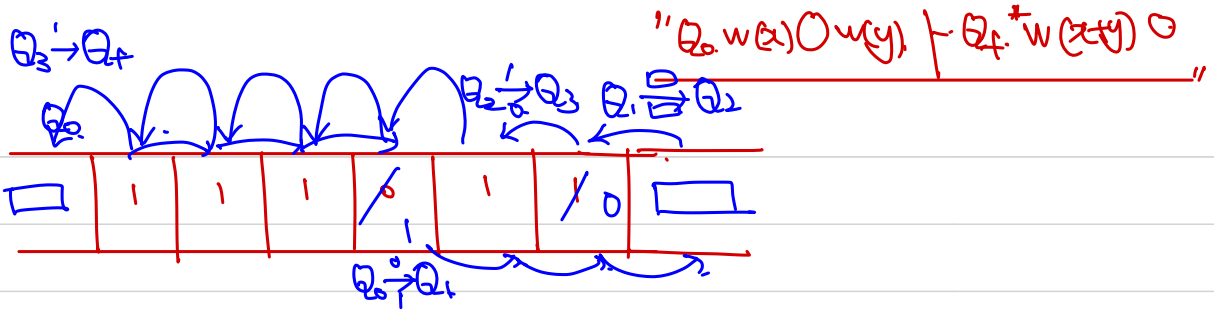


$\delta(Q_0, 1) = (Q_0, 1, R)$

$\delta(Q_0, 0) = (Q_1, 1, R)$

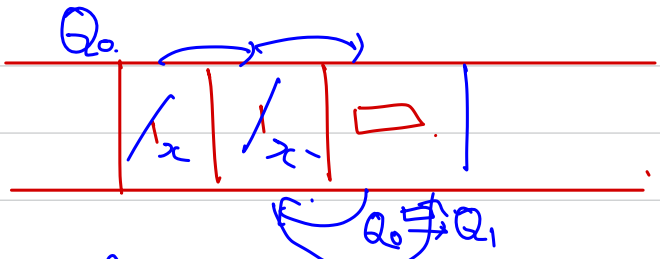
$\delta(Q_1, 1) = (Q_1, 1, R)$

$\delta(Q_1, \square) = (Q_2, \square, L)$

$\delta(Q_2, 1) = (Q_3, 0, L)$

$\delta(Q_3, 1) = (Q_3, 1, L)$

$\delta(Q_3, \square) = (Q_4, \square, R)$



$\delta(Q_0, 1) = (Q_0, x, R)$

$\delta(Q_0, \square) = (Q_1, \square, L)$

$\delta(Q_1, 1) = (Q_1, 1, L)$

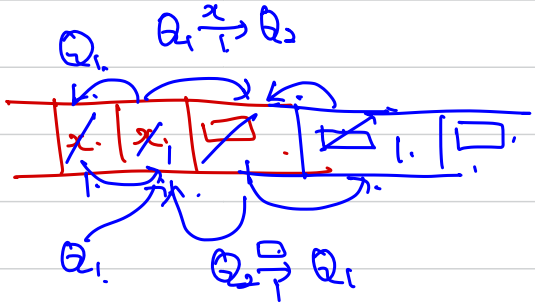
$\delta(Q_1, x) = (Q_2, 1, R)$

$\delta(Q_2, 1) = (Q_2, 1, R)$

$\delta(Q_2, \square) = (Q_1, 1, L)$

$\delta(Q_1, \square) = (Q_f, \square, R)$

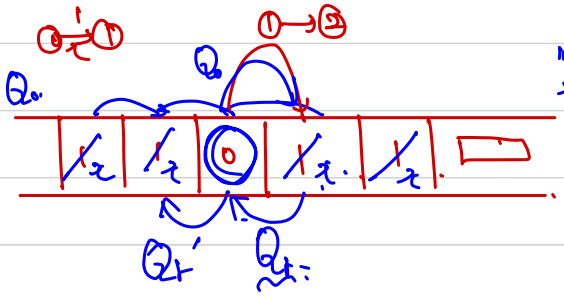
$Q_0 11 \vdash^* \ldots$



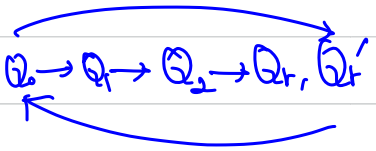
$Q_1 \to$ go to rightmost x.

$Q_0 111011$.

$\begin{cases} x<y & Q_0 w(x) 0 w(y) \vdash Q_y w(x) 0 w(y) \\ x<y & Q_0 w(x) 0 w(y) \vdash Q_n w(x) 0 w(y) \end{cases}$

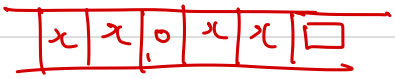


"처음 매칭될 수 찾기"



"reset을 했을 때 0을 만나는 상황"

→ 두개 뛰어 넘어줘야 한다.



남아있는 1이 없는 경우

$\delta(Q_c, \square) = (Q_{yes}, \square, R)$ (accept)

$\delta(Q_c, 1) = (Q_{no}, 1, L)$ (rejecting)

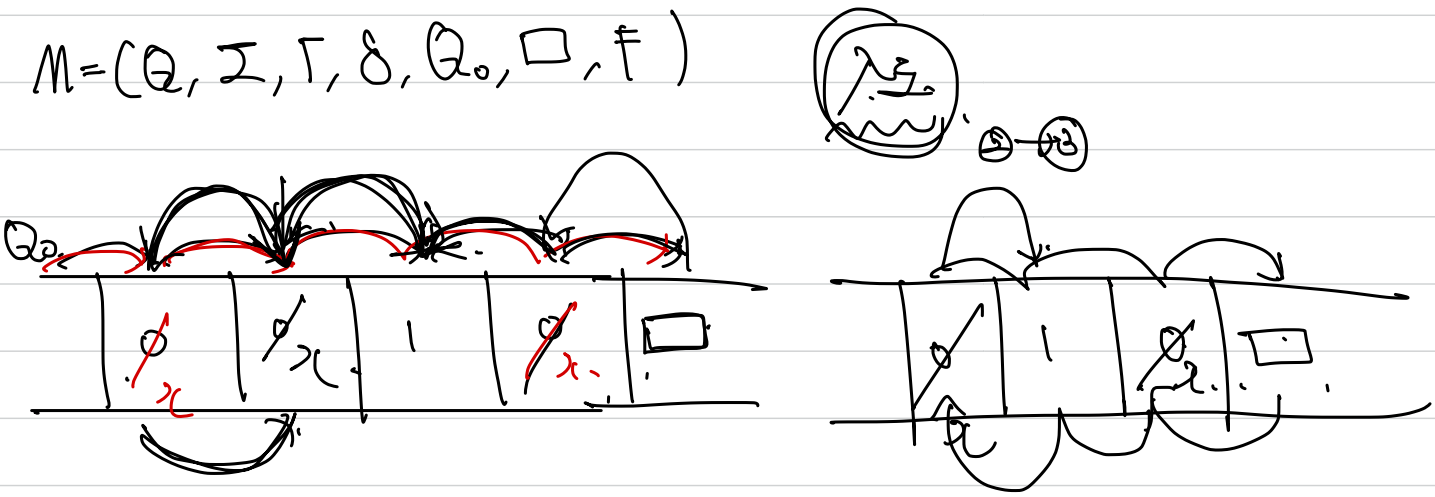
$\delta(Q_{no}, x) = (Q_{no}, 1, L)$ ∴ $\delta(Q_{no}, \square) = \delta(Q_n, \square, R)$

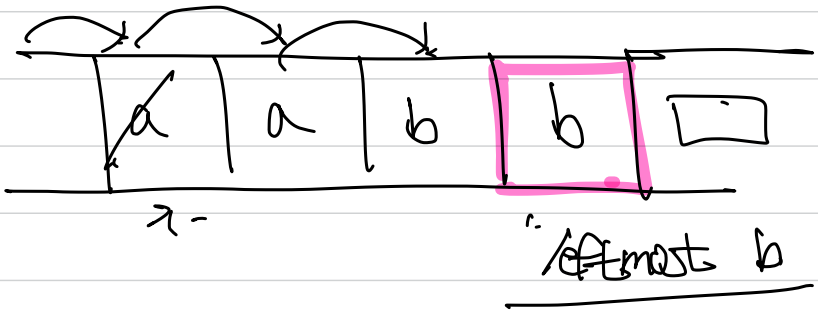
#

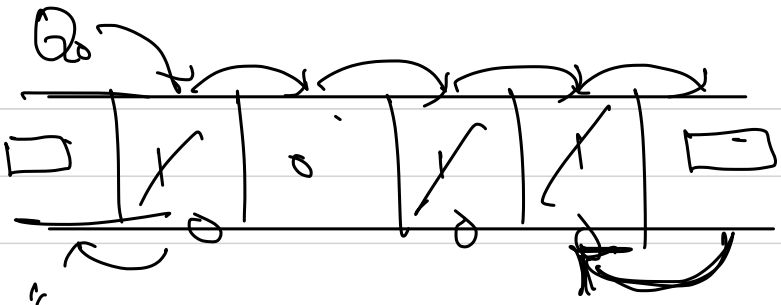
Construct a Turing machine that will accept the following language on $\{0,1\}$.

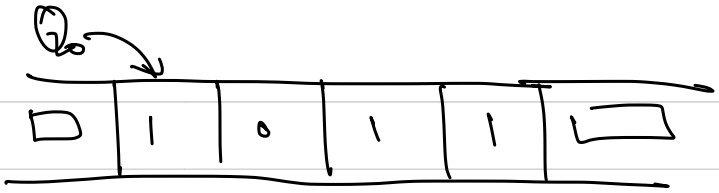
$L = \{w : |w| \bmod 4 = 0\}$ (입력 시 4의 배수이면 accept 하는 기계)

$M = (Q, \Sigma, \Gamma, \delta, q_0, \square, F)$







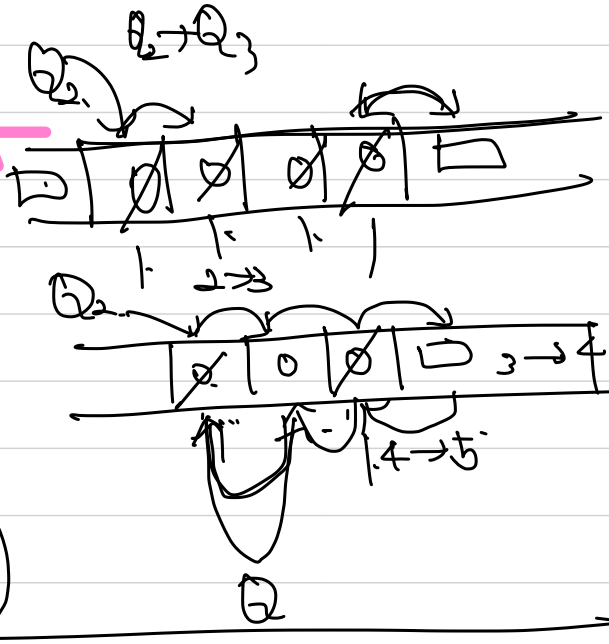


뒤에 0을 붙이기

$\delta(Q_0, 1) = (Q_0, 0, R)$

$\delta(Q_0, 0) = (Q_0, 0, R)$

$\delta(Q_0, \square) = (Q_1, \square, L)$



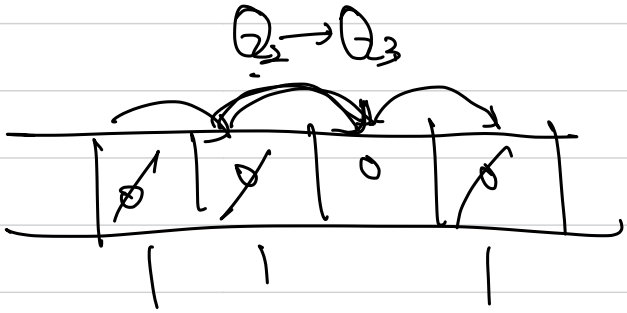
$\delta(Q_1, 0) = (Q_1, 0, L)$

$\delta(Q_1, \square) = (Q_2, 0, R)$

↓

$\delta(Q_2, 0) = (Q_3, 1, R)$

$\delta(Q_2,$



$\delta(Q_3, 0) = (Q_3, 0, R)$

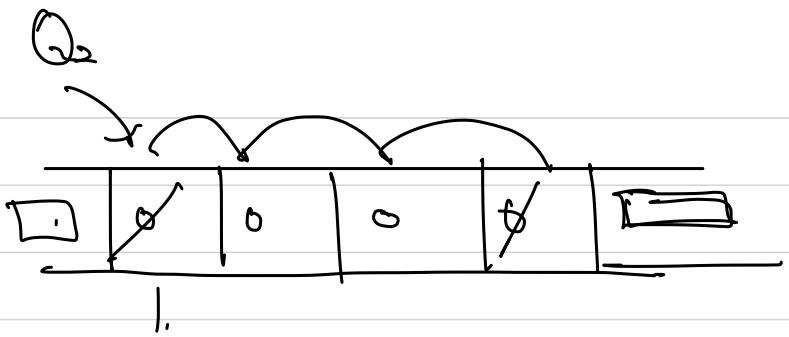
$\delta(Q_3$

$\delta(Q_3, \square) = (Q_4, \square, L)$

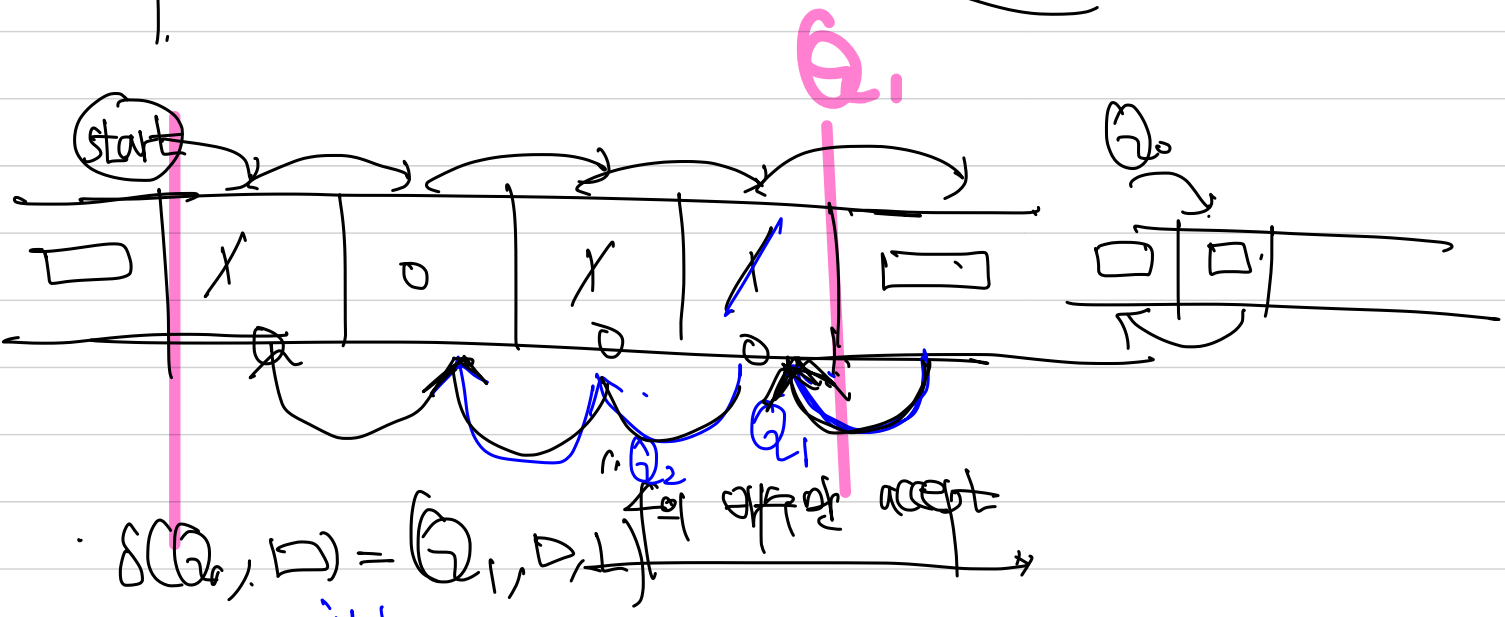
$\delta(Q_4, 0) = (Q_5, 1, L)$

$\delta(Q_5, 0) = (Q_5, 0, L)$

$\delta(Q_5, 1) = (Q_2, 1, R)$



이때의 Q_2는 language.



$\delta(Q_0, \square) = (Q_1, \square, L)$

Q_2의 왼쪽의 accept

input

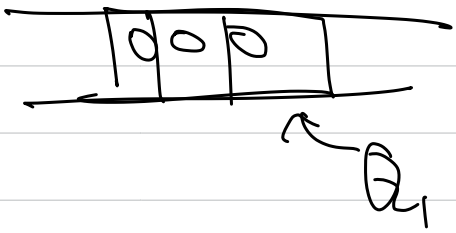
$\delta(Q_0, 1) = (Q_0, 0, R)$

$\delta(Q_0, 0) = (Q_0, 0, R)$

$\delta(Q_0, \square) = (Q_1, \square, L)$

Q_3에서 $\square$ 만났을 때

$\delta(Q_1, \square) = (Q_4, \square, R)$



$\delta(Q_1, 0) = (Q_2, 0, L)$

$\delta(Q_2, 0) = (Q_3, 0, L)$

$\delta(Q_3, 0) = (Q_4, 0, L)$

$\delta(Q_4, 0) = (Q_1, 0, L)$

$\Rightarrow$ 왼쪽 끝까지 감

START