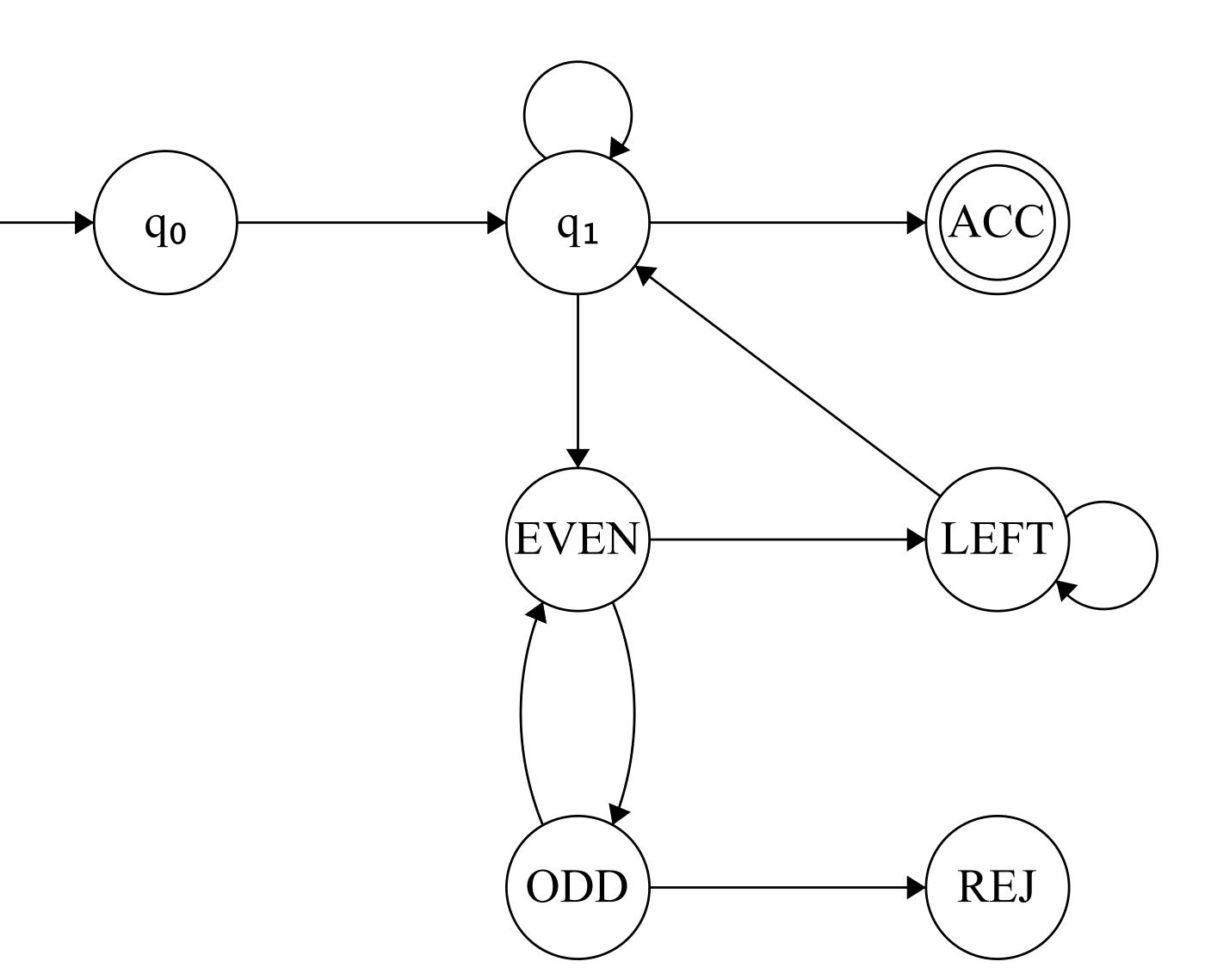
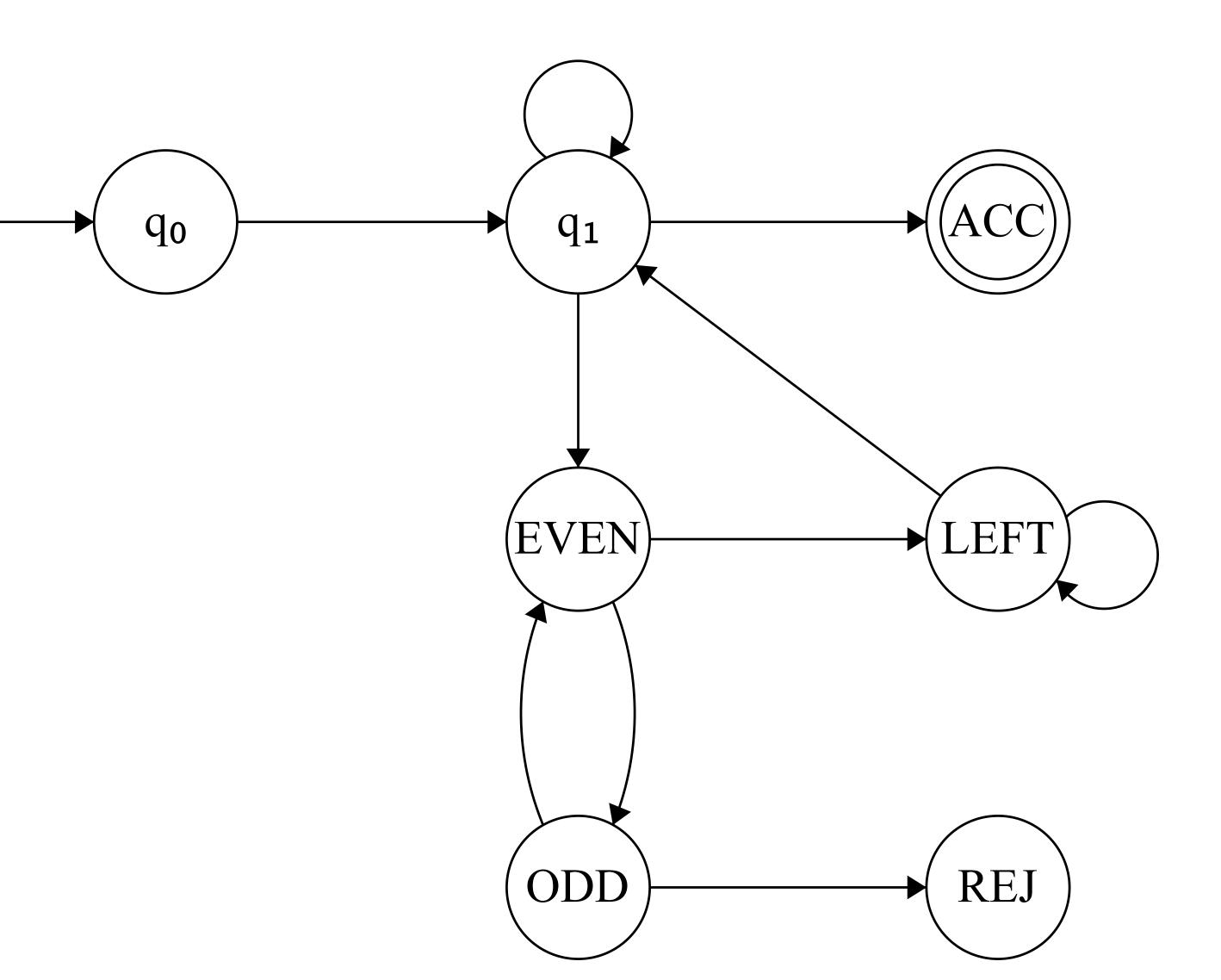
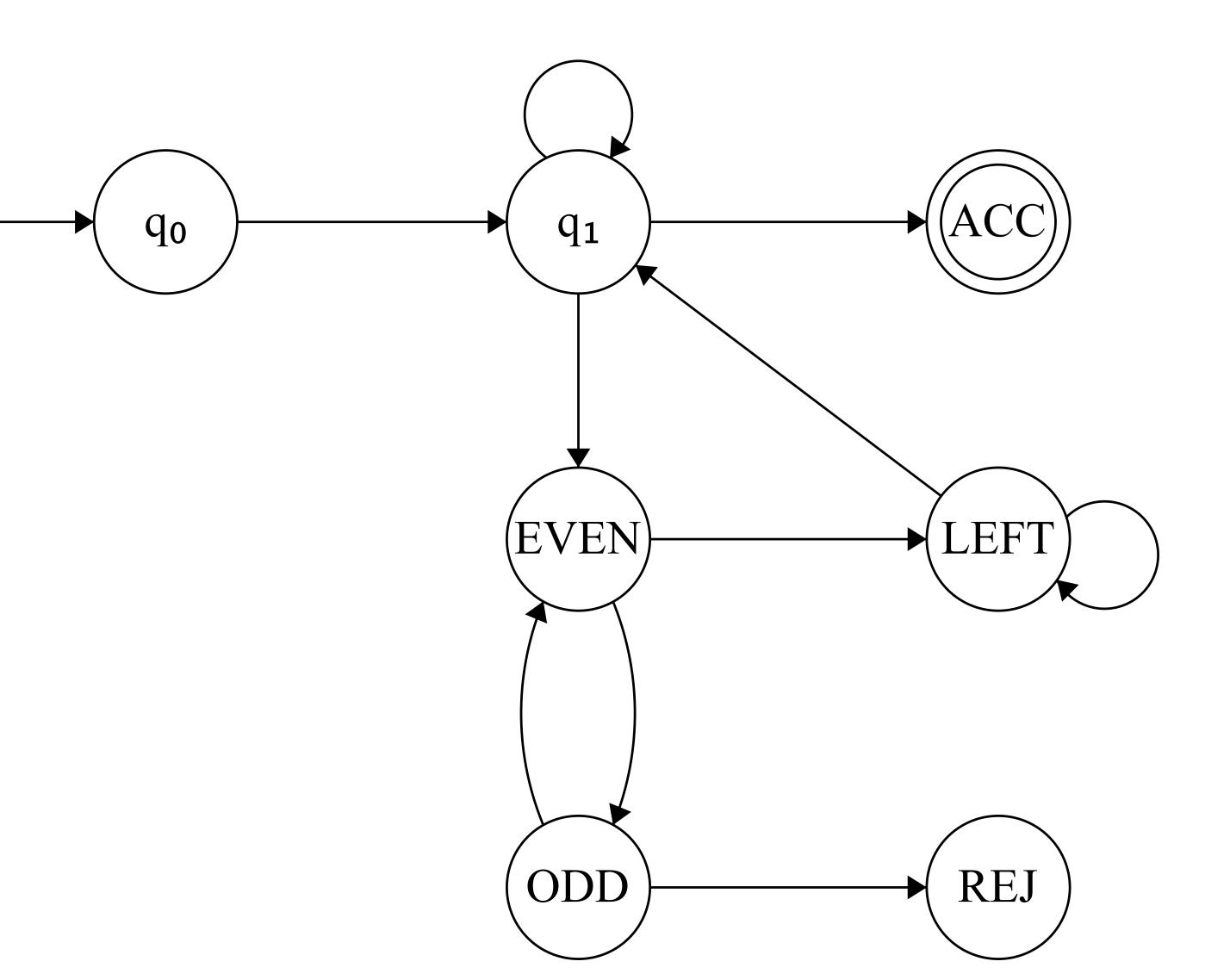
# Turing Machine Examples

State Diagrams and Algorithms



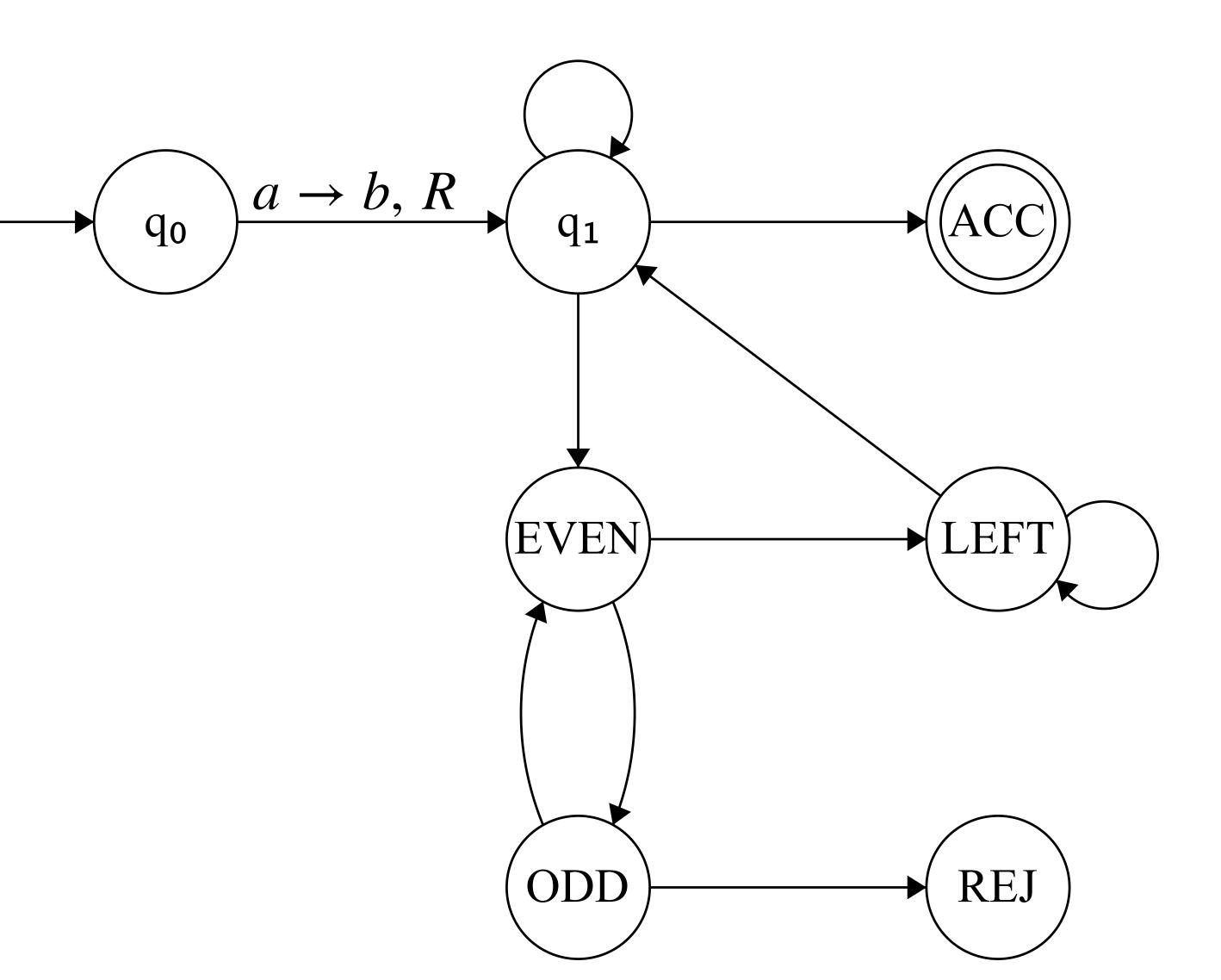


On input $a^m$ :		



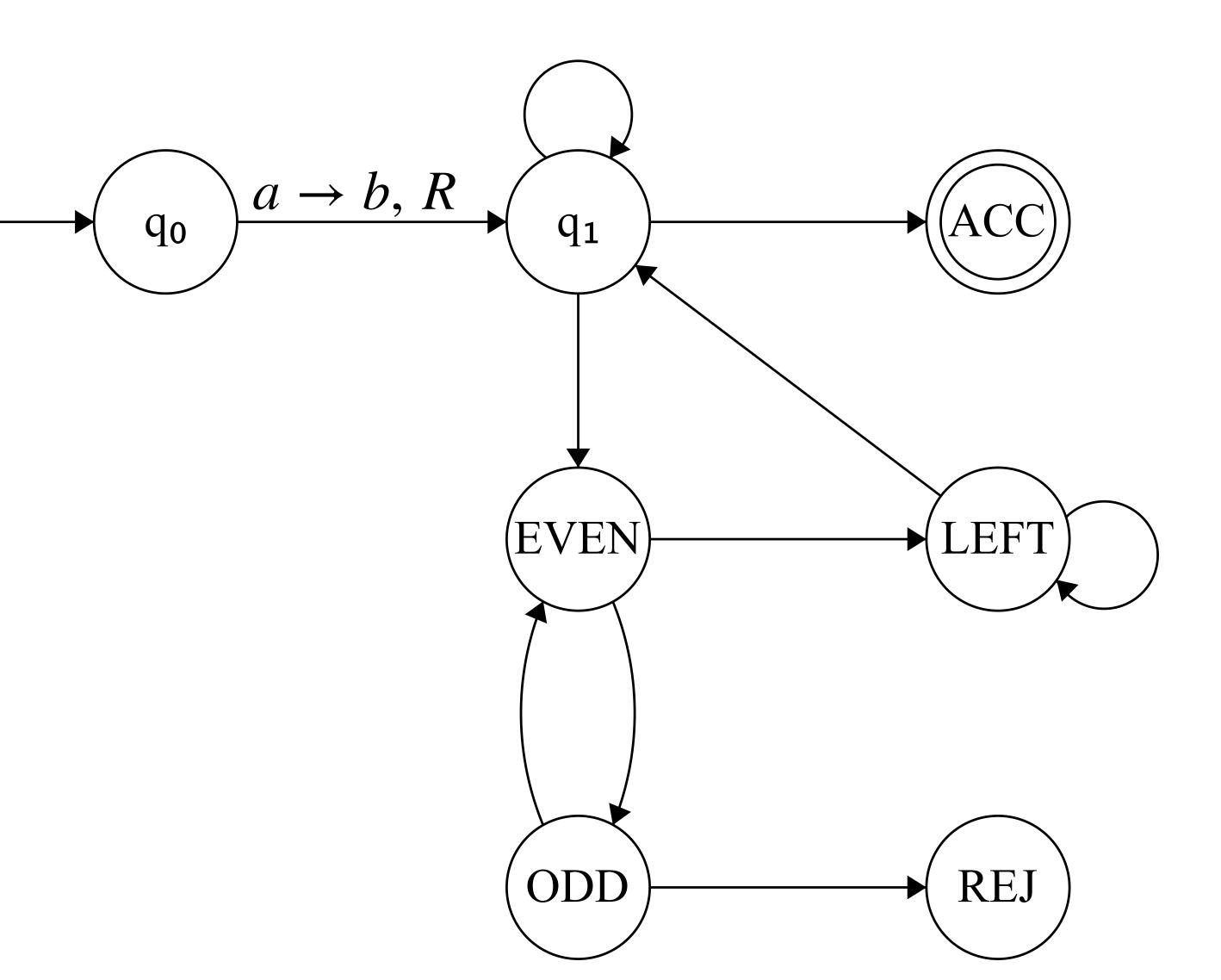
#### On input $a^m$ :

1. Convert the first a symbol to b.

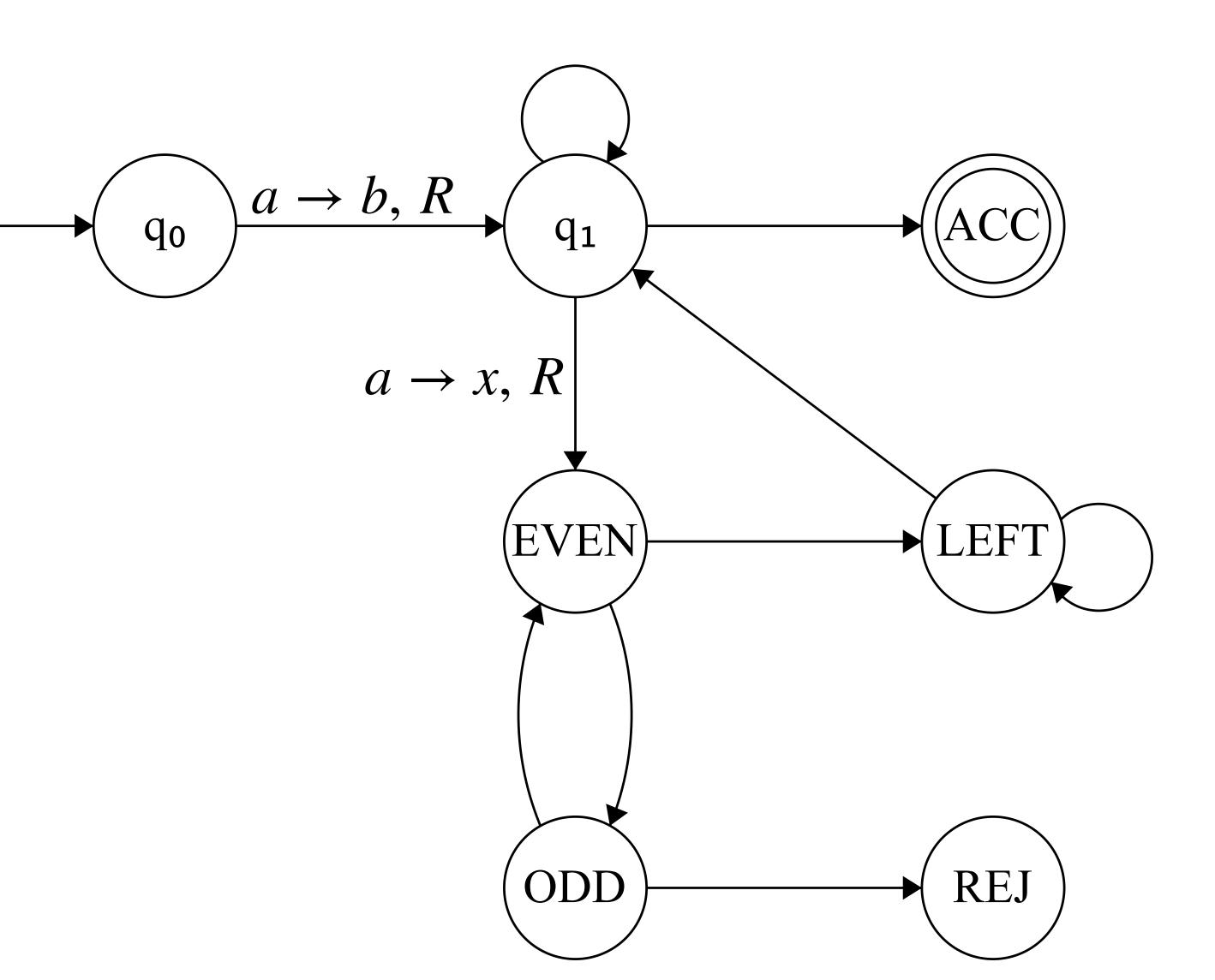


#### On input $a^m$ :

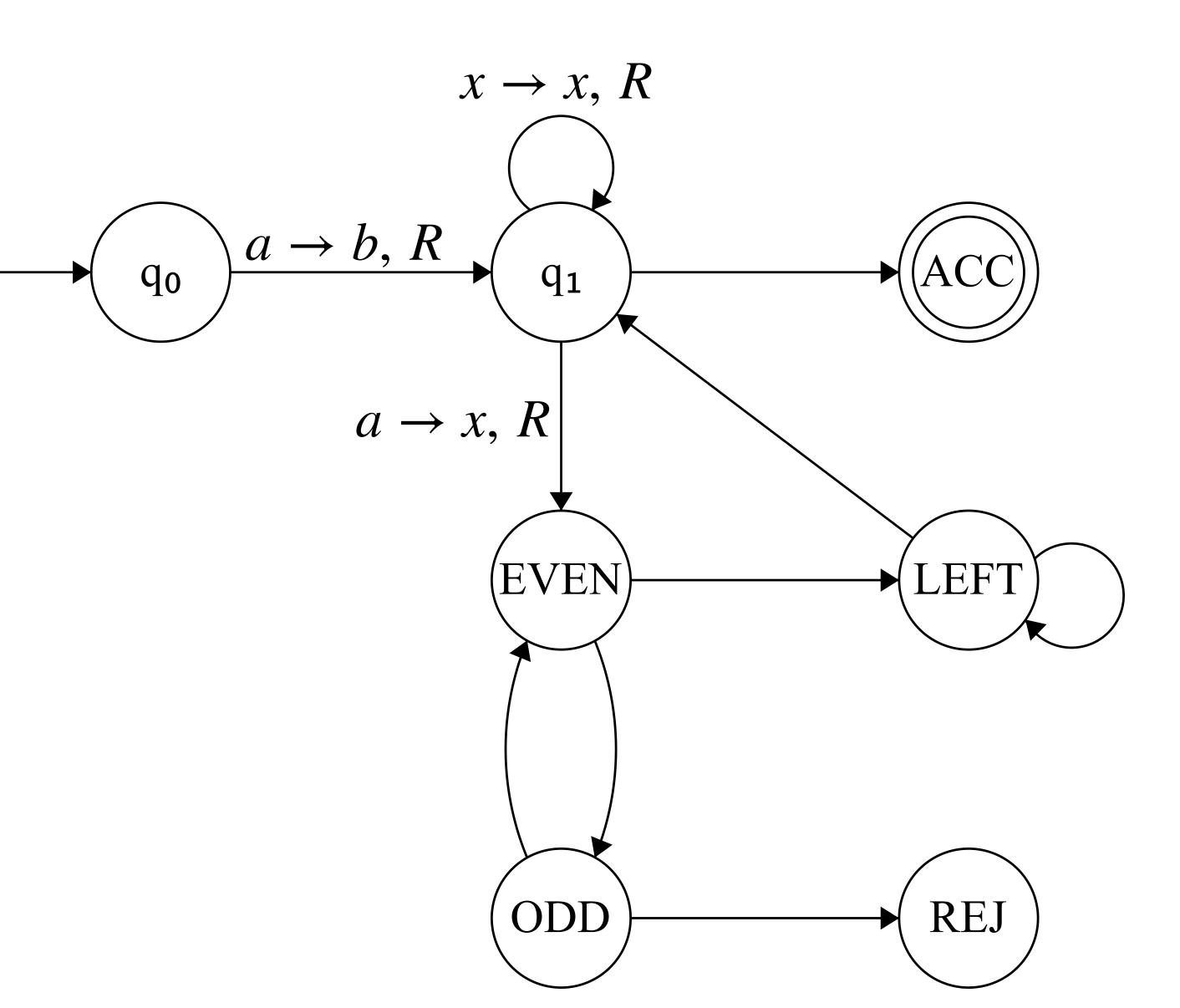
1. Convert the first a symbol to b.



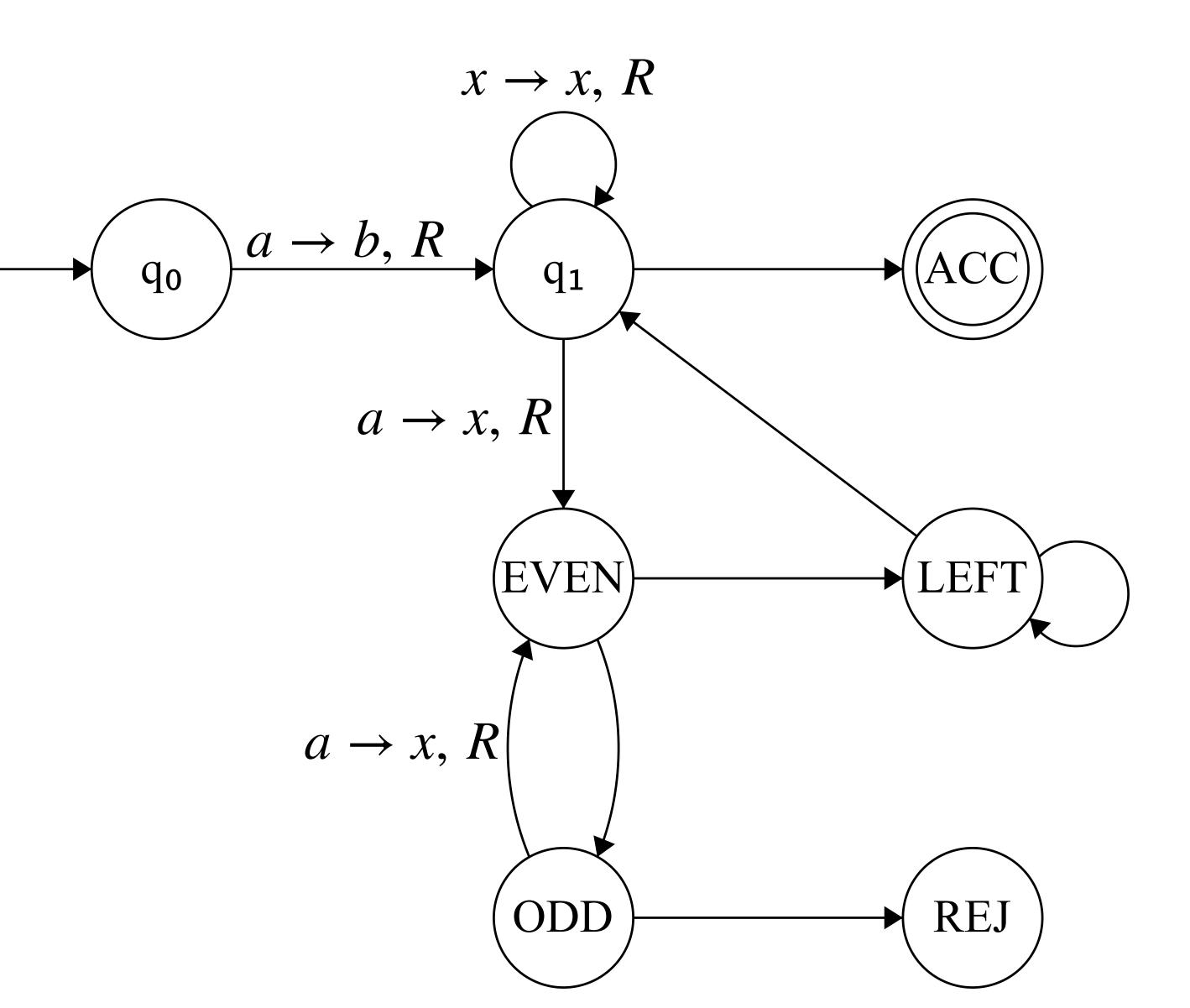
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)



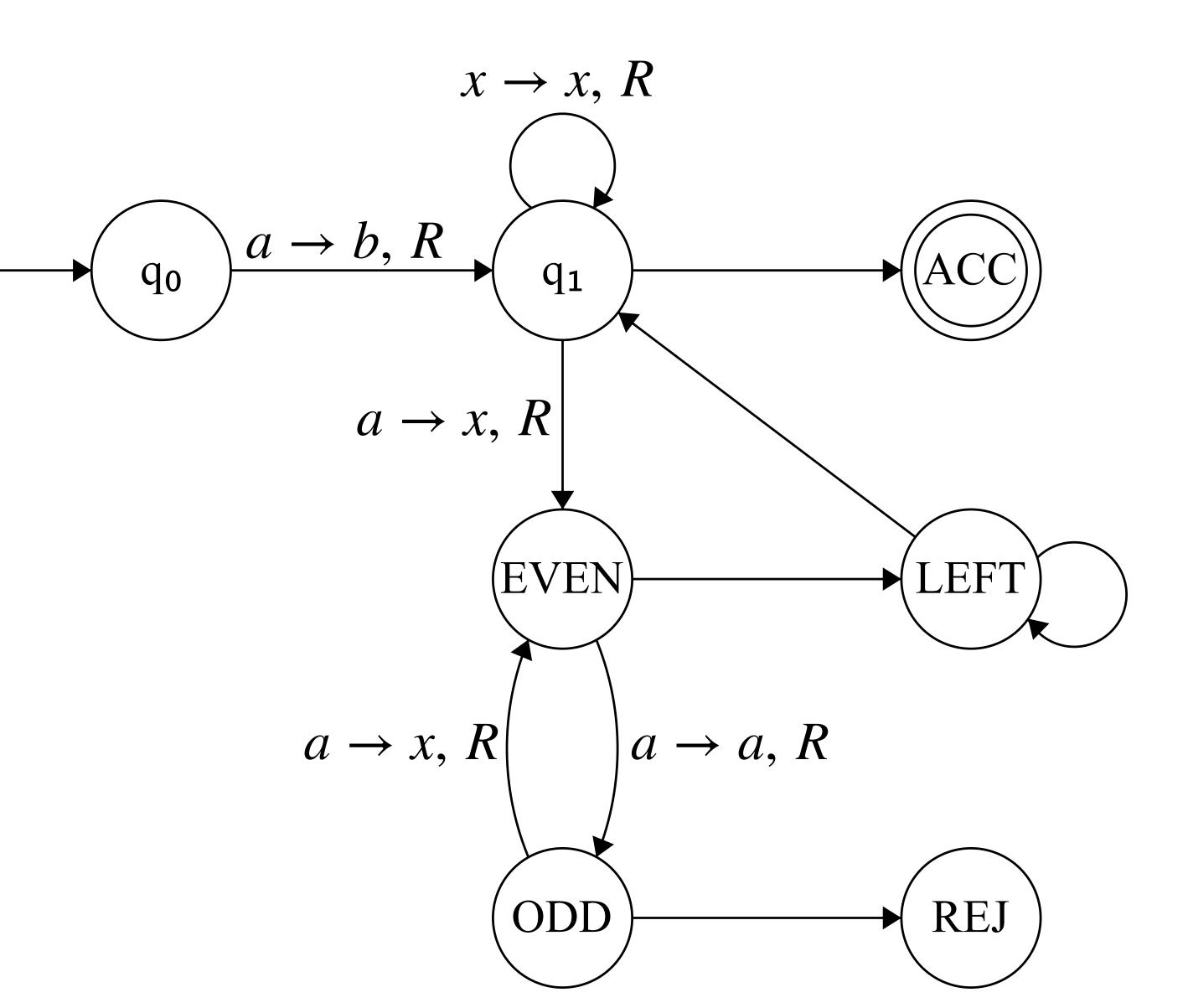
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)



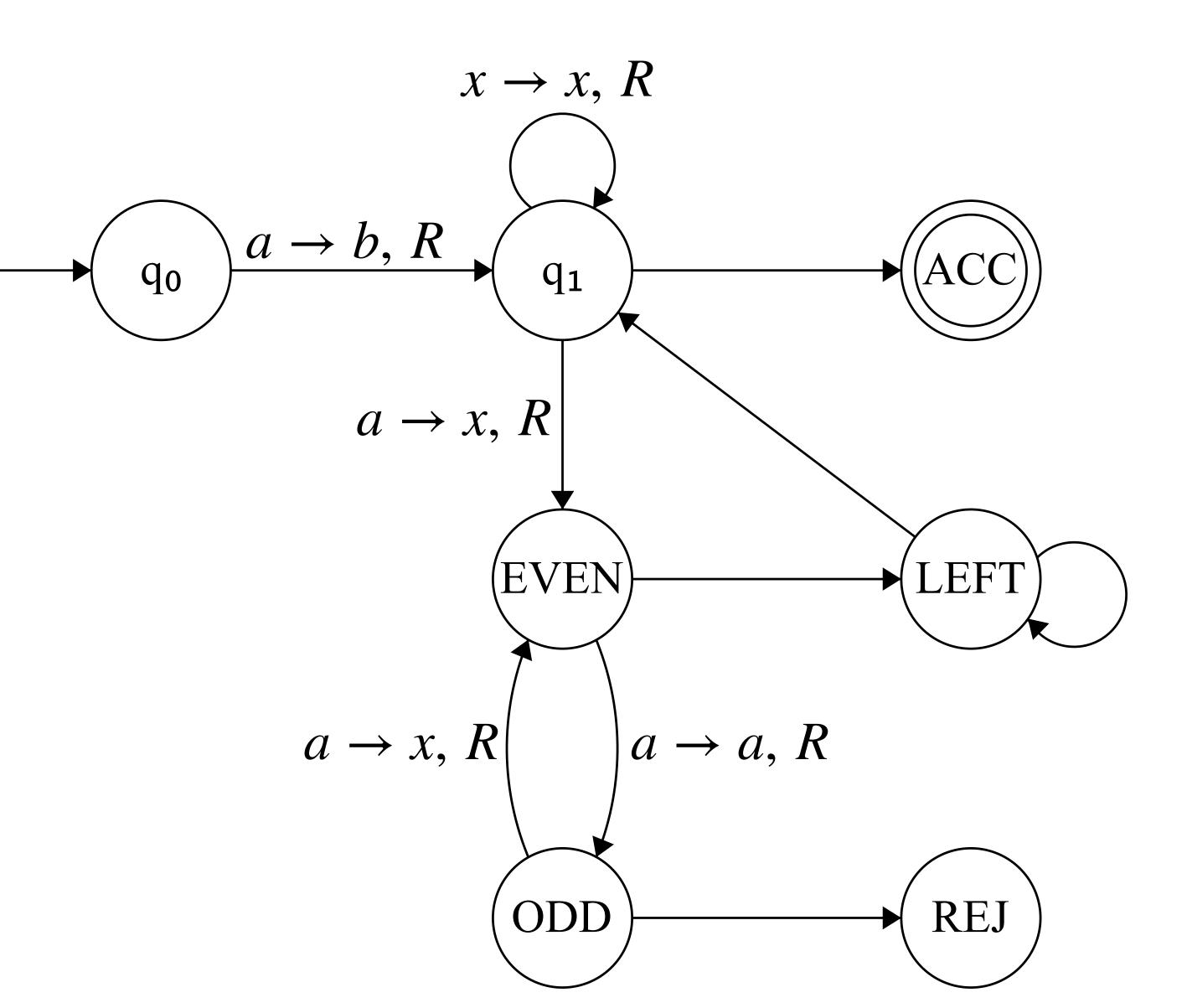
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)



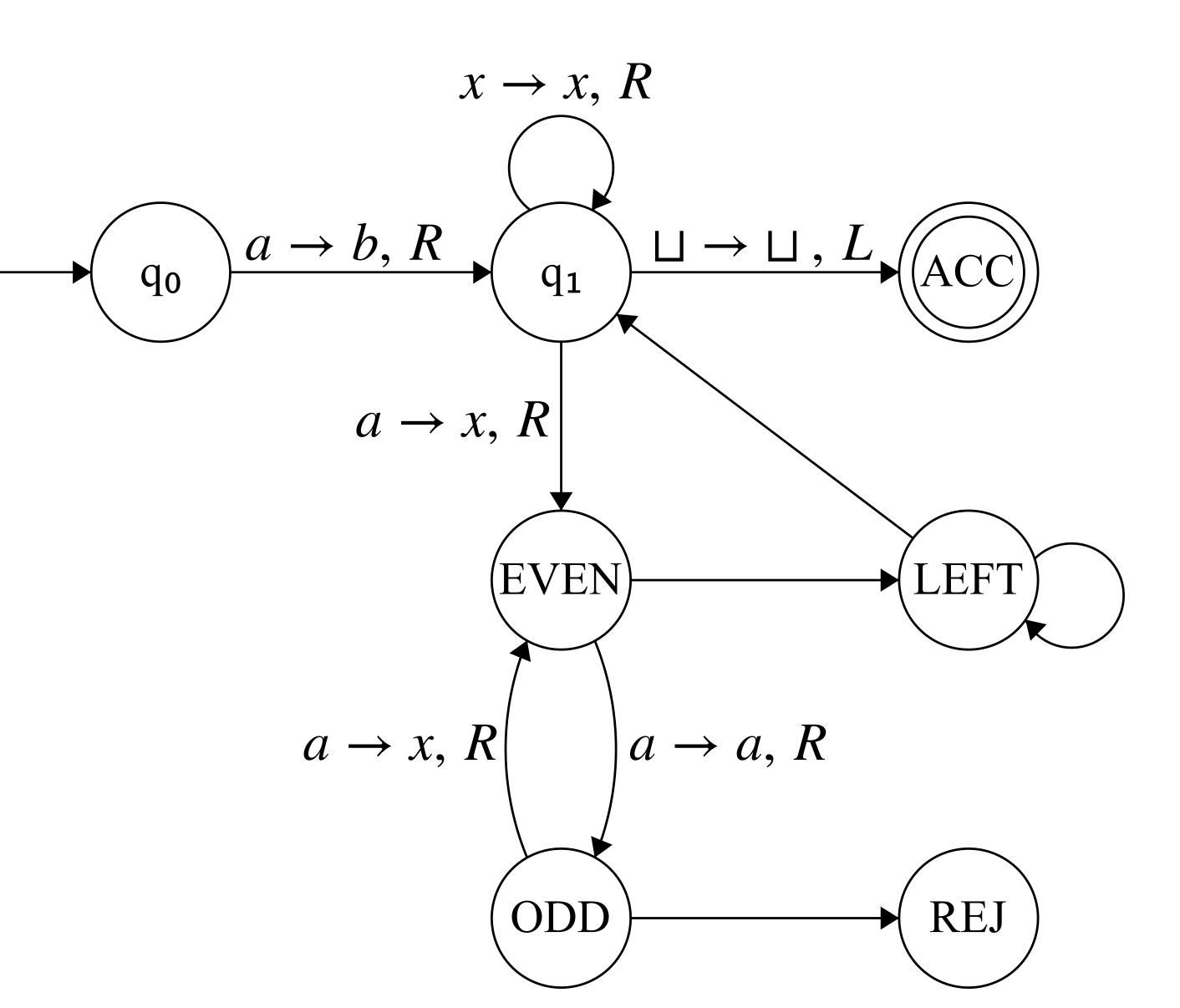
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)



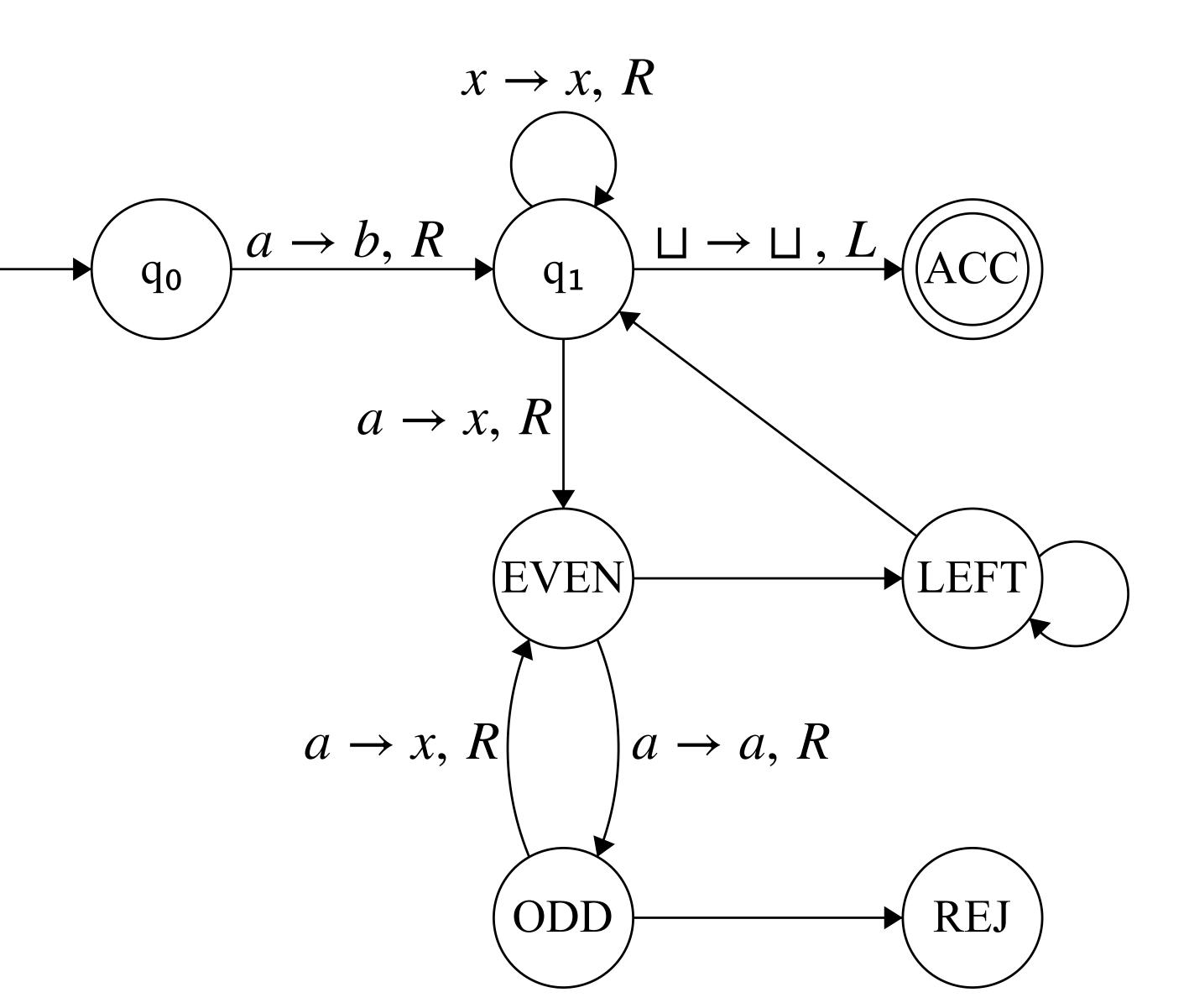
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)



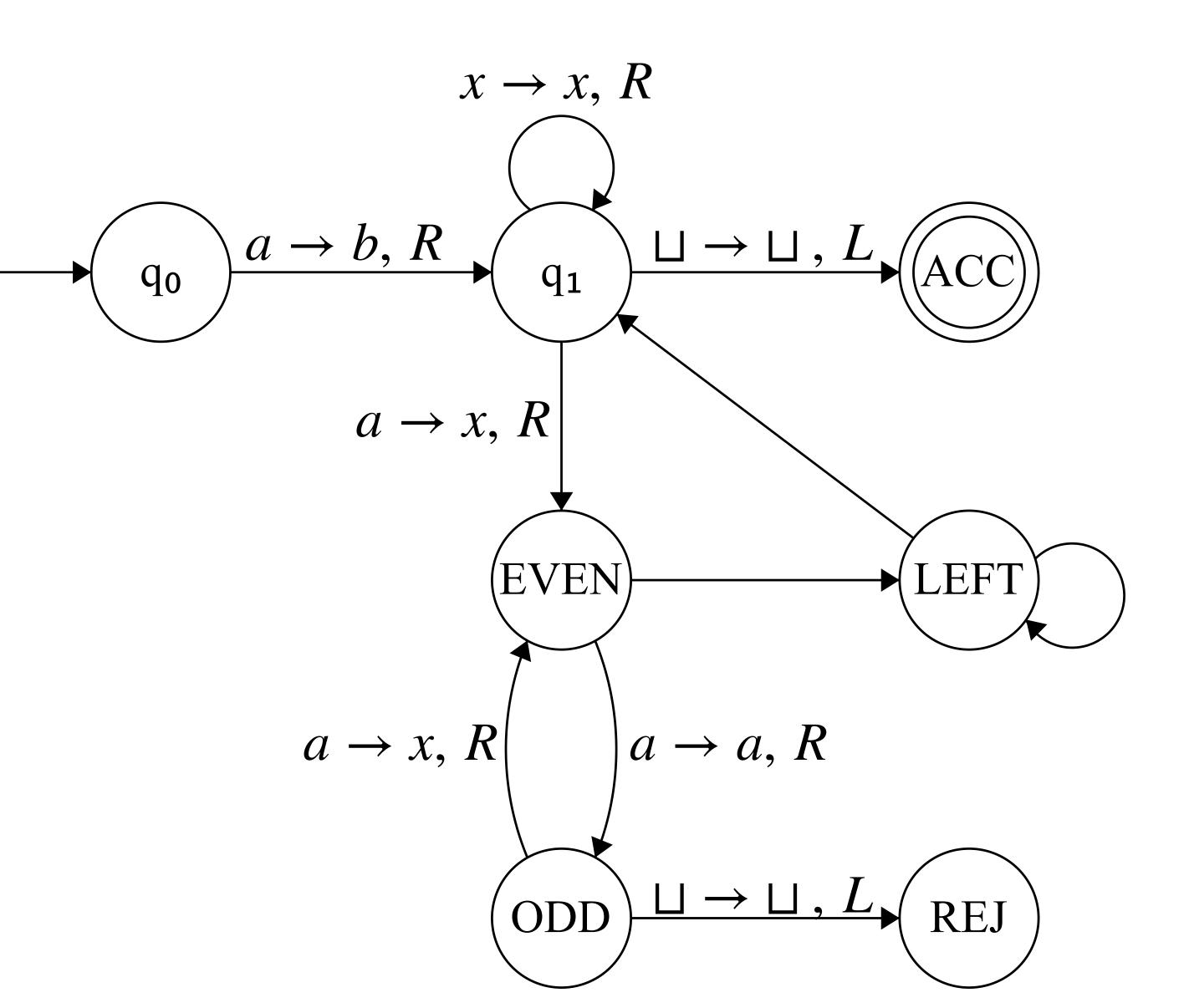
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**



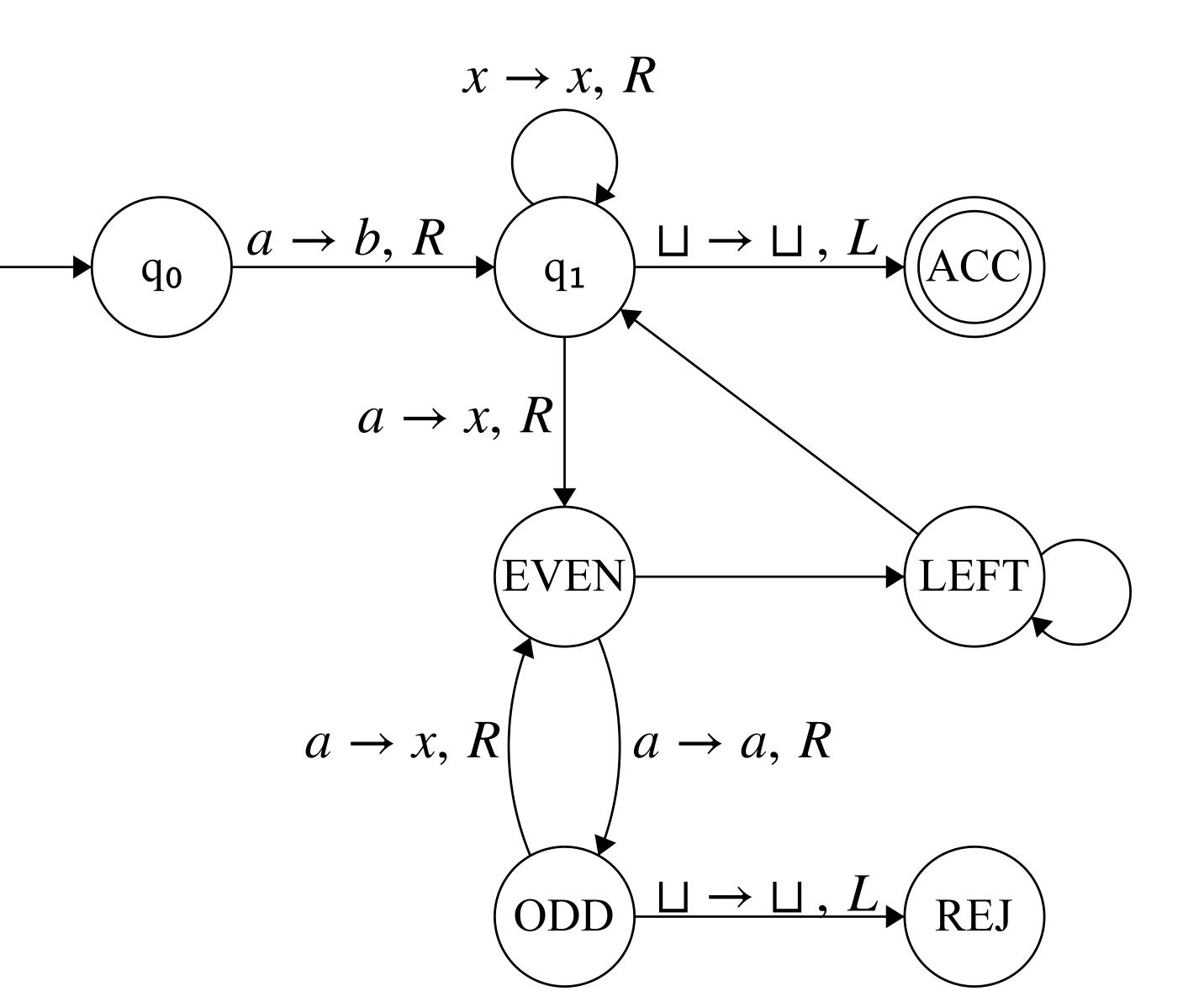
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**



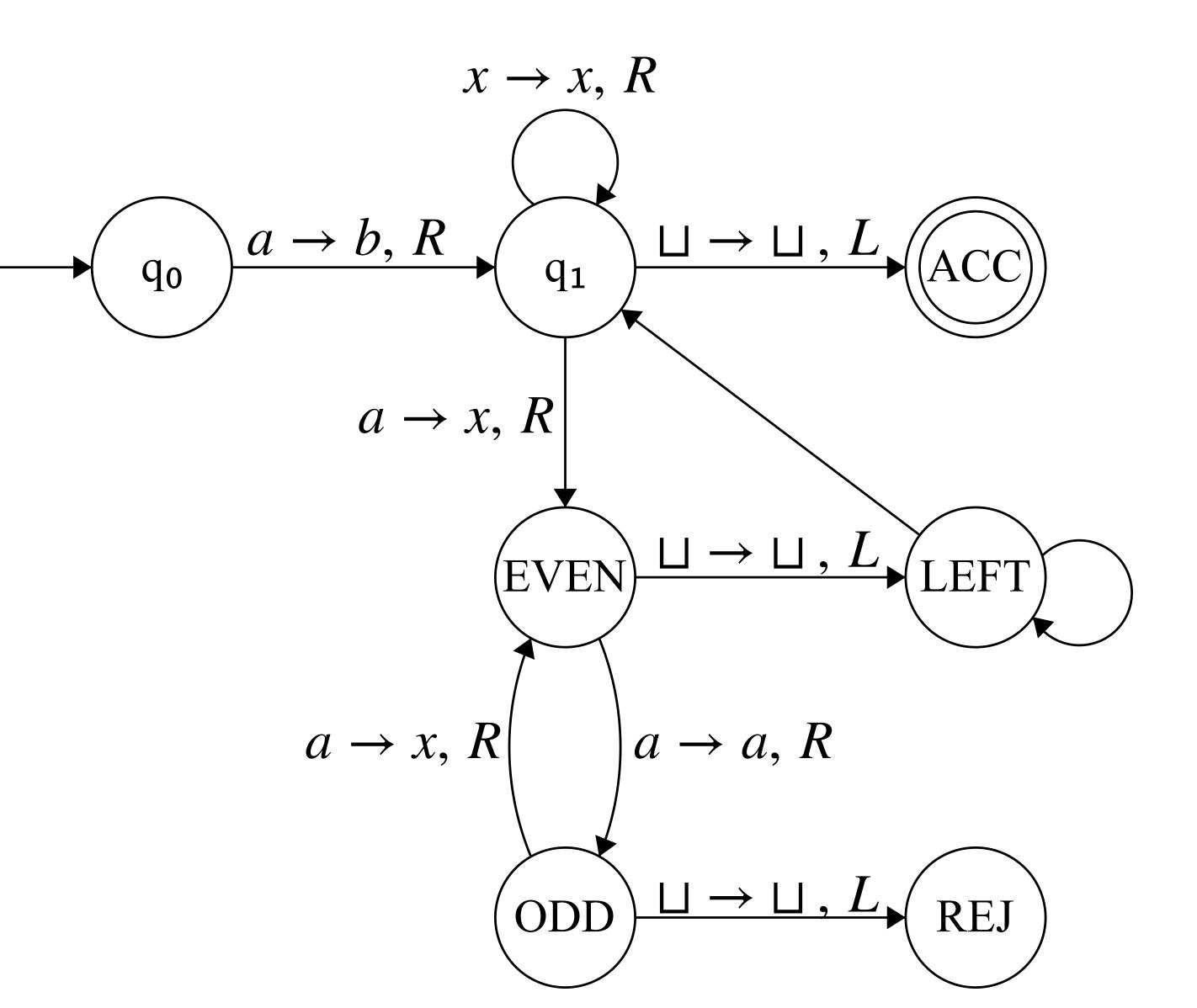
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.



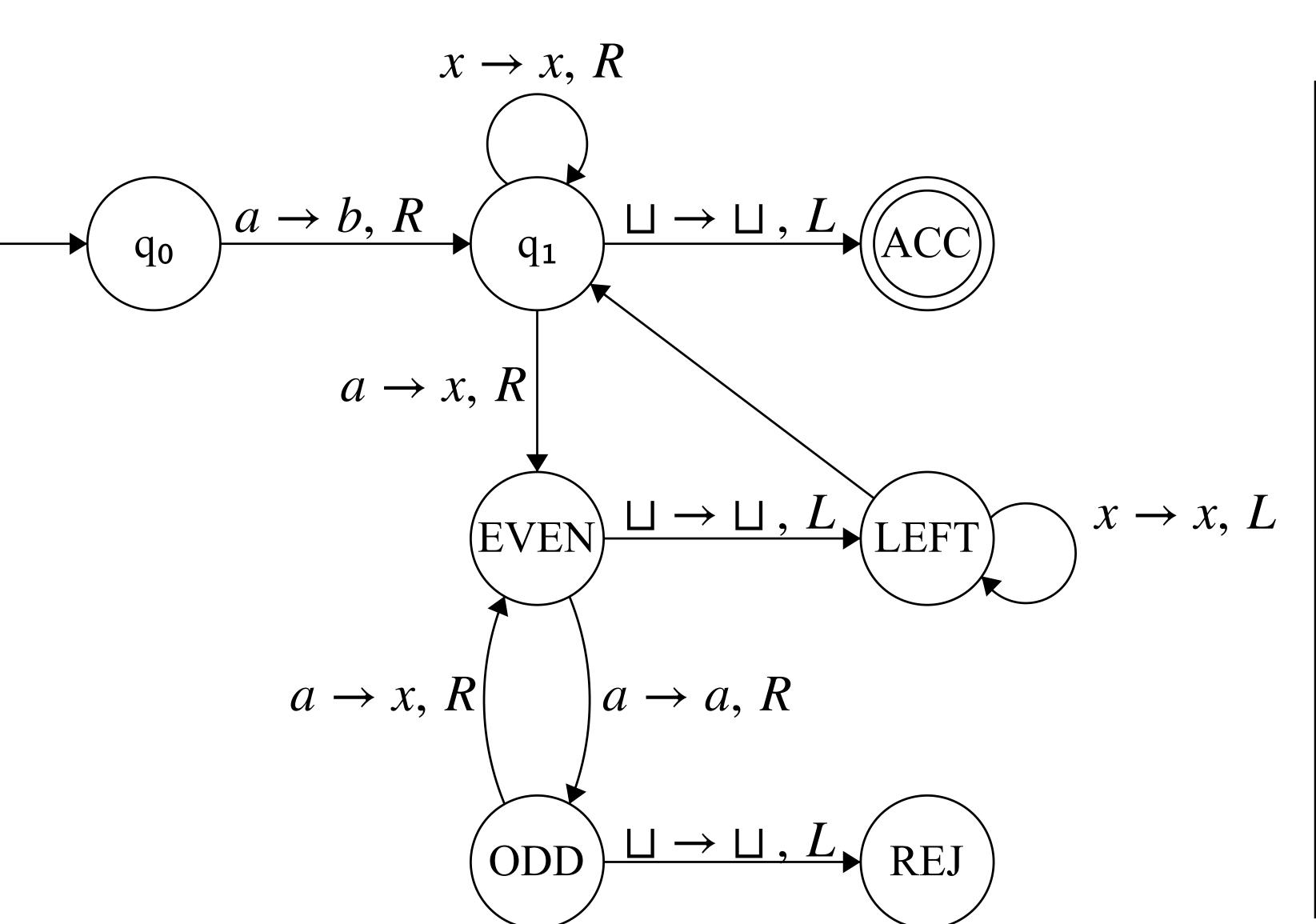
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.



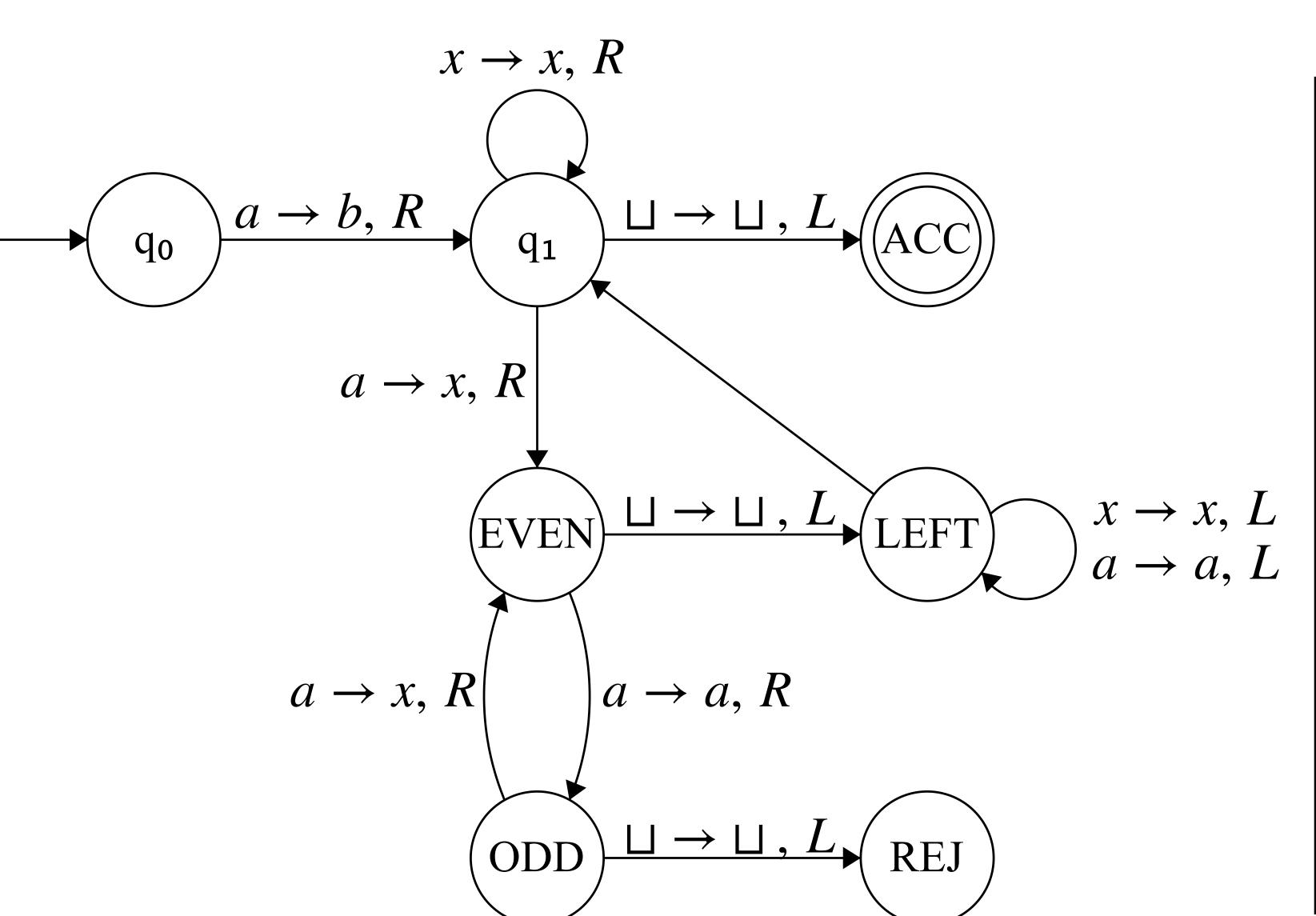
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.
- 5. Otherwise, **scan left** until the cell with b is found.



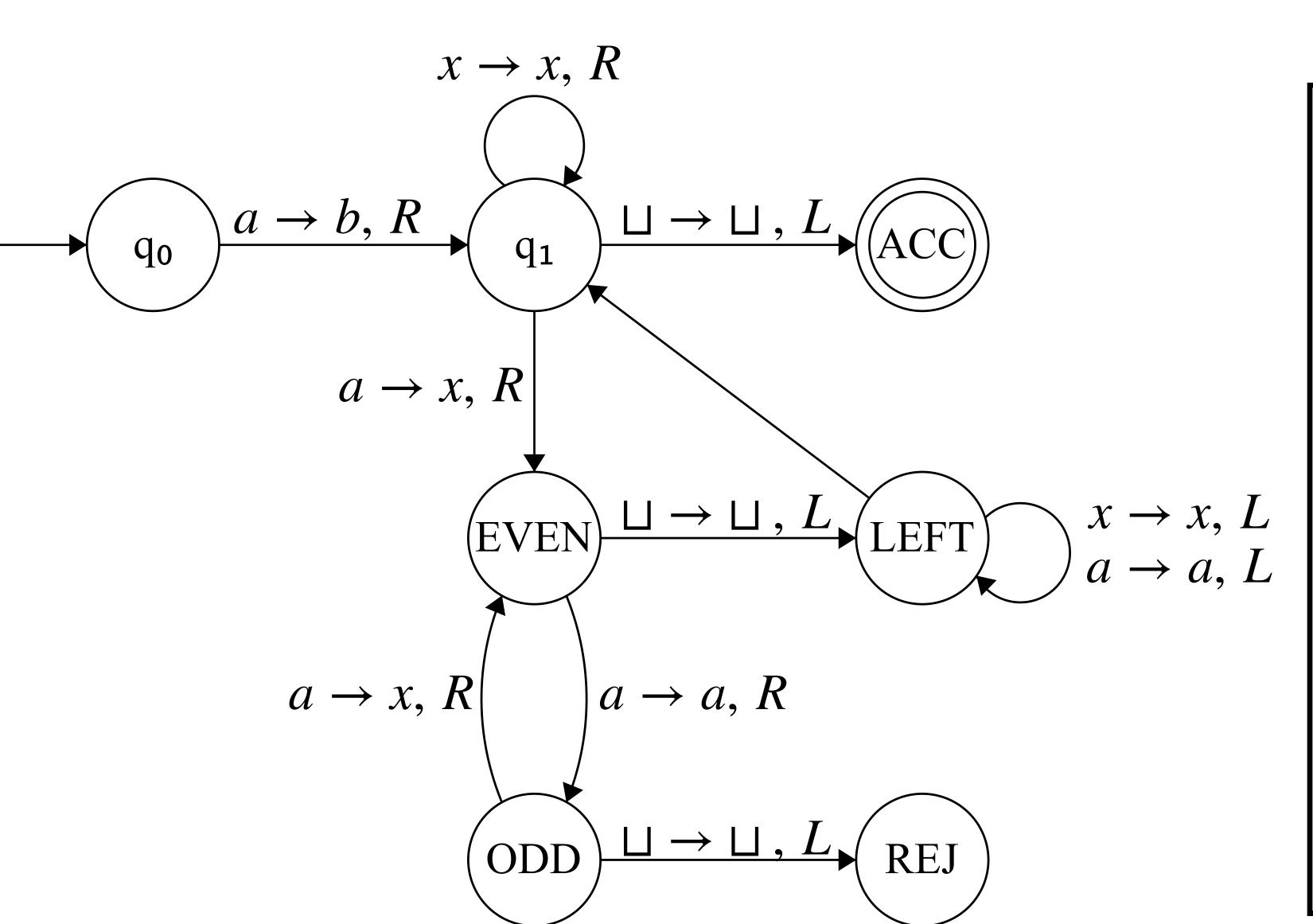
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.
- 5. Otherwise, **scan left** until the cell with b is found.



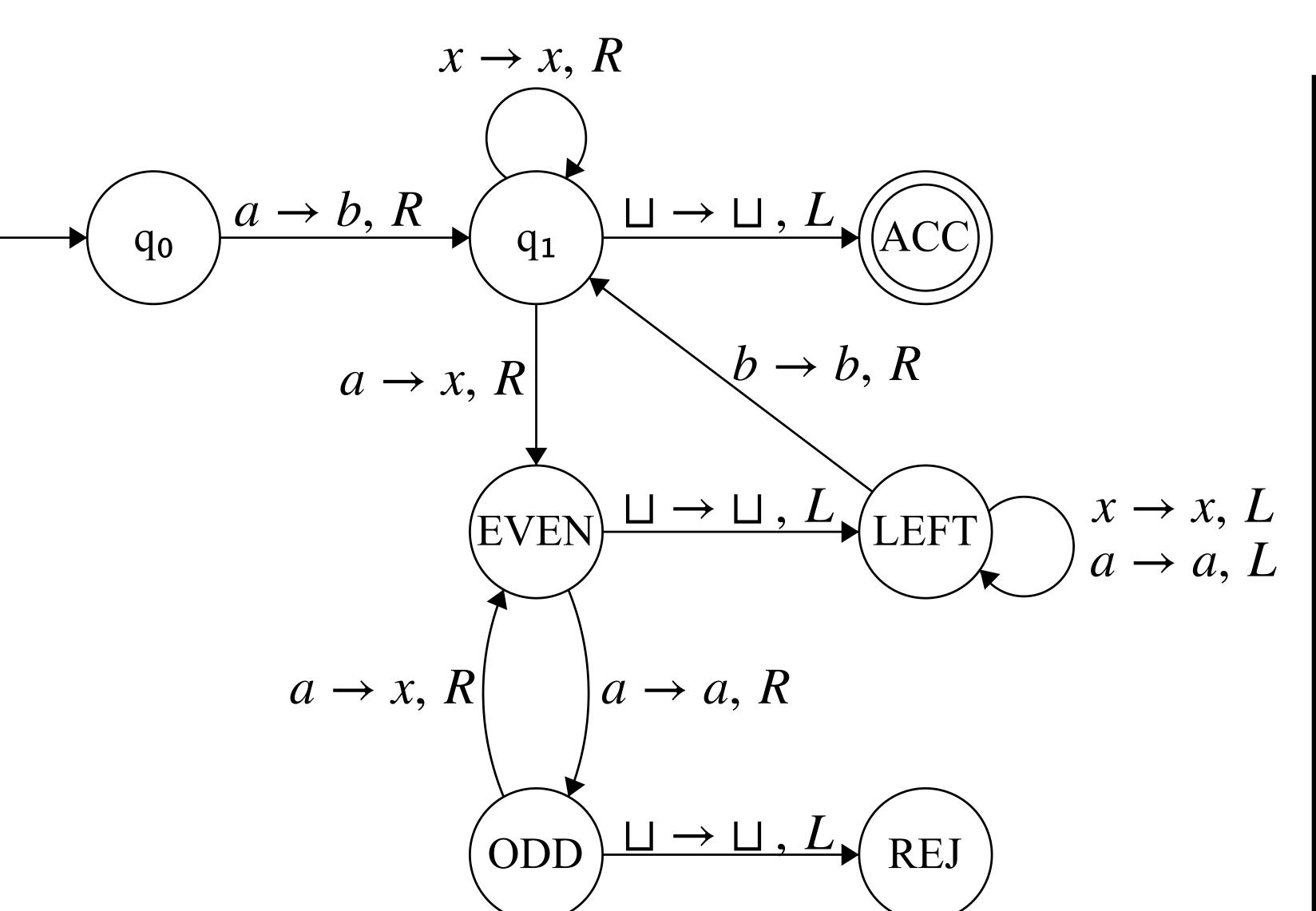
- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT** 
  - 4. If the last symbol before the blank is a, **REJECT**.
- 5. Otherwise, **scan left** until the cell with b is found.



- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.
- 5. Otherwise, **scan left** until the cell with b is found.



- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.
- 5. Otherwise, **scan left** until the cell with b is found.
- 6. Return to step 2.



- 1. Convert the first a symbol to b.
- 2. **Scan right**, marking every other a symbol found (starting with the next a found after the b)
- 3. If no a's are found, **ACCEPT**
- 4. If the last symbol before the blank is a, **REJECT**.
- 5. Otherwise, **scan left** until the cell with b is found.
- 6. Return to step 2.