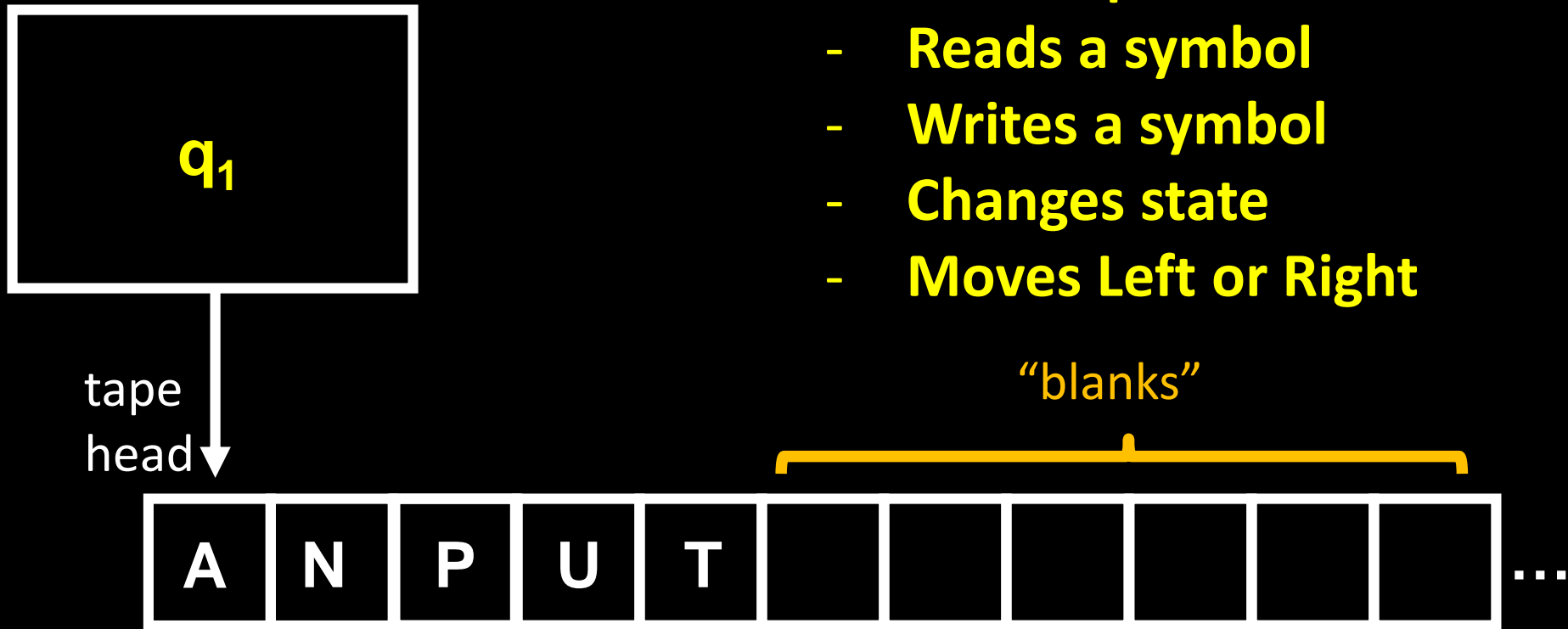


# 6.045

## Lecture 9

### Turing Machines: Recognizability, Decidability, The Church-Turing Thesis

# Turing Machine (1936)



**In each step:**

- Reads a symbol
- Writes a symbol
- Changes state
- Moves Left or Right

**INFINITE REWRITABLE TAPE**

# Turing Machine (1936)

230

A. M. TURING

[Nov. 12,

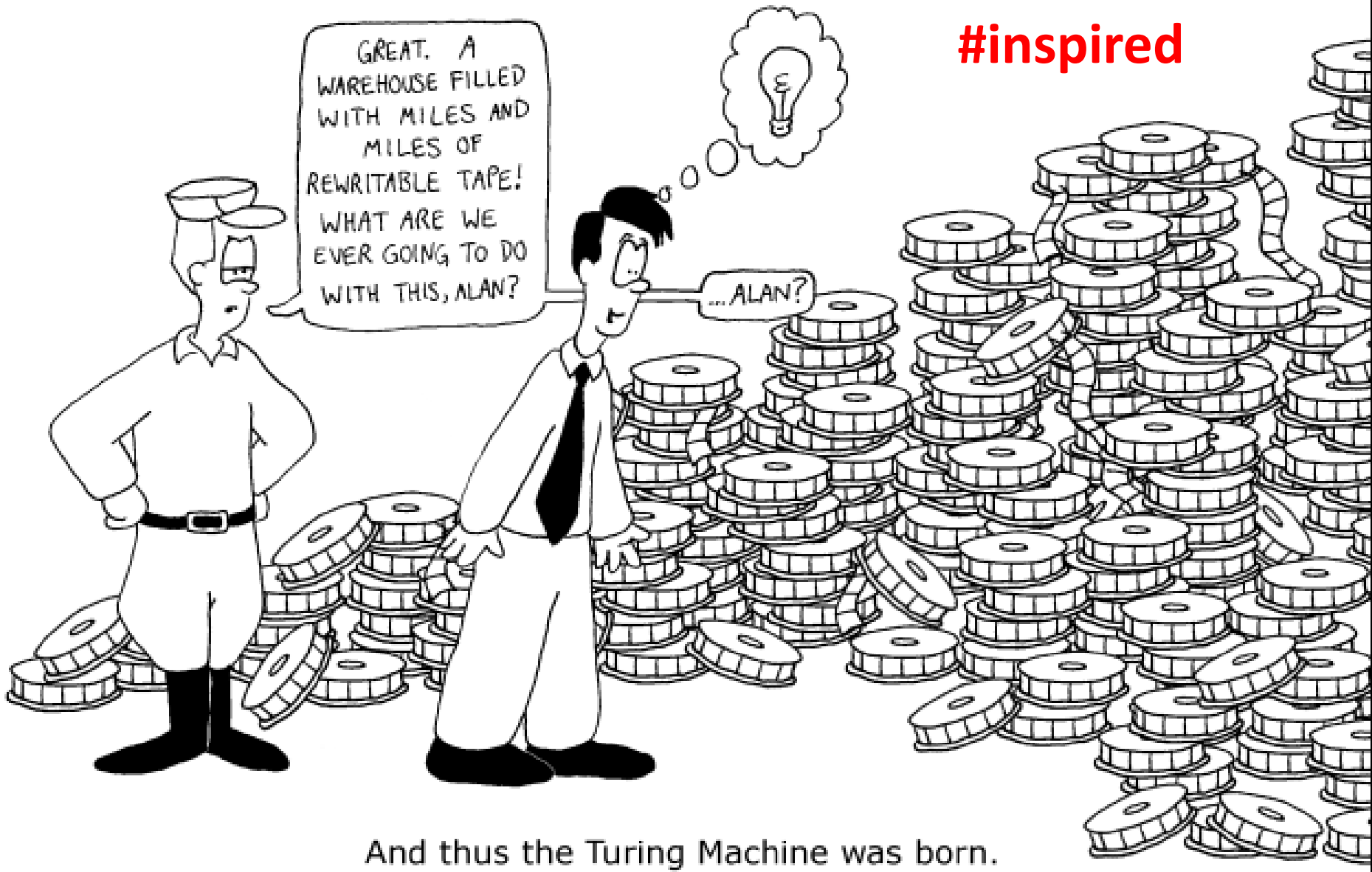
## ON COMPUTABLE NUMBERS, WITH AN APPLICATION TO THE ENTSCHIEDUNGSPROBLEM

*By* A. M. TURING.

[Received 28 May, 1936.—Read 12 November, 1936.]

The “computable” numbers may be described briefly as the real numbers whose expressions as a decimal are calculable by finite means. Although the subject of this paper is ostensibly the computable *numbers*, it is almost equally easy to define and investigate computable functions of an integral variable or a real or computable variable, computable predicates, and so forth. The fundamental problems involved are, however, the same in each case, and I have chosen the computable numbers for explicit treatment as involving the least cumbersome technique. I hope shortly to give an account of the relations of the computable numbers, functions, and so forth to one another. This will include a development

#inspired



And thus the Turing Machine was born.

<https://www.cs.utah.edu/~draperg/cartoons/2005/turing.html>

# Turing Machines versus DFAs

The input is written on an **infinite tape** with **“blank” symbols** after the input

The “tape head” can move ***right and left***

The TM can both ***write to*** and ***read from*** the tape, and can write symbols that aren't part of input

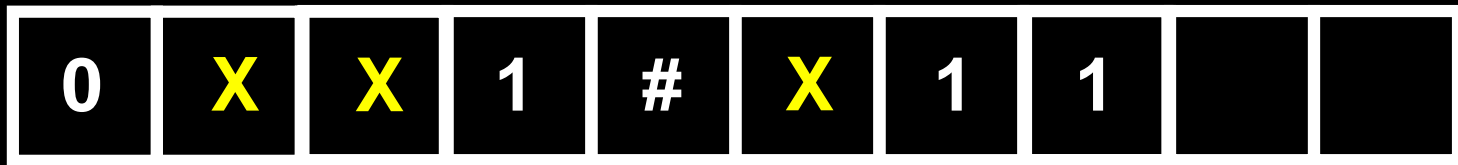
**Accept** and **Reject** take **immediate effect**

A TM for  $L = \{ w\#w \mid w \in \{0,1\}^* \}$  over  $\Sigma=\{0,1,\#\}$

STATE

$q_0, F$   $q_1, \text{FIND } \#$   $q_{\#}, F$   $q_0, F$   $q_1, \text{FIND } \square$   $q_{\text{GO LEFT}}$

and so on...



1. If there's no # on the tape (or more than one #), **reject**.
2. While there is a bit to the left of #,  
Replace the first bit **b** with **X**, and check if the first bit **b'** to the right of the # is identical to **b**. (If not, **reject**.)  
Replace that bit **b'** with an **X** too.
3. If there's a bit to the right of #, then **reject** else **accept**

**Definition:** A Turing Machine is a 7-tuple  $T = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$ , where:

$Q$  is a finite set of states

$\square = \text{“blank”}$

$\Sigma$  is the input alphabet, where  $\square \notin \Sigma$

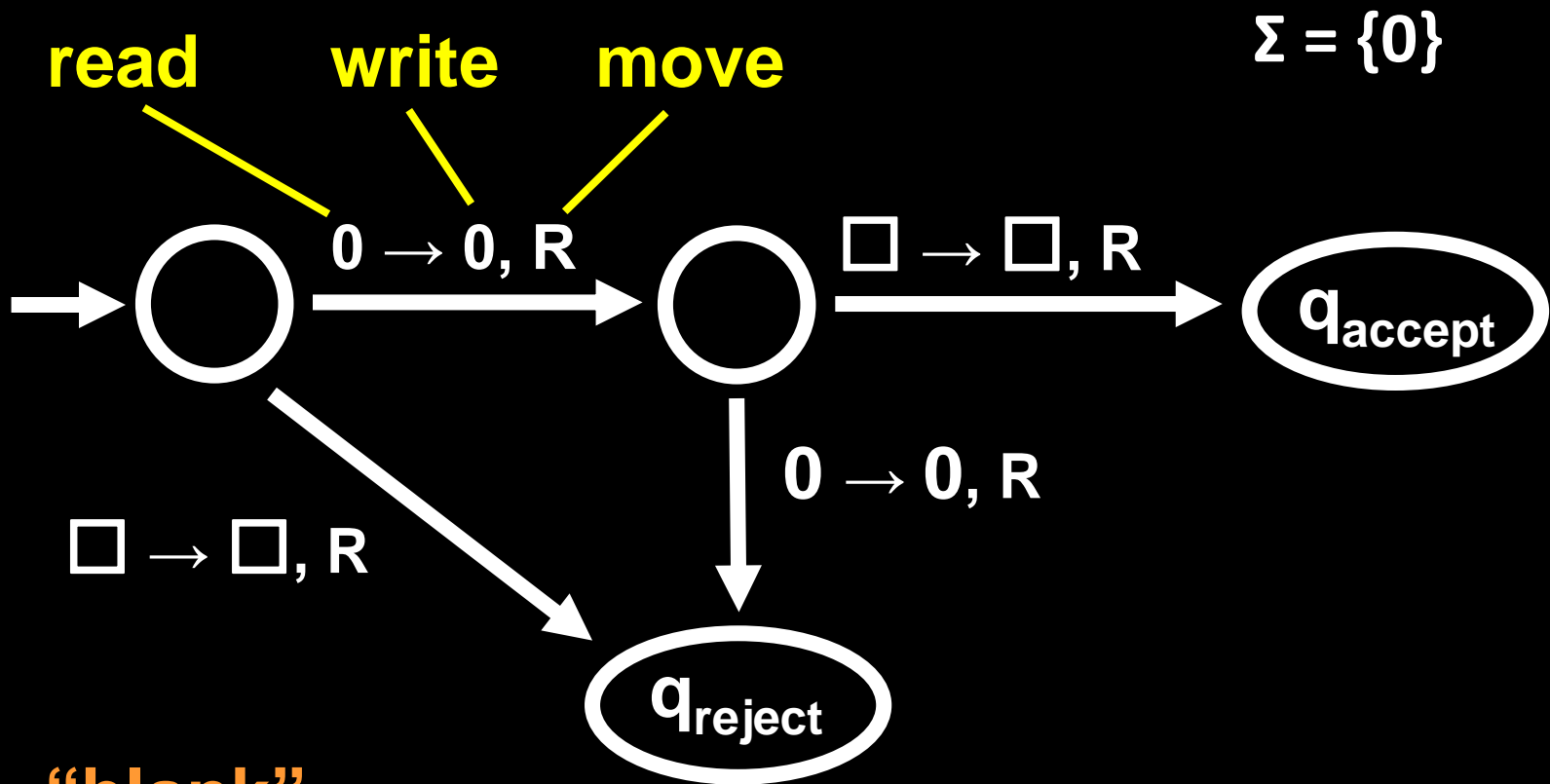
$\Gamma$  is the tape alphabet, where  $\square \in \Gamma$  and  $\Sigma \subseteq \Gamma$

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

$q_0 \in Q$  is the start state

$q_{\text{accept}} \in Q$  is the accept state

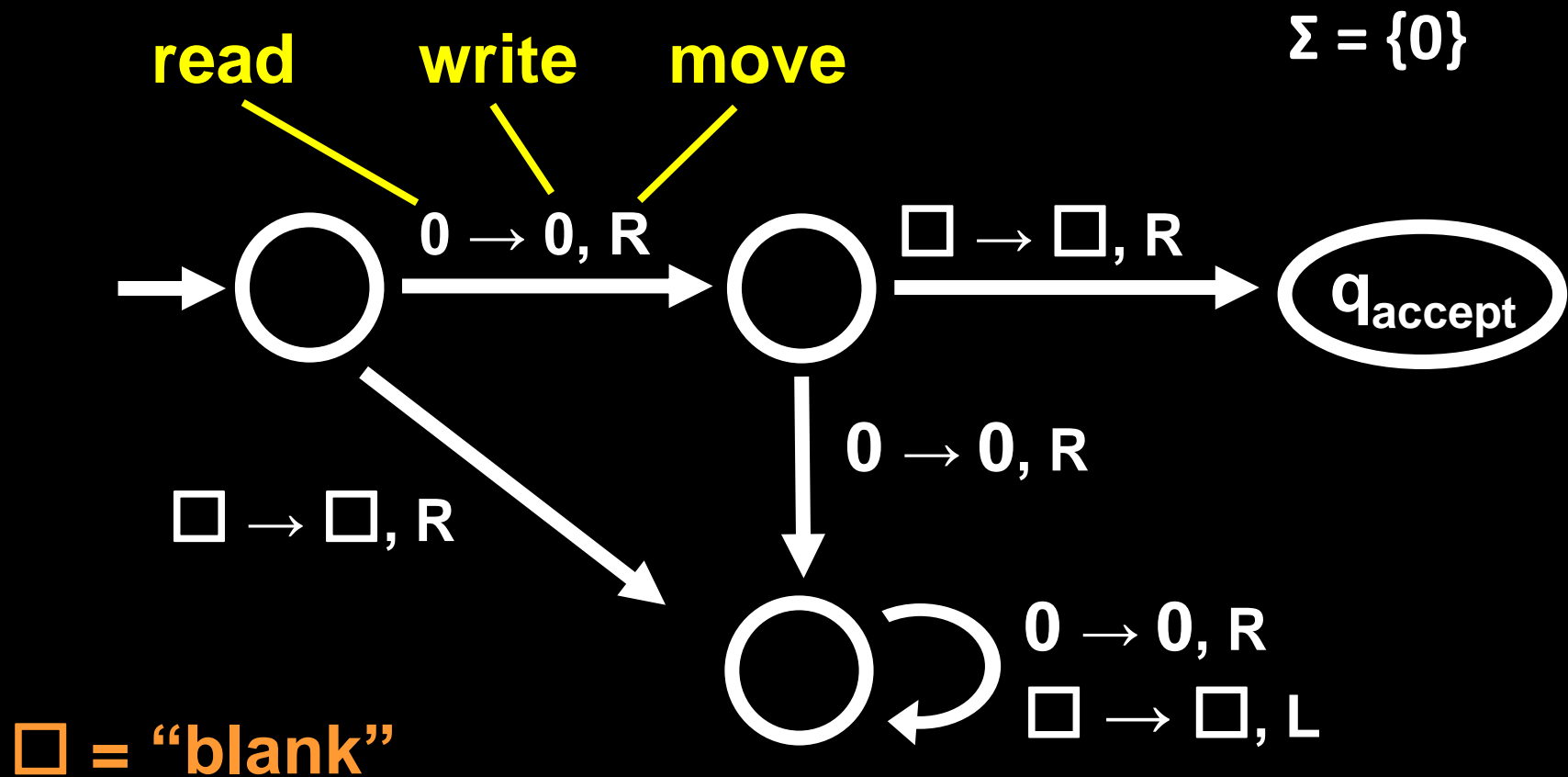
$q_{\text{reject}} \in Q$  is the reject state, and  $q_{\text{reject}} \neq q_{\text{accept}}$



□ = “blank”

This Turing machine *decides* the language  $\{0\}$

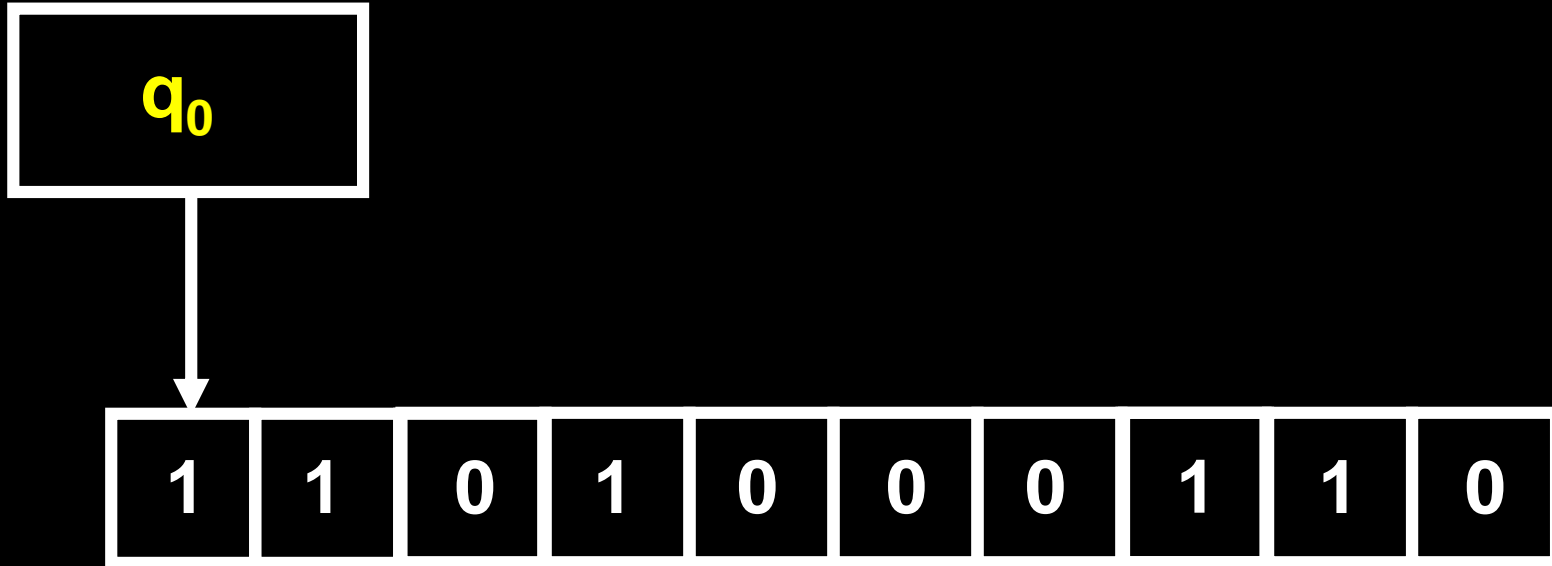




This Turing machine *recognizes* the language  $\{0\}$

Three kinds of behaviors:  
accepting, rejecting, and running forever!

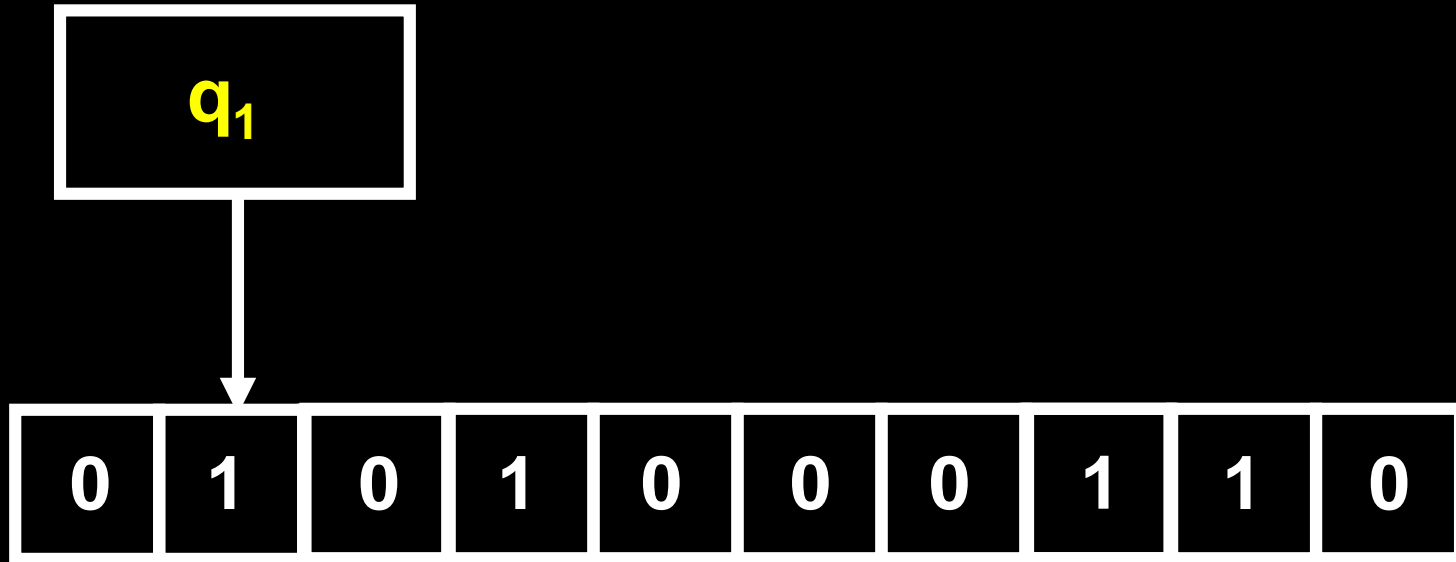
# Turing Machine Configurations



corresponds to the *configuration*:

$$q_0 1101000110 \in (Q \cup \Gamma)^*$$

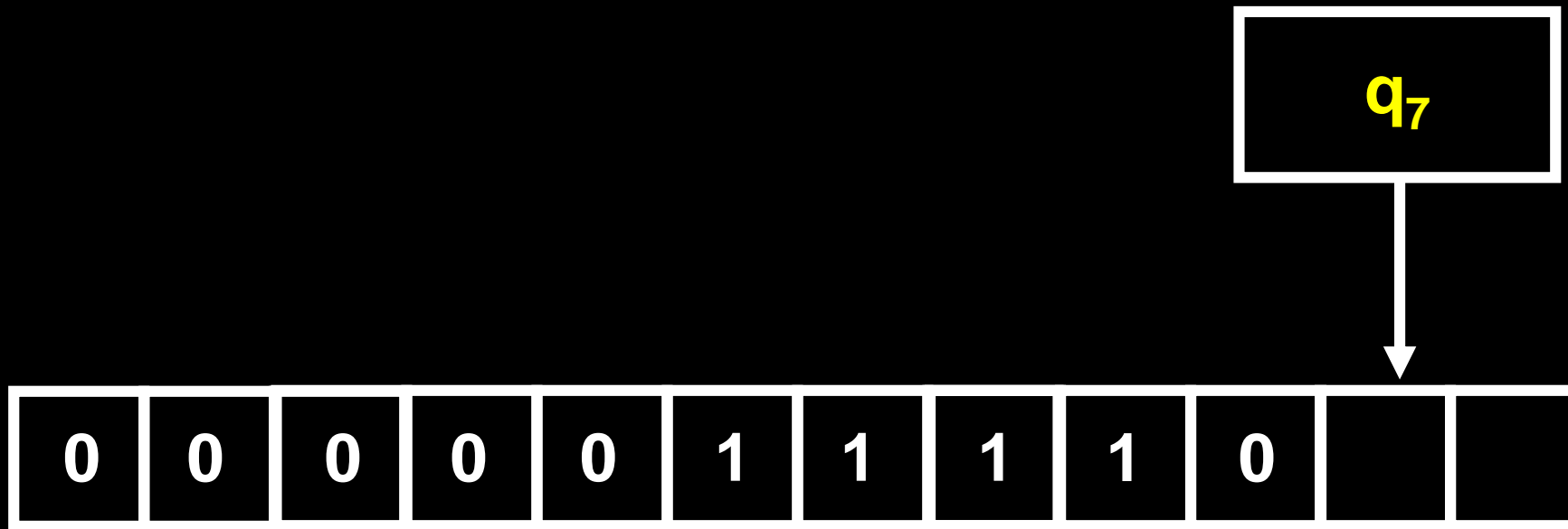
# Turing Machine Configurations



corresponds to the *configuration*:

$$0q_1101000110 \in (Q \cup \Gamma)^*$$

# Turing Machine Configurations



corresponds to the *configuration*:

$$0000011110q_7\Box \in (Q \cup \Gamma)^*$$

# Defining Acceptance and Rejection for TMs

Let  $C_1$  and  $C_2$  be configurations of a TM  $M$

**Definition.**  $C_1$  *yields*  $C_2$  if  $M$  is in configuration  $C_2$  after running  $M$  in configuration  $C_1$  for one step

**Example.** Suppose  $\delta(q_1, b) = (q_2, c, L)$

Then  $aq_1bb$  yields  $q_2acb$

Suppose  $\delta(q_1, a) = (q_2, c, R)$

Then  $abq_1a$  yields  $abcq_2 \square$

accepting  
computation  
history of  $M$  on  $x$

Let  $w \in \Sigma^*$  and  $M$  be a Turing machine.

$M$  *accepts*  $w$  if there are configs  $C_0, C_1, \dots, C_k$ , s.t.

- $C_0 = q_0w$  [the initial configuration]
- $C_i$  yields  $C_{i+1}$  for  $i = 0, \dots, k-1$ , and
- $C_k$  contains the accept state  $q_{\text{accept}}$

A TM  $M$  **recognizes** a language  $L$   
if  $M$  **accepts** exactly those strings in  $L$

A language  $L$  is **recognizable**  
(*a.k.a. recursively enumerable*)  
if some TM **recognizes**  $L$

---

A TM  $M$  **decides** a language  $L$  if  $M$  **accepts** all  
strings in  $L$  and **rejects** all strings not in  $L$

A language  $L$  is **decidable** (*a.k.a. recursive*)  
if some TM **decides**  $L$

$L(M) :=$  set of strings  $M$  accepts

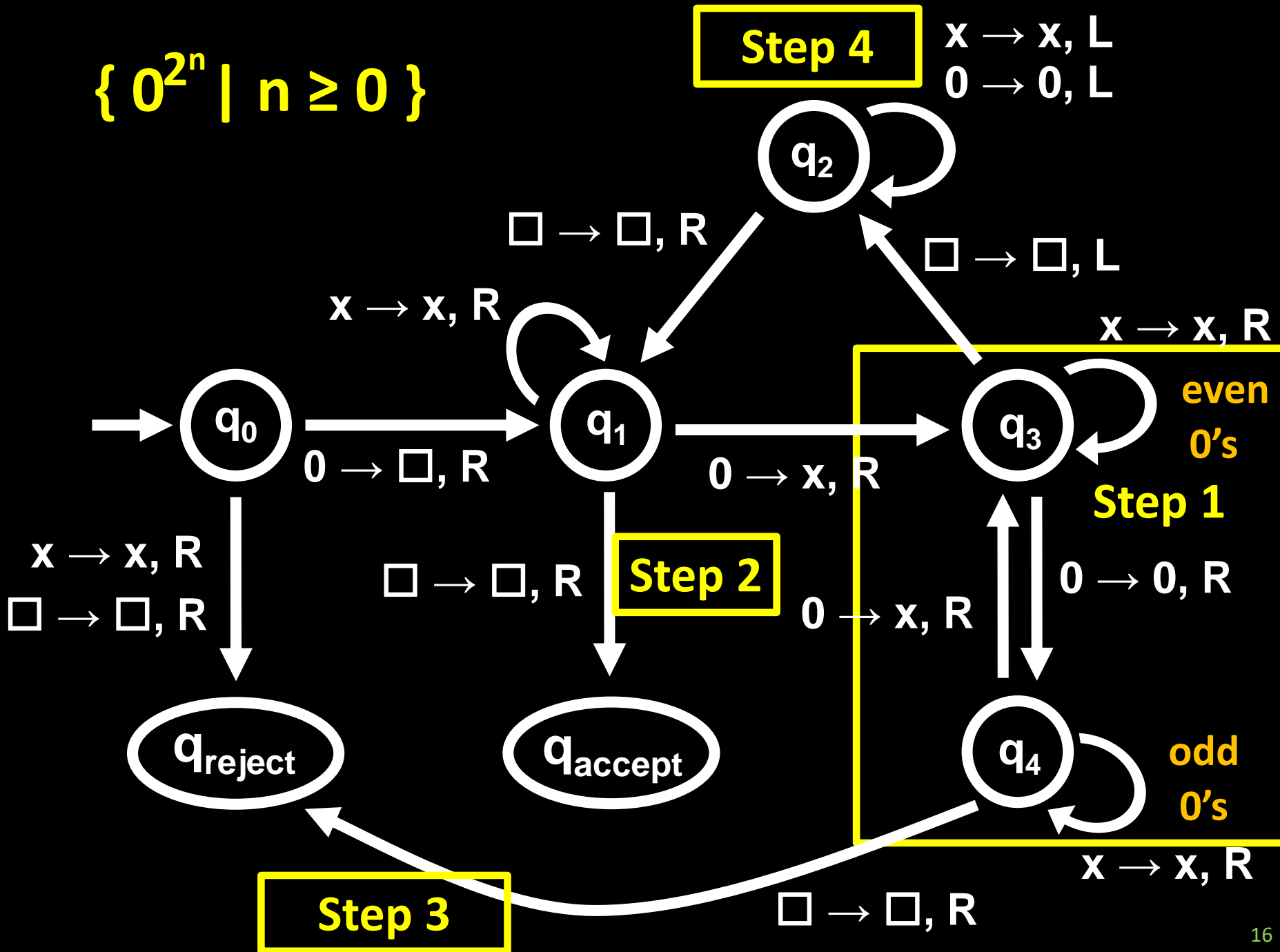
# A Turing machine for deciding $\{ 0^{2^n} \mid n \geq 0 \}$

## Turing Machine PSEUDOCODE:

1. Sweep from left to right, **x**-out every other 0
2. If in step 1, the tape had only one 0, *accept*
3. If in step 1, the tape had an **odd number** of 0's (at least 3), *reject*
4. Move the head left to the first input symbol.
5. Go to step 1.

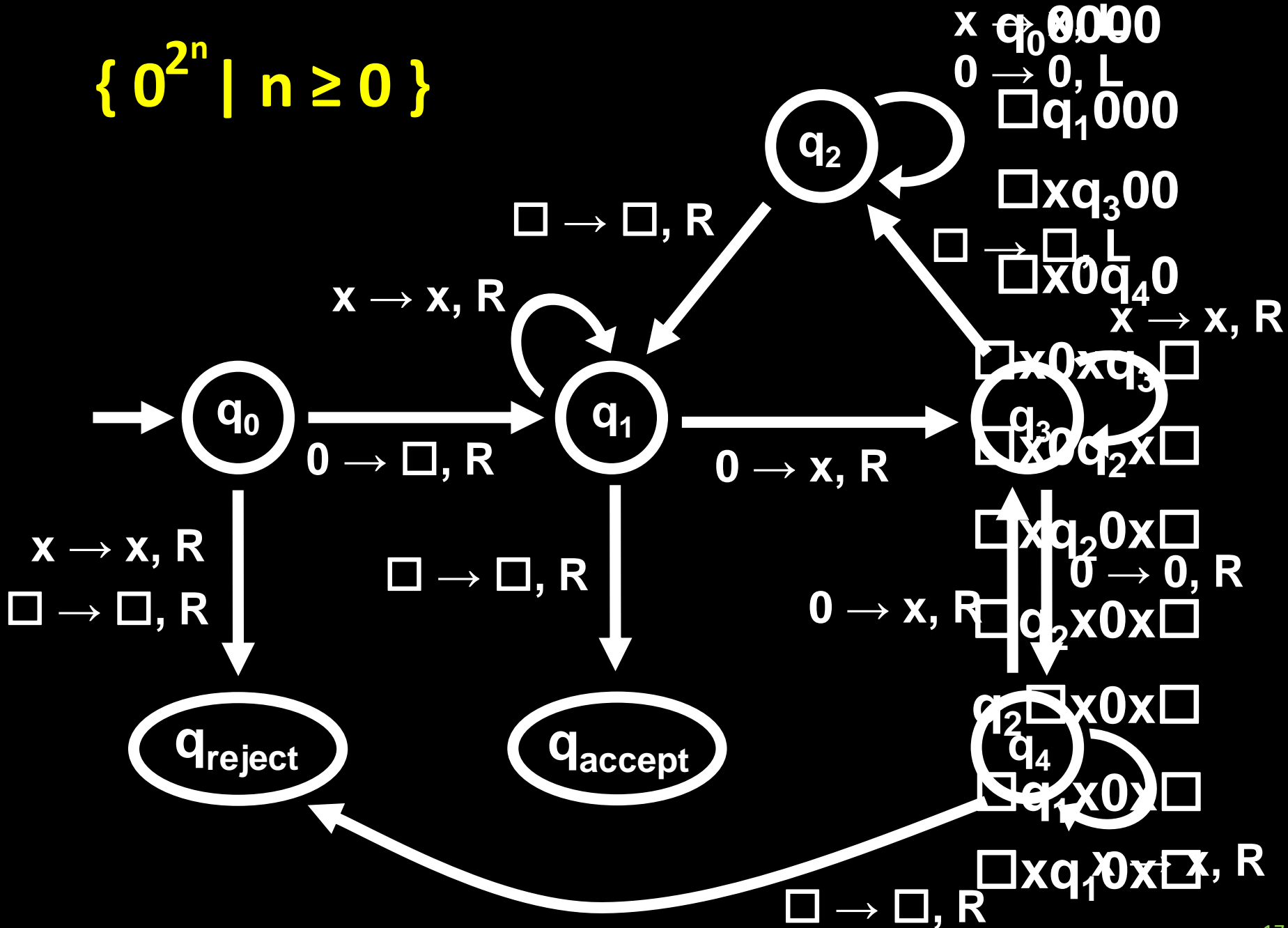
*Why does this work?*

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





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



$$\text{MULT} = \{a^i b^j c^k \mid k = i * j, \text{ and } i, j, k \geq 1\}$$

## TURING MACHINE PSEUDOCODE:

1. If the input doesn't match  $a^*b^*c^*$ , *reject*.
2. Move the head back to the leftmost symbol.
3. Cross off one  $a$ , scan to the right until see  $b$ .  
Sweep between  $b$ 's and  $c$ 's, crossing off one of each until all  $b$ 's are crossed off.  
If all  $c$ 's get crossed off while doing this, *reject*.
4. *Uncross* all the  $b$ 's.  
If there is some  $a$  left, then repeat stage 3.  
If all  $a$ 's are crossed off,  
Check if all  $c$ 's are crossed off.  
If yes, then *accept*, else *reject*.

$$\text{MULT} = \{a^i b^j c^k \mid k = i * j, \text{ and } i, j, k \geq 1\}$$

Check matches  $a^* b^* c^*$

aabbcccccc

Cross off an a

āabbcccccc

Cross off one c  
for each b

āab̄b̄b̄c̄c̄c̄ccc

“Uncross” the b’s

āabb̄c̄c̄c̄ccc

Repeat the  
crossing, until all a’s  
crossed (or reject early)

āāb̄b̄b̄c̄c̄c̄c̄c̄c̄

Accept

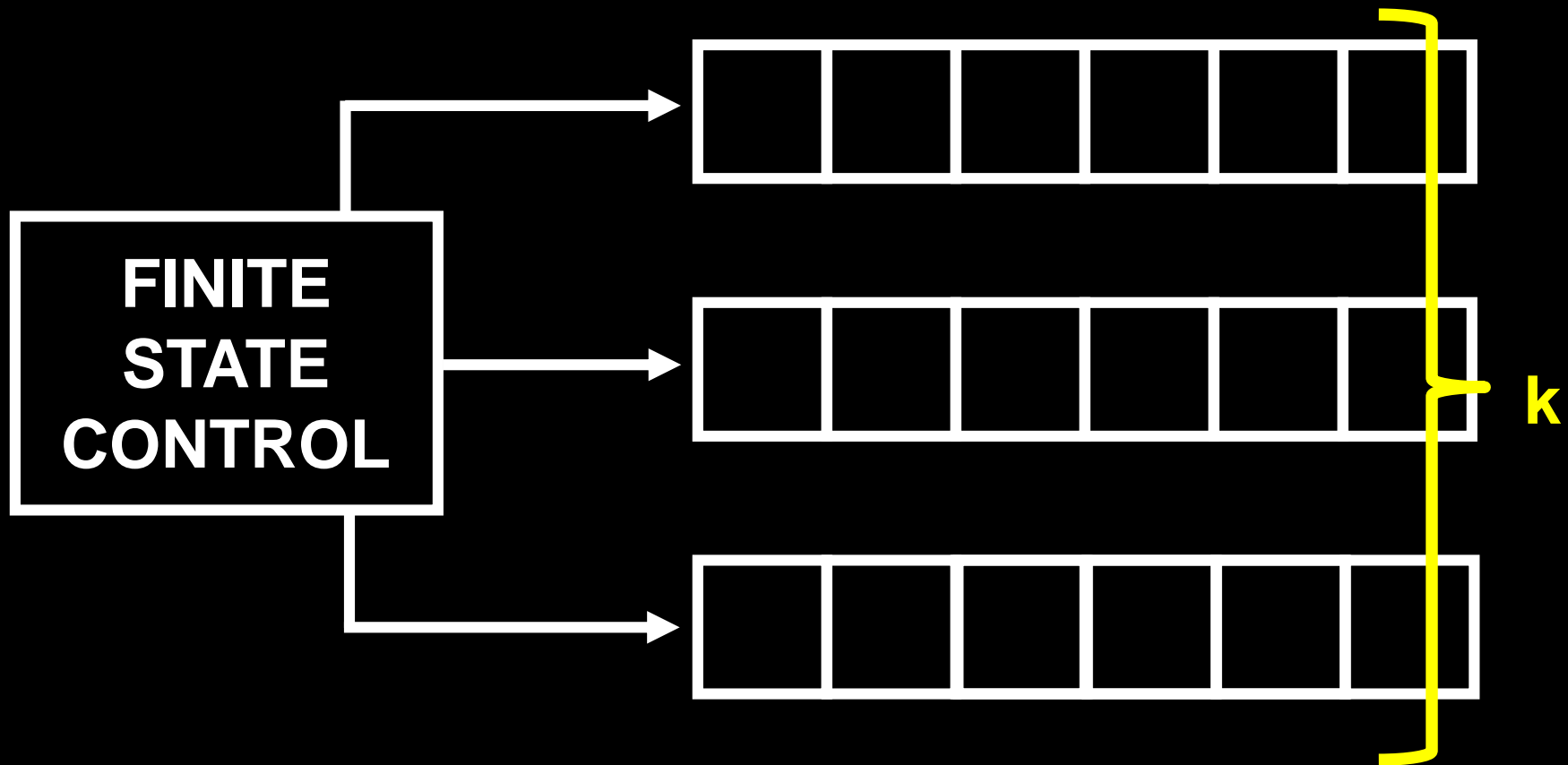
# Turing Machines are Robust!

Many variants and models can be defined.

As long as your favorite model **reads and writes a finite number of symbols in each step**, it doesn't matter!

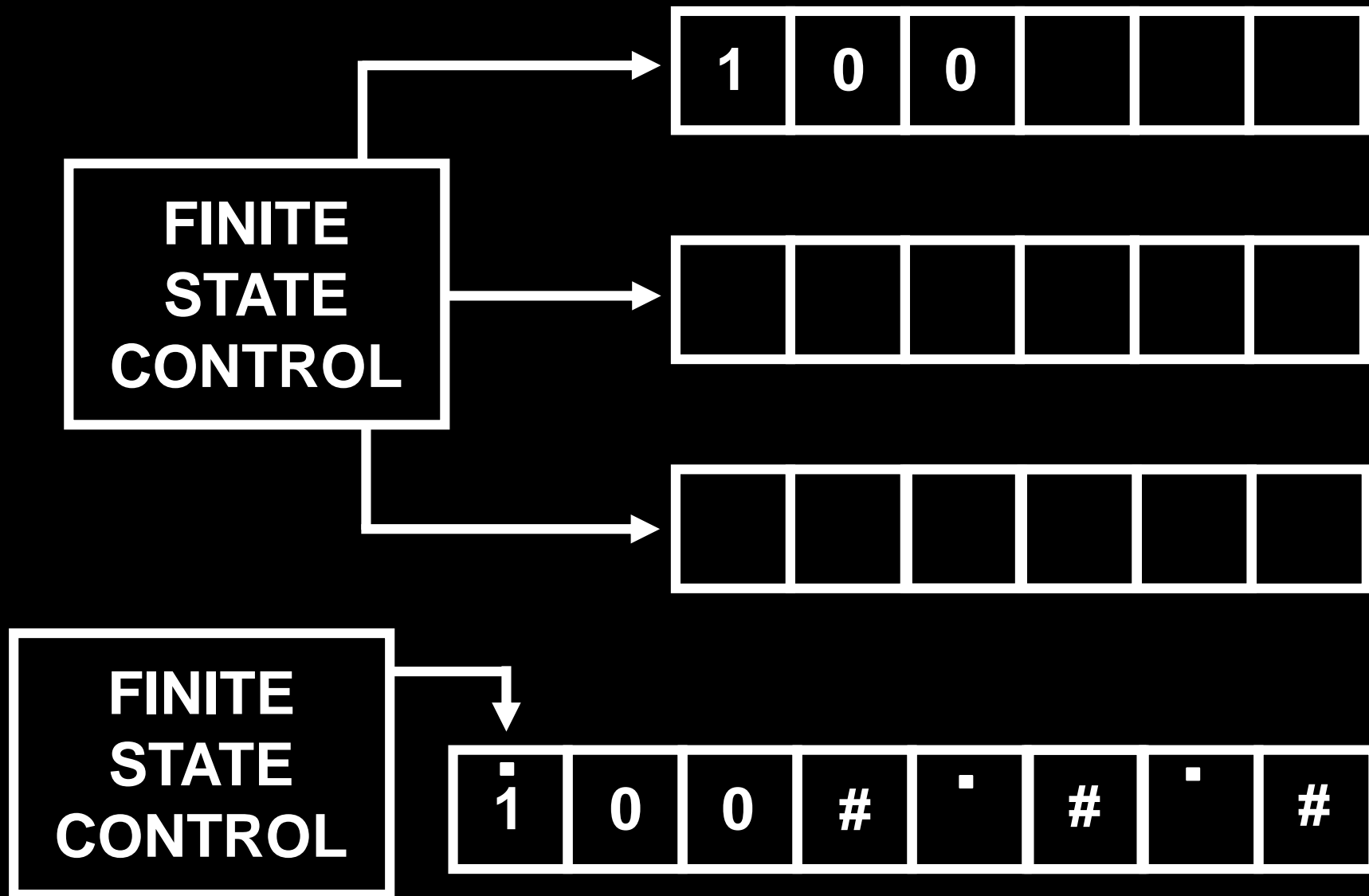
**A good ole TM can still simulate it!**

# Multitape Turing Machines

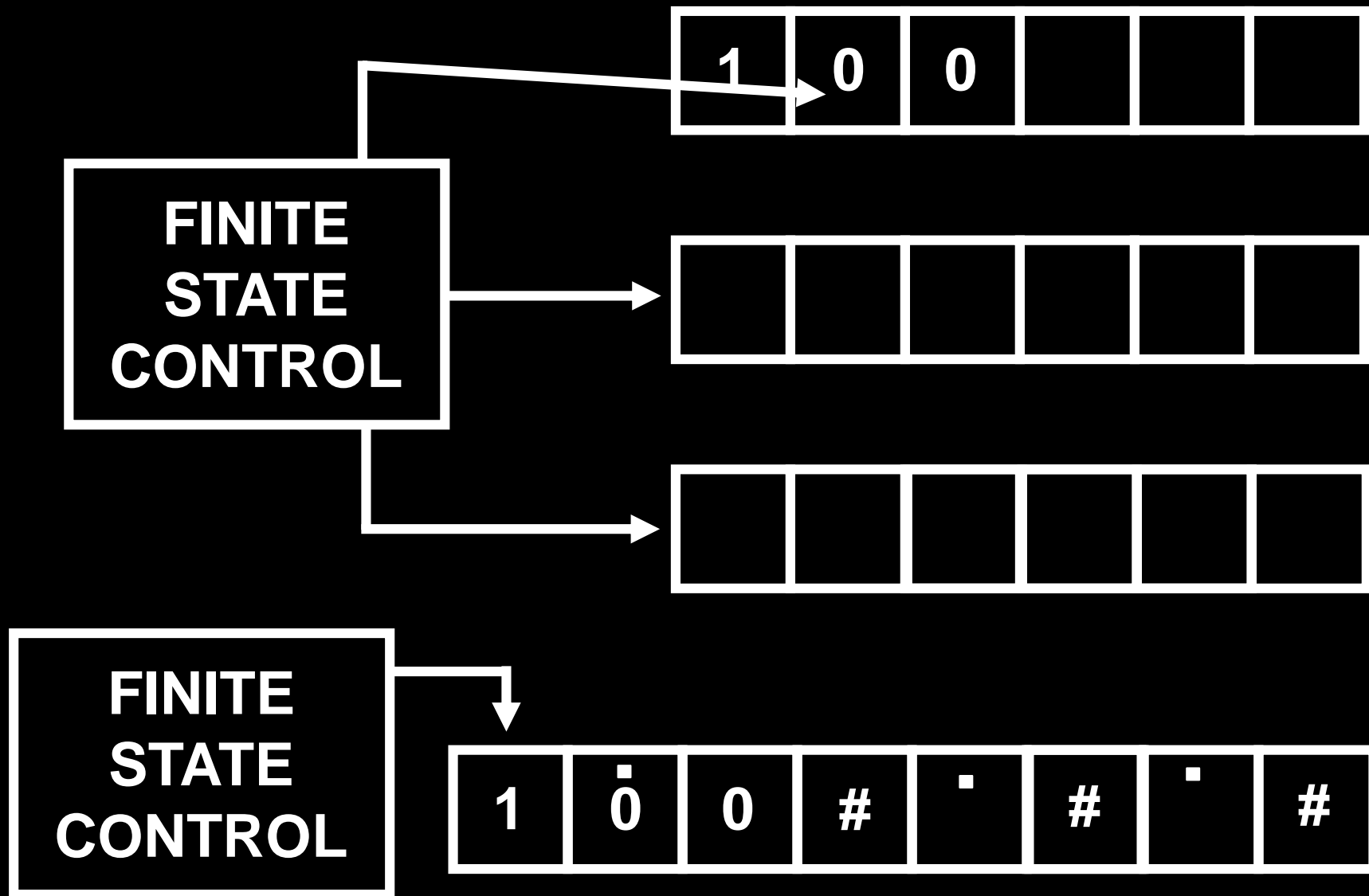


$$\delta : Q \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{L,R\}^k$$

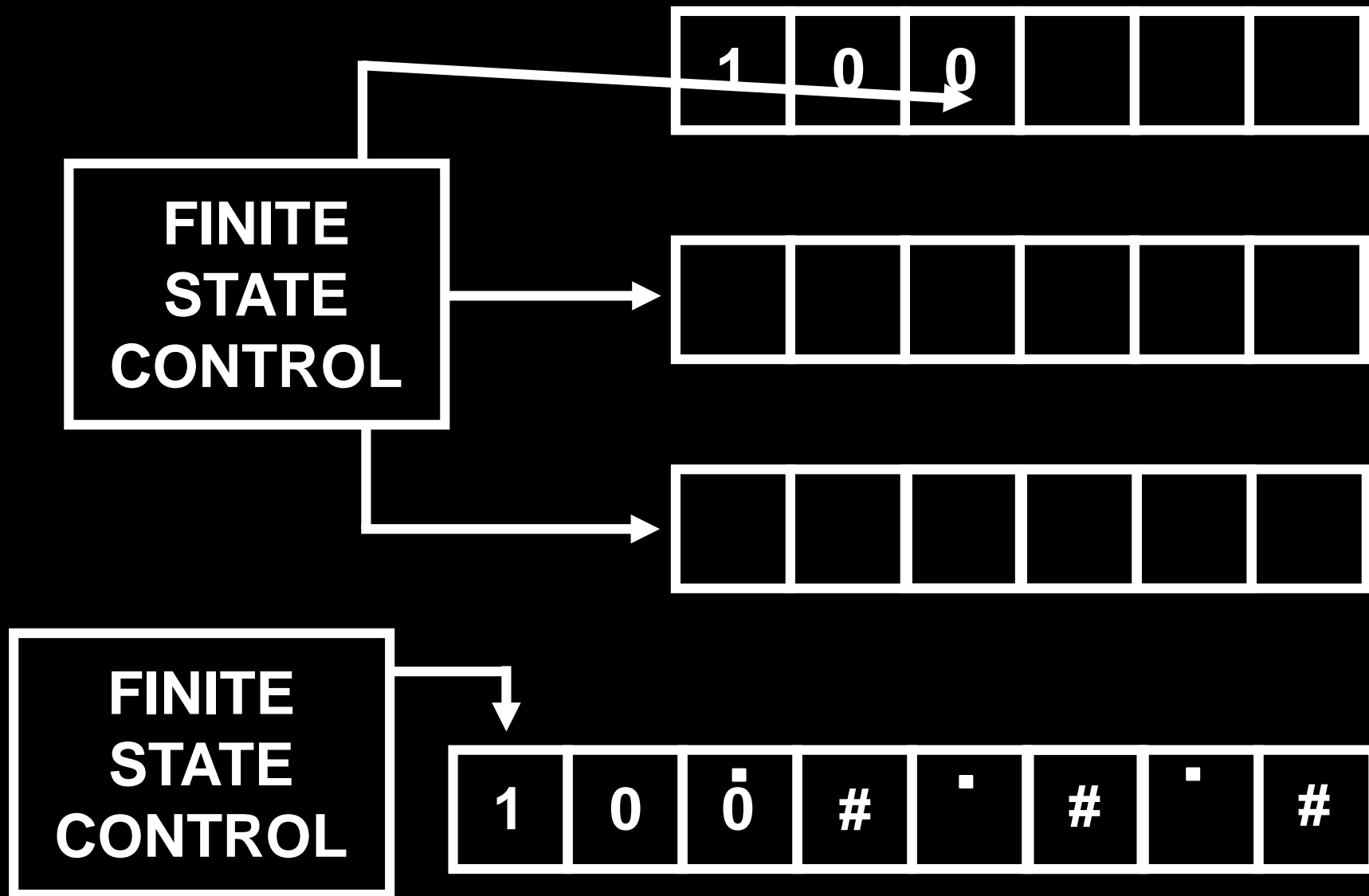
**Theorem:** Every Multitape Turing Machine can be transformed into a single tape Turing Machine



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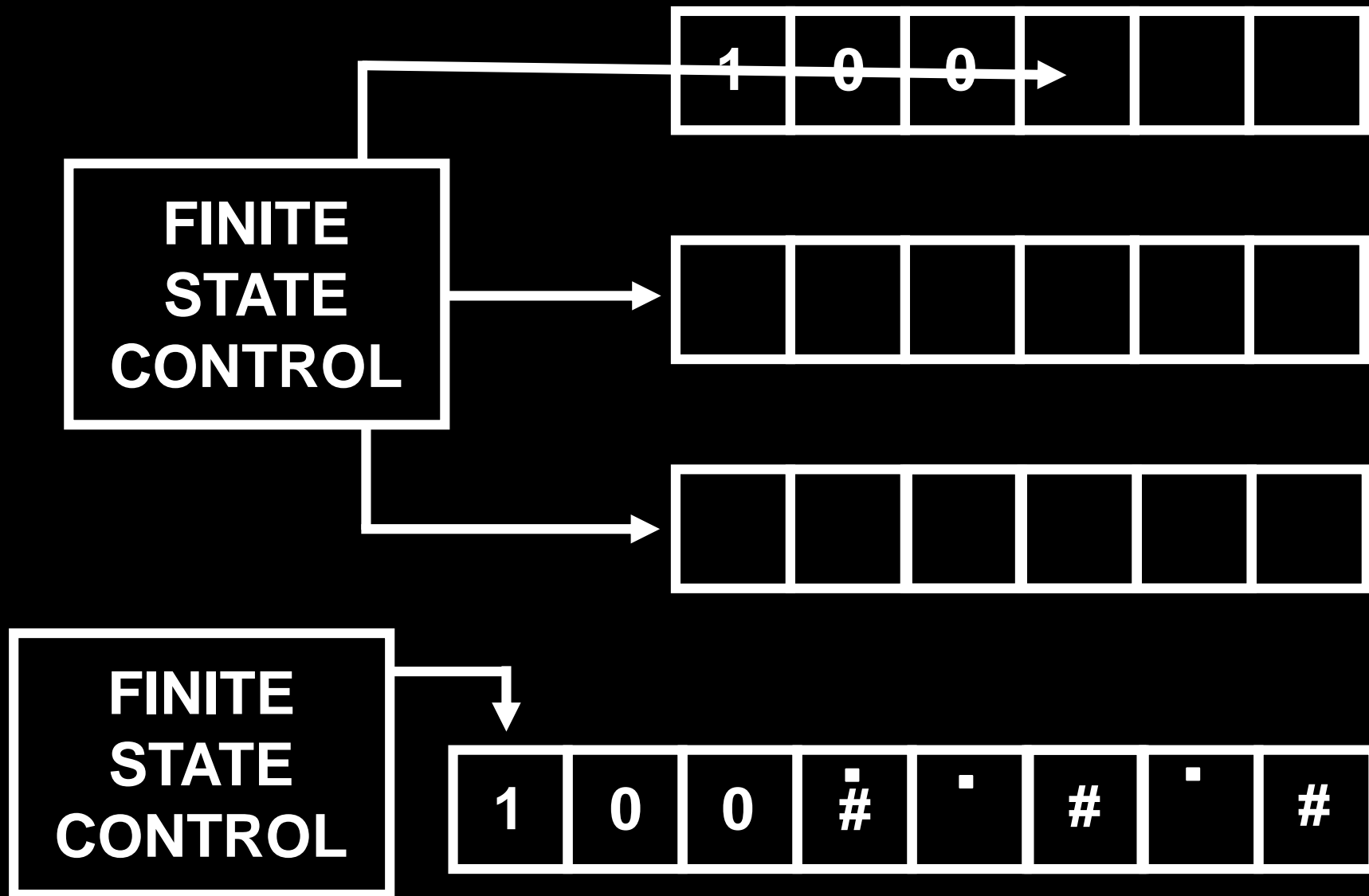


# Theorem: Every Multitape Turing Machine can be transformed into a single tape Turing Machine

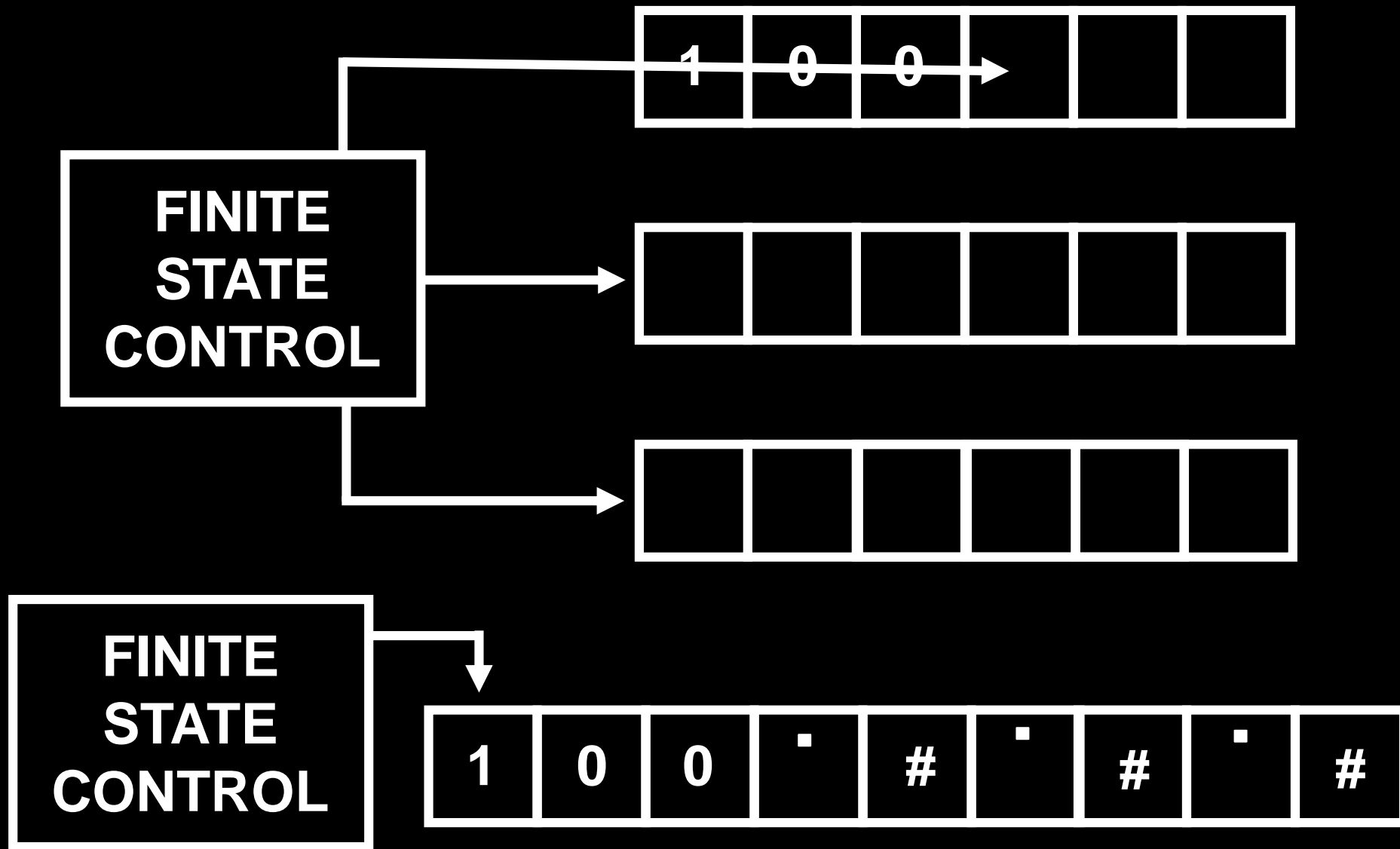




# Theorem: Every Multitape Turing Machine can be transformed into a single tape Turing Machine



# Theorem: Every Multitape Turing Machine can be transformed into a single tape Turing Machine



# Nondeterministic Turing Machines

Have multiple transitions for a state, symbol pair

**Theorem:** Every nondeterministic Turing machine  $N$  can be transformed into a Turing Machine  $M$  that accepts precisely the same strings as  $N$ . ( $L(M)=L(N)$ )

**Proof Idea (more details in Sipser p.178-179)**

Pick a natural ordering on the strings in  $(Q \cup \Gamma \cup \#)^*$

$M(w)$ : For all strings  $D \in (Q \cup \Gamma \cup \#)^*$  in the ordering,

Check if  $D = C_0\# \cdots \#C_k$  where  $C_0, \dots, C_k$  is an accepting computation history for  $N$  on  $w$ .

If so, **accept**.

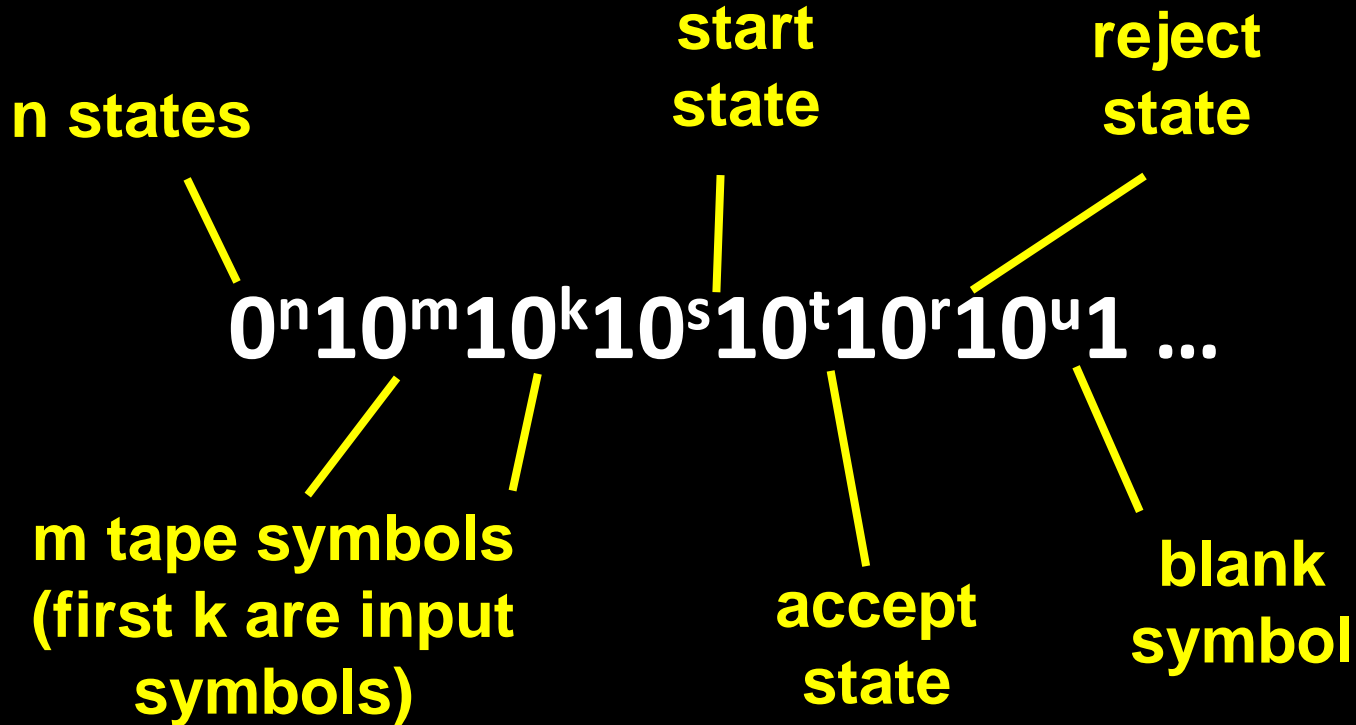
# What else can Turing Machines do?

They can analyze and  
simulate other TMs



To do that, we need to  
encode TMs as strings.

# Fact: We can encode Turing Machines as bit strings



$$((p, i), (q, j, L)) = 0^p 1 0^i 1 0^q 1 0^j 1 0 1$$

$$((p, i), (q, j, R)) = 0^p 1 0^i 1 0^q 1 0^j 1 0 0 1$$

Can map every TM  $M$  to a string  $\langle M \rangle$

We can also encode DFAs and NFAs as *bit strings*, and  $w \in \Sigma^*$  as *bit strings*

For  $x \in \Sigma^*$  define  $b_\Sigma(x)$  to be its binary encoding

For  $x, y \in \Sigma^*$ , define the *pair of x and y* as a binary string encoding both x and y

$$\langle x, y \rangle := 0^{|\mathbf{b}_\Sigma(x)|} \mathbf{1} \mathbf{b}_\Sigma(x) \mathbf{b}_\Sigma(y)$$

Then we define the following languages over  $\{0,1\}$ :

$$A_{\text{DFA}} = \{ \langle \mathbf{D}, \mathbf{w} \rangle \mid \mathbf{D} \text{ encodes a DFA over some } \Sigma, \text{ and } \mathbf{D} \text{ accepts } \mathbf{w} \in \Sigma^* \}$$

$$A_{\text{NFA}} = \{ \langle \mathbf{N}, \mathbf{w} \rangle \mid \mathbf{N} \text{ encodes an NFA, } \mathbf{N} \text{ accepts } \mathbf{w} \}$$



$$A_{\text{TM}} = \{ \langle \mathbf{M}, \mathbf{w} \rangle \mid \mathbf{M} \text{ encodes a TM, } \mathbf{M} \text{ accepts } \mathbf{w} \}$$

# Universal Turing Machines

**Theorem:** There is a Turing machine  $U$

which takes as input:

- the code of an arbitrary TM  $M$
- and an input string  $w$

such that  $U$  accepts  $\langle M, w \rangle \Leftrightarrow M$  accepts  $w$ .

**This is a *fundamental* property of TMs:**

There is a Turing Machine that  
can run arbitrary Turing Machine code!

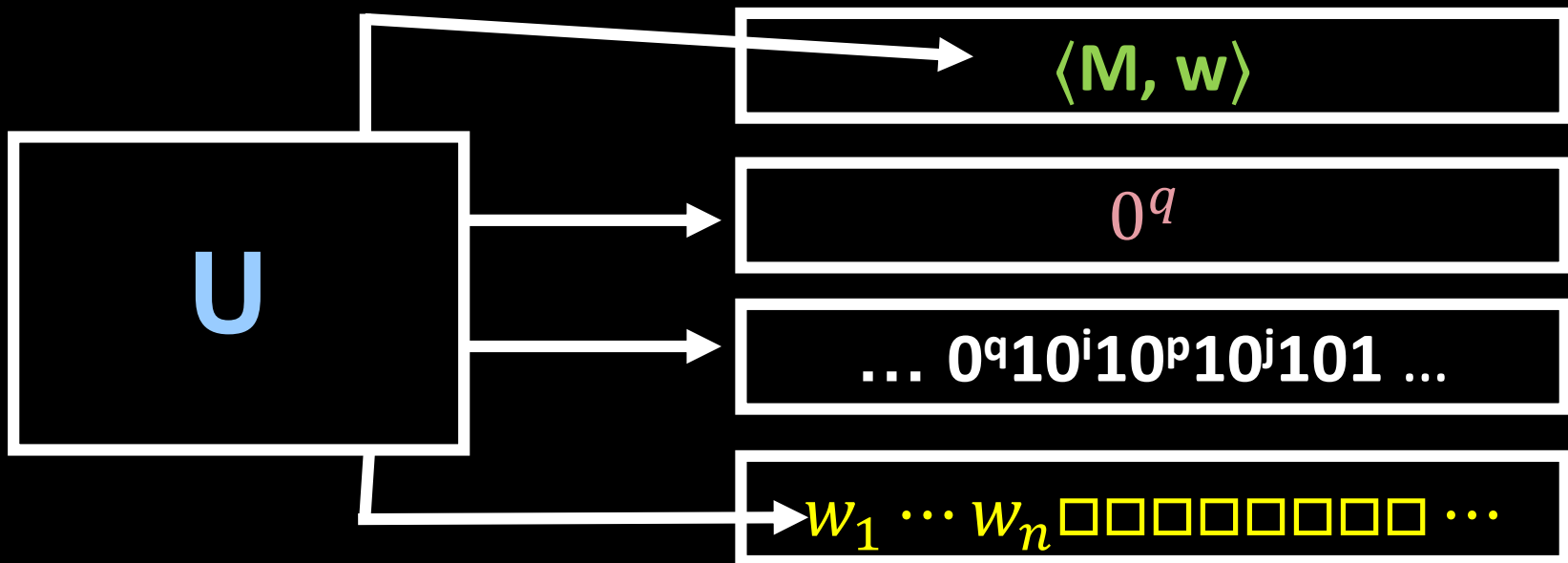
**Note that DFAs/NFAs do *not* have this property.**

**That is,  $A_{\text{DFA}}$  and  $A_{\text{NFA}}$  are not regular.**

**Want:**  $U$  accepts  $\langle M, w \rangle \Leftrightarrow M$  accepts  $w$ .

Can make a multitape TM  $U$  with four tapes:

1. Input tape: receives  $\langle M, w \rangle$
2. State tape: holds the current state of  $M$
3. Machine code tape: holds transitions of  $M$
4. Simulation tape: content is identical to  $M$ 's tape



For each step of  $M$ :  $U$  looks up the matching transition in machine code tape, updates the state and simulation tape



$A_{\text{DFA}} = \{ \langle D, w \rangle \mid D \text{ is a DFA that accepts string } w \}$

**Theorem:**  $A_{\text{DFA}}$  is decidable

**Proof:** A DFA is a special case of a TM.

Run the universal  $U$  on  $\langle D, w \rangle$  and output its answer!

$A_{\text{NFA}} = \{ \langle N, w \rangle \mid N \text{ is an NFA that accepts string } w \}$

**Theorem:**  $A_{\text{NFA}}$  is decidable. (Why?)

$A_{\text{TM}} = \{ \langle M, w \rangle \mid M \text{ is a TM that accepts string } w \}$

**Theorem:**  $A_{\text{TM}}$  is recognizable  
(Why?)



# The Church-Turing Thesis



Everyone's  
Intuitive Notion = Turing Machines  
of Algorithms

*This is not a theorem –  
it is a falsifiable scientific hypothesis.*

And it has been *thoroughly* tested!