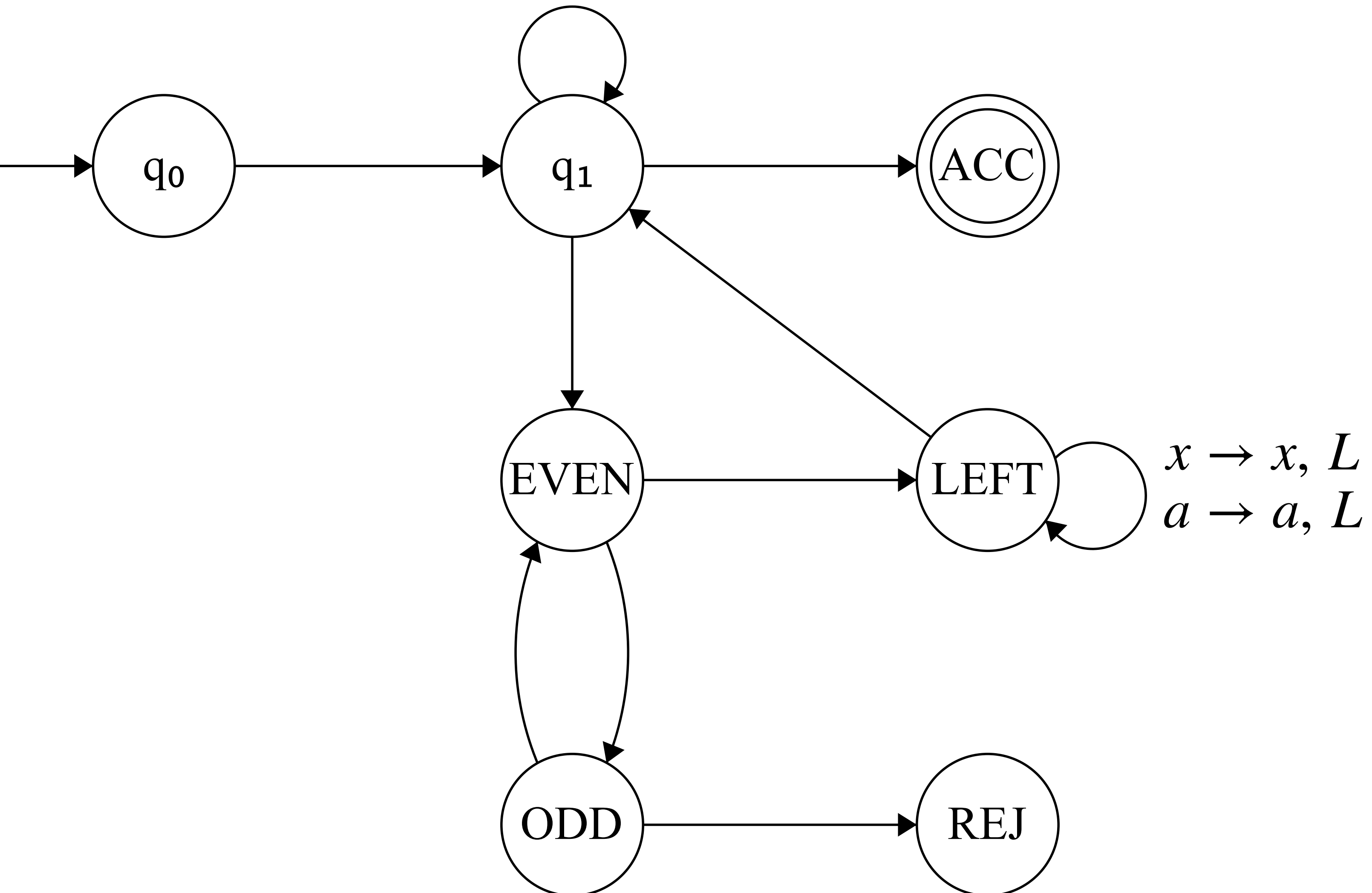


Turing Machine Examples

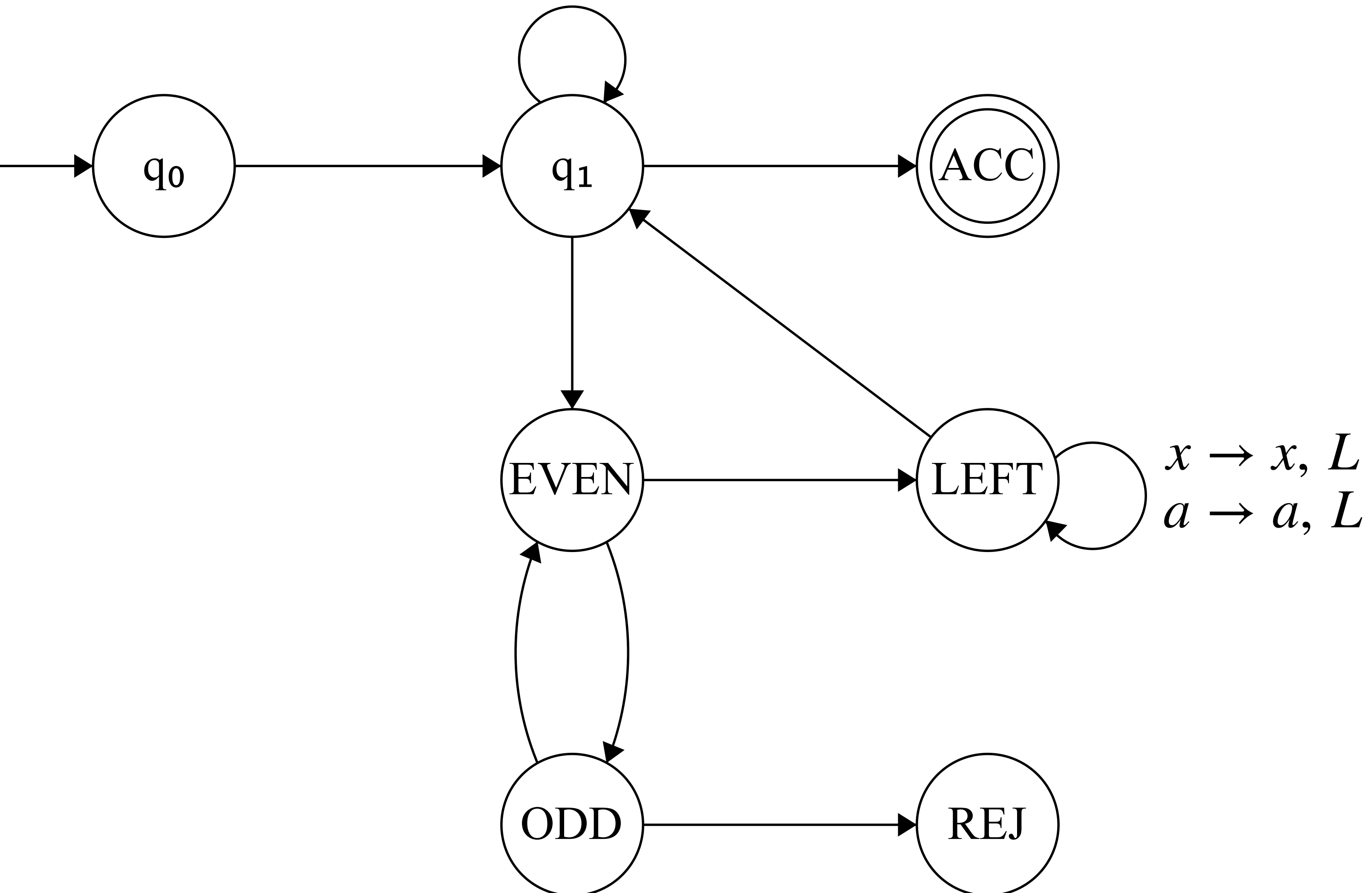
State Diagrams and Algorithms

Oliver Chubet, October 30, 2024

Deciding Powers of 2

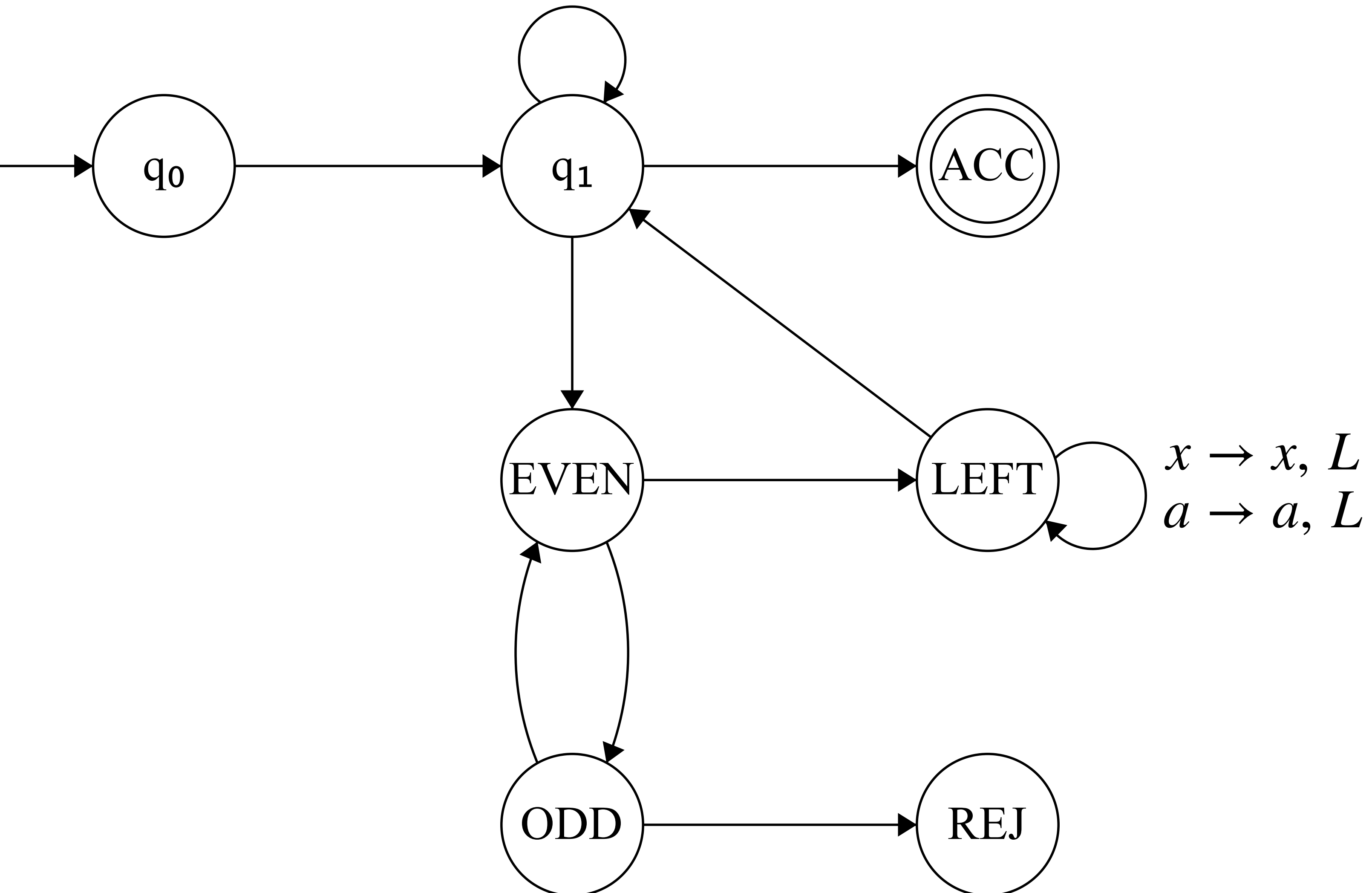


Deciding Powers of 2



On input a^m :

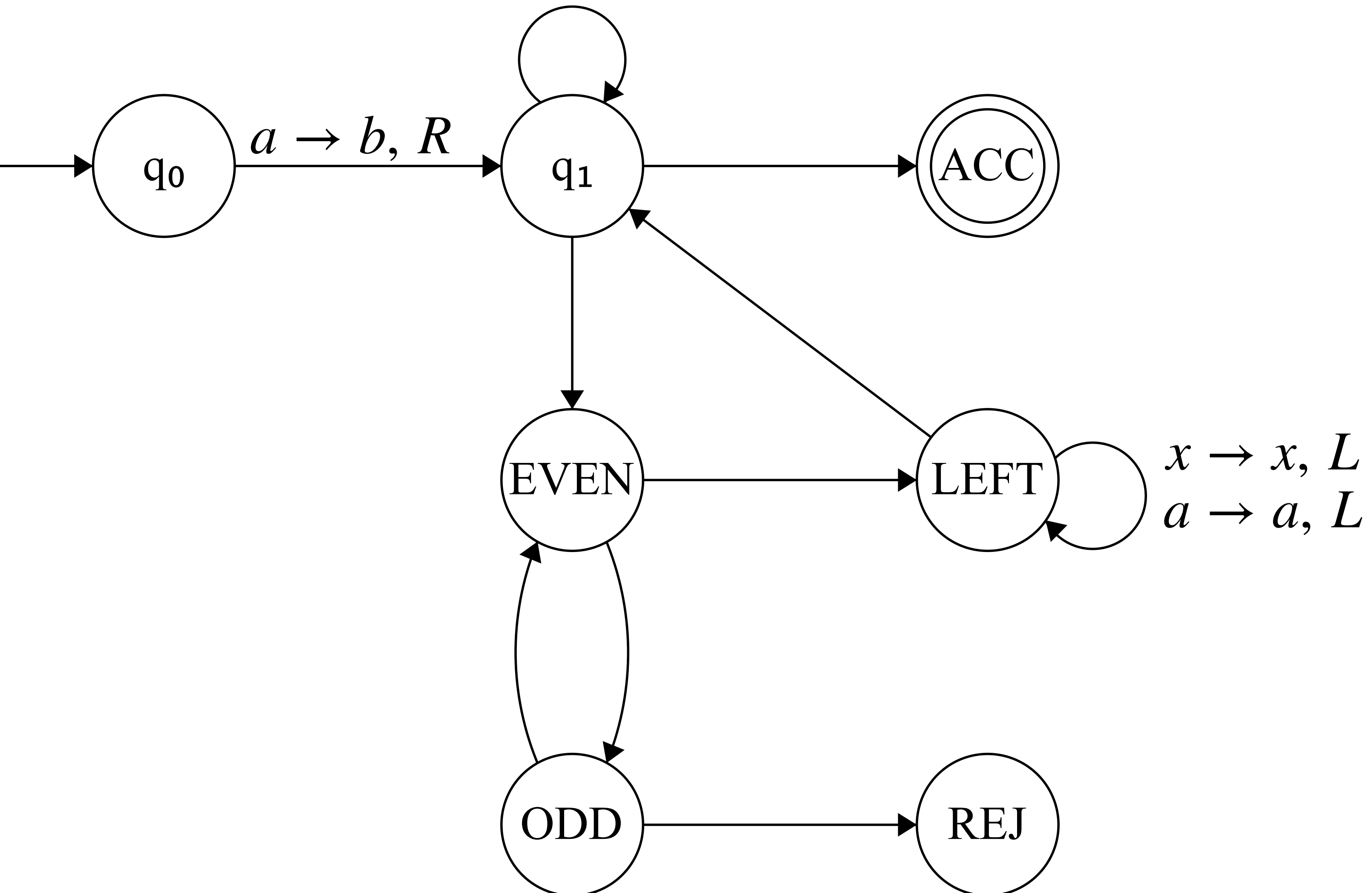
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a b .

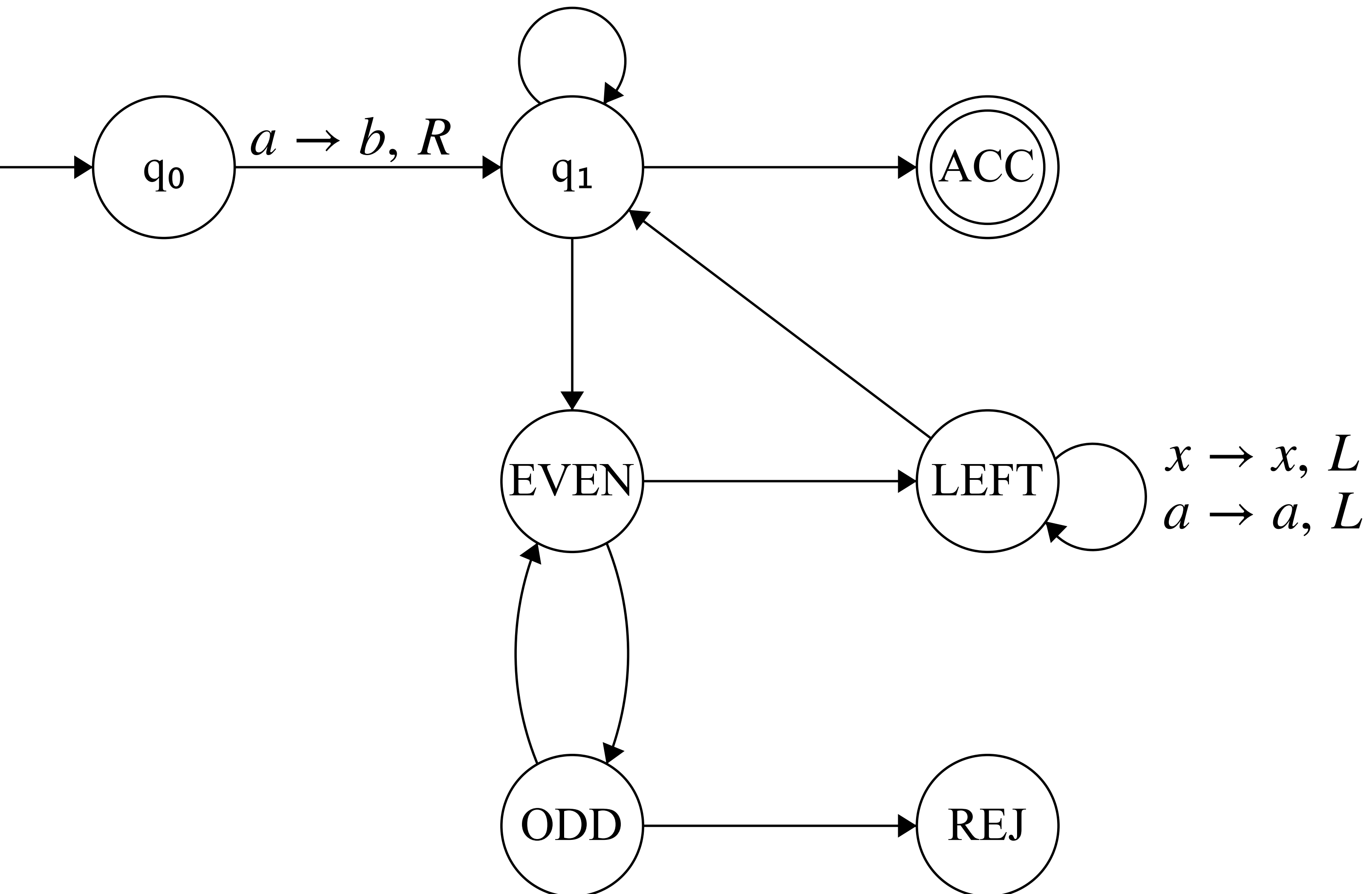
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a b .

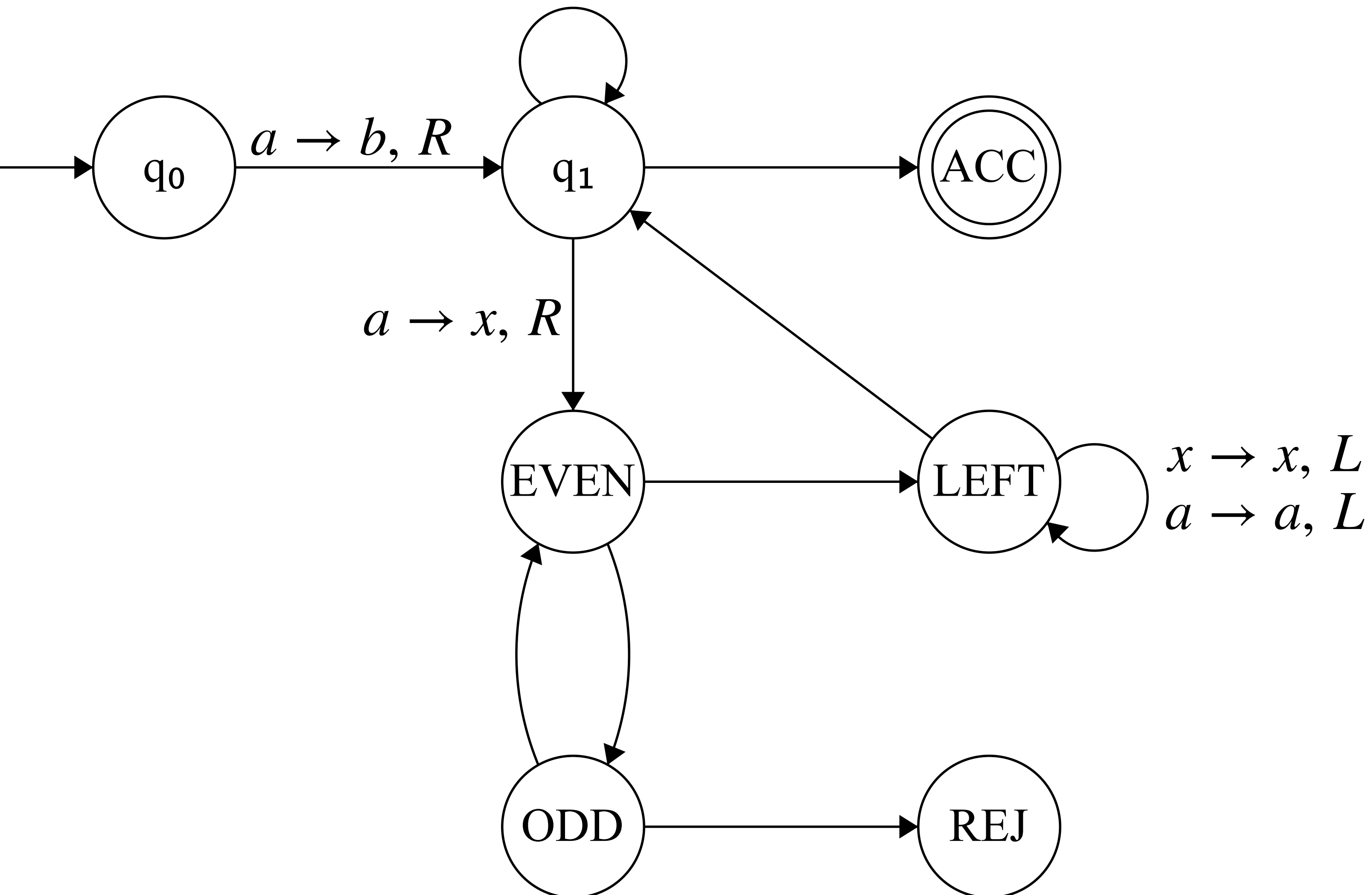
Deciding Powers of 2



On input a^m :

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

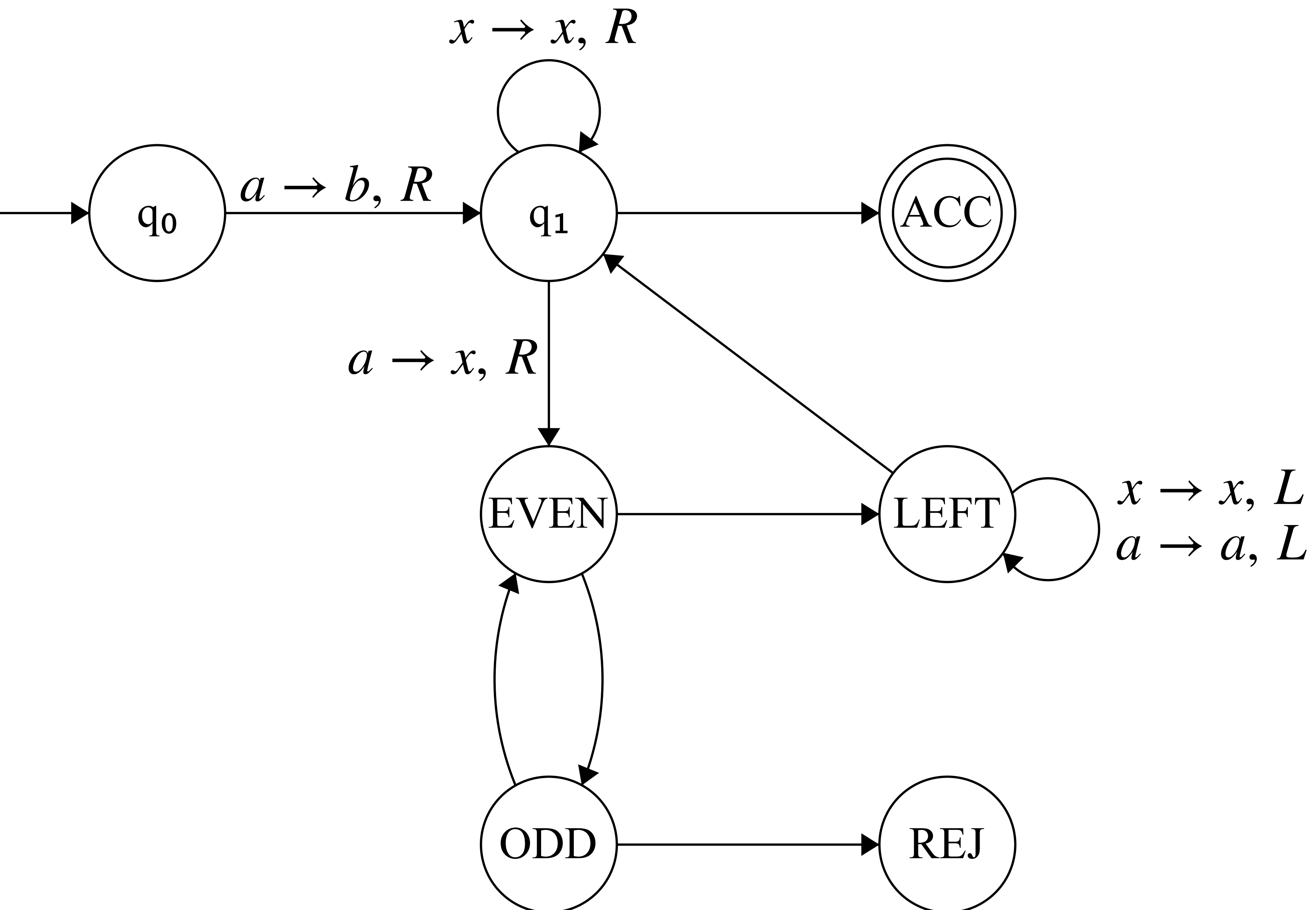
Deciding Powers of 2



On input a^m :

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

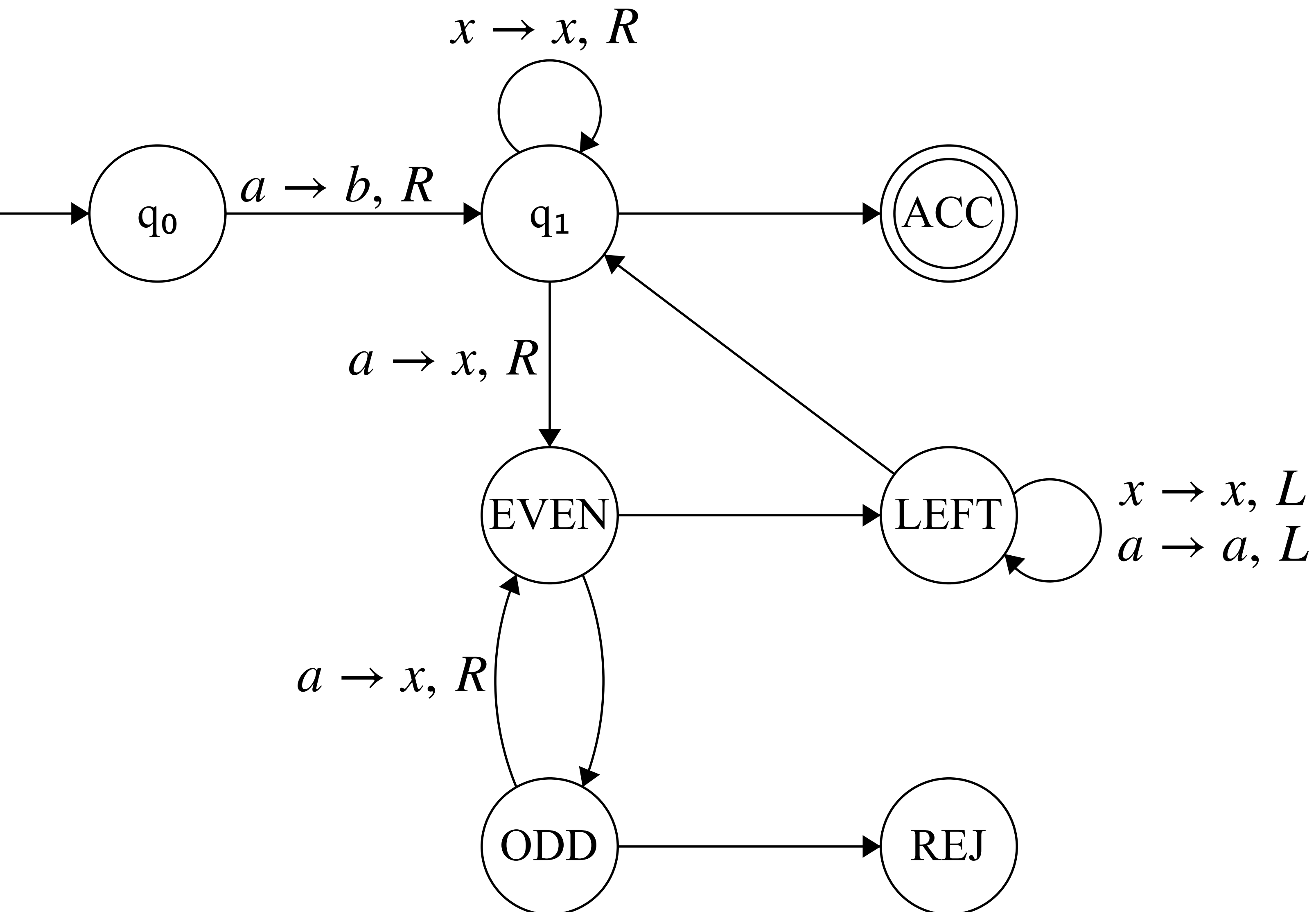
Deciding Powers of 2



On input a^m :

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

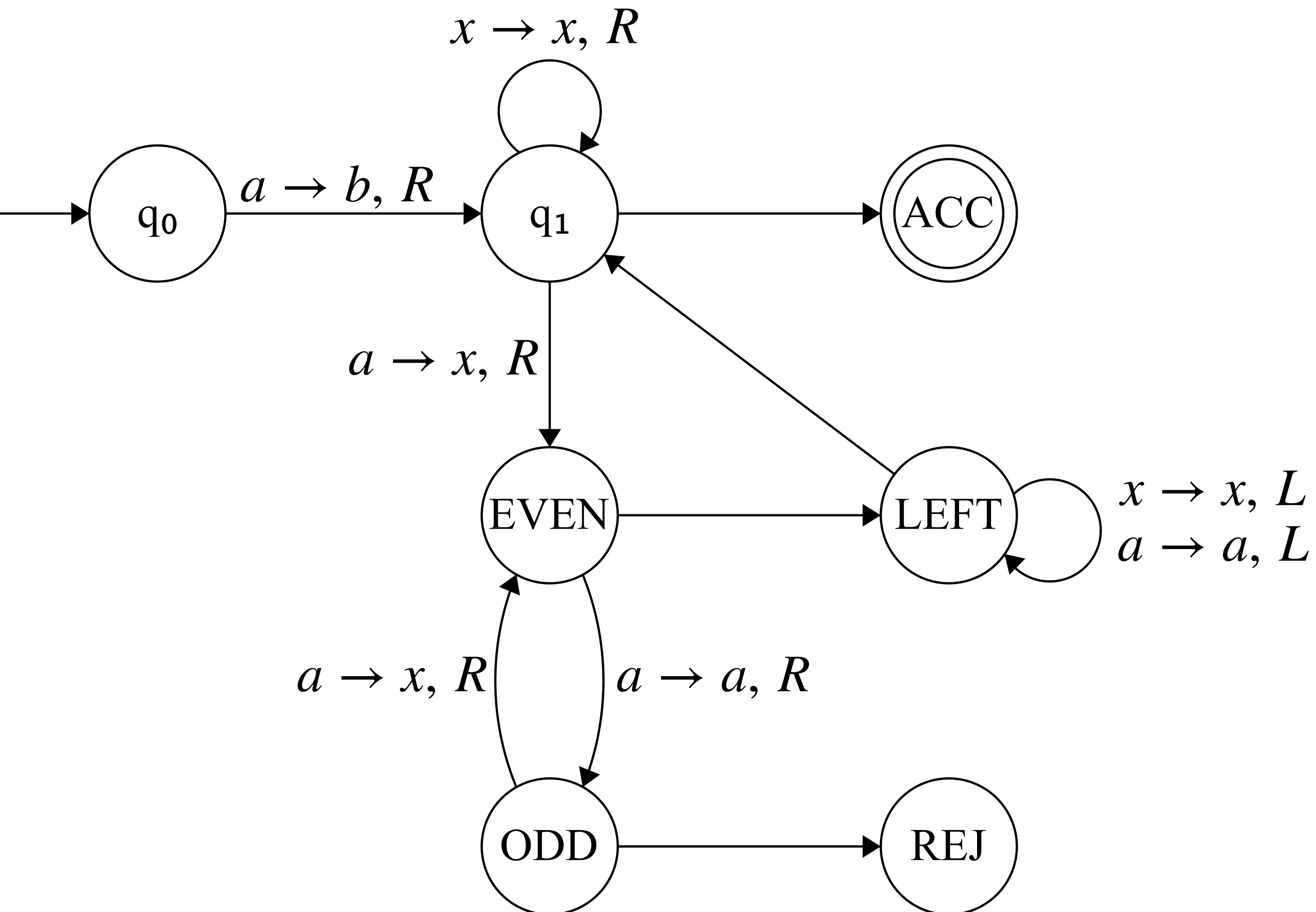
Deciding Powers of 2



On input a^m :

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

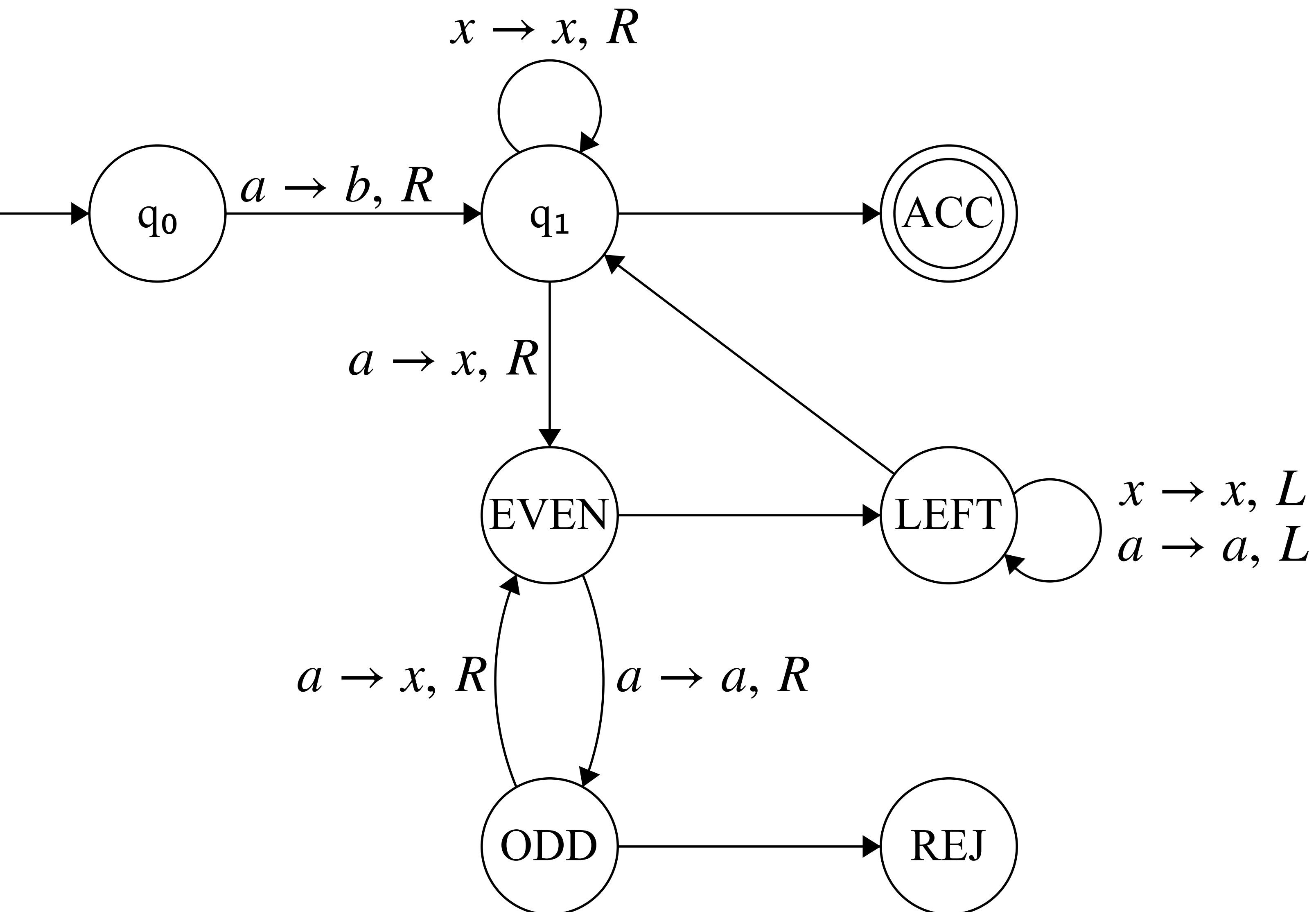
Deciding Powers of 2



On input a^m :

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

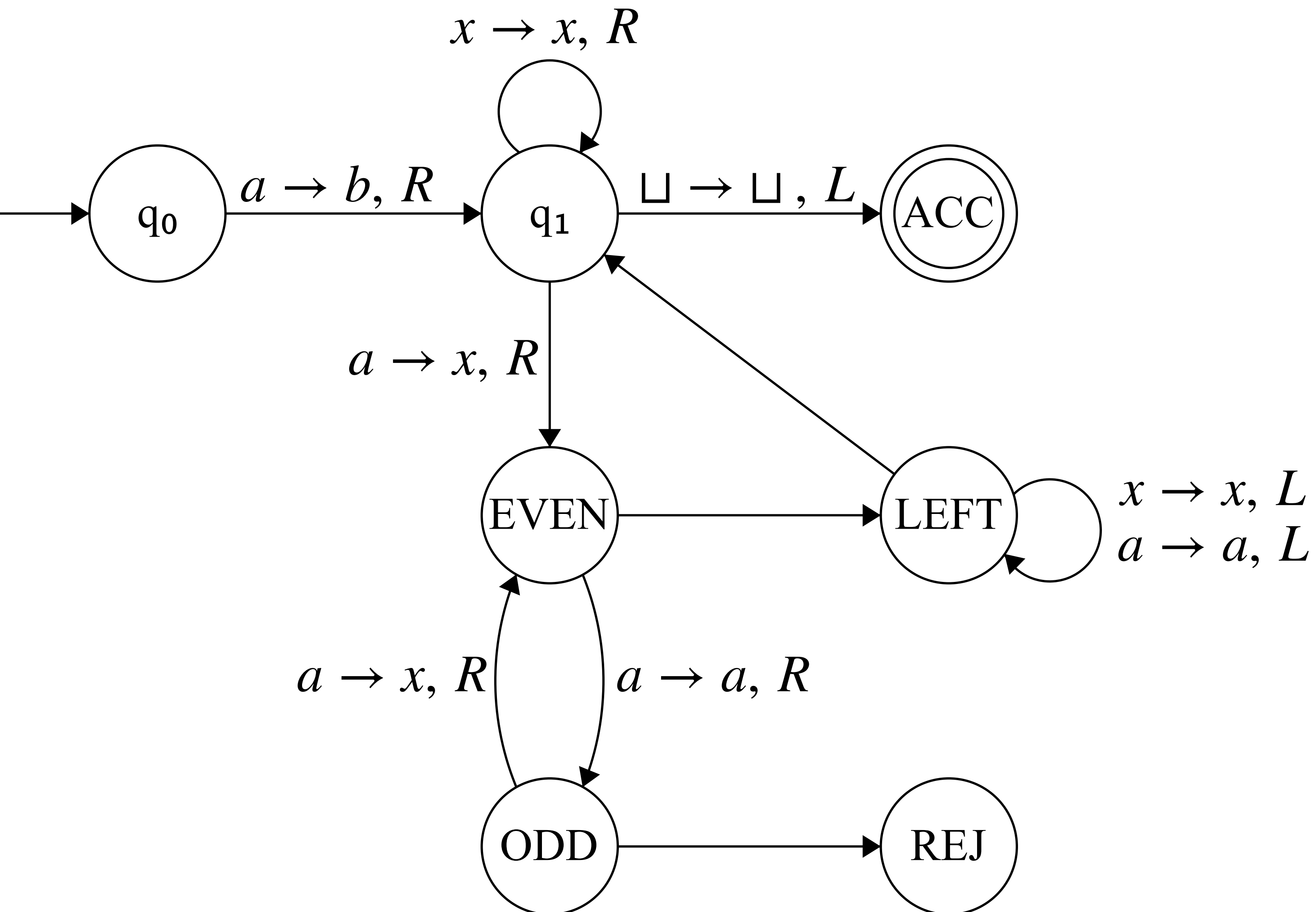
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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**

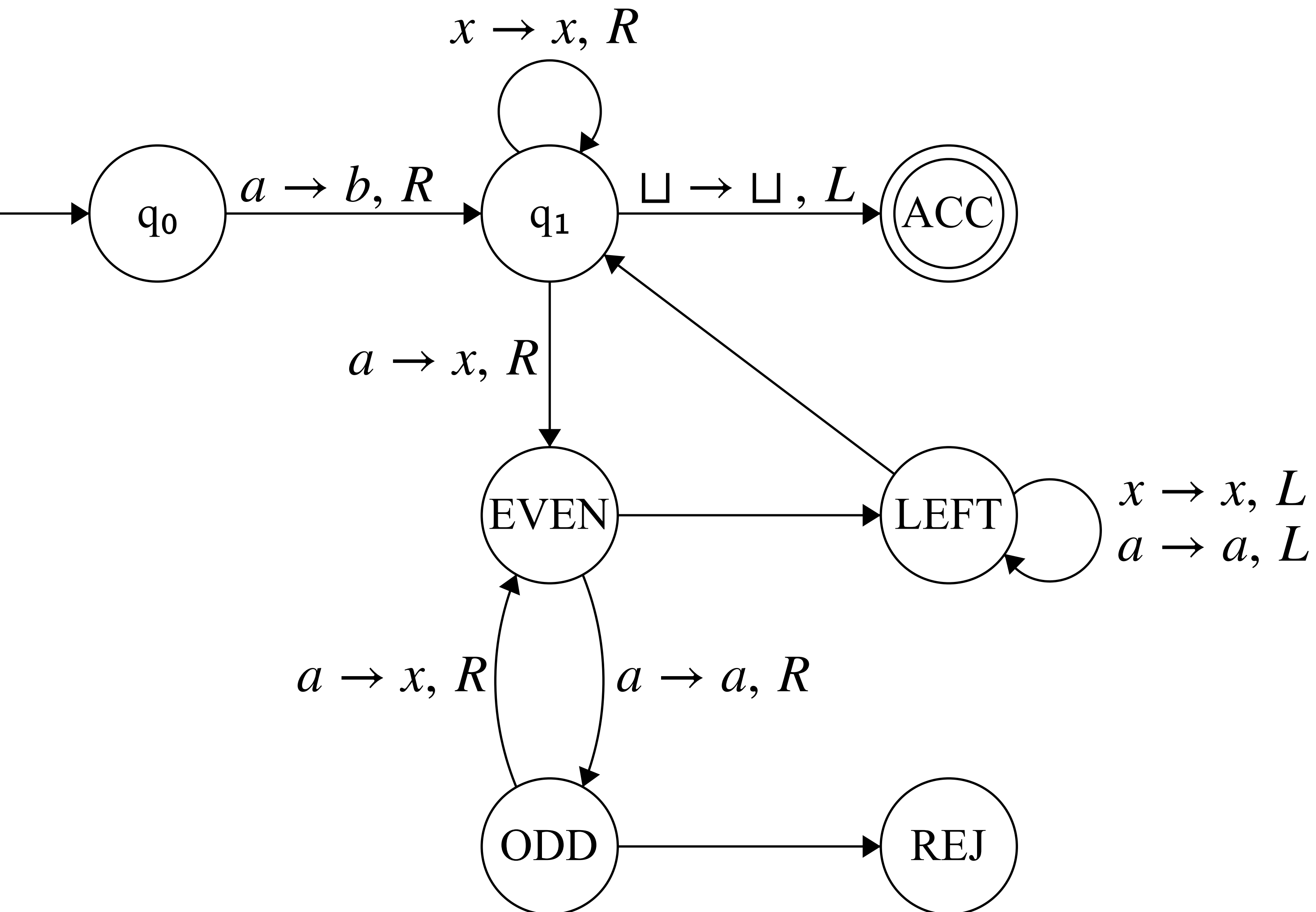
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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**

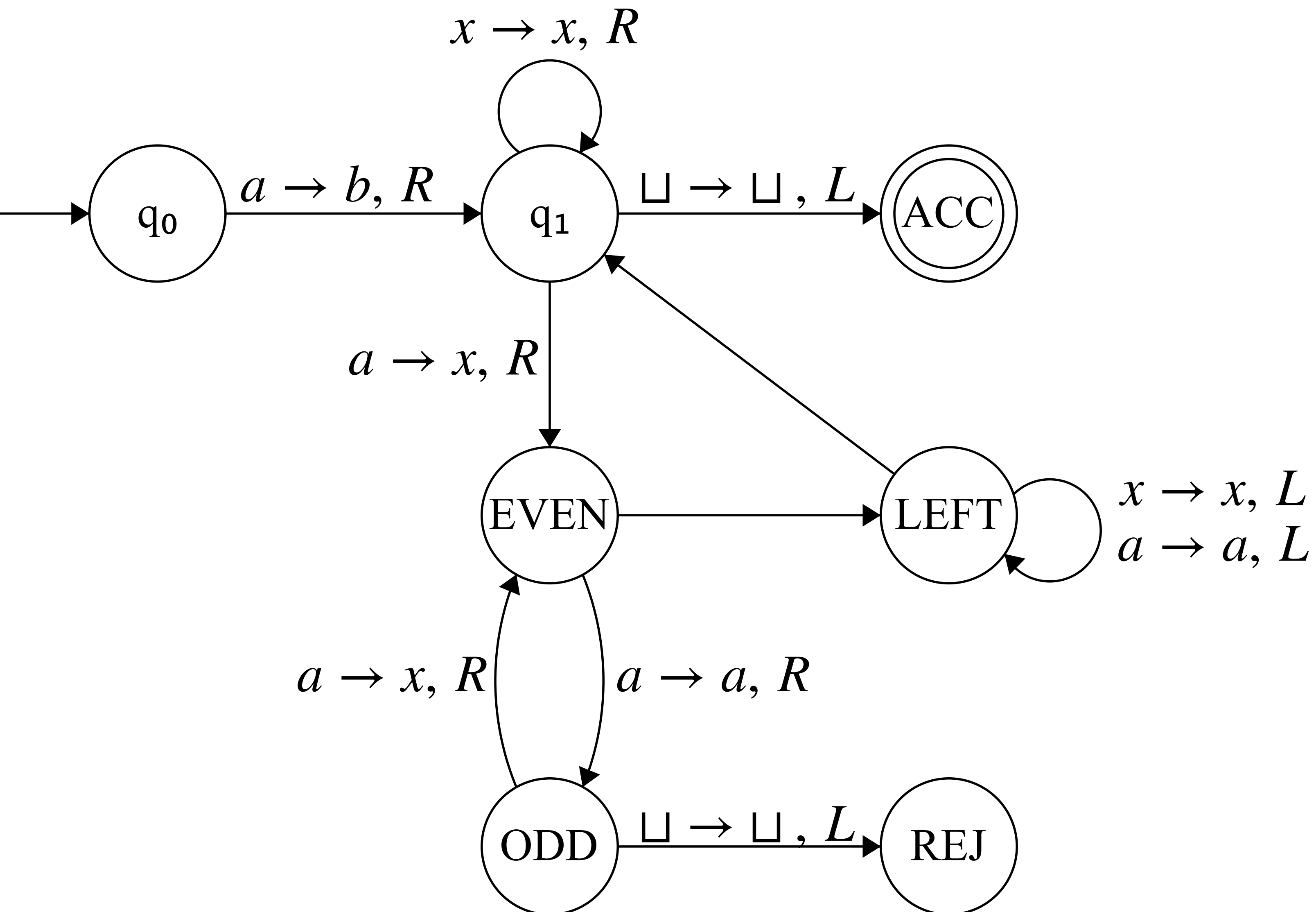
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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**.

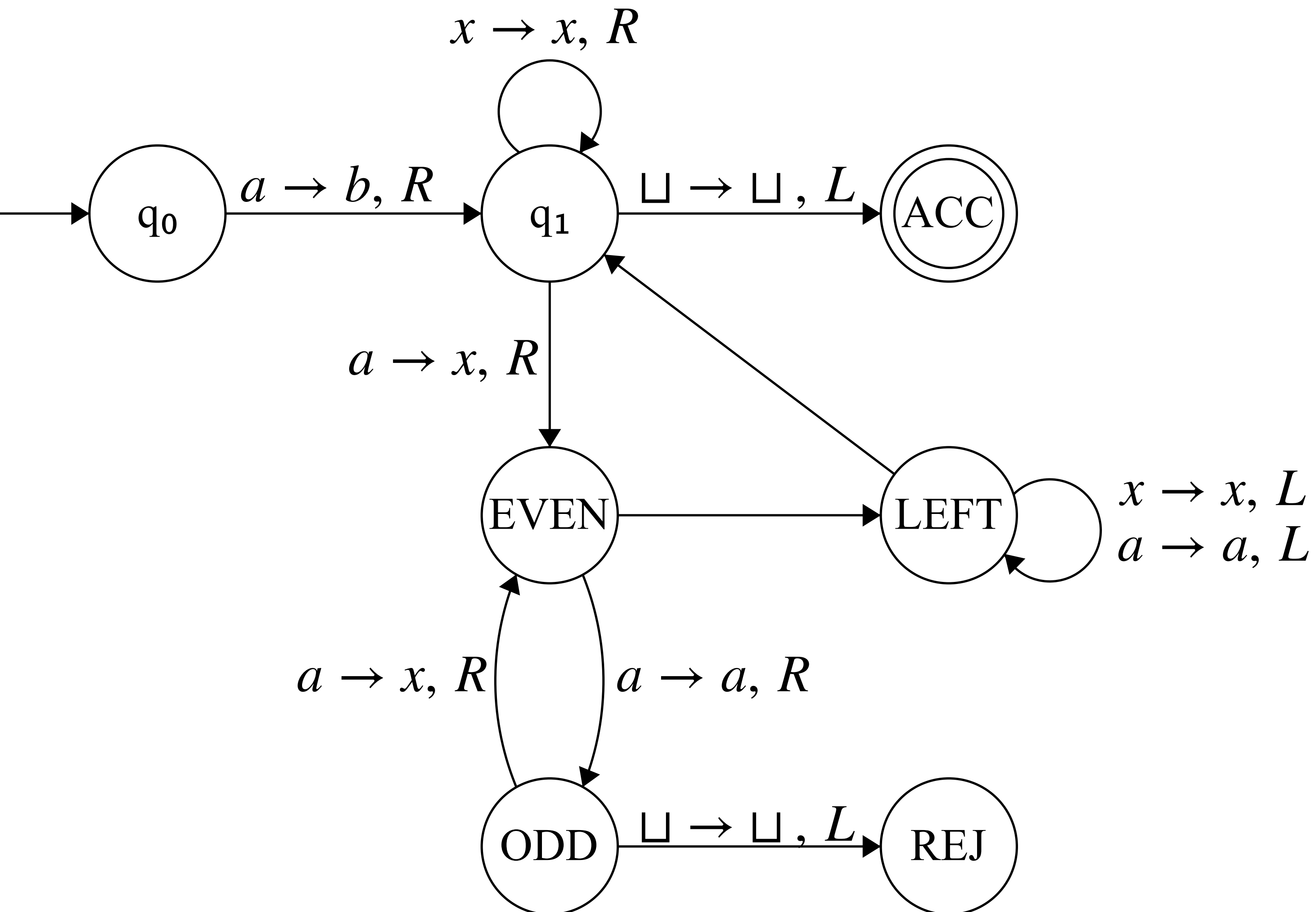
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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**.

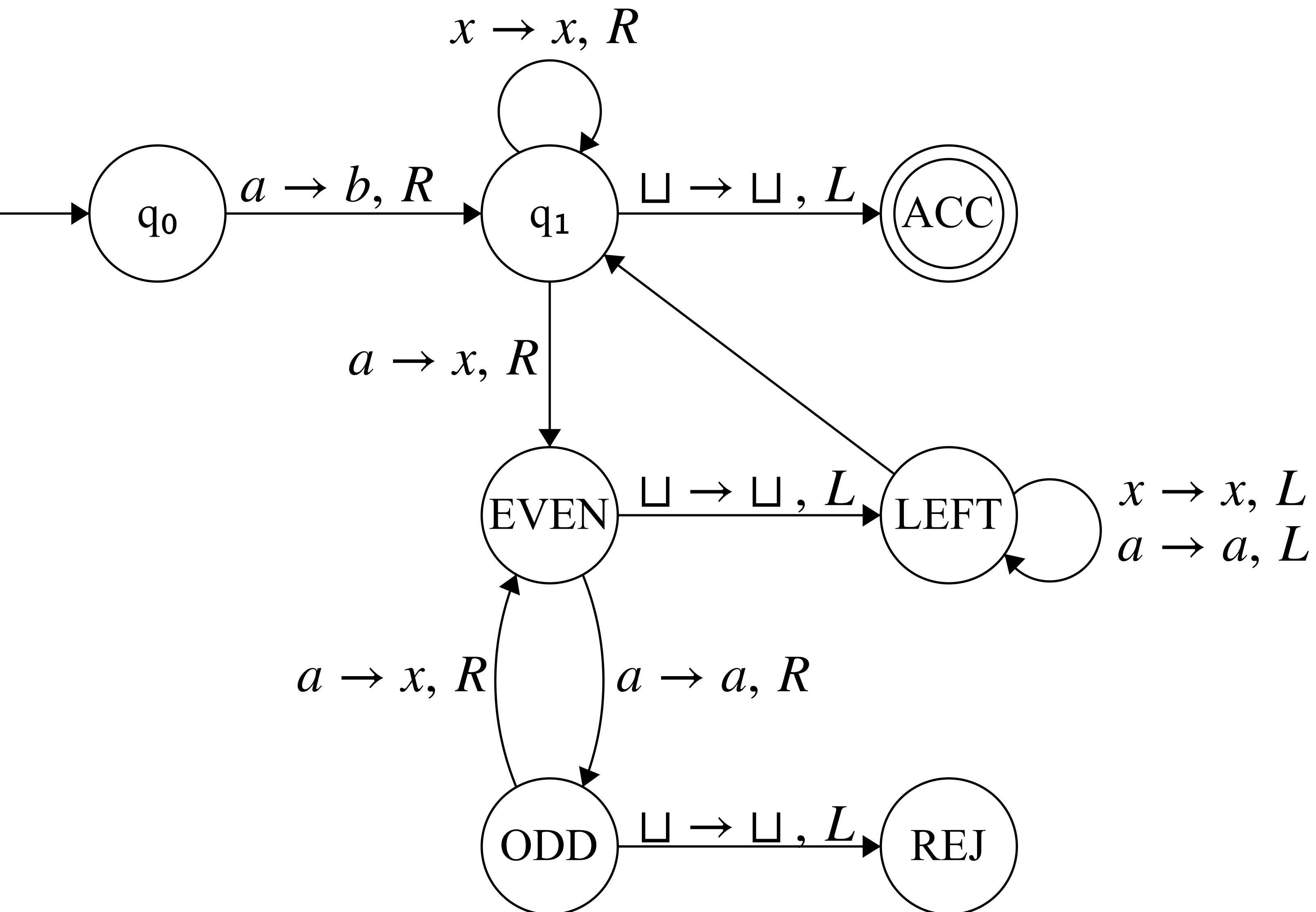
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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.

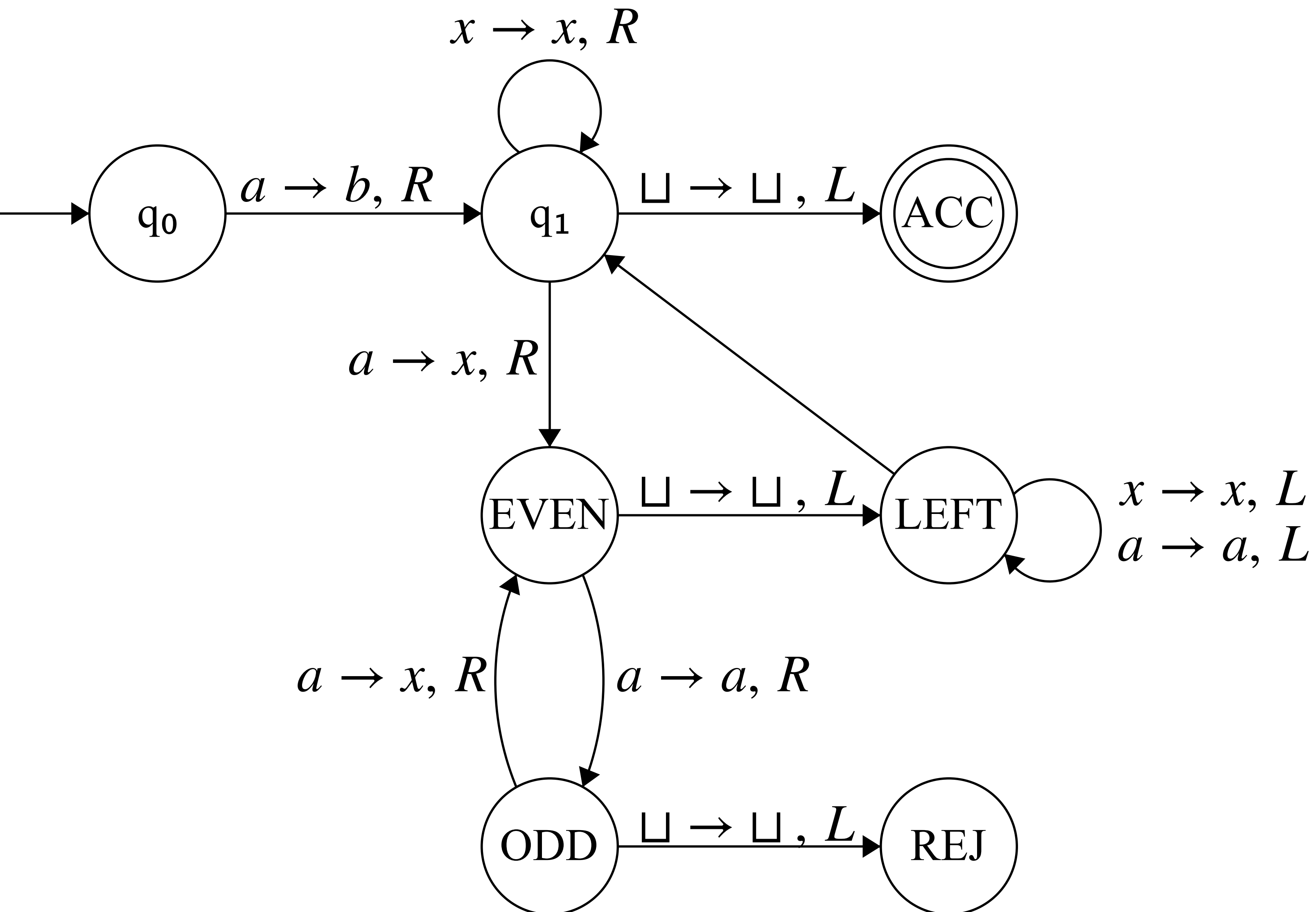
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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.

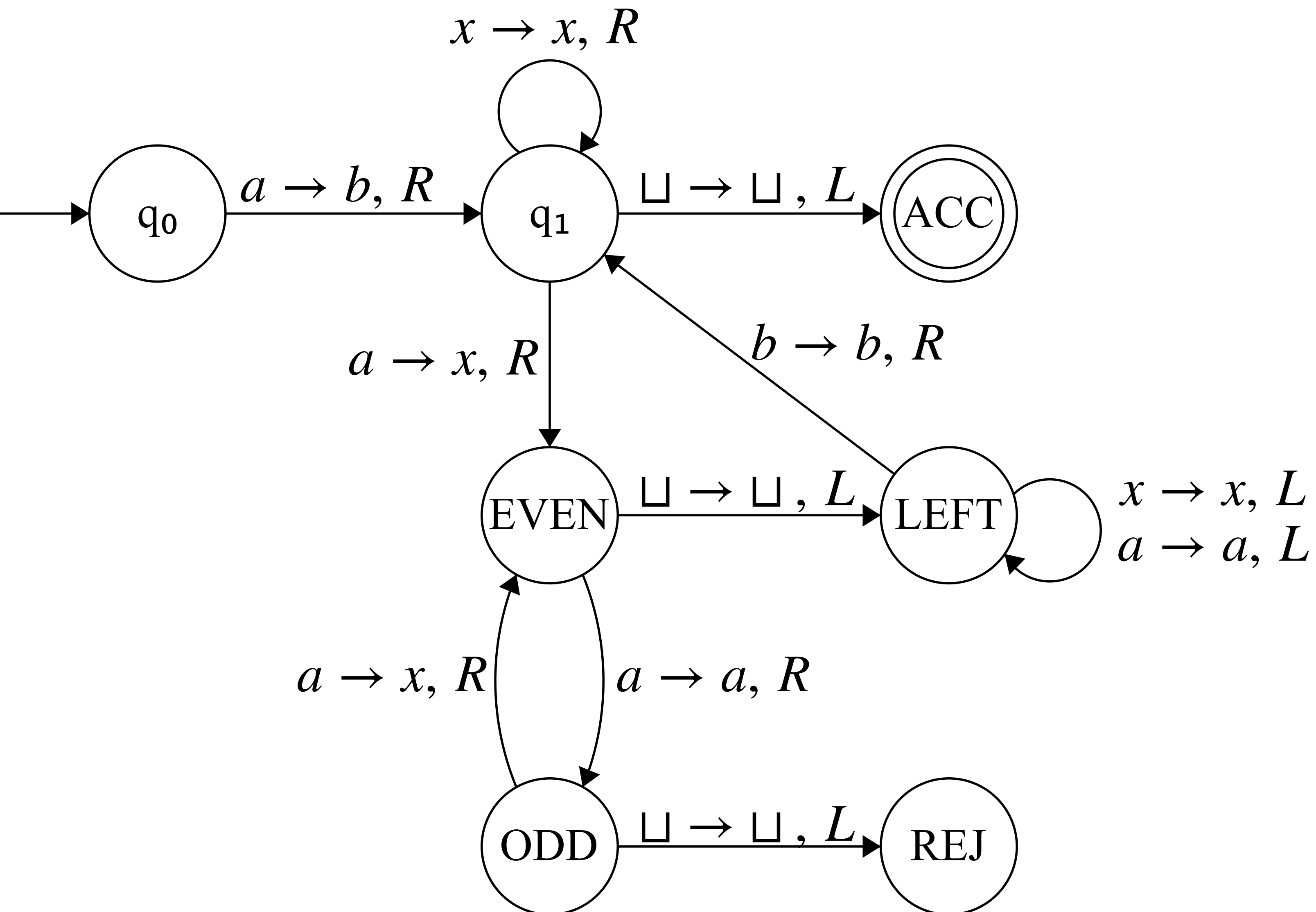
Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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**.

Deciding Powers of 2



On input a^m :

1. **Convert** the first a symbol to a 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**.