$$\{w\#w \mid w \in \{0,1\}^*\}$$

A DTM $M = (Q, \{0, 1\}, \Gamma, \delta, q_s, q_a, q_r)$ does this as follows:

$$\delta(q_s, \sqcup) = (q_r, \sqcup, R)
\delta(q_s, \#) = (e_0, \#, R)
\delta(e_0, \sqcup) = (q_a, \sqcup, R)
\delta(e_0, 0) = (q_r, 0, R)
\delta(e_0, 1) = (q_r, 1, R)
\delta(q_s, 0) = (r_0, x, R)
\delta(r_0, 0) = (r_0, 0, R)
\delta(r_0, 1) = (r_0, 1, R)
\delta(r_0, \bot) = (q_r, \bot, R)
\delta(r_0, \#) = (t_0, \#, R)
\delta(t_0, x) = (t_0, x, R)
\delta(t_0, 1) = (q_r, 1, R)
\delta(t_0, 0) = (m_1, x, L)
\delta(q_s, 1) = (r_1, x, R)
\delta(r_1, 0) = (r_1, 0, R)
\delta(r_1, 1) = (r_1, 1, R)
\delta(r_1, \#) = (t_1, \#, R)
\delta(t_1, x) = (t_1, \#, R)
\delta(t_1, x) = (t_1, x, R)
\delta(t_1, x) = (q_r, 0, R)
\delta(t_1, 1) = (m_1, x, L)$$

$\{w\#w\mid w\ \in\ \{0,1\}^*\}$ (continued)

$$\delta(m_1, x) = (m_1, x, L)
\delta(m_1, \#) = (m_0, \#, L)
\delta(m_0, 0) = (m_0, 0, L)
\delta(m_0, 1) = (m_0, 1, L)
\delta(m_0, x) = (q_n, x, R)
\delta(q_n, 0) = (r_0, x, R)
\delta(q_n, 1) = (r_1, x, R)
\delta(q_n, \#) = (e_1, \#, R)
\delta(e_1, x) = (q_n, L, R)
\delta(e_1, L) = (q_n, L, R)
\delta(e_1, 0) = (q_r, 0, R)$$

 $\delta(e_1, 1) = (q_r, 1, R)$

Shift input right and add # at the left end

A DTM $M=(Q,\{0,1\},\Gamma,\delta,q_s,q_a,q_r)$ does this as follows:

$$\delta(q_s, 0) = (q_0, \#, R)
\delta(q_s, 1) = (q_1, \#, R)
\delta(q_0, 0) = (q_0, 0, R)
\delta(q_0, 1) = (q_1, 0, R)
\delta(q_0, \sqcup) = (q_2, 0, L)
\delta(q_1, 1) = (q_1, 1, R)
\delta(q_1, 0) = (q_0, 1, R)
\delta(q_1, \sqcup) = (q_2, 1, L)$$

In state q_2 , move to the left end.

$$\{ww \mid w \in \{0,1\}^*\}$$

Repeat until all symbols are marked:

Mark the first unmarked symbol from the left end by \vee .

Mark the first unmarked symbol from the right end by \wedge .

Repeat until all symbols are unmarked:

Move to the left end.

Find the first symbol that is marked with \vee .

Unmark the symbol and store in the state.

Find the first symbol that is marked with \wedge .

If none found halt and reject.

Unmark the symbol.

If not same as the stored one, halt and reject.

Halt and accept.

$$\{0^{2^n} \mid n \ge 0\}$$

Repeat the following steps:

If number of unmarked 0's is odd and more than one halt and reject.

Move left to right marking every other unmarked 0.

If single unmarked 0 halt and accept.

Primality testing: Example from "Automata and Computability" by Dexter Kozen

Input: $\#aaa \cdots aa\#$

Problem: Decide if p is prime.

If p = 0 or p = 1 halt and reject.

Erase the first a and replace the last a by \$.

Repeat until the first non-blank symbol is \$:

(Invariant: the index of the first non-blank symbol is prime.)

Mark the first non-blank symbol with \wedge .

Mark all symbols until the first non-blank symbol with '.

Repeat until the right end of the tape:

(erase all symbols in positions that are multiples of the current prime number.)

Erase the next non-blank symbol with the mark \wedge .

Shift the ' marks and the \wedge mark to the next block.

If \$ is marked with \land then halt and reject.

Move to the left end of the tape.

Halt and accept.

TM as a Function Computer

M is said to compute f iff: starting with w on the tape

the TM ends up with f(w) on the tape in the accept state.

Partial function.

Incrementing a binary number

```
w = w<sub>1</sub>w<sub>2</sub>···w<sub>n</sub>: input binary number
assume that the input tape contains #w<sub>1</sub>w<sub>2</sub>···w<sub>n</sub>
Move to the right-most end;
Repeat the following steps:
Current symbol is 0: change it to 1; move to the left end; halt and accept;
Current symbol is 1: change it to 0; move left by 1 position;
Current symbol is #:
change it to 1;
shift right by one position the non-blank part of tape;
move to the left end;
write a #;
halt and accept;
```

Generate the lexicographically next binary string

```
w = w<sub>1</sub>w<sub>2</sub>···w<sub>n</sub>: a string over the alphabet {0, 1}
assume that the input tape contains #w<sub>1</sub>w<sub>2</sub>···w<sub>n</sub>
Move to the right-most end;
Repeat the following steps:
Current symbol is 0: change it to 1; move to the left end; halt and accept;
Current symbol is 1: change it to 0; move left by 1 position;
Current symbol is #:
change it to 0;
shift right the non-blank part of the tape by one position;
move to the left end;
write a #;
halt and accept;
```

Summary

- TMs can recognize languages; can decide as well.
- TMs can compute functions: partial functions.
- Standard computer instructions can be simulated using TM instructions.

Can write TM programs at high level.

Examples in chapter 3.