## TuringNeural-Turing-Machine

## February 26, 2024

[1]: # implement a Turing machine for the language  $L = \{a \hat{m}b \hat{n}a \hat{m}b \hat{n} m, n 0\}$ 

```
[2]: # It can be easily figured out that the language will be accepted in four cases:
     # Blank string.
     # List contains only a's and their total number is even.
     # List contains only b's and their total number is even.
     # The input is a combination of both a and b's and follows the rule of the \Box
      ⇒language.
[3]: def action(input_char, replace_with, move, new_state):
         global tapehead, state
         if tape[tapehead] == input_char:
             tape[tapehead] = replace_with
             state = new_state
             if move == 'L':
                 tapehead -= 1
             else:
                 tapehead += 1
             return True
         return False
[6]: string = input("Enter String: ")
     length = len(string) + 2
     tape = ['B']*length
     i = 1
     tapehead = 1
     for s in string: #loop to place string in tape
         tape[i] = s
         i += 1
     state = 0
     #assigning characters to variable so that don't have to use characters each time
     a, b, X, Z, U, V, R, L, B = 'a', 'b', 'X', 'Z', 'U', 'V', 'R', 'L', 'B'
     oldtapehead = -1
     accept = False
     while(oldtapehead != tapehead): #if tapehead not moving that means terminate_
      → Turing machine
         oldtapehead = tapehead
```

```
print(tape , "with tapehead at index", tapehead, "on state" , state)
  if state == 0:
      \rightarrowaction(b, U, R, 4):
          pass
  elif state == 1:
      if action(a, a, R, 1) or action(b, b, R, 2) or action(B, B, L, 11):
          pass
  elif state == 2:
      if action(b, b, R, 2) or action(Z, Z, R, 2) or action(a, Z, L, 3):
          pass
  elif state == 3:
      if action(b, b, L, 3) or action(Z, Z, L, 3) or action(a, a, L, 3) or_u
\rightarrowaction(X, X, R, 0):
          pass
  elif state == 4:
      if action(b, b, R, 4) or action(Z, Z, R, 5) or action(B, B, L, 15):
          pass
  elif state == 5:
      if action(Z, Z, R, 5) or action(V, V, R, 5) or action(b, V, L, 6):
          pass
  elif state == 6:
      if action(Z, Z, L, 6) or action(V, V, L, 6) or action(b, b, L, 6) or_u
⇒action(U, U, R, 0):
          pass
  elif state == 7:
      if action(Z, Z, R, 7) or action(V, V, R, 8):
          pass
  elif state == 8:
      if action(V, V, R, 8) or action(B, B, R, 9):
          pass
  elif state == 11:
      if action(a, a, L, 11) or action(X, X, R, 12):
          pass
  elif state == 12:
      if action(a, Z, R, 13):
```

```
pass
         elif state == 13:
             if action(a, X, R, 12) or action(B, B, R, 14):
         elif state == 15:
             if action(b, b, L, 15) or action(U, U, R, 16):
                 pass
         elif state == 16:
             if action(b, V, R, 17):
                 pass
         elif state == 17:
             if action(b, U, R, 16) or action(B, B, R, 18):
                 pass
         else:
             accept = True
     if accept:
        print("String accepted on state = ", state)
     else:
         print("String not accepted on state = ", state)
    Enter String: (blank string)
    ['B', '(', 'b', 'l', 'a', 'n', 'k', ' ', 's', 't', 'r', 'i', 'n', 'g', ')', 'B']
    with tapehead at index 1 on state 0
    String not accepted on state = 0
[]:
```