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Who am I? I am Muhammad Sadaqat Ali belong to Sialkot Cantt. I am writing and teaching about General Knowledge, Mathematics, Physics and Computer Science Since 2006. I am working with the Group of Experts Professors and Lecturer. If you are found difficulty in doing MSCS, You can Simply Contact me. All Details are available at

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**SOLVED MIDTERM PAPERS**  
**CS701-Theory of Computation**

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Question No 1:- Dedicated to all MSCS Student in the name of My Great Brother Muhammad Bilal Ali

Show that the Post Correspondence Problem (PCP) is decidable over the unary alphabet.

Answer:- The PCP over a unary alphabet is decidable. we describe a TM M that decides unary PCP.

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Given a unary PCP instance

$$\left\{ \begin{bmatrix} 1a_1 \\ 1b_1 \end{bmatrix}, \dots, \begin{bmatrix} 1a_n \\ 1b_n \end{bmatrix} \right\}$$

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$M =$  "On input  $\langle a_1, b_1, \dots, a_n, b_n \rangle$ :



1. check if  $a_i = b_i$  for some  $i$ . If so, accept.
2. check if there exist  $i, j$  such that  $a_i > b_i$  and  $a_j < b_j$ . If so, accept. otherwise, reject."

Question No. 2:

prove that every  $t(n)$ -time  $k$ -tape TM has an equivalent  $O(t^2(n))$ -time single tape TM.

Answer:- Given a  $k$ -tape TM  $M$ , we can make 1-tape TM  $N$ .  $N$  works as follows:-

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- ① On input  $x$ , Convert input  $x$  to  $\#q_0\#x\#\dots\#$  (the start configuration of  $M$ ). This configuration says that  $x$  is on the first tape. The rest of the tapes are empty and the machine is in  $q_0$ .
- ② In each pass over the tape, change the current configuration to the next one.
- ③ If an accepting configuration is reached, Accept.
- ④ If an rejecting configuration is reached, Reject.

Now, we have to estimate, how much time does  $N$  require.

On any input  $x$  of length  $n$ , we make the following claims:-

- ①  $M$  uses at most  $t(n)$  cells of its  $k$ -tapes.

- ② Each configuration has length at most  $kt(n) = O(t(n))$
- ③ Each pass of  $N$  requires at most  $O(t(n))$  steps.
- ④  $N$  makes at most  $t(n)$  passes on its tape.

This shows that  $N$  runs in time

$$O(t(n) \times t(n)) = O(t^2(n)).$$

Here, we use the fact  $t(n) \geq n$ .

Thus, the machine converts  $x$  to the initial configuration.  
This takes time  $O(n)$ .

Thus, the total time is

$$O(n) + O(t^2(n)) = O(t^2(n))$$





Question No 3:-

Show that  $A_{TM}$  is not mapping reducible  
to  $E_{TM}$

Answer:-

Recall that  $A_{TM}$  is undecidable, but it is recognizable  
so its complement  $\overline{A_{TM}}$  is not recognizable.

Note that  $\overline{E_{TM}}$ , the complement of  $E_{TM}$  is  
recognizable, and so since we know  $E_{TM}$  is undecidable,  
it is also not recognizable.

Proof:- we give a proof by contradiction.

Assume, it is false that  $A_{TM}$  is NOT mapping reducible  
to  $E_{TM}$ , so  $A_{TM} \leq_m E_{TM}$ .

Consider  $\overline{A_{TM}}$ . Since  $A_{TM}$  is mapping reducible to  $E_{TM}$ , we immediately get  $\overline{A_{TM}}$  is mapping reducible to  $\overline{E_{TM}}$ .

Since,  $\overline{E_{TM}}$  is recognizable,  $\overline{A_{TM}}$  is also recognizable. But this is false, hence a contradiction.



Question No 4:

Which of the following pairs of numbers are relatively prime? Show the calculations that led to your conclusions. a. 1274 & 10505 b. 7289 and 8029

Answer:-

a) We can use the Euclidean algorithm to find the greatest common divisor.

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$$10505 = 1274 \times 8 + 313$$

$$1274 = 313 \times 4 + 22$$

$$313 = 22 \times 14 + 5$$

$$22 = 5 \times 4 + 2$$

$$5 = 2 \times 2 + 1$$

$$2 = 1 \times 2 + 0$$



The greatest common divisor of 10505 and 1274 is 1.  
Therefore, they are relatively prime.

b)

$$8029 = 7289 \times 1 + 740$$

$$7289 = 740 \times 9 + 629$$

$$740 = 629 \times 1 + 111$$

$$629 = 111 \times 5 + 74$$

$$111 = 74 \times 1 + 37$$

$$74 = 37 \times 2 + 0$$



The greatest common divisor of 8029 and 7289 is 37.  
Therefore, they are not relatively prime.

Question No. 5:-



$G$  is a digraph and show that PATH is in Class P.

OR.

Design a polynomial time algorithm that takes as input a graph  $G$  and two vertices  $s$  and  $t$  and decides if there is a path from  $s$  to  $t$ .

Answer:-

we have to give a polynomial time algorithm for this problem. That is

"start BFS or DFS from  $s$  and if  $t$  appears then there is a path from  $s$  to  $t$ ."

Algorithm

① on input  $\langle G, s, t \rangle$  where  $G$  is a digraph, Mark  $s$ .

- ② Repeat till no additional nodes are marked.
- ③ Scan the edges of  $G$ . If an edge  $(a,b)$  is found going from  $a$ , marked node  $a$  to an unmarked node  $b$ , mark  $b$ .
- ④ If  $t$  is marked, accept. otherwise, reject.

Now, we have to compute the size of input. we know that input size is at least  $m$ , where  $m$  is the number of nodes in  $G$ . Thus, we have to show that algorithm runs in time polynomial in  $m$ .



The repeat loop can at most run for  $m$  time. Each time all the edges are scanned. Since the number of edges is at most  $m^2$ , thus step 2 takes at most  $m^2$  time.



So, the total time is at most

$m^3$ .

Hence, we have shown that PATH is in P.

Question No. 6:- A Turing machine with ~~stay~~ <sup>stay</sup> put instead of left is similar to an ordinary Turing machine, but the transition function has the form

$$\delta: Q \times T \rightarrow Q \times T \times \{R, S\}$$

At each point the machine can move its head right or left ~~or~~ <sup>if</sup> it stay in the same position.

Show that this Turing machine variant is not equivalent to the usual version. What class of languages do these machine recognize?

Answer:- Remembering what it has written on tape cells to the left of the current head position is unnecessary, because the TM is unable to return to these cells and read them.

Using NFA in the actual construction is convenient because it allows  $\epsilon$  moves which are useful for simulating the "stay put" TM transitions.

The transition function  $\delta'$  for the NFA is constructed according to  $\delta$ .

- First, we set  $\delta'(q_{start}, p) = (q_0, p)$ , where  $q_0$  is the start state of TM variant.
- Next, we set  $\delta'(q_{accept}, i) = (q_{accept})$  for any  $i$ .
- If  $\delta(p, a) = (q_{accept}, b, w)$ , where  $w = R$  or  $S$ , we set  $\delta'(q_{pa}, \epsilon) = \{q_{accept}\}$ .
- If  $\delta(p, a) = (q_{reject}, b, w)$ , where  $w = R$  or  $S$ , we set  $\delta'(q_{pa}, \epsilon) = \{q_{reject}\}$ .

Question No 7: Show that the collection of Turing-recognizable languages is closed under the operation of

(i) union



(ii) concatenation

Answer:-

(i) For any two Turing-recognizable languages  $L_1$  and  $L_2$ , let  $M_1$  and  $M_2$  be the TMs that recognize them. We construct a TM  $M'$  that recognizes the union of  $L_1$  and  $L_2$ :

"On input  $w$ :

1. Run  $M_1$  and  $M_2$  alternatively on  $w$  step by step. If either accept, accept. If both halt and reject, then reject."

If any of  $M_1$  and  $M_2$  accept  $w$ ,  $M'$  will accept  $w$  since the accepting TM will come to its accepting state after a finite number of steps. Note that if both  $M_1$  and  $M_2$  reject and either of them does so by looping, then  $M$  will loop.

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(ii) For any two Turing-recognizable languages  $L_1$  and  $L_2$ , let  $M_1$  and  $M_2$  be the TMs that recognize them. We construct a NTM  $M'$  that recognizes the concatenation of  $L_1$  and  $L_2$ :

"On input  $w$ :

1. Nondeterministically cut  $w$  into two parts  $w = w_1 w_2$ .
2. Run  $M_1$  on  $w_1$ . If it halts and rejects, reject. If it accepts, go to stage 3.
3. Run  $M_2$  on  $w_2$ . If it accepts, accept. If it halts and rejects, reject."

If there is a way to cut  $w$  into two substrings such  $M_1$  accepts the first part and  $M_2$  accepts the second part,  $w$  belongs to the concatenation of  $L_1$  and  $L_2$  and  $M'$  will accept  $w$  after a finite number of steps.



Question No. 8:- In the silly Post Correspondence Problem, SPCP, in each pair the top string has the same length as the bottom string. Show that SPCP is decidable.

Answer:- The SPCP problem is decidable. It follows from the following claim:-

claim: A given SPCP instance has match if and only if there is a domino  $\begin{bmatrix} t_i \\ b_i \end{bmatrix}$  such that  $t_i = b_i$ .

proof of the claim:

" $\Rightarrow$ ": if a SPCP instance has a match, it has to start with some domino. Because the length of the top and the bottom string is the same in all dominos, the first domino in the match must surely have the same top and bottom string.

" $\Leftarrow$ ": if there is a domino with the same top and bottom string then this single domino forms a trivial match



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of SPCP.

Finally, checking whether there is a domino with the same top and bottom string is easily decidable by examining the SPCP instance.

Question No. 9:- A useless state in a Turing machine is one that is never entered on any input string. Consider the problem of determining whether a Turing machine has any useless states. Formulate this problem as a language and show that it is undecidable.

Answer:-

Let  $USELESS_{TM} = \{ \langle M \rangle \mid M \text{ is a TM with 1 or more useless states. We show } USELESS_{TM} \text{ is undecidable by reducing } E_{TM} \text{ to it.} \}$

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Let  $R$  be a TM that decides  $USELESS_m$  and construct a TM  $S$  that decides  $ETM$  as follows:-

$S = "$  on input  $\langle m, w \rangle$ :

① First we construct a TM  $N$  that simulates  $m$  on  $w$  but ensuring that all of  $m$ 's original states are not useless. The TM  $N$  has input alphabet  $\{0, 1, 2\}$ . On input 0,  $N$  goes through each of the original states of  $m$ , except for  $q_{accept}$  and  $q_{reject}$ , until all nonhalting states of  $m$  have been used, and then enters state  $q_{accept}$ .

on input 1,  $N$  enters state  $q_{reject}$ .

on input 2,  $N$  simulates  $m$  on  $w$ . Finally,  $N$  restores the original symbol to where the new symbol had been written, and branches to  $m$ 's start state to simulate  $m$ . If that simulation is about to enter  $m$ 's accept state, it instead enters a new state  $r$ .

② Run  $USELESSTM$  on input  $\langle N \rangle$ . If it accepts, reject. If it rejects, accept."

The only possible useless state of  $N$  is the state  $r$ , because on input 0 and 1, it uses all other states. The only way for  $N$  to use state  $r$ , is if  $M$  accepts  $w$ . So, testing whether  $N$  has any useless states, in effect tests whether  $M$  accepts  $w$ .

Note that the hardest part of this problem is making sure that the machine  $N$  has no "unexpected" useless states.

Question No 10:- Let  $B$  be the set of all ~~inf~~ infinite sequence over  $\{0,1\}$ . Show that  $B$  is uncountable, using a proof by diagonalization.

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Answer:- Suppose  $B$  is countable and a correspondence  $f: \mathbb{N} \rightarrow B$  exists. We construct  $x$  in  $B$  that is not paired with anything in  $\mathbb{N}$ .

Let  $x = x_1, x_2, \dots$ . Let  $x_i = 0$  if  $f(i)_i = 1$ , and  $x_i = 1$  if  $f(i)_i = 0$  where  $f(i)_i$  is the  $i$ th bit of  $f(i)$ . Therefore, we ensure that  $x$  is not  $f(i)$  for any  $i$  because it differs from  $f(i)$  in the  $i$ th symbol, and a contradiction occurs.

Question No. 11:- Let  $X$  be the set  $\{1, 2, 3, 4, 5\}$  and  $Y$  be the set  $\{6, 7, 8, 9, 10\}$ . We describe the function  $f: X \rightarrow Y$  and  $g: X \rightarrow Y$  in the following tables. Answer each part and give a reason for each negative answer.



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$n$	$f(n)$
1	6
2	7
3	6
4	7
5	6

$n$	$g(n)$
1	10
2	9
3	8
4	7
5	6



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- Is  $f$  one-to-one?
- Is  $f$  onto?
- Is  $f$  a correspondence?
- Is  $g$  one-to-one?
- Is  $g$  onto?
- Is  $g$  a correspondence?

Answer:-

- $g$  is one-to-one.  $f$  is not one-to-one because  $f(1) = f(3)$
- $g$  is onto.  $f$  is not onto because there does not exist  $x \in X$  such that  $f(x) = 10$ .
- $g$  is a correspondence because  $g$  is one-to-one and onto.  $f$  is not a correspondence because  $f$  is not one-to-one and onto.

Question No. 12:- Let  $T = \{(i, j, k) \mid i, j, k \in \mathbb{N}\}$ . show that  $T$  is countable.

Answer:- we demonstrate a one-to-one  $f: T \rightarrow \mathbb{N}$ . Let  $f(i, j, k) = 2^i 3^j 5^k$ . Function  $f$  is one-to-one because if  $a \neq b$ ,  $f(a) \neq f(b)$ . Therefore,  $T$  is countable.

Question NO 13:- Choice the correct one:-

① EMPTINESS problem for LBA is decidable?  
a. TRUE  
b. FALSE ✓

② A property that holds for almost all strings also holds for incompressible strings.  
a. TRUE  
b. FALSE ✓



③ A string  $x$  is  $b$ -compressible if  $K(x) > |x| - b$ ?

a. TRUE ✓

b. FALSE

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④ Turing machines accept/reject their own description.

a. TRUE ✓

b. FALSE

⑤ A correspondence or one-to-one correspondence is a function that is both one to one and onto.

a. TRUE ✓

b. FALSE

⑥ Which string belongs to  $L$  such that  $i+j = k$ ?

a. aabb

b. aabbcccc ✓

c. aaabbcc

d. aabbbcc



Question No.14:- Show that MPCP is undecidable.

Answer:- Assume that MPCP is decidable. Let us say, we have a decider  $R$  for MPCP. Consider the following decider  $S$

- ① On input  $\langle m, w \rangle$
- ② Construct  $p'$  as described in the seven parts.
- ③ Run  $R$  on  $p'$ .
- ④ If  $R$  accepts, accept.
- ⑤ if  $R$  rejects, reject.



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Then  $S$  is a decider for  $A_{TM}$ . Which is a contradiction to the fact that  $A_{TM}$  is undecidable.

Question No. 15:- choose the correct one:-

1. Can we design a 2-tape TM that accept A in  $O(n \log n)$  time. Preferably linear time?

- a. YES
- b. NO ✓

2. The machine has seven possible ways to proceed.

$$\delta(q_5, a) = \{(q_2, b, R), (q_4, c, L), (q_3, a, R)\}$$

- a. YES
- b. NO ✓

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3. A string is b-incompressible if it is not b-compressible.

- a. YES ✓
- b. NO



Question No. 16:- Write 7 parts of construction PCP?

Answer:- part 1:- put  $\left[ \frac{\#}{\#q_0 w_1 w_2 \dots w_n \#} \right]$  in  $P'$  as the first domino.

part 2:- For every  $a, b \in \Gamma$  and  $q, r \in Q$  where  $q \neq q_r$  if  $S(q, a) = (r, b, R)$  put  $\left[ \frac{qa}{br} \right]$  in  $P'$ .

part 3:- For every  $a, b, c \in \Gamma$  and  $q, r \in Q$  where  $q \neq q_r$  if  $S(q, a) = (r, b, L)$  put  $\left[ \frac{cqa}{rcb} \right]$  in  $P'$ .

part 4:- For every  $a \in \Gamma$  put  $\left[ \frac{a}{a} \right]$  in  $P'$ .

part 5:- put  $\left[ \frac{\#}{\#} \right]$  and  $\left[ \frac{\#}{\square\#} \right]$ .

part 6:- For every  $a \in \Gamma$  put  $\left[ \frac{aqa}{qa} \right]$  and  $\left[ \frac{qaq}{qa} \right]$  in  $P'$ .

part 7:- Add  $\left[ \frac{qa\#\#}{\#} \right]$  in  $P'$ .

which will allow us to complete the match.



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Question No. 17:- If  $A \leq_m B$  and  $B$  is Turing recognizable then  $A$  is Turing recognizable.

Answer:- Let  $A \leq_m B$  and let  $f$  be the reducibility from  $A$  to  $B$ .  
Furthermore, since  $B$  is Turing recognizable, there is a  
TM  $M$  such that

$$L(M) = B$$

Consider  $N$ :

on input  $x$

- ① compute  $y = f(x)$
- ② Run  $M$  on  $y$
- ③ if  $M$  accepts, accept.

then it is easy to see that  $L(N) = A$ .



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