## Homework 6

## Antonio Zea Jr

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## **Problems**

- 7.1 Answer each part TRUE or FALSE.
  - 1.  $2n = \mathcal{O}(n)$  is TRUE
    - $2n \le c(n)$ , where c = 3 and  $n_0 = 1$  then
    - $2n \leq 3(n)$ ,  $n \geq 1$
  - 2.  $n^2 = \mathcal{O}(n)$  is FALSE
    - $n^2 \ge c(n)$ ,  $\forall c \in \mathbb{N}$
  - 3.  $n^2 = \mathcal{O}(n\log^2 n)$  is FALSE  $n^2 \ge c(n\log^2 n)$  ,  $\forall c \in \mathbb{N}$

  - 4.  $n \log n = \mathcal{O}(n^2)$  is TRUE
    - $n \log n \le c(n^2)$ , where c = 1 and  $n_0 = 2$  then
    - $n\log n \le 1(n^2)$ ,  $n \ge 2$
  - 5.  $3^n = 2^{\mathcal{O}(n)}$  is FALSE
    - $3^n \ge 2^{c(n)}$ ,  $\forall c \in \mathbb{N}$

  - 6.  $2^{2^n} = \mathcal{O}(2^{2^n})$  is TRUE  $2^{2^n} \le c(2^{2^n})$  , where c=1 and  $n_0=1$  then  $2^{2^n} \le 1(2^{2^n})$  ,  $n \ge 1$
- 7.2 Answer each part TRUE or FALSE.
  - 1. n = o(2n) is TRUE
    - n < c(2n), where c = 1 and  $n_0 = 1$  then
    - $n < 1(2n) , n \ge 1$
  - 2.  $2n = o(n^2)$  is TRUE
    - $2n < c(n^2)$ , where c = 1 and  $n_0 = 3$  then
    - $2n < 1(n^2), n \ge 3$
  - 3.  $2^n = o(3^n)$  is TRUE
    - $2^n < c(3^n)$ , where c = 1 and  $n_0 = 1$  then
    - $2^n < 1(3^n)$ ,  $n \ge 1$
  - 4. 1 = o(n) is TRUE
    - 1 < c(n), where c = 1 and  $n_0 = 2$  then
    - $1 < 1(n), n \ge 2$
  - 5.  $n = o(\log n)$  is FALSE
    - $n \ge c \log n, \, \forall c \in \mathbb{N}$
  - 6.  $1 = o(\frac{1}{n})$  is FALSE  $1 \ge c\frac{1}{n}, \forall c \in \mathbb{N}$

7.3 Which of the following pairs of numbers are relatively prime? Show the calculations that led to your conclusions.

$$10505 = 1274 \cdot 8 + 313$$

$$1274 = 313 \cdot 4 + 22$$
1. 
$$313 = 22 \cdot 14 + 5$$

$$22 = 5 \cdot 4 + 2$$

$$5 = 2 \cdot 2 + 1$$

$$2 = 1 \cdot 2 + 0$$

$$8029 = 7289 \cdot 1 + 740$$

$$7289 = 740 \cdot 9 + 629$$
2. 
$$740 = 629 \cdot 1 + 111$$

$$629 = 111 \cdot 5 + 74$$

$$111 = 74 \cdot 1 + 37$$

$$74 = 37 \cdot 2 + 0$$

$$\therefore \gcd(7289, 8029) = 37$$

 $7.5~\mathrm{Is}$  the following formula satisfiable?

$$(x \vee y) \wedge (x \vee \overline{y}) \wedge (\overline{x} \vee y) \wedge (\overline{x} \vee \overline{y})$$

x	y	$(x \lor y)$	$(x \vee \overline{y})$	$(\overline{x} \lor y)$	$(\overline{x} \vee \overline{y})$	$(x \lor y) \land (x \lor \overline{y}) \land (\overline{x} \lor y) \land (\overline{x} \lor \overline{y})$
0	0	0	1	1	1	0
1	0	1	1	0	1	0
0	1	1	0	1	1	0
1	1	1	1	1	0	0

 $<sup>\</sup>overline{(x \lor y) \land (x \lor \overline{y}) \land (\overline{x} \lor y) \land (\overline{x} \lor \overline{y})}$  is not satisfiable.

7.6 Show that P is closed under union, concatenation, and complement.

For any two  $A, B \in \mathcal{P}$ , let  $M_1$  and  $M_2$  be the deterministic single-tape Turing machines that decide them in polynomial time. We construct M' a deterministic single-tape Turing machines that decides the union of A and B in polynomial time. "On input  $w \in A \cup B$ :

- 1. Run  $M_1$  on w if it accepts then M' accepts. If  $M_1$  rejects then move onto step 2.
- 2. Run  $M_2$  on w if it accepts then M' accepts. If  $M_2$  rejects then M' rejects."

For any two  $A, B \in \mathcal{P}$ , let  $M_1$  and  $M_2$  be the deterministic single-tape Turing machines that decide them in polynomial time. We construct M' a deterministic single-tape Turing machines that decides the intersection of A and B in polynomial time. "On input  $w \in A \cap B$ :

- 1. Run $M_1$  and  $M_2$  on w.
- 2. If either rejects, then M' rejects.
- 3. If both accept, then M' accepts."

For any two  $A, B \in \mathcal{P}$ , let  $M_1$  and  $M_2$  be the deterministic single-tape Turing machines that decide them in polynomial time. We construct M' a deterministic single-tape Turing machines that decides the concatenation of A and B in polynomial time. "On input  $w \in A \circ B$ :

- 1. Divide w into two substrings where  $w = w_1 \circ w_2$ , where  $w_1 \in A$  and  $w_2 \in B$ .
- 2. Run  $M_1$  on  $w_1$ . Run  $M_2$  on  $w_2$ . Because  $M_1$  and  $M_2$  are deciders the TMs do not need to be run in lockstep unison.
- 3. If  $M_1$  and  $M_2$  accept then M' accepts.
- 4. This process needs to be repeated for every possible subdivision of w. All of those subdivisions need to be run against  $M_1$  and  $M_2$  in parallel.
- 5. M' rejects if all subdivisions reject."

For any  $A \in \mathcal{P}$ , let  $M_1$  be the deterministic single-tape Turing machine that decides A in polynomial time. We construct M' a deterministic single-tape Turing machines that decides the complement of A in polynomial time. "On input  $w \in \overline{A}$ :

- 1. Run  $M_1$ on w.
- 2. If  $M_1$  accepts, then M' will reject.
- 3. If  $M_1$  rejects, then M' will accept."

7.7 Show that NP is closed under union and concatenation.

For any  $A, B \in \mathcal{NP}$ , let  $M_1$  and  $M_2$  be the nondeterministic single-tape Turing machines that decide them in polynomial time. We construct M' a nondeterministic single-tape Turing machines that decide the union of A and B in polynomial time. "On input  $w \in A \cup B$ :

- 1. Run  $M_1$  on w if it accepts then M' accepts. If  $M_1$  rejects then move onto step 2.
- 2. Run  $M_2$  on w if it accepts then M' accepts. If  $M_2$  rejects then M' rejects."

For any two  $A, B \in \mathcal{NP}$ , let  $M_1$  and  $M_2$  be the nondeterministic single-tape Turing machines that decide them in polynomial time. We construct M' a nondeterministic single-tape Turing machines that decides the concatenation of A and B in polynomial time.

"On input  $w \in A \circ B$ :

- 1. Divide w into two substrings where  $w = w_1 \circ w_2$ , where  $w_1 \in A$  and  $w_2 \in B$ .
- 2. Run  $M_1$  on  $w_1$ . Run  $M_2$  on  $w_2$ . Because  $M_1$  and  $M_2$  are deciders the TMs do not need to be run in lockstep unison.
- 3. If  $M_1$  and  $M_2$  accept then M' accepts.
- 4. This process needs to be repeated for every possible subdivision of w. All of those subdivisions need to be run against  $M_1$  and  $M_2$  in parallel.
- 5. M' rejects if all subdivisions reject."

7.8 Let CONNECTED =  $\{\langle G \rangle | G \text{ is a connected undirected graph} \}$ . Analyze the algorithm given on page 185 to show that this language is in P.

M = "On input  $\langle G \rangle$ , the encoding of a graph G:

- 1. Select the first node of G and mark it.
- 2. Repeat the following stage until no new nodes are marked:
  - (a) For each node in G, mark it if it is attached by an edge to a node that is already marked.
- 3. Scan all the nodes of G to determine whether they all are marked. If they are, accept; otherwise, reject."

Let m be the number of nodes in G. Stages 1 and 3 are executed only once. Stage 2.a runs at most m times because each time except the last it marks an additional node in G. Thus, the total numbers of stages used is at most 1+1+m, giving a polynomial in the size of G. Stages 1 and 3 of M are implemented in polynomial time easily. Stage 2.a involves looking at each node in G and testing whether it is attached to node that already marked, which also is easily implemented in polynomial time. Therefore M is a polynomial time algorithm for CONNECTED

7.10 Show that  $ALL_{DFA}$  is in P.

Let  $ALL_{DFA} = \{\langle A \rangle | A \text{ is DFA and } L(A) = \Sigma^* \}$ 

A DFA accepts some string iff reaching an accept state from the start state by traveling along the arrows of the DFA is possible. To test this condition, we can design a TM T that uses a marking algorithm.

T = "On input  $\langle A \rangle$ , where A is a DFA:

- 1. Mark the start state of A.
- 2. Repeat until no new states are marked:
  - (a) Mark any state that has a transition coming into it from any state that is alread marked.
- 3. If no accept state is marked, reject; otherwise accept."

Stage 1 executes once. Stage 3 has to check each accept state to see if any have been marked, this will take |F| steps (the number of accept states in the DFA). Stage 2.a runs at most |Q| times (the number of states in the DFA), because each time xcept the last it mark an additional state in A. Stage 2.a involves looking at each state A the DFA and testing whether its has a transition coming into it from a state that is already marked, this can be implemented in polynomial time. Therefore A a polynomial time algorithm for A and A are A are A are A and A are A and A are A and A are A and A are A are A and A are A are A and A are A are A are A are A are A and A are A are A are A are A are A are A and A are A are A are A are A and A are A and A are A