

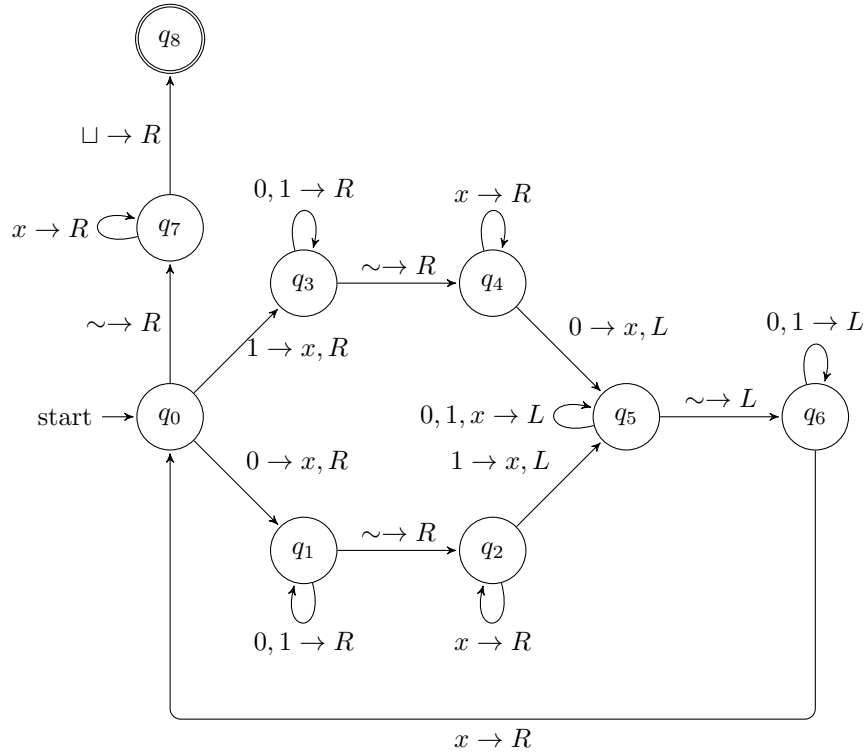
Problem 1

$M_1 =$ On input string w :

1. Zig-zag across the tape to corresponding positions on either side of the “~” symbol. If the symbols at these positions are different ($0 \rightarrow 1, 1 \rightarrow 0$), check off both of these positions. If the symbols in these positions are the same, reject immediately.
2. When all the symbols to the left of the “~” have been marked, check for any unchecked symbols to the right of the “~” symbol. If there are any unchecked symbols to the right of the “~” symbol, reject immediately. Otherwise accept.

Problem 2

$M = (A, \Sigma, \Gamma, \delta, q_0, q_9)$



Problem 3

```
states = {q0, q1, q2, q3, q4, q5, q6, q7, q8, q9}
input_alphabet = {0, 1, ~}
tape_alphabet_extra = {x, _}
start_state = q0
accept_state = q8
reject_state = q9
num_tapes = 1
delta =
  q0, 1 -> q3, x, R;
  q0, 0 -> q1, x, R;
  q0, ~ -> q7, ~, R;

  q1, 0 -> q1, 0, R;
  q1, 1 -> q1, 1, R;
  q1, ~ -> q2, ~, R;

  q2, x -> q2, x, R;
  q2, 1 -> q5, x, L;

  q3, 0 -> q3, 0, R;
  q3, 1 -> q3, 1, R;
  q3, ~ -> q4, ~, R;

  q4, x -> q4, x, R;
  q4, 0 -> q5, x, L;

  q5, 0 -> q5, 0, L;
  q5, 1 -> q5, 1, L;
  q5, x -> q5, x, L;
  q5, ~ -> q6, ~, L;

  q6, 0 -> q6, 0, L;
  q6, 1 -> q6, 1, L;
  q6, x -> q0, x, R;

  q7, x -> q7, x, R;
  q7, _ -> q8, _, R;
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output:

1	0	~	0	1	_
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state transitions

q0	1→q3,x,R	0→q1,x,R	~→q7,~,R
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R
q2	x→q2,x,R	1→q5,x,L	
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R
q4	x→q4,x,R	0→q5,x,L	
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L ~→q6,~,L
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R
q7	x→q7,x,R	_→q8,_,R	
q8			
q9			

output:

x	0	~	0	1	_
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state transitions

q0	1→q3,x,R	0→q1,x,R	~→q7,~,R
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R
q2	x→q2,x,R	1→q5,x,L	
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R
q4	x→q4,x,R	0→q5,x,L	
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L ~→q6,~,L
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R
q7	x→q7,x,R	_→q8,_,R	
q8			
q9			

output:

x	0	~	0	1	_
---	---	---	---	---	---

state transitions

q0	1→q3,x,R	0→q1,x,R	~→q7,~,R
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R
q2	x→q2,x,R	1→q5,x,L	
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R
q4	x→q4,x,R	0→q5,x,L	
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L ~→q6,~,L
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R
q7	x→q7,x,R	_→q8,_,R	
q8			
q9			

output:

x	0	~	0	1	_
---	---	---	---	---	---

state transitions

q0	1→q3,x,R	0→q1,x,R	~→q7,~,R
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R
q2	x→q2,x,R	1→q5,x,L	
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R
q4	x→q4,x,R	0→q5,x,L	
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L ~→q6,~,L
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R
q7	x→q7,x,R	_→q8,_,R	
q8			
q9			

output:

x	0	~	x	1	_
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state transitions

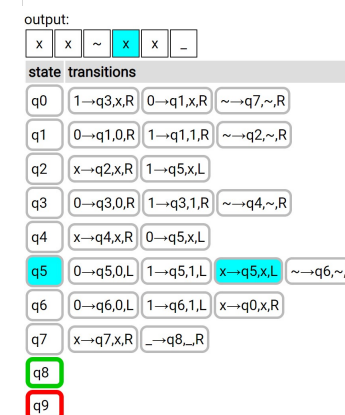
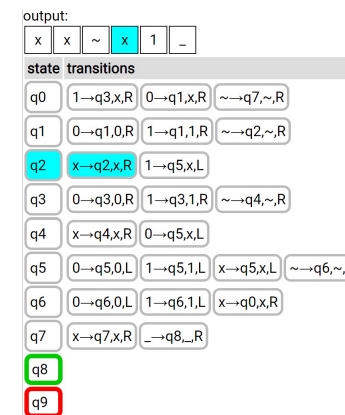
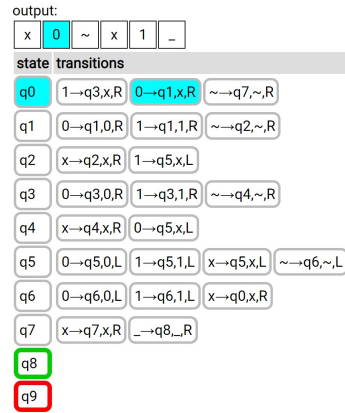
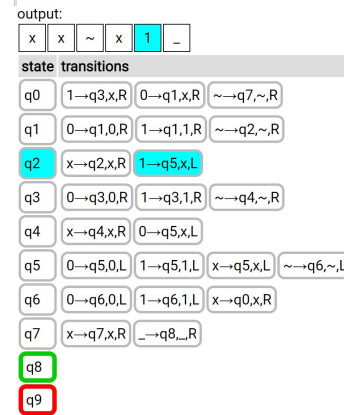
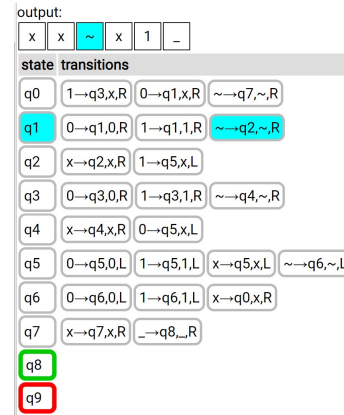
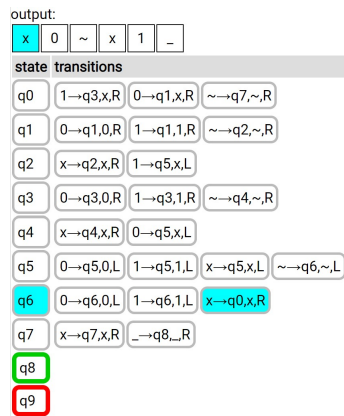
q0	1→q3,x,R	0→q1,x,R	~→q7,~,R
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R
q2	x→q2,x,R	1→q5,x,L	
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R
q4	x→q4,x,R	0→q5,x,L	
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L ~→q6,~,L
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R
q7	x→q7,x,R	_→q8,_,R	
q8			
q9			

output:

x	0	~	x	1	_
---	---	---	---	---	---

state transitions

q0	1→q3,x,R	0→q1,x,R	~→q7,~,R
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R
q2	x→q2,x,R	1→q5,x,L	
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R
q4	x→q4,x,R	0→q5,x,L	
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L ~→q6,~,L
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R
q7	x→q7,x,R	_→q8,_,R	
q8			
q9			

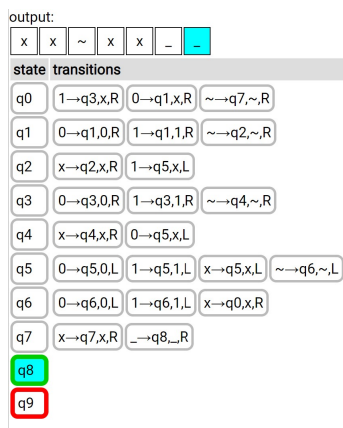


output:	x	x	~	x	x	-
state	transitions					
q0	1→q3,x,R	0→q1,x,R	~→q7,~,R			
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R			
q2	x→q2,x,R	1→q5,x,L				
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R			
q4	x→q4,x,R	0→q5,x,L				
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L	~→q6,~,L		
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R			
q7	x→q7,x,R	~→q8,~,R				
q8						
q9						

output:	x	x	~	x	x	-
state	transitions					
q0	1→q3,x,R	0→q1,x,R	~→q7,~,R			
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R			
q2	x→q2,x,R	1→q5,x,L				
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R			
q4	x→q4,x,R	0→q5,x,L				
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L	~→q6,~,L		
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R			
q7	x→q7,x,R	~→q8,~,R				
q8						
q9						

output:	x	x	~	x	x	-
state	transitions					
q0	1→q3,x,R	0→q1,x,R	~→q7,~,R			
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R			
q2	x→q2,x,R	1→q5,x,L				
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R			
q4	x→q4,x,R	0→q5,x,L				
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L	~→q6,~,L		
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R			
q7	x→q7,x,R	~→q8,~,R				
q8						
q9						

output:	x	x	~	x	x	-
state	transitions					
q0	1→q3,x,R	0→q1,x,R	~→q7,~,R			
q1	0→q1,0,R	1→q1,1,R	~→q2,~,R			
q2	x→q2,x,R	1→q5,x,L				
q3	0→q3,0,R	1→q3,1,R	~→q4,~,R			
q4	x→q4,x,R	0→q5,x,L				
q5	0→q5,0,L	1→q5,1,L	x→q5,x,L	~→q6,~,L		
q6	0→q6,0,L	1→q6,1,L	x→q0,x,R			
q7	x→q7,x,R	~→q8,~,R				
q8						
q9						



Problem 4

Proof.

Let M_1 be a Turing machine which decides L_1

Let M_2 be a Turing machine which decides L_2

We can define M_3 , the Turing machine which decides $L_1 \cap L_2$, like so:

$M_3 =$ On input string w :

1. Run both M_1 and M_2 , one right after the other
2. If M_1 accepts w and M_2 accepts w , accept w
3. If either M_1 or M_2 reject w , reject w

M_3 accepts when $w \in L_1 \cap L_2$ and rejects when $w \notin L_1 \cap L_2$. Because M_1 and M_2 are guaranteed to halt (L_1 and L_2 are decidable), M_3 is also guaranteed to halt. Therefore, $L_1 \cap L_2$ is decidable.

□

Problem 5

Proof.

Let M_1 be a Turing machine which decides L_1

Let M_2 be a Turing machine which decides L_2

We can define M_3 , the Turing machine which decides L_1L_2 , like so:

$M_3 =$ On input string w :

1. Split the string w into two parts, LHS and RHS
2. Run M_1 on LHS and M_2 on RHS .
3. If M_1 accepts LHS and M_2 accepts RHS , accept w
4. If Either M_1 or M_2 reject, return to step one and shift the split position to the right by one. If this goes beyond the end of w , reject.

M_3 accepts when $w \in L_1L_2$ and rejects when $w \notin L_1L_2$. Because M_1 and M_2 are gaurenteed to halt (L_1 and L_2 are decidable), M_3 is also gaurenteed to halt. Therefore, L_1L_2 is decidable.

□

Problem 6

Proof.

Let M_1 be a Turing machine which recognizes L_1

Let M_2 be a Turing machine which recognizes L_2

We can define M_3 , the Turing machine which recognizes $L_1 \cap L_2$, like so:

$M_3 =$ On input string w :

1. Run both M_1 and M_2 , one right after the other
2. If M_1 accepts w and M_2 accepts w , accept w
3. If either M_1 or M_2 reject w , reject w
4. If M_1 loops, then M_3 is also looping (M_3 runs M_1)
5. If M_2 loops, then M_3 is also looping (M_3 runs M_2)

M_3 accepts when $w \in L_1 \cap L_2$ and rejects (or loops) when $w \notin L_1 \cap L_2$. Because M_1 and M_2 are gaurenteed to accept, reject, or loop (L_1 and L_2 are recognizable), M_3 is also gaurenteed to accept, reject, or loop. Therefore, $L_1 \cap L_2$ is recognizable.

□

Problem 7

Proof.

Let M_1 be a Turing machine which recognizes L_1

Let M_2 be a Turing machine which recognizes L_2

We can define M_3 , the Turing machine which recognizes L_1L_2 , like so:

$M_3 =$ On input string w :

1. Split the string w into two parts, LHS and RHS
2. Run M_1 on LHS and M_2 on RHS .
3. If M_1 accepts LHS and M_2 accepts RHS , accept w
4. If Either M_1 or M_2 reject, return to step one and shift the split position to the right by one. If this goes beyond the end of w , reject.

M_3 accepts when $w \in L_1L_2$ and rejects or loops when $w \notin L_1L_2$. Because M_1 and M_2 are gaurenteed to accept or loop (L_1 and L_2 are recognizable), M_3 is also gaurenteed to halt or loop. Therefore, L_1L_2 is recognizable.

□

Problem 8

Proof.

If $L(A) = \Sigma^*$, then every state of A must be an accepting state. For each state in A , check to see if it is an accepting state. If it is not, then reject. If all states are accepting, accept. Because a DFA has a finite number of states, the machine will always halt, so this language is decidable.

□

Problem 9

Proof.

The language is decidable. Construct a machine which performs the following operations.

1. Convert R to an NFA, R'
2. Convert R' to a DFA, R''
3. Construct a new DFA, R_Δ , which accepts the symmetric difference of $L(D)$ and $L(R'')$

4. If the language of R_Δ is \emptyset , then accept, otherwise reject. Note that it is sufficient to check whether there are any paths to an accepting state to determine this.

□