

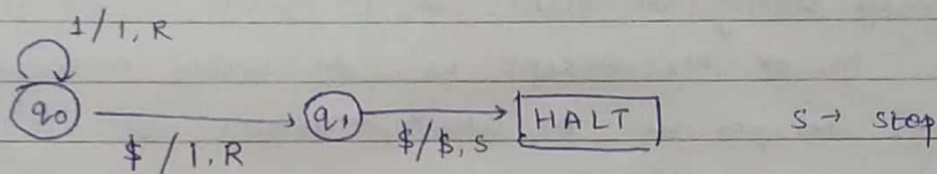
- ① ~~T.M.~~ We can construct a T.M. M which computes function

$$s(n) = n+1, \quad \Sigma = \{1\}$$

in following way:

- 1) Keep on moving till we get 1st blank symbol '\$'.
- 2) Replace 1st '\$' with 1.
- 3) Halt the T.M.

State diagram:



- ② Given: $A_{TM} = \{ \langle M, w \rangle \mid \text{T.M. } M \text{ accepts } w \}$

We've to construct a TM which accepts A_{TM} .

We assume A_{TM} is decidable. Let H be a decider for A_{TM} . On input w where w is string, H halts & accepts if M accepts w . Furthermore, H halts & rejects if M fails to accept w .

$$H(\langle M, w \rangle) = \begin{cases} \text{accept} & \text{if } M \text{ accepts } w \\ \text{reject} & \text{if } M \text{ rejects } w \end{cases}$$

- ③ Given: L is Turing Recognizable & co-Turing Recognizable.
To prove: L is decidable

Proof: L is co-Turing Recognizable

$\therefore \bar{L}$ is Turing Recognizable

let M_1 be a decider of L & M_2 be a decider for \bar{L} .

let M be a T.M. s.t.:

$M(w) \{$

1. Run both M_1 & M_2 on input w in parallel

2. If M_1 accepts \rightarrow accept

If M_2 accepts \rightarrow reject

$\}$

Every string is either in L or \bar{L} .

$\therefore M_1$ or M_2 accept w . M halts whenever M_1 or M_2 accepts w . M always halts, so it's a decider.
 $\Rightarrow L$ is decidable language.

Hence Proved.

④ Given: $L = \{ \langle G \rangle \mid G \text{ is a connected \& undirected graph} \}$

The following is a high-level description of a T.M. M that decides A .

$M(\langle G \rangle) \{$

1. Select the 1st node of G & mark it.

2. Repeat the following stage until no new nodes are marked.

3. For each node in G , mark if it's attached by an edge to a node that is already marked.

4. Scan all the nodes of G to determine whether they all are marked.

If they are \rightarrow accept

else \rightarrow reject.

$\}$

⑥ Given :

$EQ_{CFG} = \{ \langle G_1, G_2 \rangle \mid \text{For the CFG } G_1 \text{ \& } G_2, L(G_1) = L(G_2) \}$

To prove : EQ_{CFG} is decidable.

Proof : We'll reduce ALL_{CFG} to EQ_{CFG} where

$ALL_{CFG} = \{ \langle G \rangle \mid G \text{ is a CFG \& } L(G) = \Sigma^* \}$

We know that ALL_{CFG} is undecidable.

CFG $G_0 = (V, \Sigma, R, S)$

$V = \{S\}$ & S : string variable.

$L \in \Sigma$

$L(G_0) = \Sigma^*$

Let R be the decider for EQ_{CFG} & S to decide ALL_{CFG} .

S (on input $\langle G \rangle$ where G is a CFG) {

1. Run R on input $\langle G, G_0 \rangle$ where G_0 is the CFG defined above with $L(G_0) = \Sigma^*$.

2. If R accepts \rightarrow accept

R rejects \rightarrow reject.

}

TM R determines if $L(G) = L(G_0)$ but $L(G_0) = \Sigma^*$, it implies $L(G) = \Sigma^*$

\therefore TM S decides ALL_{CFG} but because it is undecidable, this is contradiction

$\Rightarrow EQ_{CFG}$ is decidable

Hence Proved.

- ⑥ Given: $T = \{ \langle M \rangle \mid \text{TM } M \text{ accepts } w^R \text{ whenever it accepts } w \}$

To prove: T is undecidable.

Proof:

The basic idea is to reduce A_{TM} to T , as we know that A_{TM} is undecidable.

Let A be decider of A_{TM} s.t.:

$A(\langle M, w \rangle) \{$

1. check if $\langle M, w \rangle$ is valid encoding of a TM M & string w

If not \rightarrow Reject

2. Construct following TM M_2 from M & w .

$M_2(w)$:

1. If $x \in L(00^*11^*) \rightarrow$ accept
2. If $x \notin L(00^*11^*) \rightarrow$ Run M on w .

}

$\therefore T$ is undecidable

Hence Proved

- ⑦ To prove: A_{TM} can't be mapping reducible to E_{TM} .

Proof: let us prove this by contradiction.

let A_{TM} be mapping reducible to E_{TM} via reduction

f . It follows from the definition of mapping reducibility that $\bar{A}_{TM} \leq_m \bar{E}_{TM}$ via the same redⁿ funcⁿ f .

But, \bar{E}_{TM} is Turing Recognisable & \bar{A}_{TM} is non-Turing Recognisable. This contradicts previous statement.

Hence, $A_{TM} \not\leq_m E_{TM}$

Hence Proved.

(2) Given: L_1 and $L_2 \in NP$

To prove: a) $L_1 \cup L_2 \in NP$

b) $L_1 \cap L_2 \in NP$

Proof:

a) $L_1 \cap L_2 \in NP$

$L_1 \in NP$ & $L_2 \in NP$

$\Rightarrow \exists$ NDTM M_1 which decides L_1 in $O(n^k)$ time &
 \exists NDTM M_2 which decides L_2 in $O(n^l)$ time.

NDTM
Let M' be a machine s.t.:

$M'(w)$:

1. Run M_1 on w . If M_1 rejected \rightarrow Reject
2. Else run M_2 on w . If M_2 rejected \rightarrow Reject
3. Else accept

The longest branch in any computation tree on input w of length n is $O(n^{\max(k,l)})$. So, M' is polynomial time non-deterministic decider of $L_1 \cap L_2$.

$\Rightarrow L_1 \cap L_2 \in NP$

b) $L_1 \cup L_2 \in NP$

Taking same assumptions as in part a),

Let M' be a NDTM s.t.:

$M'(w)$:

1. Run M_1 on w . If M_1 accepted \rightarrow Accept
Else
2. Run M_2 on w . If M_2 accepted \rightarrow Accept
3. Else Reject

This will run in $O(n^{\max(l,k)})$ time.

$\Rightarrow L_1 \cup L_2 \in NP$

Hence Proved

- (13) Given : $L \in \text{NP-complete} \cap \text{co-NP}$
 To prove : $\text{co-NP} = \text{NP}$.

$L \in \text{NP-complete} \cap \text{co-NP}$

$\Rightarrow L \in \text{NP-complete}$ and $L \in \text{co-NP}$

$\Rightarrow \downarrow$ (1) (2)

$L \in \text{NP}$ & $\forall L' \in \text{NP}, L' \leq_p L$

From (1) & (2),

$$\text{NP} \subseteq \text{coNP} \quad \& \quad \text{coNP} \subseteq \text{NP} \quad \text{--- (3)}$$

From (3), $\text{NP} = \text{co-NP}$

Hence Proved

- (14) To Prove : $P \subseteq \text{NP} \cap \text{co-NP}$

Proof: Let $L \in P \Rightarrow L \in \text{NP}$ --- (1) ($\because P \subseteq \text{NP}$)

As we know P is closed under complement

$\Rightarrow \bar{L} \in P \Rightarrow \bar{L} \in \text{NP}$

$\therefore \bar{L} \in \text{NP} \Rightarrow L \in \text{co-NP}$ --- (2)

$\Rightarrow L \in \text{NP}$ and $L \in \text{co-NP}$

$\Rightarrow \underline{L \in \text{NP} \cap \text{co-NP}}$

Hence Proved.

⑮ To prove: $P = NP \Rightarrow NP = \text{co-NP}$

Proof: Let $P = NP$, then

1. For every $L \in NP$, we have $L \in P$, and since the languages in P are closed under complement

$$\Rightarrow \bar{L} \in P$$

$$\Rightarrow L \in \text{coNP}. \quad \text{--- ①}$$

2. For every $L \in \text{coNP}$, we have $\bar{L} \in P$

$$\Rightarrow \bar{L} \in P$$

$$\Rightarrow L \in NP \quad \text{--- ②}$$

From ① & ②,

$$NP = \text{co-NP}$$

Hence Proved.

⑯ Given:

$$\text{HALT} = \{ \langle M, w \rangle \mid \text{T.M. } M \text{ halts on input } w \}$$

To prove: HALT is NP-hard

Proof: HALT can be NP-hard if:

$$\forall B \in NP, B \leq_p \text{HALT}$$

- We will try to reduce SAT problem into HALT problem in polynomial time.

- For this, let us construct an algorithm A for which input is formula x

suppose x has n variables

Algo A tries out all possible 2^n truth assignment & verifies if X is satisfiable.

If X : satisfiable \rightarrow A halts

else \rightarrow A enters infinite loop.

Hence A halts on i/p x iff x is satisfiable

\therefore $\text{HALT} \in \text{NP-Hard}$

\therefore Halting problem is undecidable $\rightarrow \text{HALT} \notin \text{NP}$

Hence, HALT is NP-Hard but not NP.

⑬ Given:

$3\text{COLOR} = \{ G = (V, E) \mid \text{A coloring of vertices of } G \text{ by 3 colors such that each adjacent vertices get different color.} \}$

To prove: 3COLOR is NP-complete.

Proof:

3COLOR is NP-complete iff:

1) $3\text{COLOR} \in \text{NP}$

2) $\forall A \in \text{NP}, A \leq_p 3\text{COLOR}$

We'll try to reduce 3-SAT problem into 3-COLOR problem in order to prove that 3-COLOR is NP-Complete.

1) Since we can verify coloring within polynomial time, hence,

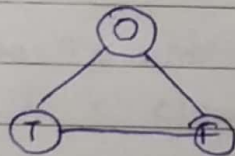
$3\text{COLOR} \in \text{NP}$.

2) $3\text{-SAT} \leq_p 3\text{COLOR}$

Idea : Use a collection of gadgets to solve the problem.

- ↳ Build a gadget to assign 2 of the colors with the labels "true" and "false".
- ↳ Build a gadget to force each variable to be either true or false.
- ↳ Build a series of gadgets to force those variables assignments to satisfy each clause.

Gadget 1: Assigning meaning



} These 3 nodes must have different colors.

color assigned to T : 'True'

color assigned to F : 'False'

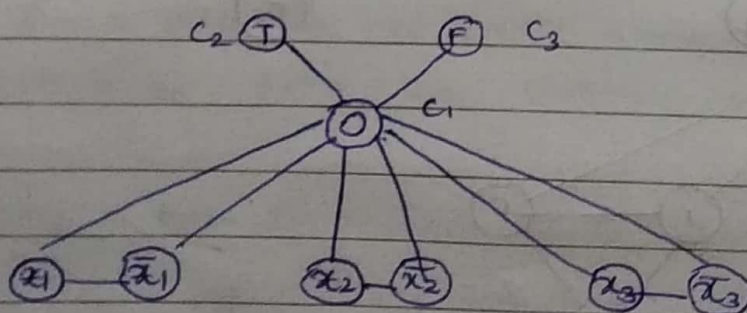
no color ~~are~~ special meaning to associated with O.

Gadget 2: Forcing a choice

Let 3-SAT statement be:

$$\Phi = (\bar{x}_1 \vee \bar{x}_2 \vee \bar{x}_3) \wedge (\bar{x}_1 \vee \bar{x}_2 \vee x_3)$$

$$\Phi = (x_1 \vee x_2 \vee \bar{x}_3) \wedge (\bar{x}_1 \vee \bar{x}_2 \vee x_3) \wedge (\bar{x}_1 \vee x_2 \vee \bar{x}_3)$$



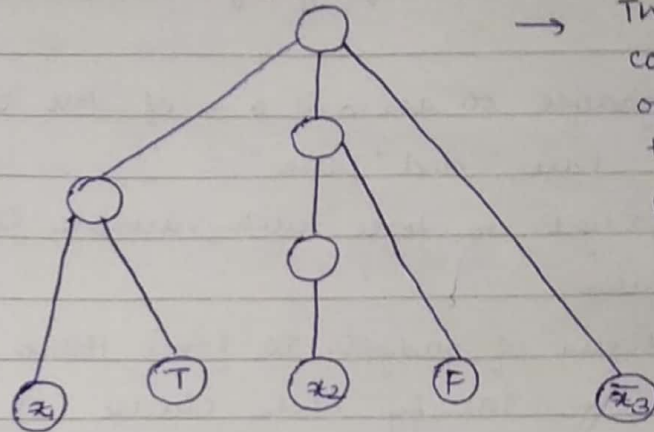
all literals have 2 choices : C_2 or C_3 .

if $x_1 : C_2$ then $\bar{x}_1 : C_3$

similarly with other literals.

Gadget 3 : clause satisfiability

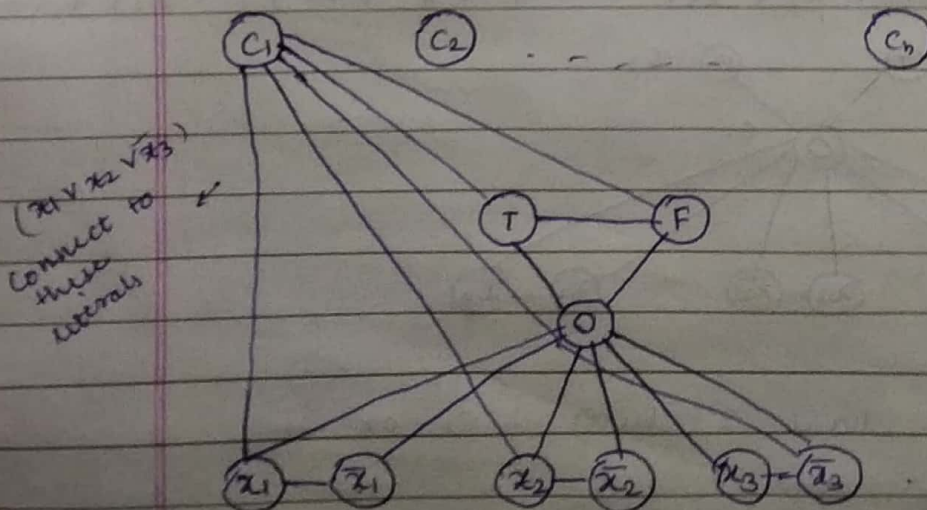
$$(\bar{x}_1 \vee x_2 \vee \bar{x}_3)$$



→ This node is colorable iff one of the inputs is the same color as T (One of the literals is true)

Overall :

1. Construct 1st gadget so we have a consistent definition of true & false
2. For each variable v :
 - i) Construct nodes v & \bar{v}
 - ii.) Add an edge between v & \bar{v}
 - iii.) Add an edge b/w v & 0 & b/w \bar{v} & 0 .
3. For each clause c :
Construct earlier gadget from c by adding in extra nodes & edges.



Thus, 3 COLOR is NP-Complete.

(18) Given :

MAX-CUT = $\{ \langle G, K \rangle \mid G \text{ has cut of size } K \text{ or more} \}$

To prove : MAX-CUT is NP-complete

Proof 1) MAX-CUT \in NP because a non-deterministic algorithm can guess the cut & check that it has size at least K in polynomial time.

2) We need to show :

$$3\text{SAT} \leq_p \text{MAX-CUT}$$

Let Φ be an instance of 3-SAT with ' v ' variables & ' c ' clauses. We build a graph G with $6cv$ nodes

- Each variable x_i corresponds to $6c$ nodes ; $3c$ labelled with x_i , & $3c$ labelled with \bar{x}_i .
- Connect each x_i with each \bar{x}_i node for a total of $3c^2$ edges.
- For each clause in Φ , select 3 nodes labeled by the literal in that clause & connect them by edges. Avoid selecting the same node more than once.
- Let K be $3c^2v + 2c$. Output $\langle G, K \rangle$.
- Take a true assignment of Φ . It yields a cut of size K by placing all nodes corresponding to true variables on 1 side & all other nodes at the other side. Then, the cut contains all $3c^2v$ edges b/w literals & their negations & 2 edges for each clause, because it contains atleast 1 true & 1 false

literal, yielding a total of $9c^2 + 2c = k$ edges.
 → For the converse, take a cut of size k . The clause edges can contribute at most $2c$ to the cut. G has only $9c^2$ other edges, so if G has a cut of size k , all of those other edges appear in it & each clause contributes its max.

Hence, all nodes labeled by same literal appear on same side of cut.

By selecting either side of cut & assigning its literals true, we get true assignment.

Hence, ~~3SAT~~ 3SAT \leq_P MAX-CUT.

19. To prove: 2SAT \in NL

Proof: 2-SAT can be solved by solving UNREACHABILITY on the graph.

suppose a 2-SAT formula F is given. Construct following directed graph G :

1. vertices in G : variables in F & their negations
2. edge (a, b) exists iff one of the clause $(\bar{a} \vee b)$ exists in F .

Hence, formula is satisfiable iff there exists no path between a & b .

Hence, 2SAT \in NL

Since UNREACHABILITY \in NL (Already known)

⇒ 2SAT \in NL-complete

- (20) Given: $L = \{ \langle G \rangle \mid G \text{ is strongly connected digraph} \}$
 To prove: L is NL-complete

1.) First, we show that $L \in NL$

consider the following TM which decides \bar{L} .

On input $\langle G \rangle$:

$M(\langle G \rangle) \{$

1. Non-deterministically select 2 nodes a & b .
2. Run PATH(a, b)

If it rejects \rightarrow accept

Otherwise \rightarrow reject

$\}$

Since storing nodes a & b take $O(\log n)$ space,
 $\bar{L} \in NL$. This means $L \in co-NL$.

Since $NL = co-NL$

$\Rightarrow L \in NL$

2.) $\forall L' \in NL, L' \leq_L L$

We do this by reducing PATH to L .

Consider following TM M :

$M(\langle G, s, t \rangle) \{$

1. Copy all of G onto o/p tape
2. Additionally for each node i in G
3. Output an edge from i to s
4. Output an edge from t to i

$\}$

If \exists a path from s to t , the graph constructed is strongly connected.
 else \rightarrow not strongly connected.

Since we only have to keep track of i^{th} node, it is logarithmic time reducible.

(11.)

Since there is a root at $x = x_0$

$$\Rightarrow c_1 x_0^n + c_2 x_0^{n-1} + \dots + c_n x_0 + c_{n+1} = 0$$

Rearranging the terms,

$$c_1 x_0^n = -(c_2 x_0^{n-1} + \dots + c_n x_0 + c_{n+1})$$

Taking absolute value on both sides, & applying triangular inequality, we get

$$|c_1 x_0^n| \leq |c_2 x_0^{n-1}| + \dots + |c_n x_0| + |c_{n+1}|$$

The inequality still holds if we substitute c_{\max} for all coefficients

$$|c_1 x_0^n| \leq |c_{\max}| (1 + |x_0| + \dots + |x_0|^{n-1})$$

Case I: $x_0 > 1$

$$|c_1 x_0^n| \leq |c_{\max}| (1 + |x_0| + \dots + |x_0|^{n-1})$$

Inequality still holds if we substitute $n|x_0|^{n-1}$ for $(1 + |x_0| + \dots + |x_0|^{n-1})$

$$\Rightarrow |c_1 x_0^n| \leq |c_{\max}| n |x_0|^{n-1}$$

$$\Rightarrow |x_0| \leq n \frac{|c_{\max}|}{|c_1|}$$

$$\Rightarrow |x_0| < (n+1) \frac{|c_{\max}|}{|c_1|}$$