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Exercício 8

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Introduction to the Theory of Computation

ISBN: 9781133187790

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Passo 1

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Part a.

The machine matches each occurrence of 0 with 1 and vice versa:

1. Read the leftmost 0 or 1:
 - If there are none, *accept*
 - Otherwise cross it off and remember it in state
2. Move right until you encounter the symbol distinct from the one just crossed off:
 - If you reach the \sqcup , *reject*
 - Otherwise cross off this symbol as well, and go to step 1.

Part b.

Analogous to previous part, but here we find leftmost 1 and then try to find corresponding two 0's.

Part c.

Since machine from previous part is a decider, only altering accept and reject states works fine.

Resultado

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We write the detailed description for first machine, other two are analogous.

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Avaliar esta solução



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