Thomas Hart CS 252 HW #7

Make a Z-tape turing machine that takes as input the encoding of a directed graph. Tape one holds the encoding and tape two contains the path of the graph. Find the given start node and mark it on the second tape, which initially has all the unmarked nodes. Find all destination nodes using the edges from any marked nodes and mark all the destination nodes. Repeat until no new nodes are marked. If v; is marked, there is a path from vi to v; so accept. Else, reject.

Repeat and check each three if there are and check and put it on tape a line half again and put it on tape and put it on tape and in half again and put it on tape and put it on tape and in half again and put it on tape and it is not are and it is an each three if there are and it is an each three if there are and even number of it. If they are odd, reject. If the cuts even are appeared in a single if the cuts even are some of its. If they are odd, reject. If the cuts even result in a single if the cuts even result in a single if an a tape, i = 2n for some n, so accept.

3. Make a two-tape turing machine that runs a string x on M, and Mz simultaneously. If M, accepts, L, is decidable, so accept. Else, reject. (My and Mz respectively accept 1 and L'. ) we run them at the same time to avoid a looping issue on one or the other. 4. Make a TM B that runs Mi and Mz, which accept decidable language Li and recognizable language Lz respectively. Run string x on B, and if it accepts on both M, and Mz, accept. Else, reject.