

1. Consider the following Turing Machine.

State	Input	Write	Move	Next
$q_0$	$\square$	$\square$	L	$q_a$
$q_0$	0	0	R	$q_0$
$q_0$	1	1	R	$q_1$
$q_1$	$\square$	$\square$	L	$q_f$
$q_1$	0	0	R	$q_1$
$q_1$	1	1	R	$q_0$

Determine what happens when the Turing Machine is run with the following inputs initially on the tape.

- (a) 0001
- (b) 0111
- (c) 0110
- (d) 0101010001
- (e) 000000000000000111
- (f) 00
- (g)

**Solution:**

- (a) Fail
- (b) Fail
- (c) Accept
- (d) Accept
- (e) Fail
- (f) Accept
- (g) Accept

2. Give the state table for a Turing Machine that appends a parity bit to a tape with a string of consecutive 0's and 1's.

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\square$	0	L	$q_a$
$q_0$	0	0	R	$q_0$
$q_0$	1	1	R	$q_1$
$q_1$	$\square$	1	L	$q_f$
$q_1$	0	0	R	$q_1$
$q_1$	1	1	R	$q_0$

3. Construct a Turing Machine to compute the sequence  $0 \square 1 \square 0 \square 1 \square 0 \square \dots$ , that is, 0 blank 1 blank 0 blank, etc [1]. Give the state table for a Turing Machine that appends a parity bit to a tape with a string of consecutive 0's and 1's.

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\square$	0	R	$q_1$
$q_0$	0	0	R	$q_f$
$q_0$	1	1	R	$q_f$
$q_1$	$\square$	$\square$	R	$q_2$
$q_1$	0	0	R	$q_f$
$q_1$	1	1	R	$q_f$
$q_2$	$\square$	1	R	$q_3$
$q_2$	0	0	R	$q_f$
$q_2$	1	1	R	$q_f$
$q_3$	$\square$	$\square$	R	$q_0$
$q_3$	0	0	R	$q_f$
$q_3$	1	1	R	$q_f$

4. Give the state table for a Turing Machine that multiplies a string of consecutive 0's and 1's by 2. The machine should treat the initial contents of the tape as a natural number written in binary form, with the least significant bit at the end. That is, if the contents of the tape are 01101, then the right-most 1 represents the number 1, the middle 1 represents the number 4 and the left-most 1 represents the number 8. Then the number on the tape is  $8 + 4 + 1 = 13$ .

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\square$	0	R	$q_a$
$q_0$	0	0	R	$q_0$
$q_0$	1	1	R	$q_0$

5. Give the state table for a Turing Machine that multiplies a string of consecutive 0's and 1's by 2. The machine should treat the initial contents of the tape as a natural number written in binary form, with the most significant bit at the end. That is, if the contents of the tape are 01101, then the right-most 1 represents the number 16, the middle 1 represents the number 4 and the left-most 1 represents the number 2. Then the number of the tape is  $2 + 4 + 16 = 22$ .

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\square$	$\square$	L	$q_1$
$q_0$	0	0	R	$q_0$
$q_0$	1	1	R	$q_0$
$q_1$	$\square$	$\square$	R	$q_4$
$q_1$	0	$\square$	R	$q_2$
$q_1$	1	$\square$	R	$q_3$
$q_2$	$\square$	0	L	$q_0$
$q_2$	0	0	R	$q_f$
$q_2$	1	1	R	$q_f$
$q_3$	$\square$	1	L	$q_0$
$q_3$	0	0	R	$q_f$
$q_3$	1	1	R	$q_f$
$q_4$	$\square$	0	R	$q_a$
$q_4$	0	0	R	$q_f$
$q_4$	1	1	R	$q_f$

6. Give the state table for a Turing Machine that adds 1 to a string of consecutive 0's and 1's, where the least significant digit is on the right of the input.

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\sqcup$	$\sqcup$	L	$q_1$
$q_0$	0	0	R	$q_0$
$q_0$	1	1	R	$q_0$
$q_1$	$\sqcup$	1	L	$q_a$
$q_1$	0	1	L	$q_a$
$q_1$	1	0	L	$q_1$

7. Give the state table for a Turing Machine that subtracts 1 to a string of consecutive 0's and 1's, where the least significant digit is on the right of the input.

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\sqcup$	$\sqcup$	L	$q_1$
$q_0$	0	0	R	$q_0$
$q_0$	1	1	R	$q_0$
$q_1$	$\sqcup$	$\sqcup$	L	$q_a$
$q_1$	0	1	L	$q_1$
$q_1$	1	0	L	$q_a$

8. List all words of length at most three in  $\Sigma^*$  where  $\Sigma$  is:

- (a)  $\{0, 1\}$
- (b)  $\{a, b, c\}$
- (c)  $\{\}$

**Solution:**

- (a)  $\{\epsilon, 0, 1, 00, 01, 10, 11, 000, 001, 010, 011, 100, 101, 110, 111\}$
- (b)  $\{\epsilon, a, b, c, aa, ab, ac, ba, bb, bc, ca, cb, cc, abc, acb, bac, bca, cab, cba\}$
- (c)  $\{\epsilon\}$

9. Design a Turing machine to recognise the language  $\{0^n 1^n | n \geq 0\}$ .

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\sqcup$	$\sqcup$	R	$q_a$
$q_0$	0	$\sqcup$	R	$q_1$
$q_0$	1	1	R	$q_f$
$q_1$	$\sqcup$	$\sqcup$	L	$q_2$
$q_1$	0	0	R	$q_1$
$q_1$	1	1	R	$q_1$
$q_2$	$\sqcup$	$\sqcup$	L	$q_f$
$q_2$	0	0	R	$q_f$
$q_2$	1	$\sqcup$	L	$q_3$
$q_3$	$\sqcup$	$\sqcup$	R	$q_0$
$q_3$	0	0	L	$q_3$
$q_3$	1	1	L	$q_3$

10. Design a Turing machine to recognise the language  $\{ww^R \mid w \in \{0,1\}^*\}$  where  $w^R$  is  $w$  reversed. For example, when  $w = 101011$  then  $w^R = 110101$ .

**Solution:**

State	Input	Write	Move	Next
$q_0$	$\sqcup$	$\sqcup$	R	$q_a$
$q_0$	0	$\sqcup$	R	$q_1$
$q_0$	1	$\sqcup$	R	$q_3$
$q_1$	$\sqcup$	$\sqcup$	L	$q_2$
$q_1$	0	0	R	$q_1$
$q_1$	1	1	R	$q_1$
$q_2$	$\sqcup$	$\sqcup$	L	$q_f$
$q_2$	0	$\sqcup$	L	$q_5$
$q_2$	1	1	L	$q_f$
$q_3$	$\sqcup$	$\sqcup$	L	$q_4$
$q_3$	0	0	R	$q_3$
$q_3$	1	1	R	$q_3$
$q_4$	$\sqcup$	$\sqcup$	L	$q_f$
$q_4$	0	0	L	$q_f$
$q_4$	1	$\sqcup$	L	$q_5$
$q_5$	$\sqcup$	$\sqcup$	R	$q_0$
$q_5$	0	0	L	$q_5$
$q_5$	1	1	L	$q_5$

11. Design a Turing machine to recognise the language  $\{a^i b^j c^k | i, j, k \in \mathbb{N}_0\}$

## References

- [1] A. M. Turing. On computable numbers, with an application to the entscheidungsproblem. *Proceedings of the London Mathematical Society*, s2-42(1):230–265, 1937.