

Exercise (Example 8.2 from textbook)

Construct a Turing Machine accepting the language

$$\{0^n 1^n \mid n \geq 1\}$$

Solution

The idea is that the TM  $M$  that we construct reads the leftmost 0, turns it into  $x$ , and moves right until it reaches a 1, that is turned into  $y$ . Then the head moves left again to the leftmost 0 (on the right to a  $x$ ), and starts again until all 0's and 1's are turned into  $x$ 's and  $y$ 's respectively.

If the input is not in  $0^*1^*$ ,  $M$  will fail to find a move and it won't accept. If  $M$  changes the last 0 and the last 1 in the same round, it will go into the final state and accept.

$$Q = \{q_0, q_1, q_2, q_3, q_4\}$$

$$\Sigma = \{0, 1\}$$

$$\Gamma = \{0, 1, x, y, \epsilon\}$$

( $\epsilon$  denotes blank symbol)

$q_0$ : start state

$$F = \{q_4\}$$

In  $q_0$  is the state in which  $M$  is when the head precedes the leftmost 0. In state  $q_1$ ,  $M$  moves right skipping 0's and 1's until it gets to a 1. In state  $q_2$ ,  $M$  moves left while skipping  $y$ 's and 0's again, until it gets to a  $x$  and goes again in  $q_0$ .

Starting from  $q_0$ , if a  $Y$  is read instead of a  $0$ ,  
 it goes to  $q_3$  and moves right: if a  $1$  is found,  
 then there are more  $1$ 's than  $0$ 's; if a  $b$  is read,  
 then the initial string is accepted (transition to  $q_4$ ).

	0	1	X	Y	b
$q_0$	$(q_1, X, R)$	—	—	$(q_3, Y, R)$	—
$q_1$	$(q_2, 0, R)$	$(q_2, Y, L)$	—	$(q_1, Y, R)$	—
$q_2$	$(q_2, 0, L)$	—	$(q_0, X, R)$	$(q_2, Y, L)$	—
$q_3$	—	—	—	$(q_3, Y, R)$	$(q_4, b, R)$
$q_4$	—	—	—	—	—

### Exercise

Show the computation of the TM above when the  
 input string is:

- (a) 00
- (b) 000111

### Solution

(a)  $q_0 00 \vdash X q_1 0 \vdash X 0 q_1$   
 and the TM halts

(b)  $q_0 000111 \vdash X q_1 00111 \vdash X 0 q_1 0111 \vdash$   
 $X 0 0 q_1 111 \vdash X 0 q_2 0 Y 11 \vdash X q_2 0 0 Y 11 \vdash q_2 X 0 0 Y 11 \vdash$   
 $X q_0 0 0 Y 11 \vdash X X q_1 0 Y 11 \vdash X X 0 q_2 Y 11 \vdash X X 0 Y q_2 11 \vdash$   
 $X X 0 q_2 Y Y 1 \vdash X X q_2 0 Y Y 1 \vdash X q_2 X 0 Y Y 1 \vdash X X q_0 0 Y Y 1 \vdash$   
 $X X X q_1 Y Y 1 \vdash X X X Y q_2 Y 1 \vdash X X X Y Y q_2 1 \vdash X X X Y q_2 Y Y \vdash$   
 $X X X q_2 Y Y Y \vdash X X q_2 X Y Y Y \vdash X X X q_0 Y Y Y \vdash X X X Y q_3 Y Y \vdash$   
 $X X X Y Y q_3 Y \vdash X X X Y Y Y q_3 b \vdash X X X Y Y Y b q_4 b$

### Exercise (8.2.3 from textbook) :

Design a Turing Machine that takes as input a number  $N$  in binary and turns it into  $N+1$  (in binary); the number  $N$  is preceded by the symbol  $\$$ , which may be destroyed during the computation. For example,  $\$111$  is turned into  $1000$ ;  $\$1001$  is turned into  $\$1010$ .

### solution

The idea is to toggle the rightmost digit, and, from right to left, all consecutive 1's until we get to the first 0 (which is also toggled). If there is no 0 to be toggled, a 1 is added on the left of the first digit (i.e., in place of the  $\$$ ).

We need three states, where only  $q_2$  is the final state; we briefly describe what the TM does in the different states.

$q_0$  : the TM goes right until it reaches  $\$$ , after the rightmost digit. When  $\$$  is reached, the TM goes into  $q_1$ .

$q_1$  : goes left toggling all 1's and the first 0 (from right); when 0 or  $\$$  is reached, the symbol is turned into 1.

$q_2$  : final state; the TM does nothing.

	$\$$	0	1	$\bar{b}$
$q_0$	$(q_0, \$, R)$	$(q_0, 0, R)$	$(q_0, 1, R)$	$(q_1, \bar{b}, L)$
$q_1$	$(q_2, 1, L)$	$(q_2, 1, L)$	$(q_1, 0, L)$	—
$q_2$	—	—	—	—

## Exercise (8.22 from textbook)

Design Turing machines accepting the following languages:

$$\{w \in \{0,1\}^* \mid w \text{ has an equal number of 0's and 1's}\}$$

### Solution

The idea is that the head of our TM  $M$  moves back and forth on the tape, "deleting" one 0 for each 1; if there are no 0's and 1's in the end, the string is accepted.

When in state  $q_1$ ,  $M$  has found a 1 and looks for a 0; in state  $q_2$  it's the other way around.

Note that the head never moves left of any  $x$ , so that there are never unmatched 0's and 1's on the left of an  $x$ .

From initial state  $q_0$ ,  $M$  picks up a 0 or a 1 and turns it into  $x$ . The only final state is  $q_4$ . In state  $q_3$ ,  $M$  moves head left looking for the rightmost  $x$ .

	0	1	$\bar{0}$	$x$	$\bar{1}$
$q_0$	$(q_2, x, R)$	$(q_1, x, R)$	$(q_4, \bar{0}, R)$	—	$(q_0, \bar{1}, R)$
$q_1$	$(q_3, \bar{1}, L)$	$(q_1, 1, R)$	—	—	$(q_2, \bar{1}, R)$
$q_2$	$(q_2, 0, R)$	$(q_3, \bar{1}, L)$	—	—	$(q_2, \bar{1}, R)$
$q_3$	$(q_3, 0, L)$	$(q_3, 1, L)$	—	$(q_0, x, R)$	$(q_3, \bar{1}, L)$
$q_4$	—	—	—	—	—

Exercise (8.4.2 from textbook)

Consider the following NTM:

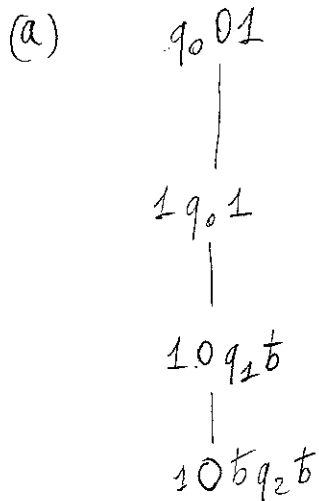
$$M = (\{q_0, q_1, q_2\}, \{0, 1\}, \{0, 1, b\}, \delta, q_0, b, \{q_2\})$$

with  $\delta$  defined as follows

	0	1	b
$q_0$	$\{(q_0, 1, R)\}$	$\{(q_1, 0, R)\}$	$\emptyset$
$q_1$	$\{(q_1, 0, R), (q_0, 0, L)\}$	$\{(q_1, 1, R), (q_0, 1, L)\}$	$\{(q_2, b, R)\}$
$q_2$	$\emptyset$	$\emptyset$	$\emptyset$

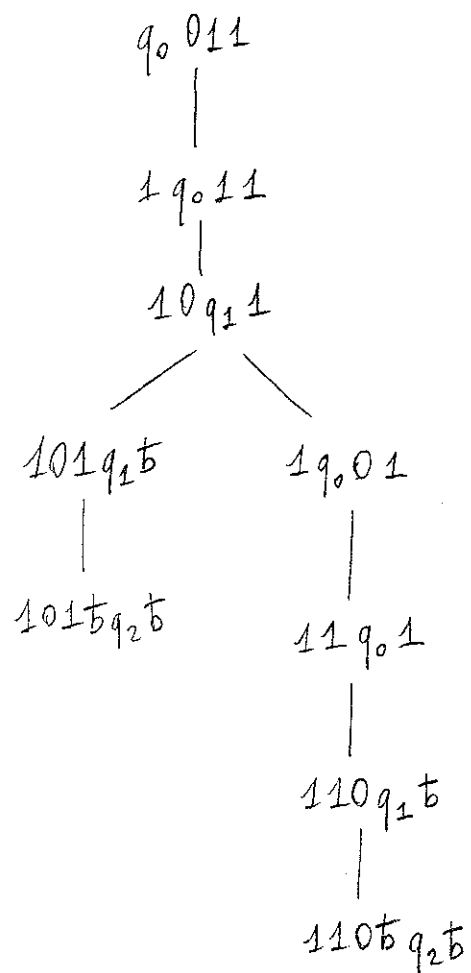
Show the ID's reached by  $M$  when the input is (a) 01  
(b) 011

Solution



Note that here we do not branch.

(b)



## Exercise ( 8.4.5 from textbook)

Suppose you have a tape with all  $b$ 's except a single  $\$$ , with the head in some (unknown) position. (a) Write a NTM able to enter into a final state (starting from initial state) by scanning  $\$$ .

(b) Then, write a deterministic TM doing the same job.

### Solution

(a) The TM just needs to guess whether  $\$$  is on the left or on the right. We call  $q, q_f$  the two states ( $q_f$  is final).

$$\delta(q, b) = \{(q, b, L), (q, b, R)\}$$

$$\delta(q, \$) = \{(q_f, \$, R)\}$$

(b) The deterministic TM goes back and forth examining one new position on the tape on the left, and then one on the right; marked symbols are turned from  $b$  to  $\#$ .

	$b$	$\#$	$\$$
$q_0$	$(q_1, \#, L)$	$(q_0, \#, R)$	$(q_2, \$, R)$
$q_1$	$(q_0, \#, R)$	$(q_1, \#, L)$	$(q_2, \$, R)$
$q_2$	—	—	—

In  $q_0$ , the TM looks for the next  $b$  on the right, while in  $q_1$  it looks for the next one on the left. When a  $b$  is reached, it is turned into  $\#$  and the search starts over in the opposite direction.