

Solution to Homework Problem 17

Task. Use the general algorithm to transform a finite automaton from Homework 1.1 – as simplified in Homework 3, into a Turing machine. Show step-by-step, on an example of a word Aaa , how this word will be processed by your Turing machine.

Automaton from Homework 1.1 as simplified in Homework 2: reminder. This automaton has three states: s , n , and e ; s is the starting state, n is the only final state. The transitions are as follows:

- from s , A leads to n , every other symbol leads to e ;
- from n , a leads back to n , every other symbol leads to e ;
- from e , every symbol leads back to e .

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Solution. Here are the rules for the Turing machine:

$\text{start}, - \rightarrow R, s$
 $s, A \rightarrow R, n$
 $s, a \rightarrow R, e$
 $s, 1 \rightarrow R, e$
 $n, A \rightarrow R, e$
 $n, a \rightarrow R, n$
 $n, 1 \rightarrow R, e$
 $s, - \rightarrow \text{reject}$
 $n, - \rightarrow \text{accept}$
 $e, - \rightarrow \text{reject}$

Tracing.

<u> </u>	A	a	a	<u> </u>	...	start
<u> </u>	<u>A</u>	a	a	<u> </u>	...	s
<u> </u>	A	<u>a</u>	a	<u> </u>	...	n
<u> </u>	A	a	<u>a</u>	<u> </u>	...	n
<u> </u>	A	a	a	<u> </u>	...	n
<u> </u>	A	a	a	<u> </u>	...	accept