Solution to Homework Problem 17

Task. Use the general algorithm to transform a finite automaton B from Homework 1.4 – as simplified in Homework 3, into a Turing machine. Show step-by-step, on an example of a word a01, how this word will be processed by your Turing machine.

Automaton B from Homework 1.4 as simplified in Homework 2: reminder. This automaton has three states: s, c, and e; s is the starting state, c is the only final state. The transitions are as follows:

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

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Solution. Here are the rules for the Turing machine:

 $\begin{array}{l} \mathrm{start}, - \to \mathrm{R}, \, s \\ s, \, a \to \mathrm{R}, \, c \\ s, \, 0 \to \mathrm{R}, \, e \\ s, \, 1 \to \mathrm{R}, \, e \\ c, \, a \to \mathrm{R}, \, c \\ c, \, 0 \to \mathrm{R}, \, c \\ c, \, 1 \to \mathrm{R}, \, c \\ e, \, a \to \mathrm{R}, \, e \\ e, \, 1 \to \mathrm{R}, \, e \\ e, \, 1 \to \mathrm{R}, \, e \\ s, \, - \to \mathrm{reject} \\ c, \, - \to \mathrm{accept} \\ e, \, - \to \mathrm{reject} \end{array}$

Tracing.

=	a	0	1	_	 start
_	<u>a</u>	0	1	_	 s
	\overline{a}	0	1	_	 c

_	a	0	1	_		c
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ı	_	a.	0	1	_	

 $\boxed{-\mid a\mid 0\mid 1\mid \underline{-}\mid \dots}$ accept