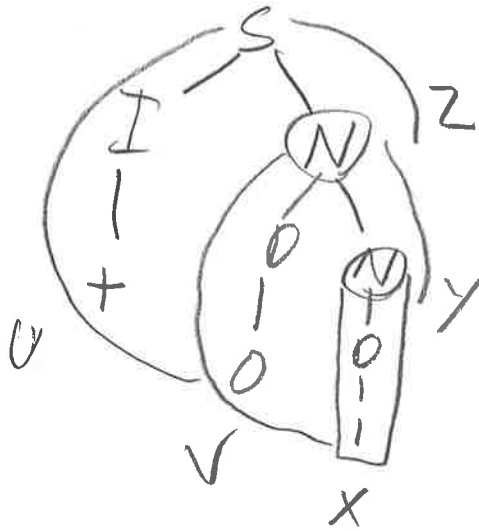


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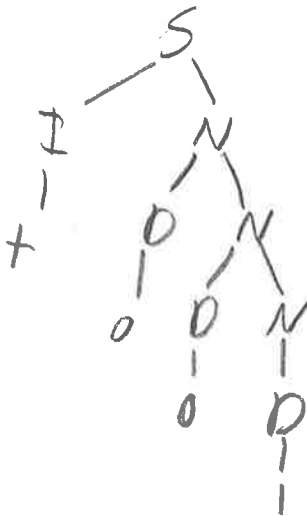
1. Illustrate the pumping lemma for context-free grammars by showing how it will represent the word $w = +01$ which is generated by the CFG with starting variable S and rules $S \rightarrow N$, $S \rightarrow IN$, $I \rightarrow +$, $I \rightarrow -$, $N \rightarrow DN$, $N \rightarrow D$, $D \rightarrow 0$, and $D \rightarrow 1$ as $uvxyz$. Show, step-by-step, how the corresponding word uv^2xy^2z can be derived from this CFG.

 $w = +01$ $u = +$ $v = 0$ $x = 1$ $y = 1$ $z = 1$

$$\text{len}(vy) = \text{len}(0) = 1 > 0 \quad \checkmark$$

$$\text{len}(vxy) = \text{len}(011) = 2 \leq p \quad (\text{by assumption})$$

$$uv^2xy^2z = +001111 = +001 \quad \text{which is generated as below}$$



$$\text{So } uv^2xy^2z \in L$$

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2. Prove that the language of all the words that have an equal number of a's and b's, and twice as many c's is not context-free.

The language $L = \{a^n b^n c^{2n}\}$ is not CFG.

Proof by contradiction.

Let's assume that L is a CFG. Then, by pumping lemma, there exists p such that every word from L whose length is $\geq p$ can be represented as $w = uvxyz$ so that $L(vy) \neq \emptyset$, $\text{len}(vxy) \leq p$, and for all i , $uv^i xy^i z \in L$. Let's take $w = a^p b^p c^{2p}$. Its length is $4p \geq p$, so we can represent it as $uvxyz$. $a \dots b \dots b c \dots c$

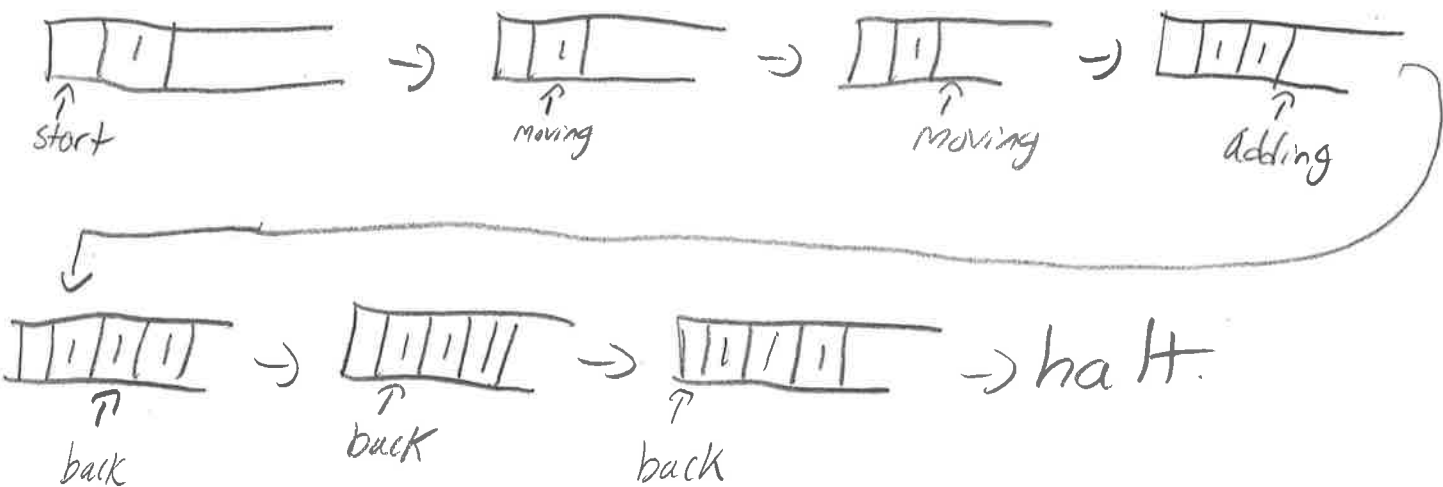
The fragment vxy cannot contain a's, b's and c's because then it would have length $> p$ and $\text{len}(vxy) \leq p$. So we have one of the following options:

- 1) vxy is in a's
- 2) vxy is in a's and b's
- 3) vxy is in b's
- 4) vxy is in b's and c's
- 5) vxy is in c's

When we consider uv^2xy^2z in case 1, we add a's but not b's or c's, so in uv^2xy^2z we have more a's than b's or c's, so $uv^2xy^2z \notin L$. In case 2, we add a's and b's but not c's, so in uv^2xy^2z we have more a's and b's than c's, so $uv^2xy^2z \notin L$. In case 3, we add b's but not a's and c's, so in uv^2xy^2z we have more b's than a's or c's, so $uv^2xy^2z \notin L$. In case 4, we add b's and c's but not a's, so in uv^2xy^2z we have more b's and c's than a's, so $uv^2xy^2z \notin L$. In case 5, we add more c's but not a's or b's, so we have more than the twice amount of c's than a's and b's, so $uv^2xy^2z \notin L$. But by pumping lemma $uv^2xy^2z \in L$. We have a contradiction, so our assumption is false, L is not a CFG.

3. Design a Turing machine that, given a positive unary number n , adds 2 to this number. Test it, step-by-step, on the example of $n = 1$.

$(start, \#) \rightarrow (moving, R)$
 $(moving, 1) \rightarrow (moving, R)$
 $(moving, \#) \rightarrow (adding, 1, R)$
 $(adding, \#) \rightarrow (back, 1, L)$
 $(back, 1) \rightarrow (back, L)$
 $(back, \#) \rightarrow halt$

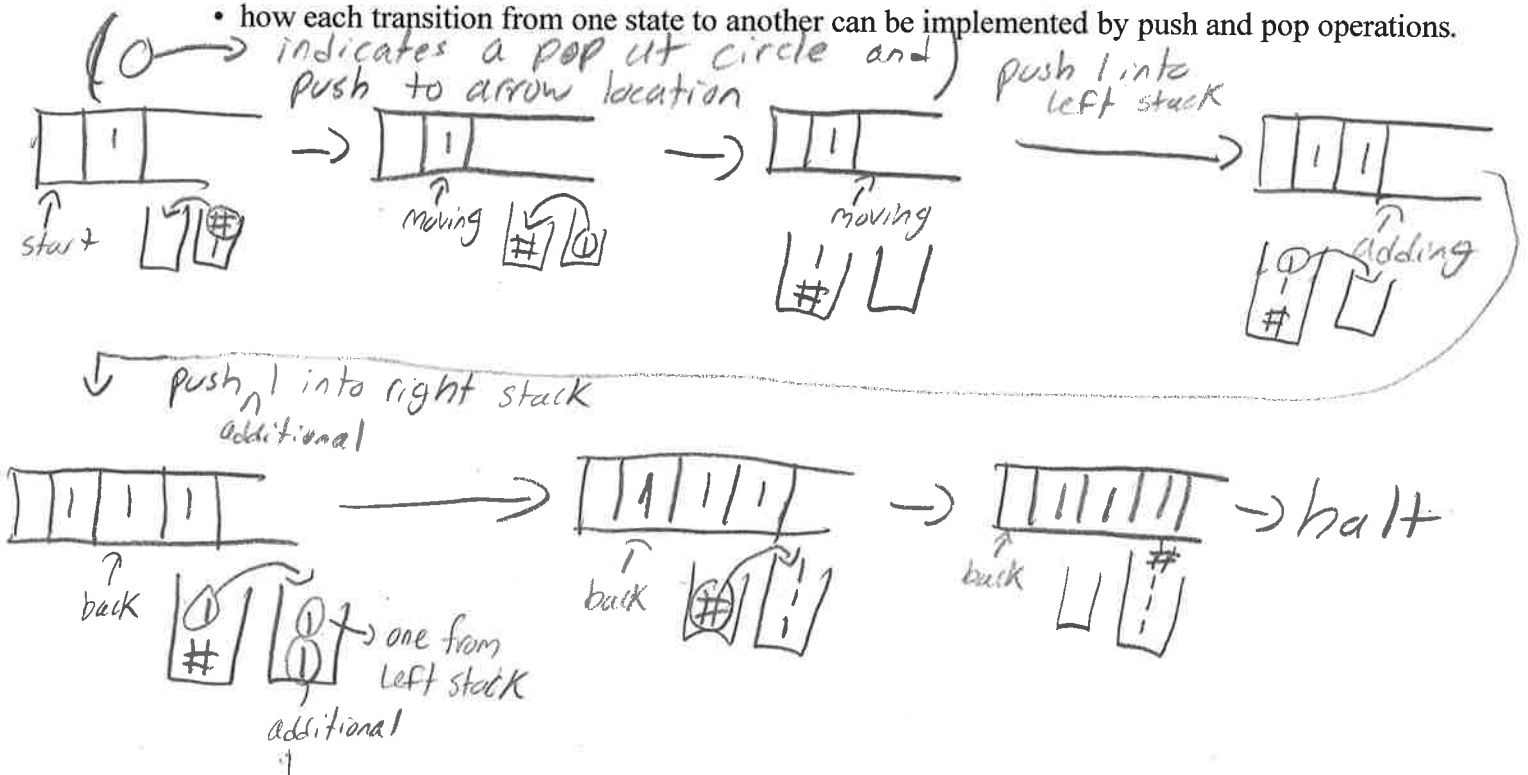


4. As we discussed in class, a Turing machine can be described as a finite automata with two stacks:

- the right stack contains, on top, the symbol to which the head points; below is the next symbol to the right, then the next to next symbol to the right, etc.;
- the left stack contains, on top, the symbol directly to the left of the head (if there is a one), under it is the next symbol to the left, etc.

On the example a Turing machine from Problem 3, show, step-by-step:

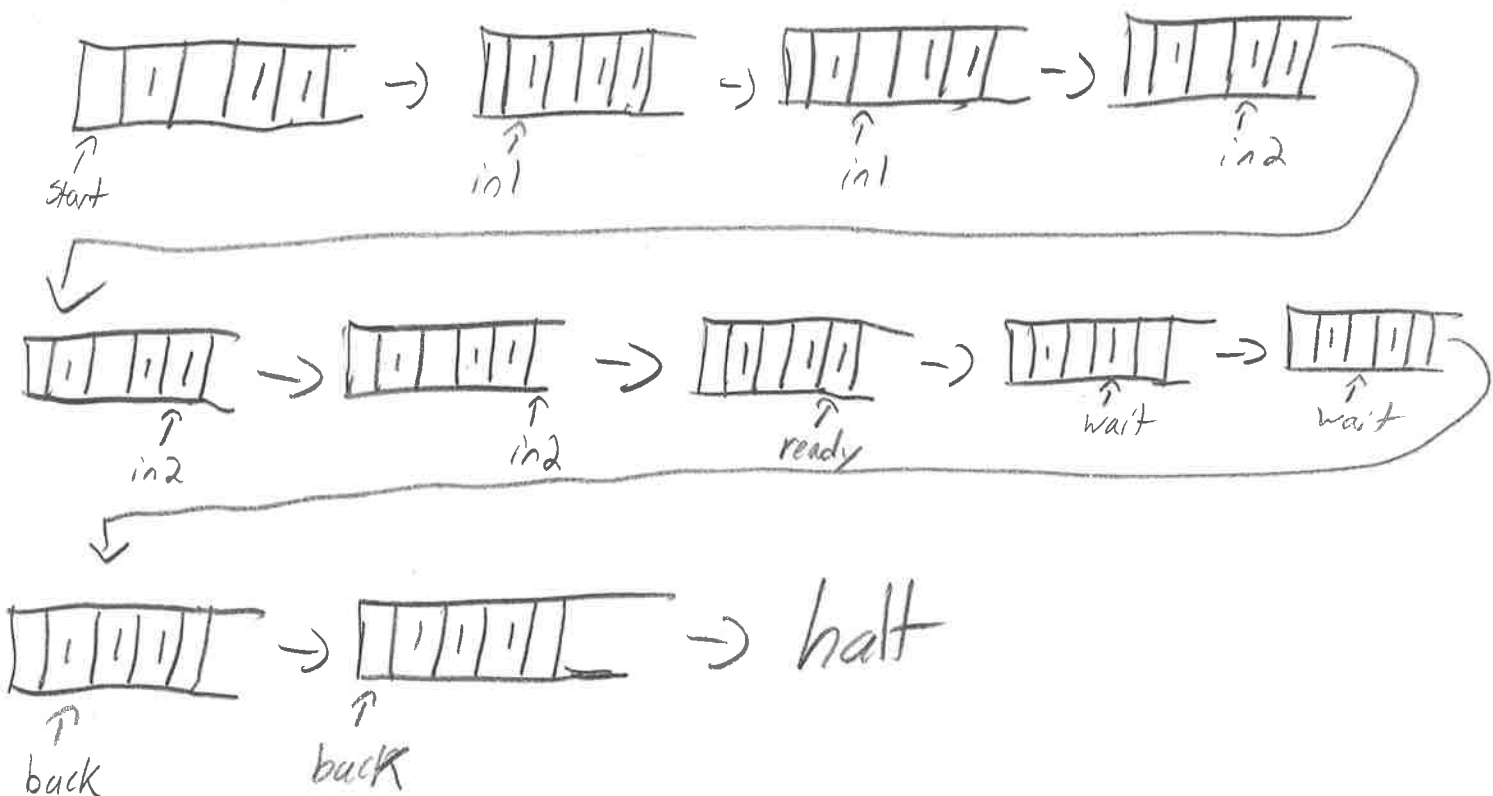
- how each state of the corresponding Turing machine can be represented in terms of two stacks, and
- how each transition from one state to another can be implemented by push and pop operations.



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5. Design a Turing machine that, given two unary numbers, computes their sum. Test it, step-by-step, on the example of $1 + 2$.

$(start, \#) \rightarrow (in1, R)$ $(ready, 1) \rightarrow (wait, \#, L)$
 $(in1, 1) \rightarrow (in1, R)$ $(ready, \#) \rightarrow (back, L)$
 $(in1, \#) \rightarrow (in2, R)$ $(wait, 1) \rightarrow (back, L)$
 $(in2, 1) \rightarrow (in2, R)$ $(wait, \#) \rightarrow (back, 1, L)$
 $(in2, \#) \rightarrow (ready, L)$ $(back, 1) \rightarrow (back, L)$
 $(back, \#) \rightarrow halt$



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6. Give two examples:

- an example of an computation time which makes an algorithm feasible according to the formal definition but not practically feasible, and
- an example of a computation time for which the corresponding algorithm is practically feasible, but not feasible according to the formal definition.

These examples should be different from what you learned in class -- a minor difference is OK.

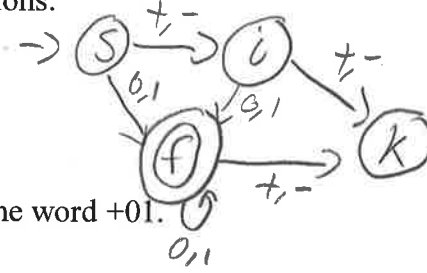
feasible but not practically feasible;
 $10^{2^{10}} \cdot n$

practically feasible but not feasible;

2 $(10^{2^{10}} \cdot n)$ 10^{1000} good

7. Use the general algorithm to transform the following finite automaton for recognizing possibly signed binary integers to a Turing machine. This automaton has a starting state s , an intermediate state i , a final state f , and a sink state k , and the following transitions:

- from s , $+$ or $-$ lead to i , while 0 or 1 lead to f ;
- from i , 0 or 1 lead to f , while $+$ or $-$ lead to sink;
- from f , 0 or 1 lead to f , while $+$ or $-$ lead to sink.



Show, step-by-step, how your Turing machine will accept the word $+01$.

Rules: $(start, \#) \rightarrow (s, R)$

$(s, \pm) \rightarrow (i, R)$

$(s, 0) \rightarrow (f, R)$

$(i, 0) \rightarrow (f, R)$

$(i, \pm) \rightarrow (k, R)$

$(f, 0) \rightarrow (f, R)$

$(f, \#) \rightarrow \text{accept}$

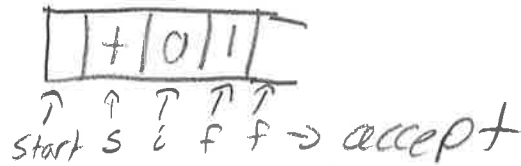
$(k, \pm) \rightarrow (k, R)$

$(i, \#) \rightarrow \text{reject}$

$(k, \#) \rightarrow \text{reject}$

$(s, \#) \rightarrow \text{reject}$

$(f, \pm) \rightarrow (k, R)$



so $+01$ is accepted.

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8. Use the general algorithm to transform the following PDA into a two-tape Turing machine. This PDA recognizes words of the type ww^R , where w is any word, and w^R means the same word reversed.

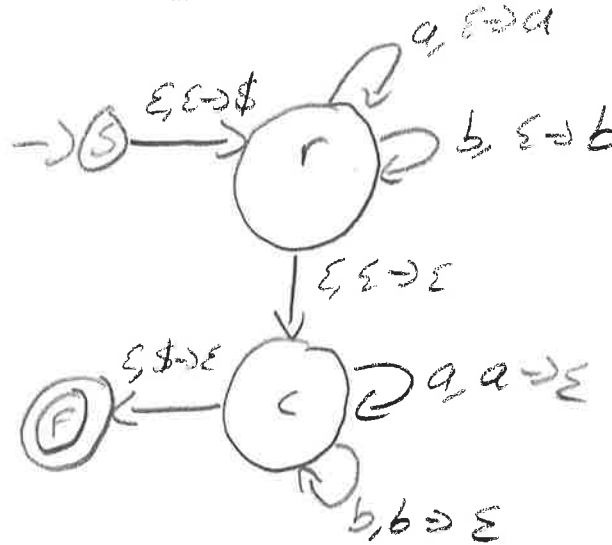
For example, if $w = ab$, then $w^R = ba$, and $ww^R = abba$.

The pushdown automaton has 4 states:

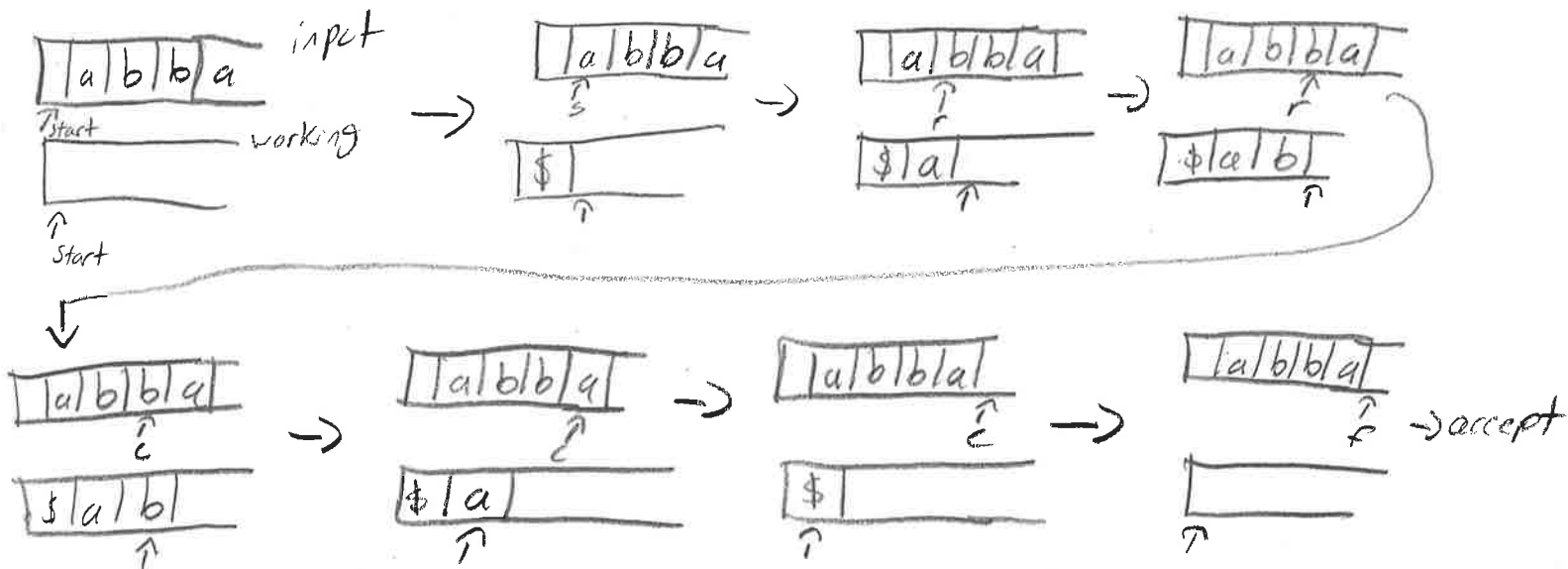
- the starting state s ,
- the reading state r ,
- the checking state c , and
- the final state f .

The transitions are as follows:

- From s to r , the transition is:
 - $\epsilon, \epsilon \rightarrow \$$;
- From r to r , the transitions are:
 - $a, \epsilon \rightarrow a$;
 - $b, \epsilon \rightarrow b$;
- From r to c , we have a jump $\epsilon, \epsilon \rightarrow \epsilon$.
- From c to c , the transitions are:
 - $a, a \rightarrow \epsilon$
 - $b, b \rightarrow \epsilon$
- From c to f , the only transition is:
 - $\epsilon, \$ \rightarrow \epsilon$.



Show, step-by-step, how the resulting Turing machine will recognize the sequence $abba$.



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9. What is NP? What is P? What is NP-complete? What is NP-hard? Give brief definitions. Give an example of an NP-complete problem. Is P equal to NP?

P: class of problems that can be solved in polynomial time.

NP: class of problems for which, once you have a candidate for a solution you can feasibly check whether it is a solution

NP-hard: Every problem from class NP can be reduced to this problem. That is, problems harder than those of NP.

ex. SAT

NP-complete: A problem is NP complete iff A is in NP and for all NP problems B, B is polynomial-time many-one reducible to A.
ex. subset sum

$P \stackrel{?}{=} NP$: P equal to NP has not been proven to be true or proven to be false.

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10. Formulate Church-Turing thesis. Is it a mathematical theorem? Is it a statement about the physical world?

- Thesis: Anything that can be feasibly computed on any physical device can also be feasibly computed on a Turing Machine.
- It is not a mathematical theorem, it is a statement about the physical world.