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# CSE211-Formal Languages and Automata Theory

## U3L3 – Designing Turing Machines

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# Agenda

- Recap of Previous class
- Turing Machine def.
- Instantaneous Descriptions for Turing Machine
- Moves of a TM
- Designing a TM with example
- Languages of a TM
- Halting of TM

# Turing-Machine Formal def.

- A Turing machine (TM) is a 7-tuple  $M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$  where
  1.  $Q$ : A finite set of *states*
  2.  $\Sigma$ : An *input alphabet*
  3.  $\Gamma$ : A *tape alphabet* (with  $\Sigma$  being a *subset* of it).
  4.  $\delta$ : A *transition function*,  $\delta(q, X) = (p, Y, D)$
  5.  $q_0$ : A *start state*
  6.  $B$ : A *blank symbol* ( $B$ , in  $\Gamma - \Sigma$ , typically).
    1. All tape except for the input is blank initially.
  7.  $F$ : A set of *final states* ( $F \subseteq Q$ , typically).

# The Transition Function

- $\delta$ : a transition function  $\delta (q, X) = (p, Y, D)$  where
- Takes two arguments:
  1. A state  $q$ , in  $Q$ .
  2. A tape symbol  $X$  in  $\Gamma$ .
- $\delta(q, Z)$  is either undefined or a triple of the form  $(p, Y, D)$ .
  - $p$  is a state.
  - $Y$  is the new tape symbol.
  - $D$  is a *direction*, L or R.

# Instantaneous Descriptions for Turing Machine

## ■ The *instantaneous description* (ID) of a TM ---

The ID of a TM is represented by  $X_1X_2\dots X_{i-1}qX_iX_{i+1}\dots X_n$  in which

- $q$  is the current state;
- the tape head is scanning the  $i$ th symbol  $X_i$  from the left;
- $X_1X_2\dots X_n$  is the portion of the tape between the leftmost and the rightmost nonblank symbols.

# Moves of a TM

- The moves of a TM  $M$  are denoted by  $\vdash_M$  or  $\vdash$ .
- If  $\delta(q, X_i) = (p, Y, L)$  (a leftward move), then we write the following to describe the left move:

$$X_1 X_2 \dots X_{i-1} q X_i X_{i+1} \dots X_n \vdash X_1 X_2 \dots X_{i-2} p X_{i-1} Y X_{i+1} \dots X_n.$$

- Right moves are defined similarly.

# Design a TM: Example 1

Design a TM to accept the language  $L = \{0^n 1^n \mid n \geq 1\}$ .

- The machine may be designed by the following steps.
- Starting at the left end of the input.
  - Change 0 to an X.
  - Move to the right over 0's and Y's until a 1.
  - Change 1 to Y.
- Move left over Y's and 0's until an X.
  - Look for a 0 immediately to the right.
  - If a 0 is found, change it to X and repeat the above process.

# Design a TM: Example 1

- An example illustrating the above steps is as follows (the **Green** character indicates the position of the reading head).
- 
- $0011 \rightarrow X011 \rightarrow X0Y1 \rightarrow XXY1 \rightarrow \dots \rightarrow XXY Y \rightarrow XXY Y B$
- 
- The TM is defined formally as follows:
- $M = (\{q_0 \sim q_4\}, \{0, 1\}, \{0, 1, X, Y, B\}, \delta, q_0, B, \{q_4\})$



# Design a TM: Example 1

- Transition table for  $\delta$  is as shown in Table

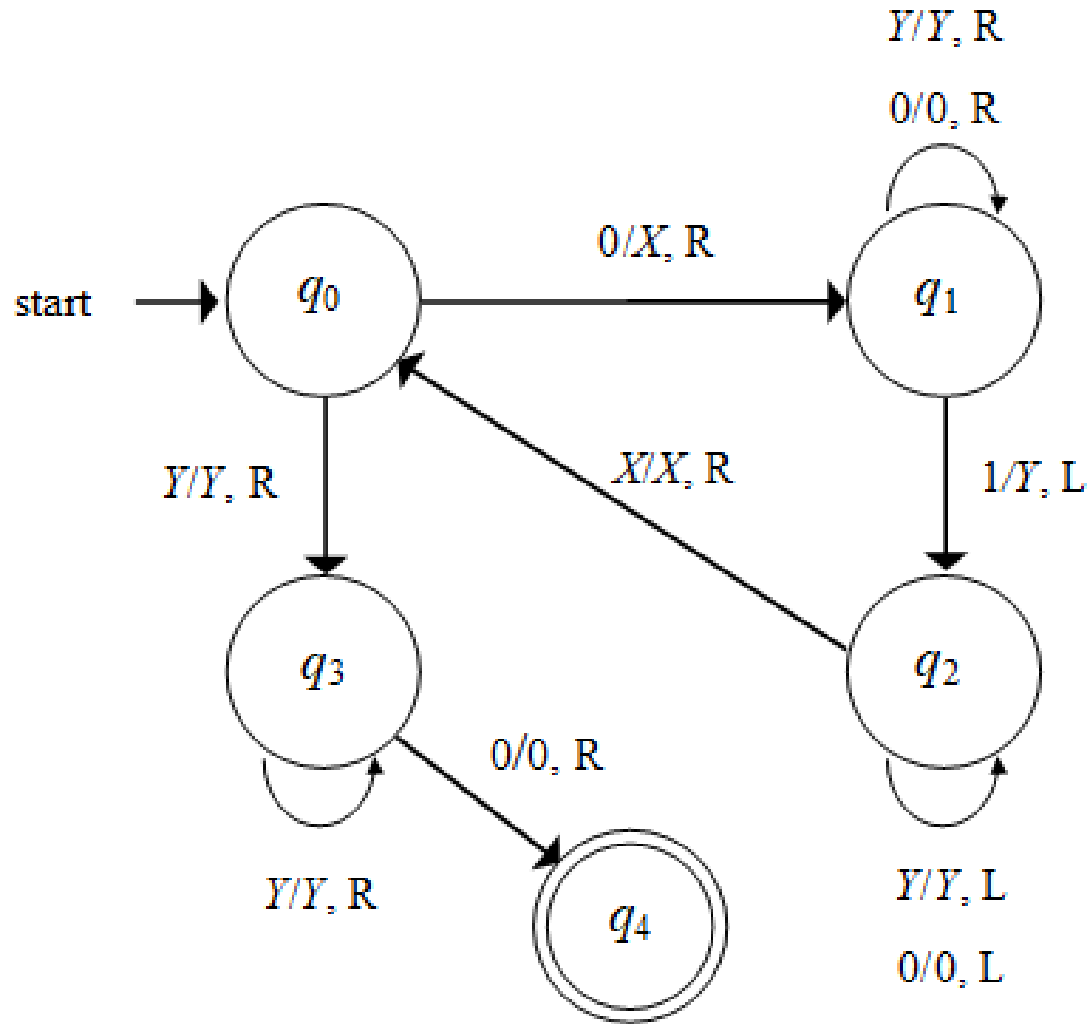
	symbol				
State	0	1	$X$	$Y$	$B$
$q_0$	$(q_1, X, R)_1$	-	-	$(q_3, Y, R)_8$	-
$q_1$	$(q_1, 0, R)_2$	$(q_2, Y, L)_4$	-	$(q_1, Y, R)_3$	-
$q_2$	$(q_2, 0, L)_5$	-	$(q_0, X, R)_7$	$(q_2, Y, L)_6$	-
$q_3$	-	-	-	$(q_3, Y, R)_9$	$(q_4, B, R)_{10}$
$q_4$	-	-	-	-	-

Red numbers are used to distinguish the transitions.

# Design a TM: Example 1

- The moves to accept the input string  $w = 0011$  are as follows (use  $\Rightarrow$  instead of  $\rightarrow$ ):
- 
- $q00011 \Rightarrow_1 Xq1011 \Rightarrow_2 X0q111 \Rightarrow_4 Xq20Y1 \Rightarrow_5 q2X0Y1$   
 $\Rightarrow_7 Xq00Y1 \Rightarrow_1 XXq1Y1 \Rightarrow_3 XXYq11$   
 $\Rightarrow_4 XXq2YY \Rightarrow_6 Xq2XYY \Rightarrow_7 XXq0YY$   
 $\Rightarrow_8 XXYq3Y \Rightarrow_9 XXYYq3B \Rightarrow_{10} XXYYBq4B.$

# Transition Diagrams for TM's



TM to accept the language  
 $L = \{0^n 1^n \mid n \geq 1\}.$

## Example 2

- Design a TM that accepts the language denoted by the RE  $00^*$

# Summary

- Recap of Previous class
- Turing Machine def.
- Instantaneous Descriptions for Turing Machine
- Moves of a TM
- Designing a TM with example

# References

- John E. Hopcroft, Rajeev Motwani and Jeffrey D. Ullman, *Introduction to Automata Theory, Languages, and Computation*, Pearson, 3<sup>rd</sup> Edition, 2011.
- Peter Linz, *An Introduction to Formal Languages and Automata*, Jones and Bartle Learning International, United Kingdom, 6<sup>th</sup> Edition, 2016.

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Next Class: **Unit III**

# **Designing Turing Machines**

## **Part 2**

**Thank you.**

