

Q1) i) If  $A$  is a regular language then there exists a number  $P$  (pumping length) where if  $s$  is a string from  $A$  with length at least  $P$  ( $|s| \geq P$ ) then  $s$  can be divided into three pieces,  $s = xyz$  satisfying the following conditions:

- (i)  $\forall i \geq 0$  the value  $xy^i z \in A$
- (ii)  $|y| > 0$  ( $y \neq \epsilon$ )
- (iii)  $|xy| \leq P$

ii)  $L = \{a^n \mid n \text{ is a prime}\}$

Let  $L$  is regular

Let  $P$  be the pumping length.

$$L = \{aa, aaa, aaaaa, \dots\}$$

$$\text{Let } P = 3$$

$$s = aaa$$

$$|s| = 3$$

$$s \geq P \text{ (True)} \quad \text{Let } x = a \quad y = a \quad z = a$$

$$\text{① } |y| > 0$$

$$\text{② } |xy| \leq P$$

$$\Rightarrow 2 \leq 3$$

$$\text{③ } i \geq 0$$

$$xy^i z \in L$$

For  $i = 0$

$$\begin{aligned} xy^0 z &= aa^0 a \\ &= aa \in L \end{aligned}$$

$$i = 1$$

$$\begin{aligned} xy^1 z &= aa^1 a \\ &= aaa \in L \end{aligned}$$

$$i = 2$$

$$\begin{aligned} xy^2 z &= aa^2 a \\ &= aaaa \notin L \end{aligned}$$

Hence,  $L$  is not a context-free language.

62) i)  $L = \{a^i b^j c^k \mid i, j, k \geq 0 \text{ and } i=j \text{ or } i=k\}$

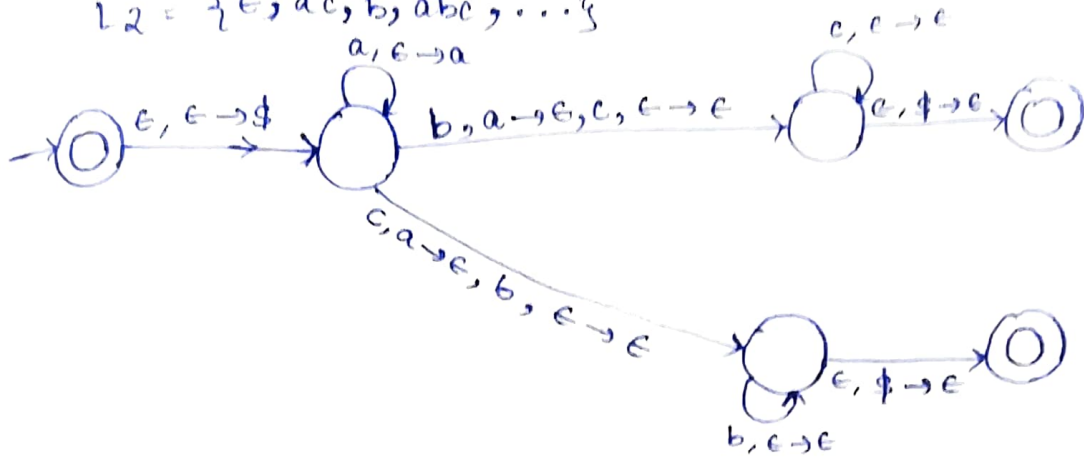
$$L = L_1 \cup L_2$$

$$L_1 = \{a^i b^j c^k \mid i=j\}$$

$$L_2 = \{a^i b^j c^k \mid i=k\}$$

$$L_1 = \{\epsilon, c, ab, abc, \dots\}$$

$$L_2 = \{\epsilon, ac, b, abc, \dots\}$$

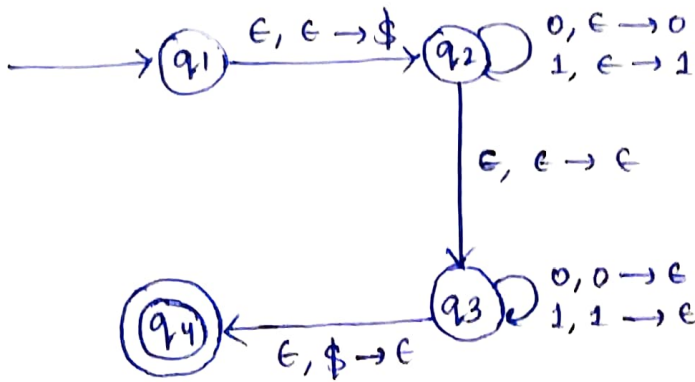


ii)  $L = \{ww^R \mid w \in \{0,1\}^*\}$

$$L = \{aa, abba, abbbba, aaaaa, \dots\}$$

→

$$L = \{00, 0110, 011110, 0000, 1111, \dots\}$$





84) i) A decision problem 'p' is said to be decidable if there exist a halting Turing machine that can decide or solve the problem.

eg: Decision problems w.r.t FA which are decidable

→ Finiteness Problem

→ Emptiness problem - ' $\phi$ ' → empty language.

→ Membership problem

→ Equivalence problem

→ Completeness problem =  $\Sigma^*$  all the  $\delta$  state and final state

Undecidable: A problem is said to be undecidable if there exists no decision algo or Turing Machine that can solve the problem.

Ex: Equivalence of 2 CFG.

Ambiguity of CFG.

Halting problem of Turing machine.

11) Let's assume for the purpose of obtaining a contradiction that TM  $R$  decides  $HALT_{TM}$ . We construct TM  $S$  to decide  $A_{TM}$ , with  $S$  operating as follows.

$S =$  "On input  $\langle M, w \rangle$ , an encoding of a TM  $M$  and a string  $w$  :

1. Run TM  $R$  on input  $\langle M, w \rangle$

2. If  $R$  rejects, reject.

3. If  $R$  accepts, ~~if~~ simulate  $M$  on  $w$  until it halts.

4. If  $M$  has accepted, accept; if  $M$  has rejected, reject."

Clearly, if  $R$  decides  $HALT_{TM}$ , then  $S$  decides  $A_{TM}$ .

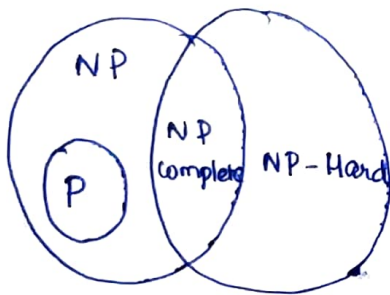
Because  $A_{TM}$  is undecidable,  $HALT_{TM}$  also must be undecidable.

85) i) P: A language  $L$  is said to be in P class if there ~~the~~ exist a Deterministic Turing machine  $M$  that solves  $L$  in polynomial time.

NP: A language  $L$  is said to be NP class if there exist a Non-Deterministic Turing Machine  $M$  that can solve  $L$  in Non-Deterministic polynomial time

NP-complete: A problem  $L$  is said to be NP complete if  $L \in NP$  and every problem  $L$  that belongs  $L$  is polynomial time reducible to  $L$ .

NP-hard: A problem  $L$  is said to be NP-hard if every problem  $L$  in NP is polynomial time reducible to  $L$  and  $L$  is not necessarily in NP class



ii) Reducibility: Reduction is a way of converting one problem to another problem in such a way that the sol<sup>n</sup> to the second problem can be used to solve the first problem. So reduction always involve two problem i.e.  $A$  and  $B$  and is denoted as

$A \leq B$