## Theory of Computation, Fall 2023 Assignment 9 Solutions

Q1. Define  $g: \mathcal{N} \times \mathcal{N} \to \mathcal{N}$  to be

$$g(m,n) = f(f(\ldots f(n)\ldots)),$$

where there are m compositions. g can also be written as follows.

$$g(0,n) = f(n)$$
$$g(m+1,n) = f(g(m,n))$$

Since f is primitive recursive, so is g.

We have that F(n) = g(n, n). That is,

$$F(n) = g(id_{1,1}(n), id_{1,1}(n)).$$

F is the composition of primitive recursive functions. Therefore, F is primitive recursive.

Q2. Fix an arbitrary  $k \geq 2$ . For  $i \in [1, k]$ , define  $P_i$  as follows.

$$P_i(n_1, \dots, n_k) = \begin{cases} 1, & \text{if } (n_i = \max\{n_1, \dots, n_k\}) \land (\forall j < i, n_j \neq \max\{n_1, \dots, n_k\}) \\ 0, & \text{otherwise} \end{cases}$$

 $P_i$  is a primitive recursive predicate since  $P_i$  can also be written as

$$P_i(n_1,\ldots,n_k) = (n_i > n_1) \land \cdots \land (n_i > n_{i-1}) \land (n_i \ge n_{i+1}) \land \cdots \land (n_i \ge n_k)$$

Note that

$$\varphi_k(n_1,\ldots,n_k) = \sum_{i=1}^k P_i(n_1,\ldots,n_k) \cdot n_i$$

That is,  $\varphi_k$  is a composition of primitive recursive functions. Thus  $\varphi_k$  is primitive recursive.

Q3. Since  $A \in \mathcal{P}$ , A is decided by some deterministic Turing machine  $M_A$  with polynomial running time.

Construct a deterministic Turing machine  $M_{\overline{A}}$  as follows.

 $M_{\overline{A}} = \text{on input } w$ :

- 1. Run  $M_A$  on w
- 2. If  $M_A$  accepts w
- 3. Reject w
- 4. Else  $(M_A \text{ rejects } w)$
- 5. Accept w

It is easy to see that  $M_{\overline{A}}$  decides  $\overline{A}$  in polynomial time. Therefore,  $\overline{A} \in \mathcal{P}$ .

- Q4. By the conclusion of Q3, we know that  $A \in \mathcal{P}$  implies that  $\overline{A} \in P$ . Since  $\mathcal{P} \subseteq \mathcal{NP}$ , we have  $A \in \mathcal{NP}$  and  $\overline{A} \in \mathcal{NP}$ . Therefore,  $A \in \mathcal{NP} \cap \text{co-}\mathcal{NP}$ .
- Q5. The following Turing machine V is a polynomial-time verifier for L.

V = on input "G":

- 1. If p does not represent a cycle in G
- 2. reject
- 3. traverse along p
- 4. accept if p visit every vertex of G exactly once, and reject otherwise