

1 Turing Machine

1.1 Definition

A **Turing machine** (TM) is defined as a 7-tuple $P = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$, where:

- Q is the finite set of states
- Σ : input symbols (finite set of symbols)
- Γ : tape symbols (finite set of symbols), $\Sigma \subseteq \Gamma$
- $q_0 \in Q$: starting state
- $B \in \Gamma$: blank symbol ($B \notin \Sigma$)
- $F \subseteq Q$: set of accepting states
- $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times D$
 - D is the direction where the head moves (L, R)

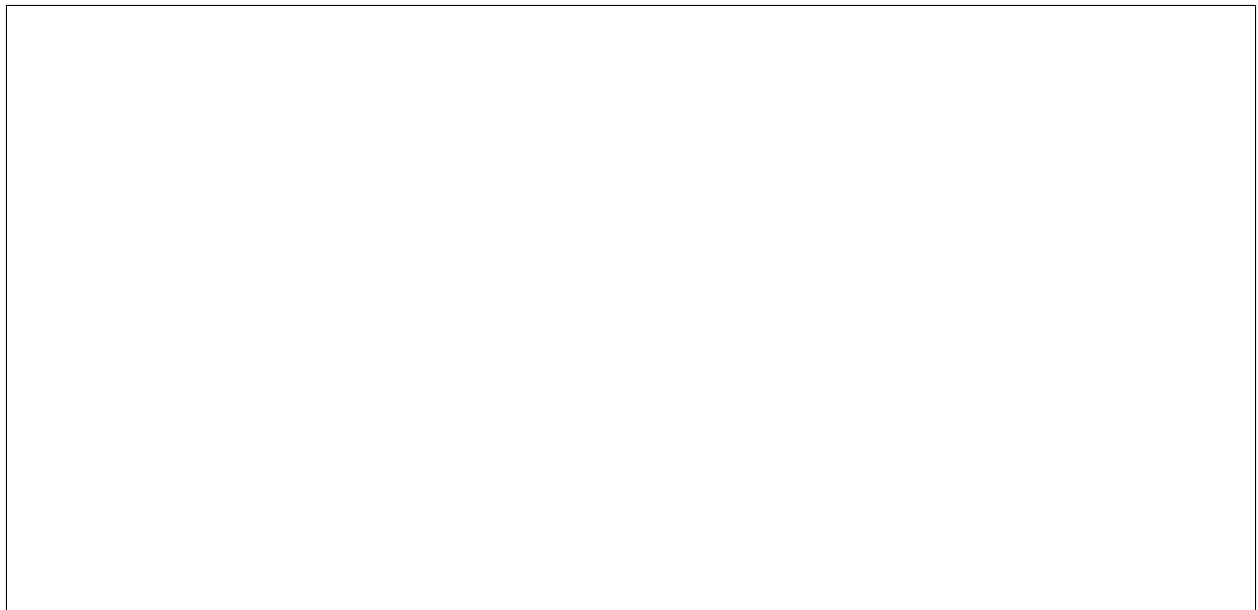


Figure 1: A Turing machine

1.2 Instantaneous descriptors

Similarly to PDAs, the instantaneous descriptors (ID) also represent configurations. However, for TMs, we have to represent the entire (non-blank) content of the tape, the position of the head and the state of the TM as well.

Configurations of a TM look like $pa\alpha$, $\alpha pa\beta$ or αpB .

Provide TMs for the following languages:

1. $L = \{u101v \mid u, v \in \{0, 1\}^*\}$

$$2. L = \{101w \mid w \in \{0,1\}^*\}$$

$$3. L = \{w101 \mid w \in \{0,1\}^*\}$$

Provide TMs for the following languages:

$$1. L = \{awb \mid w \in \{a,b\}^*\}$$

$$2. L = \{a^n b^n \mid n \geq 0\}$$

$$3. L = \{ww^{-1} \mid w \in \{a,b\}^*\}$$

$$4. L = \{ww \mid w \in \{a,b\}^*\}$$

$$5. L = \{a^{2^n} \mid n \geq 0\}$$

$$6. L = \{a^{2^n} b^n \mid n \geq 0\}$$

$$7. L = \{a^n b^n c^n \mid n \geq 0\}$$

Provide a 2-tape TM for the following language:

$$1. L = \{a^m b^n \mid m, n \geq 1, n \% m = 0\}$$