

Turing Machines (TM)



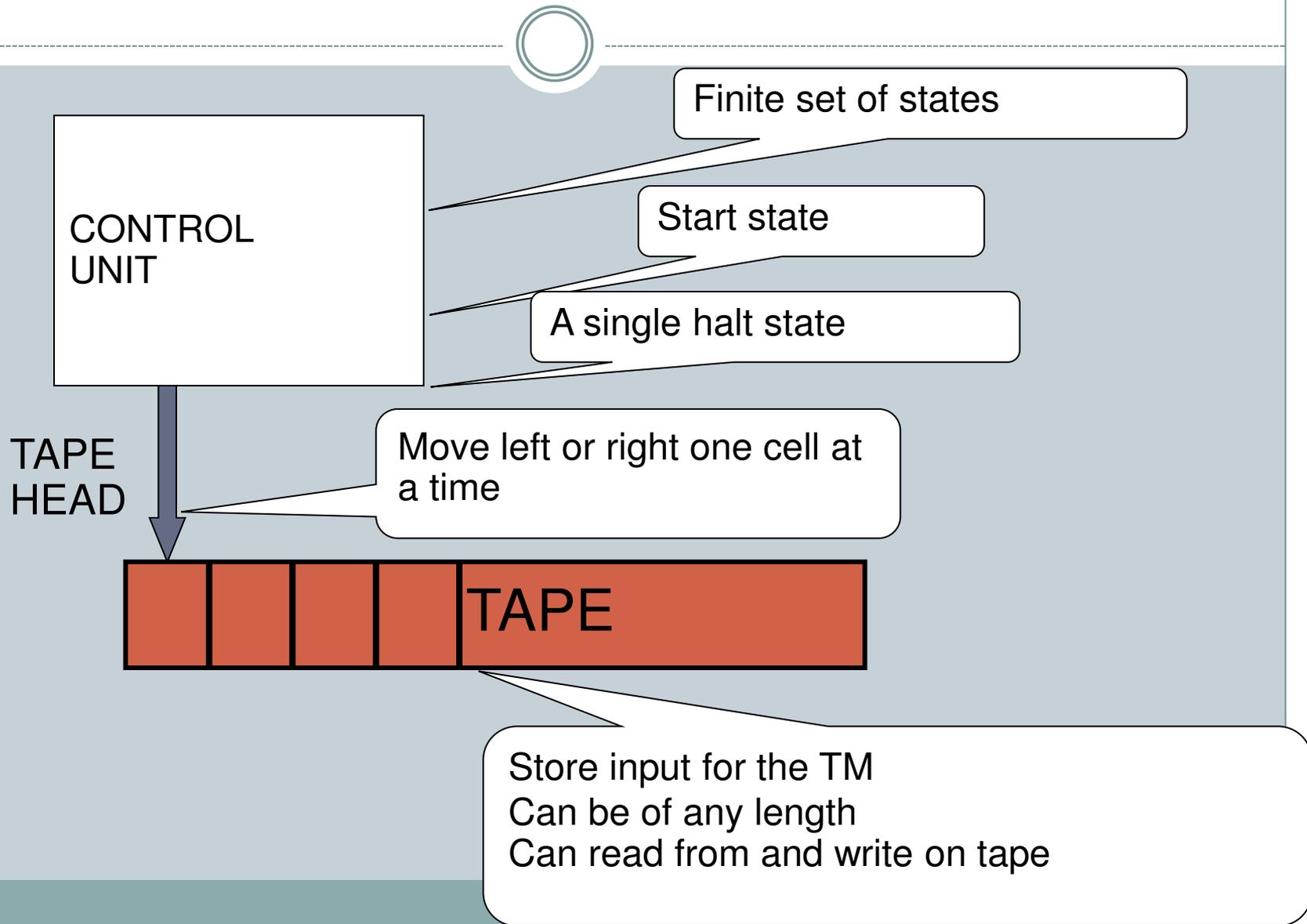
MODEL OF COMPUTATION

Outlines



- Structure of Turing machines
- Deterministic Turing machines (DTM)
 - Accepting a language
 - Computing a function
- Composite Turing machines
- Multitape Turing machines
- Nondeterministic Turing machines (NTM)
- Universal Turing machines (UTM)

Structure of TM



What does a TM do?



- Determine if an input x is in a language.
 - That is, answer if the answer of a problem P for the instance x is “yes”.
- Compute a function
 - Given an input x , what is $f(x)$?

How does a TM work?



- At the beginning,
 - A TM is in the *start state (initial state)*
 - its tape head points at the first cell
 - The tape contains Δ , following by input string, and the rest of the tape contains Δ .

How does a TM work?



- For each move, a TM
 - reads the symbol under its tape head
 - According to the *transition function* on the symbol read from the tape and its current state, the TM:
 - ✦ write a symbol on the tape
 - ✦ move its tape head to the left or right one cell or not
 - ✦ changes its state to the *next state*

When does a TM stop working?



- A TM stops working,
 - when it gets into the special state called **halt state**. (**halts**)
 - ✦ The output of the TM is on the tape.
 - when the tape head is on the leftmost cell and is moved to the left. (**hangs**)
 - when there is no **next state**. (**hangs**)

How to define deterministic TM (DTM)

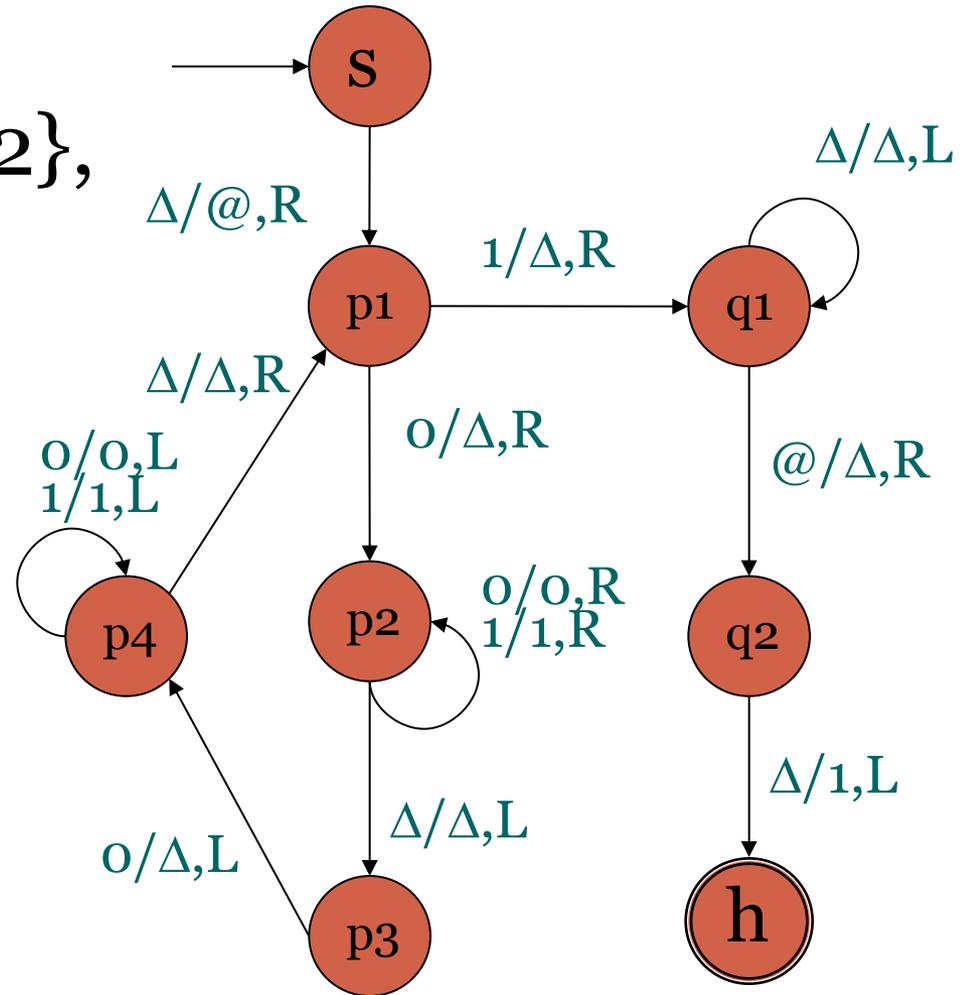


- a quintuple $(Q, \Sigma, \Gamma, \delta, s)$, where
 - the set of states Q is finite, not containing halt state h ,
 - the input alphabet Σ is a finite set of symbols not including the blank symbol Δ ,
 - the tape alphabet Γ is a finite set of symbols containing Σ , but not including the blank symbol Δ ,
 - the start state s is in Q , and
 - the transition function δ is a partial function from $Q \times (\Gamma \cup \{\Delta\}) \rightarrow Q \cup \{h\} \times (\Gamma \cup \{\Delta\}) \times \{L, R, S\}$.

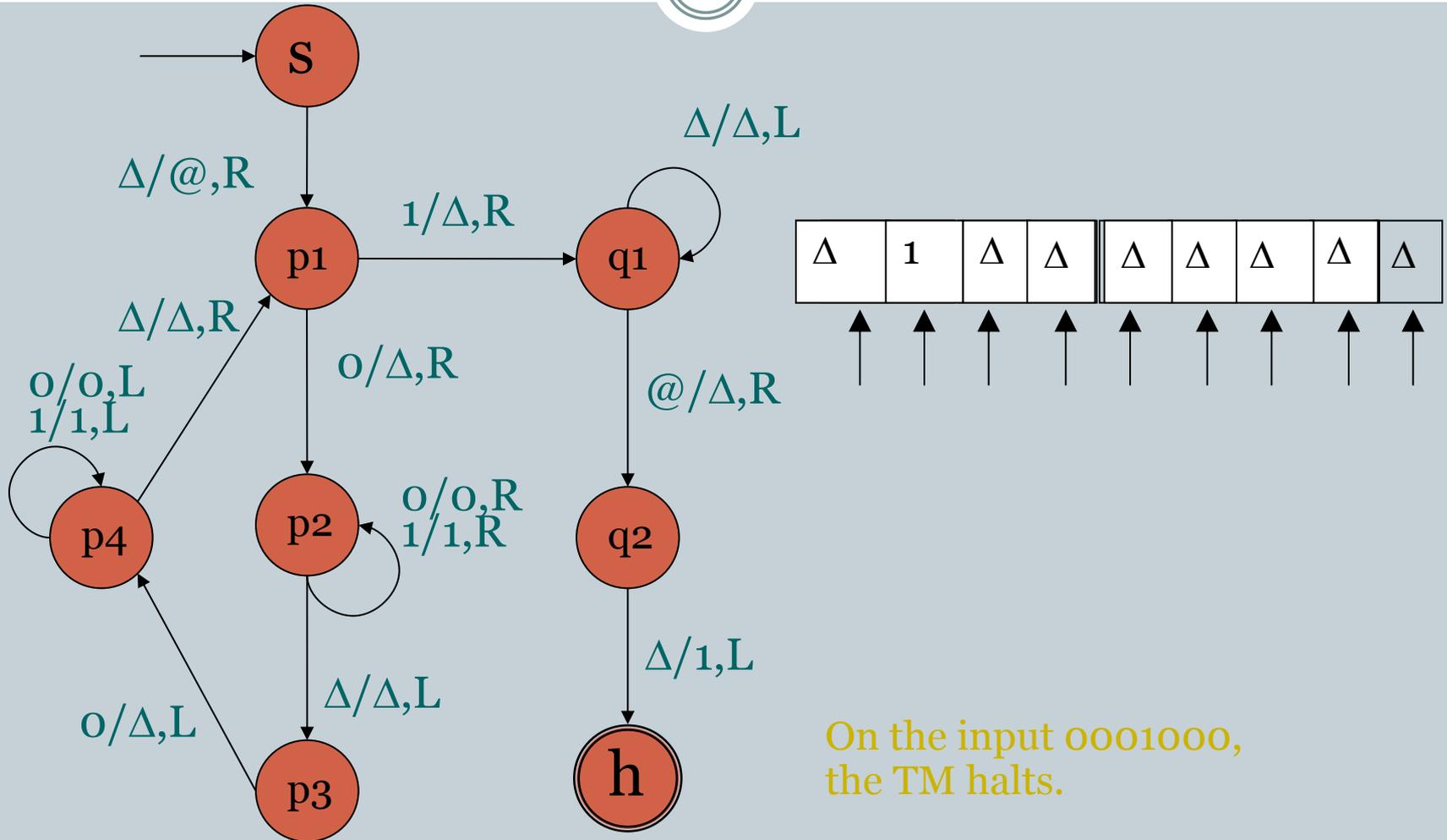
Example of a DTM



- $M =$
 $(\{s, p1, p2, p3, p4, q1, q2\},$
 $\{0, 1\}, \{0, 1, @ \}, \delta, s)$

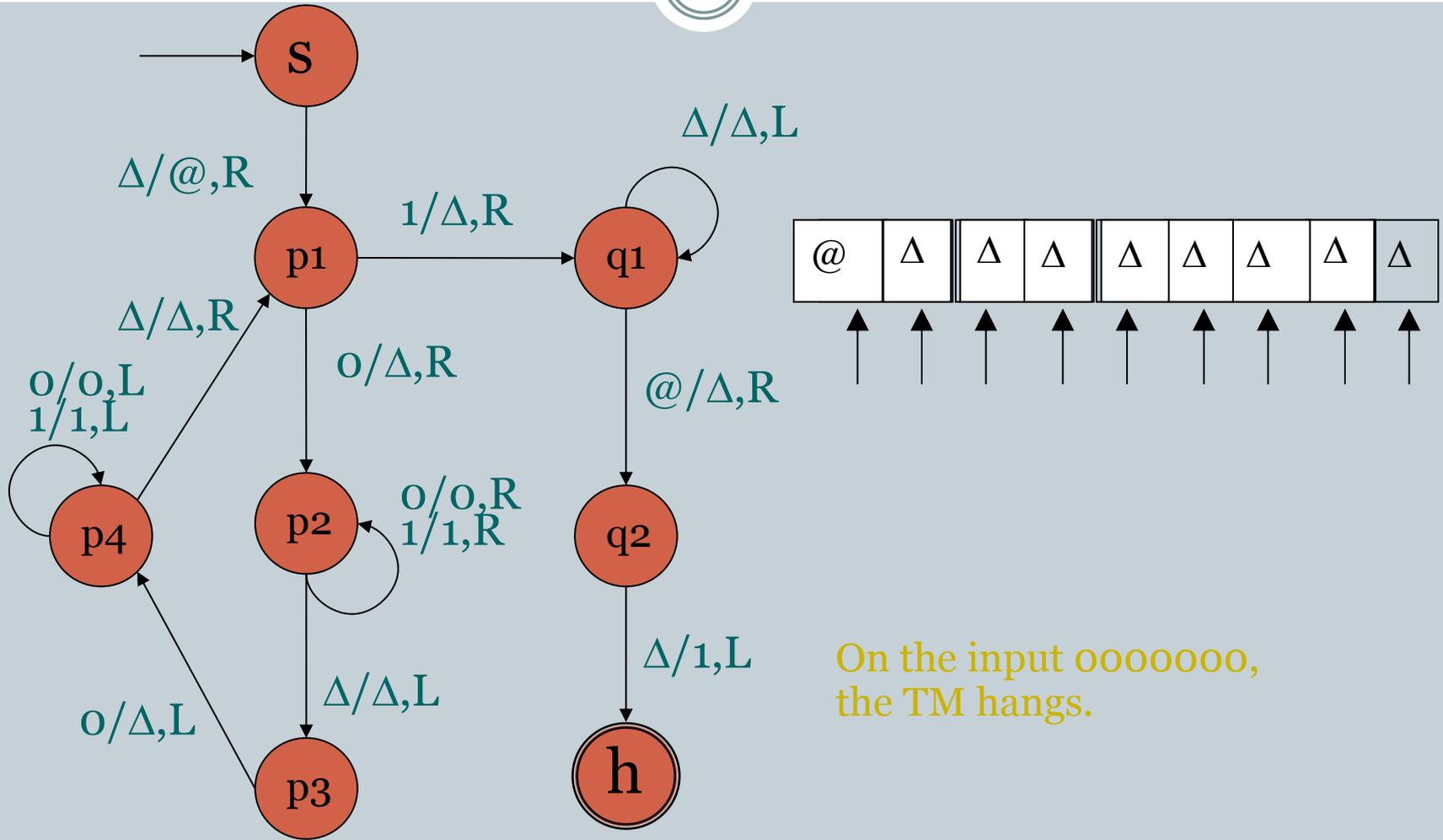


How a DTM works



On the input 0001000, the TM halts.

How a DTM works



Configuration



Definition

- Let $T = (Q, \Sigma, \Gamma, \delta, s)$ be a DTM.

A configuration of T is an element of

$$Q \cup \{h\} \times (\Gamma \cup \{\Delta\})^* \times (\Gamma \cup \{\Delta\}) \times (\Gamma \cup \{\Delta\})^*$$

- Can be written as

Current state

string to the right of tape head

symbol under tape head

string to the left of tape head

Yield the next configuration



Definition

- Let $T = (Q, \Sigma, \Gamma, \delta, s)$ be a DTM, and $(q_1, \alpha_1 \underline{a}_1 \beta_1)$ and $(q_2, \alpha_2 \underline{a}_2 \beta_2)$ be two configurations of T .

We say $(q_1, \alpha_1 \underline{a}_1 \beta_1)$ **yields** $(q_2, \alpha_2 \underline{a}_2 \beta_2)$ **in one step**, denoted by $(q_1, \alpha_1 \underline{a}_1 \beta_1) \vdash^T (q_2, \alpha_2 \underline{a}_2 \beta_2)$, if

- $\delta(q_1, a_1) = (q_2, a_2, s)$, $\alpha_1 = \alpha_2$ and $\beta_1 = \beta_2$,
- $\delta(q_1, a_1) = (q_2, b, R)$, $\alpha_2 = \alpha_1 b$ and $\beta_1 = a_2 \beta_2$,
- $\delta(q_1, a_1) = (q_2, b, L)$, $\alpha_1 = \alpha_2 a_2$ and $\beta_2 = b \beta_1$.

Yield in zero step or more



Definition

- Let $T=(Q, \Sigma, \Gamma, \delta, s)$ be a DTM, and $(q_1, \alpha_1 \underline{a}_1 \beta_1)$ and $(q_2, \alpha_2 \underline{a}_2 \beta_2)$ be two configurations of T .

We say $(q_1, \alpha_1 \underline{a}_1 \beta_1)$ **yields** $(q_2, \alpha_2 \underline{a}_2 \beta_2)$ **in zero step or more**, denoted by $(q_1, \alpha_1 \underline{a}_1 \beta_1) \vdash^*_T (q_2, \alpha_2 \underline{a}_2 \beta_2)$, if

- $q_1=q_2, \alpha_1=\alpha_2, \underline{a}_1=\underline{a}_2,$ and $\beta_1=\beta_2,$ or
- $(q_1, \alpha_1 \underline{a}_1 \beta_1) \vdash_T (q, \alpha \underline{a} \beta)$ and $(q, \alpha \underline{a} \beta) \vdash^*_T (q_2, \alpha_2 \underline{a}_2 \beta_2)$ for some q in Q, α and β in $\Gamma^*,$ and a in $\Gamma.$

