

# HW11

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1. You are employed as a programmer, and you are asked to write a program that:

(a) receives in input a generic C program  $x$ , and counts the number of statements in  $x$ .

Y

(b) receives in input a generic C program  $x$  and an input string  $w$ , and counts the number of statements executed at least once when  $x$  runs on input  $w$ .

N

(c) receives in input a generic C program  $x$  and an input string  $w$ , and counts the number of statements never executed when  $x$  runs on input  $w$

N

(d) receives in input a generic C program  $x$  and decides whether  $x$  is syntactically correct.

Y

(e) receives in input two natural numbers and computes a specific function  $f : N^2 \rightarrow N$

N

(f) receives in input a generic arithmetic expression  $e$  composed of integers and the four arithmetic operators, and computes its value.

Y

(g) halts on the empty string.

Y

(h) receives in input a generic C program  $x$  and decides whether  $x$  halts only on the empty string.

N

(i) receives in input two generic regular expressions and decides whether they are equivalent.

Y

(j) receives in input a generic C program  $x$  and the name of one of its functions,  $f$ , and decides whether  $x$  can ever call  $f$ .

N

(k) receives in input a generic C program  $x$ , an input string  $w$ , and the name of one of its functions,  $f$ , and decides whether  $x$  calls  $f$  when running on input  $w$ .

N

(l) receives in input two generic C programs  $x_1$  and  $x_2$  and an input string  $w$ , and decides whether  $x_1$  and  $x_2$  produce the same output when running on input  $w$ .

N

(m) receives in input two generic C programs  $x_1$  and  $x_2$ , and decides whether  $x_1$  and  $x_2$  produce the same output when running on every possible input.

N

(n) receives in input two generic C programs  $x_1$  and  $x_2$ , and decides whether  $x_1$  and  $x_2$  produce the same output when running on at least one input.

N

(o) receives in input a generic C program  $x$ , an input string  $w$ , and a natural number  $n$ , and decides whether  $x$  uses less than  $n$  bytes of memory when running on input  $w$ .

Y

(p) receives in input a generic C program  $x$ , an input string  $w$ , and decides whether there is  $n \in N$  such that  $x$  uses less than  $n$  bytes of memory running on input  $w$ .

N

2. Use reduction to prove that the language

Suppose by contradiction that  $L$  is decidable. We will reduce the halting problem to  $L$ . To reduce we will create a new machine that is the same as the halting problem with a machine that takes  $L$ . We will assume that machine  $M'$  takes  $L$ . If the machine  $M$  with input  $w$  enters its initial state more than once then if it was given to  $M'$  it would return true. Suppose that the machine we are making is  $M''$ . We will create  $M''$  with  $M'$ . In order to do this  $M''$  will append a transition to the initial state to  $w$ . In otherwords for all inputs to  $M'$  if it halts it will be true. If  $M'$  does not halt it will never return to the initial state and since we assume its decidable it would be false. This is a contradiction because this machine  $M''$  is the halting problem because it returns true if it halts and false if it does not. Therefore by reduction  $L$  is not decidable.