1. Consider the following Turing Machine.

State	Input	Write	Move	Next
$q_0$	Ш	Ш	L	$q_a$
$q_0$	0	0	$\mathbf{R}$	$q_0$
$q_0$	1	1	R	$q_1$
$q_1$	Ш	Ш	L	$q_f$
$q_1$	0	0	$\mathbf{R}$	$q_1$
$q_1$	1	1	$\mathbf{R}$	$q_0$

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) 00000000000000111
- (f) 00
- (g)

- (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
	$q_0$	Ш	0	L	$q_a$
	$q_0$	0	0	R	$q_0$
	$q_0$	1	1	R	$q_1$
	$q_1$	$\sqcup$	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  $0 \sqcup 1 \sqcup 0 \sqcup 1 \sqcup 0 \sqcup \ldots$ , 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:					
St	ate	Input	Write	Move	Next
	$q_0$	Ш	0	R	$q_1$
	$q_0$	0	0	R	$q_f$
	$q_0$	1	1	R	$q_f$
	$q_1$	$\sqcup$	Ш	R	$q_2$
(	$q_1$	0	0	$\mathbf{R}$	$q_f$
	$q_1$	1	1	R	$q_f$
(	$q_2$	Ц	1	R	$q_3$
(	$q_2$	0	0	R	$q_f$
	$q_2$	1	1	R	$q_f$
	$q_3$	$\sqcup$	Ш	R	$q_0$
(	$q_3$	0	0	$\mathbf{R}$	$q_f$
	$q_3$	1	1	$\mathbf{R}$	$q_f$

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
	$\overline{q_0}$	Ш	0	R	$q_a$
	$q_0$	0	0	$\mathbf{R}$	$q_0$
	$q_0$	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	
	$q_0$	Ц	Ш	L	$q_1$	
	$q_0$	0	0	R	$q_0$	
	$q_0$	1	1	R	$q_0$	
	$q_1$		Ш	R	$q_4$	
	$q_1$	0 1		R R	$q_2$	
	$q_1$				$q_3$	
	$q_2$		0	L D	$q_0$	
	$q_2 \ q_2$	0 1	0 1	R R	$q_f \ q_f$	
			1	L		
	$q_3 \ q_3$	0	0	R	$q_0 \ q_f$	
	$q_3$	1	1	R	$q_f$	
	$q_4$	Ш	0	R	$q_a$	
	$q_4$	0	0	R	$q_f$	
	$q_4$	1	1	$\mathbf{R}$	$q_f$	

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
$q_0$		Ш	L	$q_1$
$q_0$	0	0	$\mathbf{R}$	$q_0$
$q_0$	1	1	$\mathbf{R}$	$q_0$
$\overline{q_1}$	Ш	1	L	$q_a$
$q_1$	0	1	${ m L}$	$q_a$
$q_1$	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
$q_0$	Ш	Ш	L	$q_1$
$q_0$	0	0	$\mathbf{R}$	$q_0$
$q_0$	1	1	R	$q_0$
$\overline{q_1}$	Ш	Ш	L	$q_a$
$q_1$	0	1	${ m L}$	$q_1$
$q_1$	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) {}

- $(a) \ \{\epsilon, 0, 1, 00, 01, 10, 11, 000, 001, 010, 011, 100, 101, 110, 111\}$
- (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  $\{0^n1^n \mid n \geq 0\}$ .

### Solution:

State	Input	Write	Move	Next
$q_0$	Ш	Ц	R	$q_a$
$q_0$	0	$\sqcup$	R	$q_1$
$q_0$	1	1	$\mathbf{R}$	$q_f$
$\overline{q_1}$	Ш	Ш	L	$q_2$
$q_1$	0	0	$\mathbf{R}$	$q_1$
$q_1$	1	1	R	$q_1$
$\overline{q_2}$	Ш	Ш	L	$q_f$
$q_2$	0	0	$\mathbf{R}$	$q_f$
$q_2$	1	Ц	L	$q_3$
$q_3$	Ш	Ш	R	$q_0$
$q_3$	0	0	${ m L}$	$q_3$
$q_3$	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  $w^R = 110101$ .

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

11. Design a Turing machine to recognise the language  $\{a^ib^jc^k\mid i,j,k\in\mathbb{N}_0\}$ 

State	Input	Write	Move	Next
$q_0$	Ц	Ц	R	$q_a$
$q_0$	a	a	$\mathbf{R}$	$q_0$
$q_0$	b	b	$\mathbf{R}$	$q_1$
$q_0$	c	c	R	$q_2$
$q_0$	Ш	$\sqcup$	$\mathbf{R}$	$q_a$
$q_0$	a	a	$\mathbf{R}$	$q_f$
$q_0$	b	b	$\mathbf{R}$	$q_1$
$q_0$	c	c	R	$q_2$
$q_0$	Ш	$\sqcup$	$\mathbf{R}$	$q_a$
$q_0$	a	a	$\mathbf{R}$	$q_f$
$q_0$	b	b	$\mathbf{R}$	$q_f$
$q_0$	c	c	$\mathbf{R}$	$q_2$

# 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.