

# CSC 320 Final

1.  $S \rightarrow TU \mid UV \mid TW$   
 $T \rightarrow TT \mid UT \mid WT \mid + \mid u$   
 $U \rightarrow TU \mid UV \mid u$   
 $V \rightarrow VW \mid v$   
 $W \rightarrow w$

. Determine string  $s = +vwuu \in L(G)$

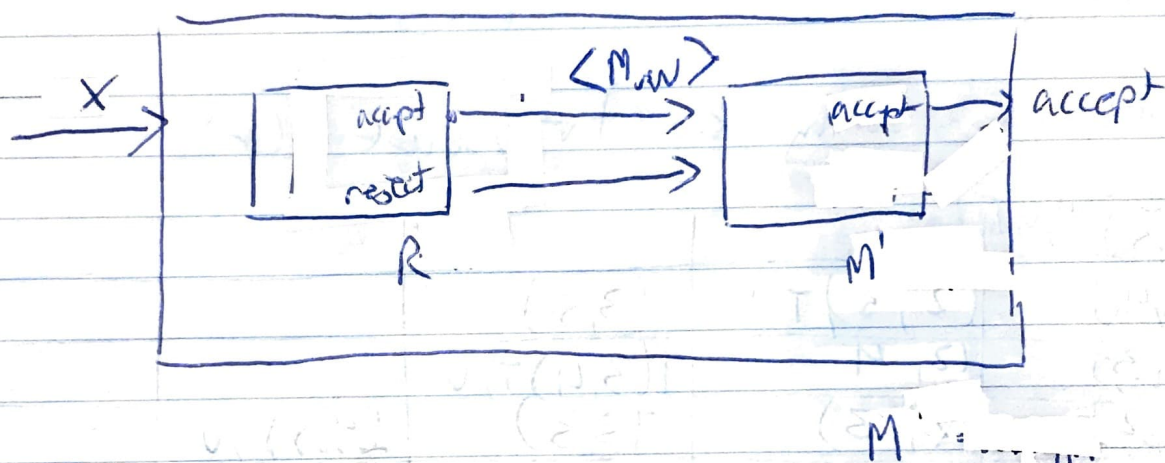
$S, S, T, U, U, T$			
$(S, U)$	$(U, U, T)$		
$\emptyset$	$U$	$T, T, S, T, U$	
$\emptyset$	$V$	$T, \dots$	$S, T, T, U$
$T$	$V$	$W, \dots$	$T, U$
$+$	$v$	$w$	$u$

- a.  $T$
- b.  $v$
- c.  $w$
- d.  $T, U$
- e.  $T, U$
- f. empty
- g.  $v$
- h.  $T$
- i.  $S, T, U$
- j. empty
- k.  $U$
- l.  $S, T, U$
- m.  $S, U$

- n.  $T, U$
- p.  $S, T, U$

2. (a) Give a mapping reducibility from  $A_{TM}$  to  $ALL_{TM}$ . Prove  $A_{TM} \leq_m ALL_{TM}$

• Let us create the TM  $M'$  for this purpose.



$M' =$  "On input  $x$

1) Run  $x$  on  $R$

- if  $x = w$  then accept
- if  $x \neq w$  then accept

2) Run the output from  $R$  on  $M'$  as  $\langle M, w \rangle$

- if  $R$  accepted and  $M'$  halts then accept
  - if  $R$  rejected and  $M'$  halts then accept
- close loop and thus repeat  $\langle M, w \rangle$

3) If  $M'$  accepts then  $M$  accepts

• Thus we have proven that if the string  $x$  is recognized as any string, then  $ALL_{TM}$  will accept any string. The results of this can be used to determine  $A_{TM}$  proving mapping reducibility.

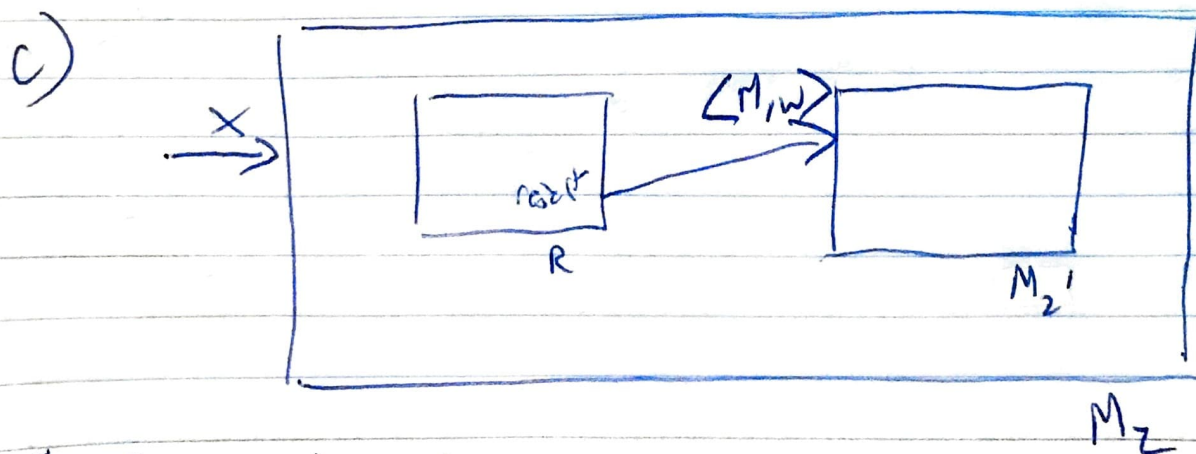


b)  $ALL_M$  is not co-turing recognizable because there exists a case where we would be given a string in part a) that would loop on the verifier,

- Because  $R$  would have to have to accept all strings since  $\Sigma^*$  is the set of all languages including the empty string.

- However since  $M'$  is a recognizer for  $M$  we see that there is no point at which  $M'$  will recognize the input for  $ALL_M$  as the recognizer sees and accepts all languages.

∴ Therefore since  $M'$  doesn't recognize that input, we can say that  $ALL_M$  is not co-turing recognizable since  $ALL_M$  isn't recognized.



" On input  $x$

1) Run  $x$  on  $R$

if  $x = w$  then reject

if  $x \neq w$  then reject

- 2) Run the output from  $R$  on  $M_2'$  as  $\langle M_2, w \rangle$ 
  - If  $R$  accepted in  $M_2'$  halts then accept
  - If  $R$  rejected in  $M_2'$  halts then accept
  - else  $M_2'$  loops and thus rejects  $\langle M_2, w \rangle$
- 3) If  $M_2'$  accepts then  $M_2$  accepts.

2. Thus we have shown a recognizer that has reduced  $A_{TM}$  to  $\overline{A_{TM}}$ . On input  $x$  we have shown that we can come to a conclusion for  $\overline{A_{TM}}$ .

a) Moreover b) and c) are a contradiction.  
If  $\overline{A_{TM}}$  is recognizable in c) then by definition it would be co-recognizable in b).

• Thus by contradiction  $\overline{A_{TM}}$  is not co-Turing recognizable.



3a) Prove that  $\text{VERTEX-COVER} \in \text{NP}$

- 1) Prove it is NP
- c) Prove all NP problems are polynomial time reducible.

1) We use 3SAT reduced to  $\text{VERTEX-COVER}$ ,

- ↳ Since we know the vertex cover has 3 nodes each.
- ↳ For vertex cover we know each edge is  $(u, v)$  where at least one of  $u, v$  is  $\in E$ .
- ↳ So a node can be  $x$  and  $\bar{x}$  for true and false.

↳ we see by theorem 7.44 that  $k = m + 2l$  and we can build  $\phi$  which is a boolean formula that can be mapped to a graph  $G$  and a value  $k$ .

↳ Now for vertex cover since an edge touches each node we can say that  $\phi$  can be reduced to  $G$  and  $k$ .

↳ Since  $\phi$  has been reduced to a 3sat formula which is NP we can say that  $\text{VERTEX COVER} \in \text{NP}$ ,