

Fifth Semester B.E. Degree Examination

CBCS - Model Question Paper - 3

AUTOMATA THEORY AND COMPUTABILITY

Max. Marks: 80

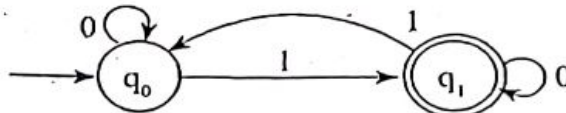
Time: 3 hrs.

Note: Answer any FIVE full questions, selecting ONE full question from each module.

MODULE - I

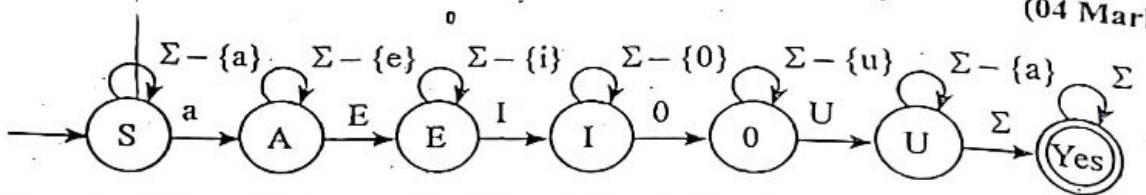
1. a. Design a DFSM M : Which will check for a odd parity over the binary string 0 and 1. (04 Marks)

Ans. $L = \{w \in \{0, 1\}^* : w \text{ has odd parity}\}$



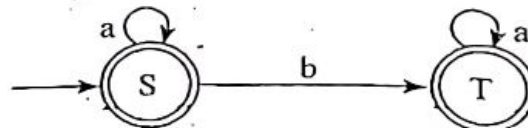
- b. Design a DFSM to accept a string that forms vowels : $L = \{w \in \{a-z\}^*\}$ (04 Marks)

Ans.



- c. Write a simulating code to accept a string of a's and b's where the machine has to reject if it encounter's more than one b. (08 Marks)

Ans. The DFSM for the string a's & b's which accept only one b is as follows.



We could view M as specification for the following program:

Until accept or reject do :

```

S : S = get-next-symbol
  if S = end-of-file then accept
  Else if s = a then go to S
  Else if s = b then go to T
T : S = get-next-symbol
  if S = end-of-file then accept
  Else if s = a then go to T
  Else if s = b then reject
  
```

End

OR

2. a. Define Canonical form for regular languages

(04 Marks)

Ans. A canonical form for some set of objects C assigns exactly one representation to each class of "equivalent" object in C . Further, each such representation is distinct, so two objects in C share the same representation if they are "Equivalent" in the sense for which we define the form.

The ordered binary decision diagram (OBDD) is a canonical form for Boolean expression that makes it possible for model checkers to verify the correctness of very large concurrent systems and hardware circuits.

b. Explain the Moore Machine with mathematical notion.

(04 Marks)

Ans. A Moore machine M is a seven - tuple $(K, \Sigma, O, \delta, D, S, A)$ where:

- K is a finite set of states
- Σ is a input alphabet
- O is an output alphabet
- $S \in K$ is the start state
- $A \subseteq K$ is the set of accepting states (although for some applications theole signation is not important)
- δ is the transition function. It is the function from (K) to (0^*)

A Moore machine M computes a function $f(w)$ iff, when it reads the input string w , its output sequences is $f(w)$.

c. Construct a minimum state automation equivalent to a DFA whose transition table is shown below : (08 Marks)

State	a	b
$\rightarrow q_0$	q_1	q_2
q_1	q_4	q_3
q_2	q_4	q_3
q_3	q_5	q_6
q_4	q_7	q_6
q_5	q_3	q_6
q_6	q_6	q_6
q_7	q_4	q_6

Ans.

$$Q_1^0 = \{q_3, q_4\}, \quad Q_2^0 = \{q_0, q_1, q_2, q_5, q_6, q_7\}$$

$$\pi_0 = \{\{q_3, q_4\}, \{q_0, q_1, q_2, q_5, q_6, q_7\}\}$$

$$q_3 \text{ is 1-equivalent to } q_4. \text{ So } \{q_3, q_4\} \in \pi_1$$

q_0 is not 1-equivalent to q_1, q_2, q_5 but q_0 is 1-equivalent to q_6 .

Hence $\{q_0, q_6\} \in \pi_1$. q_1 is 1-equivalent to q_2 but not 1-equivalent to q_5, q_6 or q_7 .

CBCS - Model Question Paper - 3

So, $\{q_5, q_7\} \in \pi_1$

q_5 is not 1-equivalent to q_6 but to q_7 . So, $\{q_5, q_7\} \in \pi_1$

Hence $\pi_1 = \{\{q_3, q_4\}, \{q_0, q_6\}, \{q_1, q_2\}, \{q_5, q_7\}\}$

q_3 is 2-equivalent to q_4 . So $\{q_3, q_4\} \in \pi_2$

q_0 is not 2-equivalent to q_6 . So $\{q_0\}, \{q_6\} \in \pi_2$

q_1 is 2-equivalent to q_2 . So $\{q_1, q_2\} \in \pi_2$

q_5 is 2-equivalent to q_7 . So, $\{q_5, q_7\} \in \pi_2$

Hence $\pi_2 = \{\{q_3, q_4\}, \{q_0\}, \{q_6\}, \{q_1, q_2\}, \{q_5, q_7\}\}$

q_3 is 3-equivalent to q_4 ; q_1 is 3-equivalent to q_2 and q_5 is 3-equivalent to q_7 . Hence

$\pi_3 = \{\{q_0\}, \{q_1, q_2\}, \{q_3, q_4\}, \{q_5, q_7\}, \{q_6\}\}$ As $\pi_3 = \pi_2$ the minimum state automation is

$M' = (Q', \{a, b\}, \delta', [q_0], \{[q_3, q_4]\})$

State	a	b
$[q_0]$	$[q_1, q_2]$	$[q_1, q_2]$
$[q_1, q_2]$	$[q_3, q_4]$	$[q_3, q_4]$
$[q_3, q_4]$	$[q_5, q_7]$	$[q_6]$
$[q_5, q_7]$	$[q_3, q_4]$	$[q_6]$
$[q_6]$	$[q_6]$	$[q_6]$

Module - 2

3. a. Obtain the regular expression for the following language

i) $L = \{a^n b^m \mid m \geq 1, n \geq 1, nm \geq 3\}$ ii) $L = \{a^{2n} b^{2m} \mid n \geq 0, m \geq 0\}$

(08 Marks)

Ans. i) $L = \{a^n b^m \mid m \geq 1, n \geq 1, nm \geq 3\}$

Case 1 : since $nm \geq 3$, if $m = 1$ then $n \geq 3$ i.e., RE is given by aaa^*b

Case 2 : since $nm \geq 3$, if $n = 1$ then $m \geq 3$ i.e., RE is given by $abbbb^*$

Case 3 : since $nm \geq 3$, if $m \geq 2$ and $n \geq 2$ i.e., RE is given by aaa^*bbb^*

So, final regular expression is

$$RE = aaaa^*b + abbbb^* + aaa^*bbb^*$$

ii) $L = \{a^{2n} b^{2m} \mid n \geq 0, m \geq 0\}$

For every $n \geq 0$, a^{2n} results in even number of a's and for every $m \geq 0$ b^{2m} results in even number of b's. The regular expression representing even number of a's and b's is given by

$$RE = (aa)^*$$

$$RE = (bb)^* \text{ so final regular expression is}$$

$$RE = (aa)^* (bb)^*$$

b. Let $\Sigma = \{0, 1\}$ $\Gamma = \{0, 1, 2\}$ and $h(0) = 01, h(1) = 112$. What is $h(010)$? If $L = \{00, 010\}$ What is homomorphism image of L? (04 Marks)

Ans. $h(w) = h(a_1) h(a_2) \dots h(a_n)$

$$\text{So, } h(010) = h(0) h(1) h(0) = 0111201$$

$$\begin{aligned}
 L &= \{00, 010\} = L(h(00), h(010)) \\
 &= L(h(0)(0), h(0)(h_1)h(0)) \\
 &= L(0101, 0111201) \\
 \text{Therefore } h(010) &= 0111201 \\
 L(00, 010) &= L(0101, 0111201)
 \end{aligned}$$

c. What are the various limitations of finite automata? (04 Marks)

- Ans. 1) An FA has finite number of states and so it does not have the capacity to remember arbitrary long amount of information.
- 2) Since it does not have memory, FA can not remember a long string. For example : String is palindrome or not.
- 3) Finite automata or finite state machine have trouble recognizing various types of languages involving counting, calculating storing the string.

OR

4. a. State and prove that regular grammars Define exactly the regular languages. (08 Marks)

Ans. Theorem :- The class of languages that can be defined with regular grammars is exactly the regular languages.

Proof :- We first show that any language that can be defined with a regular grammar can be accepted by some FSM and so is regular. Then we must show that every regular language can be defined with a regular grammar. Both proofs are by construction.

Regular grammar \rightarrow FSM : The following algorithm constructs an FSM M from a regular grammar $\Sigma = (V, \Sigma, R, S)$ and assures that $L(M) = L(G)$:

Grammar to FSM (G : regular grammar)

1. Create in M a separate state for each non terminal in V .
2. Make the state corresponding to S the start state.
3. If there are any rules in R of the form $x \rightarrow w$, for some $w \in \Sigma$ the create an additional state labeled $\#$.
4. For each rule of the form $x \rightarrow wy$, add a transition from x to y labeled w .
5. For each rule of the form $x \rightarrow w$, add a transition from x to $\#$ labeled w .
6. For each rule of the form $x \rightarrow \epsilon$, mark state X as accepting.
7. Mark state $\#$ as accepting.
8. If M is incomplete, M requires a dead state. Add a new static for every (q, i) pair for which no transition has already been definite create a transition from q to D labeled i . For every i in Σ , create a transition from D to D labeled i .

b. Show that the set $L = \{a^i, i \geq 1\}$ is not regular. (08 Marks)

Ans. Step 1 :- Suppose L is regular. let n be the number of states in the finite automaton accepting L .

Step 2 :- Let $w = a^n$. Then $|w| = n^2 > n$. By pumping Lemma, we can write $w = xyz$ with $|xy| \leq n$ and $|y| > 0$.

Step 3 :- Consider xy^2z $|xy^2z| = |x| + 2|y| + |z| > |x| + |y|$ as $|y| > 0$. This means $n^2 = |xy^2z| = |x| + |y| + |z| < |xy^2z|$. As $|xy| \leq n$,

We have $|y| \leq n$. Therefore

$$|xy^2z| = |x| + 2|y| + |z| \leq n^2 + n$$

$$\text{i.e., } n^2 < |xy^2z| \leq n^2 + n < n^2 + n + n + 1.$$

Hence, $|xy^2z|$ strictly lies between n^2 and $(n+1)^2$ but is not equal to any one of them. Thus $|xy^2z|$ is not a perfect square and so $xy^2z \notin L$. But by pumping Lemma, $xy^2z \in L$. This is a contradiction.

Module - 3

5. a. Obtain a grammar to generate integer number and derive for +1965 from the productions (08 Marks)

Ans. $G = (V, T, P, S)$
 $V = \{D, S, N, I\}$
 $T = \{+, -, 0, 1, 3, 4, 5, 6, 7, 8, 9\}$
 $P = \{$
 $I \rightarrow N \mid SN$ (Generate signed / Unsigned number)
 $N \rightarrow D \mid ND \mid DN$ (Generate one or more digits)
 $S \rightarrow + \mid - \mid \epsilon$ (Generate the sign)
 $D \rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$ (Generate digit)
 $\}$

$S = I$ which is start symbol.

The signed number + 1965 can be derived as shown

$I \Rightarrow SN$
 $\Rightarrow +N$
 $\Rightarrow +ND$
 $\Rightarrow +N5$
 $\Rightarrow +ND5$
 $\Rightarrow +N65$
 $\Rightarrow +ND65$
 $\Rightarrow +N965$
 $\Rightarrow +D965$
 $\Rightarrow +1965$

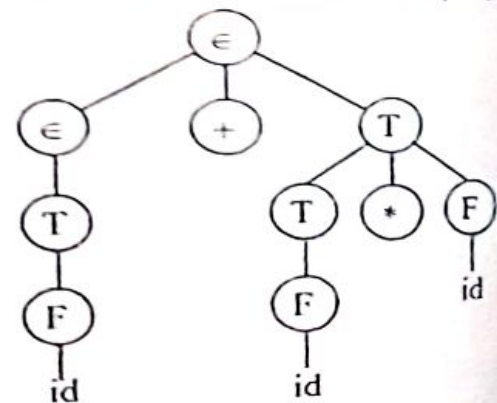
b. Define parse tree. Obtain the parse tree for string $id + id * id$ is from the grammar (08 Marks)

$E \rightarrow E + T \mid T$
 $T \rightarrow T * F \mid F$
 $F \rightarrow id$

Ans. Let $G = (V, T, P, S)$ be a CFG, The tree is derivation tree (parse tree) with following properties.

1. The root has the labels.
2. Every vertex has a label which is in $(V \cup T \cup \epsilon)$
3. Every leaf node has label from T and an interior vertex has a label from v .
4. If a vertex is label A and if $X_1, X_2, X_3, \dots, X_n$ are all children of A from left then $A \rightarrow X_1 X_2 X_3 \dots X_n$ must be a production in P .

$E \Rightarrow E + T$
 $\Rightarrow E + T * F$
 $\Rightarrow E + T * id$
 $\Rightarrow E + F * id$
 $\Rightarrow E + id * id$
 $\Rightarrow T + id * id$
 $\Rightarrow F + id * id$
 $\Rightarrow id + id * id$



OR

6. a. Obtain a PDA to accept the language $L(M) = \{w | w \in (a + b)^* \wedge n_a(w) = n_b(w)\}$ by a final state, and show the I_D to reject aabbb. (08 Marks)

Ans. $M(Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$

$$Q = \{q_0, q_1\}$$

$$\Sigma = \{a, b\}$$

$$\Gamma = \{a, b, z_0\}$$

$$\delta : \delta(q_0, a, z_0) = (q_0, az_0)$$

$$\delta(q_0, b, z_0) = (q_0, bz_0)$$

$$\delta(q_0, a, a) = (q_0, aa)$$

$$\delta(q_0, b, b) = (q_0, bb)$$

$$\delta(q_0, a, b) = (q_0, \epsilon)$$

$$\delta(q_0, b, a) = (q_0, \epsilon)$$

$$\delta(q_0, \epsilon, z_0) = (q_1, z_0)$$

$q_0 \in Q$ is the start state of the machine

$z_0 \in \Gamma$ is the initial symbol on the stack

$F = \{q_1\}$ is the final state

Initial ID

$$(q_0, aabbb, z_0) \leftarrow (q_0, abbb, az_0)$$

$$\leftarrow (q_0, bbb, aaz_0)$$

$$\leftarrow (q_0, bb, az_0)$$

$$\leftarrow (q_0, b, z_0)$$

$$\leftarrow (q_0, \epsilon, bz_0)$$

(Final configuration)

Since the transition $\delta(q_0, \epsilon, b)$ is not defined the string aabbb is rejected by PDA.

- b. Convert the grammar to chomsky normal form (08 Marks)

$G = (\{S, A, B, C, a, c\}, \{A, B, C\}, R, S)$, where

$$R = \{S \rightarrow aACa \mid aAa \mid aCa \mid aa$$

$$A \rightarrow B \mid a$$

$$B \rightarrow C \mid c$$

$$C \rightarrow cC \mid \epsilon\}$$

Ans. $S \rightarrow aACa \mid aAa \mid aCa \mid aa$

$$A \rightarrow B \mid a$$

$$B \rightarrow C \mid c$$

$$C \rightarrow cC \mid c$$

Remove unit production

$$\text{Remove } A \rightarrow B \text{ Add } A \rightarrow C \mid c$$

$$\text{Remove } B \rightarrow C \text{ Add } B \rightarrow c$$

$$\text{Remove } A \rightarrow C \text{ Add } A \rightarrow c$$

Therefore

$$S \rightarrow aACa \mid aAa \mid aCa \mid aa$$

$$A \rightarrow a \mid c \mid cC$$

$$B \rightarrow c \mid cC$$

$$C \rightarrow cC \mid C$$

Remove mixed production

$$S \rightarrow T_1ACT_1 \mid T_1AT_1 \mid T_1T_1$$

$$A \rightarrow a \mid c \mid T_1C$$

$B \rightarrow C | T_c C$

$C \rightarrow T_c C | C$

$T_a \rightarrow a$

$T_c \rightarrow C$

Remove long sequence

$S \rightarrow T_a S_1 \quad S \rightarrow T_a S_2 \quad S \rightarrow T_a S_3 \quad S \rightarrow T_a T_a$

$S_1 \rightarrow A S_2 \quad S_2 \rightarrow A T_a \quad S_3 \rightarrow C T_a$

$S_2 \rightarrow C T_a$

Finally

$A \rightarrow a | c | T_c C$

$B \rightarrow C | T_c C$

$C \rightarrow T_c C | C$

$T_a \rightarrow a$

$T_c = C$

Module - 4

7. a. Show that $L = \{a^n b^n c^n \mid n \geq 1\}$ is not context free but context sensitivity.

(08 Marks)

Ans. Step 1 :- Assume L is context free. Let n be the natural number obtained by using the pumping lemma.

Step 2 :- Let $Z = a^n b^n c^n$. then $|Z| = 3n > n$. write $Z = uvwxy$, where $|vx| \geq 1$, i.e., at least one of v or x is not A .

Step 3 :- $uvwx^2y = a^n b^n c^n$. As $|v| \leq |vx| \leq n$. v or x cannot contain all the three symbol a, b, c . So (i) v or x is of the form $a^i b^j$ (or $b^i c^j$) for some i, j such that $i+j \leq n$. or (ii) v or x is a string formed by the repetition of only one symbol among a, b, c .

When v or x is of the form $a^i b^j$, $v^2 = a^i b^j a^i b^j$ (or $x^2 = a^i b^j a^i b^j$). As V^2 is a substring of $uv^2 wx^2 y$, we cannot have $uv^2 wx^2 y$ fo the form $a^n b^n c^n$. $av^2 wx^2 y \notin L$.

When both v and x are formed by the repetition of a single symbol, the string uvw will contain the remaining symbol, say a_i . Also, a_i^2 will be substring of uvw as a_i does not occurances of a_i . So $uv^2 wx^2 y \notin L$.

Thus for any choice of v or x , we get a contradiction. There for e , L is not context free, but context sensitive.

b. Prove that context free languages are Nonclosure under Intersection complement and difference. (08 Marks)

Ans. Proof :- The context free languages are not closed under intersection. The proof is by counter example Let :

$L_1 = \{a^n b^n c^m : n, m \geq 0\}$

$L_2 = \{a^m b^n c^m : n, m \geq 0\}$

Both L_1 and L_2 are context free since there exist straight forward context free grammars for them.

$L = L_1 \cap L_2$

$= \{a^n b^n c^n : n \geq 0\}$. If the CFL were closed under intersection L would have to be context free.

The CFL are not closed under complement given any sets L_1 and L_2 .

$L_1 \cap L_2 = \neg(\neg L_1 \cup \neg L_2)$

The CFL are closed under union so if they were also closed under complement, they would necessarily be closed under intersection. But it is not. Thus they are not closed under complement either.

The CFL are not closed under difference given any language L ,

$$\sim L = \Sigma^* - L$$

Σ^* is context free, so, if the CFL were closed under difference, the complement of any context-free language would necessarily be context free. But it is not.

Therefore CFL are Non closure under Intersection complement and difference.

OR

8. a. Consider the transition table for the Turing machine. Draw the computation sequence of the input string 00b. (08 Marks)

State	Tape symbol		
	b	0	1
$\rightarrow q_1$	1L q_1	0R q_1	
q_2	bR q_3	0L q_2	1L q_2
q_3		bR q_4	bR q_4
q_4	0R q_5	0R q_4	1R q_5
q_5	0L q_1		

Ans. We describe the computation sequence in terms of the contents of the tape and current state. If the string in the tape is $a_1 a_2 \dots a_i a_{i+1} \dots a_n$ and the TM in state q is to read a_{i+1} , then we write $a_i a_2 \dots a_j q_i \dots a_n$.

- a. For the input string 00b, we get the following sequence

$q_1 00b \vdash 0q_1 0b \vdash 00q_1 b \vdash 0q_2 01 \vdash q_2 001 \vdash q_2 b001 \vdash bq_3 001 \vdash bbq_4 01 \vdash bb0q_4 1 \vdash bb01q_2 b \vdash bb010q_3 \vdash bb01q_2 00 \vdash bbq_2 100 \vdash bbq_2 0100 \vdash bq_2 b0100 \vdash bq_1 0100 \vdash bbbq_2 100 \vdash bbb_1 q_4 00 \vdash bbb10q_4 0 \vdash bbb100q_4 b \vdash bbb1000q_3 b \vdash bbb1000v_2 00 \vdash bbb10q_2 00 \vdash bbb1q_2 0000 \vdash bbbq_2 10000 \vdash bbq_2 b10000 \vdash bbbq_3 10000 \vdash bbbbq_3 0000$

- b. Design a TM which can multiply two positive integers. (08 Marks)

Ans. The input (m,n) , m, n being given, the positive integers are represented by $0^m | 0^n$. M starts with $0^m | 0^n$ in its tape. At the end of the computation, 0^m surrounded by b 's is obtained as the output.

The major steps in the construction are as follows:

- $0^m | 0^n$ is placed on the tape
- The leftmost 0 is erased.
- A block of n 0's is copied onto the right end.
- Step 2 and 3 are repeated m times and $10^n, 10^{mn}$ is obtained on the tape.
- The prefix 10^n of $10^n 10^{mn}$ is erased, leaving the product mn as the output.

For every 0 in 0^n , 0^n is added onto the right end. this requires repetition of step 3 we defined a subroutine called copy for step 3.

State	Tape symbol			
	0	1	2	b
q_1	$q_2 R$	$q_1 L$	-	-
q_2	$q_3 R$	$q_1 R$	-	$q_3 L$
q_3	$q_1 L$	$q_1 L$	$q_1 2R$	-
q_4	-	$q_1 R$	$q_1 0L$	-
q_5	-	-	-	-

Module - 5

9. a. Does the pcp with two lists $x = (b, bab^3, ba)$ and $y = (b^3, ba, a)$ have a solution? (04 Marks)

Ans. We have to determine whether or not there exists a sequence of substrings of x such that string formed by this sequence and the string formed by the sequence of corresponding substrings of y are identical. The required sequence is given by $i_1 = 2, i_2 = 1, i_3 = 1, i_4 = 3$ i.e., (2,1,1,3) and $m = 4$

The corresponding strings are :

$$\boxed{bab^3} \quad \boxed{b} \quad \boxed{b} \quad \boxed{ba} = \boxed{ba} \quad \boxed{b^3} \quad \boxed{b^3} \quad \boxed{a}$$

$$x_2 \quad x_1 \quad x_1 \quad x_3 \quad y_2 \quad y_1 \quad y_1 \quad y_4$$

Thus pcp has a solution.

b. Prove that pcp with two lists $x = (01, 1, 1)$ $y = (0)^2 10, 1'$ (04 Marks)

Ans. For each substring $x_i \in x$ and $y_i \in y$ we have $|x_i| < |y_i|$ for all i . Hence the string generated by a sequence of the substring of x is shorter than the string generated by the sequence of corresponding substring of y . Therefore, the pcp has no solution.

c. Let $f(n) = 4n^3 + 5n^2 + 7n + 3$. Prove that $f(n) = O(n^3)$ (08 Marks)

Ans. Let $f(n) = 4n^3 + 5n^2 + 7n + 3$

In order to prove that $f(n) = O(n^3)$, take $c = 5$ and $N_0 = 10$, then

$$f(n) = 4n^3 + 5n^2 + 7n + 3 \leq 5n^3 \quad \text{for } n \geq 10$$

when $n = 10$,

$$5n^2 + 7n + 3 = 573 < 10^3 \quad \text{for } n > 10, \quad 5n^2 + 7n + 3 < n^3$$

Then $f(n) = O(n^3)$

Therefore the function $f(n) = 4n^3 + 5n^2 + 7n + 3$ is $f(n) = O(n^3)$, the order of the growth of the function is in cubic order.

OR

10. a. Write short notes on:

- i. Growth rate of algorithm
- ii. Classes of P and NP
- iii. NP- complete problem
- iv. Subroutine in TM

(16 Marks)

Ans. i) Growth rate of algorithm: Algorithms analysis is all about understanding growth rates. That is as the amount of data gets bigger, how much more resource will my algorithm require? Typically, we describe the resource growth rate of a piece of code in terms of a function. The algorithm may have different kind of growth rate, following are few growth rate

1. Constant growth rate
2. Logarithmic growth rate
3. Linear growth rate
4. Log linear
5. Quadratic growth rate
6. Cubic growth rate
7. Exponential growth rate

ii) Classes of P and NP

An algorithm is said to be polynomially bounded if its worst-case complexity is bounded by a polynomial function of the input size. A problem is said to be polynomially bounded if there is a polynomially bounded algorithm for it.

P is the class of all decision problems that are polynomially bounded. The implication is that a decision problem $X \in P$ can be solved in polynomial time on a deterministic computation model (such as a deterministic Turing machine).

NP represents the class of decision problems which can be solved in polynomial time by a non-deterministic model of computation. That is, a decision problem $X \in NP$ can be solved in polynomial-time on a non-deterministic computation model (such as a non-deterministic Turing machine). A non-deterministic model can make the right guesses on every move and race towards the solution much faster than a deterministic model.

iii) NP-Complete problem

This means that the problem can be solved in Polynomial time using a Non-deterministic Turing machine (like a regular Turing machine but also including a non-deterministic "choice" function). Basically, a solution has to be testable in poly time. If that's the case, and a known NP problem can be solved using the given problem with modified input (an NP problem can be reduced to the given problem) then the problem is NP complete.

The main thing to take away from an NP-complete problem is that it cannot be solved in polynomial time in any known way. NP-Hard/NP-Complete is a way of showing that certain classes of problems are not solvable in realistic time.

iv) Subroutine in TM:

TM program for the subroutine is written. This will have an initial state and a return state. After reaching the return state, there is a temporary halt. For using a subroutine, new states are introduced. When there is a need for calling the subroutine, moves are effected to enter the initial state for the subroutine and return to the main program of TM.