

Section Handout 6

Problem One: Designing PDAs

Below are a list of alphabets and languages over those alphabets. For each language, design a pushdown automaton that recognizes the given language.

- i. Let $\Sigma = \{0, 1, ?\}$ and let $L = \{x?y \mid x, y \in \{0, 1\}^* \wedge y \text{ is the reverse of } x\}$. Design a **deterministic** PDA that recognizes L .
- ii. Let $\Sigma = \{0, 1\}$ and let $L = \{xy \mid x, y \in \Sigma^* \wedge |x| = |y| \wedge x \neq y\}$. Design a PDA that recognizes L .*
- iii. Let $\Sigma = \{0, 1, 2\}$ and let $L = \{0^m 1^n 2^p \mid m, n, p \in \mathbb{N} \wedge (m = n \vee m = p)\}$. Design a PDA that recognizes L .

Problem Two: The Pumping Lemma

For each of the following languages, use the pumping lemma to show that the given language is not context free.

- i. Let $\Sigma = \{0, 1, A, B\}$ and let $TWOWAYBALANCE = \{w \mid w \text{ contains the same number of 0s and 1s and the same number of As and Bs}\}$. Prove that $TWOWAYBALANCE$ is not context-free.†
- ii. Let $\Sigma = \{1, \times, =\}$ and let $MULTIPLY = \{1^m \times 1^n = 1^{mn} \mid m, n \in \mathbb{N}\}$. Prove that $MULTIPLY$ is not context-free.
- iii. Let $\Sigma = \{0, 1, 2\}$ and let $L = \{w \mid w \text{ contains the same number of 0s, 1s, and 2s.}\}$ Prove that L is not context-free.

* This problem adapted from Problem 2.23 from Sipser.

† This problem adapted from Problem 2.32 from Sipser.

Problem Three: Designing Turing Machines

Design a Turing machine (by specifying a transition table or state-transition diagram) that accepts the language $BALANCE = \{ w \mid w \text{ contains the same number of 0s and 1s } \}$, where $\Sigma = \{0, 1\}$.

Problem Four: Turing Machine Equivalents

For each of the following variants of a Turing machine, prove that they are equivalent to a Turing machine by describing how the modified machine could simulate a Turing machine and how a Turing machine could simulate the modified machine.

- i. A modified version of the TM where the tape head is allowed to stay in the same location on a transition.
- ii. A modified version of the TM where the tape is infinite in both directions, not just in one direction.
- iii. A modified version of the TM where the tape is infinite to the left, but if the machine moves the tape head off of the tape, the TM accepts.