

CS 302 Recitation 11

December 28, 2020

Problem 1

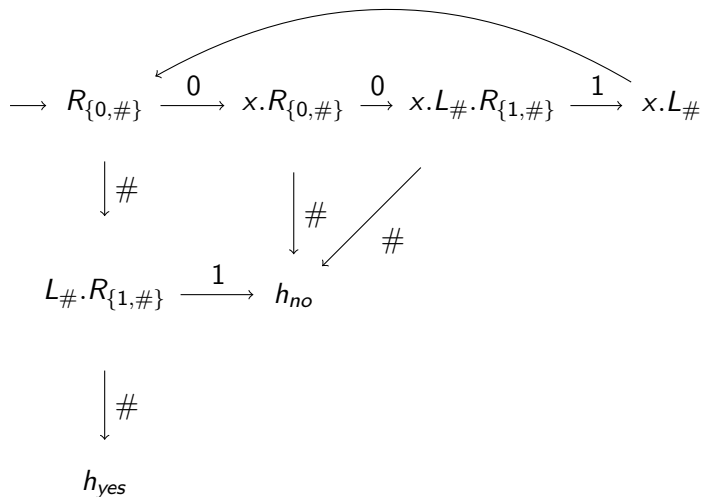
Design a DTM accepts the language L s.t. number of 0's are twice number of 1's.

Problem 1

Design a DTM accepts the language L s.t. number of 0's are twice number of 1's.

- 1 Scan the tape and mark the first 0 that has not been marked. If there is no unmarked 0, go to stage 5.
- 2 Move on and mark the next unmarked 0. If there is not any on the tape, **reject**. Otherwise, move the head back to the front of the tape.
- 3 Scan the tape and mark the first 1 which has not been marked. If there is no unmarked 1, **reject**.
- 4 Move the head back to the front of the tape and repeat stage 1.
- 5 Move the head back to the front of the tape. Scan the tape to see if there are any unmarked 1's. If there is not, **accept**. Otherwise, **reject**.

Problem 1



Problem 2

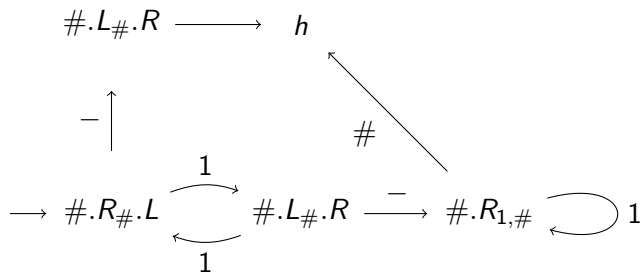
Design a DTM that computes $x - y$ if $x > y$, 0 otherwise on unary strings of 1.

Problem 2

Design a DTM that computes $x - y$ if $x > y$, 0 otherwise on unary strings of 1.

- 1 Scan the tape until finding a # and make left. If it is —, go to stage 4. Otherwise, put a #.
- 2 Move the head back to the front of the tape and make right. If it is 1, put a # and go to stage 1.
- 3 Put a # and scan the tape until finding a 1. If there are no 1s, **halt**. Otherwise, repeat this stage.
- 4 Put a #. Scan the tape until finding a # and make right. **Halt**.

Problem 2



Problem 3

Design a DTM accepts the language $L = \{w = 0^{2^n} \mid n \geq 0\}$

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- ① Sweep left to right across the tape, crossing off every other 0.
- ② If in stage 1 the tape contained a single 0, **accept**.
- ③ If in stage 1 the tape contained more than a single 0 and the number of 0s was odd, **reject**.
- ④ Return the head to the left-hand end of the tape.
- ⑤ Go to stage 1.

Problem 3

