

## Tutorial 9

### Space Complexity

1. Show that
  - (a) **PSPACE** is closed under union, intersection, complement and Kleene Closure.
  - (b) **NL** is closed under union, intersection and Kleene Closure.
2. A ladder is a sequence of strings  $s_1, s_2, \dots, s_k$ , wherein every string differs from the preceding one in exactly one character. For example, the following is a ladder of English words, starting with “head” and ending with “free”: head, hear, near, fear, bear, beer, deer, deed, feed, feet, fret, free. Let

$$\text{LADDER}_{DFA} = \{ \langle \mathcal{M}, s, t \rangle : \mathcal{M} \text{ is a DFA and } L(\mathcal{M}) \text{ consists of a ladder of strings starting with } s \text{ and ending with } t \},$$

where  $s, t \in \Sigma^*$  and  $\mathcal{M}$  is defined over the input alphabet  $\Sigma$ . Show that  $\text{LADDER}_{DFA}$  is in **PSPACE**.

**Hint:** Use the fact that **PSPACE** = **NPSPACE**.

3. In the generalised version of the game Tic-Tac-Toe, 2 players places marks  $X$  (crosses) and  $O$  (noughts) on an  $m \times n$  grid. A player wins if she is the first to place  $k$  marks in a row, column or diagonal. The game ends in a draw if no such sequence is present when all the  $mn$  cells of the grid are filled. Assuming that  $X$  always starts, show that the language
 
$$\text{GTICTACTOE} = \{ \langle m, n, k, c \rangle : c \text{ is an intermediate configuration on the } m \times n \text{ board with next move by } X \text{ and } \exists \text{ a winning strategy for } X \}$$
 is in **PSPACE**.
4. Let  $\text{polyL} = \cup_{c>0} \text{DSPACE}(\log^c n)$ . Let **SC** (named after Stephen Cook) be the class of languages that can be decided by deterministic machines that run in polynomial time and  $\log^c n$  space for some  $c > 0$ .
  - (a) It is an open problem whether  $\text{PATH} \in \text{SC}$ . Why does Savitch’s theorem not resolve this question?
  - (b) Is  $\text{SC} = \text{polyL} \cap \text{P}$ ?
5. Show that 2SAT is in **NL**.