

## True/False Questions

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,

- (i) ----- 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) ----- The language  $\{a^n b^n \mid n \geq 0\}$  is context-free.
- (iii) ----- The language  $\{a^n b^n c^n \mid n \geq 0\}$  is context-free.
- (iv) ----- The language  $\{a^i b^j c^k \mid j = i + k\}$  is context-free.
- (v) ----- The intersection of any two regular languages is regular.
- (vi) ----- The intersection of any regular language with any context-free language is context-free.
- (vii) ----- The intersection of any two context-free languages is context-free.
- (viii) ----- If  $L$  is a context-free language over an alphabet with just one symbol, then  $L$  is regular.
- (ix) ----- There is a deterministic parser for any context-free grammar.
- (x) ----- The set of strings that your high school algebra teacher would accept as legitimate expressions is a context-free language.
- (xi) ----- Every language accepted by a non-deterministic machine is accepted by some deterministic machine.
- (xii) ----- The problem of whether a given string is generated by a given context-free grammar is decidable.
- (xiii) ----- If  $G$  is a context-free grammar, the question of whether  $L(G) = \emptyset$  is decidable.
- (xiv) ----- Every language generated by an unambiguous context-free grammar is accepted by some DPDA.
- (xv) ----- The language  $\{a^n b^n c^n d^n \mid n \geq 0\}$  is recursive.
- (xvi) ----- The language  $\{a^n b^n c^n \mid n \geq 0\}$  is in the class  $\mathcal{P}$ -TIME.
- (xvii) ----- There exists a polynomial time algorithm which finds the factors of any positive integer, where the input is given as a binary numeral.
- (xviii) ----- Every undecidable problem is  $\mathcal{NP}$ -complete.
- (xix) ----- Every problem that can be mathematically defined has an algorithmic solution.
- (xx) ----- The intersection of two undecidable languages is always undecidable.
- (xxi) ----- Every  $\mathcal{NP}$  language is decidable.
- (xxii) ----- The intersection of two  $\mathcal{NP}$  languages must be  $\mathcal{NP}$ .
- (xxiii) ----- 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) ----- There exists a  $\mathcal{P}$ -TIME algorithm which finds a maximum independent set in any graph.
- (xxv) ----- There exists a  $\mathcal{P}$ -TIME algorithm which finds a maximum independent set in any **acyclic** graph.
- (xxvi) -----  $\mathcal{NC} = \mathcal{P}$ .
- (xxvii) -----  $\mathcal{P} = \mathcal{NP}$ .
- (xxviii) -----  $\mathcal{NP} = \mathcal{P}$ -SPACE
- (xxix) -----  $\mathcal{P}$ -SPACE = EXP-TIME
- (xxx) ----- EXP-TIME = EXP-SPACE
- (xxxii) ----- EXP-TIME =  $\mathcal{P}$ -TIME.
- (xxxiii) ----- EXP-SPACE =  $\mathcal{P}$ -SPACE.
- (xxxiiii) ----- The traveling salesman problem (TSP) is known to be  $\mathcal{NP}$ -complete.
- (xxxv) ----- The language consisting of all satisfiable Boolean expressions is known to be  $\mathcal{NP}$ -complete.
- (xxxvi) ----- The Boolean Circuit Problem is in  $\mathcal{P}$ .
- (xxxvii) ----- The Boolean Circuit Problem is in  $\mathcal{NC}$ .
- (xxxviii) ----- If  $L_1$  and  $L_2$  are undecidable languages, there must be a recursive reduction of  $L_1$  to  $L_2$ .
- (xxxix) ----- 2-SAT is  $\mathcal{P}$ -TIME.
- (xl) ----- 3-SAT is  $\mathcal{P}$ -TIME.
- (xli) ----- Primality is  $\mathcal{P}$ -TIME.
- (xlii) ----- There is a  $\mathcal{P}$ -TIME reduction of the halting problem to 3-SAT.
- (xliii) ----- Every context-free language is in  $\mathcal{P}$ .
- (xliv) ----- Every context-free language is in  $\mathcal{NC}$ .
- (xlv) ----- Addition of binary numerals is in  $\mathcal{NC}$ .
- (xlvi) ----- Every context-sensitive language is in  $\mathcal{P}$ .
- (xlvii) ----- Every language generated by a general grammar is recursive.
- (xlviii) ----- The problem of whether two given context-free grammars generate the same language is decidable.
- (xlix) ----- The language of all fractions (using base 10 numeration) whose values are less than  $\pi$  is decidable.  
(A *fraction* is a string. “314/100” is in the language, but “22/7” is not.)
- (l) ----- Any context-free language over the unary alphabet is regular.
- (li) ----- Any context-sensitive language over the unary alphabet is regular.
- (lii) ----- Any recursive language over the unary alphabet is regular.

- (lii) ----- There exists a polynomial time algorithm which finds the factors of any positive integer, where the input is given as a unary numeral.
- (liii) ----- 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.
- (liv) ----- 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.
- (lv) ----- 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  $O(2^{2^n})$ .
- (lvi) ----- If  $L$  is any  $\mathcal{NP}$  language, there must be a  $\mathcal{P}$ -TIME reduction of  $L$  to the partition problem.
- (lvii) ----- Every bounded function is recursive.
- (lviii) ----- If  $L$  is  $\mathcal{NP}$  and also  $\text{co-}\mathcal{NP}$ , then  $L$  must be  $\mathcal{P}$ .
- (lix) ----- If  $L$  is  $\mathcal{RE}$  and also  $\text{co-}\mathcal{RE}$ , then  $L$  must be decidable.
- (lx) ----- Every language is enumerable.
- (lxi) ----- If a language  $L$  is undecidable, then there can be no machine that enumerates  $L$ .
- (lxii) ----- There exists a mathematical proposition which is true, but can be neither proved nor disproved.
- (lxiii) ----- There is a non-recursive function which grows faster than any recursive function.
- (lxiv) ----- There exists a machine that runs forever and outputs the string of decimal digits of  $\pi$  (the well-known ratio of the circumference of a circle to its diameter).
- (lxv) ----- For every real number  $x$ , there exists a machine that runs forever and outputs the string of decimal digits of  $x$ .
- (lxvi) ----- **Rush Hour**, the puzzle sold in game stores everywhere, generalized to a board of arbitrary size, is known to be  $\mathcal{NP}$ -complete.
- (lxvii) ----- There is a polynomial time algorithm which determines whether any two regular expressions are equivalent.
- (lxviii) ----- If two regular expressions are equivalent, there is a polynomial time proof that they are equivalent.
- (lxix) ----- Every subset of a regular language is regular.
- (lxx) ----- Every subset of any enumerable set is enumerable.
- (lxxi) ----- The computer language Pascal has Turing power.
- (lxxii) ----- Computing the square of an integer written in binary notation is an  $\mathcal{NC}$  function.
- (lxxiii) ----- If  $L$  is any  $\mathcal{P}$ -TIME language, there is an  $\mathcal{NC}$  reduction of  $L$  to the Boolean circuit problem.
- (lxxiv) ----- If an abstract Pascal machine can perform a computation in polynomial time, there must be some Turing machine that can perform the same computation in polynomial time.

- (lxxv) ----- The binary integer factorization problem is  $\text{co-}\mathcal{NP}$ .
- (lxxvi) ----- There is a polynomial time reduction of the subset sum problem to the binary numeral factorization problem.
- (lxxvii) ----- There is a polynomial time reduction of the binary numeral factorization problem to the subset sum problem.
- (lxxviii) ----- For any real number  $x$ , the set of fractions whose values are less than  $x$  is  $\mathcal{RE}$ .
- (lxxix) ----- For any recursive real number  $x$ , the set of fractions whose values are less than  $x$  is recursive.
- (lxxx) ----- The union of any two deterministic context-free languages must be a DCFL.
- (lxxxii) ----- The intersection of any two deterministic context-free languages must be a DCFL.
- (lxxxiii) ----- The complement of any DCFL must be a DCFL.
- (lxxxiv) ----- The membership problem for a DCFL is in the class  $\mathcal{P}$ -TIME.
- (lxxxv) ----- Every finite language is decidable.
- (lxxxvi) ----- Every context-free language is in Nick's class.
- (lxxxvii) ----- 2SAT is known to be  $\mathcal{NP}$ -complete.
- (lxxxviii) ----- The complement of any  $\mathcal{P}$ -SPACE language is  $\mathcal{P}$ -SPACE.

The *jigsaw puzzle problem* is, given a set of various polygons, and given a rectangular table, is it possible to assemble those polygons to exactly cover the table?

The *furniture mover's problem* is, given a room with a door, and given a set of objects outside the room, it is possible to move all the objects into the room through the door?

- (lxxxix) ----- The jigsaw puzzle problem is known to be  $\mathcal{NP}$  complete.
- (xc) ----- The jigsaw puzzle problem is known to be  $\mathcal{P}$ -SPACE complete.
- (xci) ----- The furniture mover's problem is known to be  $\mathcal{NP}$  complete.
- (xcii) ----- The furniture mover's problem is known to be  $\mathcal{P}$ -SPACE complete.
- (xciii) ----- The complement of any recursive language is recursive.
- (xciv) ----- The complement of any undecidable language is undecidable.
- (xcv) ----- Every undecidable language is either  $\mathcal{RE}$  or  $\text{co-}\mathcal{RE}$ .
- (xcvi) ----- For any infinite countable sets  $A$  and  $B$ , there is a 1-1 correspondence between  $A$  and  $B$ .
- (xcvii) ----- A language  $L$  is recursively enumerable if and only if there is a machine which accepts  $L$ .
- (xcviii) ----- Every  $\mathcal{NP}$  language is reducible to the independent set problem in polynomial time.

- (xcix) ----- If a Boolean expression is satisfiable, there is a polynomial time proof that it is satisfiable.
- (c) ----- The general sliding block problem is  $\mathcal{P}$ -SPACE complete.
- (ci) ----- The regular expression equivalence problem is  $\mathcal{P}$ -SPACE complete.
- (cii) ----- The context-sensitive membership problem is  $\mathcal{P}$ -SPACE complete.
- (ciii) ----- The Post correspondence problem is undecidable.
- (civ) ----- The set of real numbers is countable.
- (cv) ----- The set of recursive real numbers is countable.
- (cvi) ----- A finite set has only finitely many subsets.
- (cvii) ----- A countable set has only countably many subsets.
- (cviii) ----- Suppose some machine writes a convergent sequence of rational numbers  $x_1, x_2, \dots$ . Then  $\lim_{i \rightarrow \infty} x_i$  must be a recursive real number.
- (cix) ----- There are infinitely many prime integers.
- (cx) ----- There are infinitely many Mersenne primes. (Look it up.)