

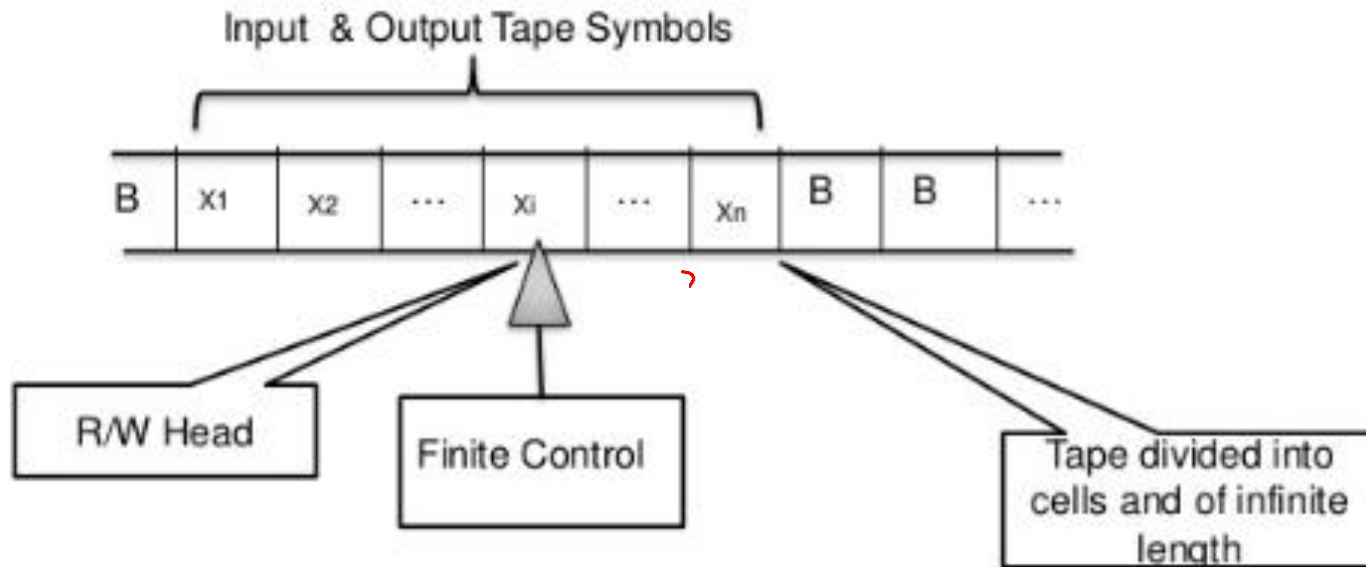


Theory of Computation

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Turing Machine

Turing Machine Model



Turing Machine

Definition A Turing machine M is a 7-tuple, namely $(Q, \Sigma, \Gamma, \delta, q_0, b, F)$, where

1. Q is a finite nonempty set of states,
2. Γ is a finite nonempty set of tape symbols,
3. $b \in \Gamma$ is the blank,
4. Σ is a nonempty set of input symbols and is a subset of Γ and $b \notin \Sigma$,
5. δ is the transition function mapping (q, x) onto (q', y, D) where D denotes the direction of movement of R/W head; $D = L$ or R according as the movement is to the left or right.
6. $q_0 \in Q$ is the initial state, and
7. $F \subseteq Q$ is the set of final states.

Example 1: Construct a TM that accepts $L = \{a^n b^n \mid n \geq 1\}$

δ :

δ	a	b	ϵ	γ	\backslash
q_0	q_1, X, R	—	—	q_3, Y, R	
q_1	q_1, a, R	q_2, Y, L	—	q_1, Y, R	
q_2	q_2, a, L	—	q_0, X, R	q_2, Y, L	
q_3	—	—		q_3, Y, R	q_f, B, L
q_f	—	—			

$xx \underline{q_0} a \gamma \gamma b$
 $xyx \underline{q_1} \gamma \gamma b$
 $xxx \gamma \gamma \underline{q_1} b$
 $xxx \gamma \gamma \underline{q_2} \gamma$
 $xxx \underline{q_1} \gamma \gamma \gamma$

$xxx \underline{q_0} \gamma \gamma \gamma$
 $xxx \gamma \underline{q_3} \gamma \gamma$
 $xxx \gamma \gamma \gamma \underline{q_3} B$

$\underline{q_0} aaabbb$
 $x \underline{q_1} aa bbb$
 $xa \underline{q_1} a bbb$
 $xaa \underline{q_1} bbb$
 $xaa \underline{q_2} \gamma bb$
 $xa \underline{q_2} a \gamma bb$
 $x \underline{q_2} aa \gamma bb$
 $x \underline{q_0} aa \gamma bb$
 $xx \underline{q_1} a \gamma bb$
 $xxa \underline{q_1} \gamma bb$
 $xxa \gamma \underline{q_1} bb$
 $xxa \gamma \underline{q_2} \gamma b$
 $xxa \underline{q_2} \gamma \gamma b$
 $xx \underline{q_2} a \gamma \gamma b$

Example 2: Construct a TM that accepts $L = \{a^n b^n c^n \mid n \geq 1\}$

δ	a	b	c	x	y	z	B
q_0	q_1, X, R				q_4, Y, R q_{11}, Y, R		
q_1	q_1, a, R	q_2, Y, R				q_2, Z, R	
q_2		q_2, b, R	q_3, Z, L				
q_3	q_3, a, L	q_3, b, L		q_0, X, R	q_3, Y, L	q_3, Z, L	
q_4					q_4, Y, R	q_4, Z, R	q_f, B, L

q_0 <u>a</u> a b b c c	x a y b <u>q_2</u> c c	x <u>q_0</u> a y b z c	x x y y z <u>q_3</u> z
x <u>q_1</u> a b b c c	x a y b <u>q_3</u> z c	x x <u>q_1</u> y b z c	x x y y <u>q_3</u> z z
x a <u>q_2</u> b b c c	x a y <u>q_3</u> b z c	x x y <u>q_2</u> b z c	x x <u>q_3</u> y y z z
x a y <u>q_2</u> b c c	x a <u>q_3</u> y b z c	x y y y <u>q_3</u> z c	x x <u>q_0</u> y y z z
	x <u>q_3</u> a y b z c	x y y y z <u>q_2</u> c	x x y <u>q_4</u> y z z

Example 3: Construct a TM that accept palindrome numbers.

0 → X
1 → Y

q_0 0110
↑ ↑ ↑
Y Y X
 q_1 Y q_3

q_0 1001
↑ ↓ ↓
Y X Y
 q_2 X q_4

State	0	1	Symbol	Y	B
q_0	(q_1, X, R)	(q_2, Y, R)	(q_6, X, R)	(q_6, Y, R)	(q_6, B, R)
q_1	$(q_1, 0, R)$	$(q_1, 1, R)$	(q_3, X, L)	(q_3, Y, L)	(q_3, B, L)
q_2	$(q_2, 0, R)$	$(q_2, 1, R)$	(q_4, X, L)	(q_4, Y, L)	(q_4, B, L)
q_3	(q_5, X, L)	—	(q_6, X, R)	(q_6, Y, R)	—
q_4	—	(q_5, Y, L)	(q_6, X, R)	(q_6, Y, R)	—
q_5	$(q_5, \underline{0}, L)$	$(q_5, \underline{1}, L)$	(q_0, X, R)	(q_0, Y, R)	—