

Turing machine:

$M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$ where

Q - set of finite states

Σ - set of input alphabet

Γ - set of ^{tape} symbols

δ - Transition function

$Q \times \Gamma \rightarrow (Q \times \Gamma \times \{L, R\})$

q_0 - initial state

B - special symbol indicating blank characters

$F \subseteq Q$ - set of final states.

Design Turing machine, the given language is $L = \{a^n b^n \mid n \geq 1\}$

$M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$ where

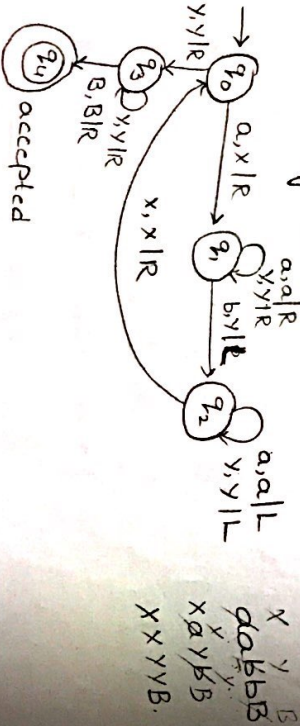
$Q = \{q_0, q_1, q_2, q_3\}$, $\Sigma = \{a, b\}$, $\Gamma = \{a, b, x, y, B\}$

$q_0 \in Q$ is ^{initial state} start state of machine.

$B \in F$ is blank symbol.

$F = \{q_4\}$ is final state.

Transition diagram:



$(a | x, R)$
 $(a, x | R)$
 (a, x, R)

$x \ y \ B$
 $a \ a \ b \ b \ B$
 $x \ a \ y \ b \ B$
 $x \ x \ y \ y \ B$

$w = aabbB$

$q_0 a a b b B$

$x \ a \ b \ b \ B$

$q_1 \downarrow$

$x \ a \ b \ b \ B$

$q_1 \downarrow$

$x \ a \ y \ b \ B$

$q_2 \downarrow$

$x \ a \ y \ b \ B$

$q_2 \downarrow$

$x \ x \ y \ b \ B$

$q_1 \downarrow$

$x \ x \ y \ y \ B$

$q_2 \downarrow$

$x \ x \ y \ y \ B$

$q_0 \downarrow$

$x \ x \ y \ y \ B$

$q_0 \downarrow$

$x \ x \ y \ y \ B$

$q_3 \downarrow$

$x \ x \ y \ y \ B$

$q_3 \downarrow$

$x \ x \ y \ y \ B$

Transition function:

$\delta(q_0, 0) = (q_1, x, R)$
 $\delta(q_1, 0) = (q_1, 0, R)$
 $\delta(q_1, 1) = (q_2, y, R)$
 $\delta(q_1, y) = (q_1, y, R)$
 $\delta(q_2, 1) = (q_2, 1, R)$
 $\delta(q_2, z) = (q_2, z, R)$
 $\delta(q_2, 2) = (q_3, z, L)$
 $\delta(q_3, 0) = (q_3, 0, L)$
 $\delta(q_3, 1) = (q_3, 1, L)$
 $\delta(q_3, y) = (q_3, y, L)$
 $\delta(q_3, z) = (q_3, z, L)$
 $\delta(q_3, x) = (q_0, x, R)$

$\delta(q_0, y) = (q_4, y, R)$
 $\delta(q_4, y) = (q_4, y, R)$
 $\delta(q_4, z) = (q_4, z, R)$
 $\delta(q_4, B) = (q_5, B, R)$

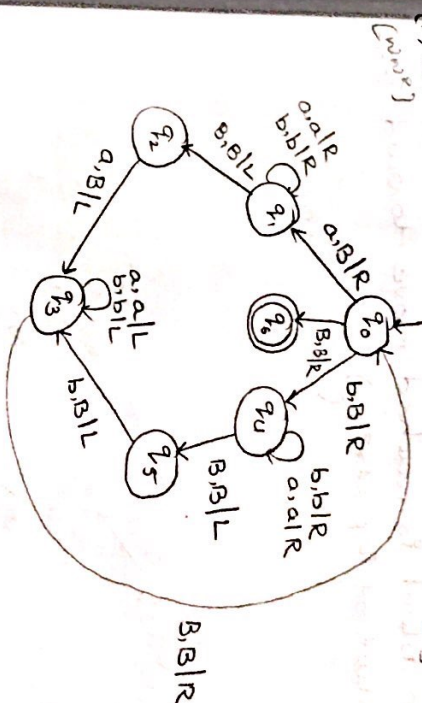
Transition table:

Q/T	0	1	2	x	y	z	B
$\rightarrow q_0$	(q_1, x, R)			(q_4, y, R)			
q_1	$(q_1, 0, R)$	(q_2, y, R)		(q_1, y, R)			
q_2	$(q_2, 1, R)$		(q_3, z, L)		(q_2, z, R)		
q_3	$(q_3, 0, L)$	$(q_3, 1, L)$		(q_0, x, R)	(q_3, y, L)	(q_3, z, L)	
q_4				(q_4, y, R)	(q_4, z, R)	(q_5, B, R)	

3) Design Turing machine to recognize lang of palindrome consists of a's & b's.

$M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$
 $Q = \{q_0, q_1, q_2, q_3, q_4, q_5\}$

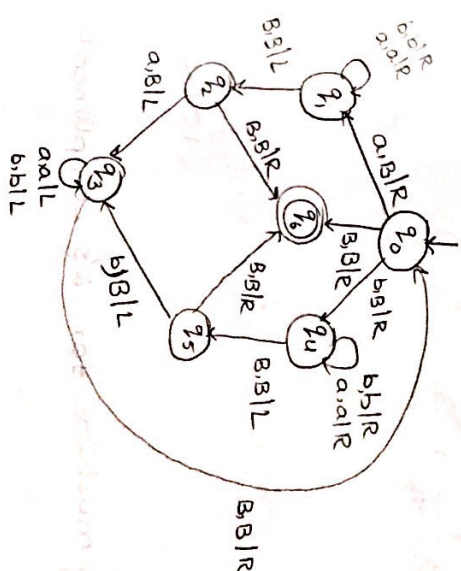
$w = abbb bbaB$
 $aa bbaaB$
 $baaaabB$
 $bbaaabB$
 B



(ii) odd:

$w = abababB$

B
 a
 b
 a
 b
 a
 B



4) Design Turing machine for 1's complement.

Method I:

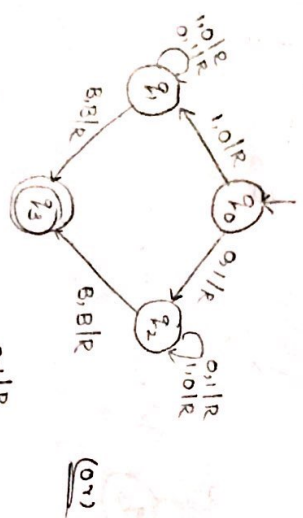
Step 1: Scan 1/p string from L to R.

Step 2: Convert 1 to 0

Step 3: Convert 0 to 1

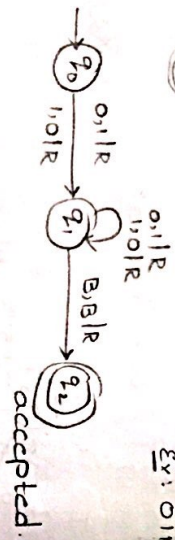
Step 4: when blank is reached move towards left of start of 1/p string

Method - I:



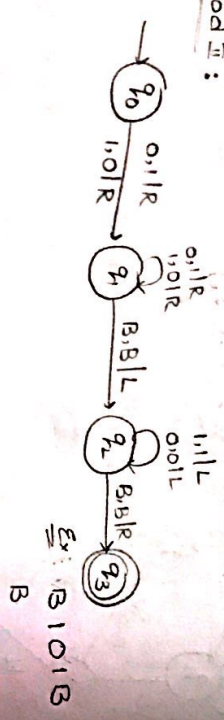
Ex: 011B

Method II:



accepted.

Method III:



Ex: B101B

5) Design Turing machine for 2's complement.

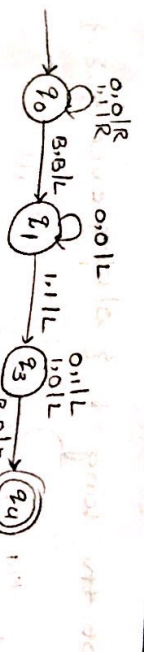
Algorithm:

1) Scan 1/p string from R to L

2) Pass all consecutive 0's

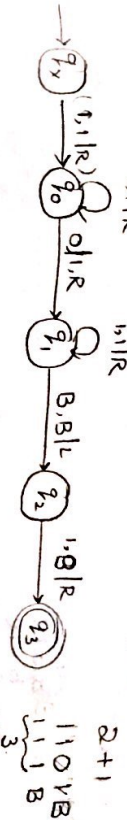
3) When 1 is come do nothing.

4) After, take complement of every digit (conversion is not taken care in this approach).



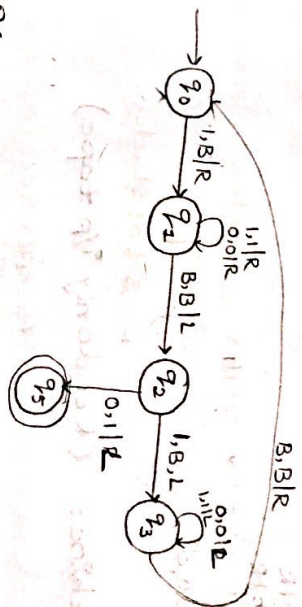
accepted.

6) Design a Turing machine to add two numbers

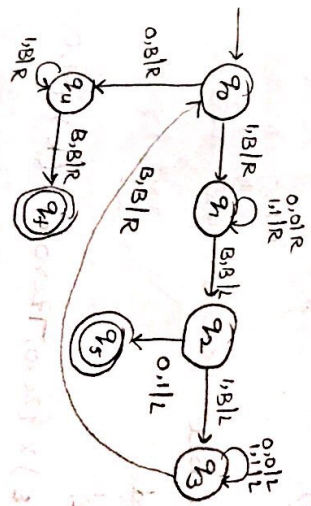


2+3

7) Subtract two numbers

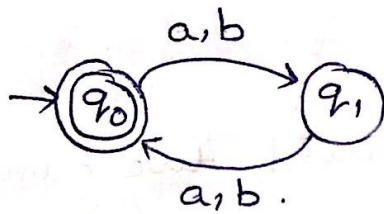


m < n:

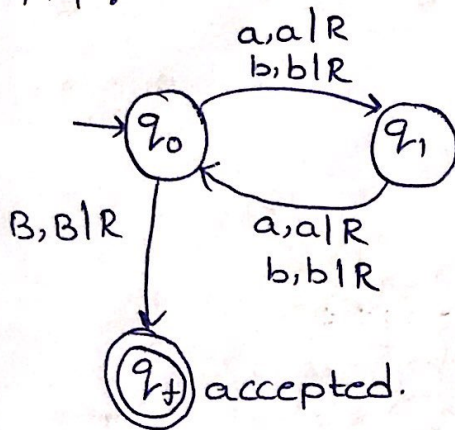


8) To accept the lang $L = \{w \mid w \text{ is even } y, \Sigma = \{a, b\}\}$

DFA :



TM :



k - set of stacks.

Counter Machine: (Readonly i/p tape)

Multi-stack machine

$$M = (Q, \Sigma, \Delta, q_0, F)$$

Q - states

Σ - Input alphabet

$q_0 \in Q$ - start state

F - final state.

$$\Delta \subseteq (k \times (\Sigma \cup \epsilon) \times \{\text{zero}, \neg \text{zero}\}) \times (k \times \{-1, 0, 1\})$$

Accepts recursively enumerable lang. only

Counter Machine

Multi-stack machine

multi-tape machine

Accepted state - empty counter.

- 1) Increment the counter by 1
- 2) Decrement the counter by 1
- 3) check, counter is zero.
- 4) (number stored is zero)

→ Counter can etc.

