

UNIT-IV

TURING MACHINE

- ↳ Infinite size tape
- ↳ Accept recursive enumerable lang.
 - ↳ Same set of rules repeating with set of elements



PDA → stack

TM → TAPE

- ↳ It can move both direction & does not accept ϵ
- ↳ It is a mathematical model consist of infinite tape divided into cells on which i/p is given.
- ↳ It consist of a head which reads the i/p tape.
- ↳ A state register store the state of TM.
- ↳ After reading i/p symbol, it is replaced with another symbol, its internal state is changed & it move from one cell to the right (or) left.
- ↳ If the TM reaches the final state the i/p string accepted, otherwise rejected.

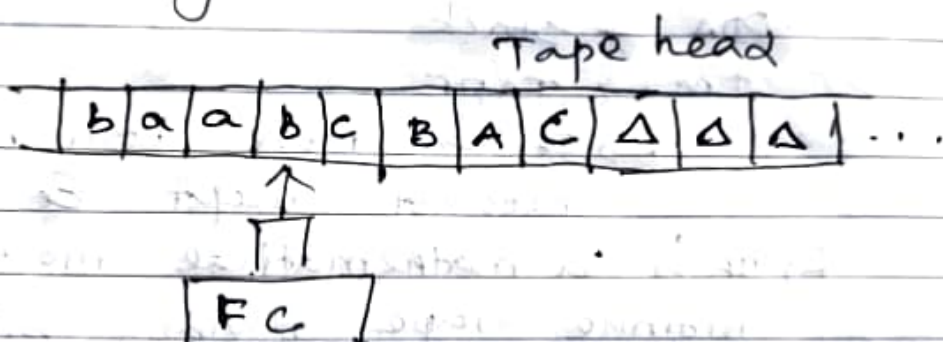
Basic Model of TM:

- ① The i/p tape is having an infinite no. of cells, each cell consisting i/p symbol. The empty tape is filled by blank symbols.

② The finite control and the tape head which is responsible for the current i/p symbol. The tape head can move to left (L) or right.

③ A finite set of states through which m/c has to undergo.

④ Finite set of symbols called external symbols, which are used in building the range of TM.



$\Delta \rightarrow$ blank symbol special symbol

$\Delta \neq \epsilon$

\hookrightarrow It is used to fill the infinite tape.

Defn:

A TM can be formally described as 7 tuple

$[Q, X, \Sigma, \delta, q, B, F]$

$Q \rightarrow$ Finite set of states

$X \rightarrow$ It is alphabet

$\Sigma \rightarrow$ It is i/p alphabet

$\delta \rightarrow$ Transition function

$\delta = Q \times X \rightarrow Q \times X \times L, R$

$q_0 \rightarrow$ Start state

$B \rightarrow$ Blank symbol

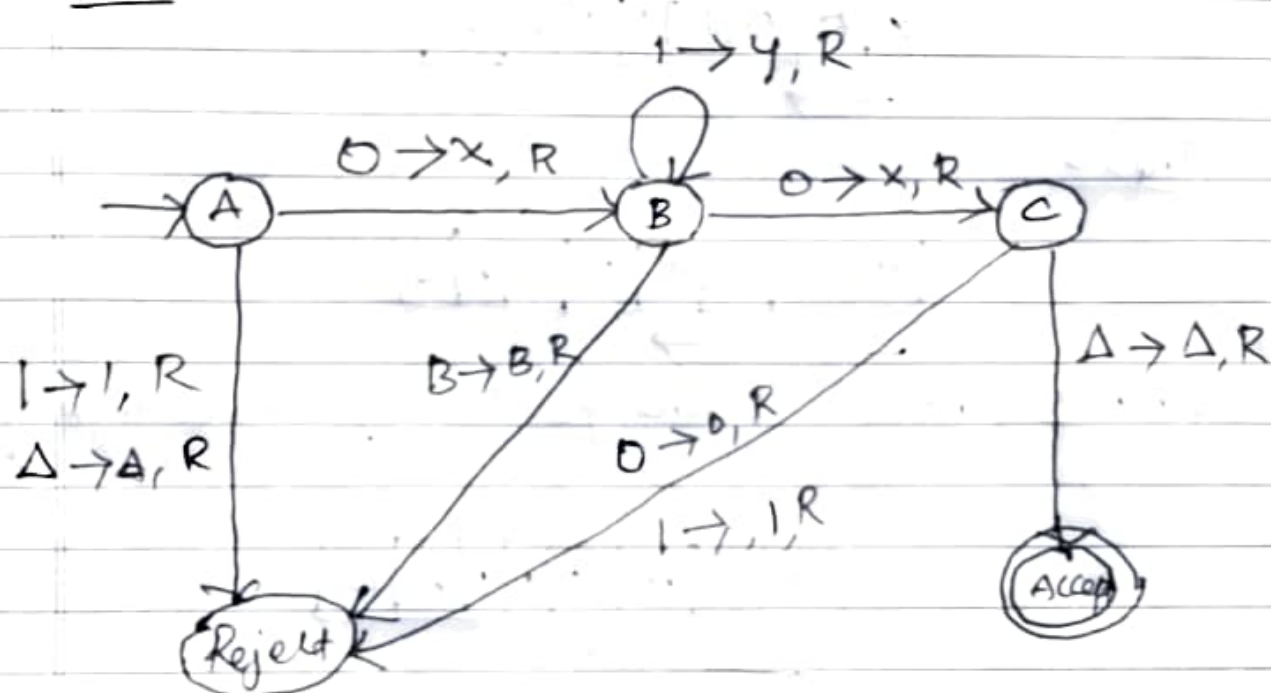
$F \rightarrow$ Set of Final states

Ex 1

Design a TM which recognize the language:

$$L = 01^*0$$

Sol:



Ex 2

Design the TM which recognize the language

$$L = 0^n 1^n$$

Algo:

- * change 0 to "x"
- * Move to right to first "1"
- If none reject
- * change 1 to "y"
- * move left to leftmost 0.
- * Repeat the above steps until no more 2 zeros.
- * Make sure no more "1" remains

Step 1

0	0	0	1	1	1	Δ	Δ
---	---	---	---	---	---	---	---

Step 2: 0 changed to x and move to right direct

x	0	0	1	1	1	Δ	Δ
---	---	---	---	---	---	---	---

→

Step 3

x	0	0	1	1	1	Δ	Δ
---	---	---	---	---	---	---	---

→

Step 4 now 1 change to y and move to left direct

x	0	0	x	1	1	Δ	Δ
---	---	---	---	---	---	---	---

←

Step 5 once reach x it will move to right

x	x	0	x	1	1	Δ	Δ
---	---	---	---	---	---	---	---

→

Step 6

Now again search next '1' in array

x	x	0	y	y	1	Δ	Δ
---	---	---	---	---	---	---	---

←

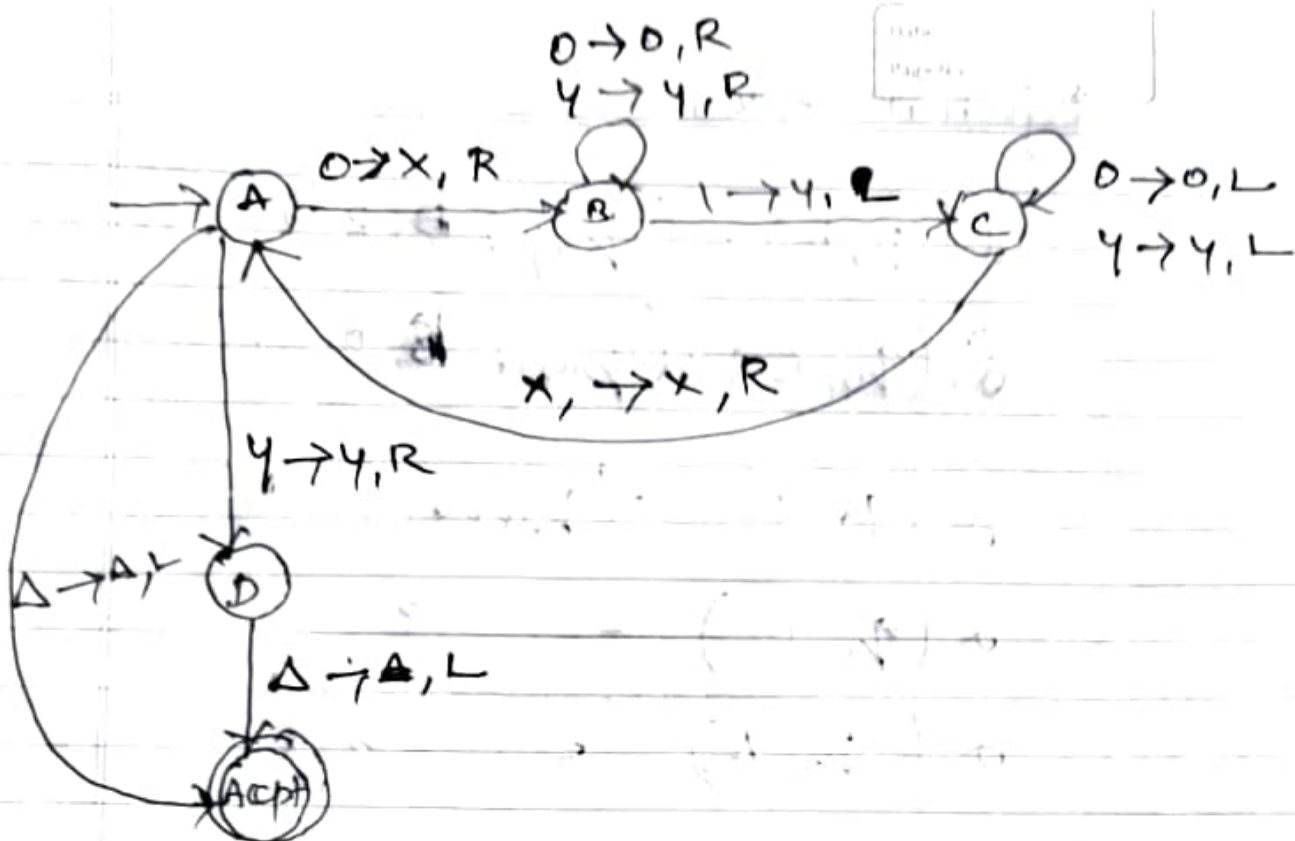
Step 7

x	x	x	y	x	1	Δ	Δ
---	---	---	---	---	---	---	---

→

Step 8

x	x	x	y	x	y	Δ	Δ
---	---	---	---	---	---	---	---

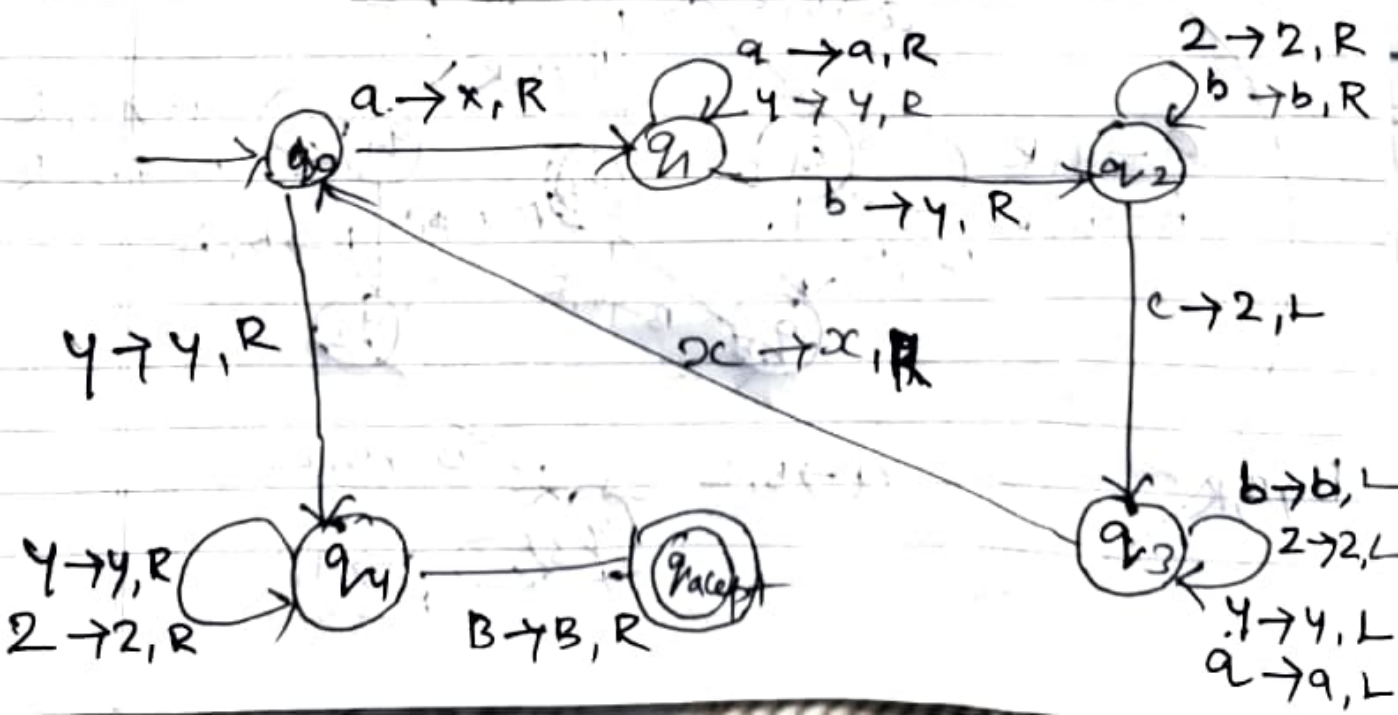
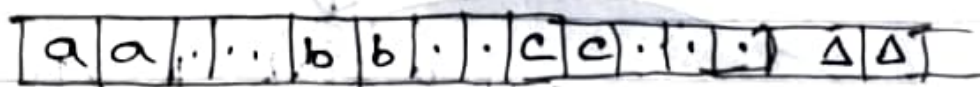


Ex:

Construction of a TM that accept the language $L = \{ a^n b^n c^n \mid n > 1 \}$ over an alphabet $\Sigma = \{ a, b, c \}$

Sol

$w \in \{ abc, aabbcc, \dots \}$



Rejection States

$$\delta(q_4, b) = (q_{\text{reject}}, b, R)$$

$$\delta(q_4, c) = (q_{\text{reject}}, c, R)$$

$$\delta(q_1, \epsilon) = (q_{\text{reject}}, \epsilon, R)$$

$$\delta(q_1, c) = \text{" "}$$

$$\delta(q_2, \Delta) = \text{" "}$$

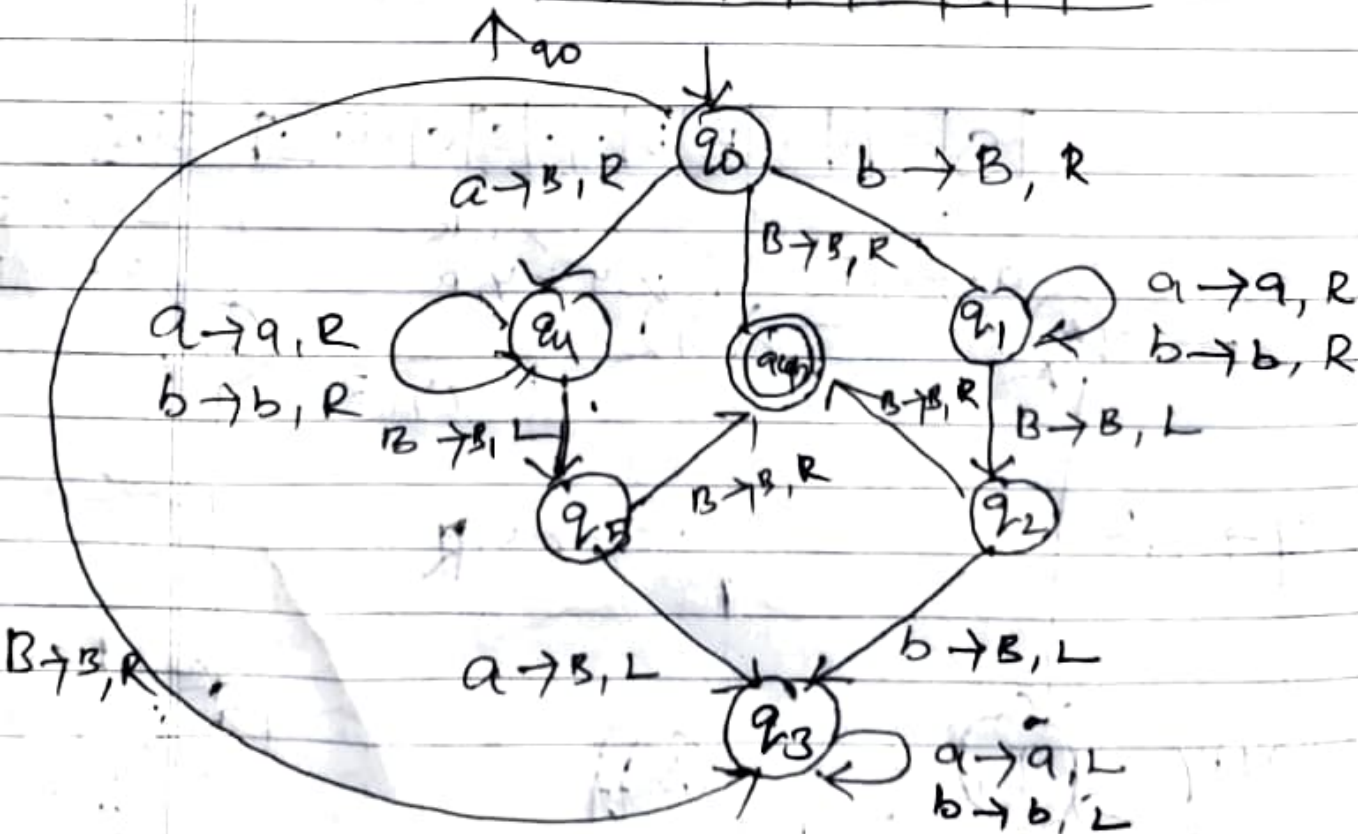
Ex:

Construct a TM that accept Palindrome of the string over an alphabet $\Sigma = \{a, b\}$

Sol

I/p string: ababa

b a b b a b B B B B



Rejection State

$$L(q_{5, b}) = (q_{\text{rej}} B, L)$$

$$L(q_2, a) = (q_{\text{rej}} B, L)$$