

# The Cook-Levin Theorem

Mark Greenstreet, CpSc 421, Term 1, 2008/09

- The Cook-Levin Theorem
  - Define  $NP$  Completeness
  - Satisfiability is  $NP$  complete
- $NP$  complete problems

# NP Completeness

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- Let  $A$  and  $B$  be algorithms. If  $A$  is reducible to  $B$  in deterministic polynomial time, we write  $A \leq_P B$ .
- If a problem language is decidable in non-deterministic polynomial time, we say that it is *in NP*.
- If  $B$  is a language such that for any language  $A \in NP$ ,  $A \leq_P B$  we say that  $B$  is *NP-hard*.
- If  $B$  is a language such that  $B \in NP$  and  $B$  is *NP hard*, then we say that  $B$  is *NP complete*.
- *NP* complete problems are interesting because:
  - They are, intuitively, the *hardest* problems in *NP*.
  - Many commonly occurring intractable problems are *NP* complete.
  - If we could find an efficient (i.e. polynomial time) algorithm for one of them, we would have a polynomial time algorithm for all of them.

# Satisfiability

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- A boolean formula is:

- Variables:  $x, y, p_3, \dots$  are boolean formulas.
- Conjunction:  $\phi_1 \wedge \phi_2$ , where  $\phi_1$  and  $\phi_2$  are boolean formulas.
- Disjunction:  $\phi_1 \vee \phi_2$ , where  $\phi_1$  and  $\phi_2$  are boolean formulas.
- Negation:  $\neg\phi$ , where  $\phi$  is a boolean formula.
- Parentheses:  $(\phi)$ , where  $\phi$  is a boolean formula.

- Satisfiability

- Let  $\phi$  be a boolean formula and let  $x_1, x_2, \dots, x_k$  be the variables that appear in  $\phi$ .
- We say that  $\Phi$  is satisfiable iff  $\exists x_1, x_2, \dots, x_k. \phi$ .
- Formulas can be represented by strings. Thus, we can talk about a language of satisfiable formulas:

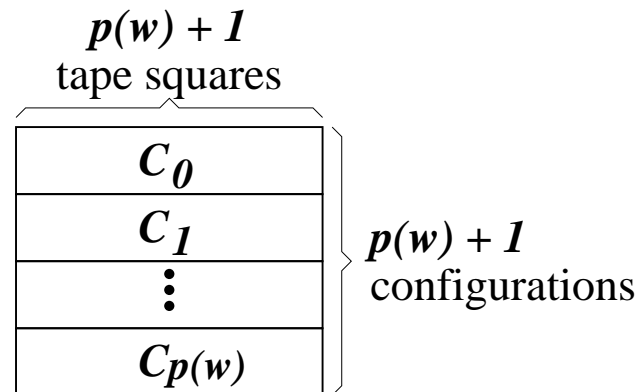
$$SAT = \{ \langle \phi \rangle \mid \phi \text{ is satisfiable} \}$$

# The Cook-Levin Theorem

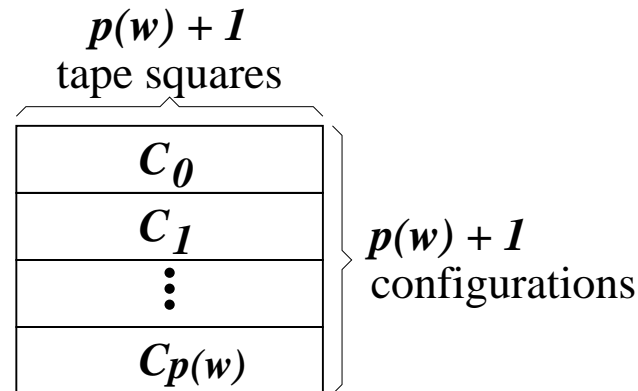
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*SAT* is *NP* complete.

- Proof: By computational histories.
  - Let  $A$  be any language in *NP*.
    - There is an NTM,  $N_A$  that decides  $A$  in polynomial time.
    - Let  $p$  be a polynomial such that for any string  $w$ ,  $N_A$  decides  $w$  after at most  $p(|w|)$  steps.
    - Thus,  $N_A$  has a computational history of at most  $p(|w|) + 1$  configurations when deciding  $w$ .
    - $N_A$  can visit at most  $p(w) + 1$  tape squares in these  $p(|w|)$  steps.



# Checking Successive Configurations



- Encode tape symbols and states with binary strings.
- If a tape square does not have the tape-head marker and is not next to the tape head marker
  - make sure that the symbol is unchanged.
  - This can be written as a boolean formula.
- For the three squares centered on the tape head
  - make sure that the successor has the correct next state.
  - This also can be written as a boolean formula.

# The reduction is polynomial time.

- How big is the formula?
  - Each tape square requires  $O(1)$  terms.
  - There are  $p(|w|) + 1$  squares per configuration.
  - There are  $p(|w|)$  successive configurations.
  - Plus a few more to check that the initial configuration is correct and that the final configuration is accepting, but these are small (i.e.  $O(|w|)$ ).

- The formula:

$$\begin{aligned} & \text{InitialConfigurationCorrect} \\ & \wedge \bigwedge_{i=0}^{p(|w|)-1} \bigwedge_{j=1}^{p(|w|)} \\ & \quad (c_{i,j-1} \notin Q) \wedge (c_{i,j} \notin Q) \wedge (c_{i,j+1} \notin Q) \wedge (c_{i+1,j} = c_{i,j}) \\ & \quad \vee (c_{i,j-1} \in Q) \vee (c_{i,j+1} \in Q) \\ & \quad \vee (c_{i,j} \in Q) \wedge c_{i+1,j-1}c_{i+1,j}c_{i+1,j+1} = \Delta(c_{i,j-1}c_{i,j}c_{i,j+1}) \end{aligned}$$

- $c_{i,j}$  denotes the symbol in the  $j^{\text{th}}$  square of the  $i^{\text{th}}$  configuration.
- I've ignored a few special cases at the ends of the tape.

# *SAT* is *NP* complete

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- *SAT* is in *NP*:
  - Just guess a satisfying assignment and check it.
- *SAT* is in *NP* hard: shown above by the reduction from any problem in *NP* to *SAT*.
  - The formula can be generated in time proportional to its length.
  - This is a polynomial time reduction from any problem in *NP* to *SAT*.
- $\therefore$  *SAT* is *NP*-complete.

# 3SAT

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- 3-CNF

- A “literal” is a variable,  $v$ , or its negation,  $\bar{v}$ .

- A “clause” is a disjunction (“or”) of variables e.g.  $v_3 \vee \bar{v}_5 \vee \bar{v}_8 \vee v_{13}$ .

- A formula is in conjunctive normal form (CNF) if it can be written as a conjunction (“and”) of clauses, e.g.

$$(v_3 \vee \bar{v}_5 \vee \bar{v}_8 \vee v_{13}) \wedge (v_1 \vee v_2 \vee v_3) \wedge (\bar{v}_{13} \vee v_{27})$$

- A formula is in 3-CNF if it is a CNF formula where each clause consists of three variables.

- 3SAT is a restricted version of SAT where the formula is in 3-CNF.

- By restricting the class of formulas, it can be easier to show a reduction from 3-CNF to some other problem,  $X$ , than it is to reduce arbitrary boolean formulas.



# 3SAT is NP-complete

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- I'll show that any boolean formula can be transformed into an equivalent 3-CNF formula.
  - We can push all negations down to the literals (just use DeMorgan's laws). This at most doubles the length of the formula.
  - If our top-level formula is of the form  $\Phi_1 \vee \Phi_2$  where neither  $\Phi_1$  nor  $\Phi_2$  are literals:
    - We rewrite it as  $(\Phi_1 \vee x)(\Phi_2 \vee \bar{x})$
    - $x$  is a “new” variable (doesn't appear in  $\Phi_1$  or  $\Phi_2$ ).
    - $x$  “selects” which of  $\Phi_1$  or  $\Phi_2$  must be true.
    - For example,  $(a \wedge b) \vee (c \wedge d)$  is satisfiable iff  $(a \wedge b \vee x) \vee (c \wedge d \vee \bar{x})$  is satisfiable.
- This shows that  $SAT \leq_P 3SAT$ .
  - We know that  $SAT$  is  $NP$  complete.
  - Therefore,  $3SAT$  is  $NP$  hard.
- Obviously,  $3SAT \leq_P SAT$ .
  - Therefore,  $3SAT$  is in  $NP$ .
- $\therefore 3SAT \leq_P SAT$ .

# *CLIQUE*

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# *CLIQUE* is NP-complete

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# Karp's 21 *NP*-complete problems

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- See:

[http://en.wikipedia.org/wiki/Karp's\\_21\\_NP-complete\\_problems](http://en.wikipedia.org/wiki/Karp's_21_NP-complete_problems).

# Not all hard problems are $NP$ -complete

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- Some algorithms that are polynomial time, but can look hard:
  - Dynamic programming
  - Linear programming
  - Bipartite matching
- Harder than  $P$  but easier than  $NP$ ?
  - If  $P \neq NP$ , then there must be an infinite number of problems in between the two. Here are candidates for “gap” problems:
    - Factoring
    - Graph isomorphism
- Harder than  $NP$ 
  - There are problems that are known to require exponential time or more.
  - Note that even these are “easier” than undecidable problems, but they are harder than  $NP$  complete.

# This coming week (and beyond)

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- Reading

- Nov. 17 (Today): Sipser 7.4
- Nov. 19 (Wednesday): class cancelled
- Nov. 21 (Friday): Sipser 7.5
- Nov. 24 (A week from today): Sipser 10.6

- Homework

- Nov. 14 (Friday): HW 10 goes out.
- Nov. 17 (Monday): HW 9 due.