_{i=1}^n \delta_i (\pi e)^i$ where $\delta_i \in \{-d, \dots, d\}$

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Theorem

There is a non-uniform polynomial time algorithm for USSR.

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