

Cook-Levin Theorem

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March 8, 2022

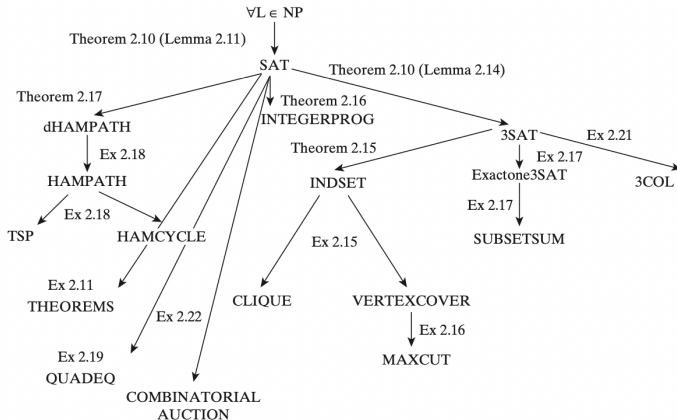
Outline

- 1 Goal
- 2 Intro
- 3 Cook-Levin Theorem

Theorem (Cook-Levin Theorem)

- 1 *SAT is **NP**-complete*
- 2 *3SAT is **NP**-complete*

The web of reductions

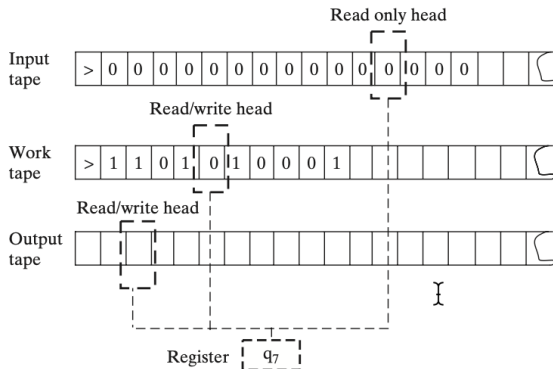


Definition

A TM M is described by a tuple (Γ, Q, δ) containing

- A finite set Γ of the symbols that M 's tapes can contain. We assume that Γ contains a designated “blank” symbol, denoted \square ; a designated “start” symbol, denoted \triangleright ; and the numbers 0 and 1. We call Γ the **alphabet** of M
- A finite set Q of possible states M register can be in. We assume that Q contains a designated start state, denoted q_{start} , and a designated halting state, denoted q_{halt}
- A function $\delta : Q \times \Gamma^k \rightarrow Q \times \Gamma^{k-1} \times \{L, S, R\}^k$, where $k \geq 2$, describing the rules M use in performing each step. This function is called the **transition function** of M

Turing machine



Definition (Computing a function and running time)

Let $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$ and let $T : \mathbb{N} \rightarrow \mathbb{N}$ be some functions, and let M be a Turing machine. We say that M **computes** f if for every $x \in \{0, 1\}^*$ whenever M is initialized to the start configuration on input x , then it halts with $f(x)$ written on its output tape. We say M **computes** f in **$T(|x|)$ -time** if its computation on every input x requires at most $T(|x|)$ steps

The class **P**

A **complexity class** is a set of functions that can be computed within given resource bounds. We say that a machine **decides** a language $L \subseteq \{0, 1\}^*$ if it computes the function $f_L : \{0, 1\}^* \rightarrow \{0, 1\}$ where $f_L(x) = 1 \Leftrightarrow x \in L$

Definition

Let $T : \mathbb{N} \rightarrow \mathbb{N}$ be some function. A language L is in **DTIME**($T(n)$) iff there is a deterministic Turing machine that runs in time $c \cdot T(n)$ for some constant $c > 0$ and decides L

Definition

$$\mathbf{P} = \bigcup_{c \geq 1} \mathbf{DTIME}(n^c)$$

The class **NP**

Definition

A language $L \subseteq \{0, 1\}^*$ is in **NP** if there exists a polynomial function $p : \mathbb{N} \rightarrow \mathbb{N}$ and a polynomial-time TM M (called the **verifier** for L) such that for every $x \in \{0, 1\}^*$,

$$x \in L \Leftrightarrow \exists u \in \{0, 1\}^{p(|x|)} \text{ s.t. } M(x, u) = 1$$

If $x \in L$ and $u \in \{0, 1\}^{p(|x|)}$ satisfy $M(x, u) = 1$, then we call u a **certificate** for x w.r.t. L and M

Non-deterministic Turing machine

Definition

Non-deterministic Turing machine has **two** transition function δ_0 and δ_1 , and a special state denoted by q_{accept} . When an NDTM M computes a function, we envision that at each computational step M makes an arbitrary choice as to which of its two transition functions to apply. For every input x , we say that $M(x) = 1$ if there **exists** some sequence of these choices that would make M reach q_{accept} on input x . We say that M runs in $T(n)$ time if for every input $x \in \{0, 1\}^*$ and every sequence of nondeterministic choices, M reaches the halting state or q_{accept} within $T(|x|)$ steps

The class **NP**

Definition

For every function $T : \mathbb{N} \rightarrow \mathbb{N}$ and $L \subseteq \{0, 1\}^*$, we say that $L \in \mathbf{NTIME}(T(n))$ if there is a constant $c > 0$ and a $c \cdot T(n)$ -time NDTM M s.t. for every $x \in \{0, 1\}^*$, $x \in L \Leftrightarrow M(x) = 1$

Theorem

$$\mathbf{NP} = \bigcup_{c \in \mathbb{N}} \mathbf{NTIME}(n^c)$$

Proof.

The main idea is that the sequence of nondeterministic choices made by an accepting computation of an NDTM can be viewed as a certificate that the input is in the language, and vice versa □

Definition

A language $L \subseteq \{0, 1\}^*$ is **polynomial-time Karp reducible to a language** $L' \subseteq \{0, 1\}^*$ (sometimes shortened to just “polynomial-time reducible”), denoted by $L \leq_p L'$ if there is a polynomial-time computable function $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$ s.t. for every $x \in \{0, 1\}^*$, $x \in L$ iff $f(x) \in L'$. We say that L' is **NP-hard** if $L \leq_p L'$ for every $L \in \mathbf{NP}$. We say that L' is **NP-complete** if L' is **NP-hard** and $L' \in \mathbf{NP}$.

We denote by SAT the language of all satisfiable CNF (conjunction normal form) formulae and by 3SAT the language of all satisfiable 3CNF formulae

Theorem (Cook-Levin Theorem)

- ① SAT is **NP**-complete
- ② 3SAT is **NP**-complete

Oblivious Turing machine

Definition

Define a TM M to be **oblivious** if its head movements do not depend on the input but only on the input length. That is, M is oblivious if for every input $x \in \{0, 1\}^*$ and $i \in \mathbb{N}$, the location of each of M 's heads at the i th step of execution on input x is only a function of $|x|$ and i .

Theorem

For any Turing machine M that decides a language in time $T(n)$, there exists an oblivious Turing machine that decides the same language in $T(n)^2$

A lemma

Lemma

For every Boolean function $f : \{0, 1\}^l \rightarrow \{0, 1\}$, there is an l -variable CNF formula φ of size $l2^l$ s.t. $\varphi(u) = f(u)$ for every $u \in \{0, 1\}^l$, where the size of a CNF formula is defined to be the number of \wedge/\vee symbols it contains

Proof.

For every $v \in \{0, 1\}^l$, there exists a clause $C_v(z_1, \dots, z_l)$ s.t. $C_v(v) = 0$ and $C_v(u) = 1$ for every $u \neq v$.

We let φ be the AND of all the clauses C_v for v s.t. $f(v) = 0$

$$\varphi = \bigwedge_{v: f(v)=0} C_v(z_1, \dots, z_l)$$

Note that φ has size at most $l2^l$. □

Main lemma

Lemma

*SAT is **NP**-hard*

Proof.

Let L be an **NP** language. By definition, there is a polynomial time TM M s.t. for every $x \in \{0, 1\}^*$, $x \in L \Leftrightarrow M(x, u) = 1$ for some $u \in \{0, 1\}^{p(|x|)}$, where $p : \mathbb{N} \rightarrow \mathbb{N}$ is some polynomial. We show L is polynomial-time Karp reducible to SAT by describing a **polynomial-time transformation** $x \rightarrow \varphi_x$ from strings to CNF formulae s.t. $x \in L$ iff φ_x is satisfiable. Equivalently

$$\varphi_x \in \text{SAT} \quad \text{iff} \quad \exists u \in \{0, 1\}^{p(|x|)} \text{ s.t. } M(x \circ u) = 1$$

where \circ denotes concatenation



Assumption

Assume

- ① M only has two tapes - an input tape and a work/output tape
- ② M is an oblivious TM in the sense that its head movement does not depend on the contents of its tapes. That is, M 's computation takes the same time for all inputs of size n , and for every i the location of M 's head at the i th step depends only on i and the length of the input

Denote by Q the set of M 's possible states and by Γ its alphabet. The **snapshot** of M 's execution on some input y at a particular step i is the triple $\langle a, b, q \rangle \in \Gamma \times \Gamma \times Q$ s.t. a, b are the symbols read by M 's heads from the two tapes and q is the state M is in at the i th step. Clearly the snapshot can be encoded as a binary string. Let c denote the length of this string, which is some constant depending upon $|Q|$ and $|\Gamma|$

For every $y \in \{0, 1\}^*$, the snapshot of M 's execution on input y at the i th step depends on its state in the $(i - 1)$ st step and the contents of the current cells of its input and work tapes.

And it suffices to check that for each $i \leq T(n)$, the snapshot z_i is correct given the snapshot for the previous $i - 1$ steps.

However, since the TM can only read/modify one bit at a time, to check the correctness of z_i it suffices to look at only *two* of the previous snapshots. Specifically, to check z_i we need to only look at the following:

$z_{i-1}, y_{\text{inputpos}(i)}, z_{\text{prev}(i)}.$

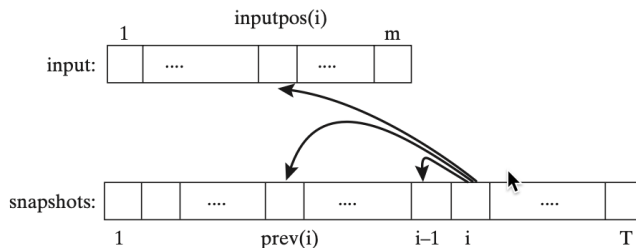
Here y is a shorthand for $x \circ u$. $\text{inputpos}(i)$ denotes the location of M 's input tape head at the i th step. $\text{prev}(i)$ is the last step before i when M 's head was in the same cell on its work tape that it is during step i .

Since M is a deterministic TM, for every triple of values to $z_{i-1}, y_{\text{inputpos}(i)}, z_{\text{prev}(i)}$, there is at most one value of z_i that is correct. Thus there is some function F that maps $\{0, 1\}^{2c+1}$ to $\{0, 1\}^c$ s.t. a correct z_i satisfies

$$z_i = F(z_{i-1}, z_{\text{prev}(i)}, y_{\text{inputpos}(i)})$$

Because M is oblivious, the values $\text{inputpos}(i)$ and $\text{prev}(i)$ do not depend on the particular input i . These indices can be computed in polynomial-time by simulating M on a trivial input.

Proof



Now $M(x \circ u) = 1$ for some $u \in \{0, 1\}^{p(n)}$ iff there exists a string $y \in \{0, 1\}^{n+p(n)}$ and a sequence of strings $z_1, \dots, z_{T(n)} \in \{0, 1\}^c$ (where $T(n)$ is the number of steps M takes on inputs of length $n + p(n)$) satisfying the following conditions

- 1 The first n bits of y are equal to x
- 2 The string z_1 encodes the initial snapshot of M . That is, z_1 encodes the triple $\langle \triangleright, \square, q_{\text{start}} \rangle$.
- 3 For every $i \in \{2, \dots, T(n)\}$, $z_i = F(z_{i-1}, z_{\text{prev}(i)}, y_{\text{inputpos}(i)})$.
- 4 The last string $z_{T(n)}$ encodes a snapshot where the machine halts and outputs 1

- The formula φ_x will take variables $y \in \{0, 1\}^{n+p(n)}$ and $z \in \{0, 1\}^{cT(n)}$.
- Condition 1 can be expressed as a CNF formula of size $4n$
- Conditions 2 and 4 each depend on c variables and hence can be expressed by CNF formulae of size $c2^c$
- Condition 3, which is an AND of $T(n)$ conditions each depending on at most $3c + 1$ variables, can be expressed as a CNF formula of size at most $T(n)(3c + 1)2^{3c+1}$.
- ALL these conditions can be expressed as a CNF formula of size $d(n + T(n))$ where d is some constant
- this CNF formula can be computed in time polynomial in the running time of M .

Lemma

$$SAT \leq_p 3SAT$$

Proof.

Suppose φ is a 4CNF. Let C be a clause of φ , say $C = u_1 \vee \bar{u}_2 \vee \bar{u}_3 \vee u_4$. We add a new variable z to the φ and replace C with the pair $C_1 = u_1 \vee \bar{u}_2 \vee z$ and $C_2 = \bar{u}_3 \vee u_4 \vee \bar{z}$. If C is true, then there is an assignment to z that satisfies both C_1 and C_2 . If C is false, then no matter what value we assign to z either C_1 or C_2 will be false. For every clause C of size $k > 3$, we change it into an equivalent pair of clauses C_1 of size $k - 1$ and C_2 of size 3. □

The web of reductions

