

Experiment #	<TO BE FILLED BY STUDENT>	Student ID	<TO BE FILLED BY STUDENT>
		Student Name	<TO BE FILLED BY STUDENT>

**Tutorial (To be completed by student before attending tutorial session)**

1. Define computability.

**Solution:** Computability refers to the study of what problems can be solved by a computational process and the limits of what can be computed. More formally, it's a branch of theoretical computer science and mathematical logic that explores the capabilities and limitations

In what real-world scenarios do you think Turing machines or their principles are applied today? Can you identify any algorithms or technologies that are based on Turing machine concepts?

**Solution:**

Programming languages - universal computation guides how compilers and interpreters work.  
 AI and ML Algorithms process data and make decisions, inspired by logical steps of functioning machines.

3. Design a Turing machine that accepts strings if and only if they are palindromes on the alphabet {0, 1}.

Solution:

$$L = \{010, 101, 001100, 1001, \dots\}$$

i/p :- BB010BB

$\delta$	0	1	X	Y	B
$\rightarrow q_0$	$(q_1, X, R)$	$(q_2, Y, R)$	$(q_0, X, R)$		
$q_1$	$(q_3, X, L)$	$(q_1, 1, R)$			
$q_2$			$(q_4, X, L)$		
$q_3$		$(q_3, 1, L)$	$(q_0, X, R)$		
$q_4$				$(q_5, 4, U)$	
$* q_5$					

Initial State  $\rightarrow q_0$  final State  $q_5$

$$M = (Q = \{q_0, q_1, q_2, q_3, q_4, q_5\}, \Sigma = \{0, 1\}, \Gamma = \{0, 1, X, Y, B\}, \delta, q_0, B, \{q_5\})$$

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**TUTORIAL (To be carried out in presence of faculty in classroom)**

Construct a Turing Machine for the language  $L = \{a^n b^n c^n \mid n \geq 0\}$ .

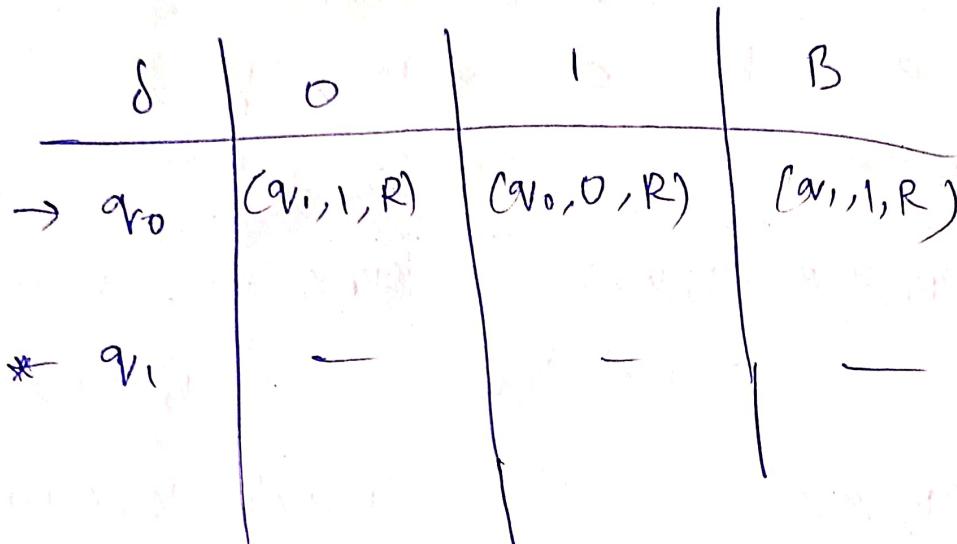
{ } , abc, aaabbcc, aaabbbccc ... .  
tape symbols

S	a	b	c	x	y	z	B
$q_0$	$(q_1, x, R)$				$(a_4, y, R)$		
$q_1$	$(q_1, a, R)$	$(q_2, y, R)$			$(q_1, y, R)$		$(a_5, B, R)$
$q_2$		$(q_2, b, R)$	$(q_3, z, y)$			$(q_2, z, R)$	
$q_3$	$(q_3, a, L)$	$(q_3, b, L)$			$(q_3, y, L)$	$(q_3, z, L)$	
$q_4$					$(q_4, y, R)$	$(q_4, z, R)$	$(q_5, t, R)$
$q_5$	-	-	-	-	-	-	-

$$M = (\{q_0, q_1, q_2, q_3, q_4, q_5\}, \{a, b, c\}, \{a, b, c, x, y, z, B\}, S, q_0, B - \{q_5\})$$

2. Design a Turing machine that takes a binary number as input (e.g., 101) increments it by 1 (e.g., outputs 110). Assume the input is given with the significant bit on the left.

**Solution:**



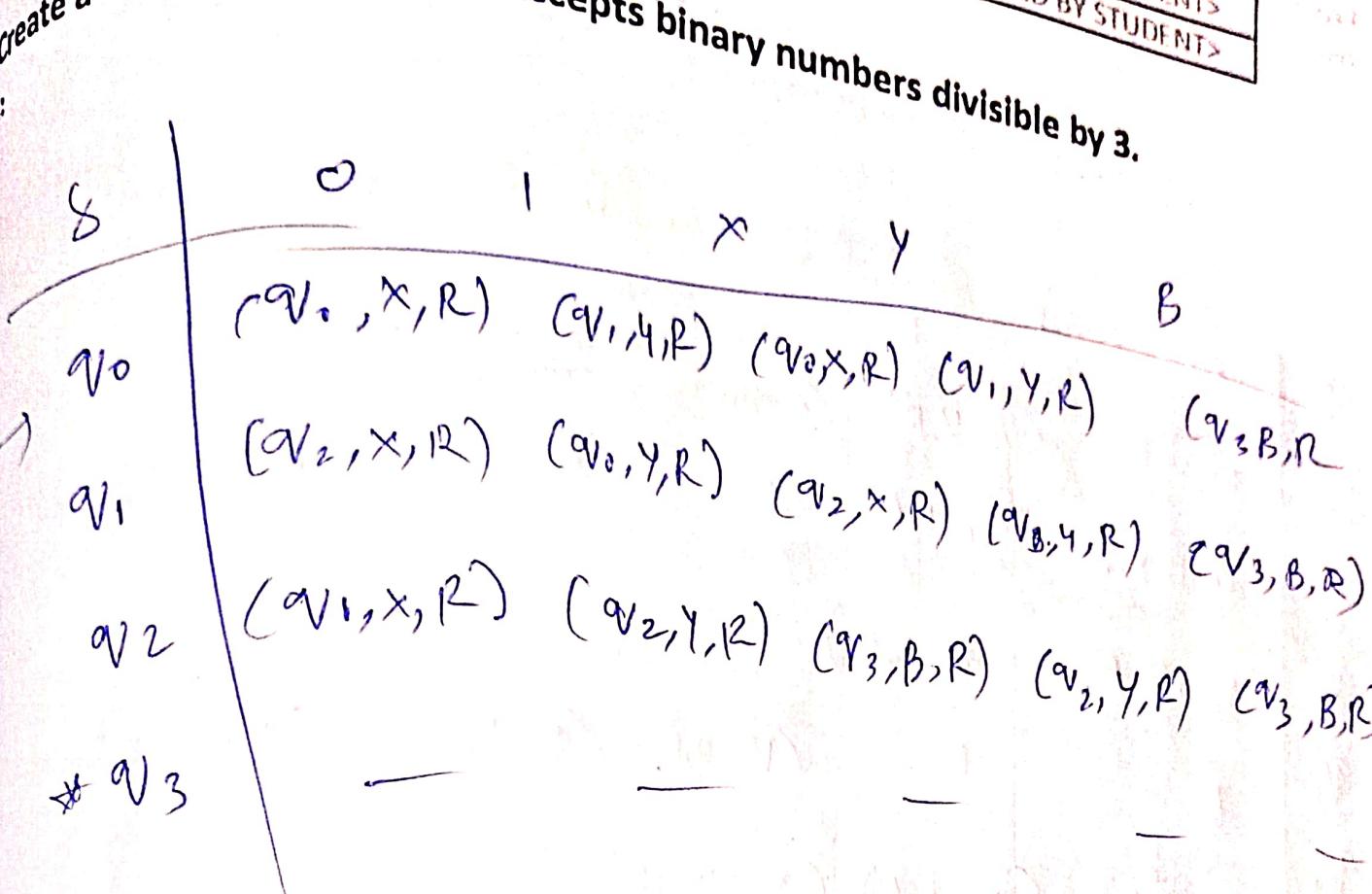
Initial state -  $q_0$ , final state -  $q_1$

$$M = (\{q_0, q_1\}, \{0, 1\}, \{0, 1\}, \{0, 1, 5\}, \{S, q_0, B\}, \{q_1\})$$

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create a  
accepts binary numbers divisible by 3.

BY STUDENTS



$$M = (\{v_0, v_1, v_2, v_3\}, \{0, 1\}, \{0, 1, x, y, R\}, S_{v_0}, B, \{v_3\}),$$

4. Construct a Turing Machine that takes input 011, the output should be 011011.

Solution:

	$\delta$	0	1	X	Y	B
$\rightarrow q_0$		$(q_1, X, R)$	$(q_2, Y, R)$	(Error)	(Error)	$(q_1, B, R)$
$q_1$		$(q_1, 0, R)$	$(q_1, 1, R)$	E	E	$(q_4, 0, L)$
$q_2$		$(q_2, 0, R)$	$(q_2, 1, R)$			
$q_3$	E		E	$(q_3, 0, R)$	$(q_3, 1, R)$	$(q_8, B, L)$
$q_4$		$(q_4, 0, L)$	$(q_4, 1, L)$	$(q_0, X, R)$	E	E
$q_5$		$(q_5, 0, L)$	$(q_5, 1, L)$	E	$(q_0, Y, R)$	E
$q_6$	E		E	$(q_6, 0, L)$	$(q_6, 1, L)$	$(q_7, B, R)$
* $q_7$	-	-	-	-	-	-

$$M = (\{q_0, q_1, q_2, q_3, q_4, q_5, q_6, q_7\}, \{0, 1\}, \\ \{0, 1, X, Y, B\}, q_0, \delta, B, \{q_7\})$$

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Post-Tutorial  
1. Create  
solution:

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4. Construct a Turing Machine that copies a binary string. For example, if the input 011, the output should be 011011.

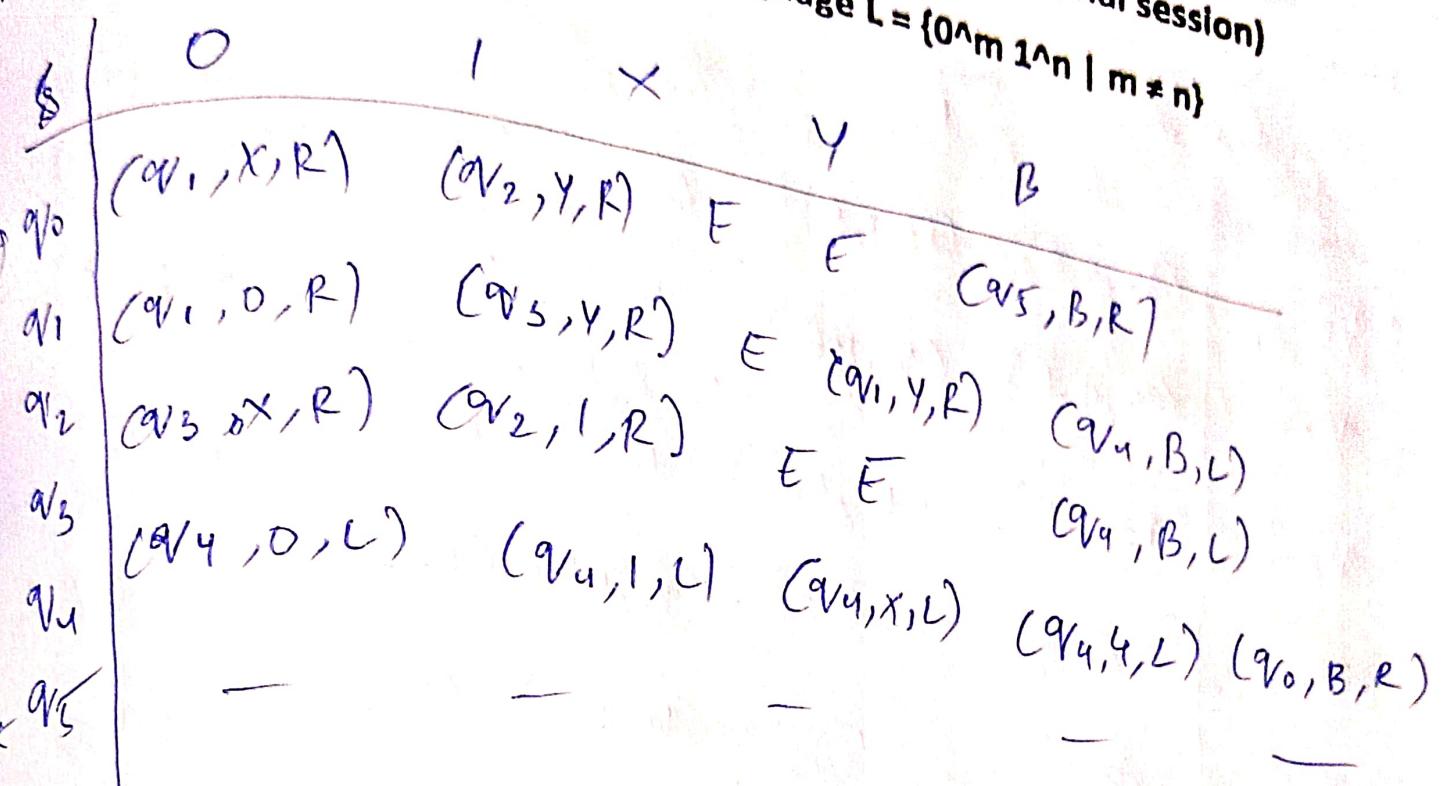
Solution:

	$\delta$	0	1	x	y	B
$\rightarrow q_0$		$(q_1, x, R)$	$(q_2, y, R)$	$(q_3, \epsilon, R)$	$(q_4, \epsilon, R)$	$(q_5, B, R)$
$q_1$		$(q_1, 0, R)$	$(q_1, 1, R)$	$\epsilon$	$\epsilon$	$(q_4, 0, L)$
$q_2$		$(q_2, 0, R)$	$(q_2, 1, R)$			
$q_3$		$\epsilon$	$\epsilon$	$(q_3, 0, R)$	$(q_3, 1, R)$	$(q_4, B, L)$
$q_4$		$(q_4, 0, L)$	$(q_4, 1, L)$	$(q_0, x, R)$	$\epsilon$	$\epsilon$
$q_5$		$(q_5, 0, L)$	$(q_5, 1, L)$	$\epsilon$	$(q_0, y, R)$	$\epsilon$
$q_6$		$\epsilon$	$\epsilon$	$(q_6, 0, L)$	$(q_6, 1, L)$	$(q_7, B, R)$
* $q_7$		-	-	-	-	-

$$M = (\{q_0, q_1, q_2, q_3, q_4, q_5, q_6, q_7\}, \{0, 1\}, \{0, 1, x, y, B\}, q_0, \delta, B, \{q_7\})$$

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(out by student after attending tutorial session)  
 create a Turing Machine to decide the language  $L = \{0^m 1^n \mid m \neq n\}$



$$M = (\{q_0, q_1, q_2, q_3, q_4, q_5\}, \{0, 1\}, \{0, 1, X, Y, B\}, \delta, q_0, B, \{q_5\})$$

$$\delta, q_0, B, \{q_5\})$$

2. Construct a Turing Machine that replaces every 0 in a binary string with 1 and vice versa.

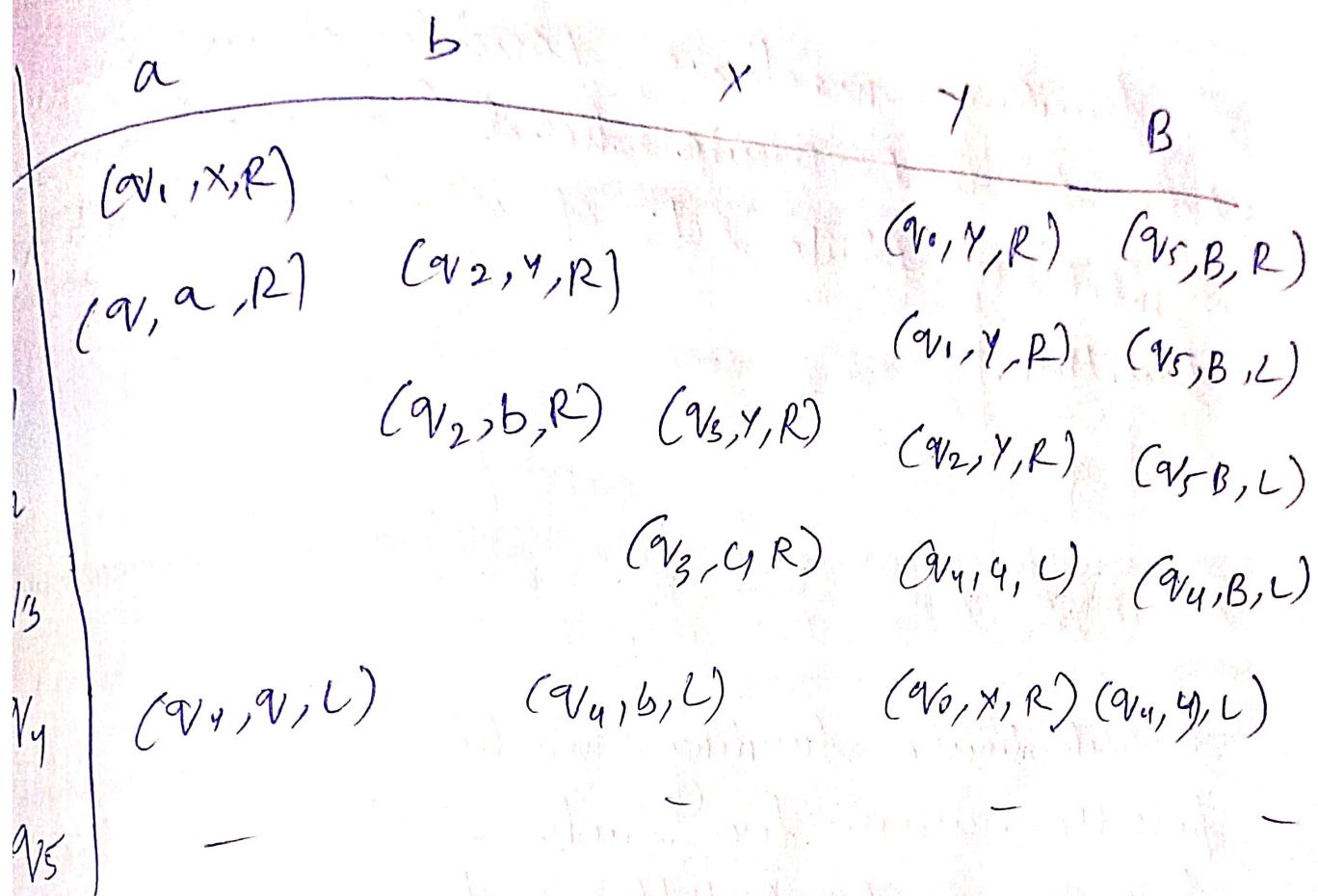
Solution:

$\delta$	0	1	x	y	B
$\rightarrow q_0$	$(q_1, x, R)$	$(q_2, y, R)$	$E$	$E$	$(q_5, B, R)$
$q_1$	$(q_1, 0, R)$	$(q_1, 1, R)$	$E$	$F$	$(q_3, 1, R)$
$q_2$	$(q_2, 0, R)$	$(q_2, 1, R)$	$E$	$E$	$(q_4, 0, R)$
$q_5$	$E$	$E$	$(q_0, 1, L)$	$(q_0, 1, L)$	$(q_5, B, R)$
$q_4$	$E$	$E$	$(q_0, 0, L)$	$(q_0, 0, L)$	$(q_5, B, R)$
$\star q_5$	-	-	-	-	-

$$M = (\{q_0, q_1, q_2, q_3, q_4, q_5\}, \{0, 1\}, \{0, 1, x, y, B\}, \delta, q_0, B, \{q_5\})$$

<TO BE FILLED BY STUDENT>

Design a Turing Machine that accepts the language  $L = \{a^n b^m c^k \mid n+m=k\}$ .



$$M = (\{v_0, v_1, v_2, v_3, v_4, v_5, x, y, B\}, \{a, b, c\}, \{a, b, c, x, y, B\}, \{v_0, B\}, \{v_5\})$$

**Viva - Questions:**

1. Describe the components of a Turing machine.

**Solution:**

A Turing machine consists of an infinite tape of read-write head (to read & write symbols) a finite set of states, transition function.

2. What is the difference between a deterministic Turing machine (DTM) and a non-deterministic Turing machine (NDTM)?

**Solution:**

A deterministic Turing machine has a single possible action for each state and input, following a predictable path. A Non-deterministic Turing Machine can choose from multiple actions for a state and input.

(For Evaluator's use only)

Comment of the Evaluator (if Any)	Evaluator's Observation
	<p>Marks Secured: <b>out of 50</b></p> <p>Full Name of the Evaluator:</p> <p>Signature of the Evaluator Date of Evaluation:</p>