

①

$$L.H.S \Rightarrow \neg(\exists x P(x) \wedge \forall y \neg(M(x,y)))$$

$$\wedge P(a)$$

$$\Rightarrow (\neg(\exists x P(x)) \vee \neg(\forall y \neg(M(x,y)))) \wedge P(a)$$

$$\{ \neg(a \wedge b) = \neg a \vee \neg b \}$$

$$\Rightarrow (\neg(\forall x \neg P(x)) \vee (\exists y M(x,y))) \wedge P(a)$$

$$\left\{ \begin{array}{l} \neg(\forall x P(x)) = \exists x \neg P(x) \\ \neg(\exists x P(x)) = \forall x \neg P(x) \end{array} \right\}$$

$$\Rightarrow (\neg P(a) \vee \exists y M(a,y)) \wedge P(a)$$

$$\{ \text{Universal instantiation} \}$$

$$\Rightarrow (\neg P(a) \wedge P(a)) \vee (\exists y M(a,y) \wedge P(a))$$

$$\{ \text{Distributive property} \}$$

$$\Rightarrow \exists y M(a,y) \wedge P(a)$$

$$\{ a \wedge \neg a \text{ is fallacy} \}$$

$$\Rightarrow \exists y M(a,y) \wedge P(a) \rightarrow \exists y M(a,y)$$

{ simplification
- rules of inference }

$$\Rightarrow \boxed{L.H.S \rightarrow \exists z M(a,z)}$$

{ variable change }

\therefore Proved.

(2)

$$L.H.S = (2+2)$$

$$= 2 + s(1)$$

$$= s(2+1)$$

$$= s(2+s(0))$$

$$= s(s(2+0))$$

$$= s(s(2))$$

$$= s(s(s(1)))$$

$$= s(s(s(s(0))))$$

$$= R.H.S$$

$$\{s(1)=2\}$$

$$\{a+s(b)=s(a+b)\}$$

$$\{s(0)=1\}$$

$$\{a+s(b)=s(a+b)\}$$

$$\{a+0=a\}$$

$$\{s(1)=2\}$$

$$\{s(0)=1\}$$

$$\therefore (2+2) = s(s(s(s(0))))$$

Koushik Raj
17CS30022
Page-2

- ③
- Computation is a method where each step is deterministic and when the input is finite it gives an output (solution) in finite steps.
 - Theory of computation is the study that deals with how efficiently problems can be solved on a model of computation using an algorithm.
 - In other words, it is the study about ultimate capability of computers, that is, the problems ^{that} can be solved, can be partially solved, or cannot be solved at all by a computer which is restricted by the limitation of physically realizable and employing methods that are deterministic and end in finite number of steps.
 - "Ultimate" because, we are discussing the final form of computers.