

Say $x \in \{a, b\}^*$ has a "balancing b " if there is a b st. $x = ubv$ and $\#a(u) = \#a(v)$.

$aaba$ no $aababa$ yes Prove the language L of such strings is not regular.

Take $S = \underline{a^* b^{\uparrow}}$ (clearly S is infinite)

Let any $x, y \in S, x \neq y$ be given. Then we can write $x = \underline{a^m b}$ $y = \underline{a^n b}$ where $\underline{m \neq n}$ (could say $m < n$)

Take $z = \underline{a^m}$ (without loss of gen)

Then $xz \in L$ because $xz = a^m b a^m$ but $yz \notin L$ because $yz = a^n b a^m$ and there's only one b which doesn't balance. Thus $L(xz) \neq L(yz)$ and since x, y in S are arbitrary

S is an infinite PD set for L , so L is non-regular by MN

$\text{If } (\exists S_{\text{infinite}}) (\forall x, y \in S, x \neq y) (\exists z) L(xz) \neq L(yz),$ then L is not regular

For problem 2, consider cases like $x = 01, y = 011, z = xR = 10$ doesn't work because $yz = 0110$ is a palindrome.

To prove that a K -state DFA M is minimal, give a PD set S of size K for the language.

Picking up on consequences of K-tapes-to-1 ^{page 4} (4) and Universal RAM-TM.

$M_i \equiv$ the TM whose instructions and components Text are coded by i as string or a Gödel number $\langle M \rangle$ stands for the string i when $M = M_i$.

We can assume i ends with ASCII NUL ($\backslash 0$) not otherwise used in the code, so we can parse $\langle M \rangle x$.

A_{TM} = $\{ \langle M \rangle x : M \text{ is a single-tape TM that accepts the input } x \in \Sigma^* \}$

Thus we can consider A_{TM} as a language $\subseteq \{0,1\}^*$. Or allow $ASCII^*$ (etc.).

4. Theorem: There is a single-tape TM M_U st. not only is $L(M_U) = A_{TM}$, but M_U simulates $M(x)$ in an overt manner.

Proof: The Turing Kit is a ^{overt, i.e. obvious} Java pgm that takes any M, x as input and executes $M(x)$.

\therefore We can build a 3-tape TM M_p st. M_p simulates $TK(M, x)$. Then convert M_p to 1-tape M_U .

Literally $\langle M \rangle x$ on the tape of M_p and M_U .

M_U is a (pretty efficient!) Universal Turing Machine.

5. For every NTM N we can build a DTM M st. $L(M) = L(N)$.

Proof: Using high-level programming we can do
(for $t = 1; ; t++$) {

try all t -step possible computations of N on the given input x .

if any acceptance is found, accept x . (by M)

$x \in L(N) \Rightarrow N$ has a t -step accepting computation for some t .

$\Rightarrow M$ eventually finds it, so $x \in L(M)$.

$x \notin L(N) \Rightarrow M$ never accepts (and may never halt)

Convert this code to a DTM M .

Thus $L(M) = L(N)$, but even when $x \in L(N)$,

$M(x)$ may run exponentially slower. 

Added: The "for $t = 1; ; t++$ " style loop is a useful trick to design not-necessarily halting programs to accept other C.E. languages.
*recognizable in notes