

CIS 511 Homework 4

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Problem 1

We want to show that finding if a Turing Machine has a *useless state* is Turing Decidable. We formulate this as a language:

$$L = \{\langle M, q \rangle \mid q \in Q(M), \forall s \in \Sigma^* M(q) \text{ } M \text{ does not enter } q\}$$

Now we reduce this to A_{TM} to show that it is undecidable. First as usual, we suppose toward contradiction that there was a decider of this language, which we will denote D . We build a Turing Machine in the following manner:

```
function  $N(\langle M, x \rangle)$ 
  Build the description for the following machine
  function  $A(y)$ 
    Ignore input  $y$ 
    Simulate  $M(x)$ , and output what it outputs
  end function
  Simulate  $D(\langle A, q_A \rangle)$ , where  $q_A$  is the accept state of  $D$ , and output what it outputs
end function
```

If $M(x)$ halts and accepts, then we eventually reach the accept state of A , by construction. Also by construction we never reach the accept state if $M(x)$ loops or if it rejects. Since D is a decider, and building the machine description takes finite time, N always halts. Therefore N accepts if and only if D accepts, which in turn accepts if and only if $\langle M, x \rangle \in A_{TM}$. Therefore, N decides A_{TM} , a contradiction.

Problem 2

Problem 3

We want to show that the intersection of two context free languages is undecidable using A_{TM} .

Problem 4

Problem 5

Show that the language

$$ISO = \{\langle G, H \rangle \mid G \text{ and } H \text{ are isomorphic graphs}\}$$

is in NP.

To do this we need to show a verifier V for ISO . As one might expect, the certificate for a member of the language $\langle G, H \rangle$ is the isomorphism $\phi : V_G \rightarrow V_H, v \rightarrow \phi(v)$ between them. The size of such an isomorphism would be about $2n$ where n is the number of nodes in G and H , so it polynomial in the size of G and H . We also need to check that the verifier V using this runs in polynomial time. A simple algorithm to use this is the following:

```
function  $V(\langle G, H \rangle, \phi)$ 
  If the number of nodes or edges in  $G$  differ from the number of nodes or edges in  $H$ , reject
for Nodes  $v$  in  $G$  do
  If the number of edges  $(v, u)$  in  $G$  differ from the number of edges  $(\phi(v), u')$  in  $H$ , reject
```

```

    for Edges  $(v, u)$  in  $G$  do
        If  $(\phi(v), \phi(u))$  is not in  $H$ , reject
    end for
end for
Accept
end function

```

By asserting that the size of the graphs are the same, that each node v has the same degree as $\phi(v)$ and maps to the corresponding vertices, we have shown that the isomorphism is correct. If there is no isomorphism then at least one of these tests will fail. Therefore $V(\langle G, H \rangle, y)$ will accept for some input y if and only if there is an isomorphism between G and H .

Problem 6

Problem 7

For a language A to be NP-complete, it needs to satisfy two conditions:

- $B \in \text{NP}$
- $\forall L \in \text{NP}, A \leq_p B$

We want to show that if $P = \text{NP}$, then every language $A \in P$ except $A = \emptyset$ and $A = \Sigma^*$ is NP-complete.

The basic idea is that since we have polynomial time algorithms for all NP-complete problems like SAT, we map each language to SAT, solve it, then map that output to appropriate inputs for the original language, i.e. use $L \leq_p \text{SAT}$ then that $L \leq_p \text{SAT}$ (kind of a hack).

We know that $\text{SAT} \in \text{NP}$, and since by assumption $P = \text{NP}$, $\text{SAT} \in P$. That means there must be a polynomial time turing machine M_{SAT} that accepts SAT in polynomial time. We also know that SAT is NP-complete, so for every language $L \in \text{NP}$ there is a polynomial time function $f_L^{\text{SAT}} : \Sigma^* \rightarrow \Sigma^*$ that satisfies $w \in L \iff f_L^{\text{SAT}}(w) \in \text{SAT}$.

Given a language $A \in P$ besides the empty and full languages, we know there exists strings $s_{\text{acc}} \in A$ and $s_{\text{rej}} \notin A$. Since we assume $P = \text{NP}$, we know $A \in \text{NP}$. Using all of this we create the following map for a language $L \in P$:

```

function  $f_L^A(x)$ 
    Let  $y = f_L^{\text{SAT}}(x)$ 
    Simulate  $M_{\text{SAT}}(y)$ , and record its output
    If it accepted, output  $s_{\text{acc}}$ 
    Otherwise, output  $s_{\text{rej}}$ 
end function

```

This machine satisfies $x \in L \iff f_L^A(x) \in A$ since it outputs $s_{\text{acc}} \in A$ if M_{SAT} accepted and $s_{\text{rej}} \notin A$ if M_{SAT} rejected, and we know M_{SAT} accepts if and only if $f_L^{\text{SAT}}(x) \in \text{SAT}$. We also know this runs in polynomial time, since $f_L^{\text{SAT}}(x)$ runs in polynomial time and $M_{\text{SAT}}(y)$ runs in polynomial time, and the rest are just a constant number of operations. Therefore this is a polynomial time map from arbitrary language L to arbitrary language A and so.

Since A satisfies both the conditions to be NP-complete, and A was any language in P (with the two exceptions), then any language in P is NP-complete if $P = \text{NP}$.