

# Theory of computation

## Assignment - 3

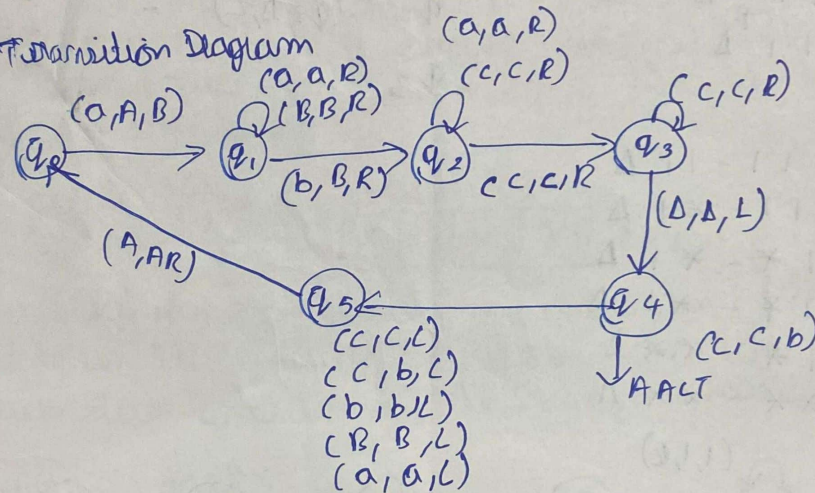
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$$1) L = a^n b^m c^n \quad m \geq 1$$

$$m = 3$$

$a a a b b b c c c \Delta$      $A a a B b b c c c \Delta$      $A A a B B b c c c \Delta$   
 $A a a b b b c c c \Delta$      $A A a B b b c c c \Delta$      $A A A B B b c c c \Delta$   
 $A a a B b b c c c \Delta$      $A A a B B b c c c \Delta$      $A A A B B B c c c \Delta$   
 $A a a B b b c c c \Delta$      $A A a B B b c c c \Delta$      $A A A B B B c c c \Delta$

Transition Diagram



Transition table

	a	A	b	B	c	C
q0	(q0, a, R)	-	-	-	-	-
q1	(q1, a, R)	-	(q2, b, R)	(q1, B, R)	-	-
q2	-	-	(q2, b, R)	-	(q2, c, R)	(q2, C, R)
q3	$\Delta = (q4, \Delta, L)$				(q2, c, R)	-
q4	-	-	-	(halt, c, b)	-	-
q5	(q5, a, L)	(q0, A, R)	(q5, b, L)	(q5, C, L)	-	(q5, C, L)

#	1	1	1	1	1	1	\$	...
$\Delta$	$\Delta$	$\Delta$	$\Delta$	$\Delta$	1	1	$\Delta$	...
$\Delta$	1	1	1	1	$\Delta$	$\Delta$	$\Delta$	...

subroutines:

- \* some tasks need to be performed repeatedly which can be done using subroutines
- \* The subroutine also called function
- \* The set of states in the subroutine has no start state another state namely the return state
- \* The subroutine of Turing machine perform some task simultaneously

Checking symbols.

- \* The checking of symbols in an effective way of recognizing the language by Turing machine
- \* The symbol which is read is marked by a special character
- \* This method is used by Turing machine for the languages that contain repeated strings and to compare length of 2 strings.



## Programming Techniques for Turing Machine

There are four different techniques used to construct an efficient Turing machine which function as a powerful computer.

- \* Storage in state
- \* Multiple tracks
- \* Subroutines
- \* Checking of symbols

### Storage in state

\* The first control is used to hold some amount of information and it stores information in form of element such as current state and symbol pointed by the tape head

state 

q
*

input tape 

x <sub>1</sub>	x <sub>2</sub>	x <sub>3</sub>	x <sub>4</sub>	x <sub>5</sub>
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\* This type of Turing machine can't be designed to store in state with only data from the input

\* Each state contain an in storage internally.

### → Multiple tracks

\* The finite control contain the state and its storage and input tape contains multiple tracks

\* input tape is divided into multiple tracks.

\* The unary no-equivalent to b in the input placed in the first track which is surrounded.

