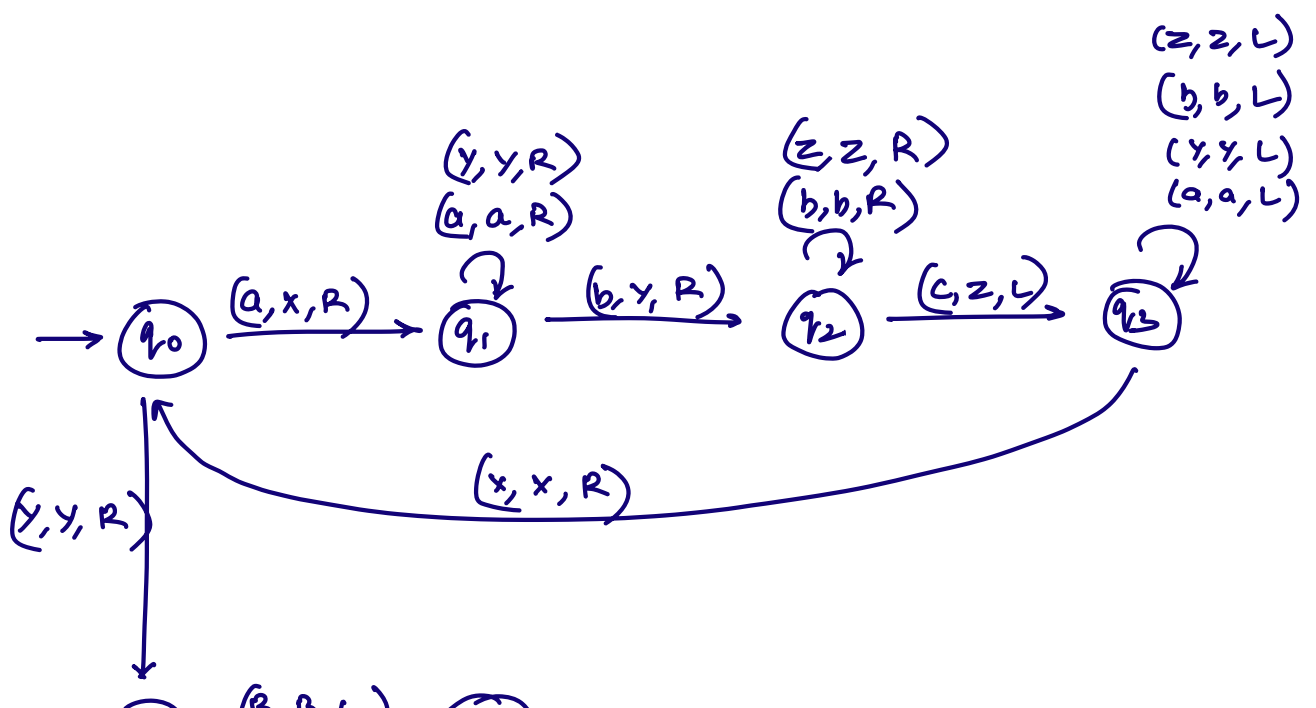
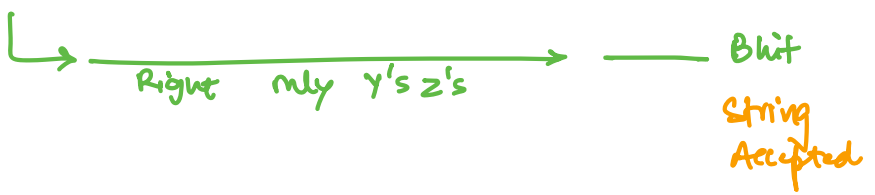
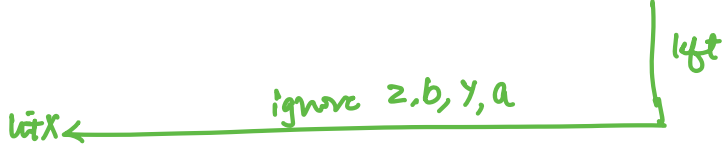
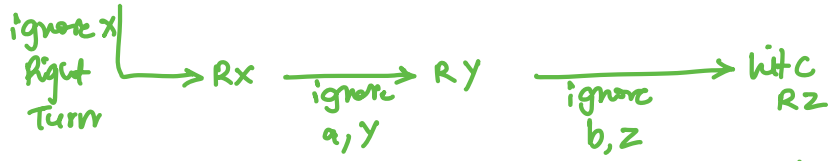
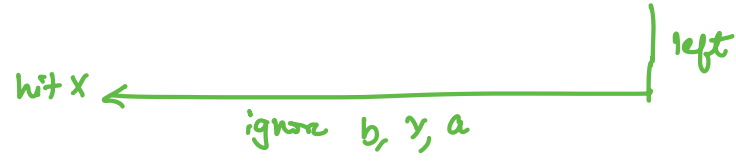
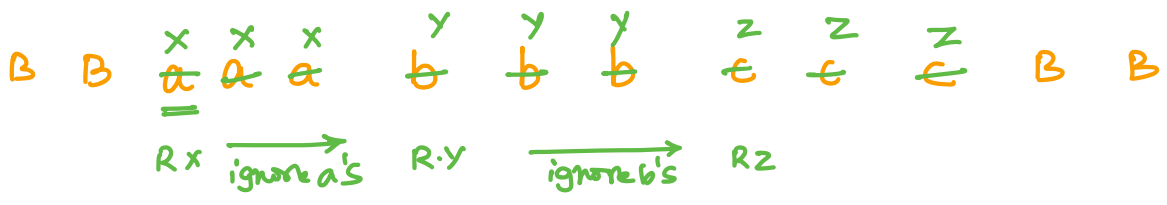
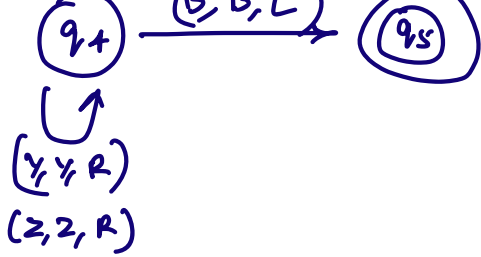


Eg: $a^n b^n c^n \mid n \geq 1$





Example: $\overline{a} \overline{a} \overline{b} \overline{b} \overline{c} \overline{c}$
 $x \ x \ y \ y \ z \ z$

q_4 state
 b transition?

Eg: $\overline{a} \overline{a} \overline{b} \overline{b} \overline{c} \overline{c}$
 $x \ x \ y \ y \ z \ z$

q_4 state
 c transition?

Eg: $bb \ aa \ cc$

q_0 state
 b transition?

Eg: $aaccbb$

q_1 state
 c ?

Transitions:

$\delta(q_0, a) = (q_1, x, R)$

$\delta(q_0, y) = (q_4, y, R)$

⋮

TM can act like as transducer as well as

acceptor

Accept
 Reject $w \in L$

output
 $a^n b^n$
 $a^n b^n c^n$

Transducer:

eg: TM to find 1's Complement of a binary no.

Input: 0011 ..

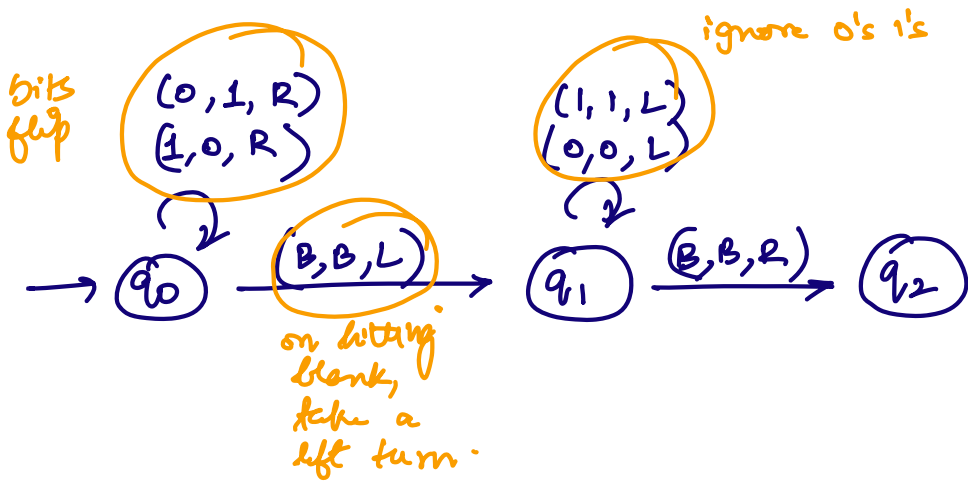
B	B	0	0	1	1	B	B
---	---	---	---	---	---	---	---

 ...

Output: 1100

B	B	1	1	0	0	B	B
---	---	---	---	---	---	---	---

 ...

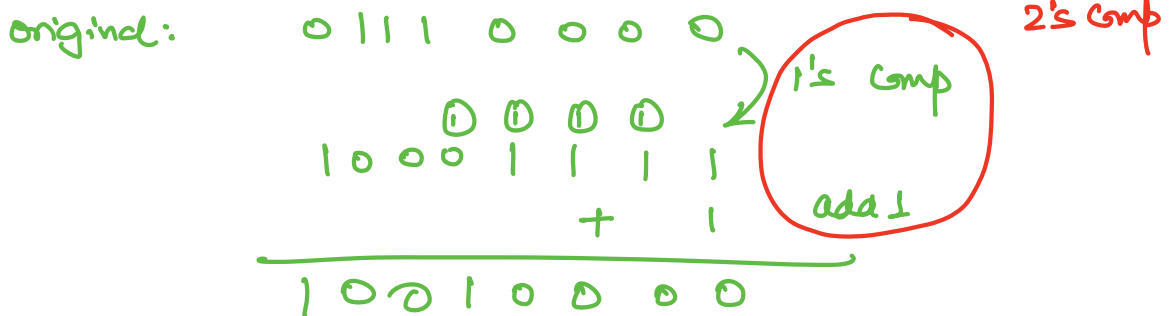


this TM won't say Yes/No. No need of final state

Acceptor → final state

Transducer → no need of final state.

eg: TM for Computing 2's Complement.



original: 01110000

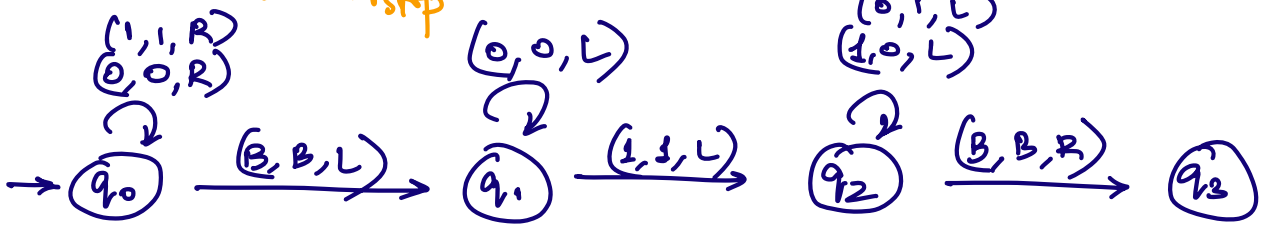
2's Comp: 10010000

Take:

B B ~~0~~ 1 1 1 0 0 0 0 B B

↑
 move towards right till you hit a blank

← flip
 ← ignore 0's



eg: TM as adder

Unary Number Systems

3 → 111²

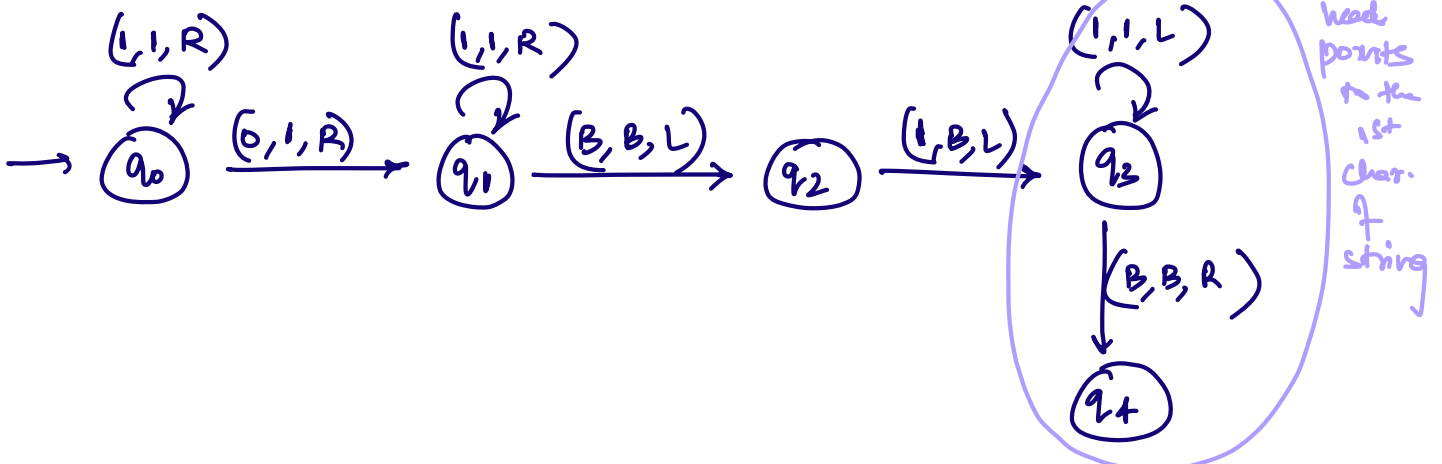
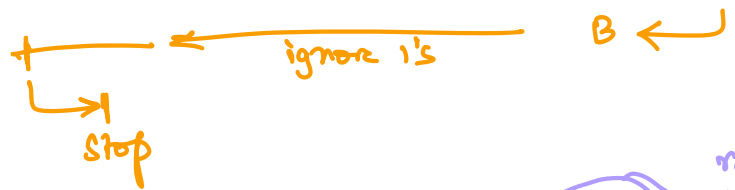
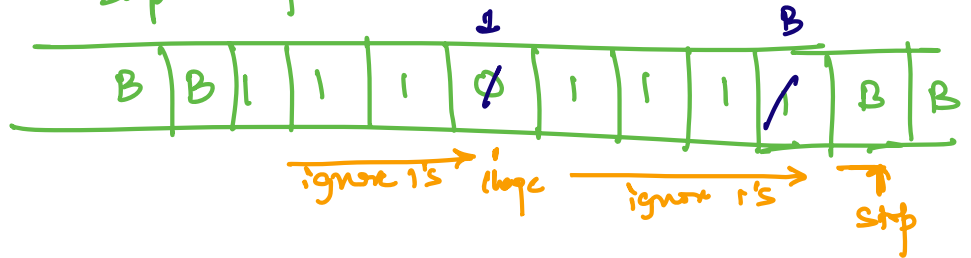
|x| = no

4 → 1111

2 → 11

3 + 4
 = 7

Input tape:



Eg: TM as Comparator

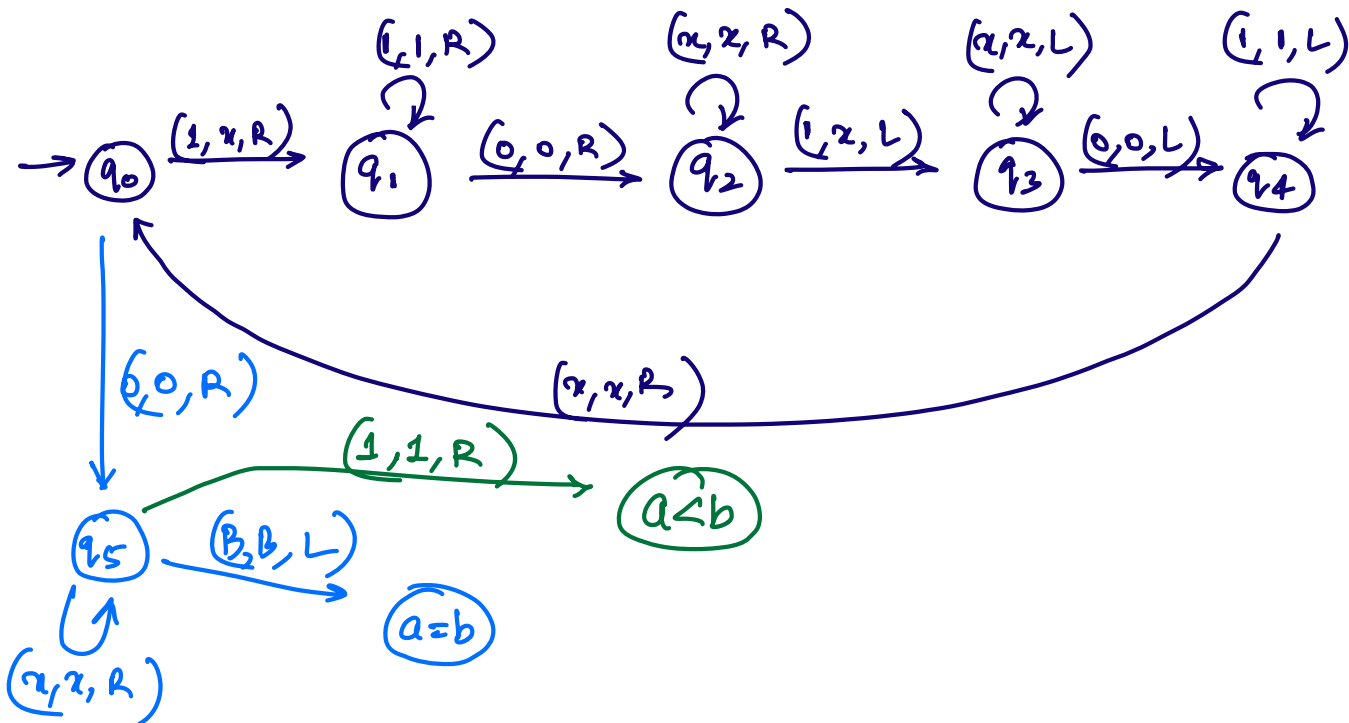
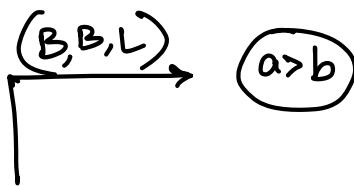
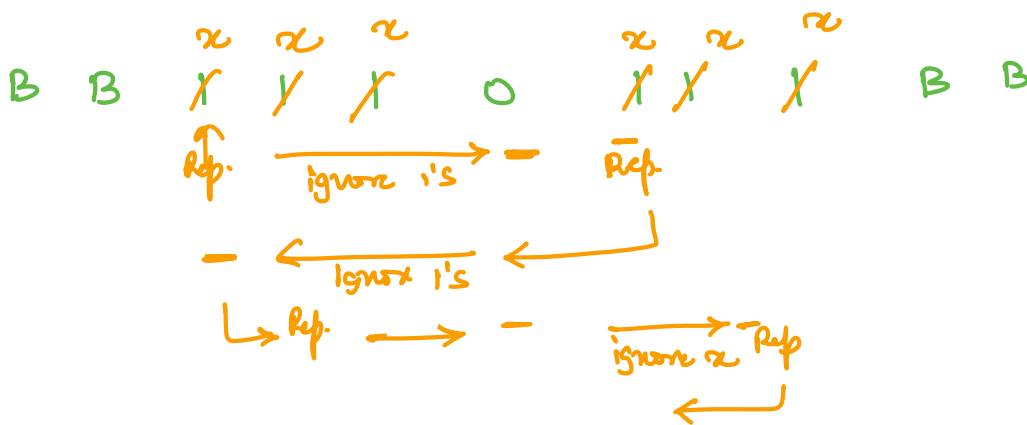
2 nos

$a=b \rightarrow q_i$
 $a>b \rightarrow q_j$
 $a<b \rightarrow q_k$

$a \rightarrow 3$
 $b \rightarrow 3$



input tape:



Definition of Standard TM

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

Blank $B \in \Gamma$

Final state $F \subseteq Q$

Set of States

input alphabet

Tape alphabet

Transition function

Initial State

q_0

- $Q =$
- q_0
 - q_1
 - q_2
 - q_3
 - q_4
 - q_5
 - $a=b$
 - $a>b$
 - $a<b$

$$\Sigma = \{0, 1\}$$

$$\Gamma = \{0, 1, B, \alpha\}$$

$$\delta(q_0, 1) = (q_1, \alpha, R)$$

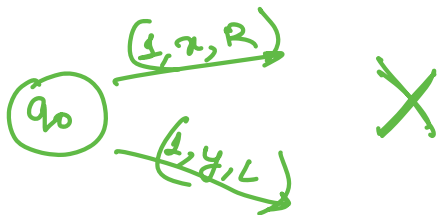
\vdots

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

State
Symbol from tape
new state
new symbol
left / right

Properties:

1. Tape is unbounded, you can take any no. of left & right moves.
2. TM is deterministic.

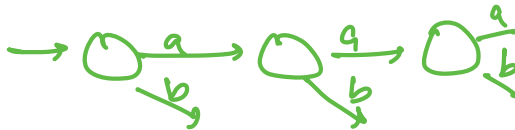


TM is partially deterministic

Fully Deterministic

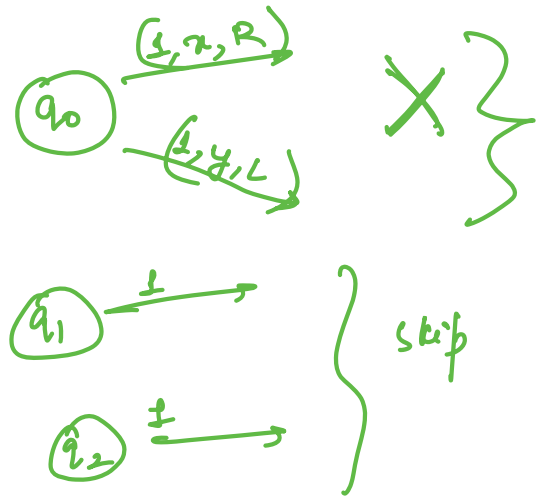
Every state then should be a transition for every input alphabet.

DFA.



Partially Deterministic

Not mandatory to have transition for every input alphabet.



3. FA + 1 Stack = PDA

PDA + 1 Stack = TM

FA + 2 Stack = TM

2 Stack = Queue

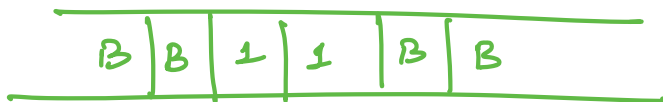
FA + Queue = TM

↳ Input Tape



Eg: TM as copier

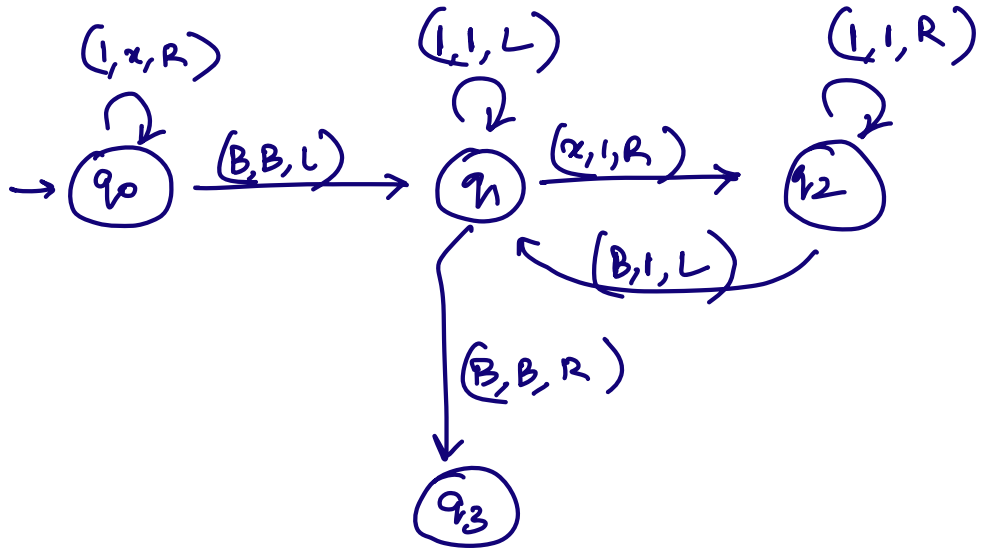
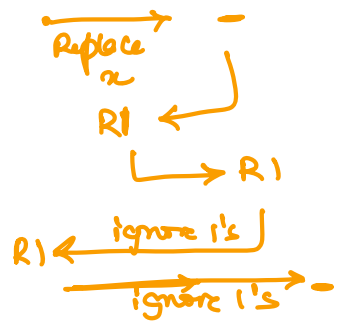
Input:



Output:



$\frac{1}{\cancel{x}}$ $\frac{1}{\cancel{x}}$ $\frac{1}{\cancel{B}}$ $\frac{1}{\cancel{B}}$ B B B B B



Advantage of copy is 2×3
 copy 3, 2 times

$x \times y$

TM can do multiplication
 TM is mathematically complete
 ↓
 addition
 multiplication
 comparison