

Turing Machines

CS154

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Outline

- Formal Definition of Turing Machine
- Example

Formal Definition of Turing Machine

- A **Turing Machine** (TM) is a 7-tuple $(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$ where
 1. Q is a finite set of states
 2. $\Sigma \subseteq \Gamma$ are respectively the input and tape alphabets. Γ contains a space symbol ‘_’ not in Σ .
 3. $\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ is the transition function.
 4. $q_0 \in Q$ is the start state.
 5. $q_{\text{accept}} \in Q$ is the accept state.
 6. $q_{\text{reject}} \in Q$ is the reject state.
- A TM receives its input $w = w_1 w_2 \dots w_n$ on the leftmost n square of its tape. The rest of the tape squares have the blank symbol. The TM’s tape head begins on the leftmost square. Once M starts, it follows the rules prescribed by the transition function. A rule $(q, a) \rightarrow (q', b, L)$ says in state q reading an ‘ a ’ go to state q' , write a ‘ b ’ in the current square then move the tape head left. $(q, a) \rightarrow (q', b, R)$ would say the same thing except moves the tape head right.
- If the machine ever tries to move off the left side of the tape it, the machine stays in the same place even if the transition says L .
- Computation continues until the machine either enters the accept or reject state at which point the input is either accepted or rejected.

Configurations, Yields

- To specify the state of a computation at a given time (i.e., a **configuration**) one needs to specify the tape contents, the head position, and the current state.
- To do this it suffices to consider only the non-blank square.
- One can use the notation $u q v$ to represent this information. Here u is a string that represents the contents of the tape to the left of the tape head, q is the current state and v is a string consisting of what is under the tape head followed by the non-blank symbols to the right of the tape head.
- For example, one might have $0011q_71100$. This says the tape contents are 00111100 , the machine is in state q_7 , and it is read the third 1 in this string.
- We say configuration C **yields** C' if the TM can legally go from C to C' in one step. For instance, $ua q bv$ yields $u q' acv$ if $\delta(q,b) = (q', c, L)$.

Accept, Reject, Recognize, Decide

- The **start configuration** of M on input w is the configuration $q_0 w$.
- An **accepting configuration** is one in which the state of the configuration is q_{accept} .
- A **rejecting configuration** is one in which the state of the configuration is q_{reject} .
- Any accepting or rejecting configuration is a **halting configuration** -- one after which the computation halts.
- A Turing machine M **accepts** w if there is a sequence of configurations C_1, C_2, \dots, C_k such that C_1 is the start configuration of M on w ; for i between 1 and $k-1$, C_i yields C_{i+1} and C_k is an accept configuration.
- The collection of strings M accepts is denoted $L(M)$ and is called the **language recognized by M** .
- A language is **Turing-recognizable** if some TM recognizes it.
- A language is called **decidable** if there is some TM which halts on all inputs which recognizes it.

Example

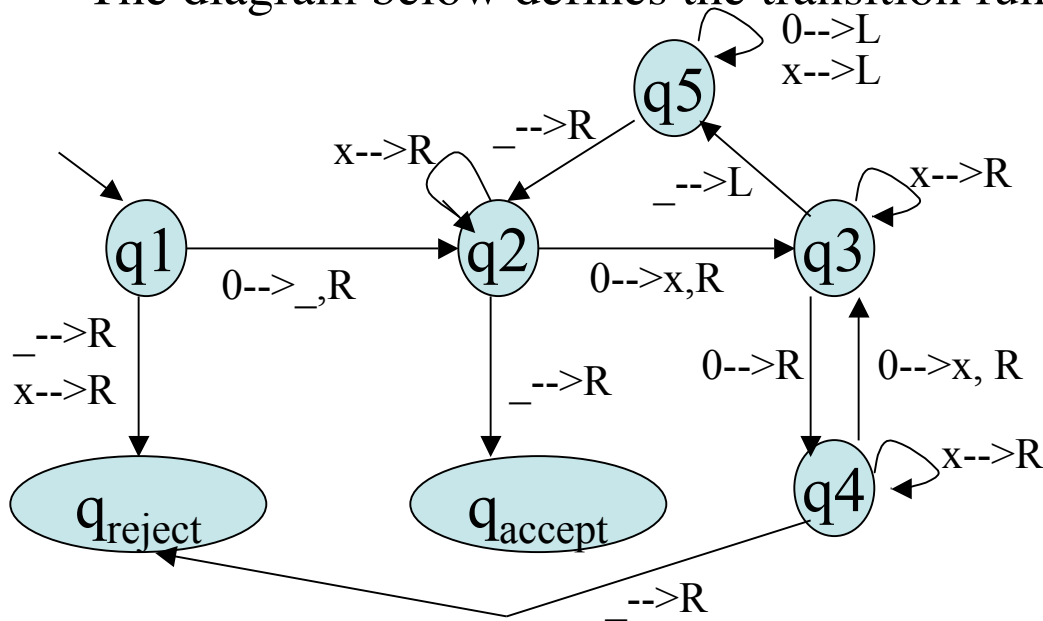
- Consider the language $A = \{0^{2^n} \mid n \geq 0\}$
- Here is a high level description of a machine M recognizing it:

On input w:

1. Sweep left to right across the tape, crossing off every other 0.
 2. If in stage 1 the tape contained a single 0, accept.
 3. If in stage 1 the tape contained more than a single 0 and the number of 0's was odd, reject.
 4. Return the head to the left hand side of the tape.
 5. Go to stage 1.
- We now try to define M formally.

More on the Example.

- Let $Q = \{q1, q2, q3, q4, q5\}$
- Let $\Sigma = \{0\}$,
- Let $\Gamma = \{0, x, _ \}$
- Let the start, accept, and reject states be $q1, q_{\text{accept}}, q_{\text{reject}}$.
- The diagram below defines the transition function:



Here the label on the edge between $q1$ and $q2$ corresponds to the transition $(q1, 0) \text{--} \rightarrow (q2, _, R)$. The label on the edge between $q3$ and $q4$ corresponds to the transition $(q3, _) \text{--} \rightarrow (q4, _, L)$.

Yet More on the Example

- The machine above on the input 0000 would compute as follows:

$q_1 0000$	$_{-}q_5 x 0 x_{-}$	$_{-}x q_5 x x_{-}$
$_{-}q_2 000$	$q_5_{-} x 0 x_{-}$	$_{-}q_5 x x x_{-}$
$_{-}x q_3 00$	$_{-}q_2 x 0 x_{-}$	$q_5_{-} x x x_{-}$
$_{-}x 0 q_4 0$	$_{-}x q_2 0 x_{-}$	$_{-}q_2 x x x_{-}$
$_{-}x 0 x q_3_{-}$	$_{-}x x q_3 x_{-}$	$_{-}x q_2 x x_{-}$
$_{-}x 0 q_5 x_{-}$	$_{-}x x x q_3_{-}$	$_{-}x x q_2 x_{-}$
$_{-}x q_5 0 x_{-}$	$_{-}x x q_5 x_{-}$	$_{-}x x x q_2_{-}$
		$_{-}x x x_{-} q_{\text{accept}}$