Answers to True/False Questions, Part I

If you find an error, let me know immediately!

- 1. True or False. T = true, F = false, and O = open, meaning that the answer is not known science at this time. In the questions below, P and NP denote P-TIME and NP-TIME, respectively.
 - (i) **F** Let L be the language over $\{a, b, c\}$ consisting of all strings which have more a's than b's and more b's than c's. There is some PDA that accepts L.
 - (ii) **T** The language $\{a^nb^n \mid n \geq 0\}$ is context-free.
 - (iii) **F** The language $\{a^nb^nc^n \mid n \geq 0\}$ is context-free.
 - (iv) **T** The language $\{a^ib^jc^k \mid j=i+k\}$ is context-free.
 - (v) T The intersection of any three regular languages is regular.
 - (vi) T The intersection of any regular language with any context-free language is context-free.
 - (vii) F The intersection of any two context-free languages is context-free.
 - (viii) T If L is a context-free language over an alphabet with just one symbol, then L is regular.
 - (ix) **T** There is a deterministic parser for any context-free grammar. (But not necessarily an LALR parser.)
 - (x) **T** The set of strings that your high school algebra teacher would accept as legitimate expressions is a context-free language.
 - (xi) **T** Every language accepted by a non-deterministic machine is accepted by some deterministic machine.
 - (xii) **T** The problem of whether a given string is generated by a given context-free grammar is decidable.
 - (xiii) **T** If G is a context-free grammar, the question of whether $L(G) = \emptyset$ is decidable.
 - (xiv) F Every language generated by an unambiguous context-free grammar is accepted by some DPDA.
 - (xv) **T** The language $\{a^nb^nc^nd^n \mid n \geq 0\}$ is recursive.
 - (xvi) T The language $\{a^nb^nc^n \mid n \geq 0\}$ is in the class \mathcal{P} -TIME.
 - (xvii) O There exists a polynomial time algorithm which finds the factors of any positive integer, where the input is given as a binary numeral.
 - (xviii) **F** Every undecidable problem is \mathcal{NP} -complete.
 - (xix) **F** Every problem that can be mathematically defined has an algorithmic solution.
 - (xx) **F** The intersection of two undecidable languages is always undecidable.
 - (xxi) **T** Every \mathcal{NP} language is decidable.

- (xxii) T The intersection of two \mathcal{NP} languages must be \mathcal{NP} .
- (xxiii) **F** If L_1 and L_2 are \mathcal{NP} -complete languages and $L_1 \cap L_2$ is not empty, then $L_1 \cap L_2$ must be \mathcal{NP} -complete.
- (xxiv) $\mathbf{O} \mathcal{NC} = \mathcal{P}$.
- (xxv) $\mathbf{O} \mathcal{P} = \mathcal{N} \mathcal{P}$.
- (xxvi) $\mathbf{O} \mathcal{NP} = \mathcal{P}\text{-space}$
- (xxvii) $\mathbf{O} \mathcal{P}$ -space = EXP-time
- (xxviii) \mathbf{O} EXP-TIME = EXP-SPACE
- (xxix) \mathbf{F} EXP-TIME = \mathcal{P} -TIME.
- (xxx) \mathbf{F} EXP-space = \mathcal{P} -space.
- (xxxi) **T** The traveling salesman problem (TSP) is \mathcal{NP} -complete.
- (xxxii) **T** The knapsack problem is \mathcal{NP} -complete.
- (xxxiii) **T** The language consisting of all satisfiable Boolean expressions is \mathcal{NP} -complete.
- (xxxiv) **T** The Boolean Circuit Problem is in \mathcal{P} .
- (xxxv) **O** The Boolean Circuit Problem is in \mathcal{NC} .
- (xxxvi) **F** If L_1 and L_2 are undecidable languages, there must be a recursive reduction of L_1 to L_2 .
- (xxxvii) T The language consisting of all strings over $\{a, b\}$ which have more a's than b's is LR(1).
- (xxxviii) \mathbf{T} 2-SAT is \mathcal{P} -TIME.
- (xxxix) **O** 3-SAT is \mathcal{P} -TIME.
 - (xl) \mathbf{T} Primality is \mathcal{P} -TIME.
 - (xli) T There is a \mathcal{P} -TIME reduction of the halting problem to 3-SAT.
 - (xlii) **T** Every context-free language is in \mathcal{P} .
 - (xliii) **O** Every context-free language is in \mathcal{NC} .
 - (xliv) **T** Addition of binary numerals is in \mathcal{NC} .
 - (xlv) **O** Every context-sensitive language is in \mathcal{P} .
 - (xlvi) **F** Every language generated by a general grammar is recursive.
- (xlvii) **F** The problem of whether two given context-free grammars generate the same language is decidable.
- (xlviii) **T** The language of all fractions (using base 10 numeration) whose values are less than π is decidable. (A *fraction* is a string. "314/100" is in the language, but "22/7" is not.)

- (xlix) **T** There exists a polynomial time algorithm which finds the factors of any positive integer, where the input is given as a unary ("caveman") numeral.
 - (l) **T** For any two languages L_1 and L_2 , if L_1 is undecidable and there is a recursive reduction of L_1 to L_2 , then L_2 must be undecidable.
 - (li) **F** For any two languages L_1 and L_2 , if L_2 is undecidable and there is a recursive reduction of L_1 to L_2 , then L_1 must be undecidable.
 - (lii) **F** If P is a mathematical proposition that can be written using a string of length n, and P has a proof, then P must have a proof whose length is $O(2^{2^n})$.
- (liii) T If L is any \mathcal{NP} language, there must be a \mathcal{P} -TIME reduction of L to the partition problem.
- (liv) **F** Every bounded function is recursive.
- (lv) **O** If L is \mathcal{NP} and also co- \mathcal{NP} , then L must be \mathcal{P} .
- (lvi) **T** If L is \mathcal{RE} and also co- \mathcal{RE} , then L must be decidable.
- (lvii) T Every language is enumerable.
- (lviii) **F** If a language L is undecidable, then there can be no machine that enumerates L.
- (lix) T There exists a mathematical proposition that can be neither proved nor disproved.
- (lx) T There is a non-recursive function which grows faster than any recursive function.
- (lxi) **T** There exists a machine that runs forever and outputs the string of decimal digits of π (the well-known ratio of the circumference of a circle to its diameter).
- (lxii) **F** For every real number x, there exists a machine that runs forever and outputs the string of decimal digits of x.
- (lxiii) **O Rush Hour**, the puzzle sold in game stores everywhere, generalized to a board of arbitrary size, is \mathcal{NP} -complete.
- (lxiv) **O** There is a polynomial time algorithm which determines whether any two regular expressions are equivalent.
- (lxv) O If two regular expressions are equivalent, there is a polynomial time proof that they are equivalent.