

## Introduction to Theoretical Computer Science

## Tutorial 9, 17–19 March

## Problems

**Homework problems:**

*NB:* The Turing machines requested in the following problems are most conveniently presented in diagram form.

1. Design a Turing machine that recognises (“decides”) the language

$$\{0^n 10^n \mid n \geq 0\}.$$

Show the computation sequences (“runs”) of your machine on inputs 00100 and 0100.

2. Design a Turing machine that replaces an input string  $w \in \{a, b\}^*$  given on the tape by its lexicographic successor. I.e., if the input is *not* of the form  $w = b^n$ , then it is replaced by the alphabetically next string of length  $n$ ; if on the other hand the input *is* of the form  $w = b^n$ , then it is replaced by  $a^{n+1}$ .
3. (a) Show that the language  $\{w c w \mid w \in \{a, b\}^*\}$  is not context-free. (*Hint:* Consider strings of the form  $a^n b^n c a^n b^n$ .)  
(b) Design a Turing machine that recognises (“semidecides”, or in this case even “decides”) the above language.

**Demonstration problems:**

4. Prove that the class of context-free languages is not closed under intersections and complements. (*Hint:* Represent the language  $\{a^k b^k c^k \mid k \geq 0\}$  as the intersection of two context-free languages.)
5. Show that pushdown automata with *two* stacks (rather than just one as permitted by the standard definition) would be capable of recognising exactly the same languages as Turing machines.