

Turing Machine

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M1 cyberschool

Formal definition of a Turing Machine

- Def: A Turing Machine is a 7-tuple $(Q, \Sigma, \Gamma, \delta, q_0, q_{acc}, q_{rej})$ where Q, Σ, Γ are all finite sets and
 1. Q is the set of states
 2. Σ is the input alphabet not containing the special blank symbol B
 3. Γ is the tape alphabet, where $B \in \Gamma$ and $\Sigma \subseteq \Gamma$
 4. $\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ is the transition function
 5. $q_{acc} \in Q$ is the accept state, and
 6. $q_{rej} \in Q$ is the reject state and $q_{acc} \neq q_{rej}$

Other model: input tape in RO mode, output tape: WO mode and working tapes in RW mode, with infinite tape on the left and right

Configurations

- Turing machine computation: update the current state, the current tape content, and the current head location.
- Configuration: uqv with $u,v \in \Gamma^*$, $q \in Q$, the head is on the 1st letter of v
- Configuration C_1 yields configuration C_2 , $C_1 \rightsquigarrow C_2$ in a single step.
- Assume that $a,b,c \in \Gamma$ and $u,v \in \Gamma^*$, and $q_i, q_j \in Q$:
 - $uaq_i bv$ yields $uq_j acv$ if $\delta(q_i, b) = (q_j, c, L)$ or $uaq_i bv$ yields $uacq_j v$ if $\delta(q_i, b) = (q_j, c, R)$
 - Start configuration: $q_0 w$,
 - Accepting configuration: state is in q_{acc} ,
 - Rejecting configuration: state is in q_{rej} ,
 - Halting configuration: either in q_{acc} or q_{rej}

Computation and Language

- Turing Machine **M** accept input **w** if there exists a sequence of configurations C_1, C_2, \dots, C_k st:
 1. C_1 is the start configuration of M on input w
 2. Each C_i yields C_{i+1} , and
 3. C_k is an accepting configuration.
- The collection of strings that M accepts is the **language of M, $L(M)$**
- Def: Call a language Turing-**recognizable** if some Turing machine recognizes it. (can fail to accept, either **reject** or **looping**)
- Def: Call a language Turing-decidable or **decidable** if some Turing machine decides it. (**always make a decision accept or reject**)

Encoding, Problems and Languages

- The difficulty of a problem depends on the encoding
- Goal of algorithm: solving a generic problem, not a specific instance
- Example: « Determine if an integer n is a prime number ? »
- PRIMALITY: (decision problem)
 - Input: an integer N (is N given in prime number factorization or in binary ?)
 - Output: Is N prime ?
- SORTING: (search problem)
 - Input: a list ℓ of integers
 - Output: sort ℓ by increasing order
- For decision problem, $L = \{w \in \Sigma \mid w \text{ is the encoding of accepting strings}\}$
- For search problem, $f: \Sigma^* \rightarrow \Sigma^*$ is a function
- We are interested in decision problem, but there is connection between them

Time and Space Complexity

- Let M be a Turing machine and w a string on Σ . If $M(w)$ halt:
 - Time complexity: is the number of computation steps to compute $M(w)$
 - Space complexity: is the number of locations visiting during the computation on the working tapes
- Thm: Every multitape Turing machine has an equivalent single tape Turing machine
 - Increase the tape alphabet with marked letter \dot{a} , \dot{b} , \dot{c} , and so on.
 - Concatenate the tapes on a single tape with $\#$ separators
 - Simulate a transition on the multitape machine by scanning all the single tape and each time we encountered a marked letter, remember it on the state.

Examples of Turing Machine

- Test if a binary string is even ?
- $\Sigma = \{0,1\}$, $\Gamma = \{0,1,B\}$, $Q = \{q_0, q_1, q_a, q_r\}$,
- $\delta(q_0, (u, B)) = (q_0, (B, B), (R, S, S))$ for all $u \in \{0,1\}$: to the right, up to B
- $\delta(q_0, (B, B)) = (q_1, (B, B), (L, S, S))$: go one step to the Left
- $\delta(q_1, (0, B)) = (q_a, (B, B), (S, S, S))$: accept if the last bit is a 0
- $\delta(q_1, (1, B)) = (q_r, (B, B), (S, S, S))$: reject if the last bit is a 1
- All other transitions will not happened. The output tape is not used.

Example of a Turing machine

- Multiply by 2 a given integer ?
- Test if a string contains as many a than b ?
- Compute $x+y$ if the input is $w=x\#y$ with $x,y \in \{0,1\}$?
- Decide the language of 2^n 0-bit for any integer n ?
- If $w\#w$ with $w \in \{0,1\}^*$?

High-level description of $C = \{a^i b^j c^k \mid i * j = k \ i, j, k \geq 1\}$

- M= On input string w:
 1. Scan the input from left to right to be sure that it is a member of $a^+ b^+ c^+$ and reject if it isn't
 2. Return the head to the first letter
 3. Cross off an a and scan to the right until a b occurs. Shuttle between the b's and c's, crossing off one of each until all b's are gone.
 4. Restore the crossed off b's and repeat stage 3 if there is another a to cross off. If all a's are crossed off, check whether all c's also are crossed, If yes, accept, otherwise reject

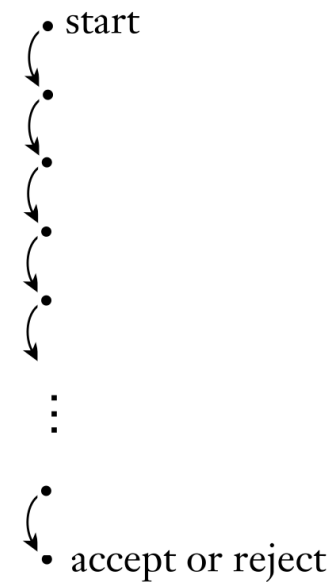
$$E = \{ \#x_1\#x_2\#\dots\#x_n \mid x_i \in \{0,1\}^* \text{ and } x_i \neq x_j \text{ for each } i \neq j \}$$

- M works by comparing x_1 with x_2 , through x_n , then by comparing x_2 with x_3 to x_n , and so on. An informal description of M deciding E is:
- M= On input w:
 1. Place a mark on top of the leftmost tape symbol. If that symbol was a blank, accept. If that symbol was a #, continue with the next stage. Otherwise reject.
 2. Scan right to the next # and place a mark on top of it. If no # is encountered before a blank symbol, only x_1 was present, so accept.
 3. By zig-zagging, compare the two strings to the right of the marked #s. If they are equal, reject.
 4. Move the rightmost of the two marks to the next # symbol to the right. If no # is encountered before a blank, move the leftmost mark to the next # to its right and rightmost mark to the # after that. This time, if no # is available for the rightmost mark, all the strings have been compared, so accept.
 5. Go to Stage 3.

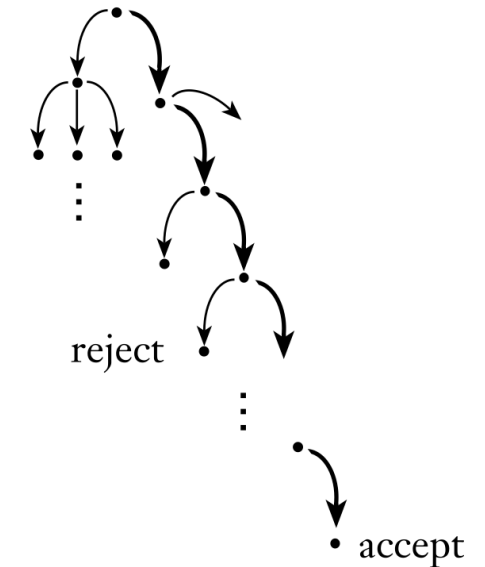
Non-deterministic Turing machines

- $\delta: Q \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma \times \{L, R\})$ is the transition function with \mathcal{P} is the set of transitions.
- Thm: Every non-deterministic Turing machine has an equivalent deterministic Turing machine
 - Simulate the Non-deterministic machine in a breadth first search and not depth first search
- Corollary: A language is Turing-recognizable iff some non-deterministic Turing machine recognizes it.
- Corollary: A language is decidable iff some non-deterministic Turing machine decides it.

Deterministic computation



Nondeterministic computation



Non-deterministic TM accepts, if there is one accepting path in the tree

Definition of an algorithm and processors

- Church-Turing thesis:
 - the intuitive notion of algorithms equals Turing machine algorithms
- Universal Turing Machine $U(\langle M \rangle, w)$:
 - Is able to simulate any other Turing machine from the description of that machine.
 - Take as input the encoding of a Turing machine and a string w , and is able to simulate the computation of M on w .
 - It can be seen as a processor able to execute any programs

Decidable languages

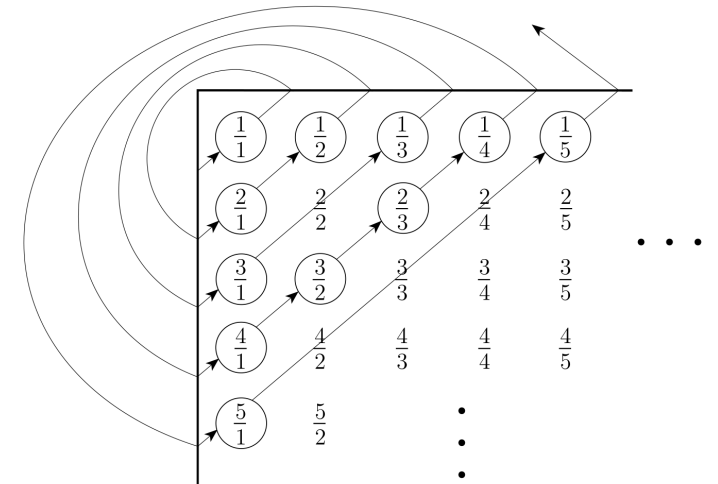
- $A_{\text{DFA}} = \{ \langle B, w \rangle \mid B \text{ is a DFA that accepts input string } w \}$
- Thm: A_{DFA} is a decidable language
 - Describe a TM that decides A_{DFA} .
 - $M =$ On input $\langle B, w \rangle$, where B is a DFA and w is a string
 1. Simulate B on input w
 2. If the simulation ends in an accept state, accept, if it is in a non-accept state, reject
- $A_{\text{NFA}} = \{ \langle B, w \rangle \mid B \text{ is a NFA that accepts input string } w \}$
- Thm: A_{NFA} is a decidable language
 - Convert the NFA into a DFA as we saw in the last course
- $\text{EQ}_{\text{DFA}} = \{ \langle A, B \rangle \mid A, B \text{ are DFA and } L(A) = L(B) \}$ is also decidable (difference symmetric)
- Thm: $\text{Regular} \subseteq \text{Decidable} \subseteq \text{Turing-recognizable}$

The halting problem

- What sort of problems are unsolvable by computer ?
- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ accepts } w \}$
- Thm: A_{TM} is undecidable
 - A_{TM} is Turing-recognizable. (Recognizers are more powerful than deciders.)
 - The universal Turing machine U recognizes A_{TM} :
 - $U =$ On input $\langle M, w \rangle$ with M a TM and w is a string:
 1. Simulate M on input w
 2. If M ever enters its accept state, accept; if M ever enters its reject state, reject
- This machine can loop on $\langle M, w \rangle$ which is why U does not decide A_{TM}

Diagonalization Method

- Georg Cantor (1873): comparing size of infinite size ?
- Correspondance: exhibit a bijection between two sets
- Examples:
 - Even integers: $f(n)=2n$. The two sets have the same size
 - Def: A set A is countable if either it is finite or it has the same size as \mathbb{N}
 - \mathbb{Q} set of rational numbers is also countable
 - \mathbb{R} is uncountable



n	$f(n)$
1	3. <u>1</u> 4159...
2	55. <u>5</u> 5555...
3	0.12 <u>3</u> 45...
4	0.500 <u>0</u> ...
\vdots	\vdots

$$x = 0.4641 \dots$$

Some languages are not Turing-recognizable

- To show that the set of all TM is countable: the set of all strings Σ^* is countable for any alphabet. With only finitely many strings of each length, we may form a list of Σ^* by writing down all strings of length 0, length 1, length 2, and so on.
- The set of all TM is countable because each TM M has an encoding into a string $\langle M \rangle$. If we omit strings that are not legal TM, we have the list of all TM.
- To show that the set B of all languages are uncountable, we observe that the set of all infinite sequences of 0s and 1s is uncountable.
- One-to-one correspondance via the characteristic function of the language

$$\Sigma^* = \{ \epsilon, 0, 1, 00, 01, 10, 11, 000, 001, \dots \} ;$$

$$A = \{ 0, 00, 01, 000, 001, \dots \} ;$$

$$\chi_A = 0 \quad 1 \quad 0 \quad 1 \quad 1 \quad 0 \quad 0 \quad 1 \quad 1 \quad \dots \quad .$$

The halting problem is undecidable

- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ accepts } w \}$.
- Assume that A_{TM} is decidable. Let H a decider for A_{TM} :

$$H(\langle M, w \rangle) = \begin{cases} \textit{accept} & \text{if } M \text{ accepts } w \\ \textit{reject} & \text{if } M \text{ does not accept } w. \end{cases}$$

- We build a new machine D with H as a subroutine

$D =$ “On input $\langle M \rangle$, where M is a TM:

1. Run H on input $\langle M, \langle M \rangle \rangle$.
2. Output the opposite of what H outputs. That is, if H accepts, *reject*; and if H rejects, *accept*.”

$$D(\langle M \rangle) = \begin{cases} \textit{accept} & \text{if } M \text{ does not accept } \langle M \rangle \\ \textit{reject} & \text{if } M \text{ accepts } \langle M \rangle. \end{cases} \quad D(\langle D \rangle) = \begin{cases} \textit{accept} & \text{if } D \text{ does not accept } \langle D \rangle \\ \textit{reject} & \text{if } D \text{ accepts } \langle D \rangle. \end{cases}$$

A Turing-unrecognizable language

- A_{TM} is undecidable. Some language can be unrecognizable.
- Thm: A language is decidable iff it is both Turing-recognizable and co-Turing-recognizable (its complement is Turing-recognizable).
 - If A is decidable, A and its complement are Turing-recognizable
 - If both A and A^c are Turing-recognizable, run M_1 and M_2 in parallel. If M_1 accept, accept, if M_2 accept, reject. (No infinite loop)
- Corollary: A_{TM}^c is not Turing-recognizable.
 - A_{TM} is Turing-recognizable. If A_{TM}^c were Turing-recognizable, A_{TM} would be decidable. Some previous theorem tells us that A_{TM} is not decidable, so A_{TM}^c must not be Turing-recognizable.

The Halting problem is undecidable

- $\text{HALT}_{\text{TM}} = \{\langle M, w \rangle \mid M \text{ is a TM and } M \text{ halts on input } w\}$
- Thm: HALT_{TM} is undecidable.
 - By contradiction: Assume HALT_{TM} is decidable and show that A_{TM} is decidable
 - Key idea: show that A_{TM} is reducible to HALT_{TM}

PROOF Let's assume for the purpose of obtaining a contradiction that TM R decides HALT_{TM} . We construct TM S to decide A_{TM} , with S operating as follows.

$S =$ “On input $\langle M, w \rangle$, an encoding of a TM M and a string w :

1. Run TM R on input $\langle M, w \rangle$.
2. If R rejects, *reject*.
3. If R accepts, simulate M on w until it halts.
4. If M has accepted, *accept*; if M has rejected, *reject*.”

Clearly, if R decides HALT_{TM} , then S decides A_{TM} . Because A_{TM} is undecidable, HALT_{TM} also must be undecidable.