

CPSC 421/501 Oct 13, 2020

## Start Chapter 3 - Turing machines

### §3.1 Turing machines as algorithms

- Formally  $(Q, \Sigma, \Gamma, \delta, q_0, q_{acc}, q_{rej})$

plus blank symbol  $\sqcup$

$\Sigma =$  input alphabet  $\subset \Gamma$  tape alphabet  
(includes also  $\sqcup$ )

$$\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$$

- Examples to recognize

-  $\{w \in \{a,b\}^* \mid \#a\text{'s in } w = \#b\text{'s}\}$

-  $\{0^n 1^n\}$

- TM descriptions

- High level

- Implementation level

- Formal description  
(give  $\delta$ )

§ 3.2 : multitape & non-deterministic

Turing machines

§ 3.3 : descriptions of { graphs  
Boolean formulas  
etc.

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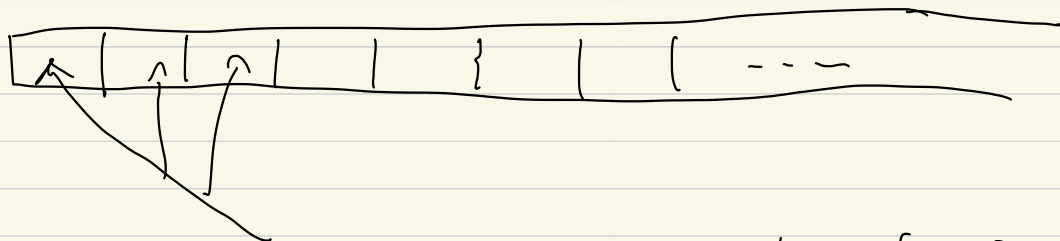
Midterm on Nov 5, will cover material  
up to October 22 (end of next week)

Details to follow...

# Turing Machines:

Part:

Input/Work Tape



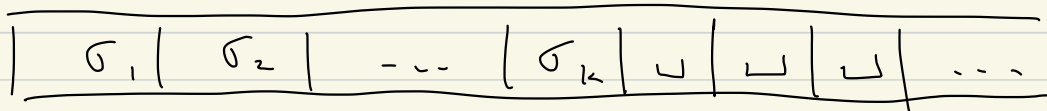
$\Sigma$  alphabet for input, larger alphabet  $\Gamma = \Sigma \cup \{\sqcup\}$

$\sqcup$  {additional symbols}  $\nwarrow$  blank symbol

Rules for input: Say  $\Sigma = \{0, 1\}$

interested in  $L = \{0^n 1^n \mid n \in \mathbb{N}\}$

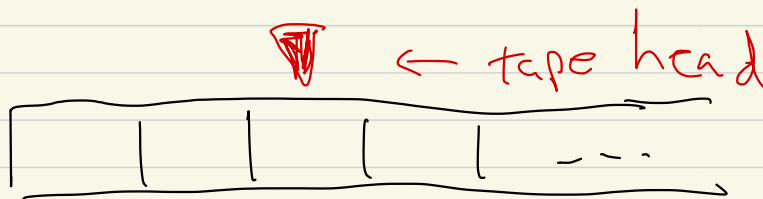
input  $w \in \{0, 1\}^*$ ,  $w = \sigma_1 \dots \sigma_k$



In addition:

$Q$  set of states, finite set, intuitively  $Q$  is

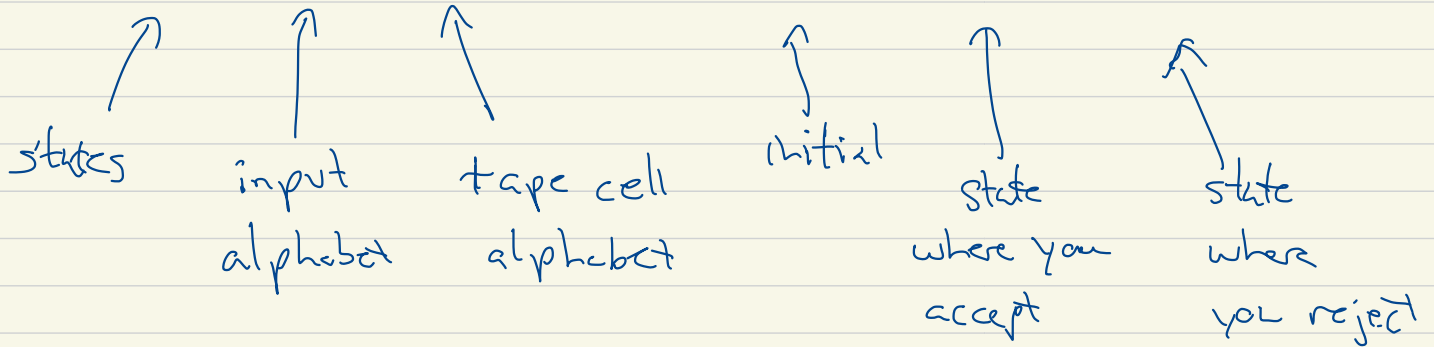
"the program"



tells you which state

Formally: a Turing machine: 7-tuple

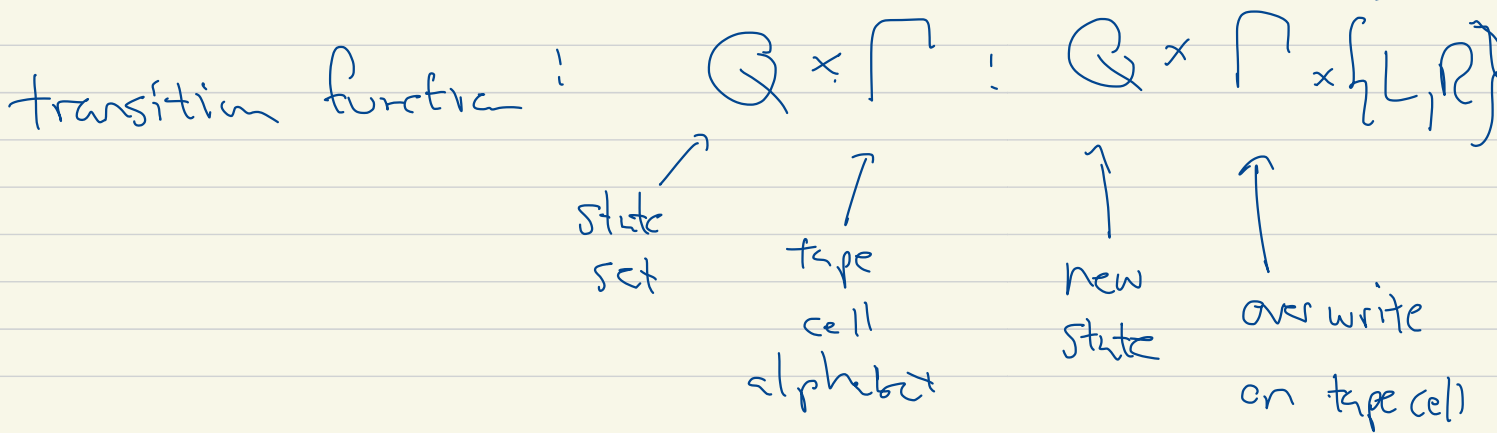
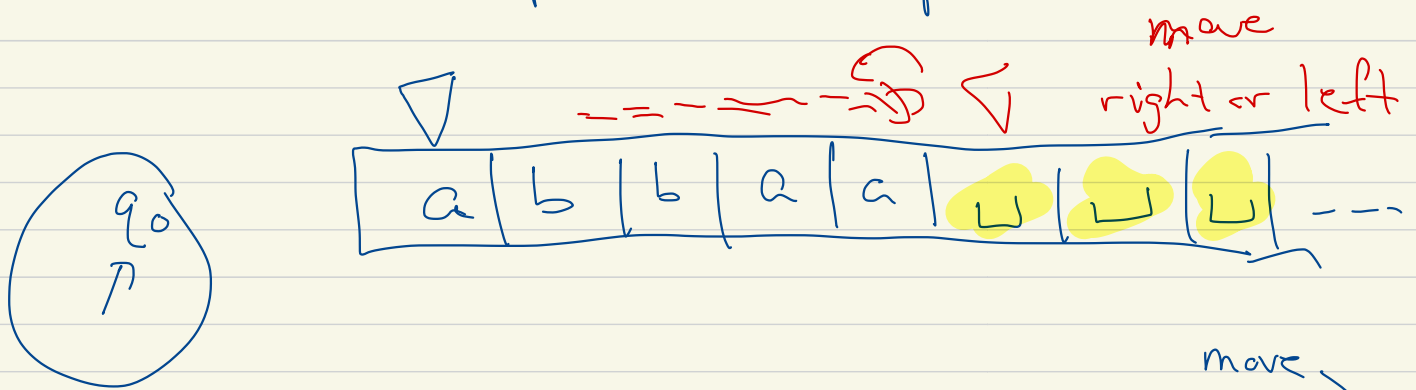
$(Q, \Sigma, \Gamma, \delta, q_0, q_{acc}, q_{rej})$



Example: Want to recognize:  $a\{a,b\}^*b$

(this is a regular language)

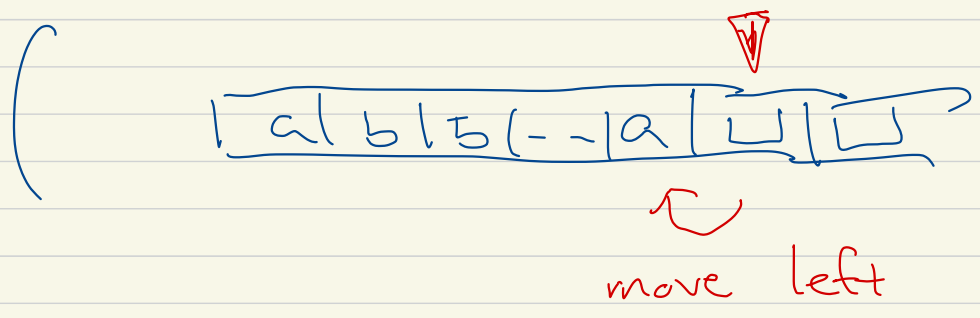
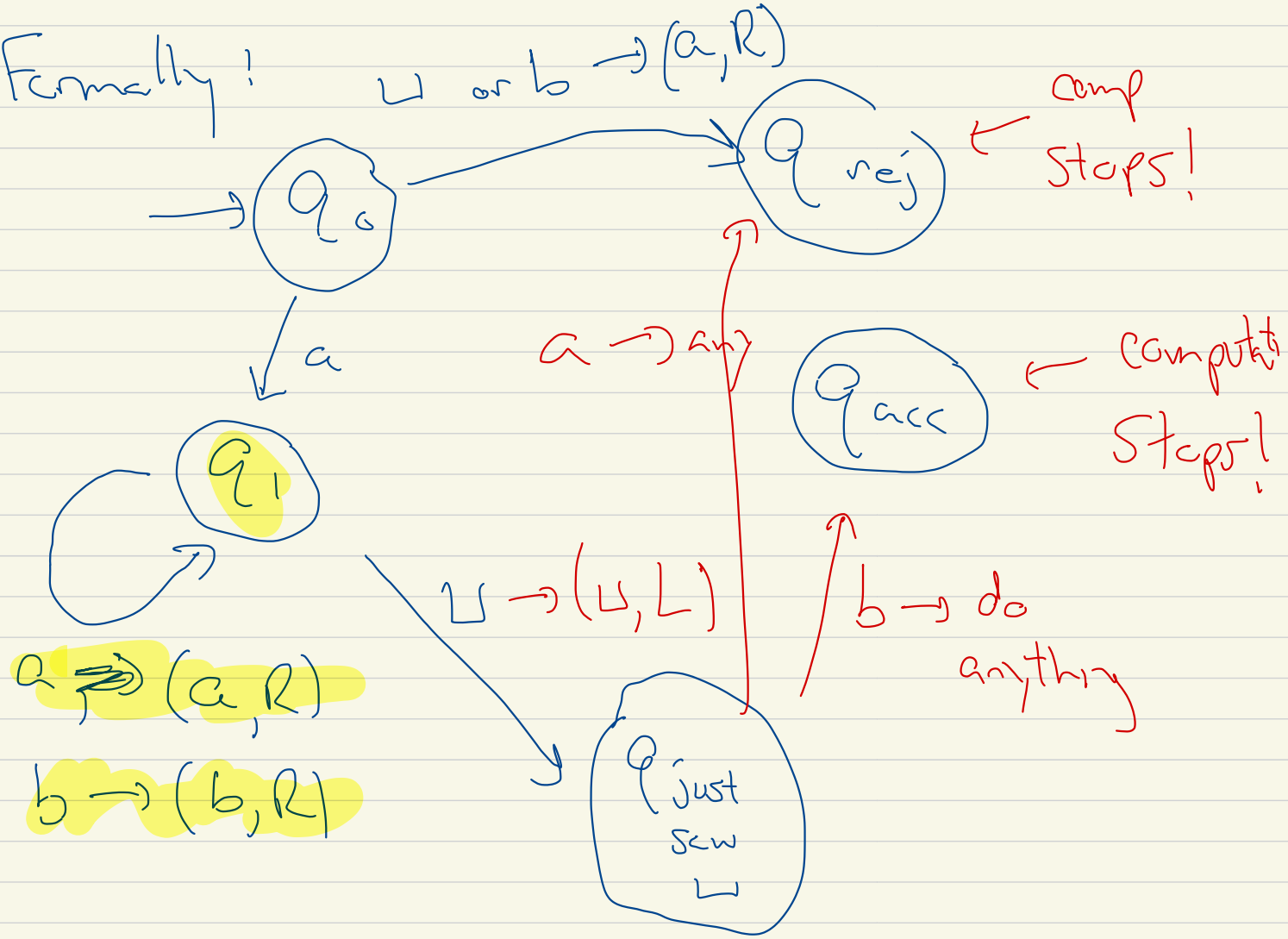
Turing machine approach: input



To recognize  $L = a\{a,b\}^*b$

- algorithm
- ① Make sure input begins "a" (otherwise reject)
  - ② Move to the end of tape
  - ③ Make sure last letter is a "b" (then accept, otherwise reject)

Formally!



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

Describe with table

	a	b	$\perp$
$q_0$	etc.	etc.	etc.
$q_1$	$q_1, a, R$	$q_1, b, R$	$q_{\text{just saw } \perp}$
$q_{\text{just saw } \perp}$			$\perp$
$q_{\text{acc}}$			
$q_{\text{rej}}$			

$$Q \times \Gamma \times \{L, R\}$$

Now: We want to convince ourselves that Turing machines can solve any decision problem ( $\Sigma^+ \rightarrow \{\text{accept, reject}\}$ ) that you could write in Python, C++, Javascript, etc...

Describe Turing machines!

- Formal: describe  $\mathcal{F}$  (and explain algorithm)

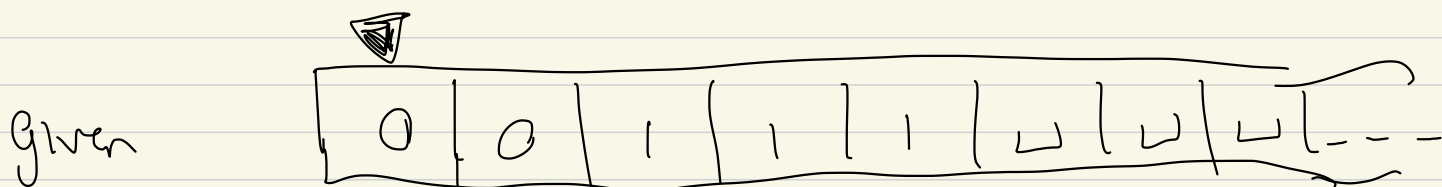
- Middle: Implementation

- High-level

vague

Take  $\{0^n 1^n \mid n \in \mathbb{N}\} = \{01, 0011, 0^3 1^3, \dots\}$

give Turing machine algorithm:  $\Sigma = \{0, 1\}$



start in

$q_c$

input 00111 (should reject)

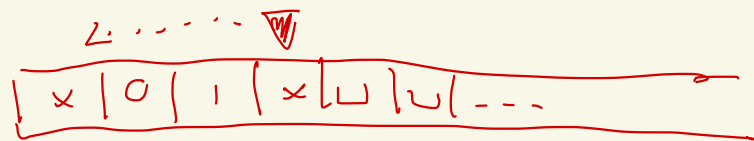
$\Gamma = \{0, 1, \sqcup, \text{any other finite number of symbols}\}$

e.g.  $\{0, 1, 2, \sqcup\}$  OK ( $\Gamma$  finite)  
 $\{0, 1, 2, 3, \dots, \sqcup\}$  ( $\mathbb{Q}$  finite)





6) write back to

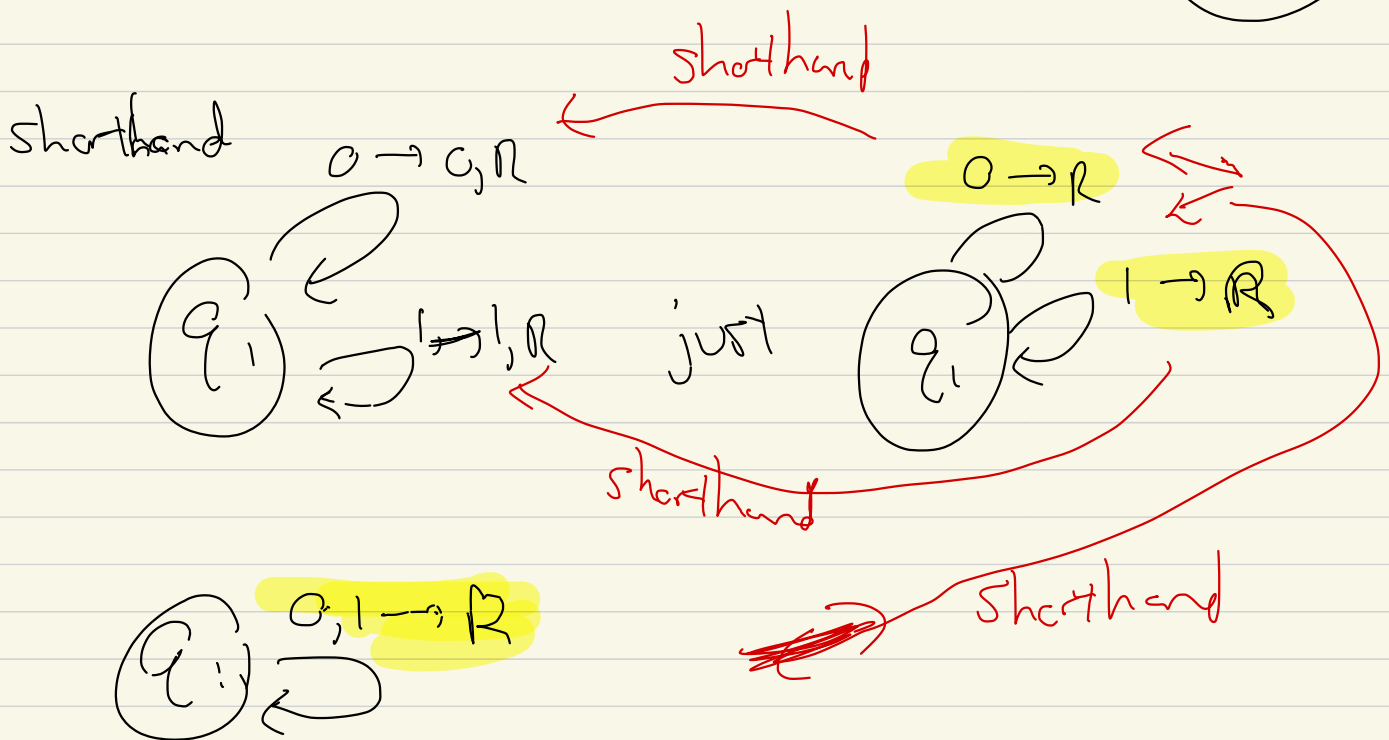
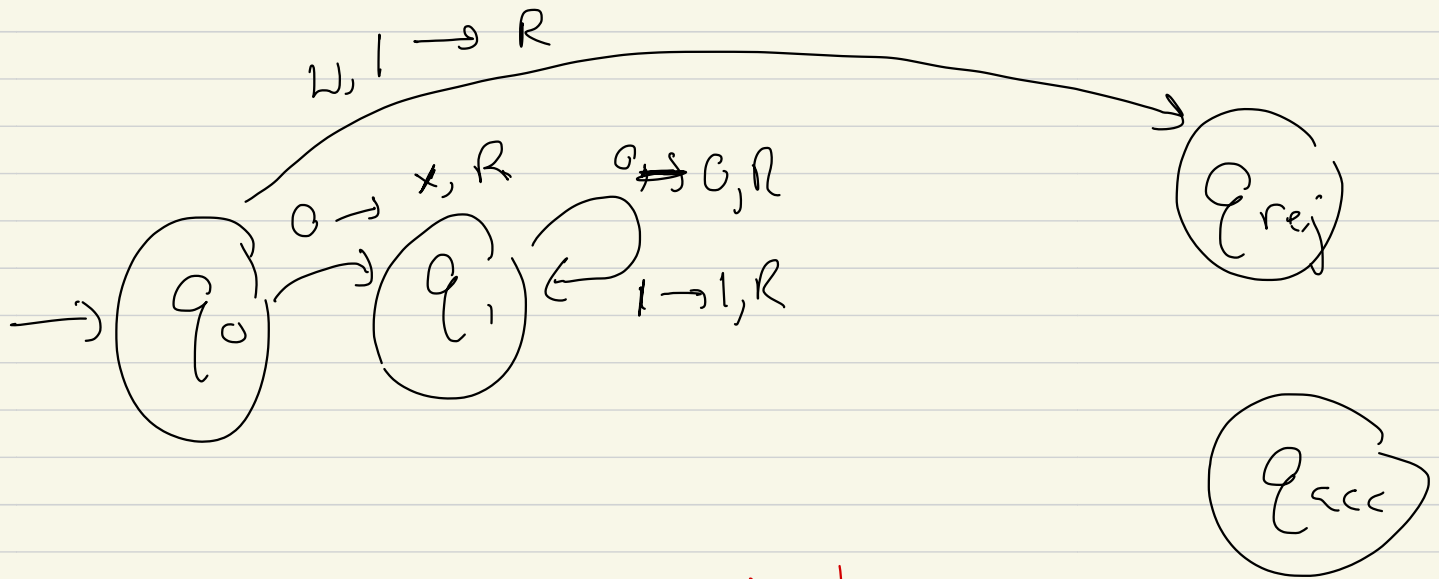


first x,

then sort of start again

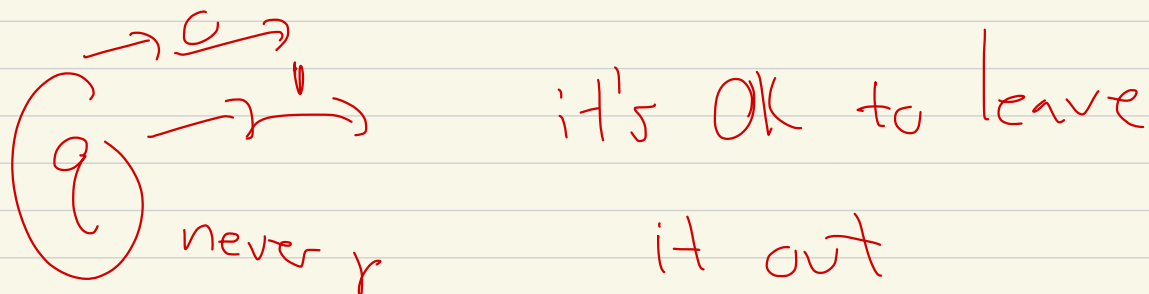
[Break 10:20 am, back in 5 min]

State diagram:  $L = \{01, 011, \dots\}$ , use textbook shorthand



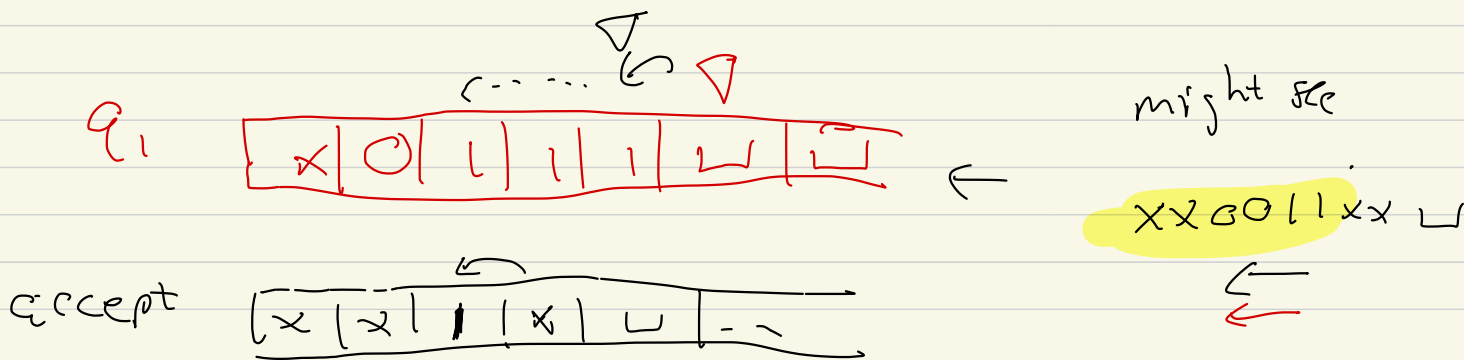
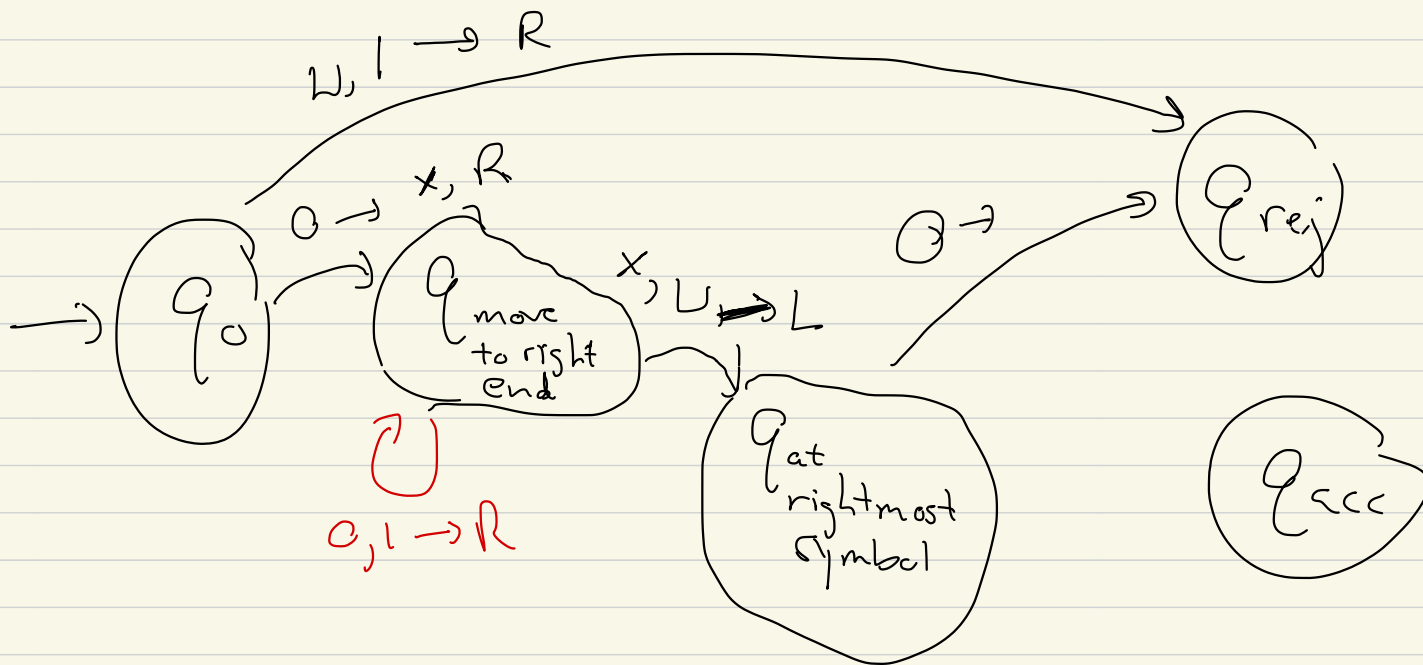
shorthand : if  $(q, \gamma) \in Q \times \Sigma$

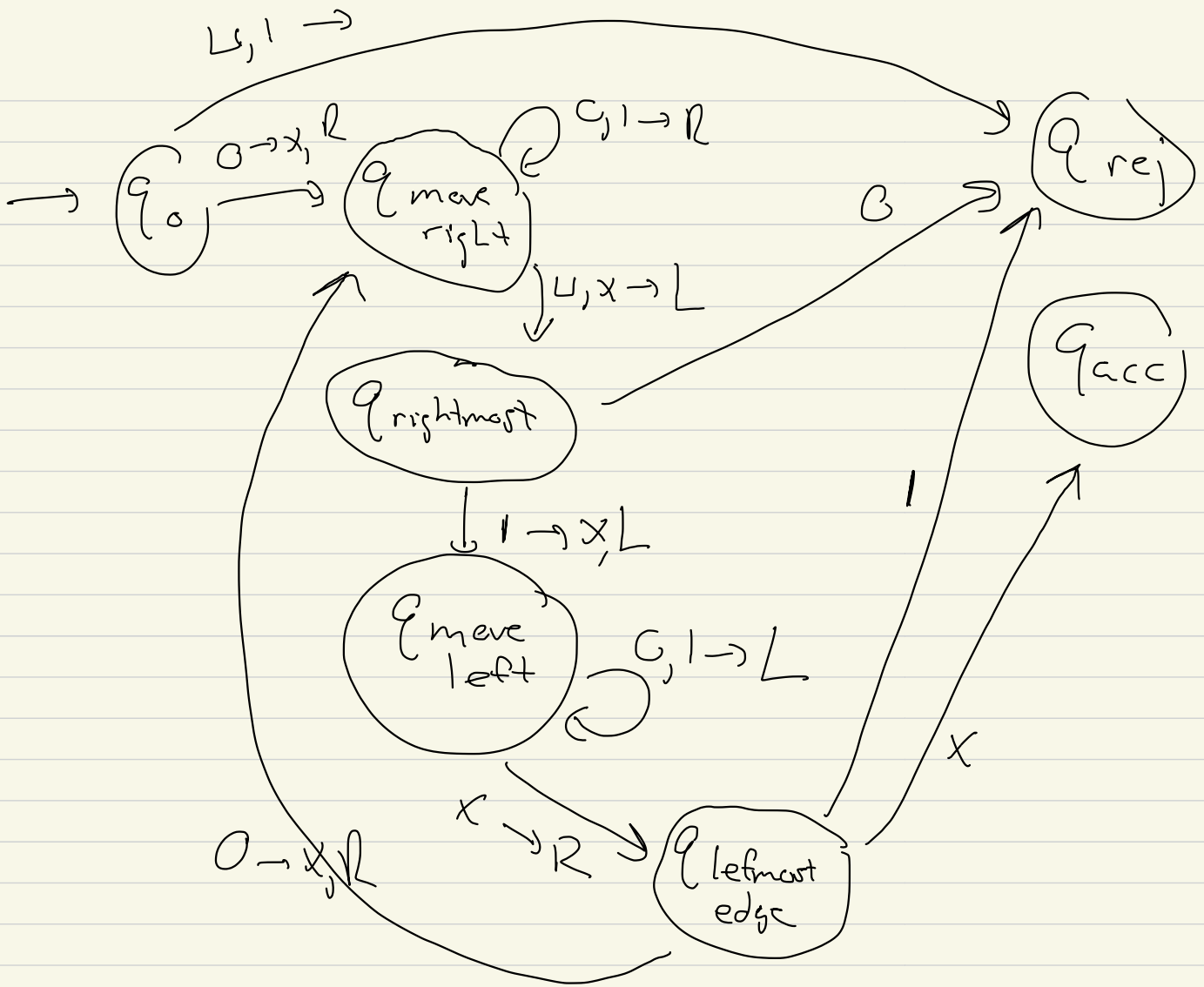
is never encountered



So far:

$L = \{01, 0011, \dots\}$ , use textbook shorthand

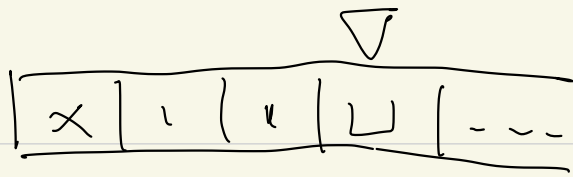




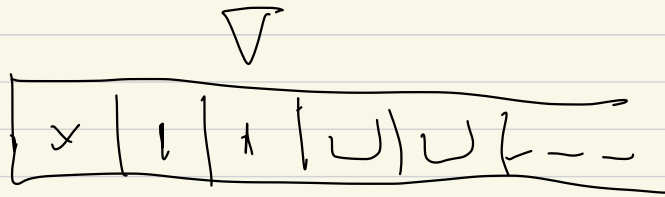
$01 \sqcup \sqcup \dashrightarrow x1 \sqcup \sqcup \dashrightarrow x1 \sqcup \sqcup \dashrightarrow xx \sqcup \sqcup$   
 $0011 \sqcup \dashrightarrow x011 \sqcup \dashrightarrow x011 \sqcup \sqcup$   
 $x01 \overset{\curvearrowright}{x}$   
 $\uparrow \uparrow$



Q move  
right



Q rightmost



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next time! look a bit more



then introduce 2-tape  
machines

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Individual, Q2! 51 states, not  
50 states

