

True/False Questions

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, \mathcal{P} and \mathcal{NP} denote \mathcal{P} -TIME and \mathcal{NP} -TIME, respectively.
 - (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 G .
- (xxv) — There exists a \mathcal{P} -TIME algorithm which finds a maximum independent set in any acyclic graph G .
- (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
- (xxxi) — EXP-TIME = \mathcal{P} -TIME.
- (xxxii) — EXP-SPACE = \mathcal{P} -SPACE.
- (xxxiii) — The traveling salesman problem (TSP) is known to be \mathcal{NP} -complete.
- (xxxiv) — The language consisting of all satisfiable Boolean expressions is known to be \mathcal{NP} -complete.
- (xxxv) — The Boolean Circuit Problem is in \mathcal{P} .
- (xxxvi) — The Boolean Circuit Problem is in \mathcal{NC} .
- (xxxvii) — If L_1 and L_2 are undecidable languages, there must be a recursive reduction of L_1 to L_2 .
- (xxxviii) — 2-SAT is \mathcal{P} -TIME.
- (xxxix) — 3-SAT is \mathcal{P} -TIME.
- (xl) — Primality is \mathcal{P} -TIME.
- (xli) — There is a \mathcal{P} -TIME reduction of the halting problem to 3-SAT.
- (xlii) — Every context-free language is in \mathcal{P} .
- (xliii) — Every context-free language is in \mathcal{NC} .
- (xliv) — Addition of binary numerals is in \mathcal{NC} .
- (xlv) — Every context-sensitive language is in \mathcal{P} .
- (xlvi) — Every language generated by a general grammar is recursive.
- (xlvii) — The problem of whether two given context-free grammars generate the same language is decidable.

- (xlviii) — 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) — Any context-free language over the unary alphabet is regular.
 - (l) — Any context-sensitive language over the unary alphabet is regular.
 - (li) — 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 π (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, is it 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.