## Tut-9

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Q!) RTP: Semi-Infinite Machines have some power as standard twing machines.

Proof:

I) Standard twing machines simulate somi infinite machines.

Consider a standard turing machine and herborn following modifications

(i) 2 nort # symbol on the left of input strung

\$ \$ # a b a c &

(i) Add a self loop to each state of the standa -rd turing machine.

# ># R

Exclude states with no outgoing transition

This will ensure the standard turing machine will not go beyond the #, so left infinity can hever be reached. In this way semi-Infinite tape machine is simulated.

II) Somi-Infinite Machine simulater standard turing Machines since semi-Infinite machine has one infinity only, wheras standard turing machine has two, we use a semi-Infinite machine with 2 tracks for simulation.

Standard

Semi-Infinite (2 tras

>-	· · · · · · · · · · · · · · · · · · ·		
1 a b c	de Dong	equivalent }	#de 00
1	reference point		# ( 6 0 0
	fort.		$\mathcal{T}$

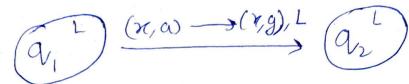
The head of semi-infinite machine will read both tracks. Each state 9, in standard turing machine has 2 counterparts q, L. q, en some-infinite martire.

With the following transitions included in the semi infinite machine, we ensure the bunctionality is same in both machines.

Right Part  $(q_1x) \rightarrow (g_1x)R$   $(q_2x) \rightarrow (g_1x)R$ 



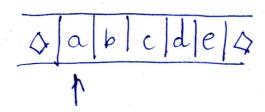
Lest Past



For any take symbol n.

Simulation:

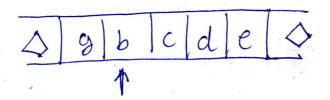
Time 1



Right Past

#	d	e	<b>\$</b>	$\Diamond$	
#	C	b	a	<b>\$</b>	-
Les	Po	st	1		

Time 2



Right Part

#	d	e 1	4	4
#	C.	b	g	V
Les	t	part	_ '	

2) At the border,

Right Part

$$(q_1) \xrightarrow{(\#,\#) \to (\#,\#)} (q_1)$$

Left Past

## Simulation

Time 1

Right # de 000 Lest # cb9 &

Time 2

Right # de D D

Left # C b g D

QR (Now d' will be read

So we moved to right)

In this way, we can prove that standard turing machine and some Infinite turing machine have some power. Hence proved

M rever changes its first take, which holds the input an. It begins by rejecting if n is 0/1 and accepting if it is 2. otherwise if its places two a's on its second take. Then it puts each head at the left end of its string, then moving the take-2 head back to the left end and repeating. It reaches the end of the take-1 string at the same time it reaches the end of the take-2 string, it rejects.

Otherwise it adds a third a to the tape-2 string and marks off copies of the tape-2 string on the tape-1 string. It is finds they are equal length, it accepts. Otherwise it marks off copies and rejects if it finds the right ends of the two strings at same time. Otherwise it continues increasing the size of tape-2 string by continues increasing the size of tape-2 string by one letter each time. It accepts if lon(tape1)=len and rejects if lon(tape1)=len and rejects if lon(tape2)= multiple of lon(tape2)

- a) Find the middle, mark it . 2f there's a lone character in the middle (ie) The length of the input string isn't even), then reject immediately
- b) Bounce back and both between the beginning of the second, of the first w and the beginning of the second, marking of characters if they match and rejecting if they dont.
- c) It we get to the end of the w's and everything has matched, accept.

P. T. 0

