

Exercise (Example 8.2 from textbook)

Construct a Turing Machine accepting the language

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

Solution

The idea is that the TM M that we construct needs 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.

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

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

$$\Gamma = \{0, 1, X, Y, \text{blank}\}$$

(blank denotes blank symbol)

q_0 : start state

$$F = \{q_4\}$$

In q_0 is the state in which M is when the head proceeds the leftmost 0. In state q_1 , M moves right skipping 0's and Y'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 ,
 M goes in 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)	—	—	$(q_{\overline{3}}, Y, R)$	—
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

$$(a) q_0 00 \xrightarrow{} X q_1 0 \xrightarrow{} X 0 q_1$$

and the TM halts

$$\begin{aligned}
 (b) q_0 000111 &\xrightarrow{} X q_1 00111 \xrightarrow{} X 0 q_1 0111 \xrightarrow{} \\
 &X 00 q_1 111 \xrightarrow{} X 0 q_2 0 Y 11 \xrightarrow{} X q_2 00 Y 11 \xrightarrow{} q_2 X 00 Y 11 \xrightarrow{} \\
 &X q_0 00 Y 11 \xrightarrow{} X X q_1 0 Y 11 \xrightarrow{} X X 0 q_1 Y 11 \xrightarrow{} X X 0 Y q_1 11 \xrightarrow{} \\
 &X X 0 q_2 Y Y 1 \xrightarrow{} X X q_2 0 Y Y 1 \xrightarrow{} X q_2 X 0 Y Y 1 \xrightarrow{} X X q_0 0 Y Y 1 \xrightarrow{} \\
 &X X X q_1 Y Y 1 \xrightarrow{} X X X Y q_1 Y 1 \xrightarrow{} X X X Y Y q_1 1 \xrightarrow{} X X X Y q_2 Y Y 1 \xrightarrow{} \\
 &X X X q_2 Y Y Y \xrightarrow{} X X q_2 X Y Y Y \xrightarrow{} X X X q_0 Y Y Y \xrightarrow{} X X X Y q_3 Y Y \xrightarrow{} \\
 &X X X Y Y q_3 Y \xrightarrow{} X X X Y Y Y q_3 b \xrightarrow{} X X X Y Y Y b q_4 b
 \end{aligned}$$

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 \overline{b} , after the rightmost digit. When \overline{b} 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	\overline{b}
q_0	$(q_0, \$, R)$	$(q_0, 0, R)$	$(q_0, 1, R)$	(q_1, \overline{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:

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

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 is 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	\emptyset	X	Y
q_0	(q_2, X, R)	(q_1, X, R)	(q_4, \emptyset, R)	-	(q_0, Y, R)
q_1	(q_3, Y, L)	$(q_2, 1, R)$	-	-	(q_2, Y, R)
q_2	$(q_2, 0, R)$	(q_3, Y, L)	-	-	(q_2, Y, R)
q_3	$(q_3, 0, L)$	$(q_3, 1, L)$	-	(q_0, X, R)	(q_3, Y, L)
q_4	-	-	-	-	-