

BU CS 332 – Theory of Computation

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Lecture 9:

- Turing Machines

Reading:

Sipser Ch 3.1, 3.3

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Turing Machines – Motivation

We've seen finite automata as a restricted model of computation

Finite Automata / Regular Expressions

- Can do simple pattern matching (e.g., substrings), check parity, addition
- Can't perform unbounded counting $\{a^n b^n \mid n \geq 0\}$
- Can't recognize palindromes $\{w \mid w = w^R\}$

Somewhat more powerful (not in this course):

Pushdown Automata / Context-Free Grammars

- Can count and compare, parse math expressions
- Can't recognize $\{a^n b^n c^n \mid n \geq 0\}$

Can recognize / generate



Turing Machines – Motivation

Goal:

Define a model of computation that is



- 1) **General purpose.** Captures all algorithms that can be implemented in any programming language.
- 2) **Mathematically simple.** We can hope to prove that things are not computable in this model.



h/t Islam

A Brief History

1900 – Hilbert’s Tenth Problem

$$p(x, y, z) = x^2 + yz^2 + 3z - 3$$

$$\exists? x, y, z \in \mathbb{Z}^3 \text{ s.t. } p(x, y, z) = 0$$

$$(x, y, z) = (0, 0, 1) \text{ is a solution}$$

Given a Diophantine equation with any number of unknown quantities and with rational integral numerical coefficients: To devise a process according to which it can be determined in a finite number of operations whether the equation is solvable in rational integers.

an algorithm!



David Hilbert 1862-1943

1928 – The *Entscheidungsproblem*



Wilhelm Ackermann 1896-1962

The “Decision Problem”

Is there an algorithm which takes as input a formula (in first-order logic) and decides whether it's logically valid?

Input: mathematical statement

Output: Is this statement true or false?



David Hilbert 1862-1943

1936 – Solution to the *Entscheidungsproblem*



Alonzo Church 1903-1995

"An unsolvable problem of elementary number theory"

Model of computation: λ -calculus (CS 320)

"regular expression"



Alan Turing 1912-1954

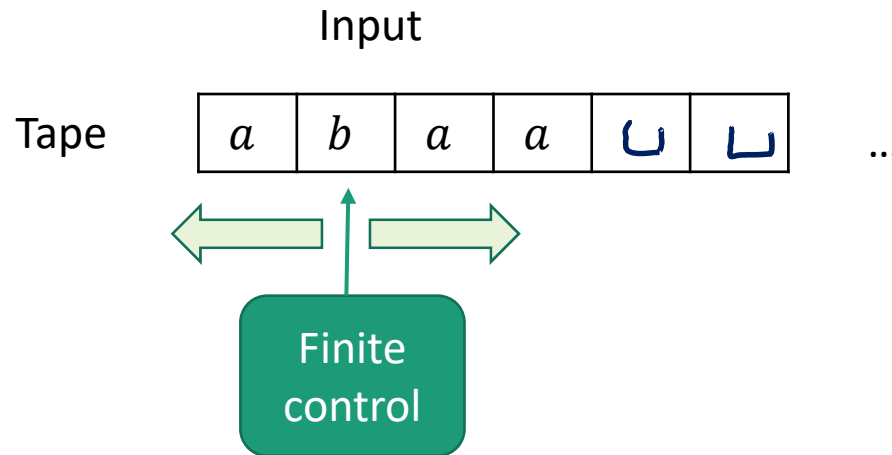
"On computable numbers, with an application to the *Entscheidungsproblem*"

Model of computation: Turing Machine

"finite automata"

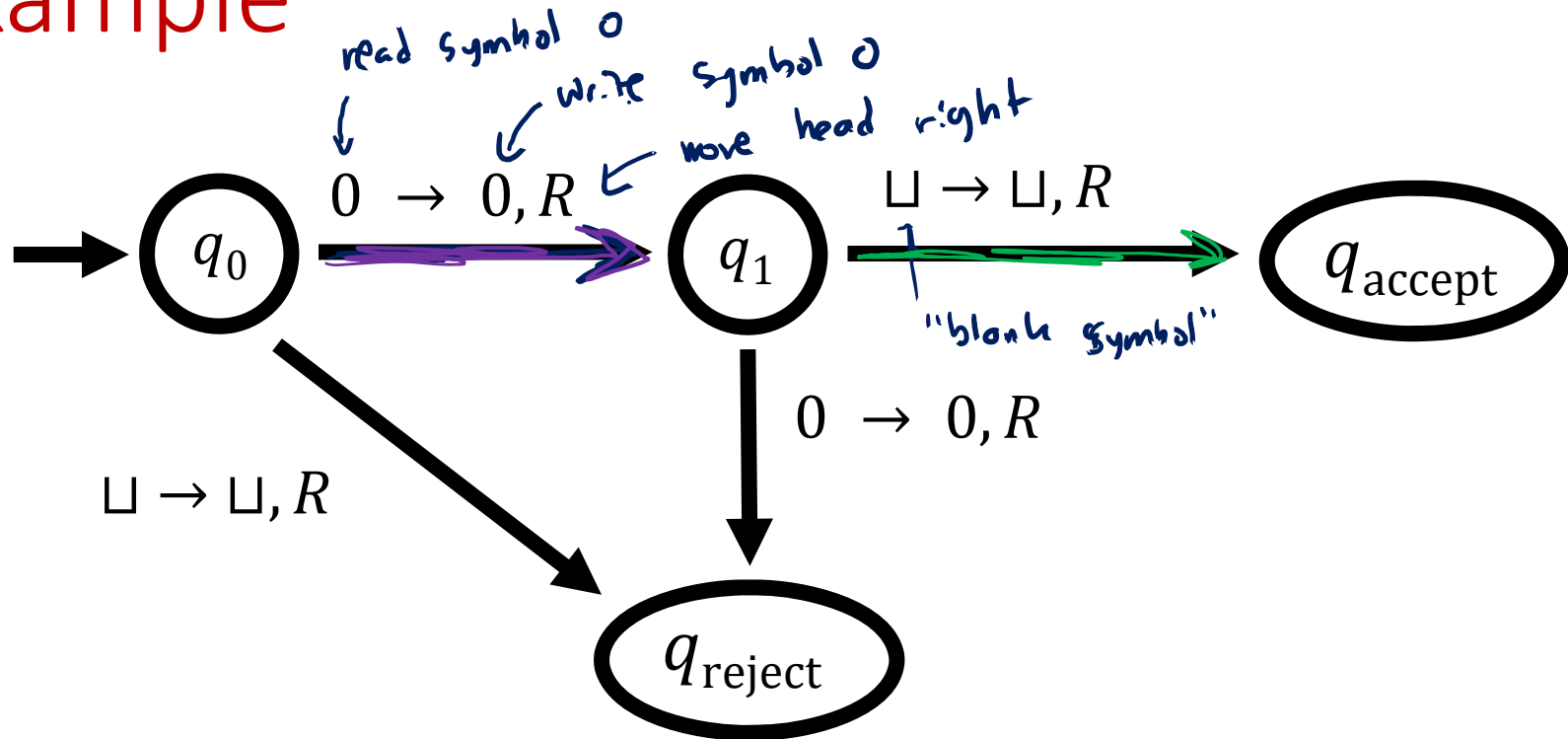
Turing Machines

The Basic Turing Machine (TM)

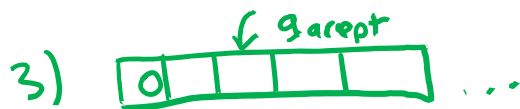
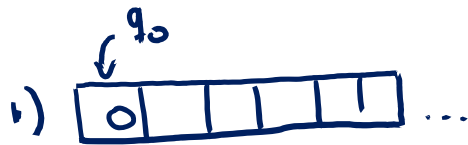


- Input is written on an infinitely long tape
- Head can both read and write, and move in both directions
- Computation halts as soon as control reaches “accept” or “reject” state

Example



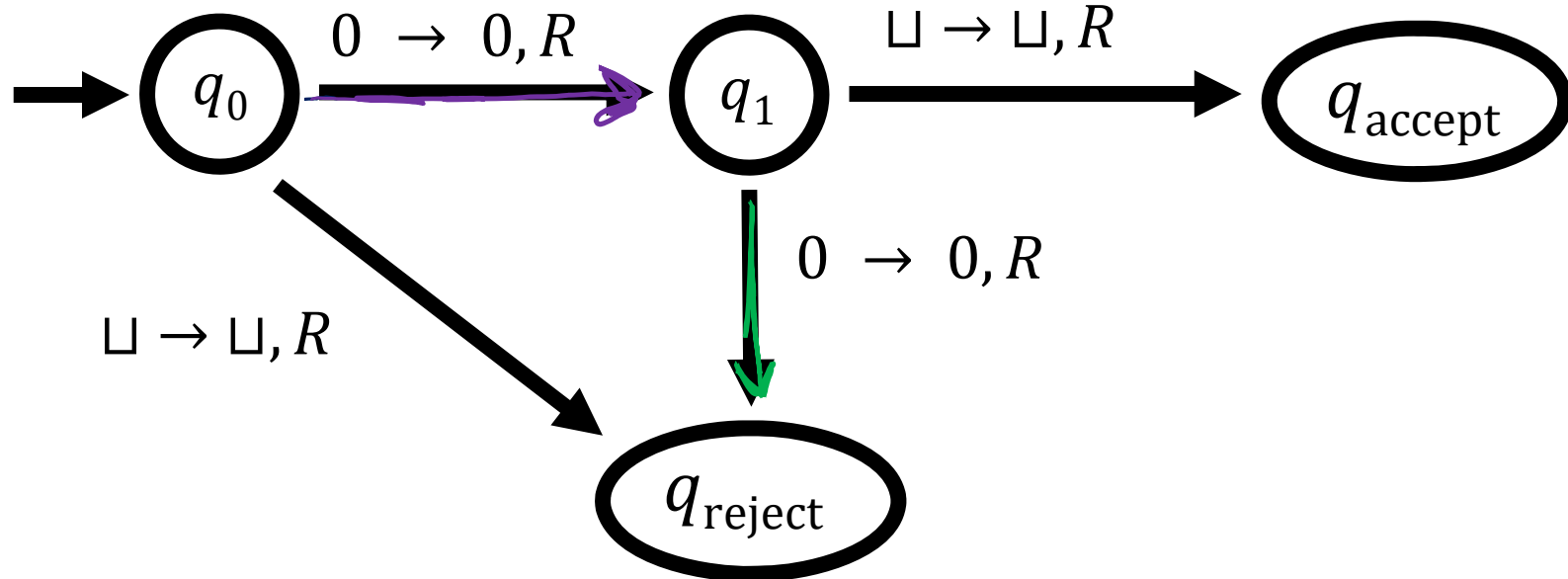
Ex: Input 0



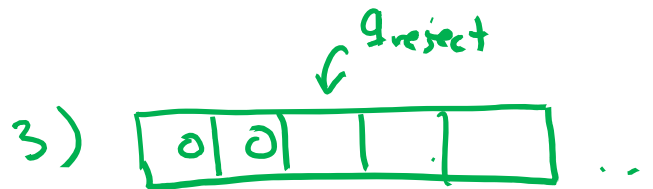
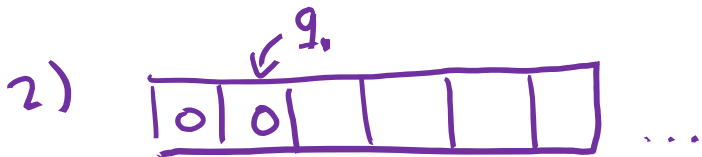
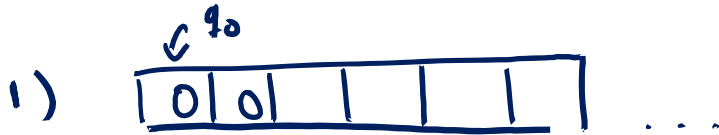
TM accepts input 0

Example

Language recognized by TM
is $\{0\}$

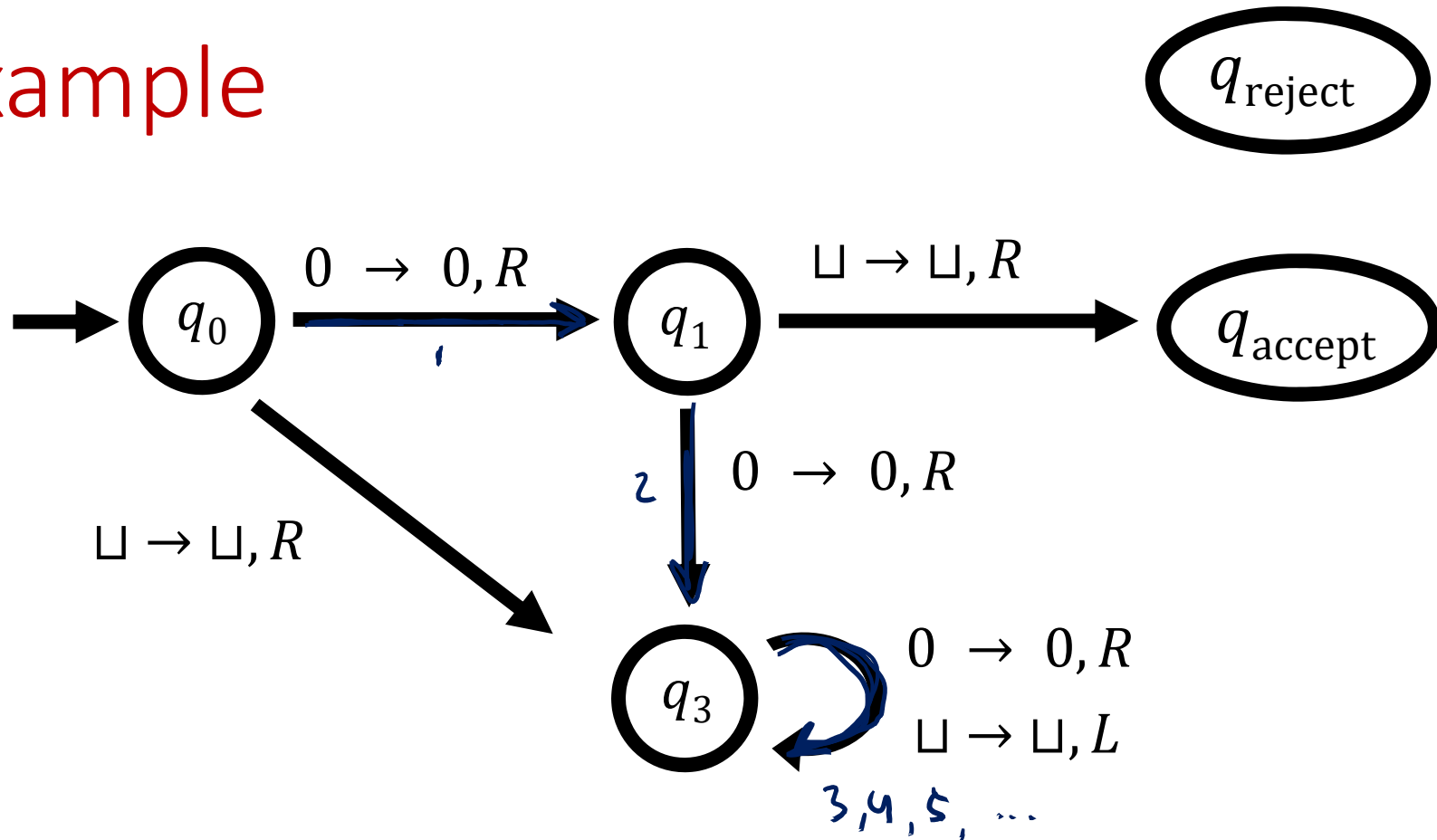


Input: 00



TM reject, 00

Example



What does this TM do on input 000?

- a) Halt and accept
- b) Halt and reject
- c) Halt in state q_3

d) Loop forever without halting



Three Levels of Abstraction

High-Level Description

An algorithm (like CS 330)

Program Analysis

Python, Java

Implementation-Level Description

Describe (in English) the instructions for a TM

- How to move the head
- What to write on the tape

C, assembly

Low-Level Description

State diagram or formal specification

Machine or
byte

Example

Determine if a string $w \in \{0\}^*$ is in the language

$$A = \{0^{2^n} \mid n \geq 0\}$$

Not a regular language

High-Level Description

Ex: 0~~1~~~~1~~~~0~~~~1~~~~1~~~~1~~

Ex: 0~~1~~0~~1~~0~~1~~

Repeat the following forever:

- If there is exactly one 0 in w , **accept**
- If there is an odd (> 1) number of 0s in w , **reject**
- Delete half of the 0s in w

Example

Determine if a string $w \in \{0\}^*$ is in the language

$$A = \{0^{2^n} \mid n \geq 0\}$$

Implementation-Level Description

1. While moving the tape head left-to-right: *Head movements*
 - a) Cross off every other 0 *what TM is reading/writing*
 - b) If there is exactly one 0 when we reach the right end of the tape, **accept**
 - c) If there is an odd (> 1) number of 0s when we reach the right end of the tape, **reject**
2. Return the head to the left end of the tape
3. Go back to step 1

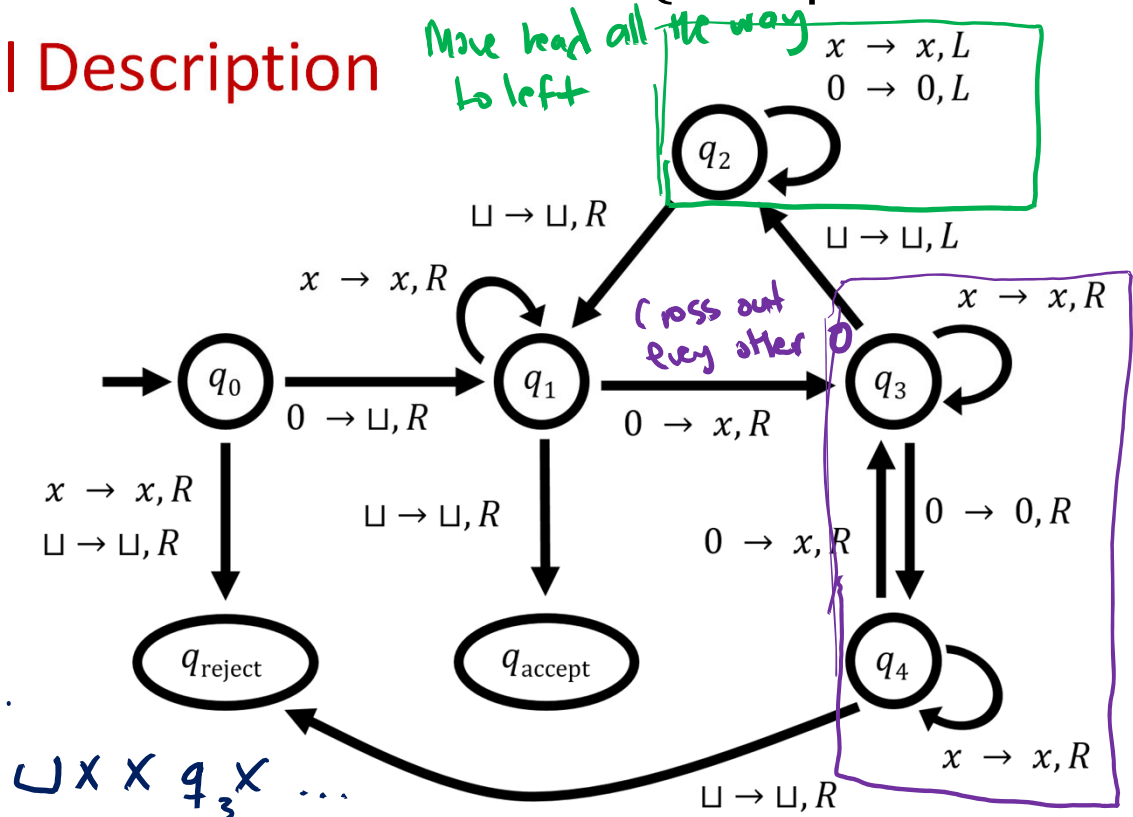
Example

Determine if a string $w \in A = \{0^{2^n} \mid n \geq 0\}$

Low-Level Description

Ex: Input 0000

q_0 0000 \sqcup ...
 \sqcup q_1 000 ...
 \sqcup x q_3 00 ...
 \sqcup x 0 q_4 0 ...
 \sqcup x 0 x q_3 \sqcup ...
 \sqcup x 0 q_2 x ...
 \sqcup x q_2 0 x ...
 \sqcup q_2 x 0 x ...
 q_2 \sqcup x 0 x ...
 \sqcup q_1 x 0 x ...
 \sqcup x q_1 0 x ...



Move head all the way to left

$x \rightarrow x, L$
 $0 \rightarrow 0, L$

Cross out every other 0

\sqcup x x q_3 x ...
 \sqcup x x x q_3 \sqcup ...
 \sqcup x x q_2 x \sqcup ...
 \sqcup x q_2 x x ...
 \sqcup q_2 x x x ...
 q_2 \sqcup x x x ...
 \sqcup q_1 x x x ...
 \sqcup x q_1 x x ...
 \sqcup x x q_1 x ...
 \sqcup x x x q_1 ...
 \sqcup x x x \sqcup q_{accept} w ...

Accept!

TMs vs. Finite Automata

TM can move head in both directions (FA is one-way)

TMs can write

TM explicitly enters accept or reject state, and computation then stops

TMs can do more! (solve problems requiring unbounded memory)

Specifically, can recognize non-regular languages

TMs can read or write symbols not in input alphabet

TMs can loop forever

Formal Definition of a TM

A TM is a 7-tuple $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$

- Q is a finite set of states
- Σ is the input alphabet (does **not** include \sqcup)
- Γ is the tape alphabet (contains \sqcup and Σ)
- δ is the transition function

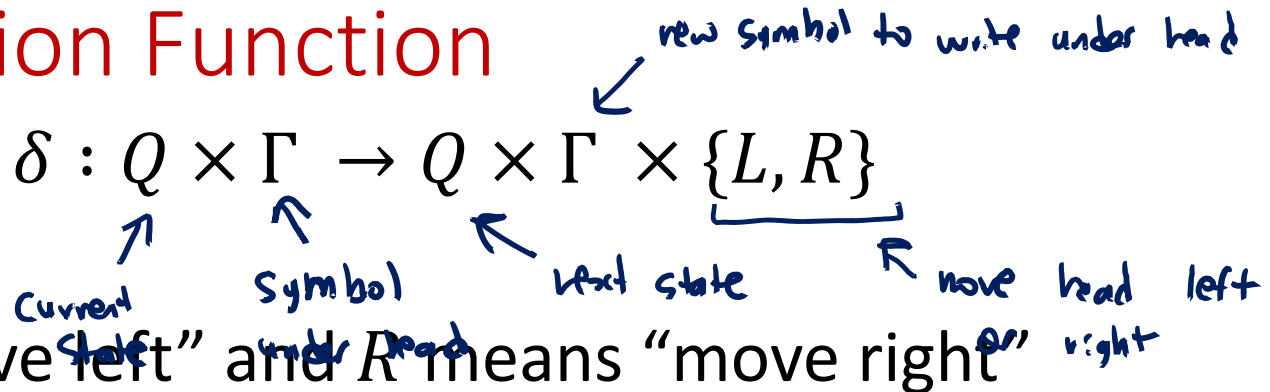
$\Sigma \subseteq \Gamma$
 $\sqcup \in \Gamma$
and Γ could have
more in it, like X

...more on this later

- $q_0 \in Q$ is the start state
- $q_{\text{accept}} \in Q$ is the accept state
- $q_{\text{reject}} \in Q$ is the reject state ($q_{\text{reject}} \neq q_{\text{accept}}$)

TM Transition Function

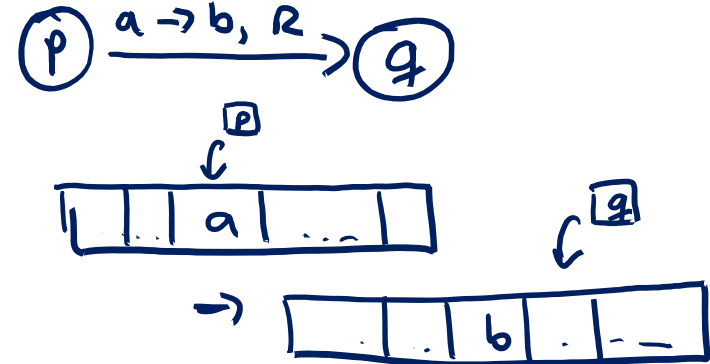
$$\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$$



L means "move left" and R means "move right"

$\delta(p, a) = (q, b, R)$ means:

- Replace a with b in current cell
- Transition from state p to state q
- Move tape head right



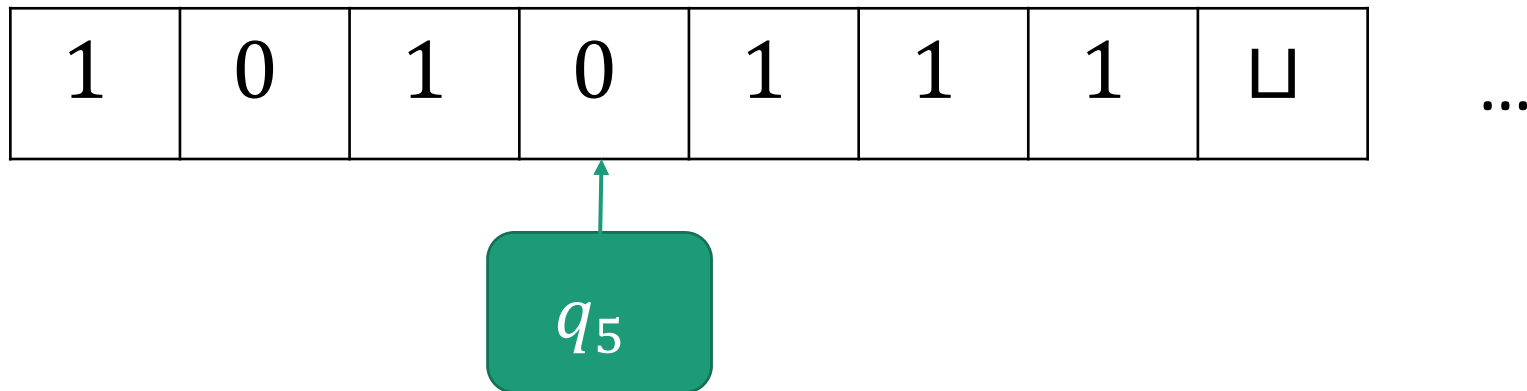
$\delta(p, a) = (q, b, L)$ means:

- Replace a with b in current cell
- Transition from state p to state q
- Move tape head left UNLESS we are at left end of tape, in which case don't move

Configuration of a TM

A string that captures the **state** of a TM together with the **contents of the tape**

1 0 | q_5 0 1 1 1

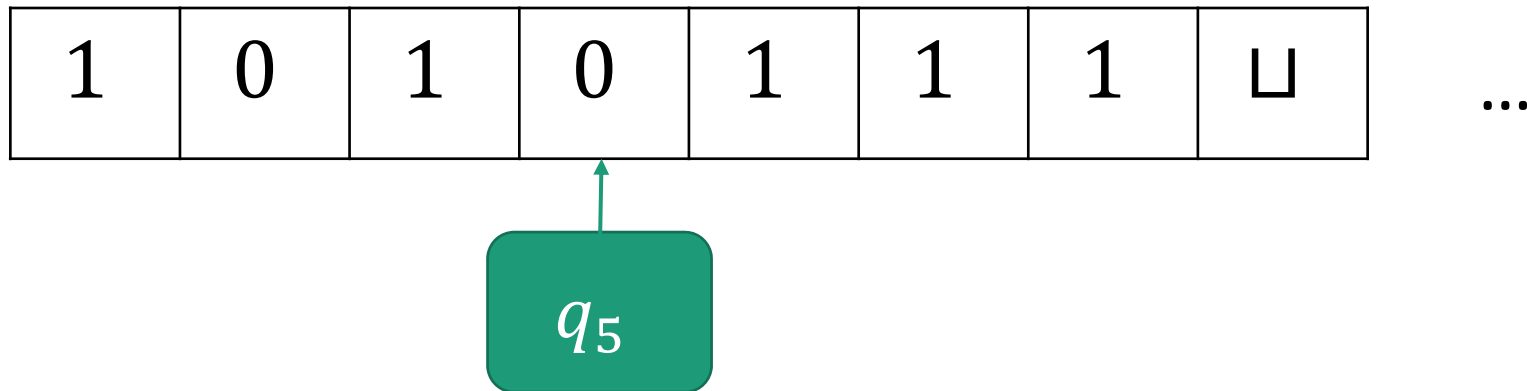


Configuration of a TM: Formally

A **configuration** is a string uqv where $q \in Q$ and $u, v \in \Gamma^*$

- Tape contents = uv (followed by infinitely many blanks \sqcup)
- Current state = q
- Tape head on first symbol of v

Example: $\overbrace{101}^u q_5 \overbrace{0111}^v$



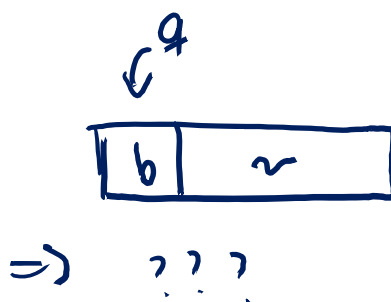
How a TM Computes

Start configuration: q_0w

One step of computation: 

- If $\delta(q, b) = (q', c, R)$, then $uaqbv$ yields $uacqv$
- If $\delta(q, b) = (q', c, L)$, then $uaqbv$ yields $uq'acv$
- If we are at the left end of the tape in configuration qbv , what configuration do we reach if $\delta(q, b) = (q', c, L)$?

- a) $cq'v$
- b) $q'cv$
- c) $q' \sqcup cv$
- d) $q'cbv$



How a TM Computes

Start configuration: q_0w

One step of computation:

- If $\delta(q, b) = (q', c, R)$, then $uaqbv$ yields $uacq'v$
- If $\delta(q, b) = (q', c, L)$, then $uaqbv$ yields $uq'acv$
- If $\delta(q, b) = (q', c, L)$, then qbv yields $q'cv$

Accepting configuration: $q = q_{\text{accept}}$

Rejecting configuration: $q = q_{\text{reject}}$

How a TM Computes

M **accepts** input w if there exists a sequence of configurations C_1, \dots, C_k such that:

- $C_1 = q_0 w$
- C_i yields C_{i+1} for every i
- C_k is an accepting configuration

$L(M)$ = the set of all strings w which M accepts

A is **Turing-recognizable** if $A = L(M)$ for some TM M :

- $w \in A \implies M$ halts on w in state q_{accept}
- $w \notin A \implies M$ halts on w in state q_{reject} **OR**
 M runs forever

Recognizers vs. Deciders

$L(M)$ = the set of all strings w which M accepts

A is **Turing-recognizable** if $A = L(M)$ for some TM M :

- $w \in A \implies M$ halts on w in state q_{accept}
- $w \notin A \implies M$ halts on w in state q_{reject} **OR**
 M runs forever

A is **(Turing-)decidable** if $A = L(M)$ for some TM M

which halts on every input

- $w \in A \implies M$ halts on w in state q_{accept}
- $w \notin A \implies M$ halts on w in state q_{reject}

Back to Hilbert's Tenth Problem

Computational Problem: Given a Diophantine equation, does it have a solution over the integers?

$L =$

- L is Turing-recognizable

- L is **not** decidable (1949-70)

