COT6410 Topics for Final Exams

Computability Theory

- Some Formal Language Material
  - Pumping Lemmas (What they are; not their proofs or applications)
  - MyHill-Nerode (What it says and its implications, not its proof or applications)
  - Reduced Grammars and CNF (implications not proofs)
  - Decidable Problems and why they are decidable (Examples: Membership in Regular Languages and CFLs; Emptiness of Regular Languages and CFLs)
  - Various operations on CSLs, CFLs and Regular Languages (Examples Union, Intersection)
- Relations between rec, re, co-re, re-complete, non-re/non-co-re
- Proofs about relations, e.g., re & co-re => decidable;
  - union of re and rec is re but can be rec
- Various operations on non-re/non-co-re, re and recursive sets (Examples Sum, Product)
- Use of quantified decidable predicates to categorize complexity
- Reduction (many-one); degrees of unsolvability (many-one)
- Rice's Theorem (including its proof)
- Applications of Rice's Theorem
- Proof of re-completeness (re and known re-complete reduces to problem)
- Basic decidability results in formal grammars
- Trace languages (CSL) and complement of trace languages (CFL)
  - $L = \Sigma^*$ for CFL, $L \neq \varnothing$ for CSL
  - For CFL L, $L = L^2$?
- Post Correspondence Problem
- Semi-Thue word problem to PCP (No details, just that it's so and is a quick pathway)
- PCP and context free grammars
  - From any PCP instance, P, can specify CFGs, G1 and G2, such that
  - $L(G1) \cap L(G2) \neq \varnothing$ iff P has a solution
  - Merging these together to new grammar G with start symbol S and rule
  - $S \rightarrow S1 \mid S2$ where S1 is start symbol of G1 and S2 is start symbol of G2 we have that G is ambiguous iff P has a solution
- PCP and context sensitive grammars
  - From any PCP instance, P, can specify CSG, G, such that
  - $L(G) \neq \varnothing$ iff P has a solution; it is also the case that L(G) is infinite if so
  - Note that this is second proof of undecidability of emptiness for CSG
- PSG
  - Given TM, M, can specify PSG, G, such that L(G) = L(M)
  - Every PSL is homomorphic image of a CSL
    - Closure of CSL's under λ–free homomorphisms
- Quotient
  - Given TM, M, can specify CFGs, G1 and G2, such that L(G1) / L(G2) = L(M)

Complexity Theory

- P, NP (verification vs non-det. Solution), co-NP, NP-Complete
- Polynomial many-one versus polynomial Turing reductions
- Problems I will focus on
  - Polynomial-time bounded NDTM to SAT (basic idea)
  - Polynomial step bounded Semi-Thue to Bounded Tiling
  - SAT to 3-SAT; 3SAT to Independent Set problem (IS) for undirected graph
  - 3SAT to SubsetSum; SubsetSum to Partition
  - KnapSack is limited to one bin and asks for best fit (usually with values & weights)
    - SubsetSum optimization problem for ≤ G when weight and value are same
  - BinPacking allows multiple bins and optimizes number of bins of some fixed size
  - Scheduling with fixed number (p) of processors and no deadlines
    - Goal is to finish all tasks as soon as possible
    - This is an optimization version of a p-partition problem
  - Deadline scheduling
    - BinPacking uses all items in list so list could be times of tasks leading to an Optimization problem to minimize the number of processors while obeying a deadline
  - Scheduling heuristics and anomalies
  - Unit execution scheduling of tree/forest and of anti-tree/anti-forest
  - Hamiltonian circuit (cycle)
    - Travelling Salesman adds distances (weights) and seeks circuit of distance ≤ K
      - Reduce HC to TSP set K to |V| and distances to 1 where links and to K+1 otherwise
    - Optimization version looks for minimum distance circuit
  - Integer Linear Programming Feasibility
    - Is there an assignment that satisfies the constraints?
    - SAT3 and 0-1 case.
  - k-vertex cover, k-coloring (3-coloring),
    - Optimization versions: min vertex cover; min coloring
  - Tiling the plane (basic concepts)
  - Polynomial step bounded Semi-Thue to Bounded Tiling
  - Parallels and non-parallels to Recursive, RE, RE-Complete,
    - Co-RE, Co-RE-Complete, RE-Hard (Turing versus many-one reductions)
  - NP-Easy, NP-Hard, NP-Equivalent
    - NP-Equivalent Optimization Problems associate with K-Coloring (min coloring) and SubsetSum (max SubsetSum less than a Goal value) – reduction and proof
  - What about Deadline Scheduling that optimizes number of processors with a fixed deadline?
  - What about min vertices in Vertex Cover?
  - $P \subseteq NP \subseteq PSPACE = NPSPACE \subseteq EXPTIME \subseteq NEXPTIME \subseteq EXPSPACE$
    - $\nsubseteq$ 2-EXPTIME $\nsubseteq$ 3-EXPTIME $\nsubseteq$ … $\nsubseteq$ ELEMENTARY $\nsubseteq$ PRF $\nsubseteq$ REC
  - $P \neq$ EXPTIME; At least one of these is true
    - $P \nsubseteq NP$
    - $NP \nsubseteq PSPACE$
    - $PSPACE \nsubseteq EXPTIME$
  - $NP \neq NEXPTIME$
    - Note that EXPTIME = NEXPTIME iff P=NP
    - Note that k-EXPTIME $\nsubseteq$ (k+1)-EXPTIME, k>0
  - $PSPACE \neq EXPSPACE$; At least one of these is true
    - $PSPACE \nsubseteq EXPTIME$
    - $EXPTIME \nsubseteq EXPSPACE$
  - ATM (Alternating Turing Machine) – This is just concept stuff with no details
    - AP = PSPACE, where AP is solvable in polynomial time on an ATM
    - QSAT is solvable by an alternating TM in polynomial time and polynomial space (Why?)
    - QSAT is PSPACE-Complete
    - Petri net reachability is EXPSPACE-hard and requires 2-EXPTIME
    - Presburger arithmetic is at least in 2-EXPTIME, at most in 3-EXPTIME, and can be solved by an ATM with n alternating quantifiers in doubly exponential time