

## Automata Theory and Computability

### Assignment 5 (Turing Machines and Decidability)

Total 65 marks. Due on Thu 11th April 2024.

1. Show that the function  $square : \mathbb{N} \rightarrow \mathbb{N}$ , given by  $square(n) = n^2$  is computable by a Turing machine in the sense discussed in class. Give a complete description of the moves of the TM in a modular way. (10)
2. Is the following question decidable: Given a Turing machine  $M$  and a state  $q$  of  $M$ , does  $M$  ever enter state  $q$  on *some* input? Justify your answer. (5)
3. Let  $L, K \subseteq \Sigma^*$ . Define (10)

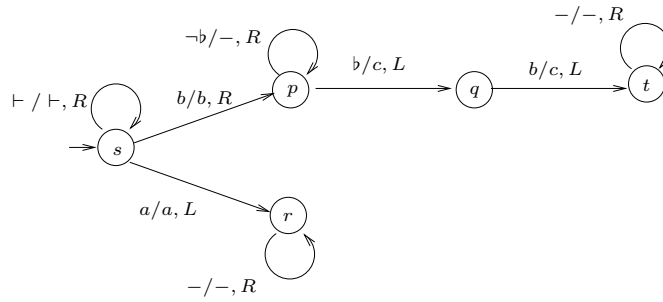
$$L/K = \{x \mid \exists y \in K, xy \in L\}$$

- (a) Show that if  $L$  is regular and  $K$  is *any* language, then  $L/K$  is regular.
  - (b) Show that even if we are given a DFA for  $L$  and a Turing machine for  $K$ , we cannot always construct an automaton for  $L/K$ .
4. Show that neither the language

$$\text{TOTAL} = \{M \mid M \text{ halts on all inputs}\}$$

nor its complement is r.e. (10)

5. Consider the TM  $M$  below, with input alphabet  $\{a, b\}$ .



- (a) Give any string in  $Valcomp_{M,baabb}$ . (5)
- (b) Recall the notion of matching *triples* of symbols used in class. Give the entire set of matching triples for  $M$ . (5)
- (c) Justify the claim that for two valid configurations  $c_1$  and  $c_2$  of  $M$ , which are of the same length, we have:  $c_1 \xRightarrow{1} c_2$  iff for each position in  $c_1$ , the triple of symbols in  $c_1$  and the corresponding triple in  $c_2$  match. (5)

- (d) Define an analagous notion of matching *pairs* of symbols. What if we weaken the criterion above to say that at each position the *pairs* of symbols in  $c_1$  and  $c_2$  “match”? (5)
6. Show that it is undecidable whether the intersection of two given CFLs is a CFL. (10)