

## UNIT-4

# NORMAL FORMS AND TURING MACHINES

## NORMAL FORMS FOR CONTEXT-FREE GRAMMARS

### Minimization of context free grammar (CFG):

The CFG may contain some extra non terminals which are useless. This causes the length of grammar to be increased. Hence we delete some useless symbols which is then called as simplification of grammar.

The properties of reduced grammars are given below:

- 1) Each terminal and non-terminal of grammar appears in the derivation of some word in the language.
- 2) There should not be any productions as  $x \rightarrow y$  where  $x$  and  $y$  are non-terminals.
- 3) If  $\epsilon$  is not in the language 'L' then there need not be the production  $\alpha \rightarrow \epsilon$ .

### Elimination of useless symbols (or) unreachable symbols:

→ A symbol which is not involved in any string generation by the grammar is called as useless symbol.

→ A symbol which is not reachable from the starting symbol is called as unreachable symbols.

$$\left. \begin{array}{l} S \xRightarrow{*} \alpha p \beta \\ \alpha p \beta \xRightarrow{*} w \end{array} \right\} \text{Here } p \text{ is said to be useful symbol}$$

Ex: ①  $A \rightarrow aB | b$

$B \rightarrow bA | b$

$C \rightarrow ec | f$

$D \rightarrow d | dE$

$E \rightarrow aE$

Sol<sup>n</sup>: Here, the production 'c' is useless as it is unreachable from starting symbol 'A', and the production  $E \rightarrow aE$  cannot be terminated. So, it is also useless. Hence we can delete the useless symbols.

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②  $G = (V, T, P, S)$  where  $V = \{S, T, X\}$   $T = \{0, 1\}$

$S \rightarrow 0T | 1T | X | 0 | 1$

$T \rightarrow 00$

Sol<sup>n</sup>: Here X is not having any further derivations. Hence we delete X and associated if exists any

$\therefore S \rightarrow 0T | 1T | X | 0 | 1 \quad \Rightarrow \quad S \rightarrow 0T | 1T | 0 | 1$   
 $T \rightarrow 00$

③ Consider the CFG  $G = (V, T, P, S)$  where  $V = \{S, A, B\}$

$T = \{0, 1\}$  ,  $P = \{ S \rightarrow A11B | 11A$

$S \rightarrow 1B | 11$

$A \rightarrow 0$

$B \rightarrow BB \}$

Soln Here B does not derive any terminal symbols so, we delete B and associated strings i.e.  $B \rightarrow BB$  and  $S \rightarrow ABB$

The resultant will be  $P = \{ S \rightarrow 11A, S \rightarrow 11, A \rightarrow 0 \} \Rightarrow \{ S \rightarrow 11A/11, A \rightarrow 0 \}$

Elimination of  $\epsilon$  productions from grammar.

If the grammar contains ' $\epsilon$ ' which means it has no value, we remove it from the production rules.  
 $\rightarrow$  ' $\epsilon$ ' productions for a non-terminal is replaced by  $\epsilon$  introducing a new production for the given N. T without  $\epsilon$  Non Terminal.

[Note: only one ' $\epsilon$ ' can be eliminated at a time]

Ex Remove ' $\epsilon$ ' production from the following CFG, by preserving meaning of it.

$$S \rightarrow aA \mid bBb \mid ab$$

$$A \rightarrow aA \mid \epsilon$$

$$B \rightarrow bBa \mid \epsilon$$

Soln:  $S \rightarrow aA \mid bBb \mid ab$

$$A \rightarrow aA \mid \epsilon$$

$$B \rightarrow bBa \mid \epsilon$$

$\xrightarrow{\text{Removing } \epsilon \text{ from } A}$

$$S \rightarrow aA \mid bBb \mid ab \mid a$$

$$A \rightarrow aA \mid a$$

$$B \rightarrow bBa \mid \epsilon$$

$\Downarrow$  Removing ' $\epsilon$ ' from B

$$S \rightarrow aA \mid bBb \mid ab \mid a \mid bb$$

$$A \rightarrow aA \mid a$$

$$B \rightarrow bBa \mid ba$$

Ex 2

$$A \rightarrow 0B1 \mid 1B1$$

$$B \rightarrow 0B \mid 1B \mid \epsilon$$

Solution:

$$A \rightarrow 0B1 \mid 1B1$$

$$B \rightarrow 0B \mid 1B \mid \epsilon \mid 1$$

Ex 3

$$S \rightarrow aSa$$

$$S \rightarrow bSb$$

$$S \rightarrow \epsilon$$

Sol:

$$S \rightarrow aSa \mid bSb \mid aa \mid bb$$

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### Elimination of unit productions:

A production is said to be unit if a non-terminal derives another non-terminal alone. Ex:  $X \rightarrow Y$ .  
 → A unit production can be eliminated by replacing R.H.S non-terminal with all its productions.

Ex

$$E \rightarrow E+T \mid T$$

$$T \rightarrow T * F \mid F$$

$$F \rightarrow (E) \mid id$$

Solution

$$E \rightarrow E+T$$

$$E \rightarrow T$$

$$T \rightarrow T * F$$

$$T \rightarrow F$$

$$F \rightarrow (E)$$

$$F \rightarrow id$$

Here  $E \rightarrow T$  and  $T \rightarrow F$  are unit productions

$$E \rightarrow E+T$$

$$E \rightarrow T$$

$$T \rightarrow T * F$$

$$T \rightarrow (E) \mid id \Rightarrow$$

$$F \rightarrow (E)$$

$$F \rightarrow id$$

Here  $T \rightarrow F$  is eliminated by replacing  $F$  productions

$$E \rightarrow E+T$$

$$E \rightarrow T * F \mid (E) \mid id$$

$$T \rightarrow T * F$$

$$T \rightarrow (E) \mid id$$

$$F \rightarrow (E)$$

$$F \rightarrow id$$

Here  $E \rightarrow T$  is eliminated by replacing  $T$  productions

## Normal Forms:

At the right hand of production rules we have different combinations of terminal & non-terminal. we need to arrange them in a specific format i.e., fixed number of terminals.

This process is known as "normalization".

→ These are 2 types of Normal Forms They are :-

(1) Chomsky Normal Form (CNF)

(2) Greibach Normal Form (GNF)

### 1) Chomsky Normal Form:

A grammar is said to be in CNF if every production of the form is  $A \rightarrow XY$  or  $A \rightarrow a$  i.e., In right hand side either two non-terminals or only one terminal is allowed.

Non-terminal	→	Nonterminal. Non terminal
Non-terminal	→	Terminal.

### Conversion of context Free grammar to Chomsky's Normal Form:

Before converting the CFG to CNF we reduce the grammar by removing useless symbols and  $\epsilon$  productions and removing unit productions.

Step 1: Remove  $\epsilon$  productions.

Step 2: Remove unit productions.

Step 3: Remove useless symbols.

Step 4: Replace terminal symbol with new variable. 4.6

Steps Break the symbols having length more than 2.

Ex Convert the following CFG to CNF

$$S \rightarrow AaBb \mid abA$$

$$A \rightarrow ab \mid Bb$$

$$B \rightarrow bA \mid b$$

Soln: Given grammar is

$$S \rightarrow AaBb$$

$$S \rightarrow abA$$

$$A \rightarrow ab$$

$$A \rightarrow Bb$$

$$B \rightarrow bA$$

$$B \rightarrow b$$

The given CFG does not contain any useless symbols,  $\epsilon$  & unit productions. Now replace  $x \rightarrow a$  &  $y \rightarrow b$

$$S \rightarrow AxBy$$

$$S \rightarrow XYA$$

$$A \rightarrow XY$$

$$A \rightarrow BY$$

$$B \rightarrow YA$$

$$B \rightarrow b$$

$\implies$

Replace

$$Ax \rightarrow P$$

$$By \rightarrow Q$$

$$Xy \rightarrow R$$

$$S \rightarrow PQ$$

$$P \rightarrow AX$$

$$Q \rightarrow BY$$

$$S \rightarrow RA$$

$$R \rightarrow XY$$

$$A \rightarrow XY$$

$$A \rightarrow BY$$

$$B \rightarrow YA$$

$$B \rightarrow b$$

$$X \rightarrow a$$

$$Y \rightarrow b$$

Ex 2 Convert the following CFG to CNF

$$S \rightarrow ABA$$

$$A \rightarrow aA \mid \epsilon$$

$$B \rightarrow bB \mid \epsilon$$

Solution The given CFG contains ' $\epsilon$ ' productions.  
So, remove ' $\epsilon$ ' productions from the grammar.

→ eliminating ' $\epsilon$ ' from A

$$S \rightarrow ABA \mid BA \mid AB \mid B$$

$$A \rightarrow aA \mid a$$

$$B \rightarrow bB \mid \epsilon$$

→ eliminating ' $\epsilon$ ' from B

$$S \rightarrow ABA \mid BA \mid AB \mid B \mid AA \mid A$$

$$A \rightarrow aA \mid a$$

$$B \rightarrow bB \mid b$$

Now, the grammar contains unit productions. So eliminate them by replacing R.H.S N.T with all the productions.

$$S \rightarrow ABA \mid BA \mid AB \mid aA \mid a \mid b \mid bB$$

$$A \rightarrow aA \mid a$$

$$B \rightarrow bB \mid b$$

Now convert it into CNF

replace  $X \rightarrow AB$

$$A_1 \rightarrow a$$

$$B_1 \rightarrow b$$

- $S \rightarrow xA$
- $S \rightarrow BA$
- $S \rightarrow AB$
- $S \rightarrow A_1A$
- $S \rightarrow a$
- $S \rightarrow B_1B$
- $S \rightarrow b$
- $A \rightarrow A_1A$
- $A \rightarrow a$
- $B \rightarrow B_1B$
- $B \rightarrow b$
- $X \rightarrow AB$
- $A_1 \rightarrow a$
- $B_1 \rightarrow b$

### Crispech Normal Form

A Grammar is said to be in GNF if every production of the form  $A \rightarrow ax$  i.e. a terminal followed by any number of non-terminals.

#### steps to convert CFG to GNF:

step 1: check if the given CFG has any unit productions or Null productions and useless symbols, remove if there are any.

step 2: check whether the CFG is already in CNF and convert it to CNF if it is not.

step 3: change the names of the non-terminals symbols into some  $A_i$  in ascending order of  $i$ .

step 4: Alter the rules so that the non-terminals are in ascending order, such that if the production is of the form  $A_i \rightarrow A_j X$  then  $i < j$  and should never be  $i \geq j$ .

step 5: Remove left recursion, introduce a new variable to remove the left recursion.

Example: Convert the following CFG to GNF

- $S \rightarrow CA | BB$
- $B \rightarrow b | SB$
- $C \rightarrow b$
- $A \rightarrow a$

left recursive grammar: A production of the form  $A \rightarrow Ax$  is called left recursive as the left hand side variable appears as first symbol on right hand side.

Solution: Changing the non terminal symbols in ascending order <sup>4.9</sup>

Replace: S with  $A_1$

C with  $A_2$  we get

A with  $A_3$   $\implies$

B with  $A_4$

$$A_1 \longrightarrow A_2 A_3 \mid A_4 A_4$$

$$A_4 \longrightarrow b \mid A_1 A_4$$

$$A_2 \longrightarrow b$$

$$A_3 \longrightarrow a$$

Here  $A_4 \longrightarrow b \mid A_1 A_4$  is violating the rule-4 [ $A_4 > A_1$ ] i.e.,

$i > j$ , so replace  $A_1$  with its productions.

$$A_1 \longrightarrow A_2 A_3 \mid A_4 A_4$$

$$A_4 \longrightarrow b \mid A_2 A_3 A_4 \mid A_4 A_4 A_4$$

$$A_2 \longrightarrow b$$

$$A_3 \longrightarrow a$$

$\rightarrow$  Again  $A_4$  production is violating the rule. so replace it with  $A_2$  productions.

$$A_4 \longrightarrow b \mid b A_3 A_4 \mid \underbrace{A_4 A_4 A_4}_{\text{left recursion}}$$

$\rightarrow$  Introduce a new variable.

$$Z \longrightarrow A_4 A_4 Z \mid A_4 A_4 \text{ then}$$

$$A_4 \longrightarrow b \mid b A_3 A_4 \mid b Z \mid b A_3 A_4 Z$$

The grammar is

$$A_1 \longrightarrow A_2 A_3 \mid A_4 A_4$$

$$A_4 \longrightarrow b \mid b A_3 A_4 \mid b Z \mid b A_3 A_4 Z$$

$$Z \longrightarrow A_4 A_4 \mid A_4 A_4 Z$$

$$A_2 \longrightarrow b$$

$$A_3 \longrightarrow a.$$

→ Here  $A_1$  production is not in the GNF. So replace with their respective productions.

$$A_1 \longrightarrow bA_3 \mid bA_4 \mid bA_3A_4A_4 \mid bZA_4 \mid bA_3A_4ZA_4$$

$$A_4 \longrightarrow b \mid bA_3A_4 \mid bZ \mid bA_3A_4Z$$

$$Z \longrightarrow bA_4 \mid bA_3A_4A_4 \mid bZA_4 \mid bA_3A_4ZA_4 \mid bA_4Z \mid bA_3A_4A_4Z$$

$$bZA_4Z \mid bA_3A_4ZA_4Z$$

$$A_2 \longrightarrow b$$

$$A_3 \longrightarrow a$$

1      c      L      c      I

Ex: 2) Conversion of CFG to GNF

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$$S \rightarrow AA|a$$

$$A \rightarrow SS|b$$

Solution: Given grammar is already in simplified form. There are no null productions, no unit productions & no useless symbols in the grammar.

Step 1: Now we proceed for renaming of variables. Variables  $S$  &  $A$  are renamed as  $A_1$  &  $A_2$ .

So productions are.

$$A_1 \rightarrow A_2 A_2 | a$$

$$A_2 \rightarrow A_1 A_1 | b$$

Step 2: Now every production should be of the form

$$A_i \rightarrow A_j \alpha \quad (i \neq j)$$

' $A_2$ ' production does not satisfy the rule, hence substitute  $A_2$  with its production.

Therefore

$$A_2 \rightarrow A_2 A_2 A_1 | a A_1 | b$$

The resulting productions are

$$A_1 \rightarrow A_2 A_2 | a$$

$$A_2 \rightarrow A_2 A_2 A_1 | a A_1 | b$$

Step 3: Removing left recursion

$A_2$  production of the form  $A_2 \rightarrow \underbrace{A_2 A_2} A_1 | a A_1 | b$  contains left recursion. So remove by introducing a new non terminal  $B$

Therefore

$$A_2 \rightarrow A_2 A_2 A_1 \mid a A_1 \mid b$$

can be written as

$$A_2 \rightarrow a A_1 B \mid b B \mid a A_1 \mid b$$

$$B \rightarrow A_2 A_1 B \mid A_2 A_1$$

∴ If left recursive grammar B  
 can be written as  
 $A \rightarrow A a \mid b$   
 $A \rightarrow b \mid b B$   
 $B \rightarrow a \mid a B$  ]

Resulting productions are

$$A_1 \rightarrow A_2 A_2 \mid a$$

$$A_2 \rightarrow a A_1 B \mid b B \mid a A_1 \mid b$$

$$B \rightarrow A_2 A_1 B \mid A_2 A_1$$

Step 1:  $A_2$  productions are in GNF,  $A_1$  &  $B$  productions need to be converted to GNF

$A_1 \rightarrow A_2 A_2 \mid a$  replaced  $A_2$  with its production

$$A_1 \rightarrow a A_1 B A_2 \mid b B A_2 \mid a A_1 A_2 \mid b A_2 \mid a$$

Now  $B \rightarrow A_2 A_1 B \mid A_2 A_1$  replace  $A_2$  with its production

$$B \rightarrow a A_1 B A_1 B \mid b B A_1 B \mid a A_1 A_1 B \mid b A_1 B \mid a A_1 B A_1 \mid b B A_1 \mid a A_1 A_1 \mid b A_1$$

Final grammar in GNF is

$$A_1 \rightarrow a A_1 B A_2 \mid b B A_2 \mid a A_1 A_2 \mid b A_2 \mid a$$

$$A_2 \rightarrow a A_1 B \mid b B \mid a A_1 \mid b$$

$$B \rightarrow a A_1 B A_1 B \mid b B A_1 B \mid a A_1 A_1 B \mid b A_1 B \mid a A_1 B A_1 \mid b B A_1 \mid a A_1 A_1 \mid b A_1$$

## Pumping lemma for context free languages:

> To prove certain languages are not context free

- let  $L$  be a CFL.
- let  $n$  be a constant.
- Any string  $Z$  in  $L$ ,  $|Z| \geq n$
- split  $Z = uvwxy$  such that
  - (i)  $|vwx| \leq n$
  - (ii)  $\forall x \neq \epsilon$  or  $|vx| \geq 1$
  - (iii) for all  $i \geq 0$ ,  $uv^iwx^iy \in L$

ex: Show that  $L = \{a^n b^n c^n \mid n \geq 1\}$  is not a CFL.

- Proof:
- let  $L$  be a CFL
  - $n$  be a constant.
  - let  $Z = a^n b^n c^n$   $|Z| \geq n$
  - split  $L$ , hence we get

$$Z = uvwxy$$

$$u = a^n \quad vwx = b^n \quad y = c^n$$

$$(i) |vwx| \leq n$$

$$(ii) vwx = b^n$$

$$|vx| = b^{n-m}$$

$$\text{for all } i \geq 0 \quad uv^iwx^iy$$

$$uv^iwx^iy = uv^{i-1}wxix^{i-1}y$$

$$= uvw(vx)^{i-1}xy$$

$$= uvw(b^{n-m})^{i-1}xy$$

$$= a^n b^n (b^{n-m})^{i-1} c^n$$

$$= a^n b^{ni-mi-n+m} c^n$$

$$= a^n b^m c^n$$

not in CFL

$\therefore$  Hence language  $L$  is not CFL.

Ex 2: Prove that the following language is CFL or not.  $L = \{a^i b^i c^i \mid i \geq 0\}$ .

Solution:  $L = \{\epsilon, abc, aabbcc, aaabbbccc, \dots\}$

$$n = 4$$

$$Z = \frac{aabbcc}{uv \quad wx \quad y}$$

$$|Z| = 4 \geq n$$

$$|aabb| \leq n$$

Ex: show that  $L = \{a^n b^n c^n \mid n \geq 0\}$  is not context free. 4.11

Solution:

we divide string in to parts  $uvwxy$

(wlog) let  $n = 4$   $S = a^4 b^4 c^4$

$v$  &  $x$  contain one type of symbol.

$$\frac{aaaa \quad bbbb \quad cccc}{\begin{matrix} | & | & | & | \\ u & v & w & x & y \end{matrix}}$$

$$\text{let } k=2 \quad uv^2wx^2y$$

$$\Rightarrow a(aa)^2 abbbbc^2c$$

$$\Rightarrow aaaaaa bbbb cccc$$

$$\Rightarrow a^6 b^4 c^5$$

The resultant string is not satisfying the condition

$$\therefore a^6 b^4 c^5 \notin L$$

Given language is not CFL.

$$z = \frac{a}{u} \frac{a}{v} \frac{bb}{w} \frac{c}{x} \frac{c}{y}$$

For  $i=1 \Rightarrow z = uv^1wx^1y = aabbcc \in L$

For  $i=2 \Rightarrow z = uv^2wx^2y$   
 $= uvvwxxy$   
 $= aaabbcc \notin L$

$\therefore$  Hence given language is not CFL.

### Closure properties of context free languages:

$\rightarrow$  Regular languages are closed under every properties whereas CFL are not closed under CID (Complement, Intersection, Difference).

$\rightarrow$  CFL are closed under union, concatenation, Kleen closure, Reverse, Homomorphism, Inverse homomorphism, substitution.

union: CFL are said to be closed under union if  $L_1$  &  $L_2$  are two C.F.L then  $L_1 \cup L_2$  must be a CFL.

ex:  $L_1 = \{ a^n b^n c^m \mid m \geq 0 \text{ \& } n \geq 0 \}$  and

$$L_2 = \{ a^n b^m c^m \mid n \geq 0 \text{ \& } m \geq 0 \}$$

$$L_3 = L_1 \cup L_2 = \{ a^n b^m c^m \cup a^n b^n c^m \mid n \geq 0, m \geq 0 \} \text{ is CFL.}$$

$\therefore$  CFL is closed under union.

Concatenation: CFL are said to be closed under concatenation if  $L_1$  &  $L_2$  are two CFL's then  $L_1 \cdot L_2$  must be a CFL.

Ex:  $L_1 = \{ a^n b^n \mid n \geq 0 \}$  and  $L_2 = \{ c^m d^m \mid m \geq 0 \}$   
 $L_3 = L_1 \cdot L_2 = \{ a^n b^n c^m d^m \mid m \geq 0 \text{ \& \ } n \geq 0 \}$  is also CFL.  
 $\therefore$  CFL is closed under concatenation.

Kleen closure: If  $L_1$  is CFL, its kleen closure  $L_1^*$  is also CFL.

$L_1 = \{ a^n b^n \mid n \geq 0 \}$   
 $L_1^* = \{ a^n b^n \mid n \geq 0 \}^*$  is also kleen closure.

Intersection: If  $L_1$  &  $L_2$  are CFL then  $L_1 \cap L_2$  need not to be CFL.

$L_1 = \{ a^n b^n c^m \mid n \geq 0 \text{ \& \ } m \geq 0 \}$   
 $L_2 = \{ a^m b^n c^n \mid n \geq 0 \text{ \& \ } m \geq 0 \}$   
 $L_3 = L_1 \cap L_2 = \{ a^n b^n c^n \mid n \geq 0 \}$  need not be CFL.

complement: complementation of CFL need not to be in CFL.

Ex:  $\Sigma^* - L_1$   
Hence, CFL is not closed under intersection and complementation.

Deterministic context free language: DCFL are closed under complementation & inverse homomorphism.

## Decision properties of CFLs

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### Membership:

- ~~like~~ unlike finite automatas, we can't just run the string through the machine and see where it goes since PDA's are non-deterministic.
- Must consider all possible paths.
- Instead, start with your grammar in CNF.
- The proof of pumping lemma states that the longest derivation path of a string of size  $n$  will be  $2n-1$ .
- Systematically, generate all the strings, if we derive the string is in the language.

### Emptiness:

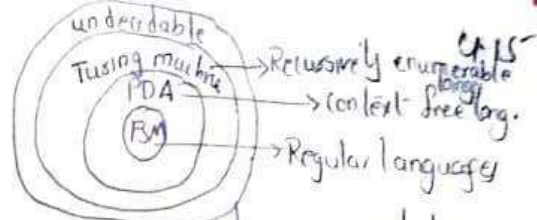
- Remove useless symbols & productions.
- If  $S$  is useless, then  $L(G)$  is empty.

### Finiteness:

- The language is infinite if there is a string  $x$  with length between  $n$  &  $2n$ .
- CFL  $n = 2^{p+1}$   $p$  is the non-terminal.  
no. of states.
- If language  $L$  is passed through membership algorithm is infinite else  $L$  is finite.

# Turing machine

## Introduction to Turing machine:



(1) It has an external memory which remembers arbitrary long sequence of input (where as F.A reads only current symbol).

(2) It has unlimited memory capability

(3) The model has facility by which the input at the left or right on the tape can be read easily.

(4) The machine can produce a certain output based on its input.

## Formal definition of Turing machine:

The formal notation we use for Turing machine (TM) is similar to that used for finite automata. We represent TM by 7-tuple.

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

$Q$  - Finite set of states of the finite control.

$\Sigma$  - Finite set of input symbols.

$\Gamma$  - Tape symbols.

$\delta$  - Transition function (or) mapping function.

$\delta(q, x)$  is defined as tuple  $(p, Y, D)$  where

$p$  - next state in  $Q$ .

$Y$  - is symbol in  $\Gamma$

$D$  - is direction either L or R i.e., left or right direction in which head moves

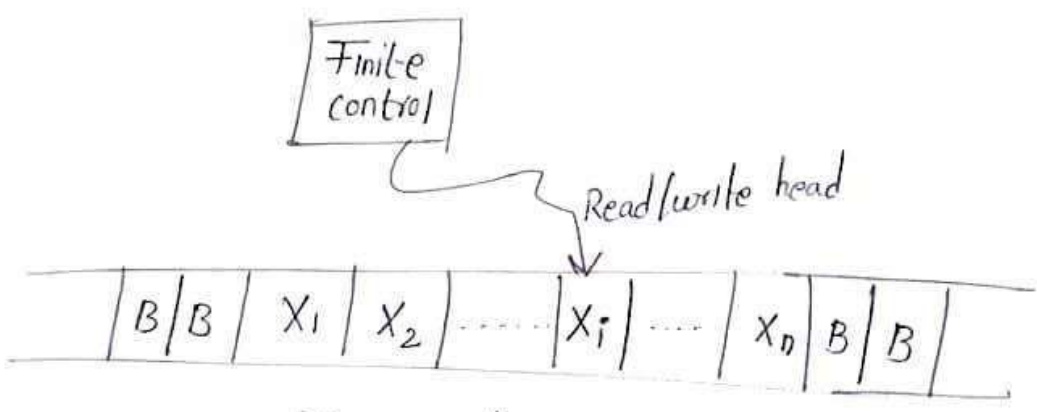
$q_0$  - The start state.

$B$  - The blank symbol, this symbol is in  $T$ , but not in  $\Sigma$ .

$F$  - set of final or accepting states.

Block diagram of TM:

- Machine consists of a finite control, which can be in any of the finite set of states.
- A tape divided into squares (or) cells, each cell hold any one of the finite number of symbols.



Turing machine:

- The tape is infinite length on the left side as well as right side.
- The tape is divided into certain cells, it can hold input symbol and also blank.
- The reading head always points on the left most cell of the tape.
- Reading If the TM reaches the final state, the input string is accepted, otherwise rejected.

## Instantaneous descriptions for Turing machines

→ An instantaneous description is used to show the acceptance of some string by automata.

→ An ID of a TM is a string of the form  $\alpha_1 q \alpha_2$  where  $\alpha_1, \alpha_2 \in \Sigma^*$  and  $q \in K$ .

→ we use the string  $x_1 x_2 \dots x_{i-1} q x_i x_{i+1} \dots x_n$  to represent an ID in which

-  $q$  is the state of the Turing machine.

- The tape head is scanning the  $i$ th symbol from the left

-  $x_1 x_2 \dots x_n$  is the portion of the tape between the leftmost & the rightmost nonblank.

→ we describe instantaneous description by using tanstyle notation  $(\vdash)$ ,  $\vdash^*$  represents 0 or more moves.

case 1: left move

⇒ Suppose  $\delta(\overset{\text{current state}}{q}, \overset{\text{current tape symbol}}{x_i}) = (p, Y, L)$  i.e., the next move is leftward then

$$x_1 x_2 \dots x_{i-1} q x_i x_{i+1} \dots x_n \xrightarrow{M} x_1 x_2 \dots x_{i-2} p x_{i-1} Y x_{i+1} \dots x_n$$

(Here  $q$  is present state &  $x_i$  is the symbol currently scanned by tape head means we need to change  $q$  to  $p$  and  $x_i$  is replaced by  $Y$  & move is left mode

(i) if  $i=1$  then  $M$  moves to the blank to the left of  $x_1$ .

so  $x_1 x_2 \dots x_n \xrightarrow{M} p B Y x_2 \dots x_n$

(i) if  $i=n$  &  $Y=B$  then the symbol  $B$  written over  $X_n$  joins the infinite sequence of trailing blanks and does not appear in next ID.

then  $X_1 X_2 \dots X_{n-1} q X_n \xrightarrow{M} X_1 X_2 \dots X_{n-2} P X_{n-1}$

case 2: right move

$\delta(q_i, X_i) = (p, Y, R)$  the next move is rightward.

then

$X_1 X_2 \dots X_{i-1} q X_i X_{i+1} \dots X_n \xrightarrow{M} X_1 X_2 \dots X_{i-1} Y P X_{i+1} \dots X_n$

( $\therefore$  Now tape head is scanning  $X_i$ , here move is right move so it has to scan  $X_{i+1}$ )

Again there are two important exceptions.

(i) if  $i=n$  then  $i+1$ st cell holds a blank, and that cell was not part of the previous ID, Thus we instead

have  $X_1 X_2 \dots X_{n-1} q X_n \xrightarrow{M} X_1 X_2 \dots X_{n-1} Y P B$

(ii) If  $i=1$  &  $Y=B$  then the symbol  $B$  written over  $X_1$  joins the infinite sequence of leading blanks and does not appear in the next ID. Thus

$q X_1 X_2 \dots X_n \xrightarrow{M} P X_2 \dots X_n$

Ex: Design a Turing machine for  $L = \{a^n b^n / n \geq 1\}$

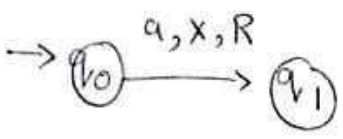
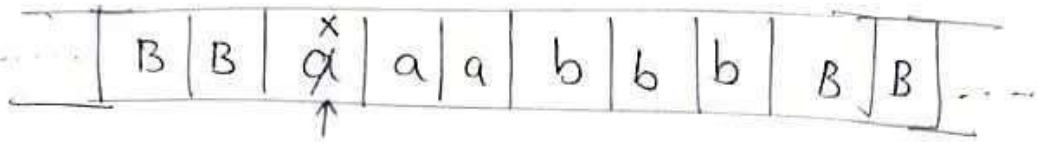
Soln: Given language  $L = \{ab, aabb, aaabbb, \dots\}$

→ Here the concept is if we read 'a', then change a to 'X', then move head towards right till we find 'b' (ie.  $\begin{matrix} a & a & b & b \\ x & & y & \end{matrix}$ ) then change b to Y.

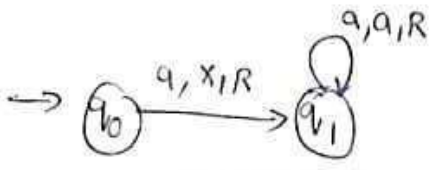
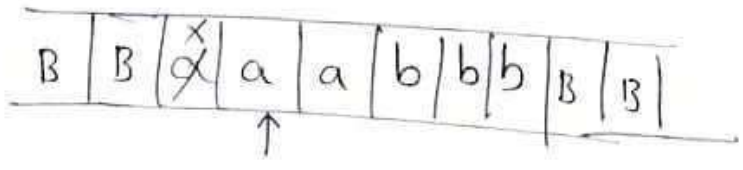
→ Next move towards left till we get 'X', then move the head towards right applying the same concept.

ie.,  $\begin{matrix} a & a & b & b \\ x & x & y & y \end{matrix}$

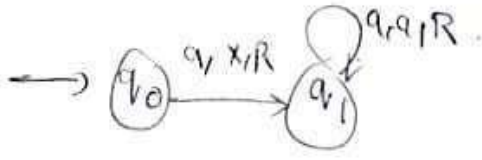
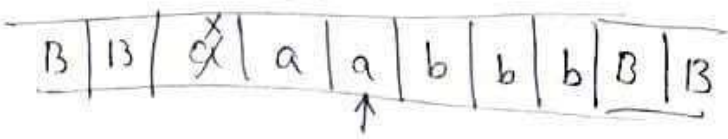
→ Let the string is



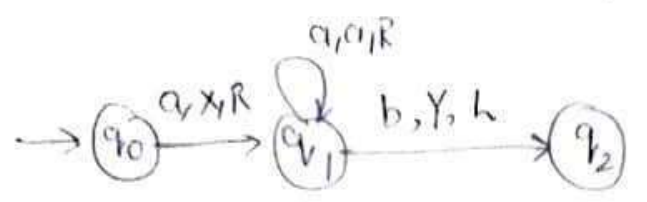
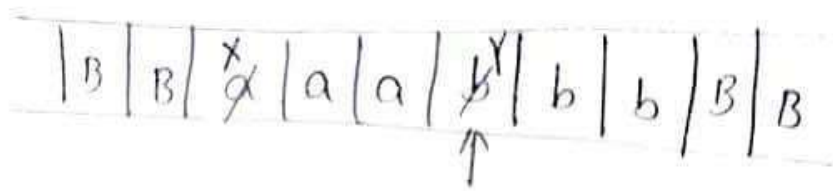
Step 2:



Step 3:

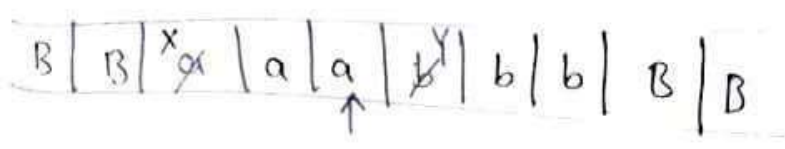


Step 4.

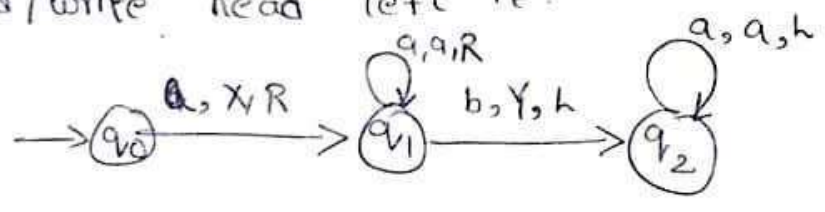


Here on reading b, then replace it with Y and move the read/write head towards left till we get X.

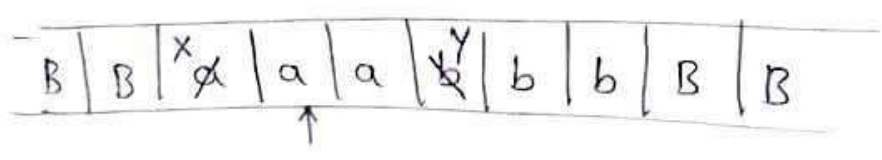
Step 5:



Now on reading a, no need to change state and move read/write head left i.e.

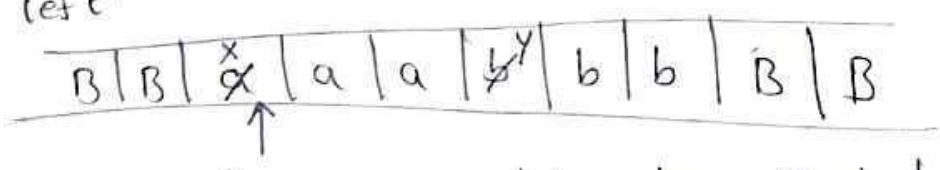


Step 6:

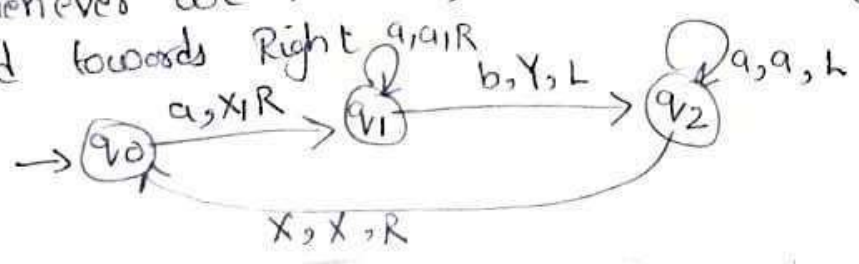


Now also on reading a, no need to change state, just move towards left:

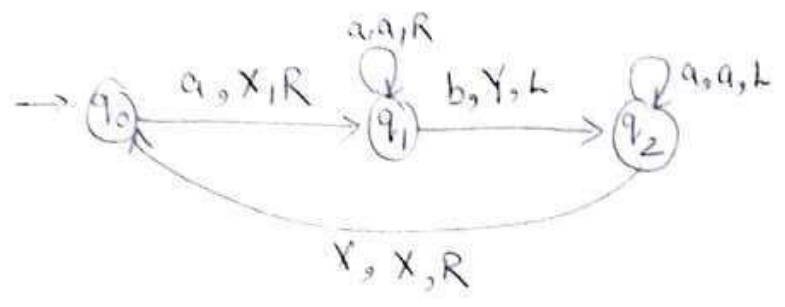
Step 7:



whenever we read X, no need to change X, but move read/write head towards Right

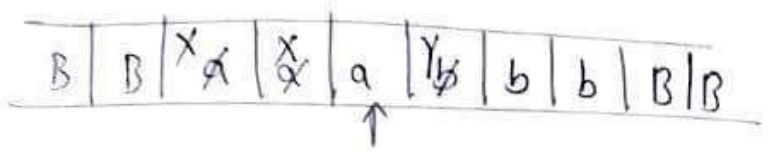


steps



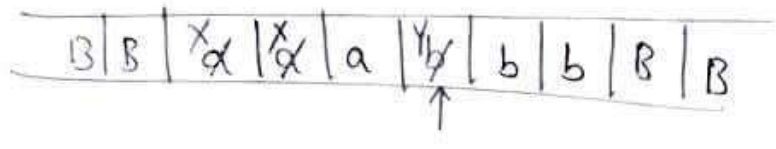
Here a is applied on  $q_0$ , so 'a' is replaced with X and move towards Right.

step 9:

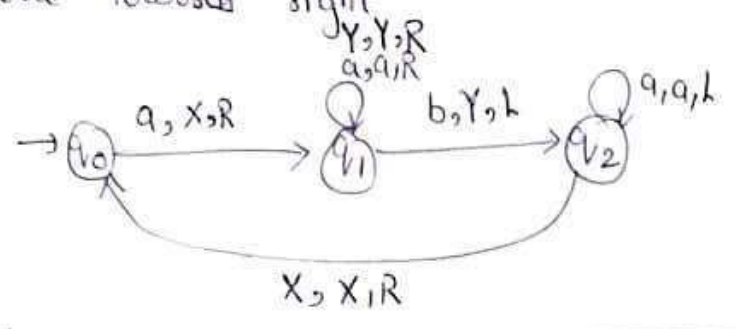


Now in state  $q_1$ , on reading a, no need to change state just move towards right.

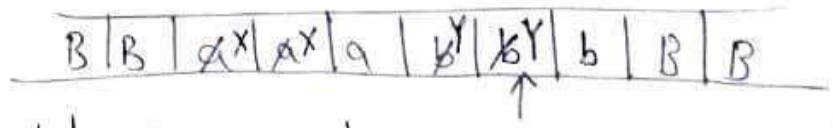
step 10:



Now on reading  $Y \stackrel{a_1}{\neq} a$ , no need to change Y, just move read/write head towards right.

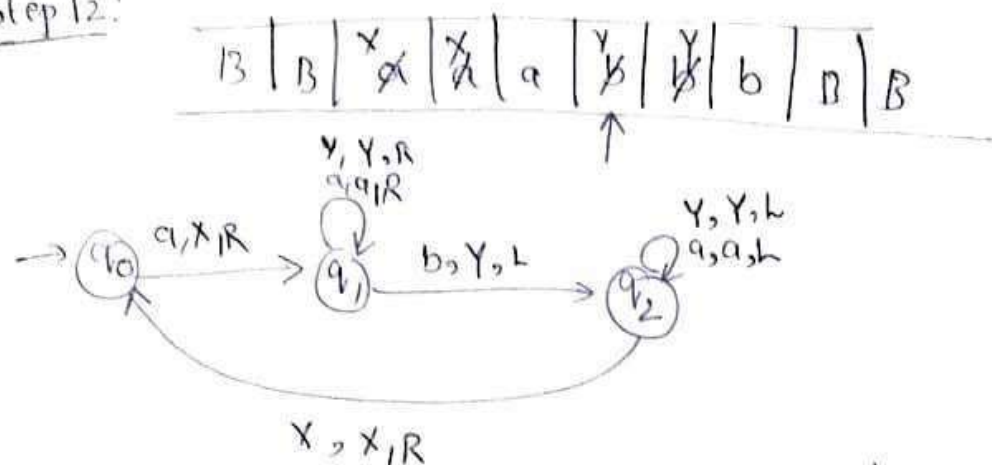


step 11:



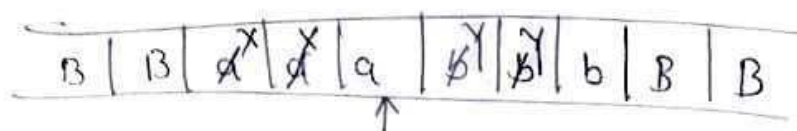
Now at state  $q_1$ , on reading b, change state to Y and move read/write head towards L.

step 12:



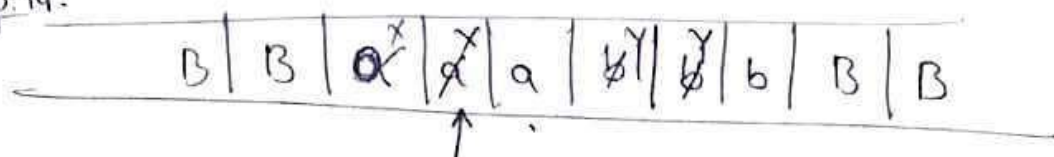
Here at state  $q_2$  on reading  $Y$ , don't change state, just move towards left.

step 13:



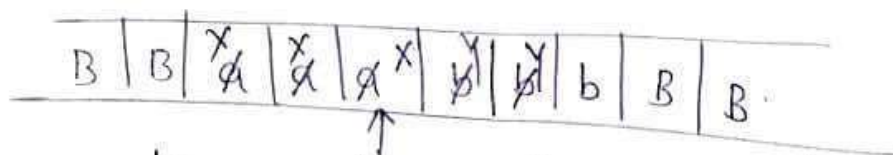
Here at state  $q_2$  on read  $a$ , don't change state just move towards left.

step 14:



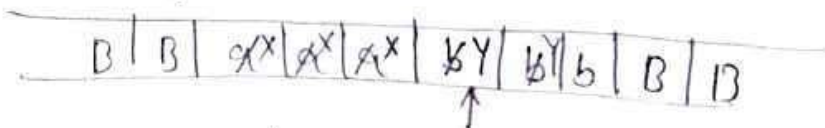
If we read  $X$  on  $q_2$ , don't change  $X$ , but move read/write head towards  $R$ , leading to  $q_0$ .

step 15:



At  $q_0$  on reading  $a$ , change context to  $X$  and move read/write head towards right.

step 16:



Now at  $q_1$  on reading  $Y$ , don't change the content, just move read/write head towards right.

step 17  $B | B | a^x | a^x | a^x | b^y | b^y | b | B | B$   
 ↑

Same as before step.

step 18

$B | B | a^x | a^x | a^x | b^y | b^y | b^y | B | B$   
 ↑

Now at  $q_1$  on reading  $b$ , change the content to  $Y$  and state is changed to  $q_2$  and move towards  $L$ .

step 19

$B | B | a^x | a^x | a^x | b^y | b^y | b^y | B | B$   
 ↑

Same as before step.

step 20

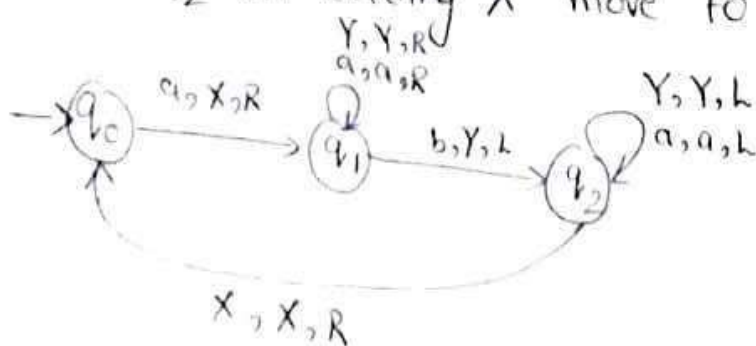
$B | B | a^x | a^x | a^x | b^y | b^y | b^y | B | B$   
 ↑

Same as before step.

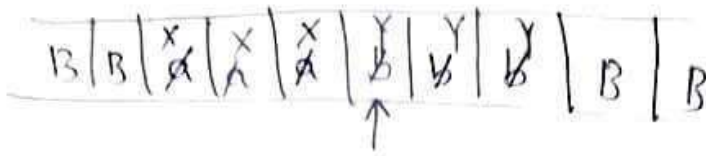
step 21

$B | B | a^x | a^x | a^x | b^y | b^y | b^y | B | B$   
 ↑

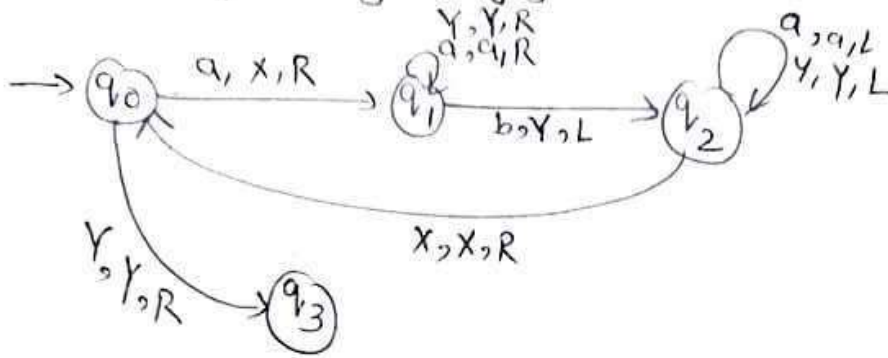
Now at  $q_2$  on reading  $X$  move to  $q_0$  and move towards right.



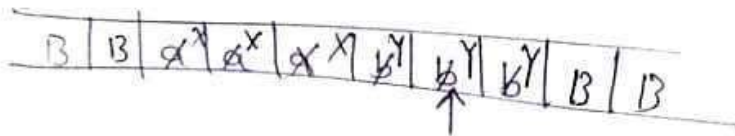
Step 22:



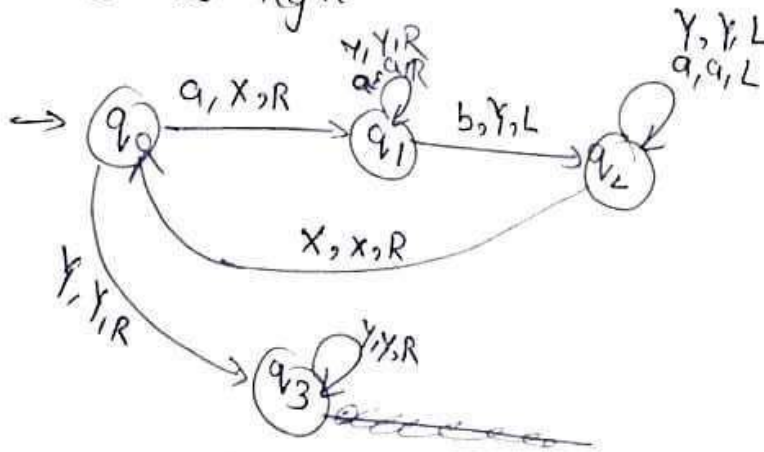
Now at  $q_0$ , on seeing Y, don't change Y, just move towards right by changing state to  $q_3$ .



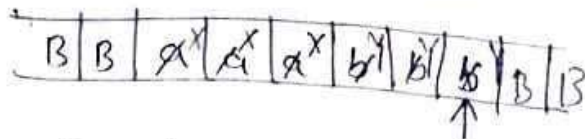
Step 23



Now at  $q_3$ , on seeing Y, don't change Y, just move read/write head towards right.

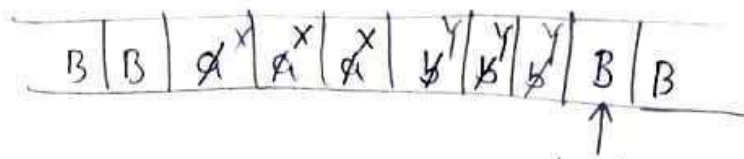


Step 24

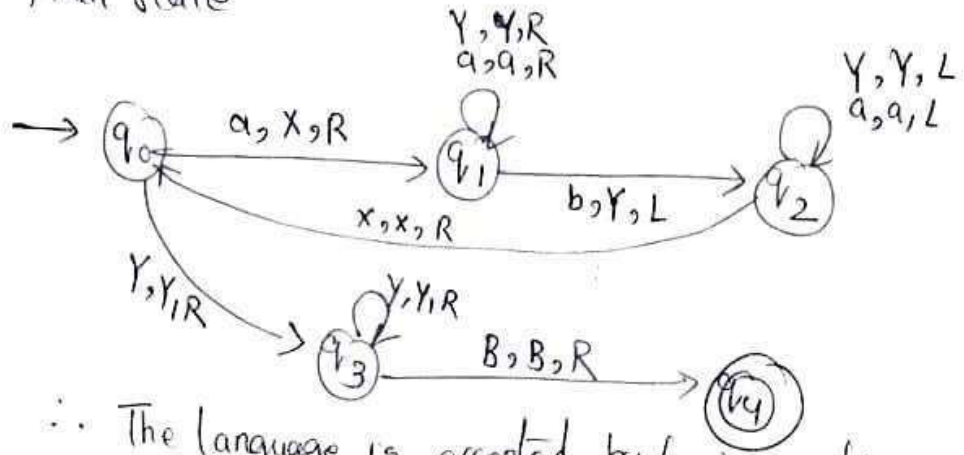


Repeat before step and move read/write head towards right.

step 25



Now at  $q_3$ , when we see blank symbol then it should be replaced by blank symbol only and leads to final state



$\therefore$  The language is accepted by Turing machine.

Transition table is as follows, rows correspond to states and columns correspond to tape symbols.

states	a	b	x	y	B
$q_0$	$(q_1, x, R)$	$\emptyset$	$\emptyset$	$(q_3, y, R)$	$\emptyset$
$q_1$	$(q_1, a, R)$	$(q_2, y, L)$	$\emptyset$	$(q_1, y, R)$	$\emptyset$
$q_2$	$(q_2, a, L)$	$\emptyset$	$(q_0, x, R)$	$(q_2, y, L)$	$\emptyset$
$q_3$	$\emptyset$	$\emptyset$	$\emptyset$	$(q_3, y, R)$	$(q_4, B, R)$
$q_4$	$\emptyset$	$\emptyset$	$\emptyset$	$\emptyset$	$\emptyset$

Formal representation of Turing machine is

$$M = (\{q_0, q_1, q_2, q_3, q_4\}, \{a, b\}, \{a, b, x, y, B\}, \delta, q_0, B, \{q_4\})$$

Transition Functions are

- 1.  $\delta(q_0, a) = (q_1, X, R)$
- 2.  $\delta(q_1, a) = (q_1, a, R)$
- 3.  $\delta(q_1, b) = (q_2, Y, L)$
- 4.  $\delta(q_2, a) = (q_2, a, L)$
- 5.  $\delta(q_2, X) = (q_0, X, R)$
- 6.  $\delta(q_1, Y) = (q_1, Y, R)$
- 7.  $\delta(q_2, Y) = (q_2, Y, L)$
- 8.  $\delta(q_0, Y) = (q_3, Y, R)$
- 9.  $\delta(q_3, Y) = (q_3, Y, R)$
- 10.  $\delta(q_3, B) = (q_4, H, -)$   
↓  
halts.

- 1. 

B
---
- 2. 

B	B
---	---
- 3. 

B	B
---	---
- 4. 

B	B
---	---
- 5. 

B	B
---	---
- 6. 

B	B
---	---
- 7. 

B	B
---	---
- 8. 

B	B
---	---

Ex 2: Design Turing m/c for  $L = \{a^{2n}b^n \mid n \geq 1\}$

Soln: language  $L = \{aab, aaaaabb, aaaaaabbb, \dots\}$

→ Here the logic is, if we read two consecutive a's then make them as two x's and move right till we read b and replace b with Y i.e.,  $\overset{x}{a}\overset{x}{a}b$ .

→ Then move head towards left, till we get X, then make two a's to two x's, then move towards right and replace b with Y. i.e.,  $\overset{x}{a}\overset{x}{a}\overset{x}{a}\overset{x}{a}b\overset{Y}{b}$

→ Then same right and  
 → Transition

1.  $B|B|a^x|a|a|a|a|a|b|b|b|B|B$   
 ↑

2.  $B|B|a^x|a^x|a|a|a|a|b|b|b|B|B$   
 ↑

3.  $B|B|a^x|a^x|a|a|a|a|b|b|b|B|B$   
 ↑

4.  $B|B|a^x|a^x|a|a|a|a|b|b|b|B|B$   
 ↑

5.  $B|B|a^x|a^x|a|a|a|a|b|b|b|B|B$   
 ↑

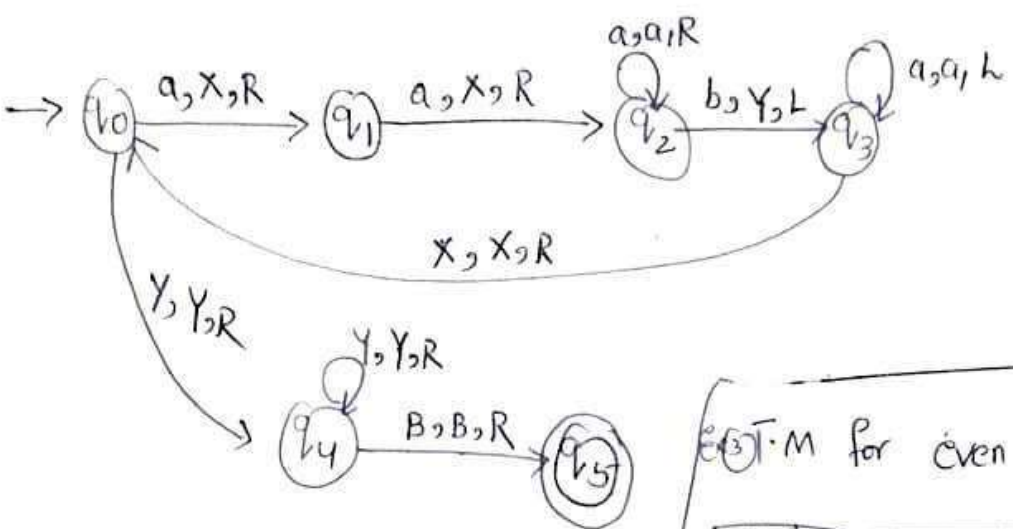
6.  $B|B|a^x|a^x|a|a|a|a|b|b|B|B$   
 ↑

7.  $B|B|a^x|a^x|a|a|a|a|b^y|b|B|B$   
 ↑

8.  $B|B|a^x|a^x|a|a|a|a|b^y|b|B|B$   
 ↑

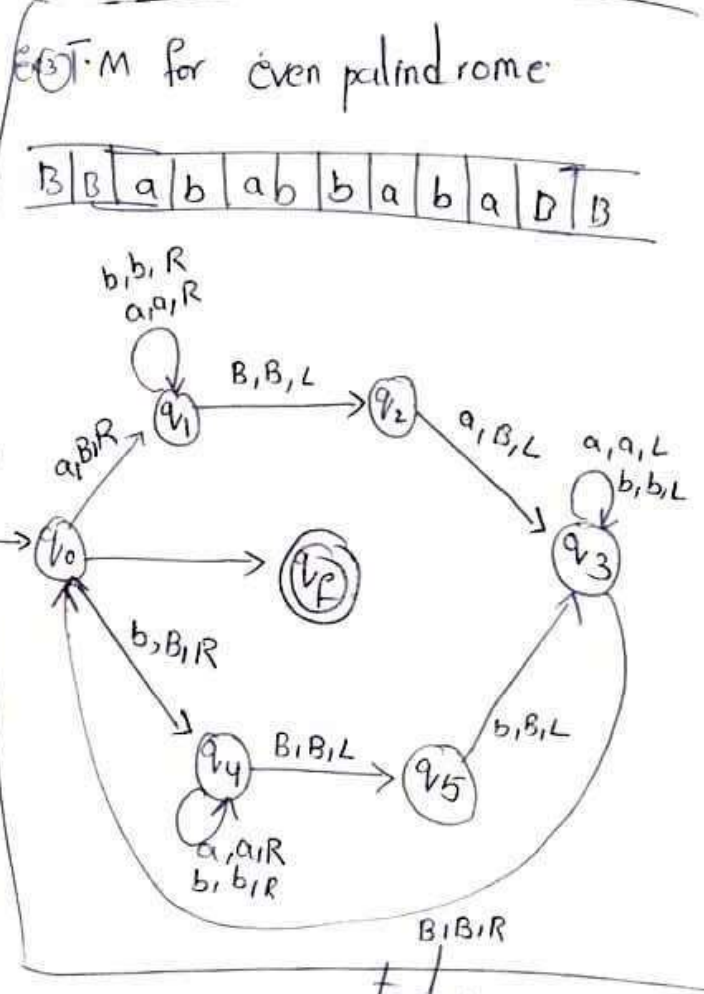
→ Then same process continues till we get x, then move right and repeat the same process.

→ Transition diagram is as follows.



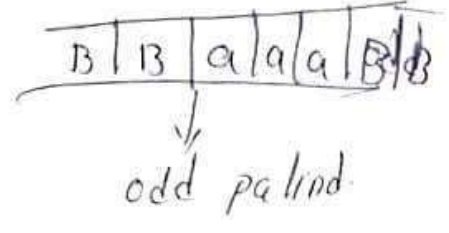
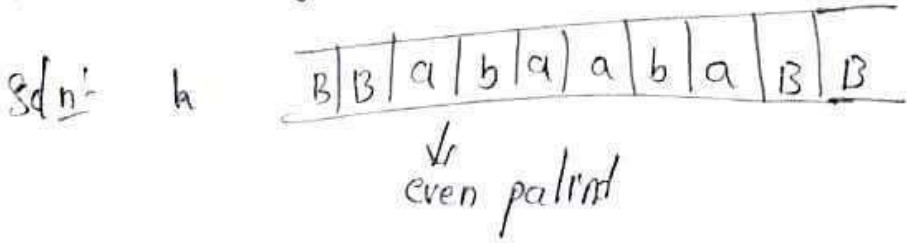
Transition functions are

- $\delta(q_0, a) = (q_1, X, R)$
- $\delta(q_1, a) = (q_2, X, R)$
- $\delta(q_2, a) = (q_2, a, R)$
- $\delta(q_2, b) = (q_3, a, L)$
- $\delta(q_3, a) = (q_3, a, L)$
- $\delta(q_3, X) = (q_0, X, R)$
- $\delta(q_0, Y) = (q_4, Y, R)$
- $\delta(q_4, Y) = (q_4, Y, R)$
- $\delta(q_4, B) = (q_5, B, -)$



string is accepted.

Ex 3. Design Turing machine for ~~even~~ palindrome.



Ex: Construct a T.M which accepts the language ~~aba~~ <sup>every</sup> ~~xy = x + y~~ of subtraction in unary notation.

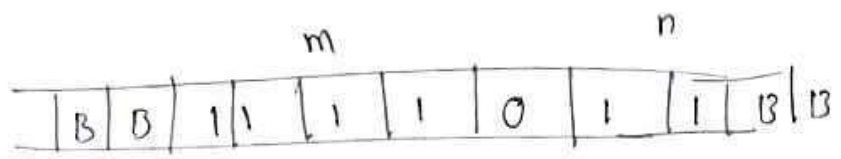
Soln:  $f(m, n) = \begin{cases} m-n & \text{if } m > n \\ 0 & \text{if } m \leq n \end{cases}$

let  $m=4$   $n=2$

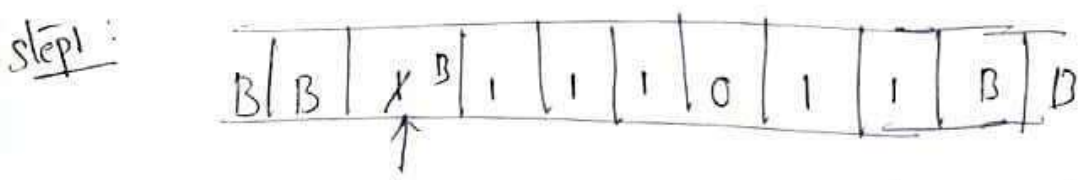
Represented by  $m$   $n$   
 $(1111) - (11) = 11$

if  $m=2$   $n=4$

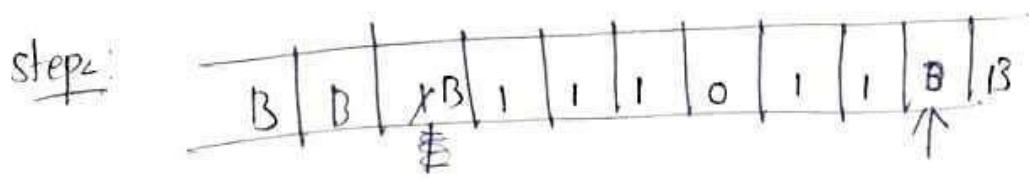
$m - n = 0$



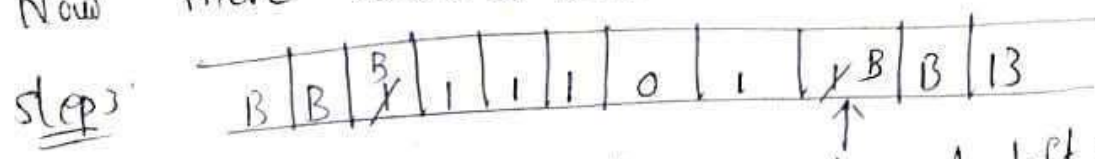
Here  $m$  &  $n$  are separated by using separator '0'



Replace 1 with B and move towards right without changing any symbol; till blank symbol

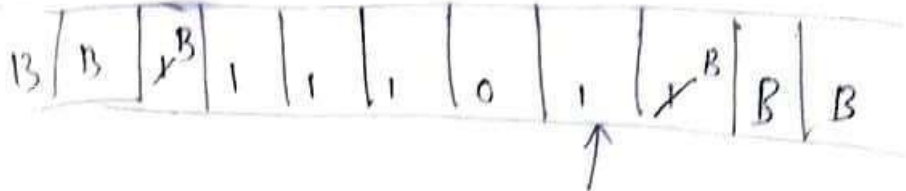


Now move towards left

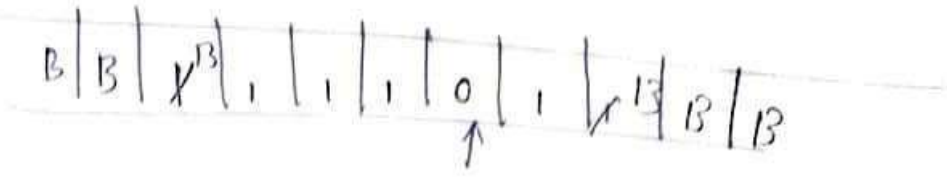


Now replace '1' with B and move towards left until 'B' is read.

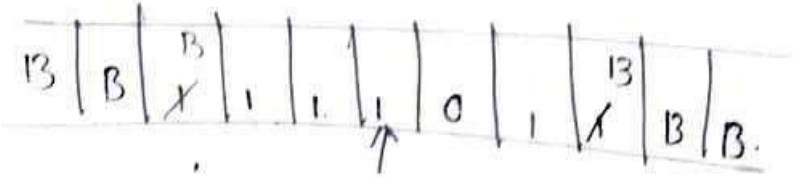
step 4:



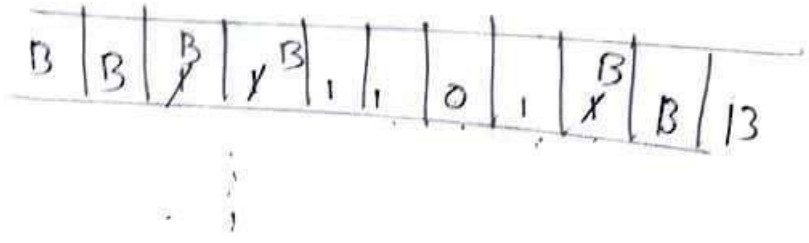
step 5:



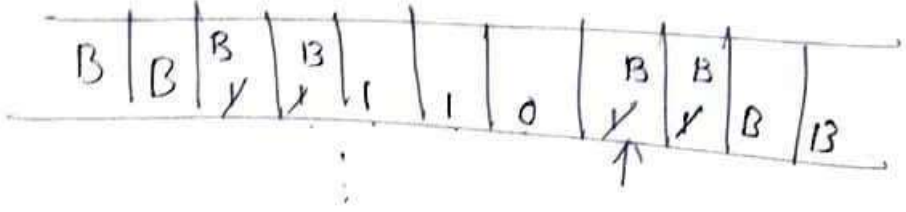
step 6:



step 10:



step 16:



step 21:

