

Harvard University  
Computer Science 121

Problem Set 6

Due Tuesday, October 29, 2013 at 1:20 PM.

Submit your solutions electronically to cs121+ps6@seas.harvard.edu with "ps6 submission" in the subject line. The solutions to Parts A and B should be attached as separate PDF files, called lastname+ps6a.pdf and lastname+ps6b.pdf.

Late problem sets may be turned in until Friday, November 1, 2013 at 1:20 PM with a 20% penalty.

Problem set by **\*\*ENTER YOUR NAME HERE\*\***

Collaboration Statement: **\*\*FILL IN YOUR COLLABORATION STATEMENT HERE  
(See the syllabus for information)\*\***

See syllabus for collaboration policy.

**PART B (Graded by Joy and Anupa)**

*Note: You may use implementation-level descriptions (Lecture 14, slide 14) for this part of the problem set unless the problem specifies otherwise.*

PROBLEM 1 (10 points)

Define  $\text{PREFIX}(L) = \{x \mid xy \in L \text{ for some } y \in \Sigma^*\}$ . Show that if  $L$  is Turing-recognizable, then  $\text{PREFIX}(L)$  is Turing-recognizable.

**Solution 1:** We use a recognizer  $M$  for  $L$  to construct a recognizer  $R$  for  $\text{PREFIX}(L)$ : On input  $x$ ,  $R$  will dovetail the computation of  $M$  on all strings  $xy$ ,  $y \in \Sigma^*$ , accepting if  $M$  accepts any  $xy$ . This will accept if and only if  $x$  is a prefix of some string in  $L$ , so  $R$  recognizes  $\text{PREFIX}(L)$ .

**Solution 2:** Since  $L$  is recognizable, there exists an enumerator  $E$  for  $L$ . We construct a recognizer  $R$  for  $\text{PREFIX}(L)$  as follows: On input  $x$ ,  $R$  runs  $E$ , and for every string  $w$   $E$  outputs, accepts if  $x$  is a prefix of  $w$ . This will accept if and only if  $x$  is a prefix of some string in  $L$ , so  $R$  recognizes  $\text{PREFIX}(L)$ .

**Solution 3:** We construct an enumerator  $R$  for  $\text{PREFIX}(L)$  using an enumerator  $E$  for  $L$ :  $R$ : run  $E$ . For every string  $w$  output by  $E$ , output all prefixes of  $w$ . This will enumerate exactly the strings in  $\text{PREFIX}(L)$ , which proves that  $\text{PREFIX}(L)$  is recognizable.

PROBLEM 2 (5 points)

A Modern Turing Machine (MTM), instead of  $\{L, R\}$ , has  $\{L_k, R_k\}$  (move the head left or right  $k$  spaces on the tape, for any integer  $k$  encoded in the rule in the MTM). Prove or disprove: the MTMs are equivalent in power to the TMs.

True. Every TM is already an MTM in which  $k = 1$  for every rule. To convert an MTM to an equivalent TM, replace every  $k$ -transition (where  $k > 0$ ) with a set of  $k$  single transitions in the same direction, where all but the first read any tape symbol and do not alter it. Replace any 0-transitions with one right move (altering the letter as described in the 0-transition) and one left move (reading the symbol but not altering it). (It is important to move right, then left – not the other way around – since moving left may fail if we are at the left end of the tape.)

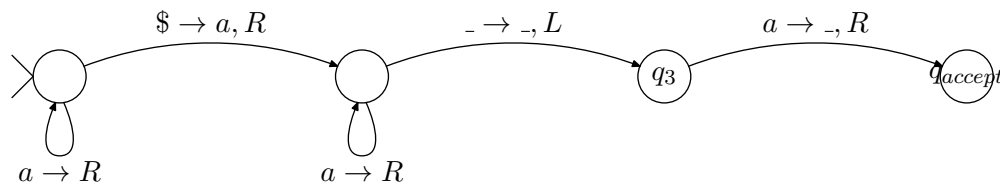
PROBLEM 3 (6+6 points)

A function  $f : \Sigma^* \rightarrow \Sigma^*$  is *computable* if there is a Turing machine  $M$  that, on every input  $w \in \Sigma^*$ , halts (in state  $q_{\text{accept}}$ ) with the tape containing just the string  $f(w)$  (followed by blank symbols). In this case, we say that  $M$  *computes* the function  $f$ .

(A) Draw a state diagram for a (one-tape, deterministic) Turing machine  $M$  that performs unary addition. More specifically, it should take inputs of the form “ $a^m\$a^n$ ”, where  $m$  and  $n$  are positive integers, and output  $a^{m+n}$ . Your solution should not require more than four or five states. (For example, running  $M$  on input  $aa\$a$  should result in  $aaa$  on the tape. You may assume that the input is well-formed.)

(B) Show that a function  $f$  over alphabet  $\Sigma$  is computable if and only if the language  $L = \{w\$^i\sigma : \text{the } i\text{'th symbol of } f(w) \text{ is } \sigma\}$  is decidable. (Thus, we can study computability of functions by studying decidability of languages.)

(A)



(B) Assume first that  $f$  is computable, with corresponding Turing Machine  $M_f$ . We will construct a Turing Machine  $M$  that decides  $L$ . Our machine will use two tapes, crucially relying on the fact proved in class that a  $k$  tape Turing Machine is equivalent in power to a one tape Turing Machine. The first tape will be the input tape. The machine will work as follows:

1. Scan input  $s$  on tape 1. If  $s$  is not of the form  $w\$^i\sigma$ , for  $w \in \Sigma^*, \sigma \in \Sigma$ , reject.
2. Copy the characters of  $s$  before the first  $\$$  sign onto tape 2, i.e., copy  $w$  onto tape 2.
3. Simulate  $M_f$  on tape 2 with input  $w$ .
4. Move the tape head on tape 1 to the first dollar sign and the tape head on tape 2 to the first character of  $f(w)$ .
5. Advance both tape heads one symbol at a time to the right, crossing off characters until you reach  $\sigma$  on the first tape. If it matches the character under the tape head on tape 2, accept. Otherwise, reject.

This will reject any string not in  $L$  either in step 1 if it is of the wrong form, or in step 5 if the  $\sigma$  is not the  $i^{\text{th}}$  character of  $f(w)$ . The machine will accept all strings in  $L$  at step 5 because it checks for exactly the defining characteristics of a string in  $L$ .

Assume now that  $L$  is decidable with decider  $M$ . We will construct a Turing Machine  $M_f$  that computes  $f$ . This Turing Machine will have four tapes to minimize its conceptual difficulty. The first tape will be the input/output tape where  $w$  is given and  $f(w)$  is returned. It works as follows:

1. Copy  $w$  onto the second tape.
2. Affix a single dollar sign to the end of the string on tape 2.
3. For each  $\sigma \in \Sigma$ , simulate on tape 3 the Turing Machine  $M$  with  $\sigma$  affixed to the end of the string on tape 2: i.e., compute  $w\$^i\sigma$  on machine  $M$ .
4. If for any character  $\sigma$ ,  $M$  accepts the string, copy  $\sigma$  to the rightmost empty tile on tape 4 and repeat steps 2 through 4. If  $M$  rejects for all  $\sigma \in \Sigma$ , go to step 5
5. Copy the output of tape 4 to tape 1 and return. This is  $f(w)$ .

This machine works by taking  $w$  and using  $M$  to compute the characters of  $f(w)$  on an individual basis. It simply checks all of the alphabet symbols to see which one is the  $i^{\text{th}}$  character of  $f(w)$ . It halts when there is no  $\sigma \in \Sigma$  such that  $\sigma$  is the  $i^{\text{th}}$  character of  $f(w)$ , thus indicating  $f(w)$  has no  $i^{\text{th}}$  character and thus that we must be at the end of  $f(w)$ .