

PTC (Fall 2018) – Assignment 3

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Problem 1

Consider the (deterministic) Turing machine M given by

$$M = (\{q_0, q_1, q_2\}, \{a, b\}, \{a, b, B\}, \delta, q_0, B, \{q_2\})$$

which has exactly four transitions defined in it, as described below.

$$1. \delta(q_0, a) = (q_0, B, R)$$

$$2. \delta(q_0, b) = (q_1, B, R)$$

$$3. \delta(q_1, b) = (q_1, B, R)$$

$$4. \delta(q_1, B) = (q_2, B, R)$$

Please answer the following questions:

- Specify the execution trace of M on the input string abb .
- Provide a regular expression for the language of the Turing machine.
- Suppose we added the transition $\delta(q_1, a) = (q_0, B, R)$ to the above machine, provide a regular expression for the language of the resulting Turing machine.

a

$$q_0aab \vdash q_0ab \vdash q_0b \vdash q_1B \vdash q_2B$$

b

$$a^*b^+$$

c

$$a^*b^+(a^+b^+)^*$$

Problem 2

Please design TM's to decide following languages:

- $L_1 = \{1^m \times 1^n = 1^{mn} \mid m, n \in \mathbb{N}^+\}$ (e.g. $11 \times 111 = 111111 \in L_1$, but $1 \times 1 = 11 \notin L_1$)
- $L_2 = \{ww \mid w \in \{a, b\}^*\}$

a

First, let's define a TM M_1 which will convert $\times 1^n = 1^{n'}$ to $\times 1^n = 1^{n'-n}$ where $n' \geq n > 0$

$$M_1 = (\{p_0, p_R, p_a, p_{a'}, p_d, p_L, p_f, p_e\}, \{1, 0, \times, =\}, \{1, 0, \times, =, B, a\}, \delta, p_0, B, \{p_e\})$$

At the beginning, the head should at \times . Then we will enter p_a , which will change the first 1 to a when the head goes right.

$$\delta(p_0, \times) = (p_a, \times, R)$$

$$\delta(p_a, a) = (p_a, a, R)$$

$$\delta(p_a, 1) = (p_R, a, R)$$

The state p_R moves the head to the first blank at the right of the input, and then switches to state p_d , which will delete a 1.

$$\delta(p_R, X) = (p_R, X, R), \text{ where } X = \{=, 1\}$$

$$\delta(p_R, B) = (p_d, B, L)$$

$$\delta(p_d, 1) = (p_L, B, L)$$

The state p_L will move to \times and then enters $p_{a'}$

$$\delta(p_L, X) = (p_L, X, L), \text{ where } X = \{1, =, a\}$$

$$\delta(p_L, \times) = (p_a, \times, R)$$

Then the state $p_{a'}$ will act as p_a , change a 1 to a, then move to the right and delete a 1 except that $p_{a'}$ will go to the state p_f if it sees no 1 before the $=$, under which condition p_a would halt without accepting.

$$\delta(p_{a'}, a) = (p_{a'}, a, R)$$

$$\delta(p_{a'}, 1) = (p_R, a, R)$$

$$\delta(p_{a'}, =) = (p_f, =, L)$$

The state p_f will change all the a back to 1.

$$\delta(p_f, a) = (p_f, 1, L)$$

$$\delta(p_f, \times) = (p_e, \times, R)$$

Then we construct the TM M to describe the language L_1

$$M = (M_1.states \cup \{q_0, q_R, q_{call}, q_L, q_1, q_e, q_{check}, q_f\}, \{1, 0, \times, =\}, \{1, 0, \times, =, B, a\}, M_1.\delta \cup \delta, q_0, B, \{q_f\})$$

The state q_0 will remove the first 1, and goes to state q_R

$$\delta(q_0, 1) = (q_R, B, R)$$

The state q_R will move to the \times and then enters q_{call}

$$\delta(q_R, 1) = (q_R, 1, R)$$

$$\delta(q_R, \times) = (q_{call}, \times, L)$$

The state q_{call} will call the M_1

$$\delta(q_{call}, 1) = (p_0, 1, R)$$

When the M returns from M_1 , state q_L will move the head to the blank at the left end of the input and then enters q_1

$$\delta(q_L, 1) = (q_L, 1, L)$$

$$\delta(q_L, \times) = (q_L, \times, L)$$

$$\delta(q_L, B) = (q_1, B, R)$$

q_1 acts just like q_0 except that when it finds no 1 before \times , it will switch to q_e

$$\delta(q_1, 1) = (q_R, B, R)$$

$$\delta(q_1, \times) = (q_e, \times, R)$$

q_e and q_{check} will check whether the RHS of the = is blank.

$$\delta(q_e, 1) = (q_e, 1, R)$$

$$\delta(q_e, =) = (q_{check}, =, R)$$

$$\delta(q_{check}, B) = (q_f, B, L)$$

b

We will use multi-track TMs in this problem.

First, define a TM M_1 which will compare whether two strings are equal to each other. The beginning of the second string will be marked as $\langle x, c \rangle$, the beginning before the first string is marked as $\langle z, B \rangle$, where $c \in \{a, b\}$. Other related cells on the second track is initialized to $*$.

$$M_1(\{q_0, q_c, q_a, q_b, q_{da}, q_{db}, q_L, q_f, q_e\}, \{a, b\}, \{a, b, x, *, z, B\}, \delta, q_0, B, \{q_e\})$$

q_0 will move the head to the end of the first string. $\delta(q_0, \langle *, X \rangle) = (q_0, \langle *, X \rangle, R)$, where $X \in \{a, b\}$

$$\delta(q_0, \langle x, X \rangle) = (q_c, \langle x, X \rangle, L), \text{ where } X \in \{a, b\}$$

q_c will remove a character from the tail of the first string and remember this string in its state.

$$\delta(q_c, \langle *, a \rangle) = (q_a, \langle *, B \rangle, R)$$

$$\delta(q_c, \langle *, b \rangle) = (q_b, \langle *, B \rangle, R)$$

$$\delta(q_a, \langle *, X \rangle) = (q_a, \langle *, X \rangle, R)$$

$$\delta(q_b, \langle *, X \rangle) = (q_b, \langle *, X \rangle, R)$$

q_a and q_b will move the head to the end of the second string and remember to delete a or b respectively.

$$\delta(q_a, \langle *, B \rangle) = (q_{da}, \langle *, B \rangle, L)$$

$$\delta(q_b, \langle *, B \rangle) = (q_{db}, \langle *, B \rangle, B)$$

q_{da} and q_{db} will delete one a or one b respectively.

$$\delta(q_{da}, \langle *, a \rangle) = (q_L, \langle *, B \rangle, L)$$

$$\delta(q_{da}, \langle x, a \rangle) = (q_L, \langle x, B \rangle, L)$$

$$\delta(q_{db}, \langle *, b \rangle) = (q_L, \langle *, B \rangle, L)$$

$$\delta(q_{db}, \langle x, b \rangle) = (q_L, \langle x, B \rangle, L)$$

q_L will move the head to the ending blanks of the first string.

$$\delta(q_L, \langle *, X \rangle) = (q_L, \langle *, X \rangle, L), \text{ where } X \in \{a, b\}$$

$\delta(q_L, \langle x, X \rangle) = (q_c, \langle x, X \rangle, L)$, where $X \in \{a, b\}$

q_c will find the next char to remove, when it meets z on the second track, the TM goes to a new state

q_f

$\delta(q_c, \langle *, B \rangle) = (q_c, \langle *, B \rangle, L)$

$\delta(q_c, \langle z, B \rangle) = (q_f, \langle z, B \rangle, R)$

q_f will check whether the second string has been reduced to blanks, if so, it will change to the accepting state q_e .

$\delta(q_f, \langle *, B \rangle) = (q_f, \langle *, B \rangle, R)$

$\delta(q_f, \langle x, B \rangle) = (q_e, \langle x, B \rangle, R)$

Then we define the TM M for language L_2 .

$M(M_1.states \cup \{p_0, p_1, p_{odd}, p_{even}, p_{back}, p_{fwd}, p_R, p_{last}, p_{next}, p_{markZ}\}, \{a, b\}, \{a, b, x, *, t, z, B\}, M_1.\delta \cup \delta, p_0, B, \{q_e\})$

M will accept the empty strings.

$\delta(p_0, \langle B, B \rangle) = (q_e, \langle B, B \rangle, R)$

Firstly, marked the first blank at the left of the input as x .

$\delta(p_0, \langle B, X \rangle) = (p_1, \langle B, X \rangle, L)$

$\delta(p_1, \langle B, B \rangle) = (p_{odd}, \langle x, B \rangle, R)$

If this is the odd indexed (start from 1) char from the input, then the state will change to even and vice versa.

$\delta(p_{odd}, \langle B, X \rangle) = (p_{even}, \langle *, X \rangle, R)$, where $X \in \{a, b\}$

$\delta(p_{even}, \langle B, X \rangle) = (p_{back}, \langle t, X \rangle, L)$, where $X \in \{a, b\}$

When M makes every two steps right, it will move x forward for one step. Then when the first blank at right is met, the x will be moved to the end of the first string.

$\delta(p_{back}, \langle *, X \rangle) = (p_{back}, \langle *, X \rangle, L)$, where $X \in \{a, b\}$

$\delta(p_{back}, \langle x, X \rangle) = (p_{fwd}, \langle *, X \rangle, R)$, where $X \in \{a, b, B\}$

$\delta(p_{fwd}, \langle *, X \rangle) = (p_R, \langle x, X \rangle, R)$, where $X \in \{a, b\}$

$\delta(p_R, \langle *, X \rangle) = (p_R, \langle *, X \rangle, R)$, where $X \in \{a, b\}$

$\delta(p_R, \langle t, X \rangle) = (p_{odd}, \langle *, X \rangle, R)$, where $X \in \{a, b\}$

Then we move x forward for one more step.

$\delta(p_{odd}, \langle B, B \rangle) = (p_{last}, \langle *, B \rangle, R)$

$\delta(p_{last}, \langle *, X \rangle) = (p_{last}, \langle *, X \rangle, L)$, where $X \in \{a, b\}$

$\delta(p_{last}, \langle x, X \rangle) = (p_{next}, \langle *, X \rangle, R)$, where $X \in \{a, b\}$

$\delta(p_{next}, \langle *, X \rangle) = (p_{markZ}, \langle x, X \rangle, L)$, where $X \in \{a, b\}$

$\delta(p_{markZ}, \langle *, X \rangle) = (p_{markZ}, \langle *, X \rangle, L)$, where $X \in \{a, b\}$

Finally, we marked the blank at the left of the input as z , and call M_1 .

$\delta(p_{markZ}, \langle *, B \rangle) = (q_0, \langle z, B \rangle, R)$

Problem 3

A *useless state* in a Turing machine is one that is never entered on any input string. Consider the problem of determining whether a state in a Turing machine is useless. Formulate this problem as a language and show it is decidable or undecidable. (**Hint:** consider the language E_{TM})

Construct a TM M' as follows. Given any input s , if s can be interpreted as $\langle M, w \rangle$, where M is a TM, w is a string, then we input it to the algorithm for ATM. If ATM accepts $\langle M, w \rangle$, M' will enter a state QF , where $QF \notin$ the state set of ATM.

It's obvious that the TM M' will enter the state QF if and only if the ATM accepts $\langle M, w \rangle$. So if we can decide whether or not QF is a useless state, then we can decide ATM. Since ATM is undecidable, so useless state is undecidable.

Problem 4

Show that the following questions are decidable:

- The set L of codes for TM's M such that, when started with the blank tape will eventually write some nonblank symbol on its tape. (**Hint:** If M has m states, consider the first m transitions that it makes)
- The set L of codes for TM's that never make a move left on any input.
- The set L of pairs (M, w) such that TM M , started with input w , never scans any tape cell more than once.

a

Let's construct a directed graph (N, E, P) , where N is the set of all the nodes, E is the set of edges and P is a set for some special nodes. For each transition $\delta(p, X) = (q, Y, D)$, if X is B, we add a node pXq . Also, if Y is not B, then we also add this node to the set P . Specially, we add a node p_0Bp_0 , where p_0 is the start state of M . For each pair of nodes, say, p_1Bq_1, p_2Bq_2 , if $q_1 = p_2$ and p_2 is not a final state, add an edge (q_1, p_2) .

Then we traverse the sub-graph which can be access from p_0Bp_0 . When we meet any node in P , then we accept this M . Otherwise, if we never meet any node in P after visiting all the reachable node, we reject this M .

b

Let's construct a directed graph (N, E, P) , where N is the set of all the nodes, E is the set of edges and P is a set for some special nodes. Specially, we add a node p_0Bp_0 , where p_0 is the start state of M . For each transition $\delta(p, X) = (q, Y, D)$, we add a node pXq . Also, if D is L, then we also add this

node to the set P. For each pair of nodes, say, $p_1 X q_1, p_2 Y q_2$, if $q_1 = p_2$ and p_2 is not a final state, add an edge (q_1, p_2) .

Then we traverse the sub-graph which can be access from $p_0 B p_0$. When we meet any node in P, then we reject this M. Otherwise, if we never meet any node in P after visiting all the reachable node, we accept this M.

c

Suppose that the ID of M is $q_0 w$ at the beginning.

case 1

If there exists $\delta(q_0, c) = (q', Y, L)$, where c is the first character of w, q' is an arbitrary state and Y is an arbitrary type character, then we construct a graph(N,E,P) as follows. For all $\delta(p, B) = (q, Y, D)$, add a node pBq in N. If D is R, also add this node in P. Specially, we add a node $q_0 X q'$. For each pair of nodes, say, $p_1 X q_1, p_2 Y q_2$, if $q_1 = p_2$ and p_2 is not a final state, add an edge (q_1, p_2) .

Then we traverse the sub-graph which can be access from $q_0 B q'$. If we meet any node in P, we reject this (M,w).

case2

If there exists $\delta(q_0, c) = (q', Y, R)$, where c is the first character of w, q' is an arbitrary state and Y is an arbitrary type character, then M cannot move any step to left. Suppose the length of w is n. Then we simulate M for n steps. If M moves to left in any step, we reject this (M,w). If M halts within n steps not moving to left, then we accept.

case3

If M doesn't halt within n steps, the head must point to the B at the right of w, suppose the state now is q_x .

We construct a graph(N,E,P) as follows. For all $\delta(p, B) = (q, Y, D)$, add a node pBq in N. If D is L, also add this node in P. Specially, we add a node $q_x B q_x$. For each pair of nodes, say, $p_1 X q_1, p_2 Y q_2$, if $q_1 = p_2$ and p_2 is not a final state, add an edge (q_1, p_2) .

Then we traverse the sub-graph which can be access from $q_x B q_x$. If we meet any node in P, we reject this (M,w). Otherwise, we accept this (M,w).

Problem 5

If a pushdown automaton has k stacks, we call it k -PDA. Clearly, 0-PDA is NFA, 1-PDA is PDA, and 1-PDA is more powerful than 0-PDA.

1. What is the difference between the express ability of 2-PDA and 1-PDA. Please clarify your argument. Prove the (un)equivalence.
2. How about 3-PDA and 2-PDA.

Solution.

Problem 6

Suppose we have an encoding of context-free grammars using some finite alphabet. Consider the following two languages:

1. $L_1 = \{(G, A, B) \mid G \text{ is a (coded) CFG, } A \text{ and } B \text{ are (coded) variables of } G, \text{ and the sets of terminal strings derived from } A \text{ and } B \text{ are the same}\}.$
2. $L_2 = \{(G_1, G_2) \mid G_1 \text{ and } G_2 \text{ are (coded) CFG's, and } L(G_1) = L(G_2)\}.$

Answer the following questions:

- a. Show that L_1 is polynomial-time reducible to L_2 .
- b. Show that L_2 is polynomial-time reducible to L_1 .

Proof.

Problem 7

As classes of languages, \mathcal{P} and \mathcal{NP} each have certain closure properties. Prove or disprove that \mathcal{P} and \mathcal{NP} are closed under each of the following operations:

- a. Union.
- b. Concatenation.
- c. Complementation.

Proof.