



# BLM2502

# Theory of

# Computation

Spring 2016

# BLM2502 Theory of Computation

## » Course Outline

### » Week Content

- » 1 Introduction to Course
- » 2 Computability Theory, Complexity Theory, Automata Theory, Set Theory, Relations, Proofs, Pigeonhole Principle
- » 3 Regular Expressions
- » 4 Finite Automata
- » 5 Deterministic and Nondeterministic Finite Automata
- » 6 Epsilon Transition, Equivalence of Automata
- » 7 Pumping Theorem
- » 8 April 10 - 14 week is the first midterm week
- » 9 Context Free Grammars, Parse Tree, Ambiguity
- » 10 Pumping Theorem, Normal Forms
- » 11 Pushdown Automata
- » 12 **Turing Machines, Recognition and Computation, Church-Turing Hypothesis**
- » 13 Turing Machines, Recognition and Computation, Church-Turing Hypothesis
- » 14 May 22 – 27 week is the second midterm week
- » 15 Review
- » 16 Final Exam date will be announced



# Turing Machines

# The Language Hierarchy

$a^n b^n c^n$  ?

$ww$  ?

Context-Free Languages

$a^n b^n$

$ww^R$

Regular Languages

$a^*$

$a^* b^*$

The diagram consists of three concentric ellipses. The outermost ellipse is labeled 'Languages accepted by Turing Machines'. Inside it is an ellipse labeled 'Context-Free Languages'. Inside that is the innermost ellipse labeled 'Regular Languages'. Each level contains specific language examples.

Languages accepted by  
**Turing Machines**

$a^n b^n c^n$

$ww$

Context-Free Languages

$a^n b^n$

$ww^R$

Regular Languages

$a^*$

$a^* b^*$

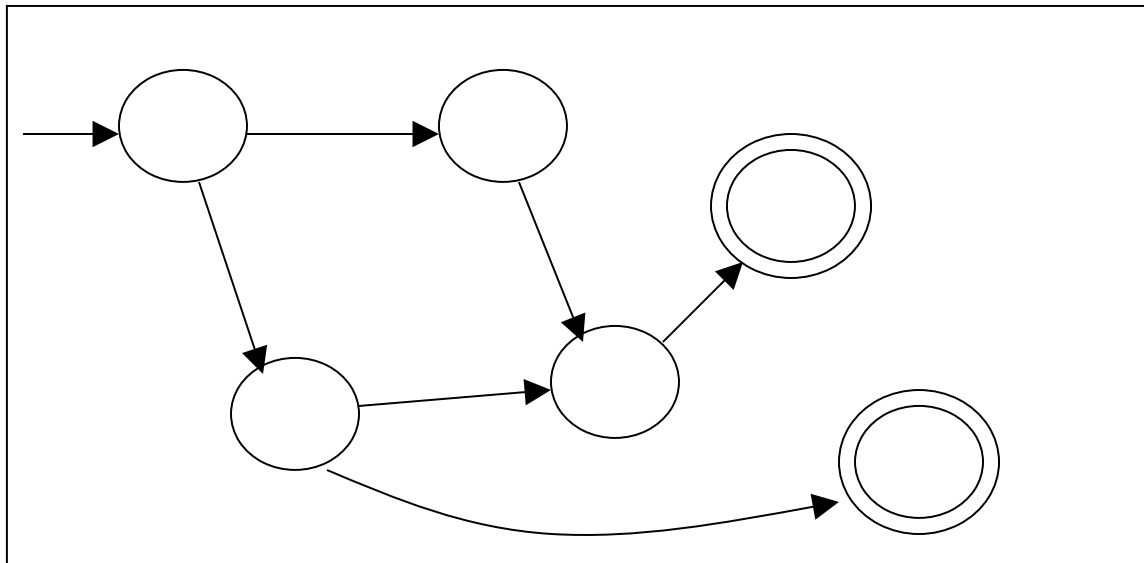
# A Turing Machine

Tape



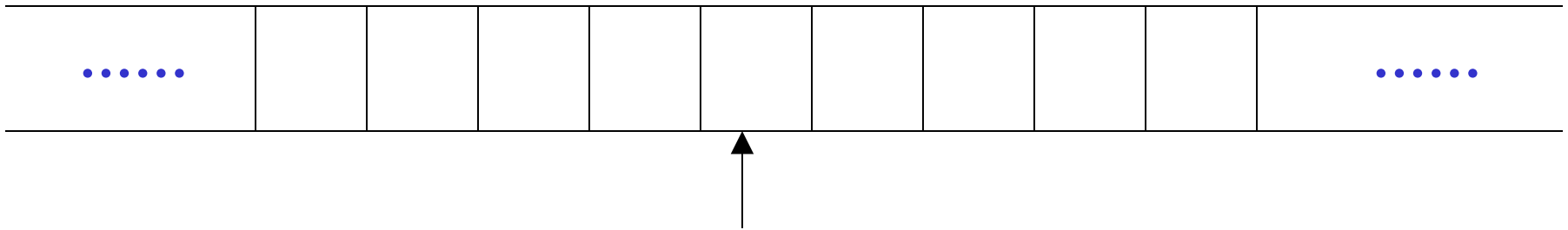
Read-Write head

Control Unit



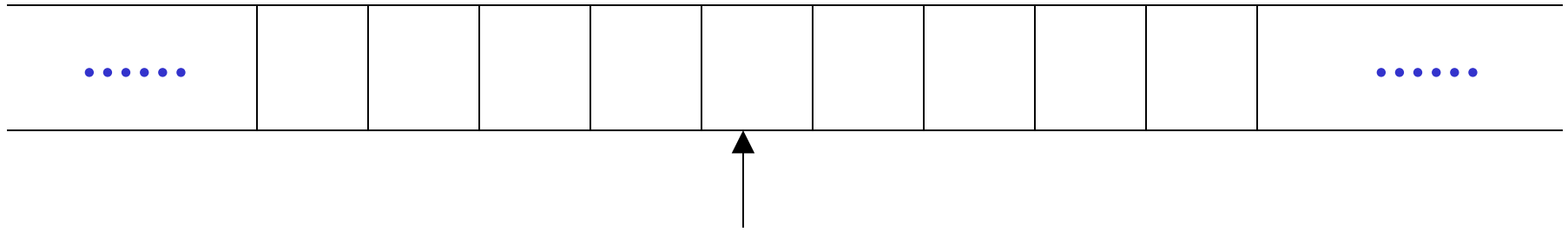
# The Tape

No boundaries -- infinite length



Read-Write head

The head moves Left or Right



Read-Write head

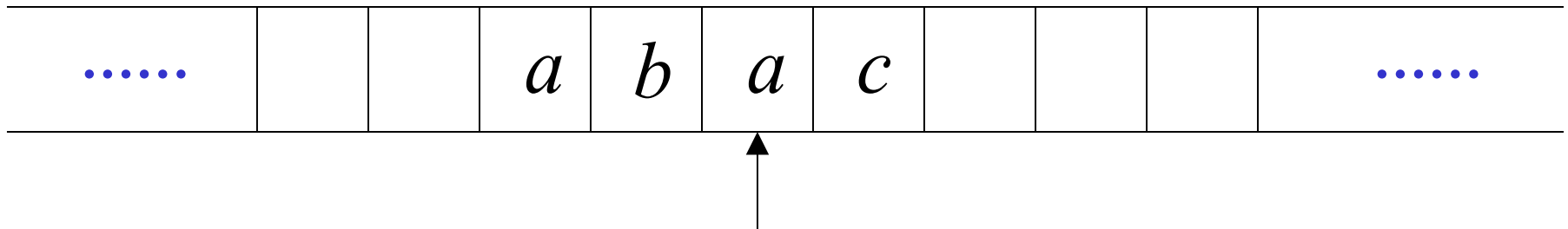
The head at each transition (time step):

1. Reads a symbol
2. Writes a symbol
3. Moves Left or Right

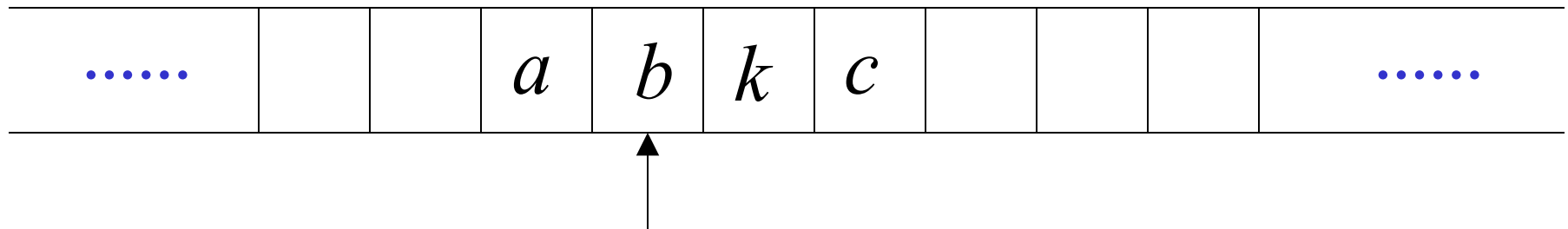


# Example:

Time 0



Time 1

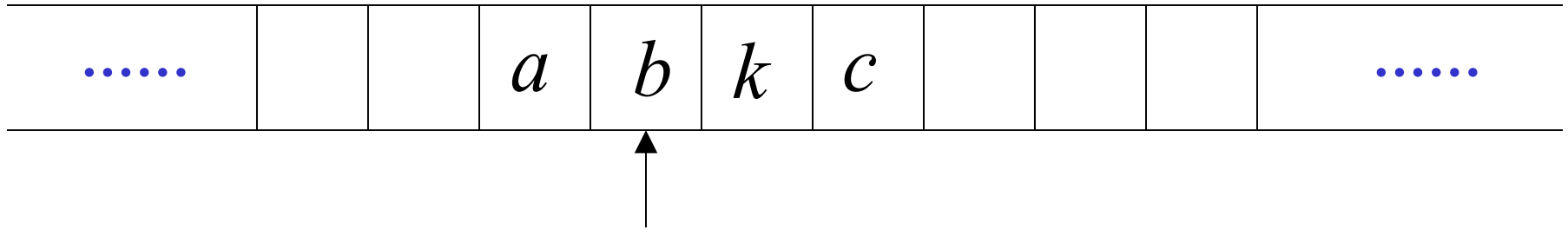


1. Reads  $a$

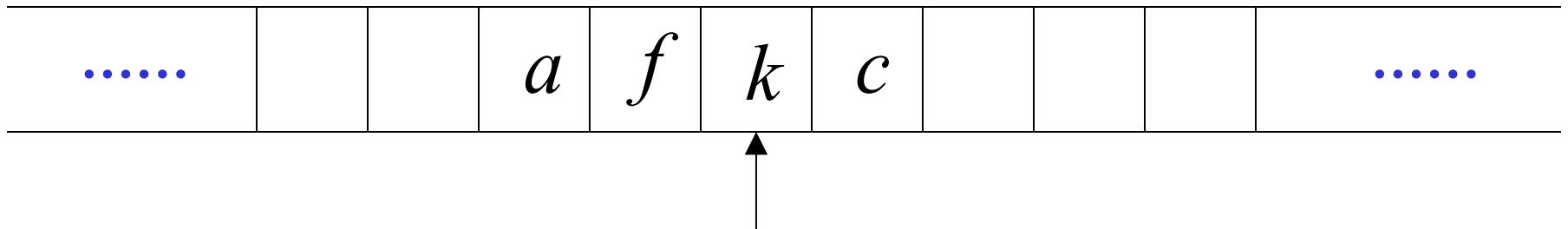
2. Writes  $k$

3. Moves Left

Time 1

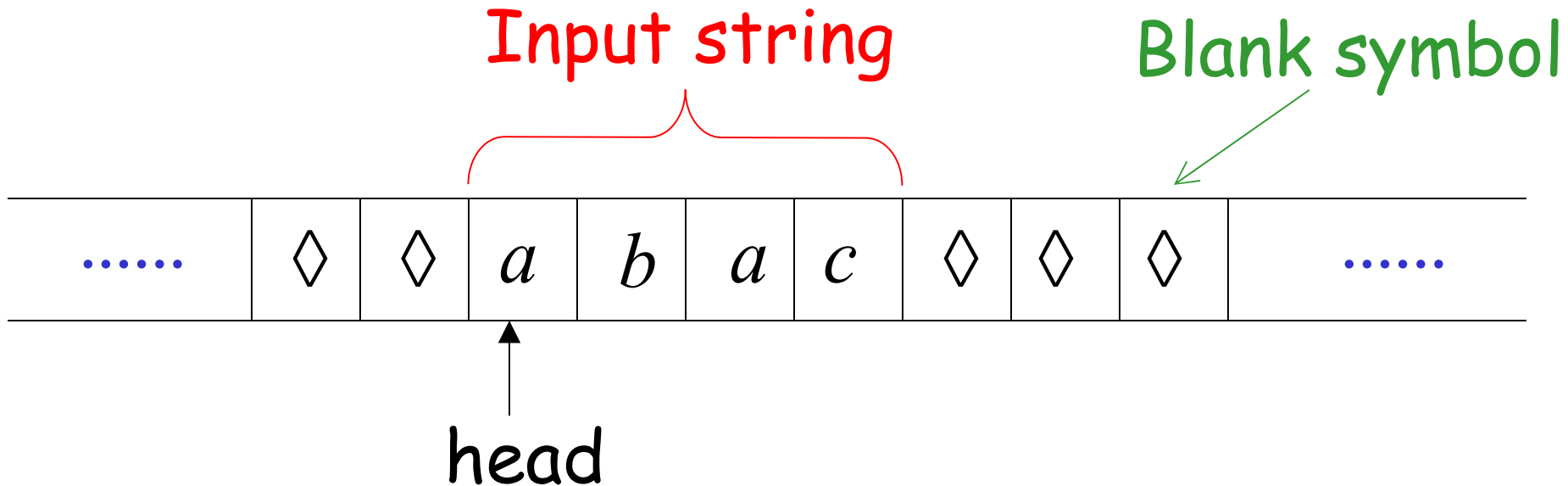


Time 2



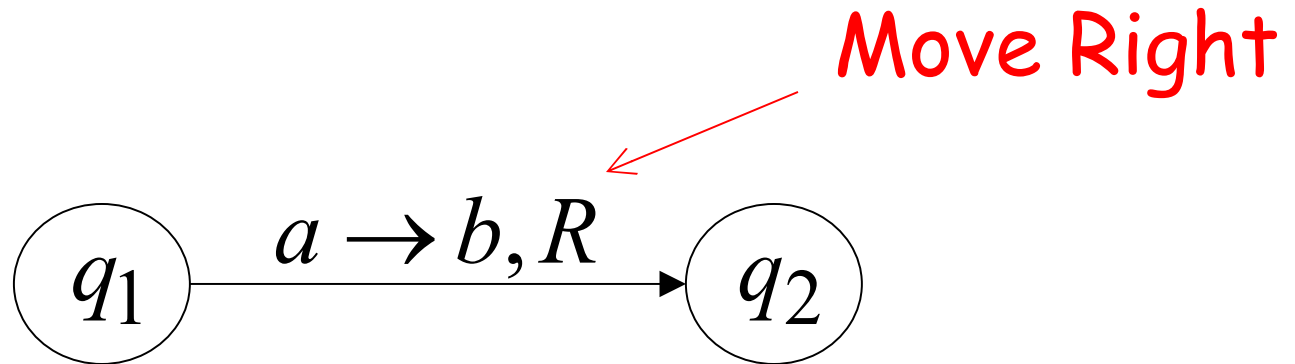
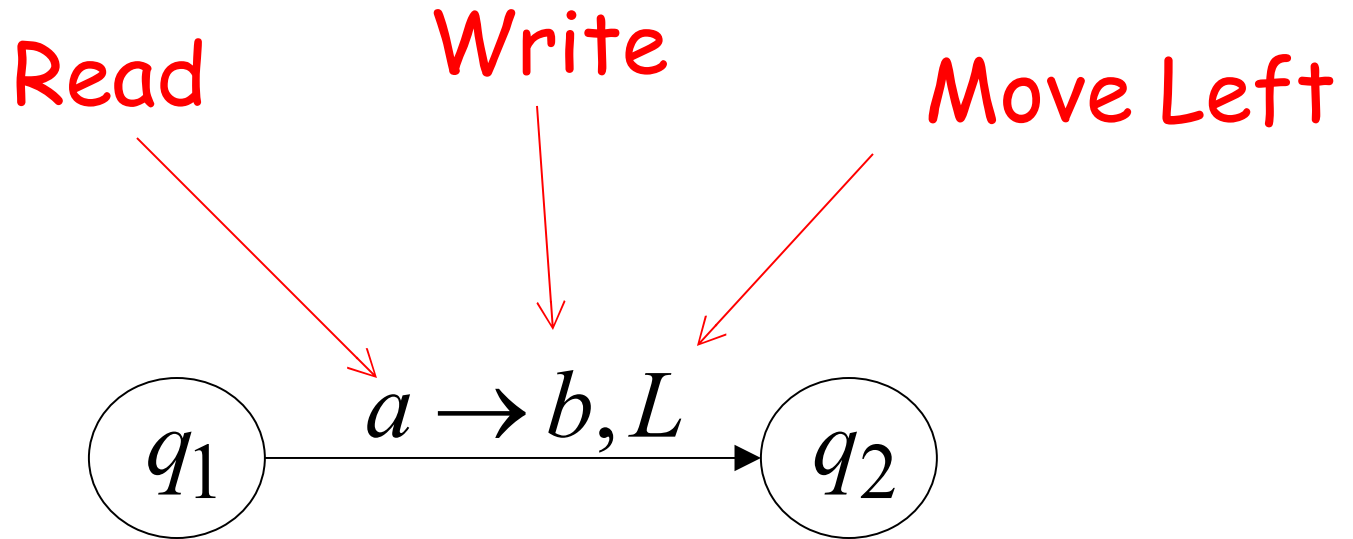
1. Reads  $b$
2. Writes  $f$
3. Moves Right

# The Input String



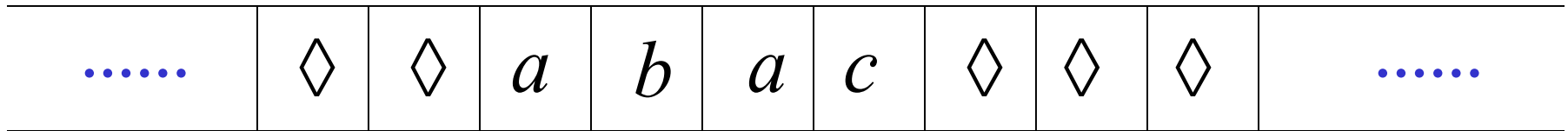
Head starts at the leftmost position of the input string

# States & Transitions



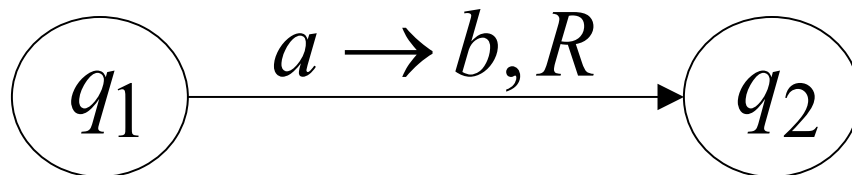
Example:

Time 1

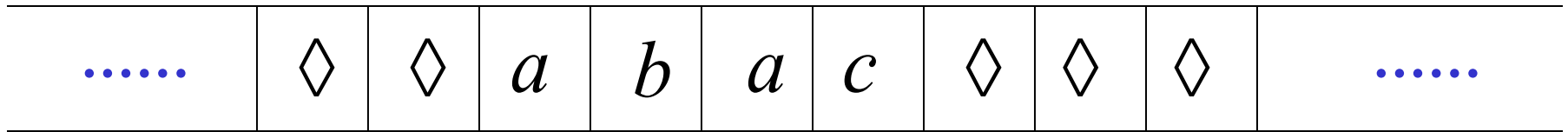


$q_1$

current state

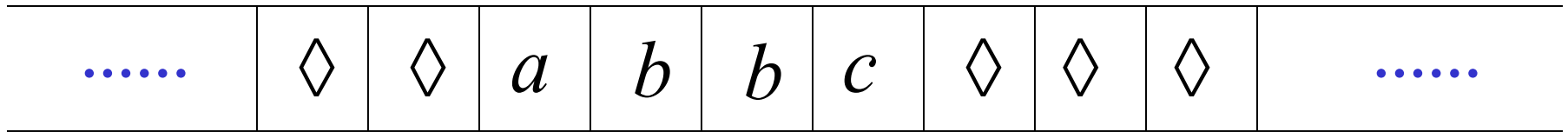


Time 1

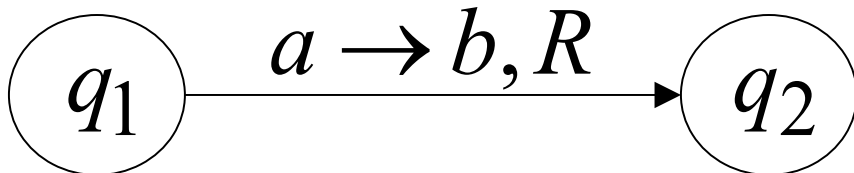


$q_1$

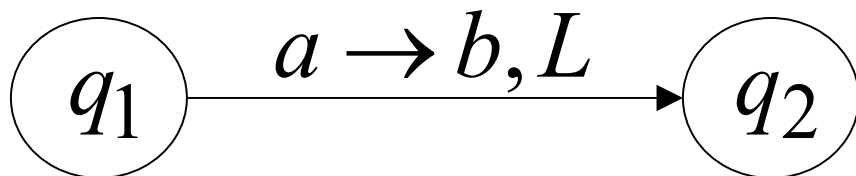
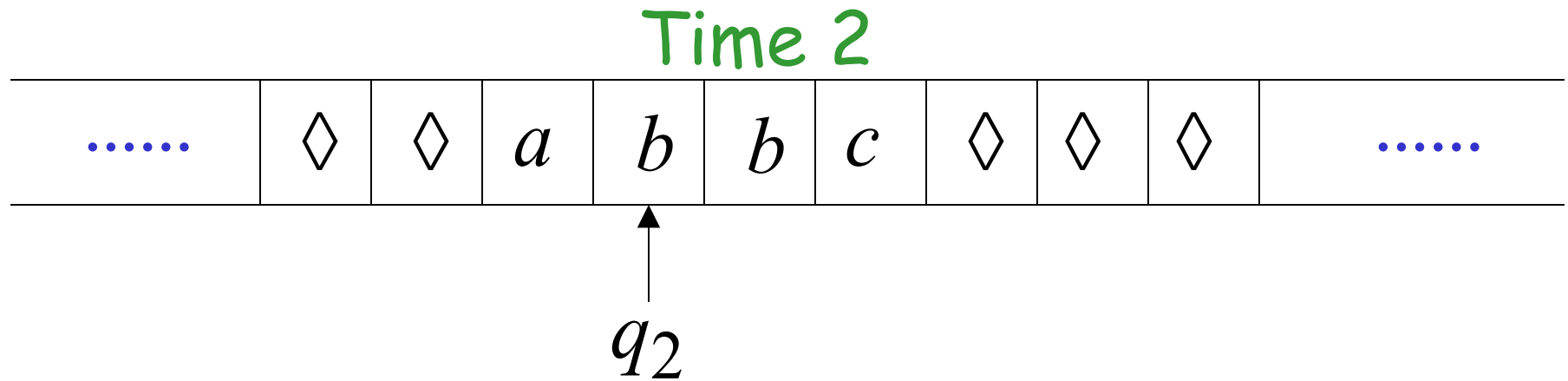
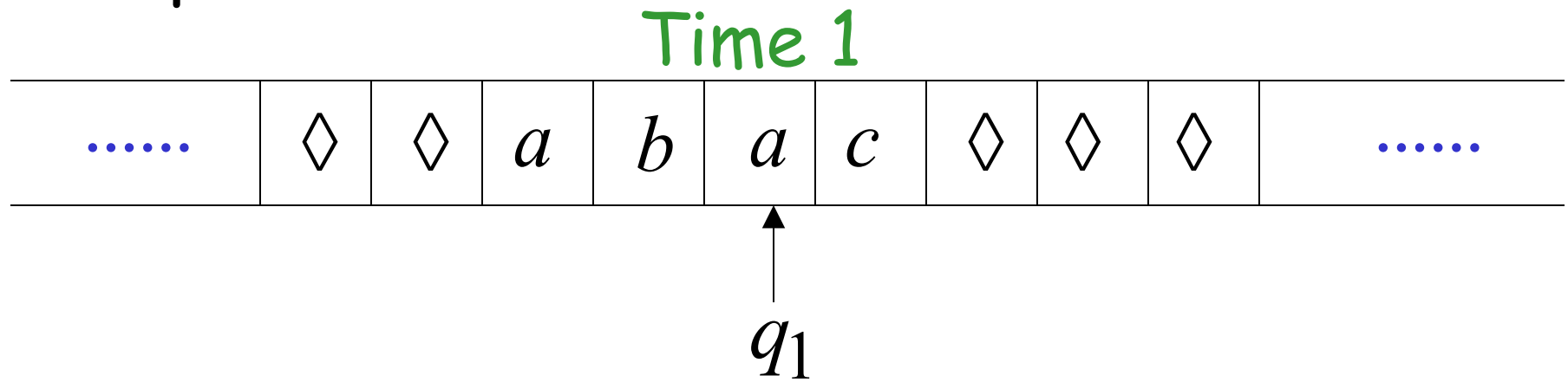
Time 2



$q_2$

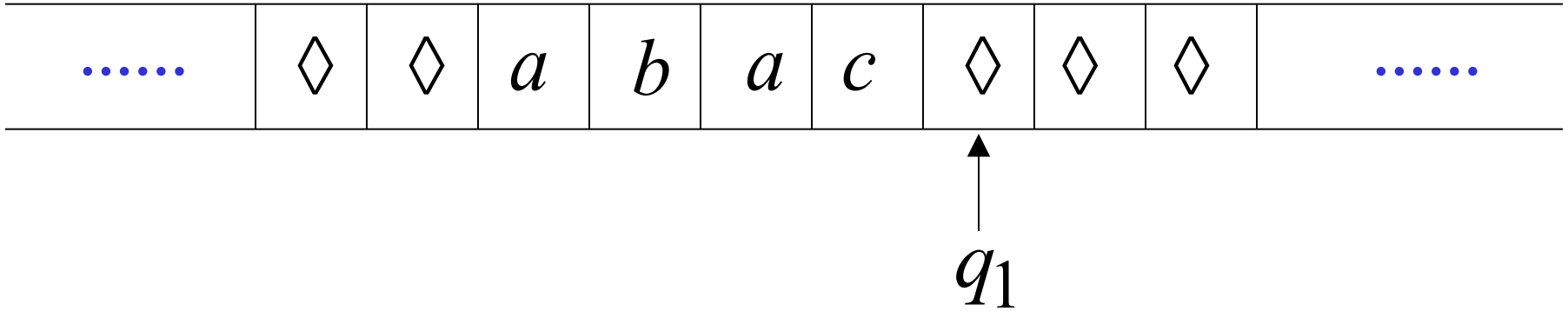


Example:

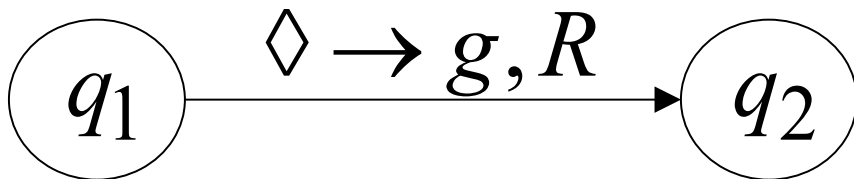
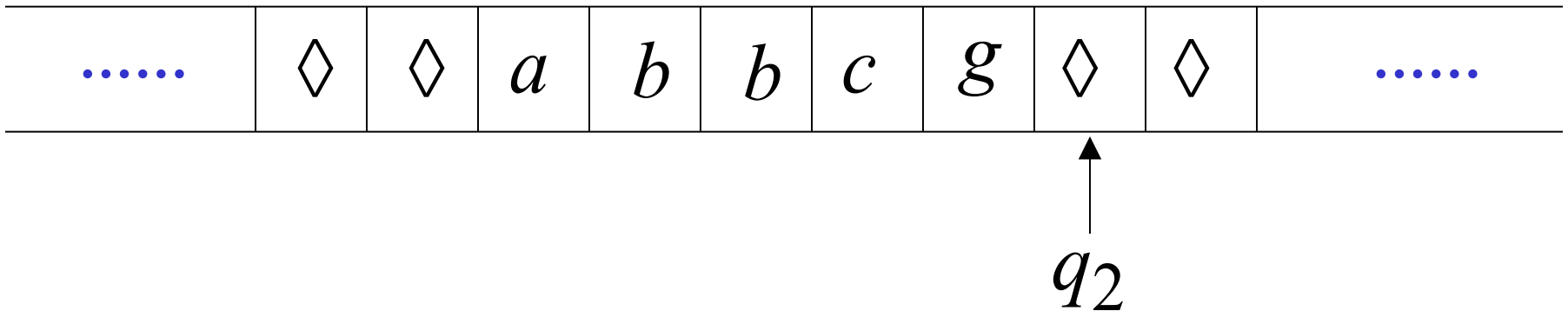


Example:

Time 1



Time 2

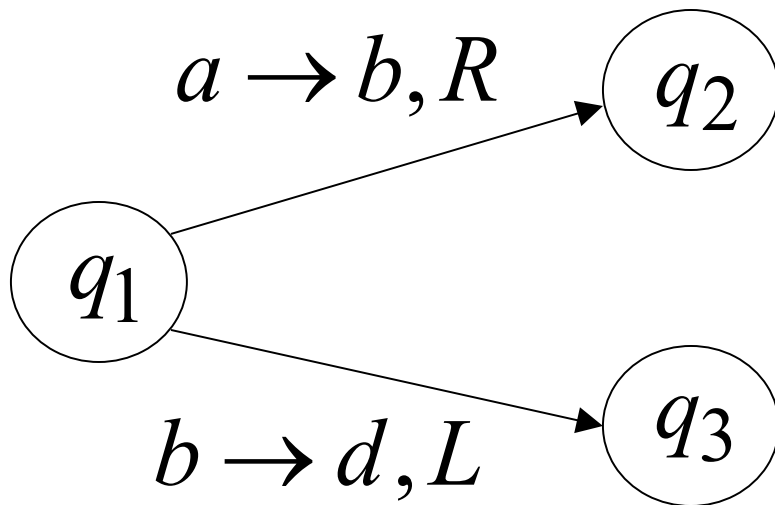




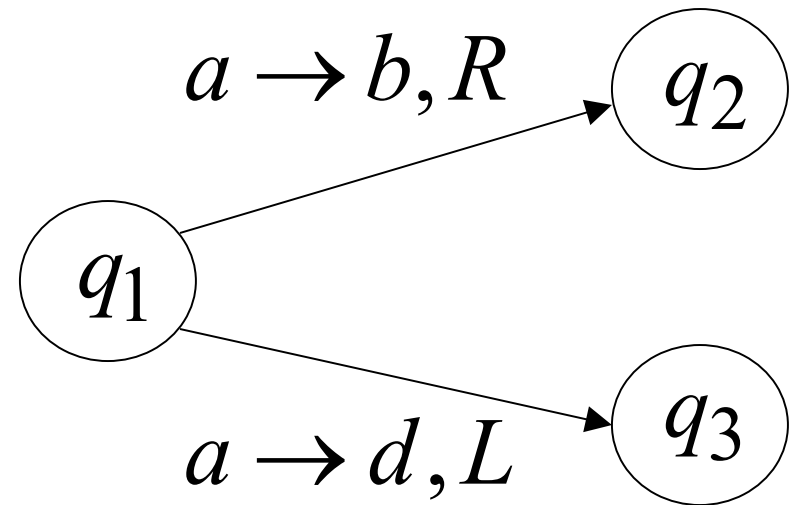
# Determinism

Turing Machines are deterministic

Allowed



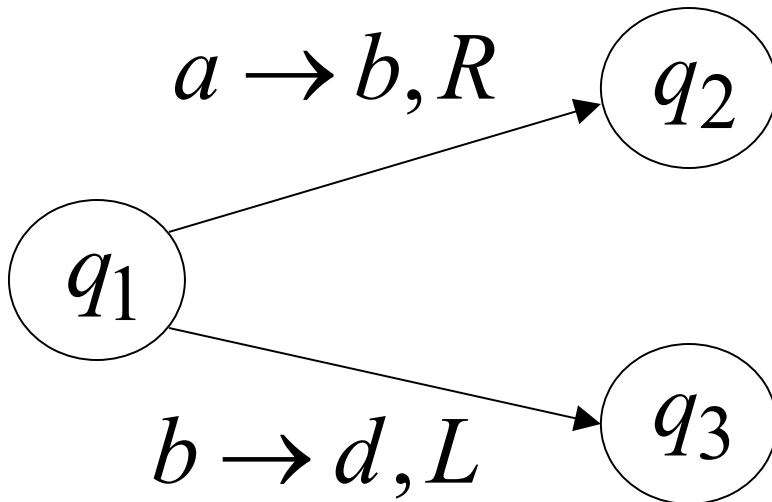
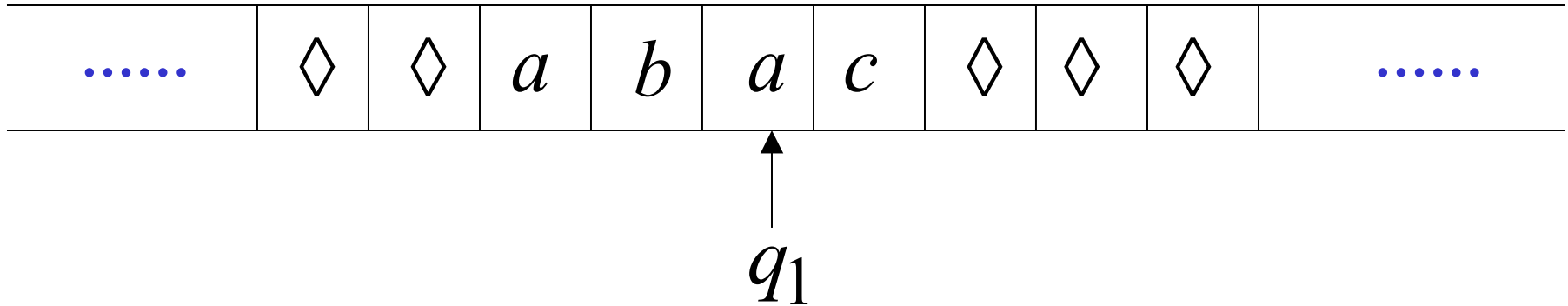
Not Allowed



No epsilon transitions allowed

# Partial Transition Function

Example:



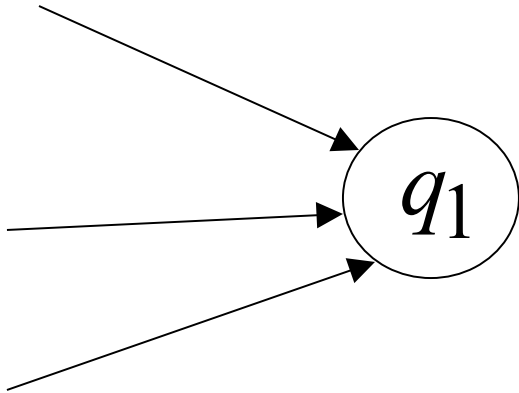
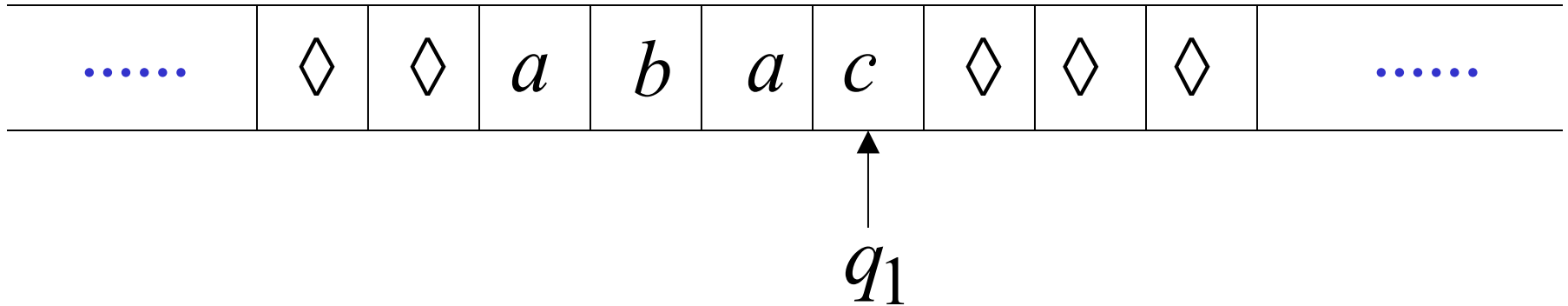
Allowed:

No transition  
for input symbol  $c$

# Halting

The machine *halts* in a state if there is no transition to follow

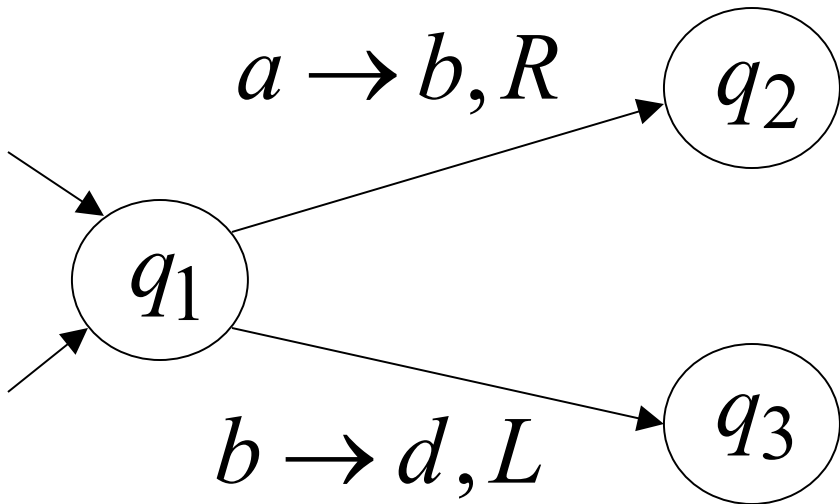
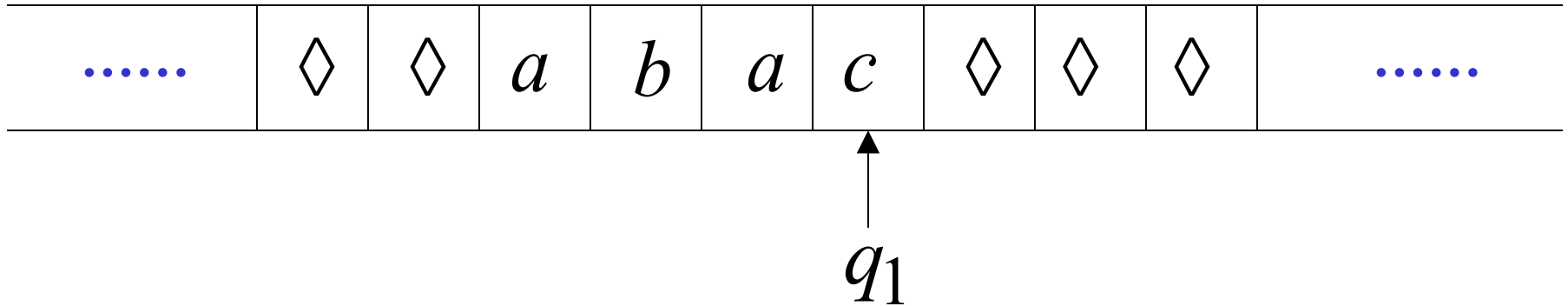
# Halting Example 1:



No transition from  $q_1$

**HALT!!!**

# Halting Example 2:



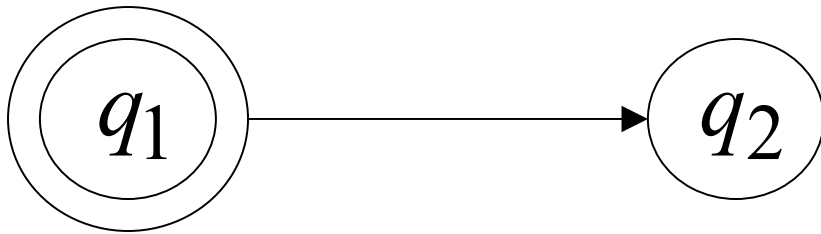
No possible transition  
from  $q_1$  and symbol  $c$

**HALT!!!**

# Accepting States



Allowed



Not Allowed

- Accepting states have no outgoing transitions
- The machine halts and accepts

# Acceptance

Accept Input  
string



If machine halts  
in an accept state

Reject Input  
string



If machine halts  
in a non-accept state

or

If machine enters  
an *infinite loop*

## Observation:

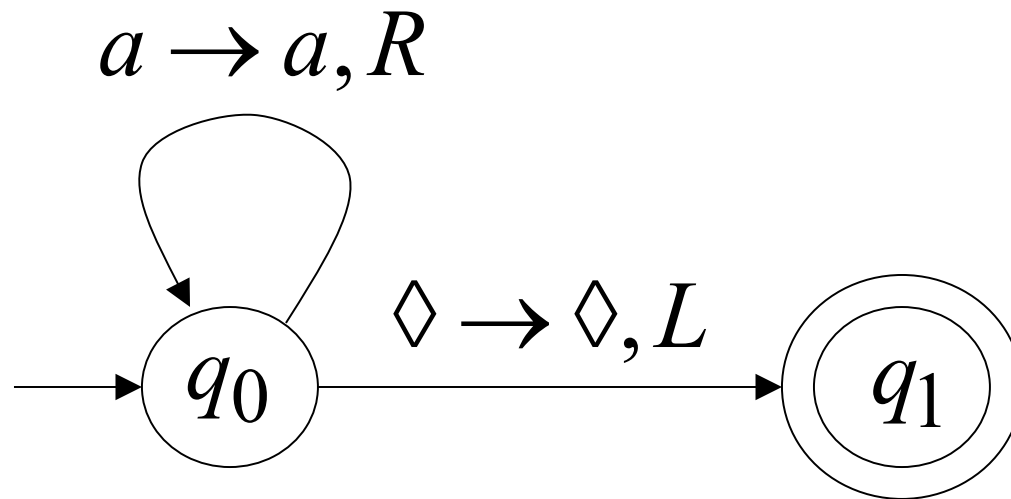
In order to accept an input string,  
it is not necessary to scan all the  
symbols in the string



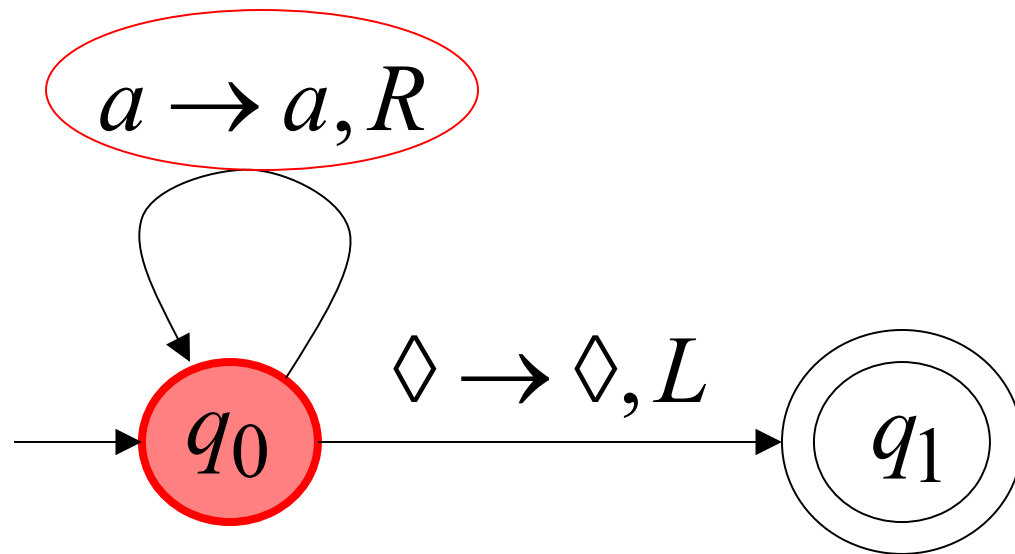
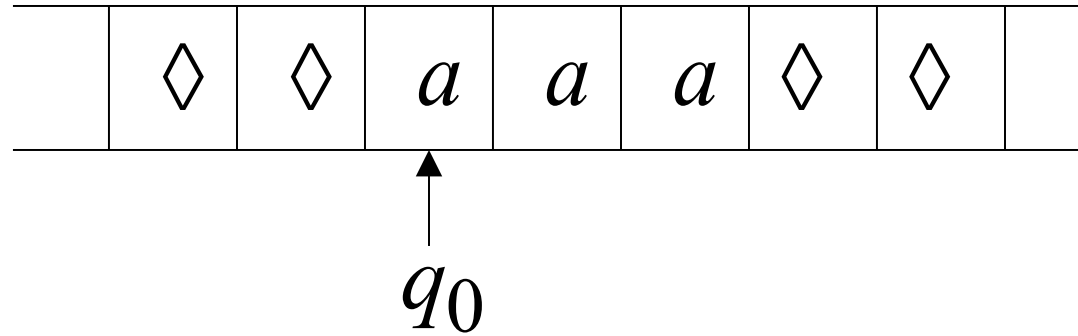
# Turing Machine Example

Input alphabet  $\Sigma = \{a, b\}$

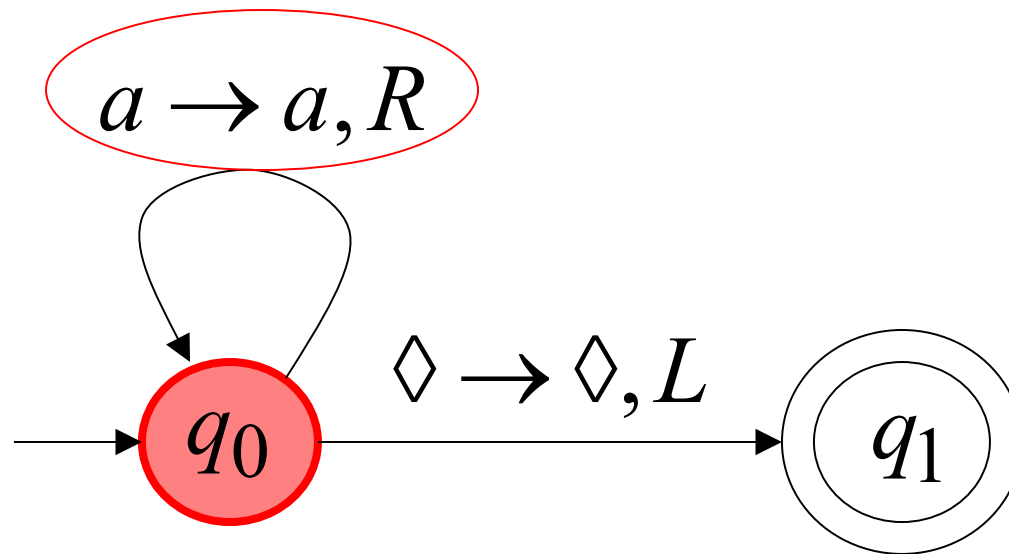
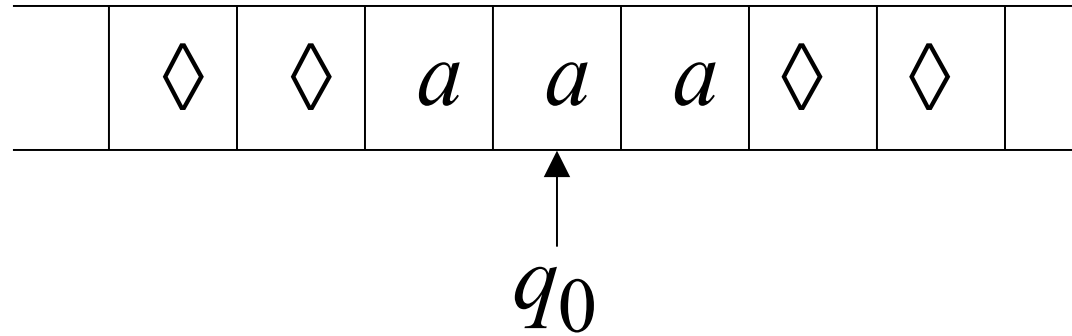
Accepts the language:  $a^*$



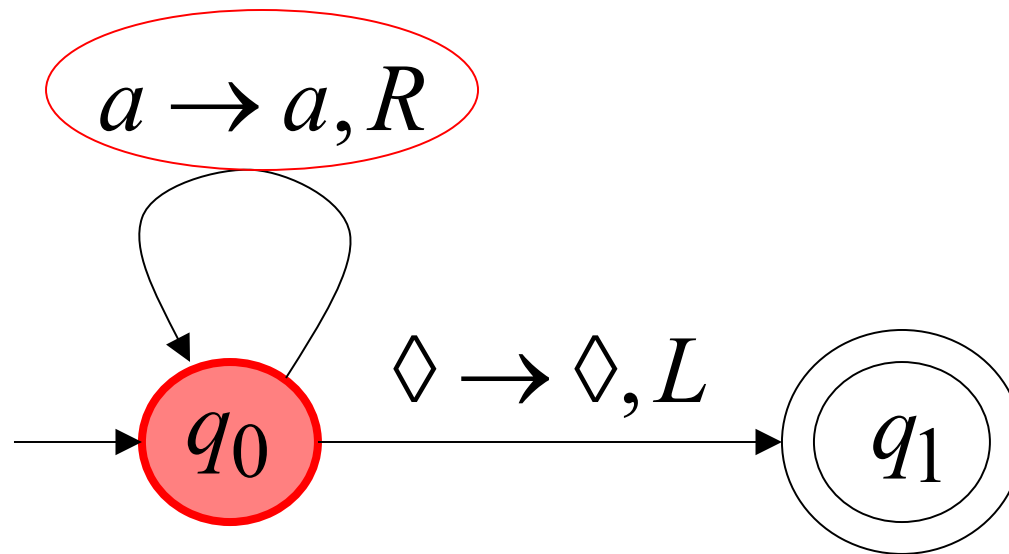
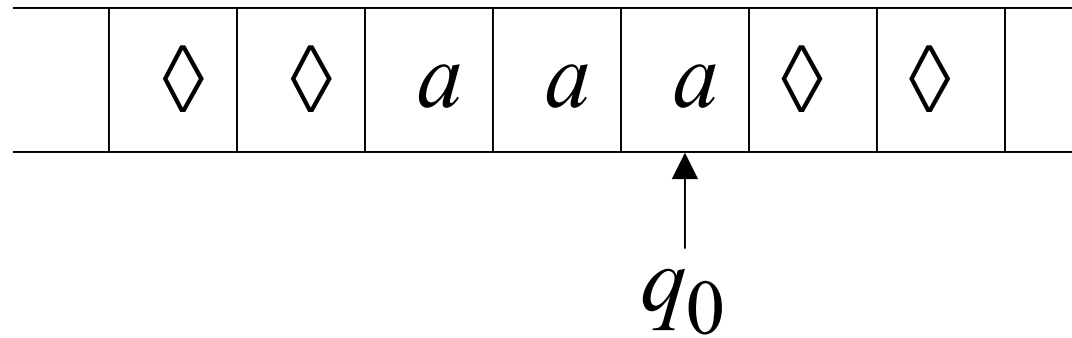
Time 0



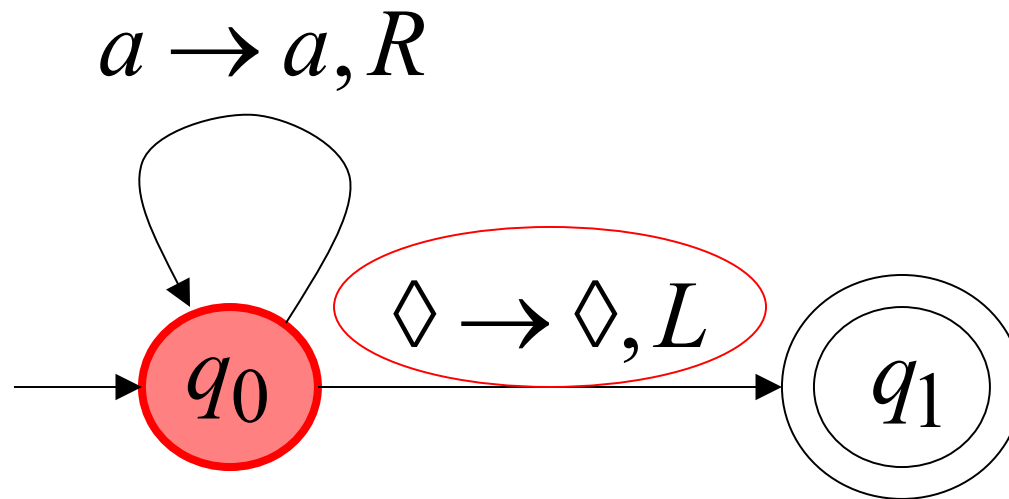
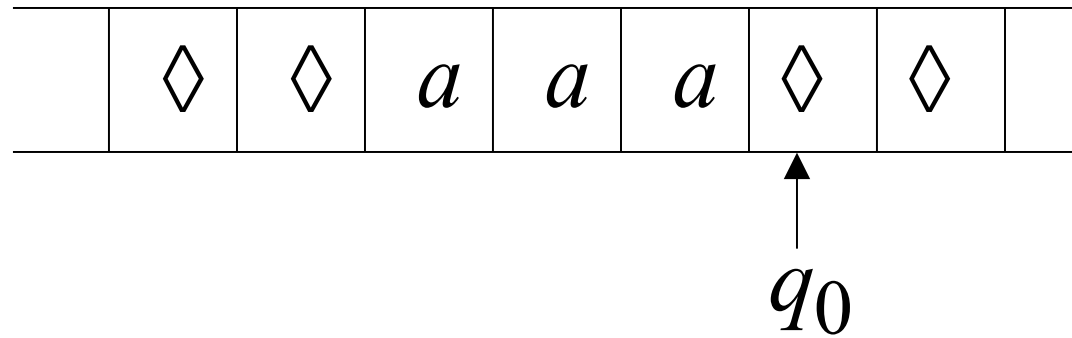
Time 1



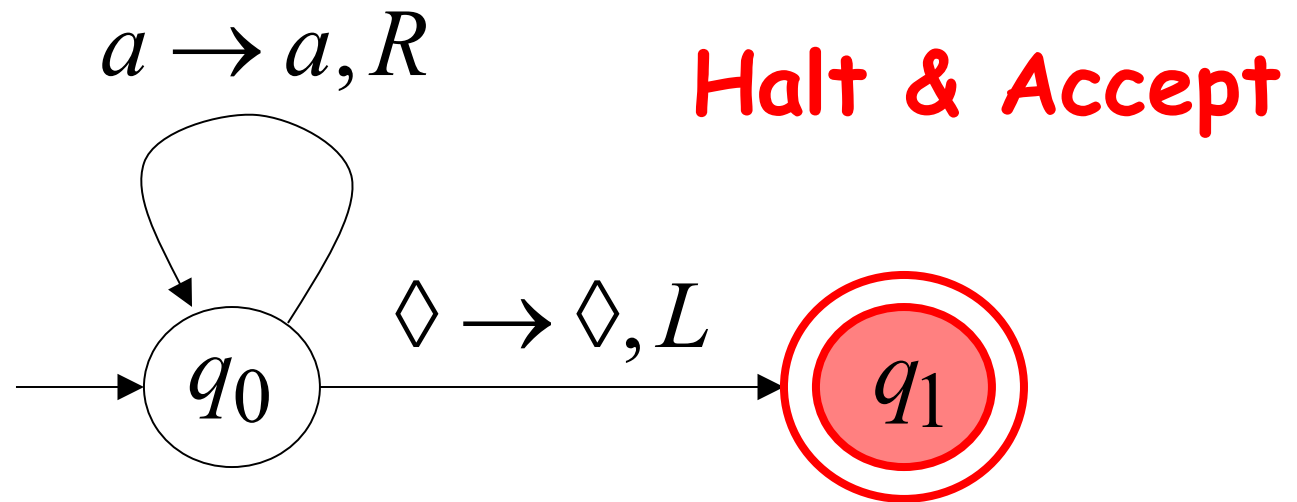
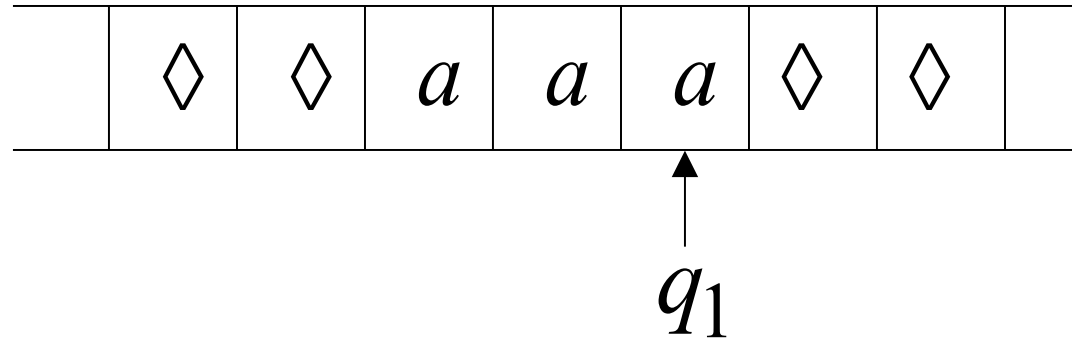
Time 2



Time 3

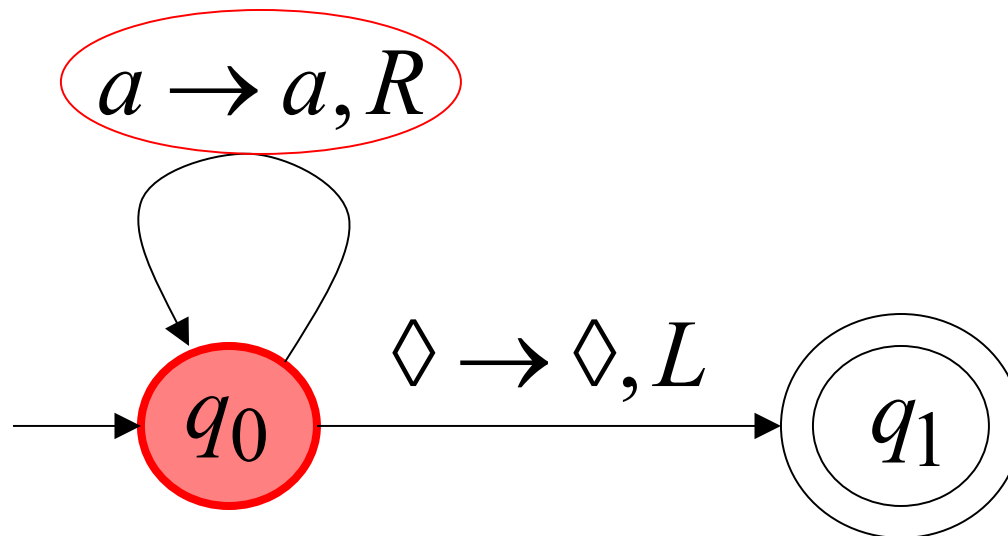
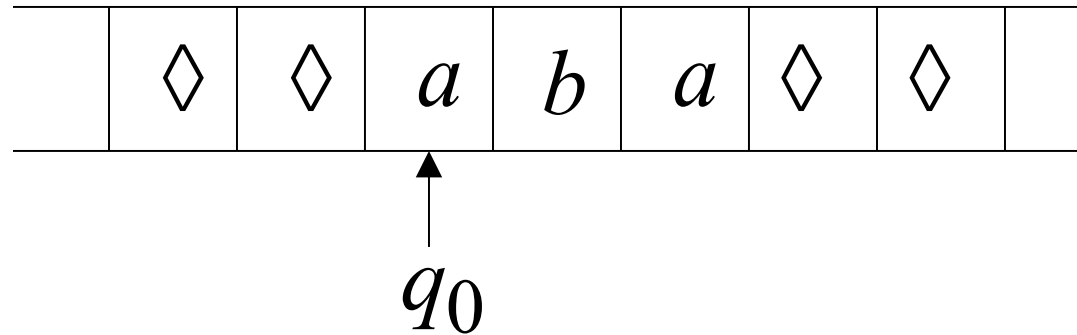


Time 4

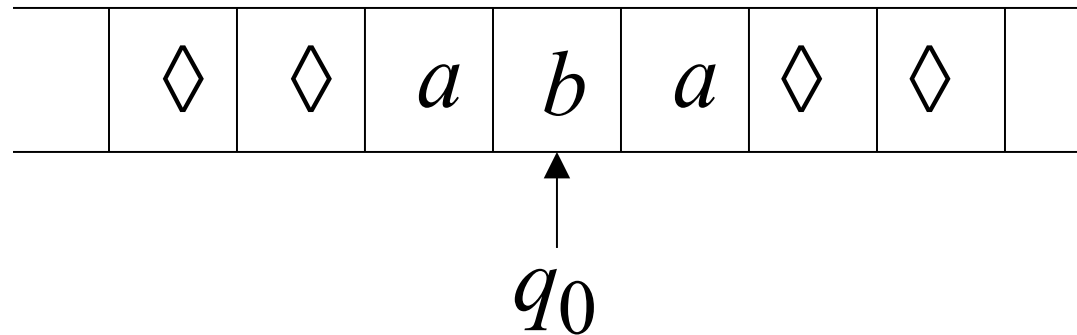


# Rejection Example

Time 0

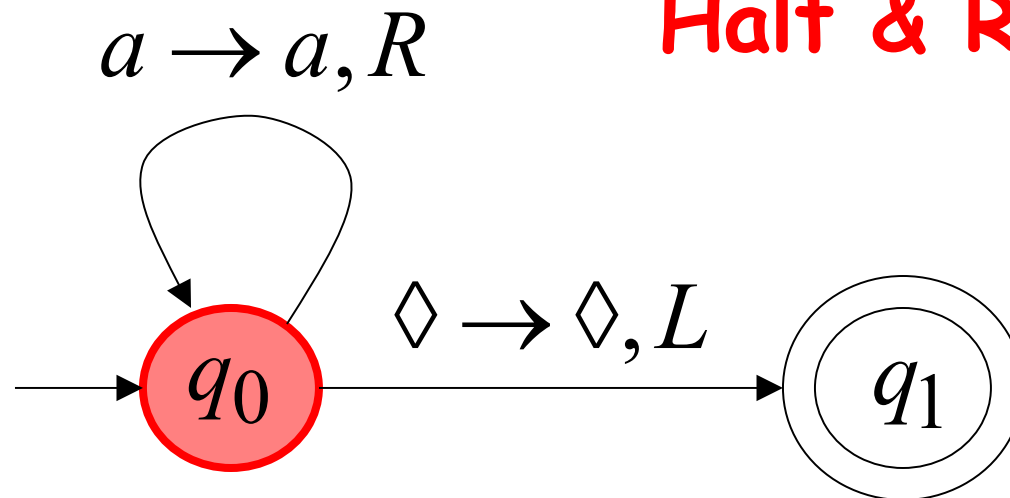


Time 1



No possible Transition

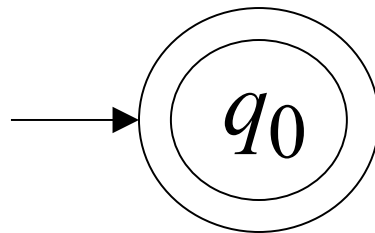
**Halt & Reject**



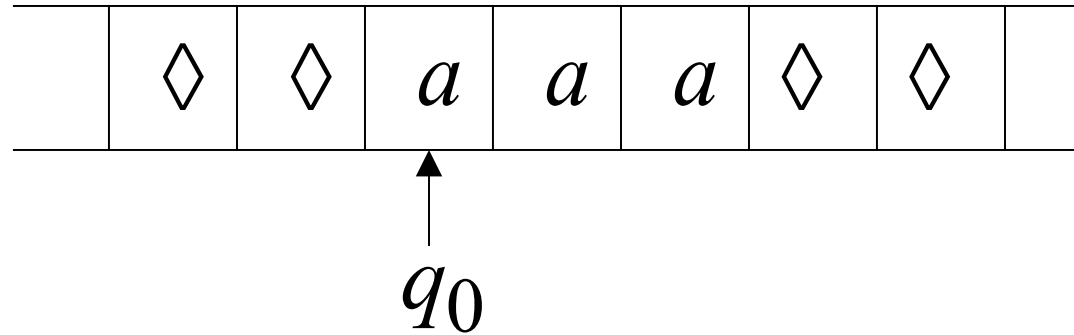


A simpler machine for same language  
but for input alphabet  $\Sigma = \{a\}$

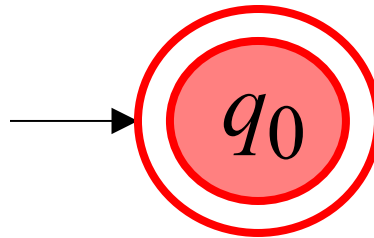
Accepts the language:  $a^*$



Time 0



Halt & Accept



Not necessary to scan input

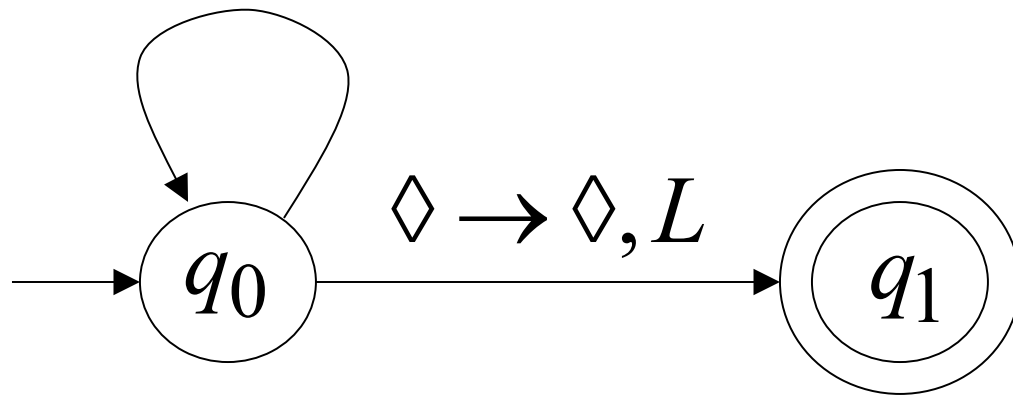
# Infinite Loop Example

A Turing machine

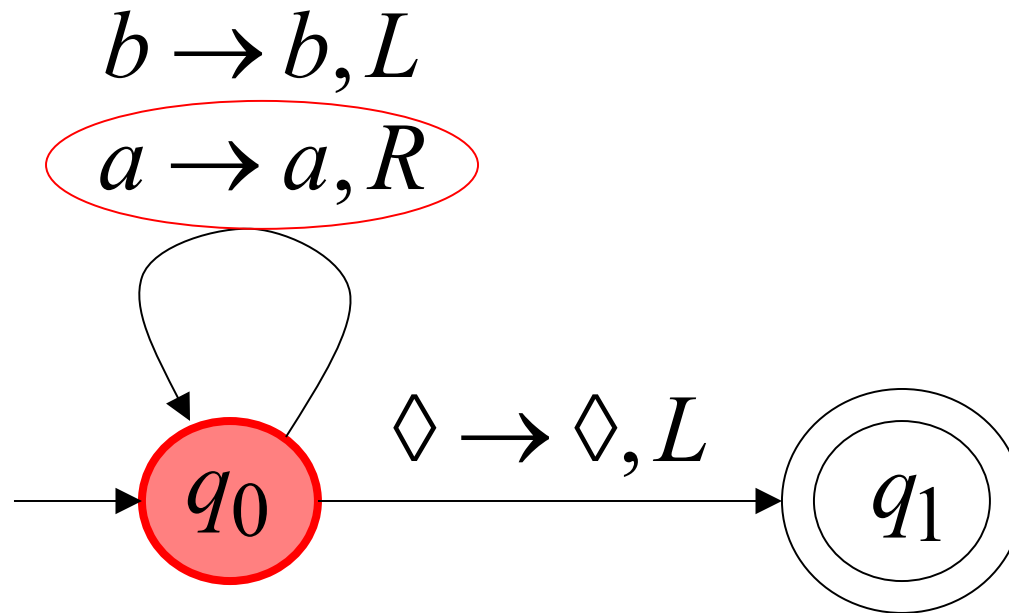
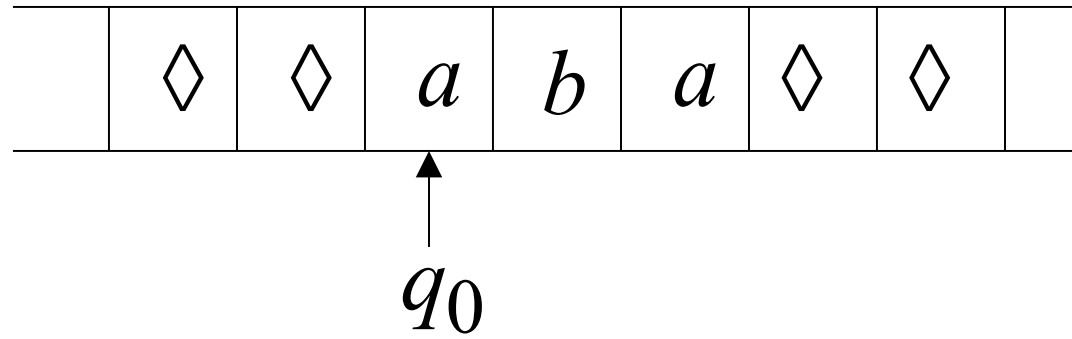
for language  $a^* + b(a + b)^*$

$b \rightarrow b, L$

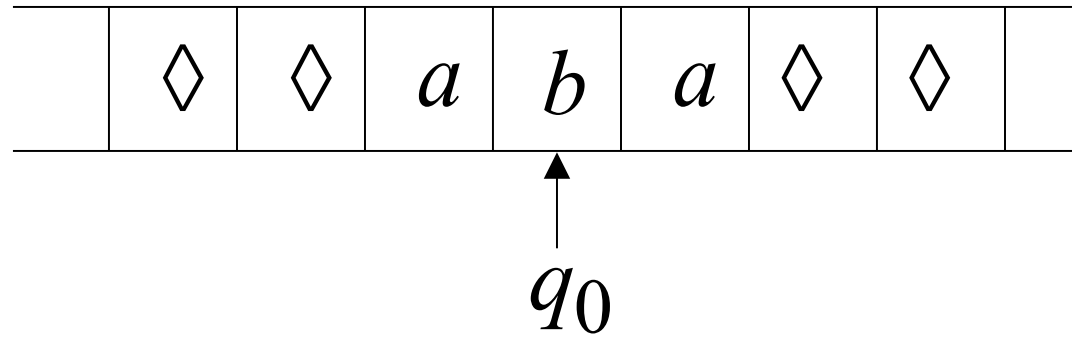
$a \rightarrow a, R$



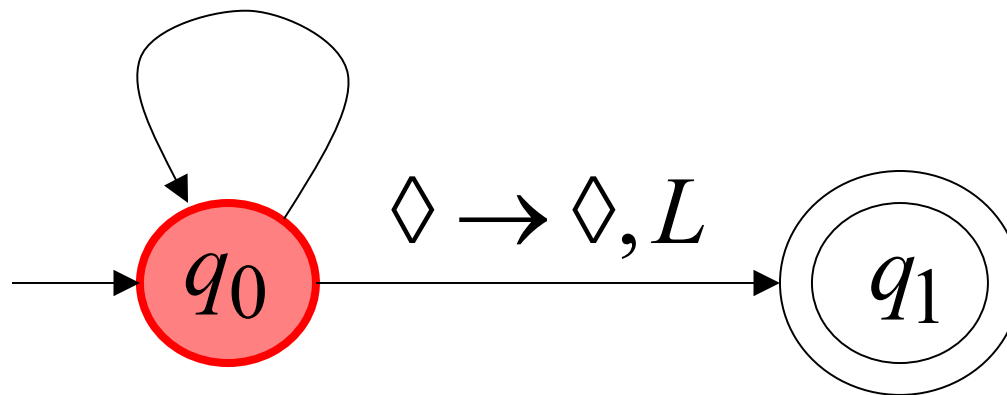
Time 0



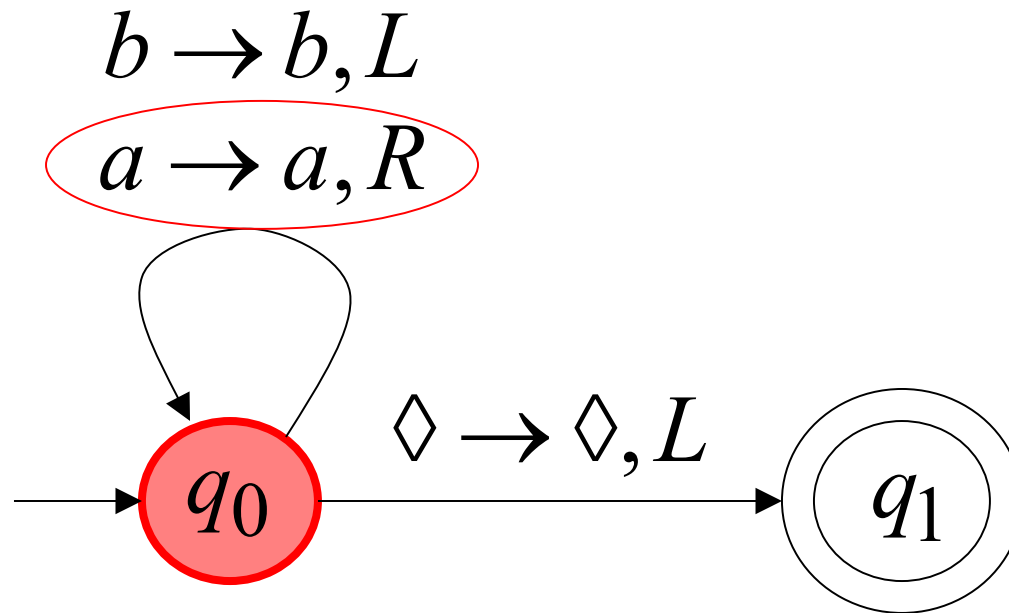
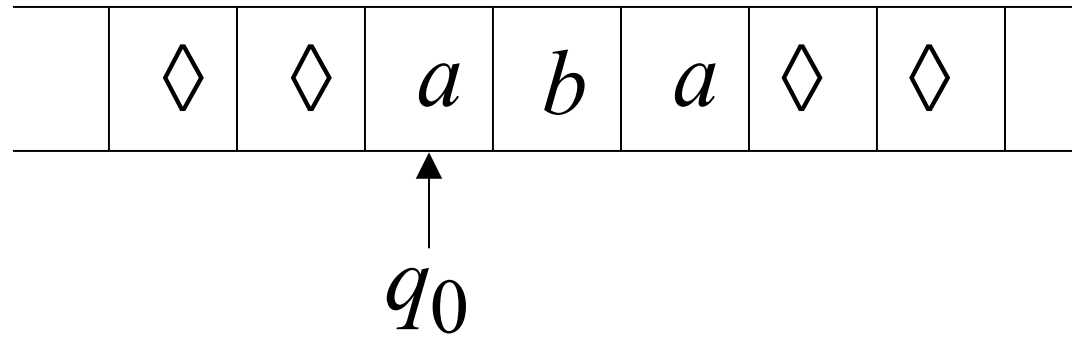
Time 1



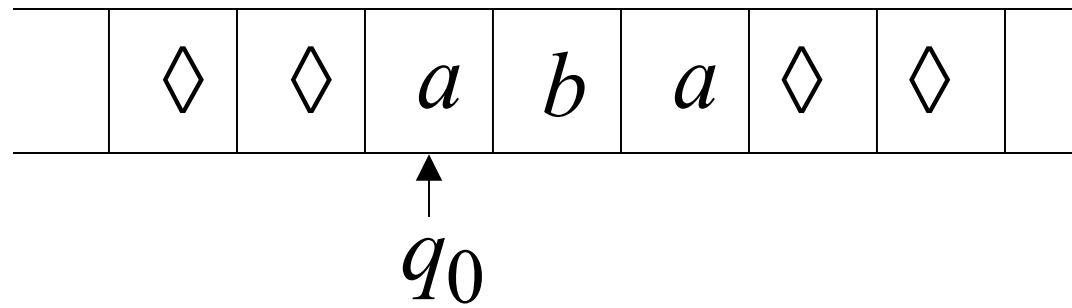
$b \rightarrow b, L$   
 $a \rightarrow a, R$



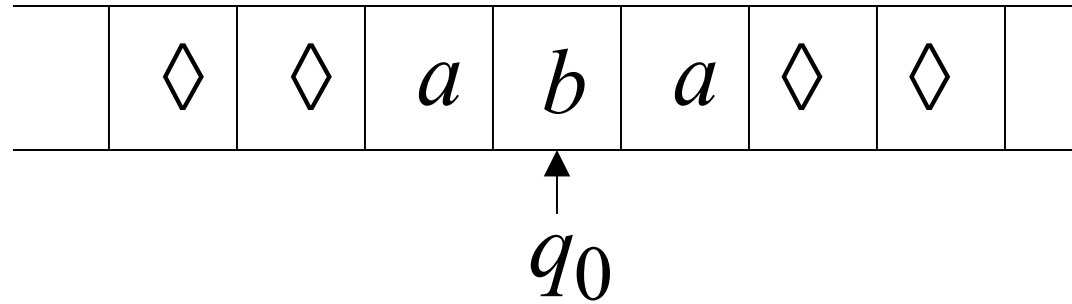
Time 2



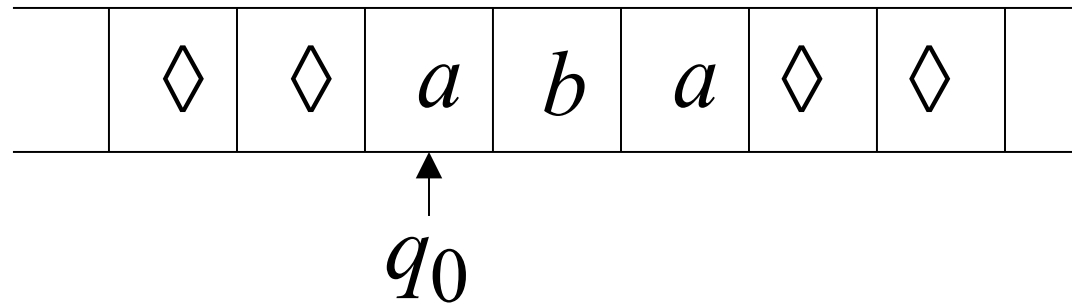
Time 2



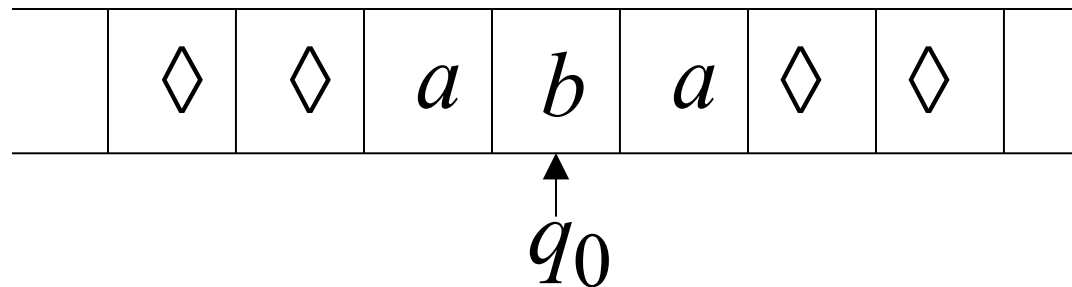
Time 3



Time 4



Time 5



Infinite loop

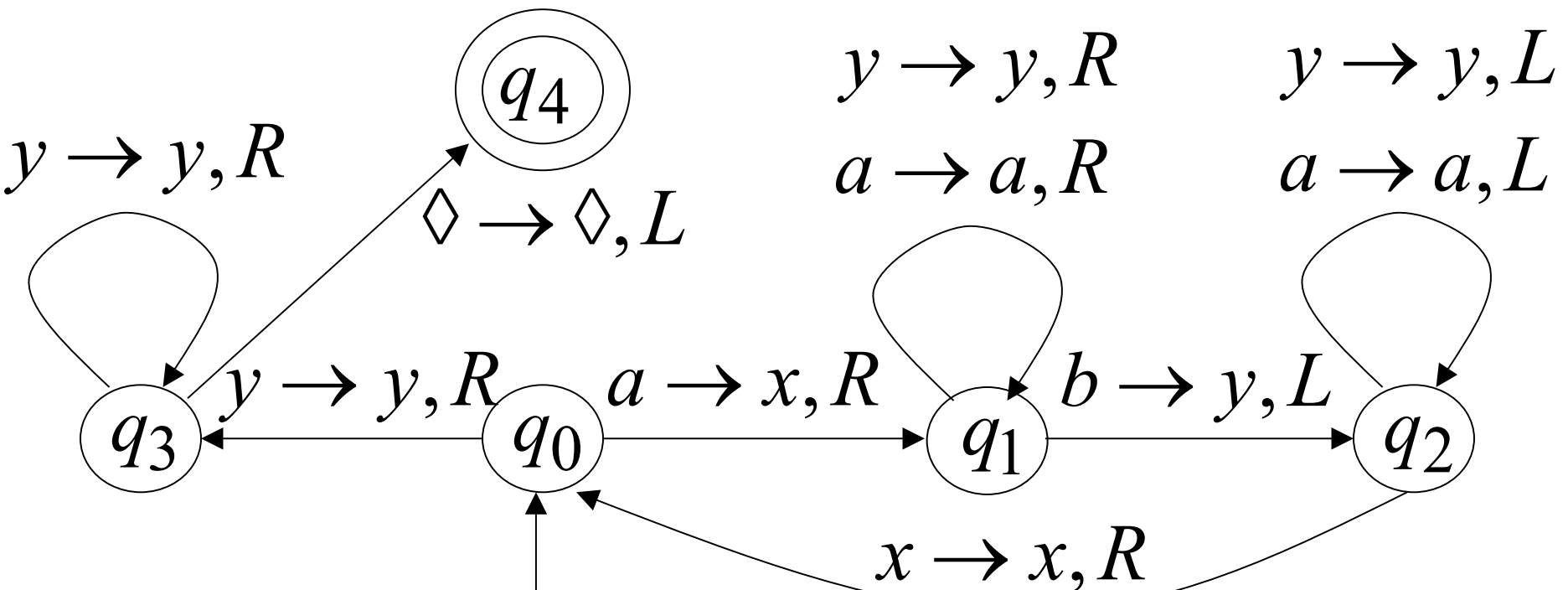
Because of the **infinite loop**:

- The accepting state cannot be reached
- The machine never halts
- The input string is **rejected**



# Another Turing Machine Example

Turing machine for the language  $\{a^n b^n\}$   
 $n \geq 1$



## Basic Idea:

Match **a**'s with **b**'s:

Repeat:

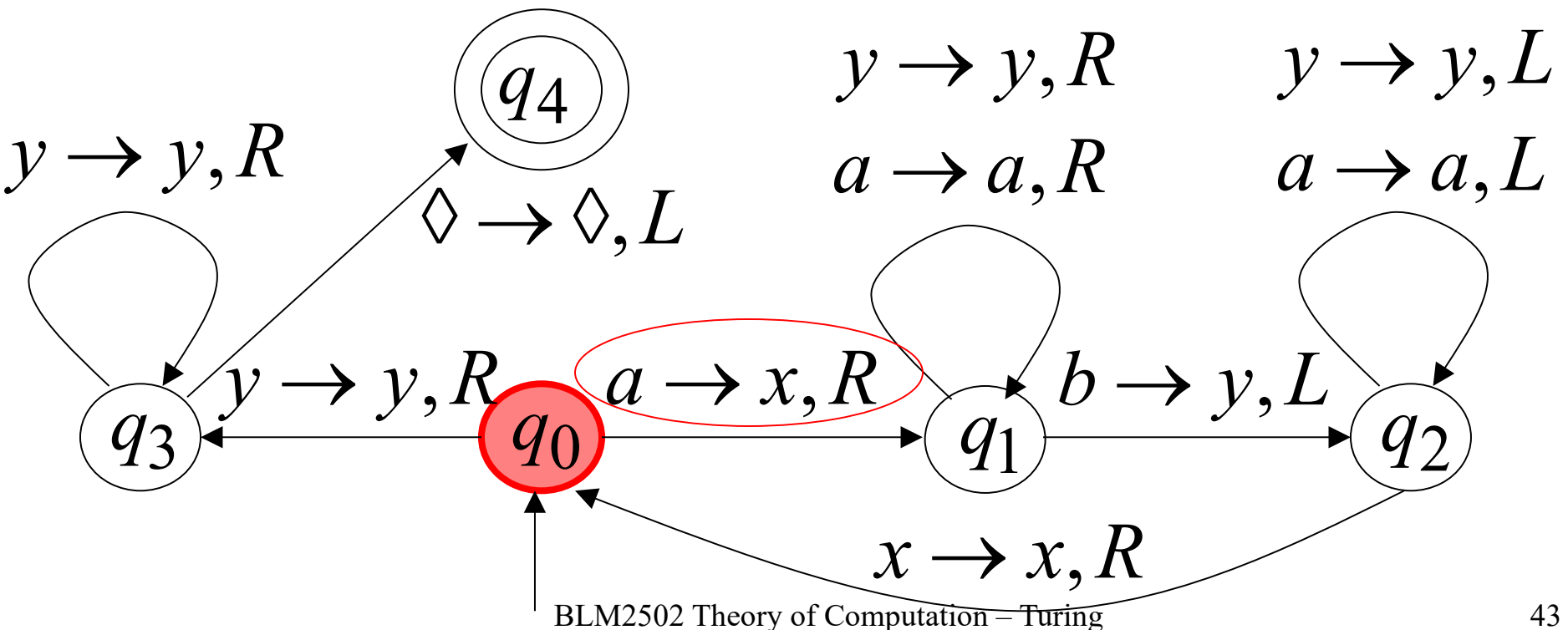
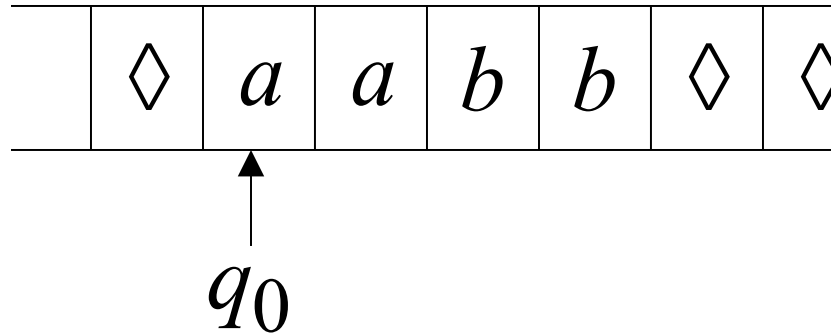
replace leftmost **a** with **x**

find leftmost **b** and replace it with **y**

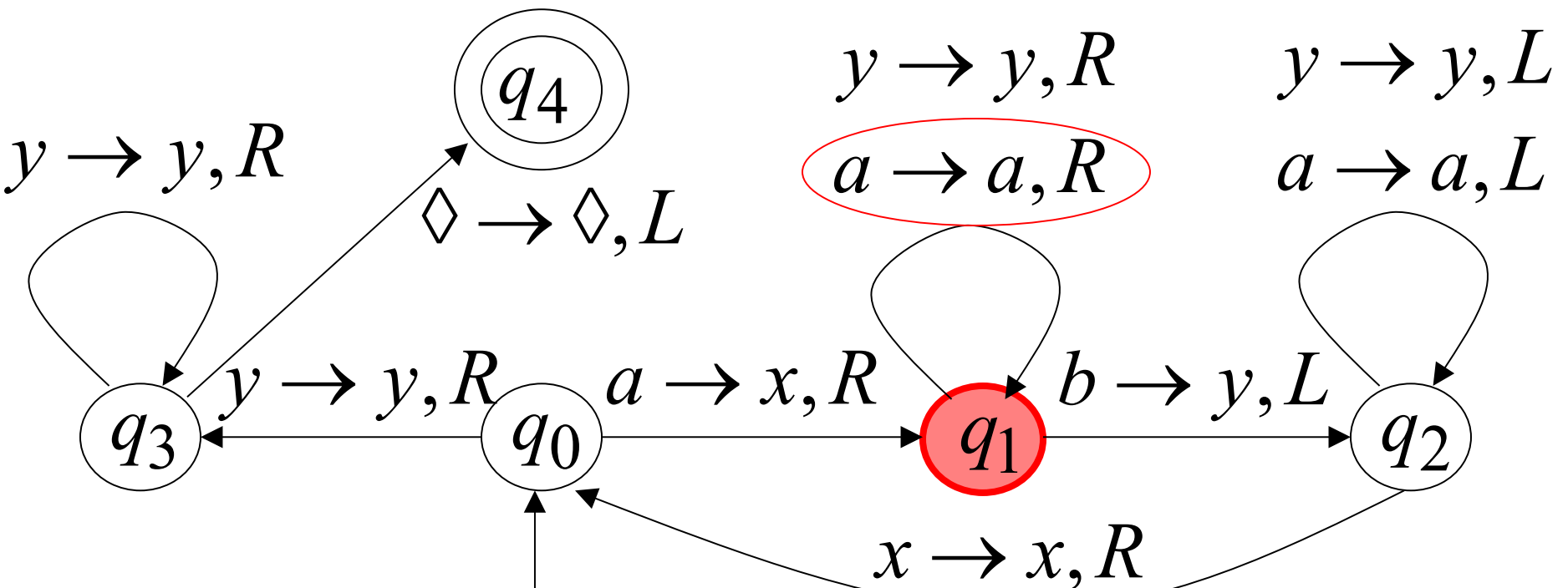
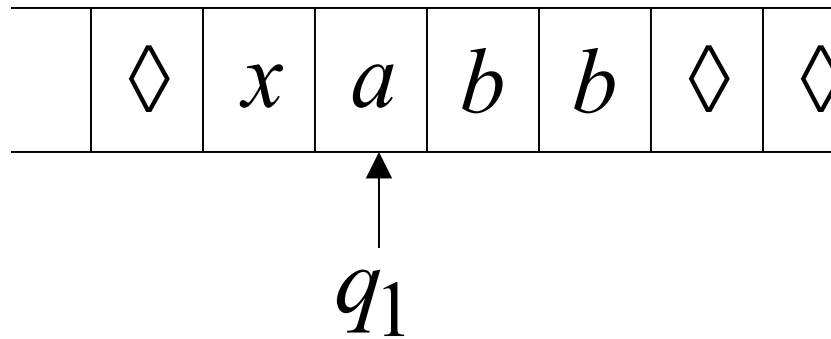
Until there are no more **a**'s or **b**'s

If there is a remaining **a** or **b** reject

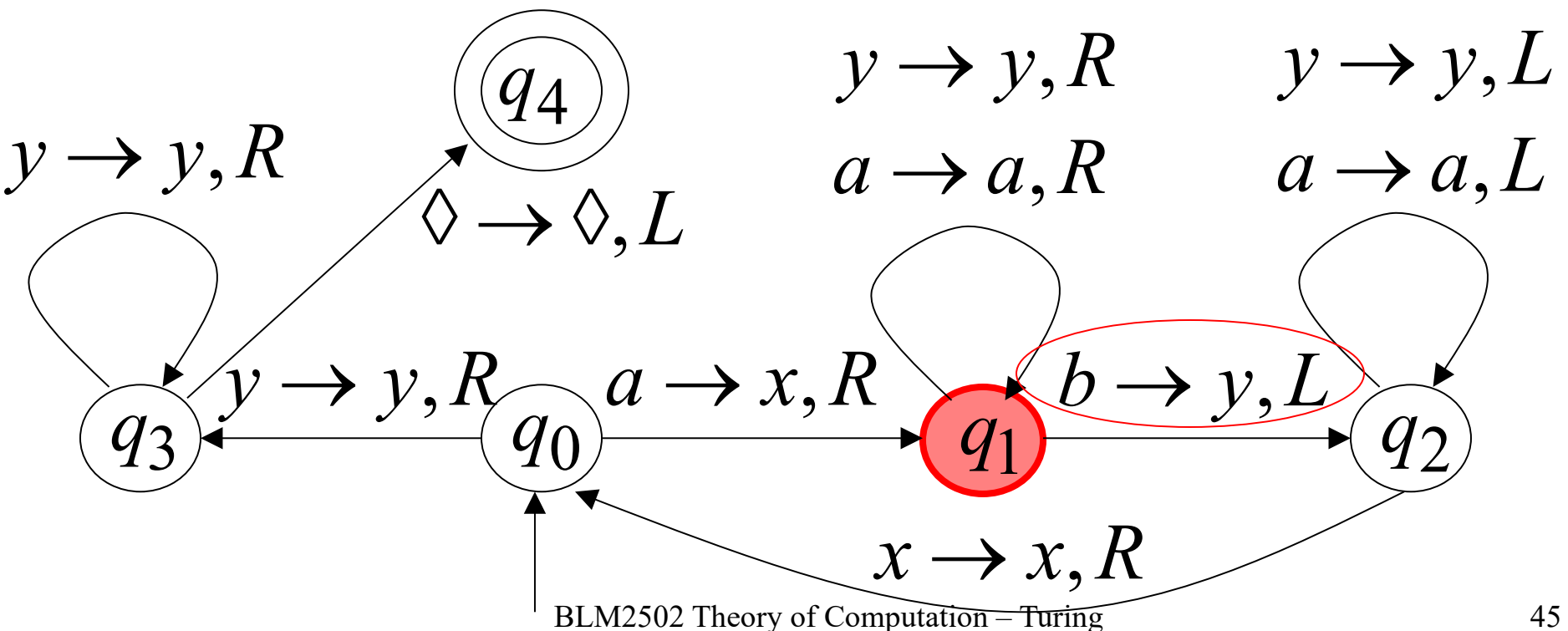
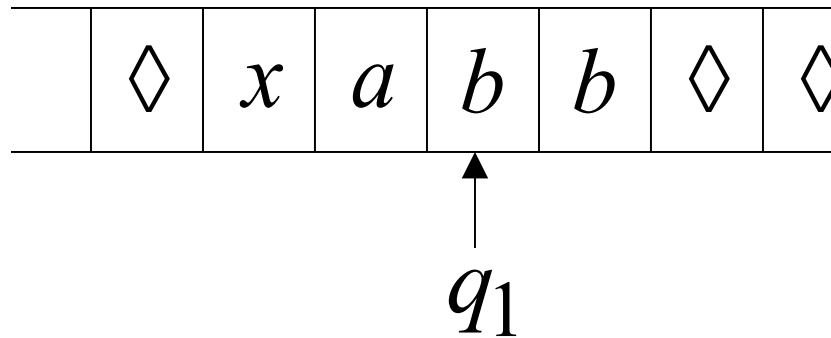
Time 0



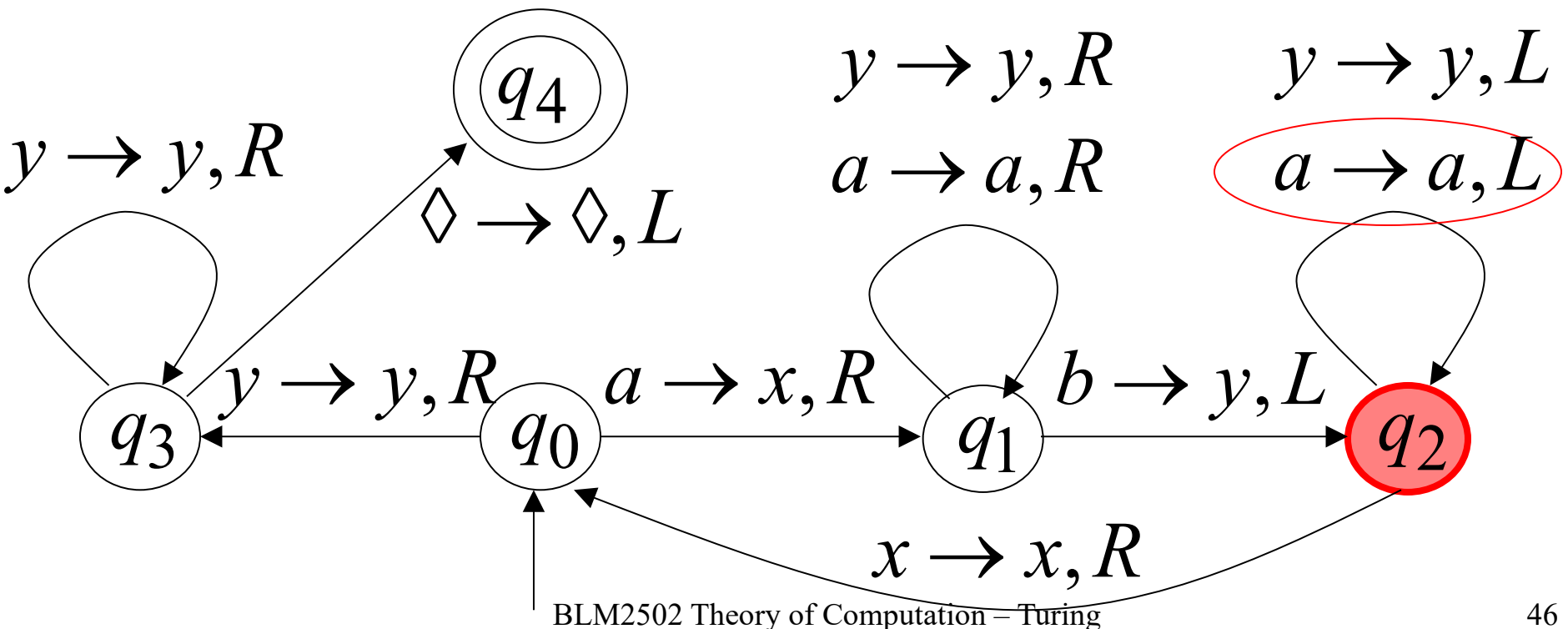
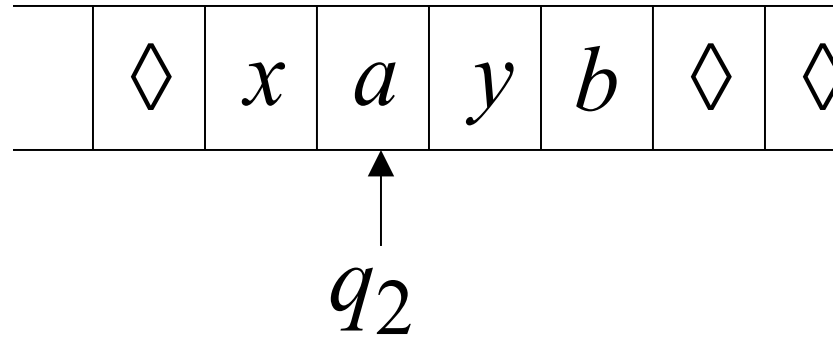
Time 1



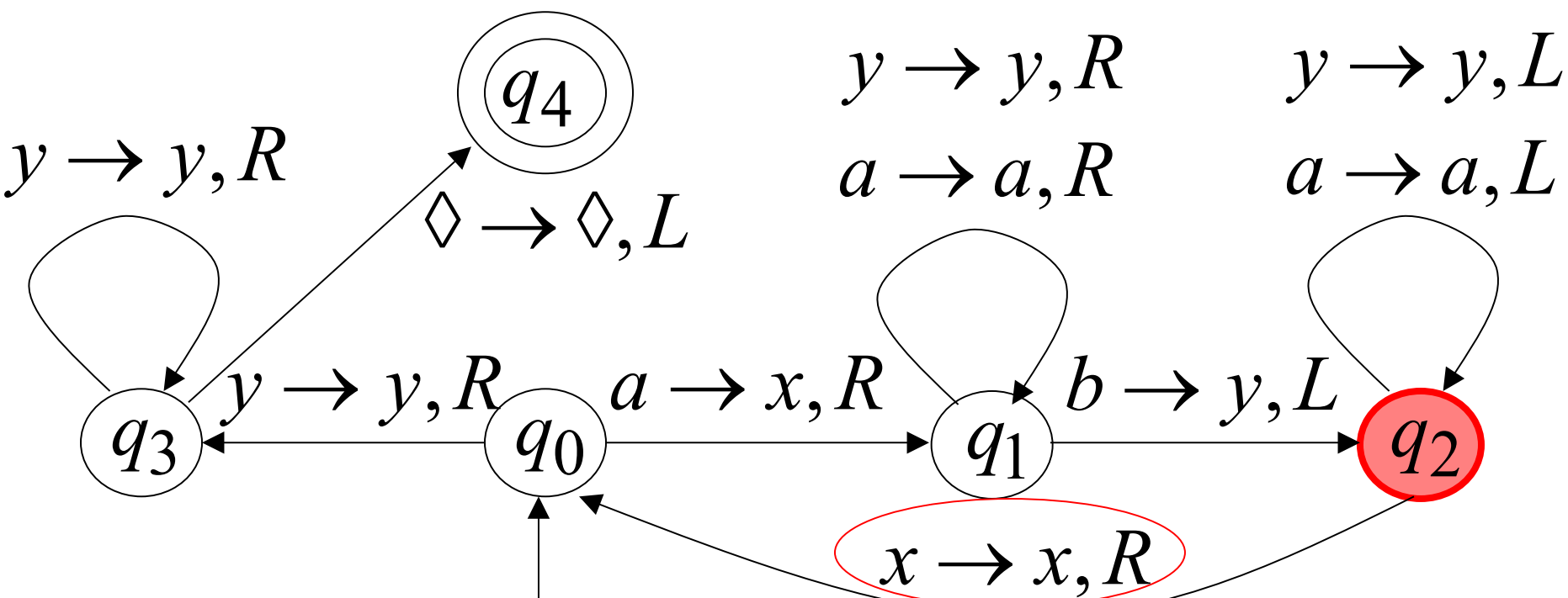
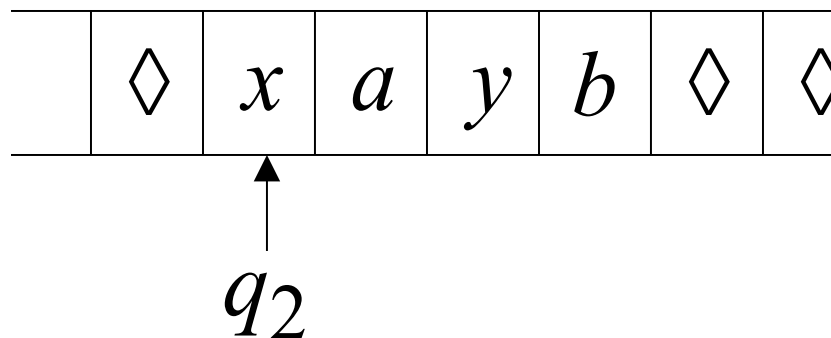
Time 2



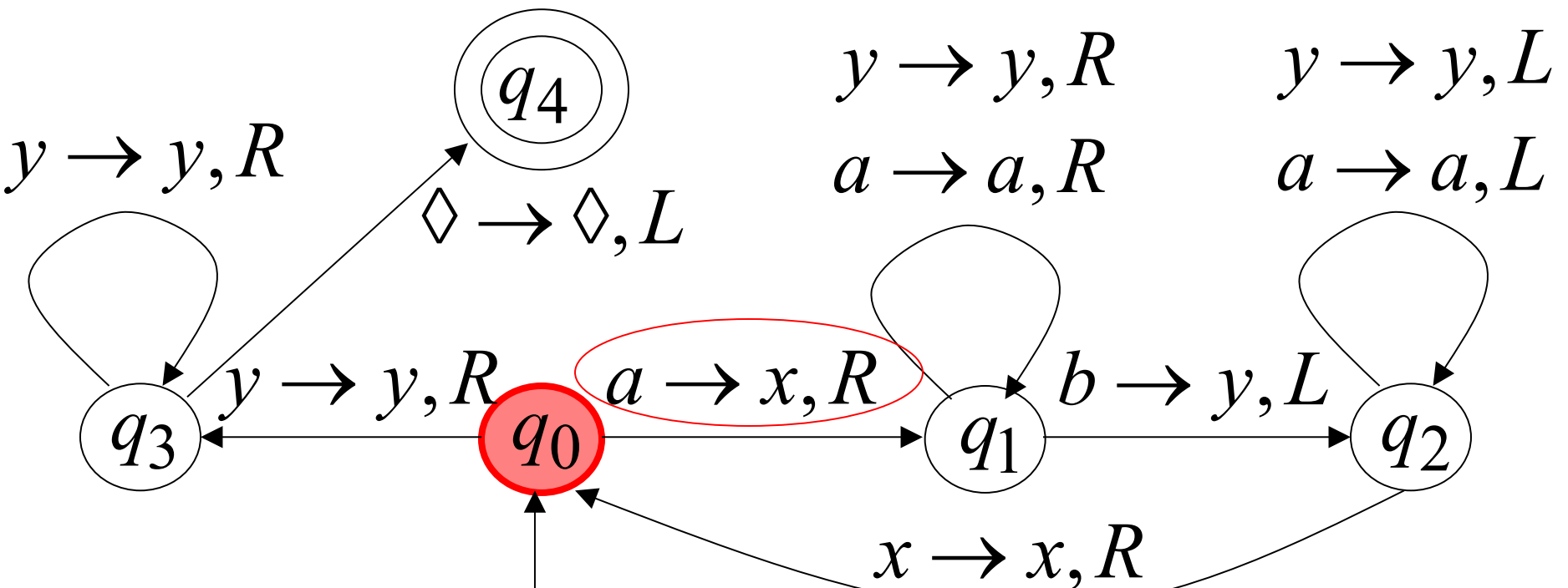
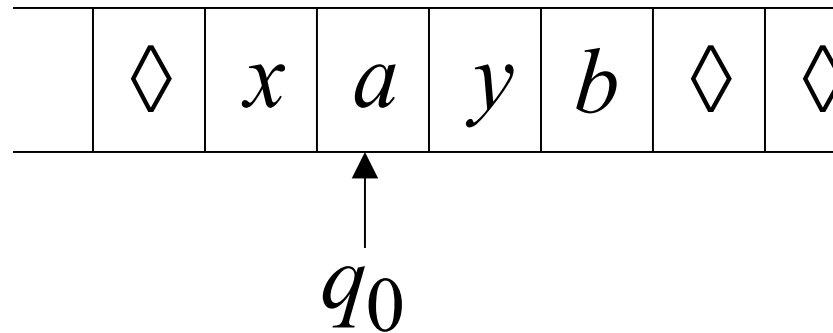
Time 3



Time 4

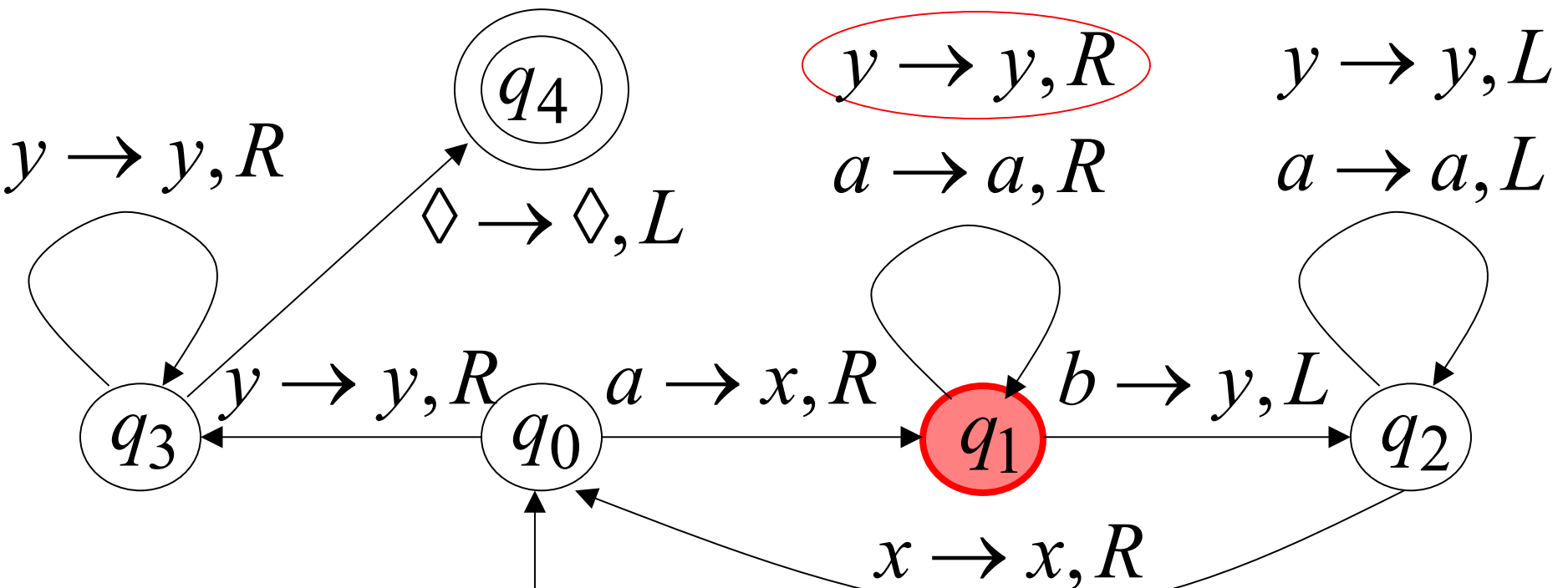
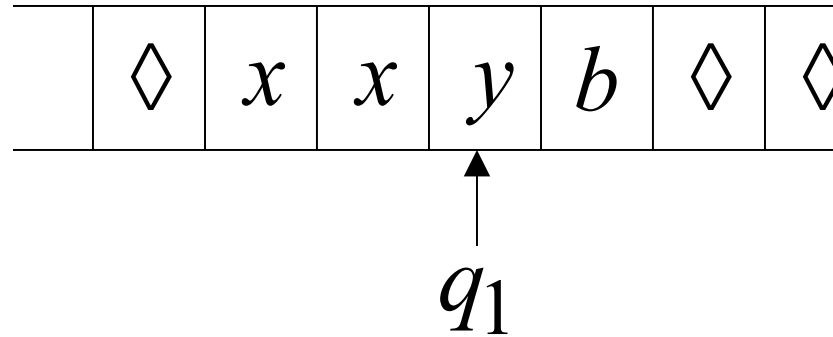


Time 5

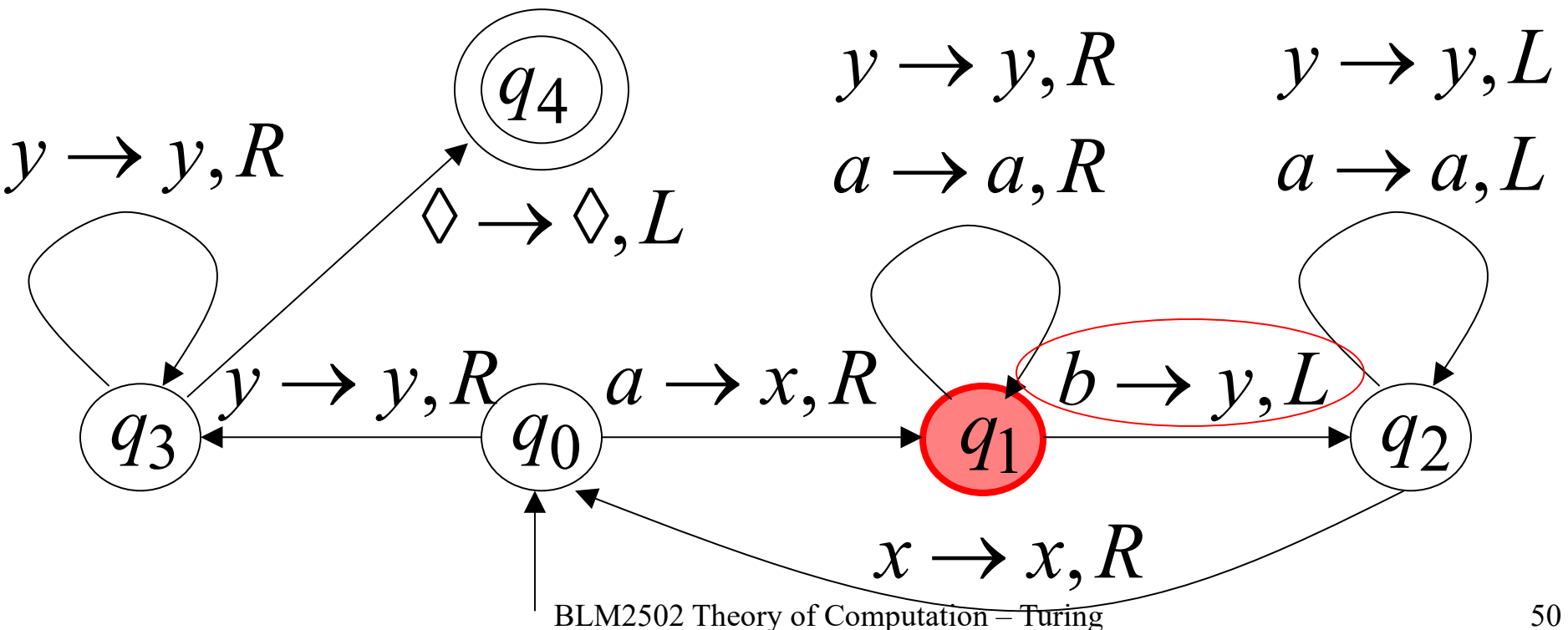
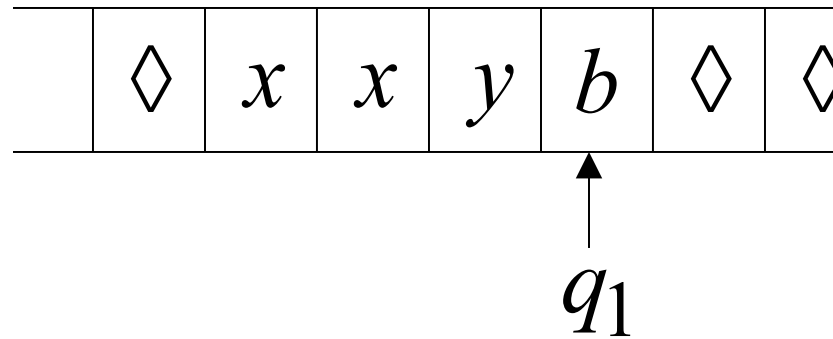




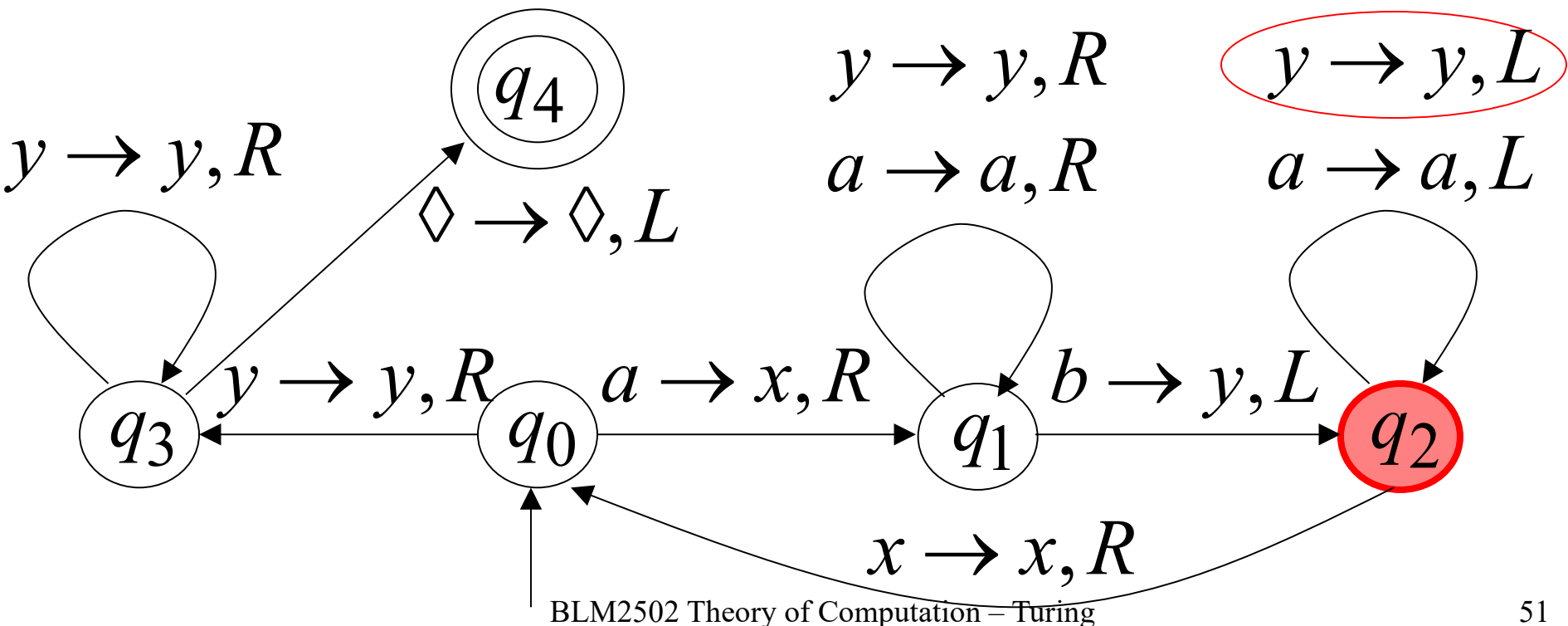
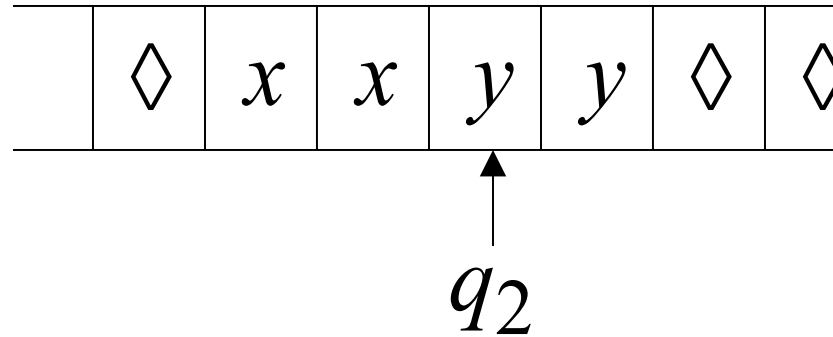
Time 6



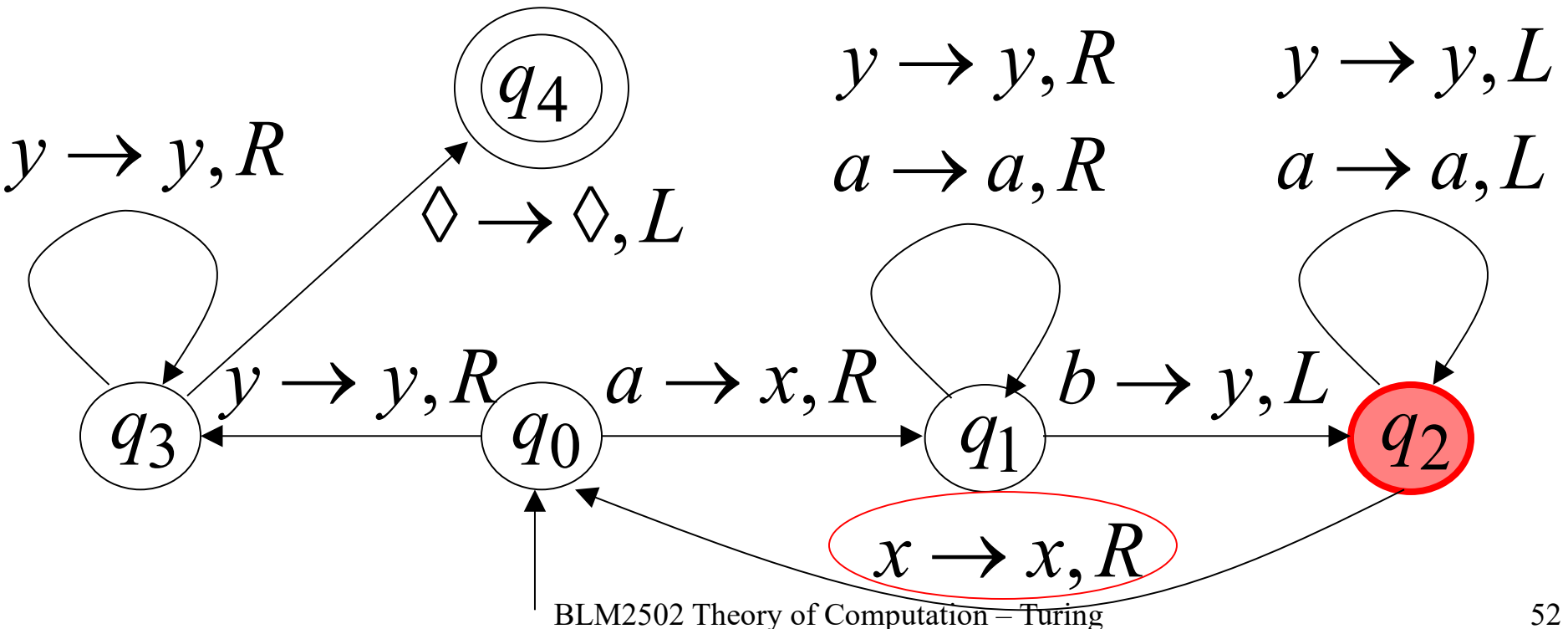
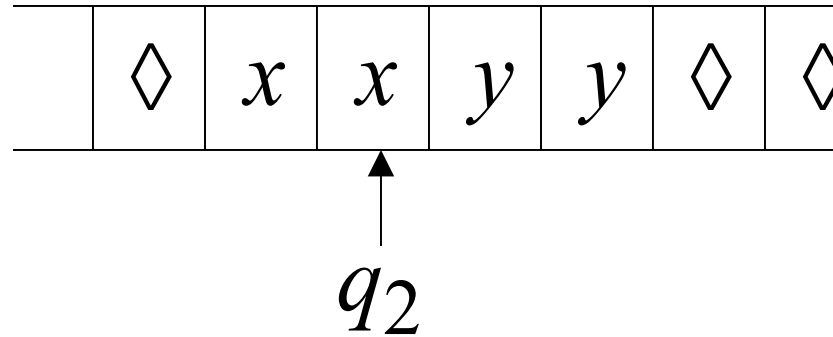
Time 7



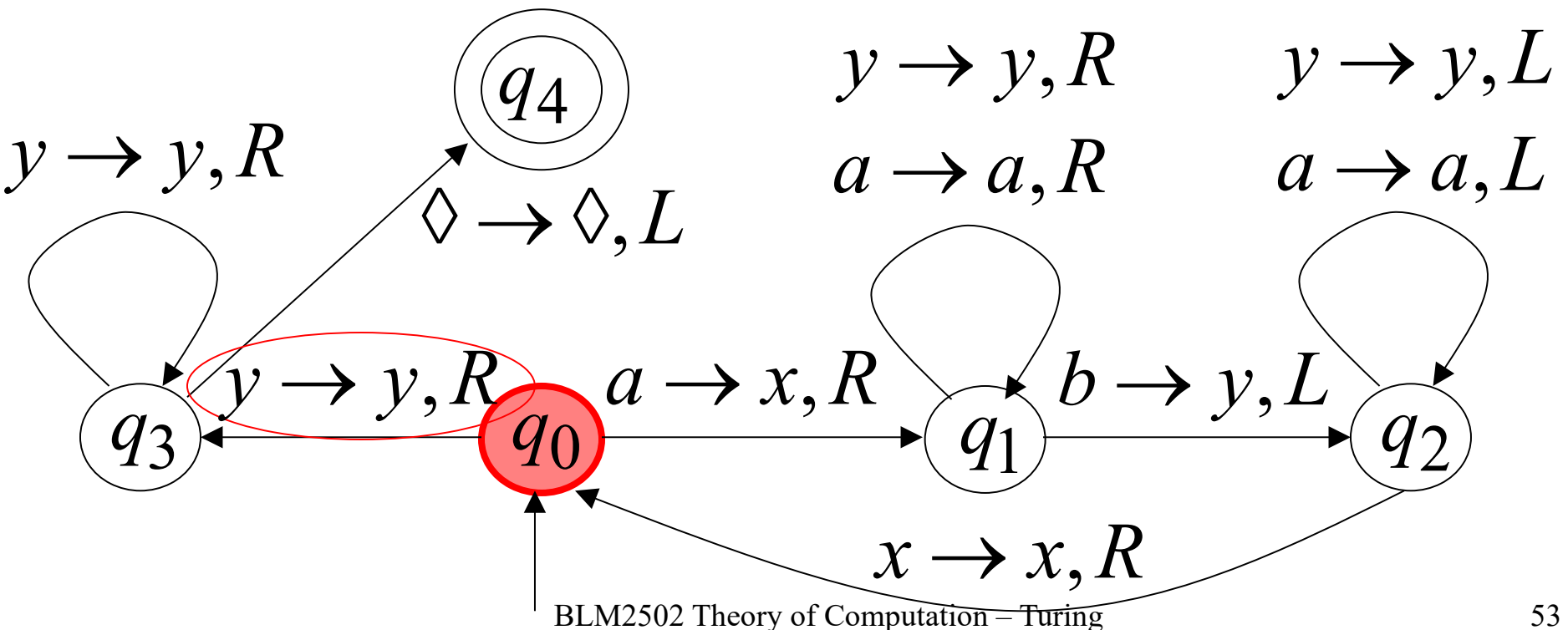
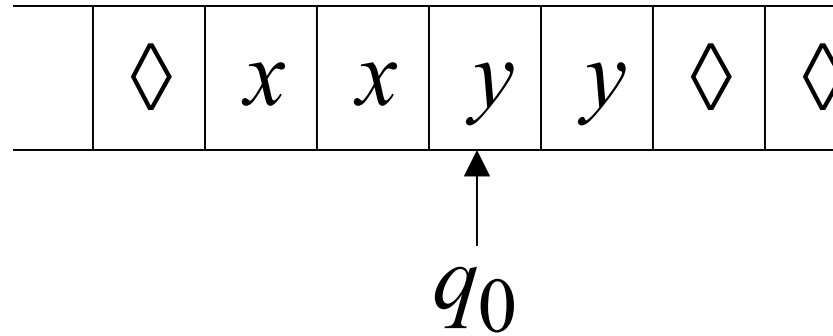
Time 8



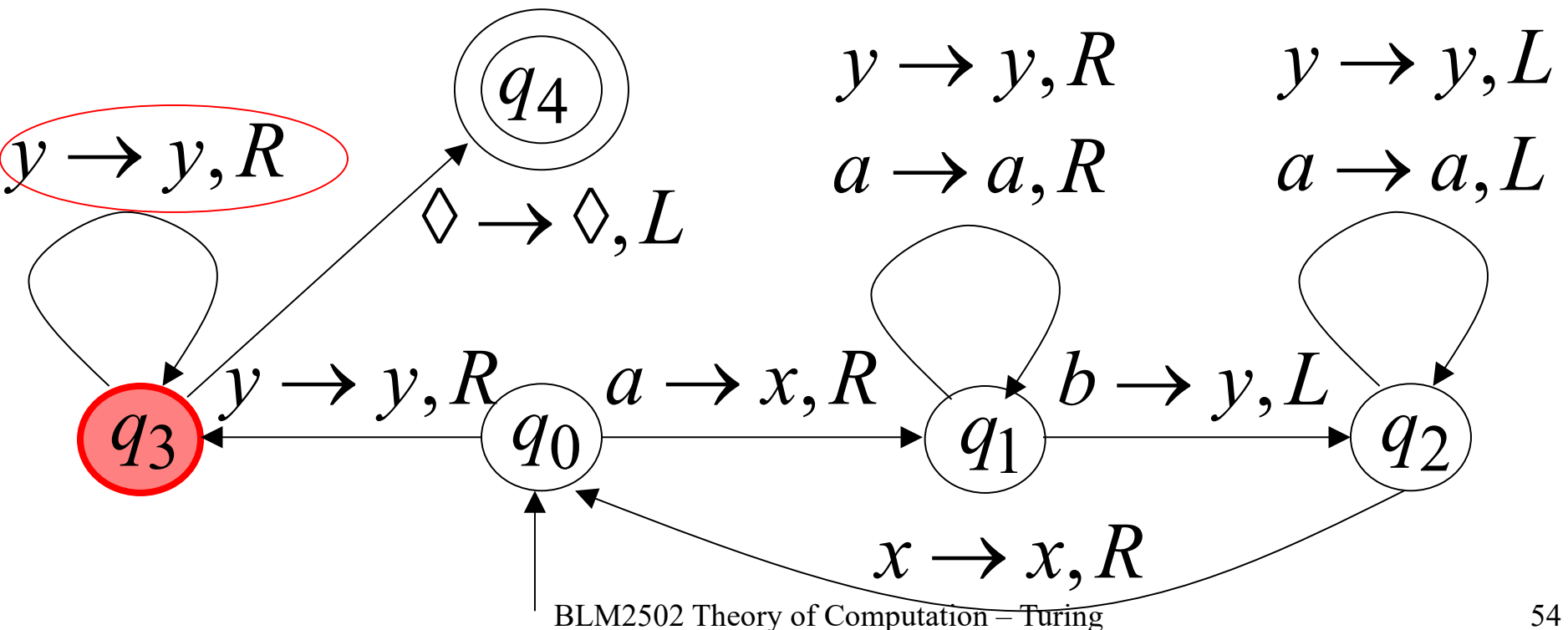
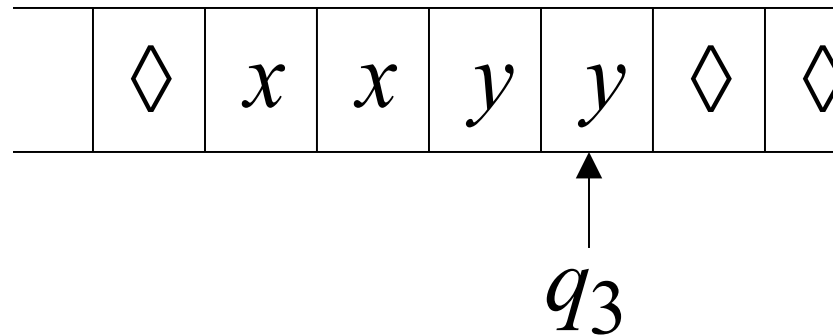
Time 9



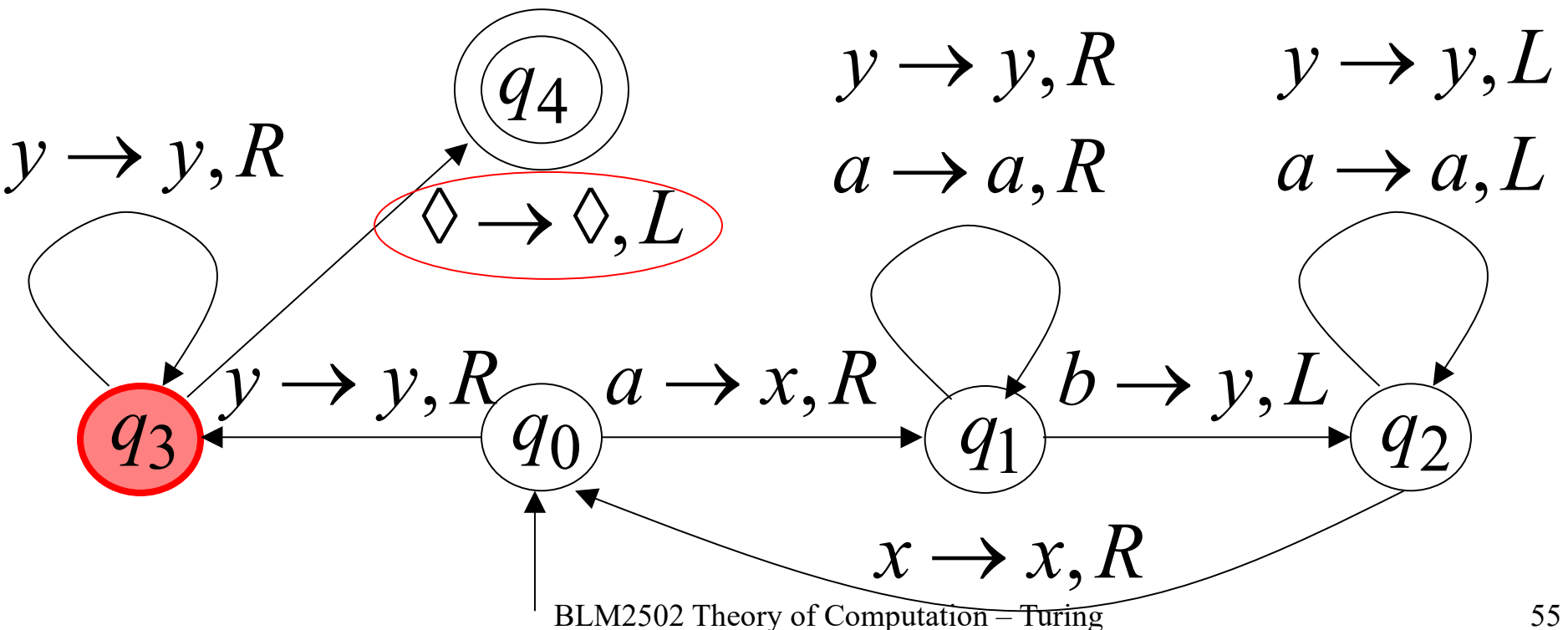
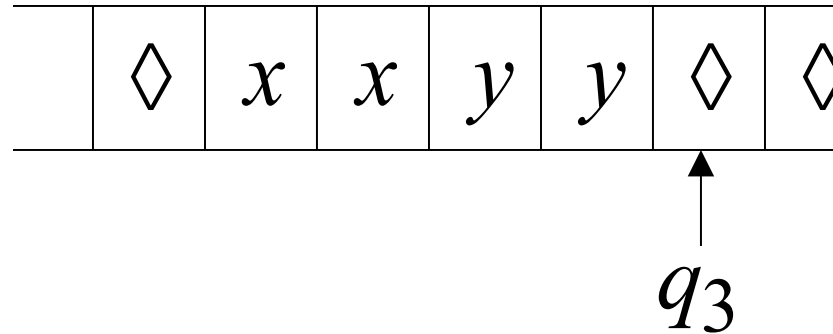
Time 10



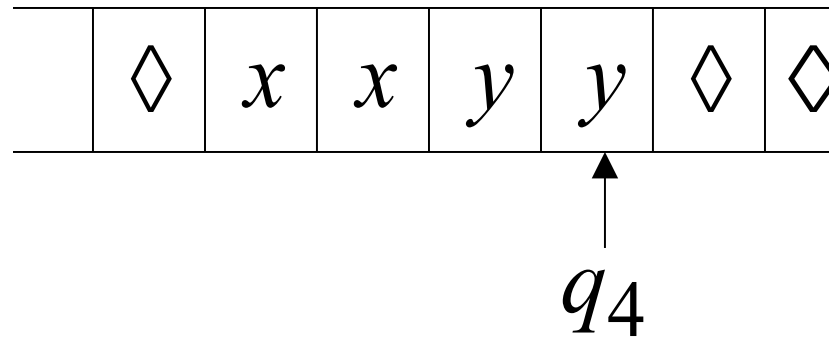
Time 11



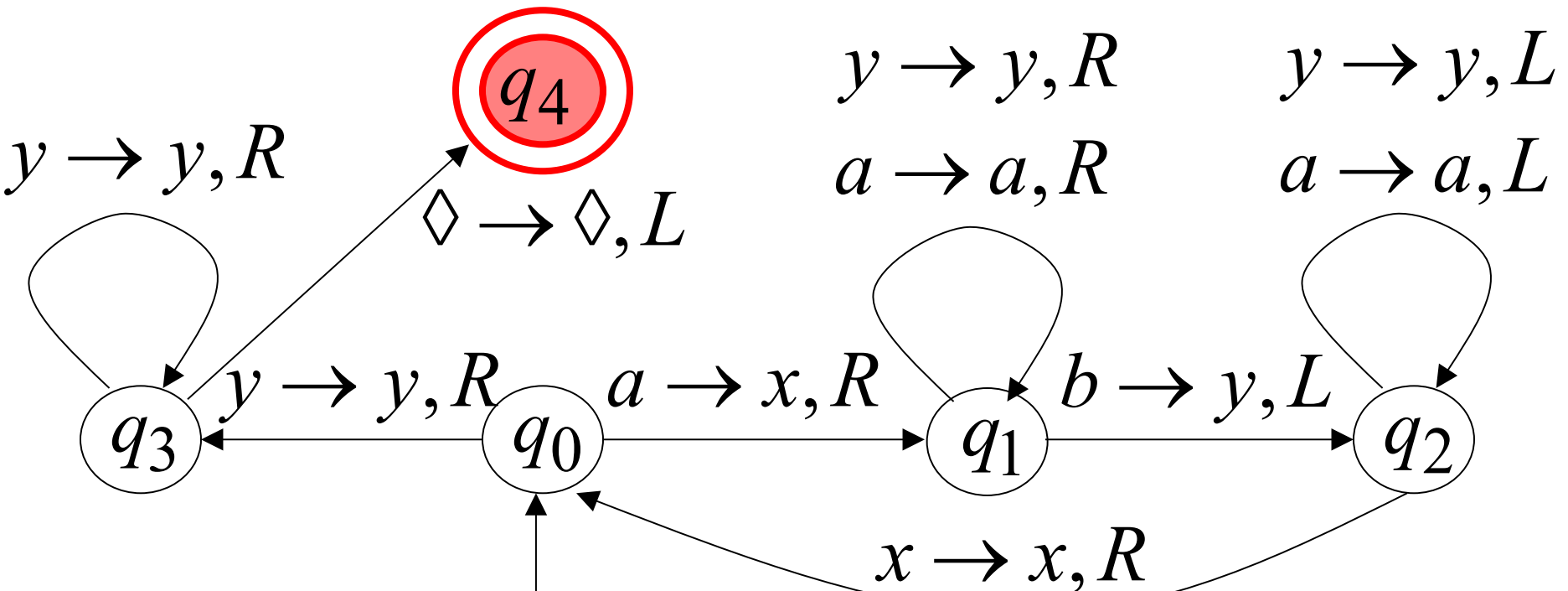
Time 12



Time 13



**Halt & Accept**





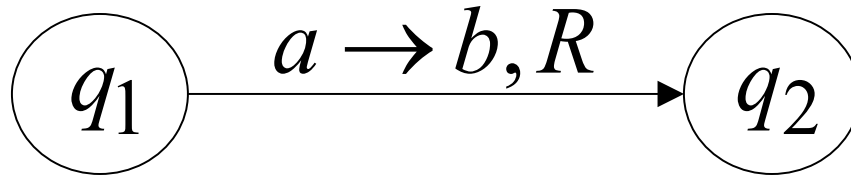
## Observation:

If we modify the  
machine for the language  $\{a^n b^n\}$

we can easily construct  
a machine for the language  $\{a^n b^n c^n\}$

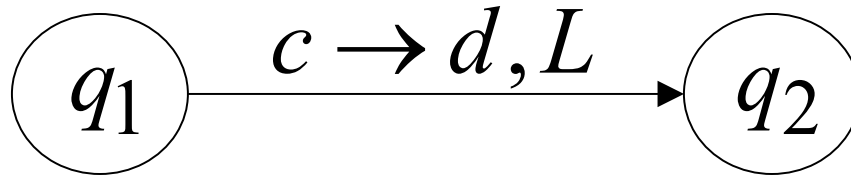
# Formal Definitions for Turing Machines

# Transition Function



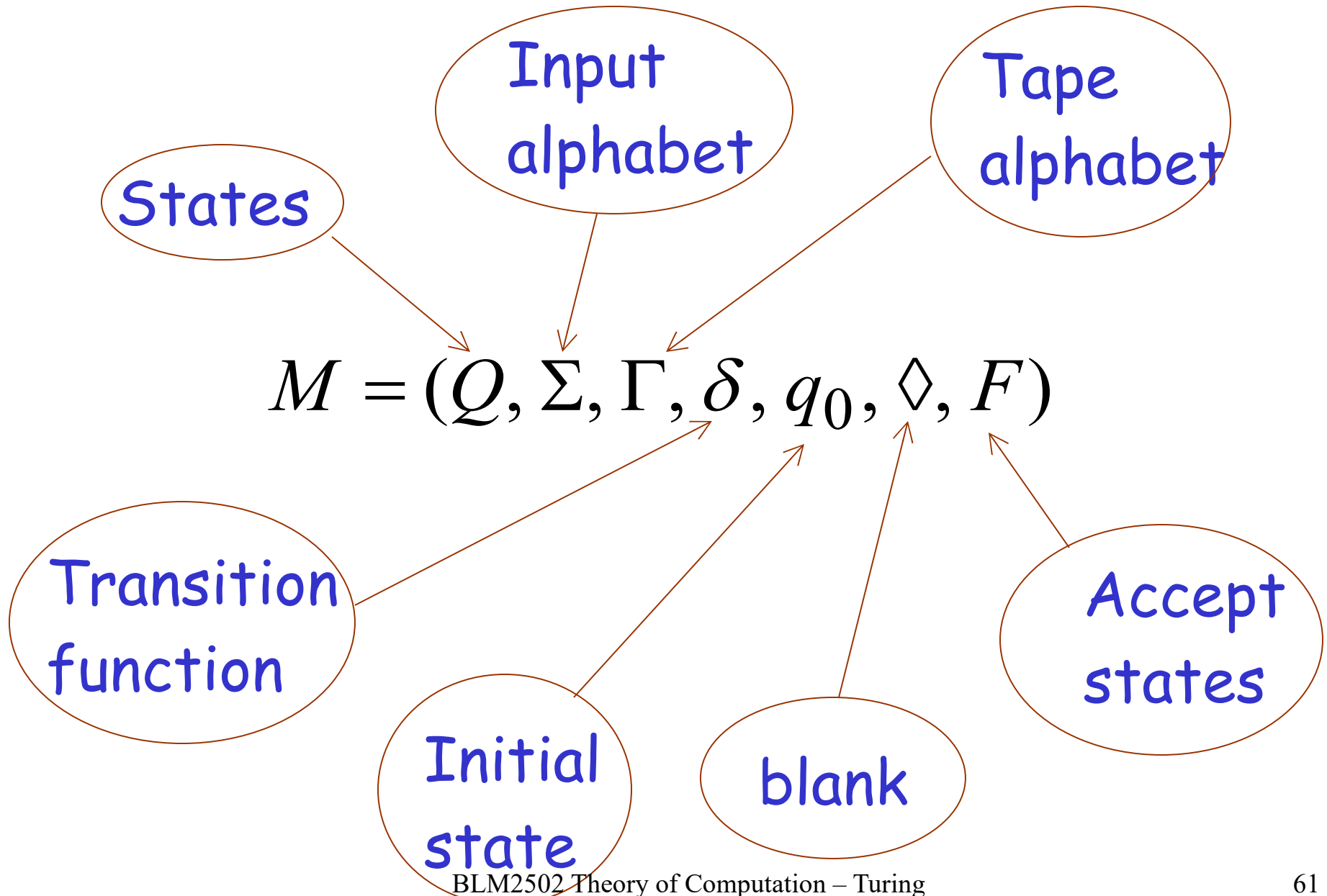
$$\delta(q_1, a) = (q_2, b, R)$$

# Transition Function

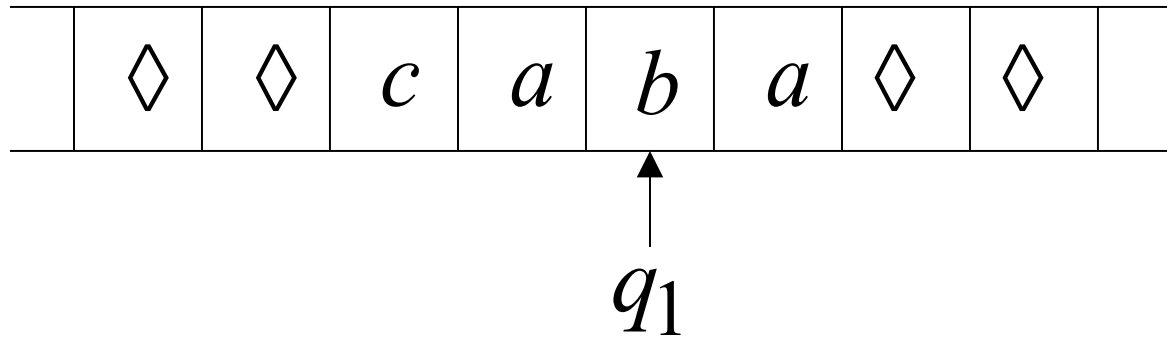


$$\delta(q_1, c) = (q_2, d, L)$$

# Turing Machine:

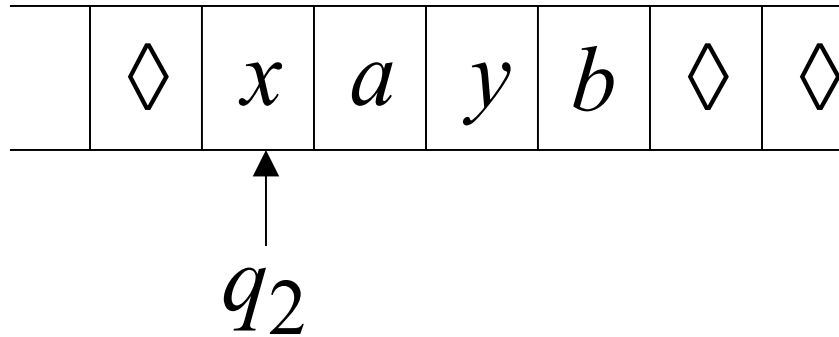


# Configuration

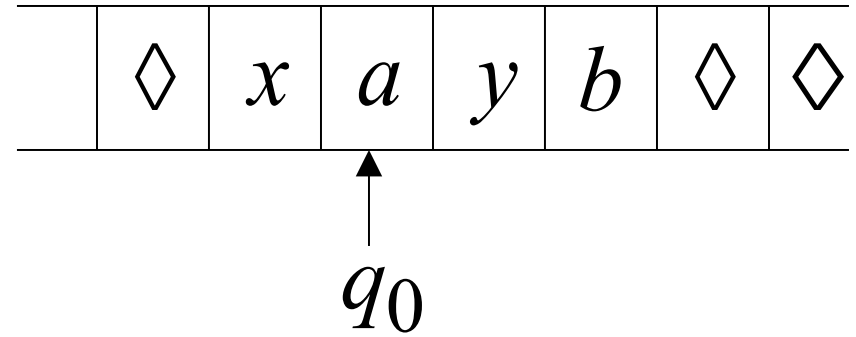


Instantaneous description:  $ca\ q_1\ ba$

Time 4



Time 5

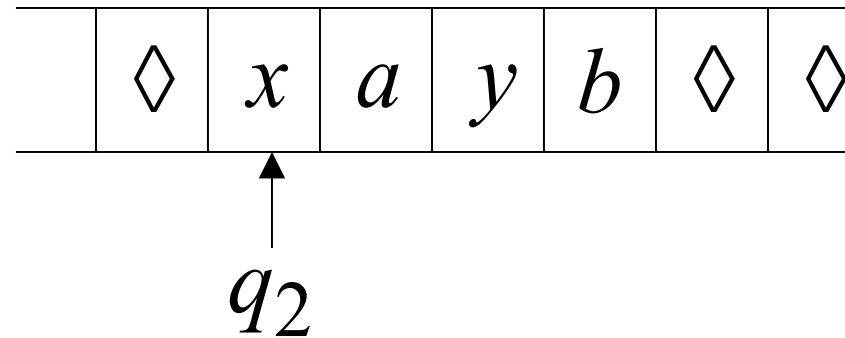


A Move:

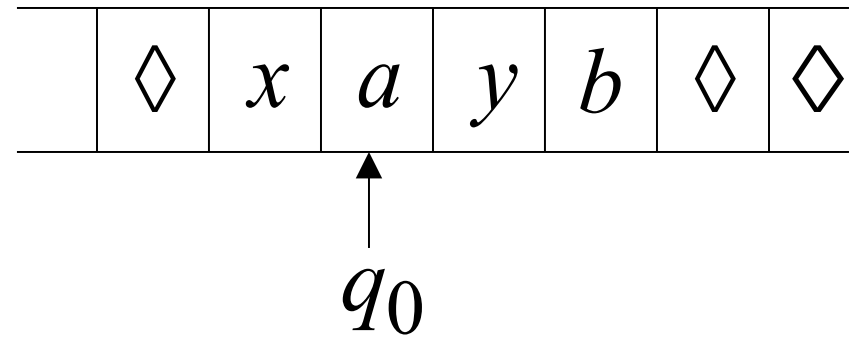
$$q_2 xayb \succ x q_0 ayb$$

(yields in one move)

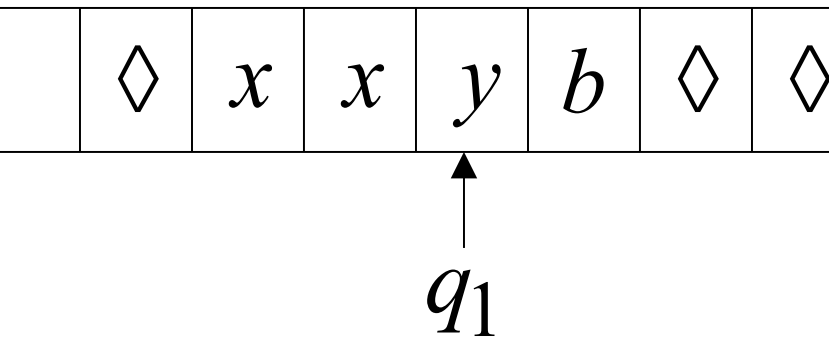
Time 4



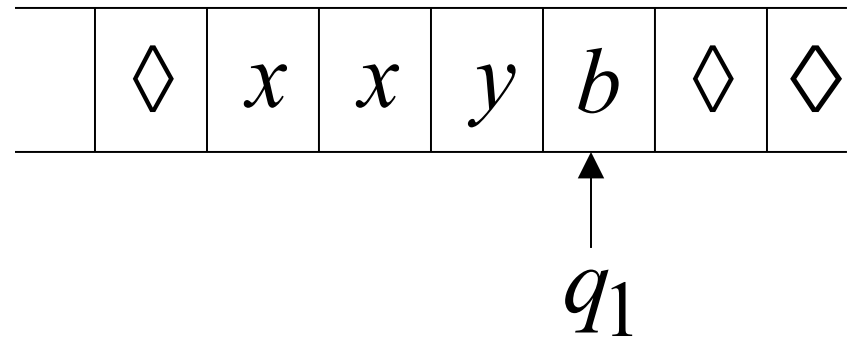
Time 5



Time 6



Time 7



A computation

$q_2 \ x a y b \succ x \ q_0 \ a y b \succ x x \ q_1 \ y b \succ x x y \ q_1 \ b$

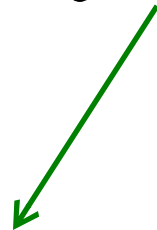


$$q_2 xayb \succ x q_0 ayb \succ xx q_1 yb \succ xxy q_1 b$$

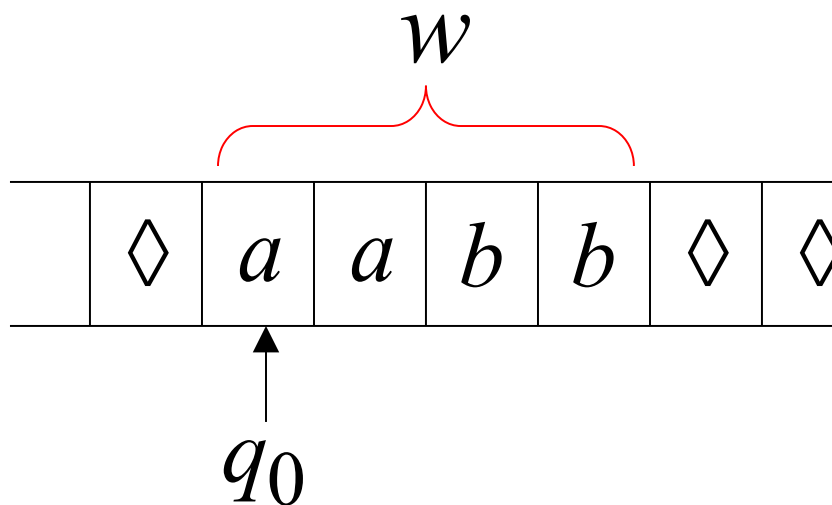
Equivalent notation:

$$q_2 xayb \overset{*}{\succ} xxy q_1 b$$

Initial configuration:  $q_0 w$



Input string



# The Accepted Language

For any Turing Machine  $M$

$$L(M) = \{w : q_0 w \xrightarrow{*} x_1 q_f x_2\}$$



Initial state



Accept state

If a language  $L$  is accepted  
by a Turing machine  $M$   
then we say that  $L$  is:

- Turing Recognizable

Other names used:

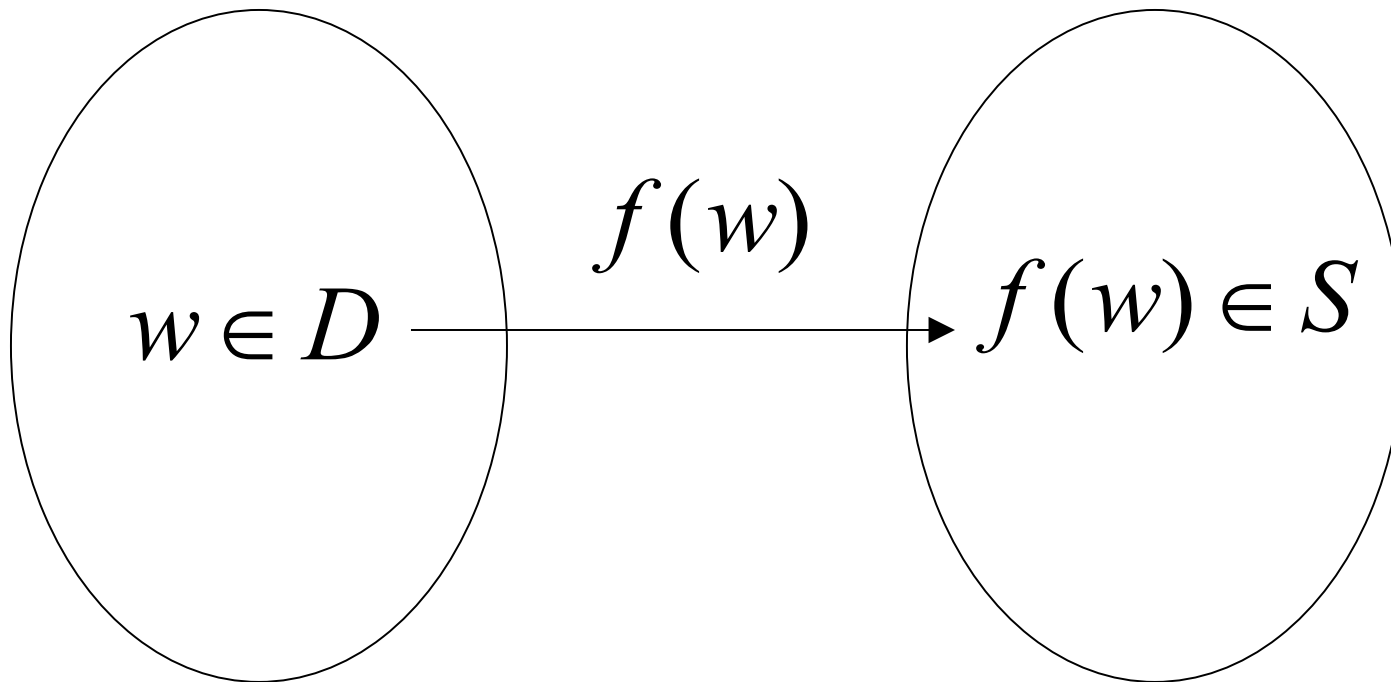
- Turing Acceptable
- Recursively Enumerable

# Computing Functions with Turing Machines

A function  $f(w)$  has:

Domain:  $D$

Result Region:  $S$



A function may have many parameters:

Example: Addition function

$$f(x, y) = x + y$$

# Integer Domain

Decimal: 5

Binary: 101

Unary: 11111

We prefer **unary** representation:

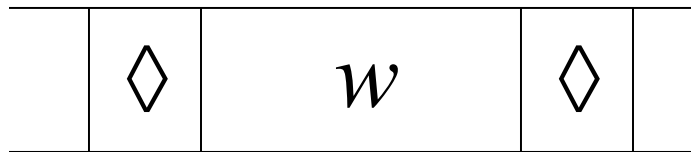
easier to manipulate with Turing machines



# Definition:

A function  $f$  is computable if  
there is a Turing Machine  $M$  such that:

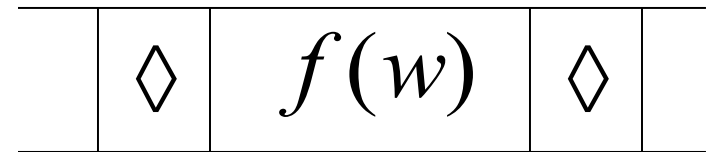
Initial configuration



$q_0$

initial state

Final configuration



$q_f$

accept state

For all  $w \in D$  Domain

In other words:

A function  $f$  is computable if  
there is a Turing Machine  $M$  such that:

$$q_0 w \stackrel{*}{\succ} q_f f(w)$$

Initial  
Configuration

Final  
Configuration

For all  $w \in D$  Domain

# Example

The function  $f(x, y) = x + y$  is computable

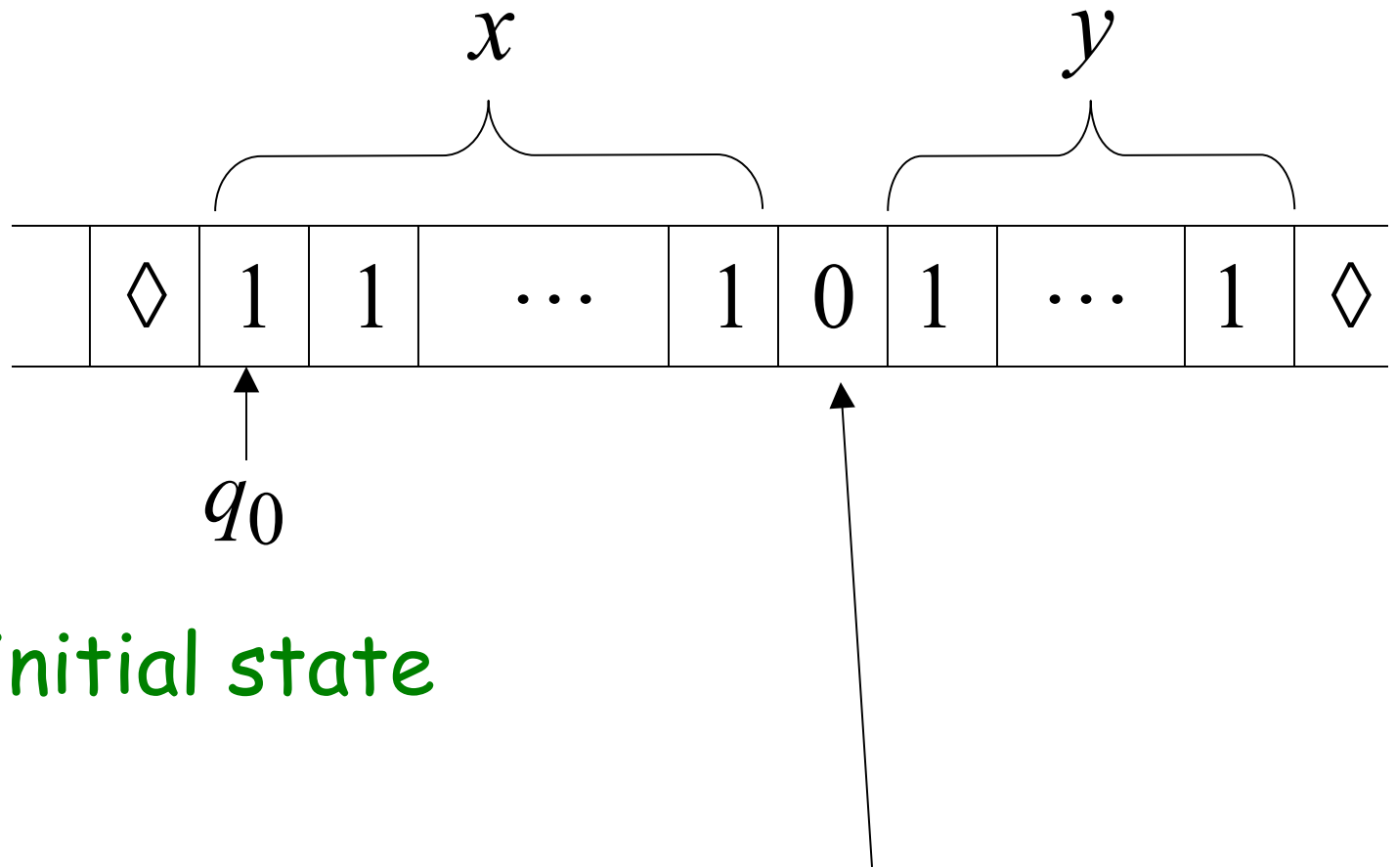
$x, y$  are integers

Turing Machine:

Input string:  $x0y$  unary

Output string:  $xy0$  unary

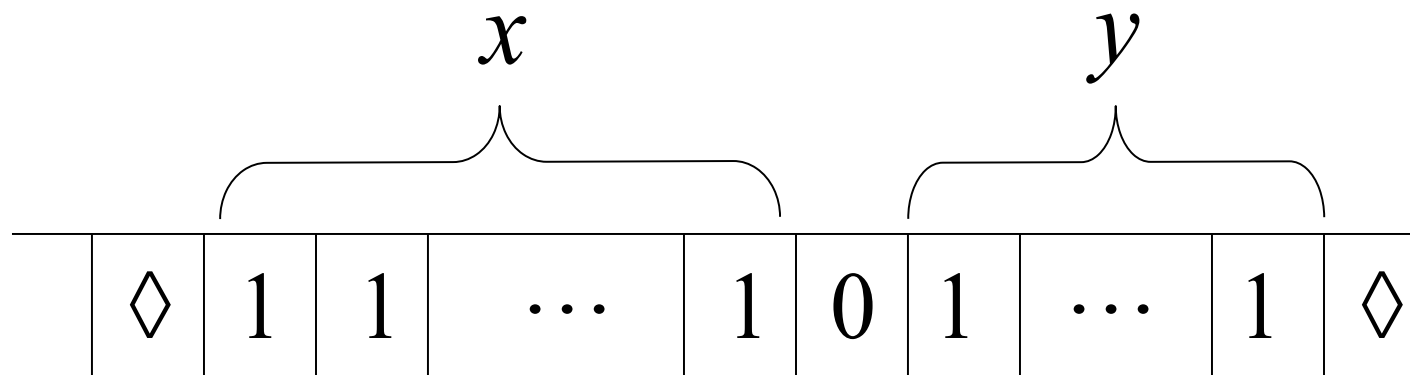
Start



initial state

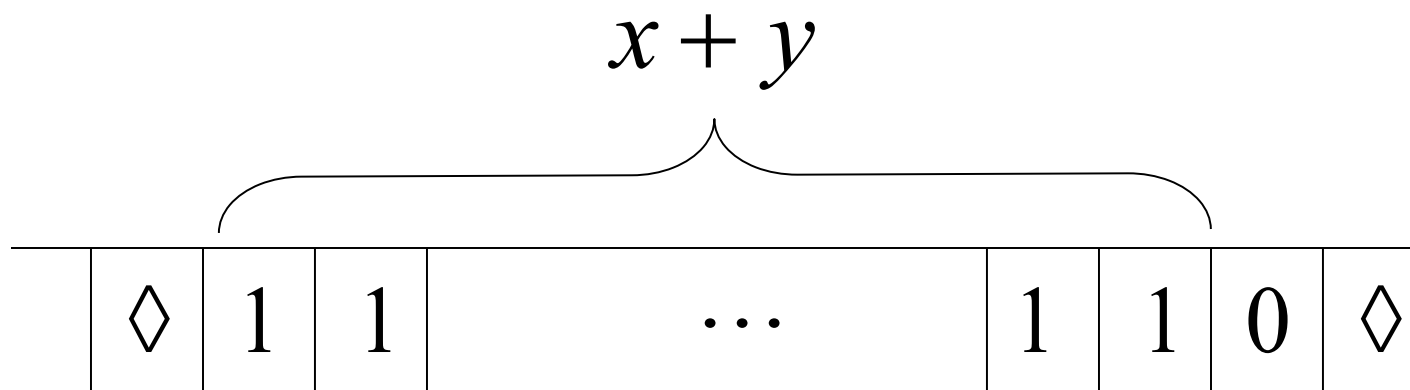
The 0 is the delimiter that separates the two numbers

Start



$q_0$  initial state

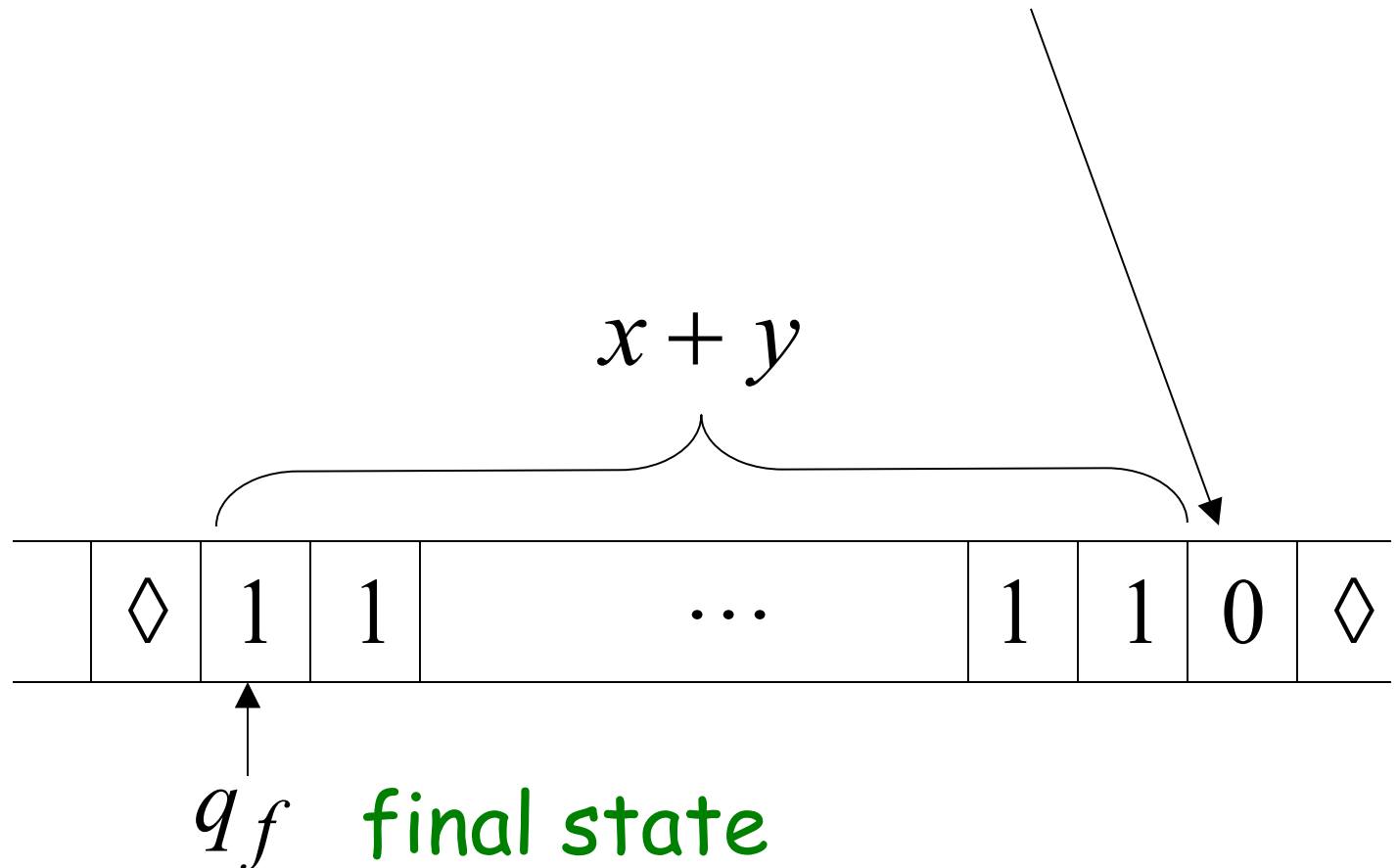
Finish



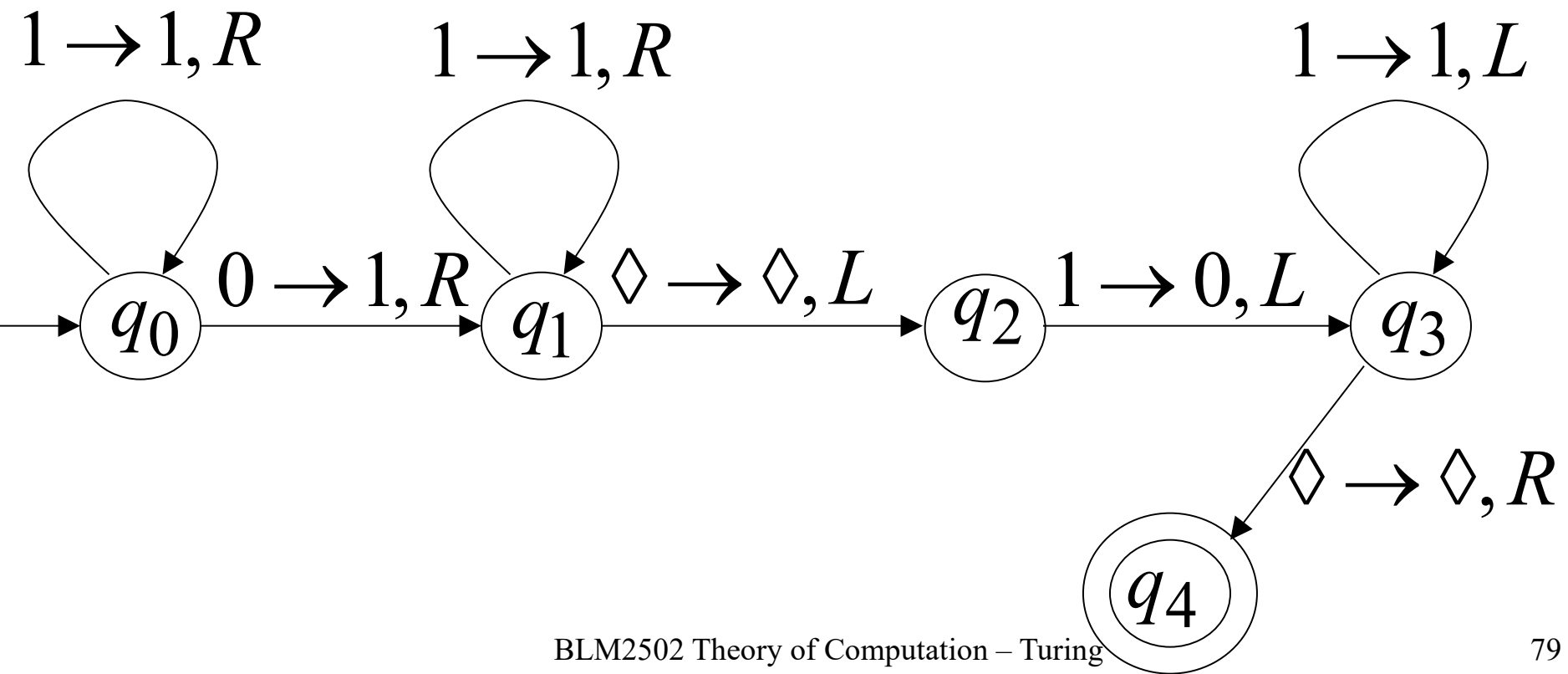
$q_f$  final state

The 0 here helps when we use the result for other operations

Finish



# Turing machine for function $f(x, y) = x + y$

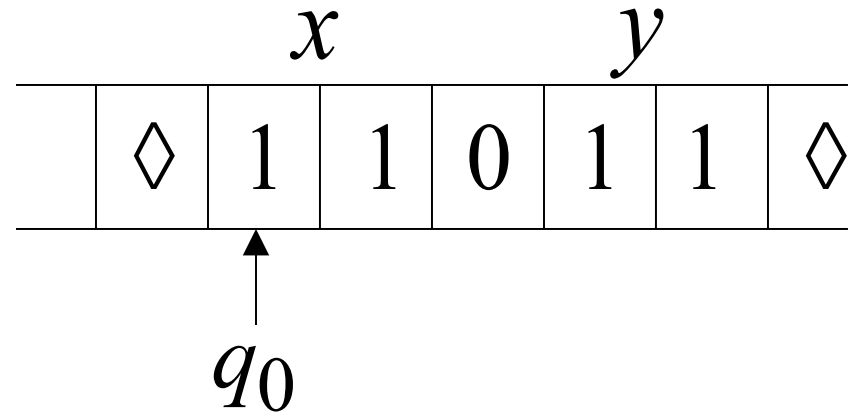


# Execution Example:

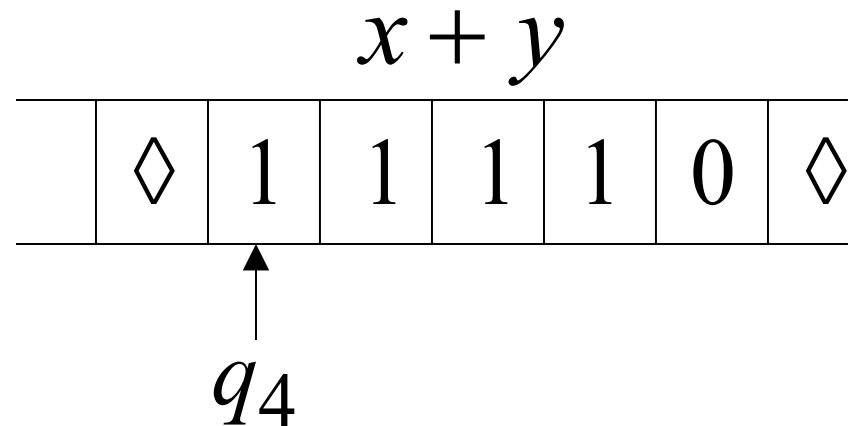
$$x = 11 \quad (=2)$$

$$y = 11 \quad (=2)$$

Time 0

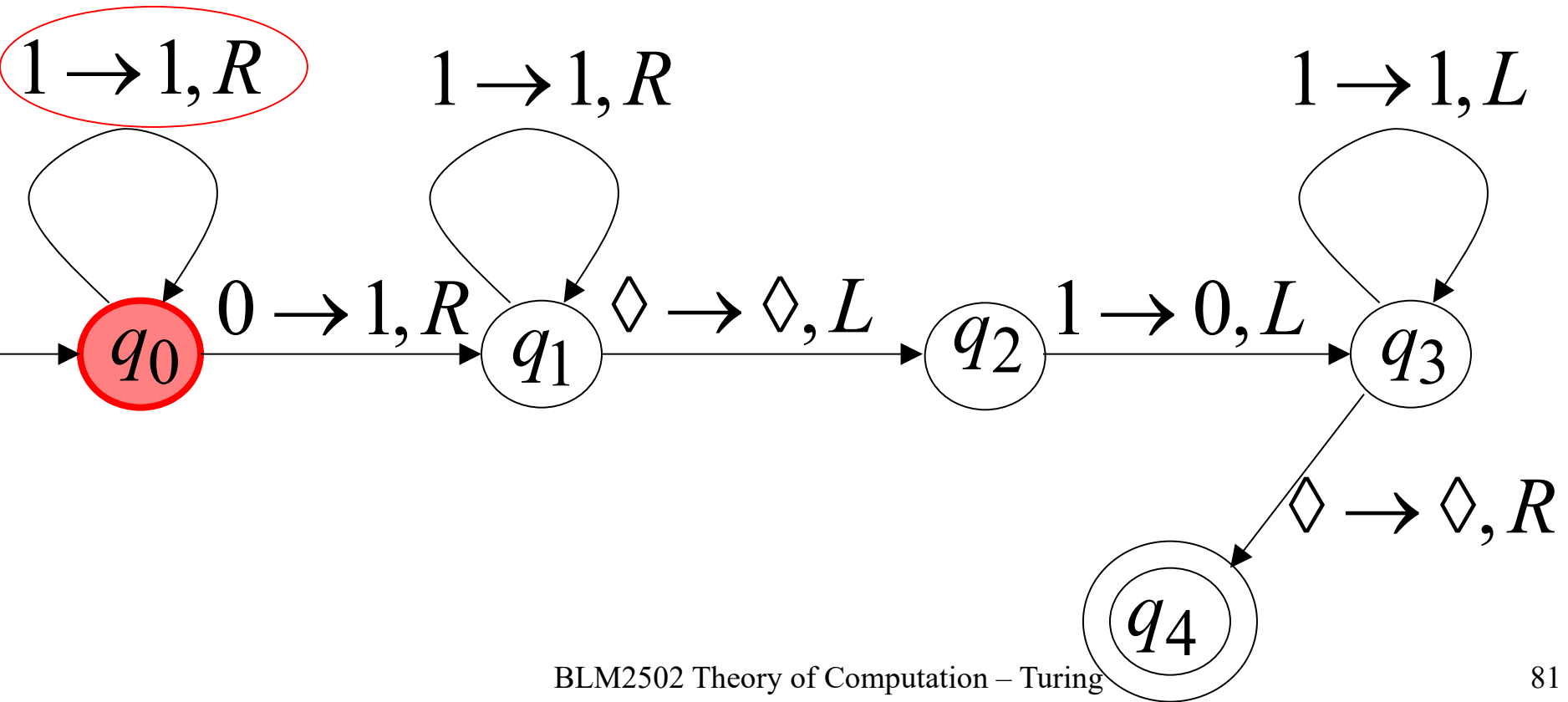
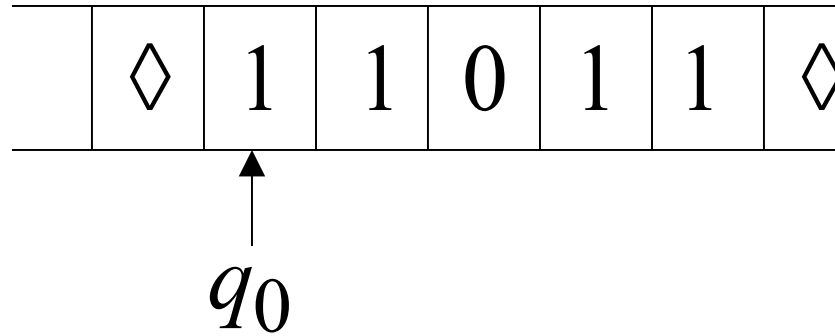


Final Result

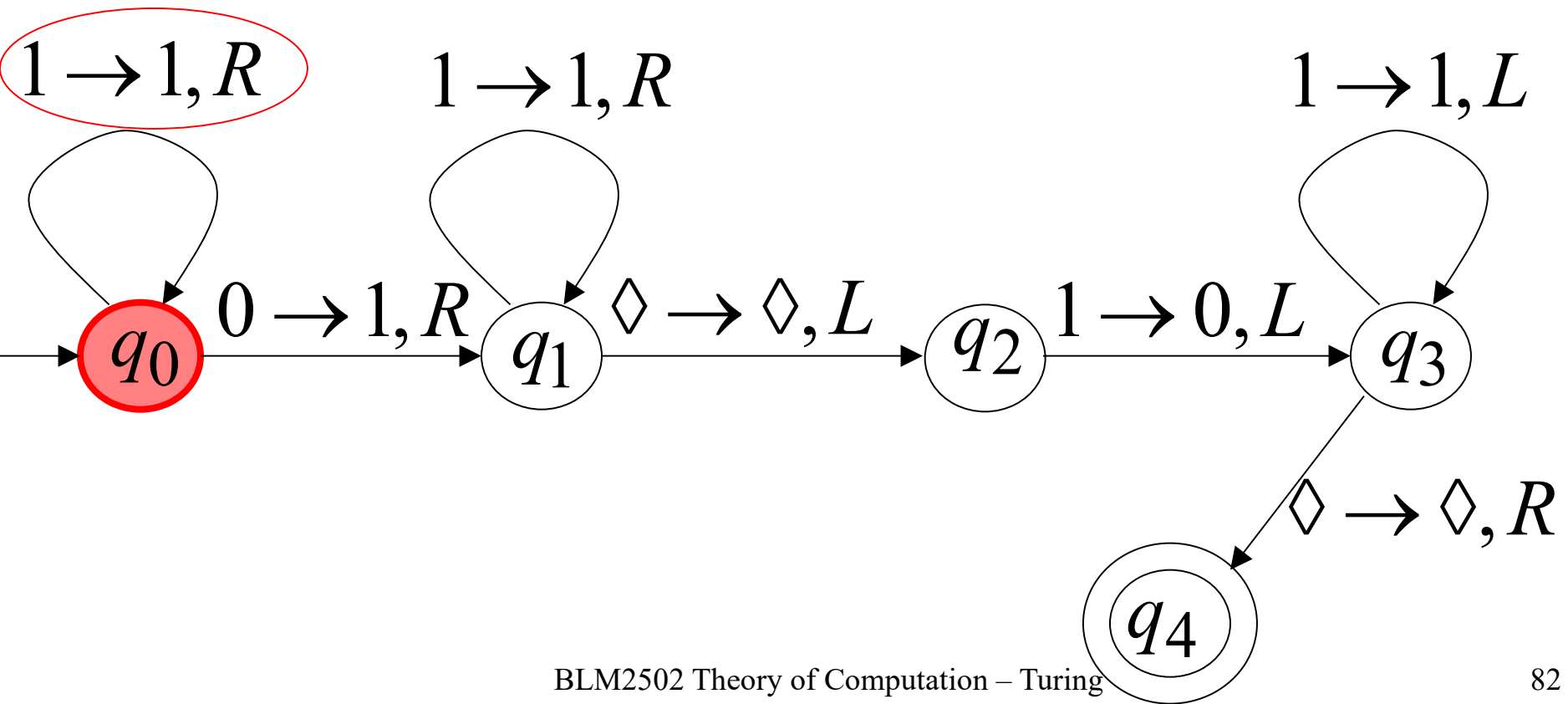
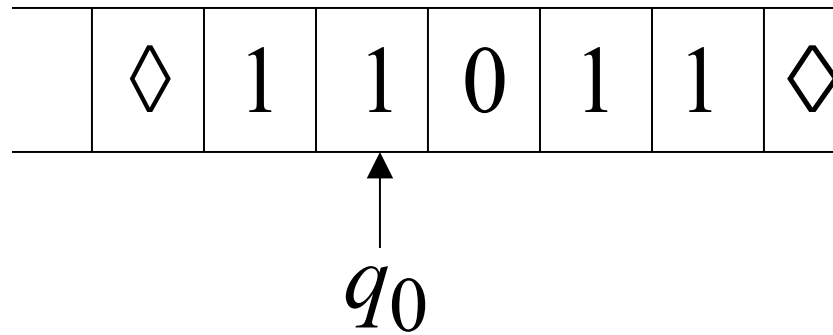




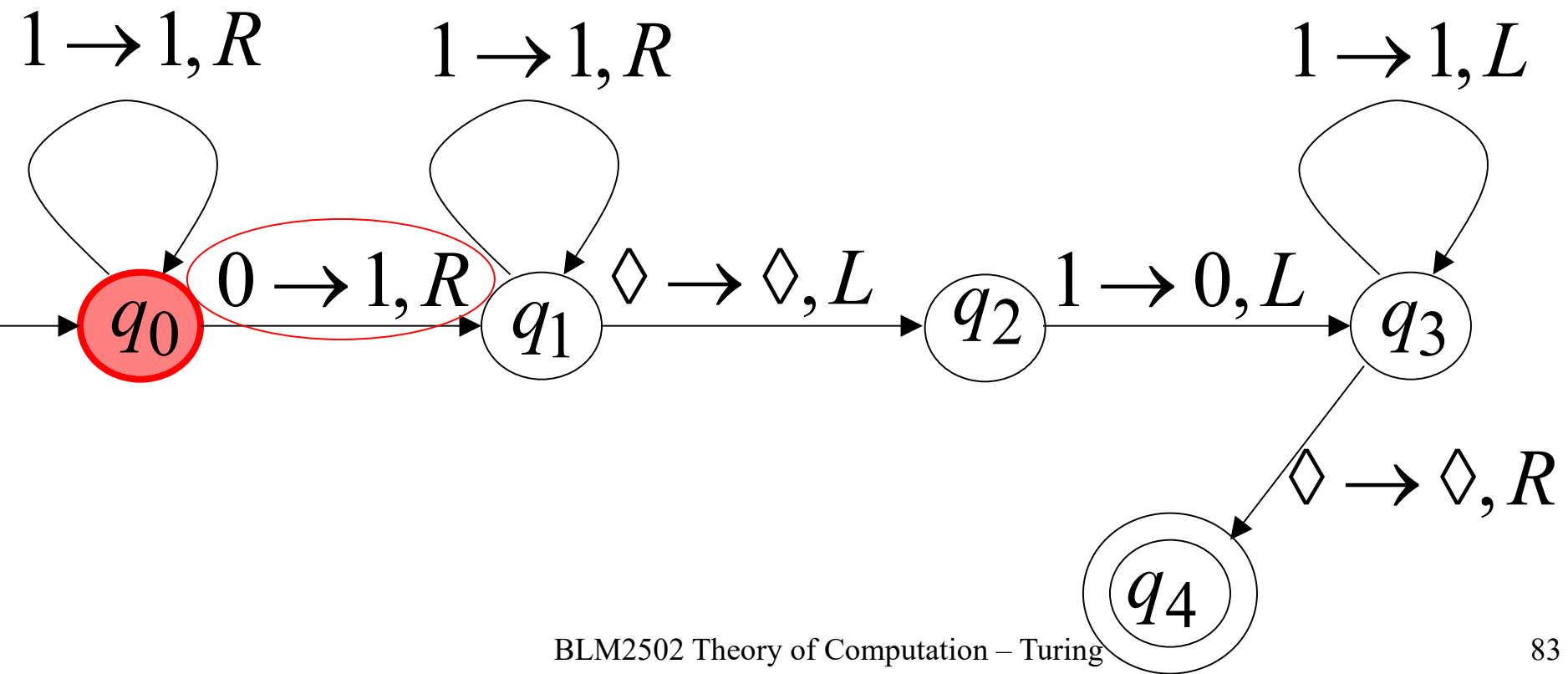
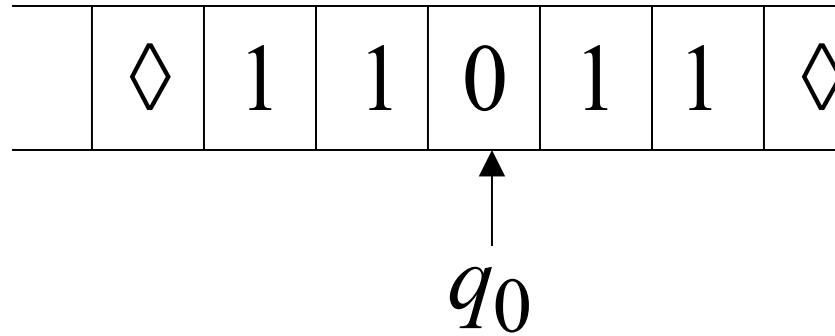
Time 0



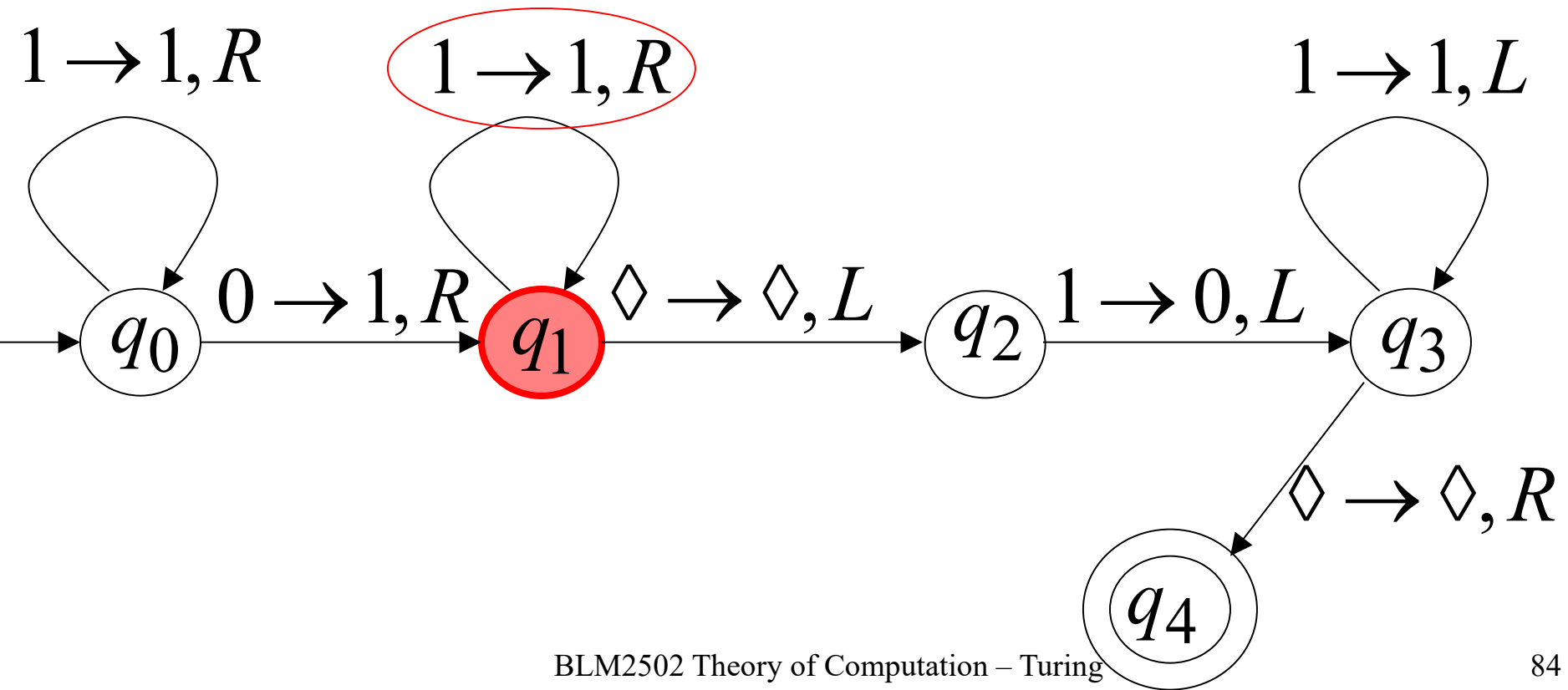
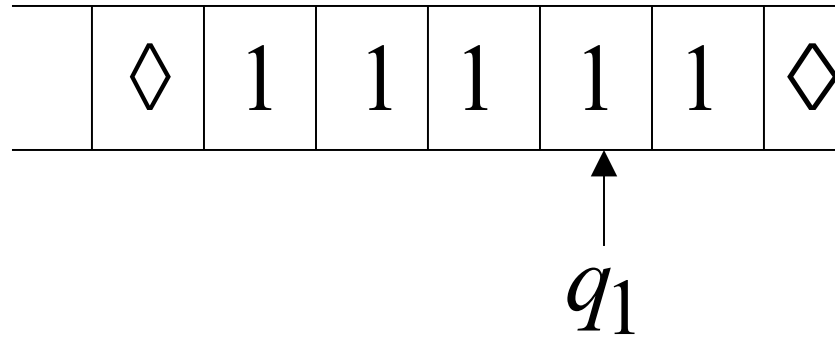
Time 1



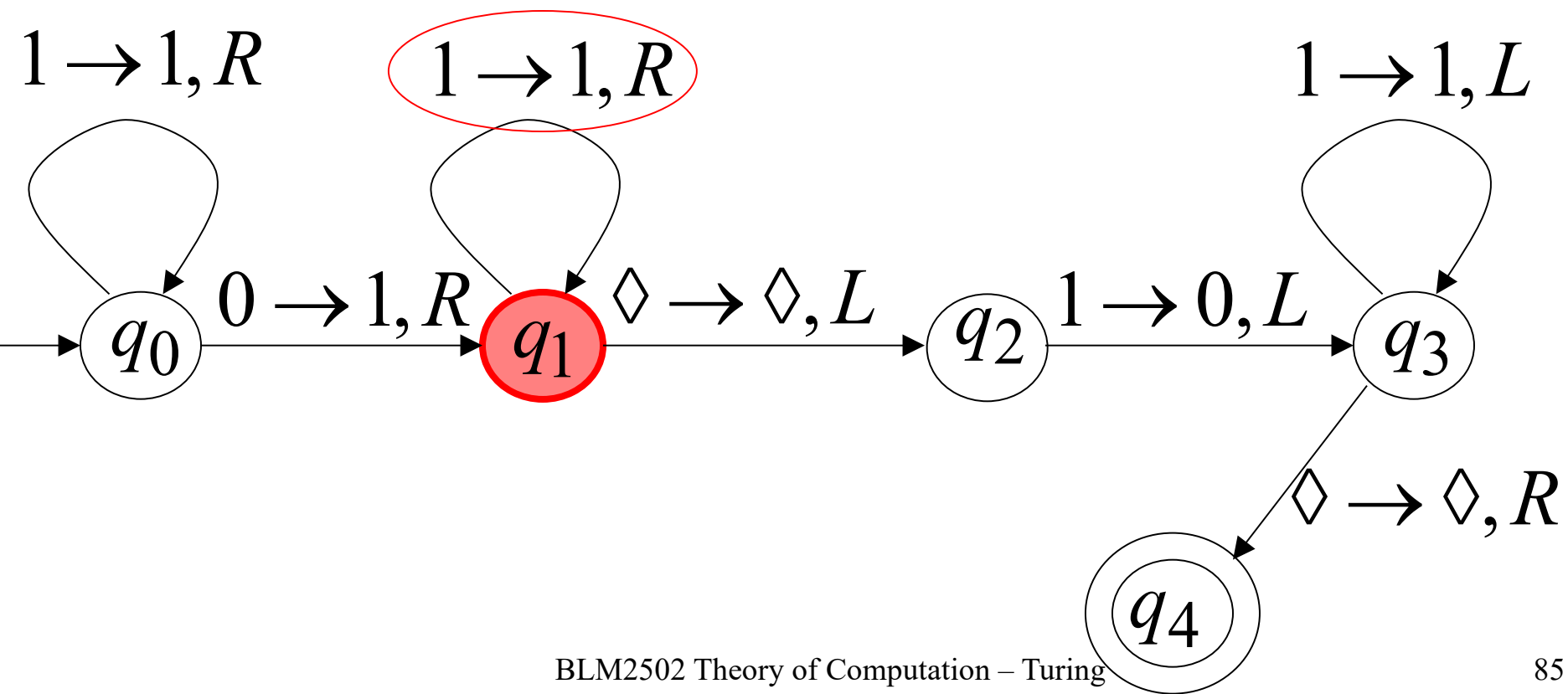
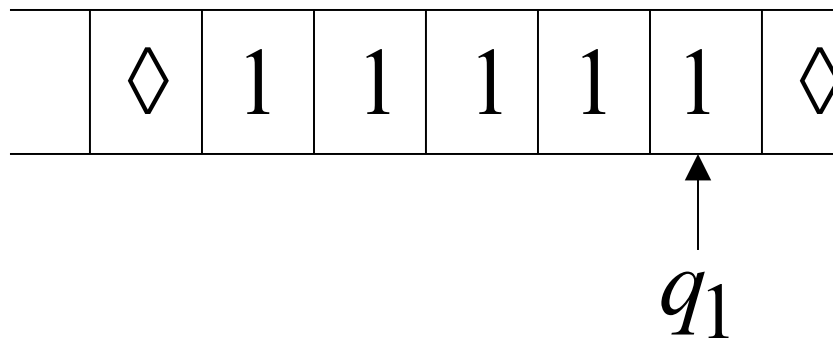
Time 2



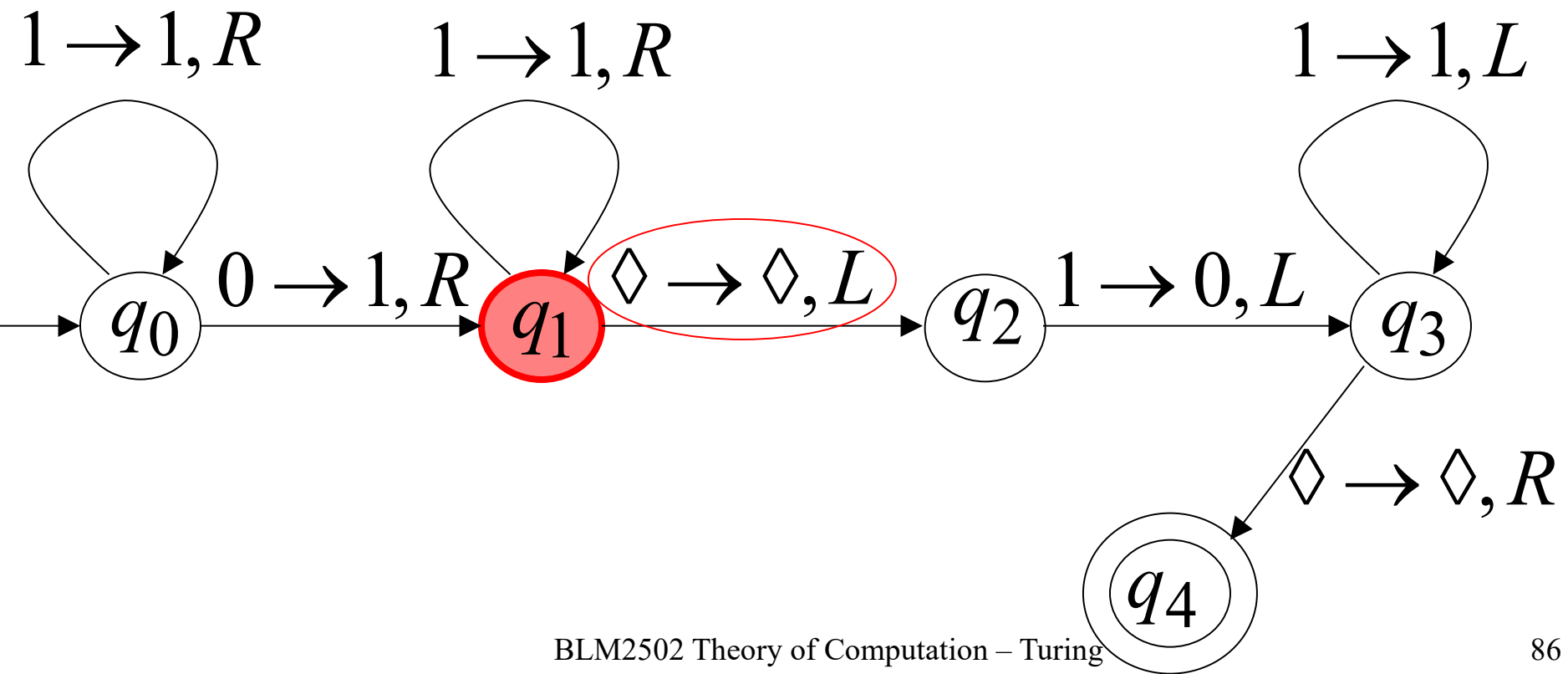
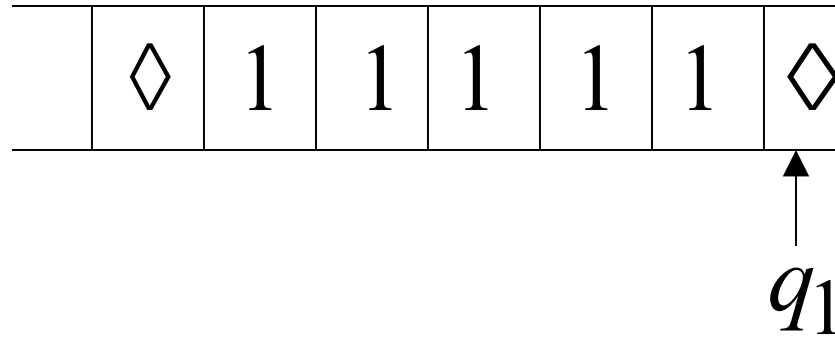
Time 3



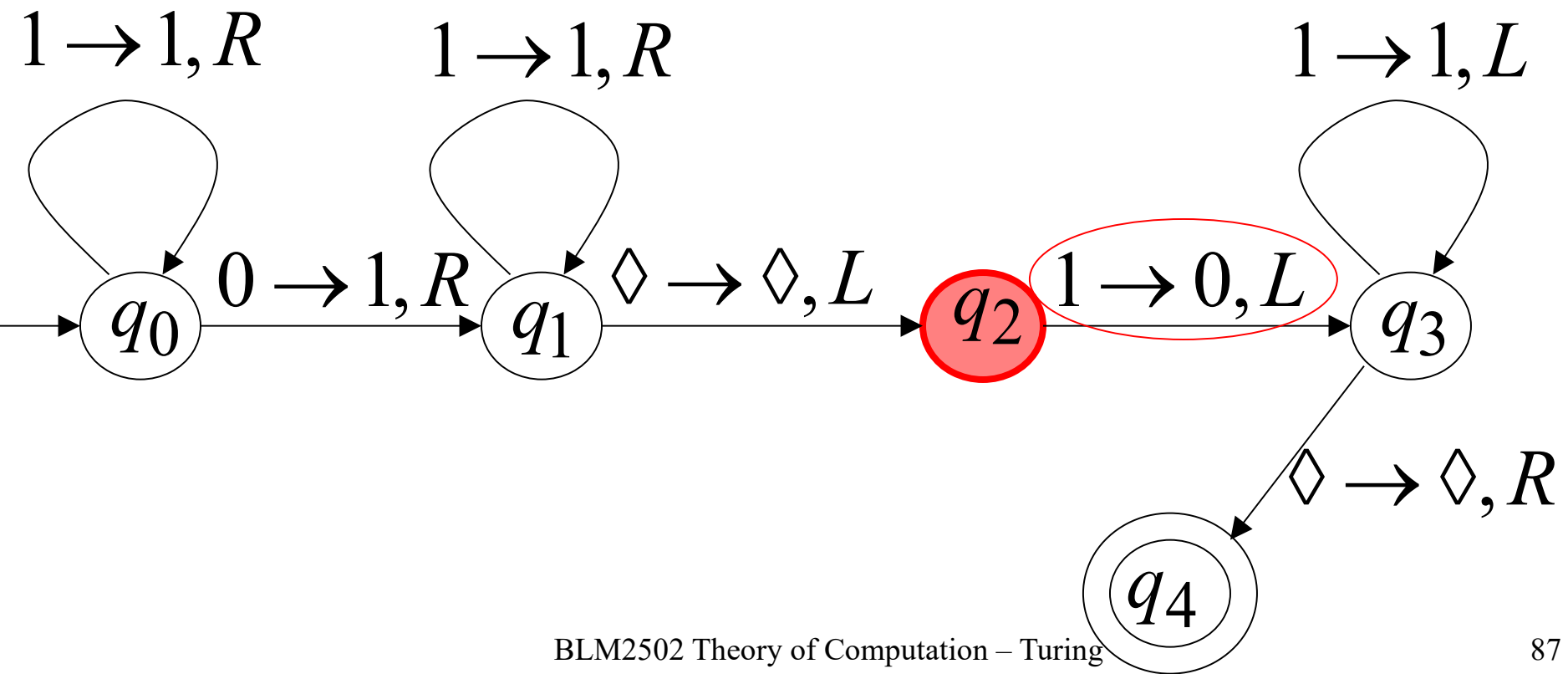
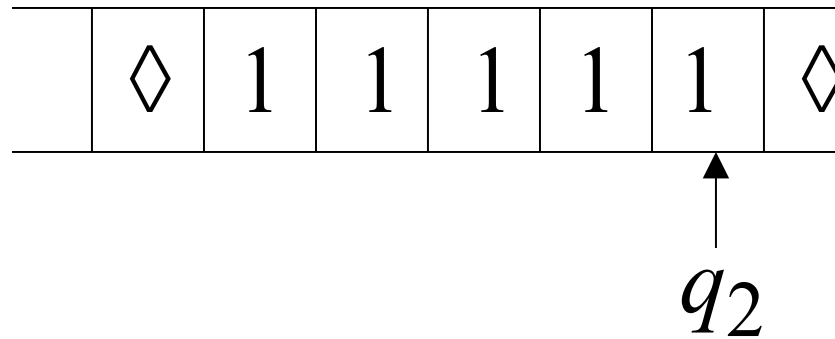
Time 4



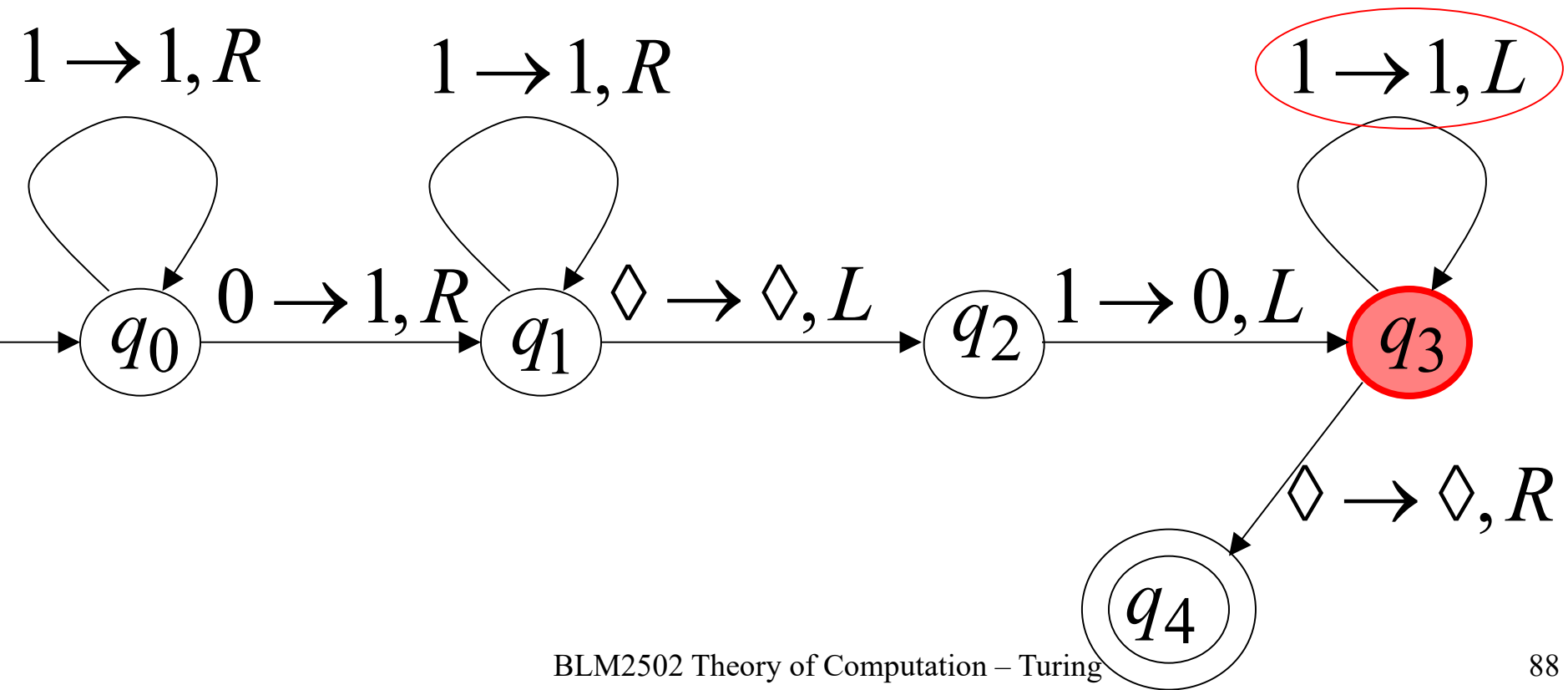
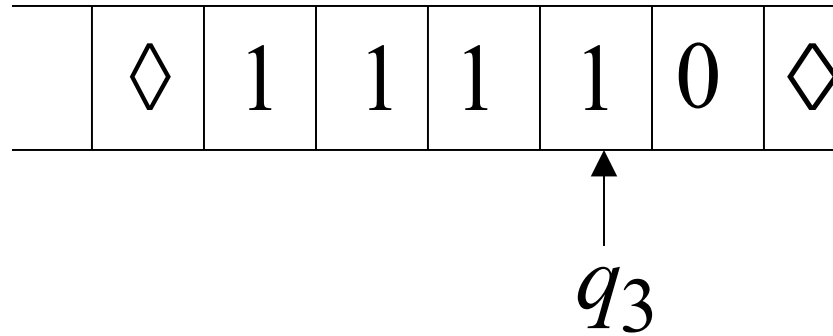
Time 5



Time 6

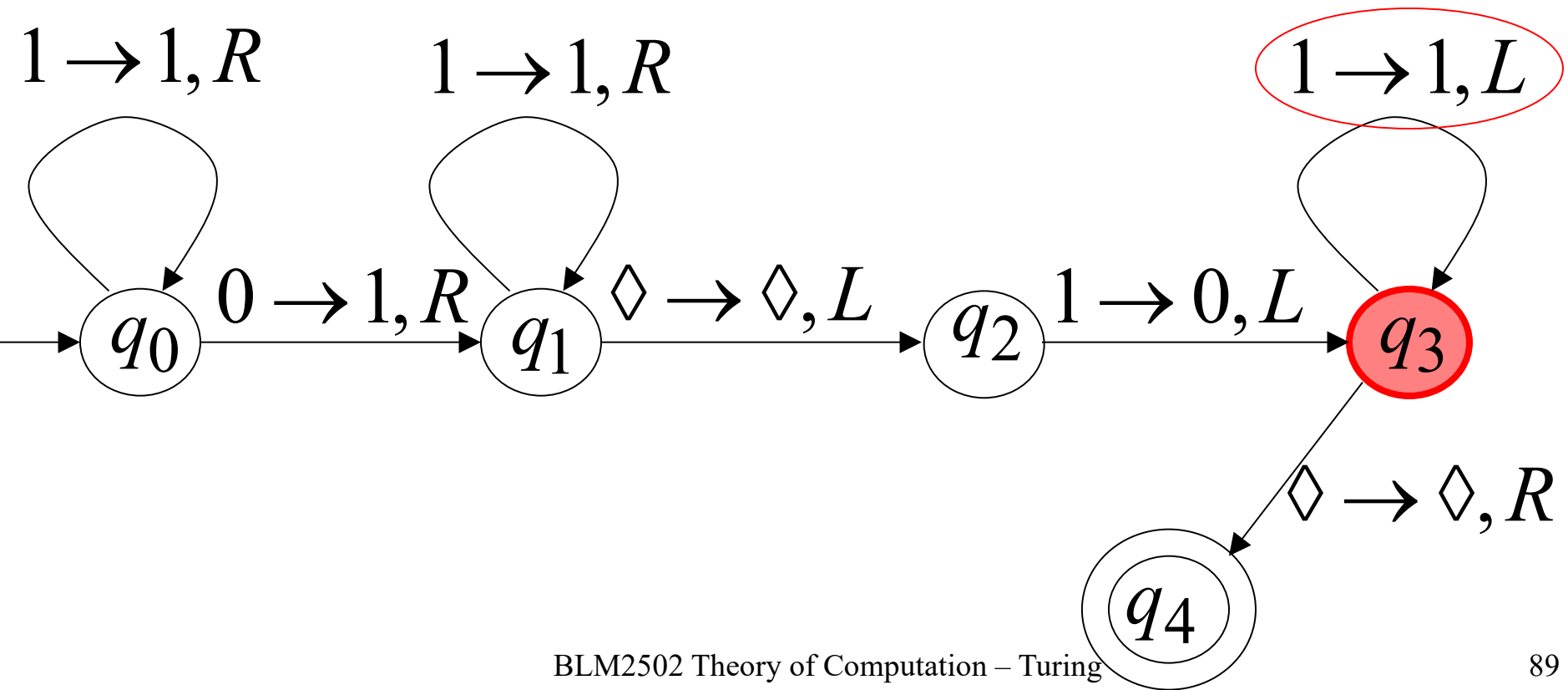
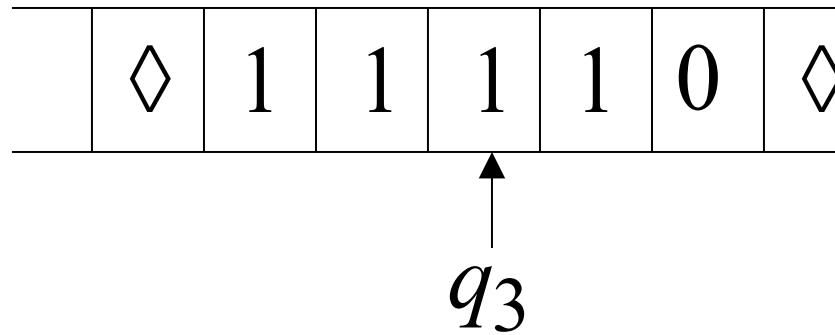


Time 7

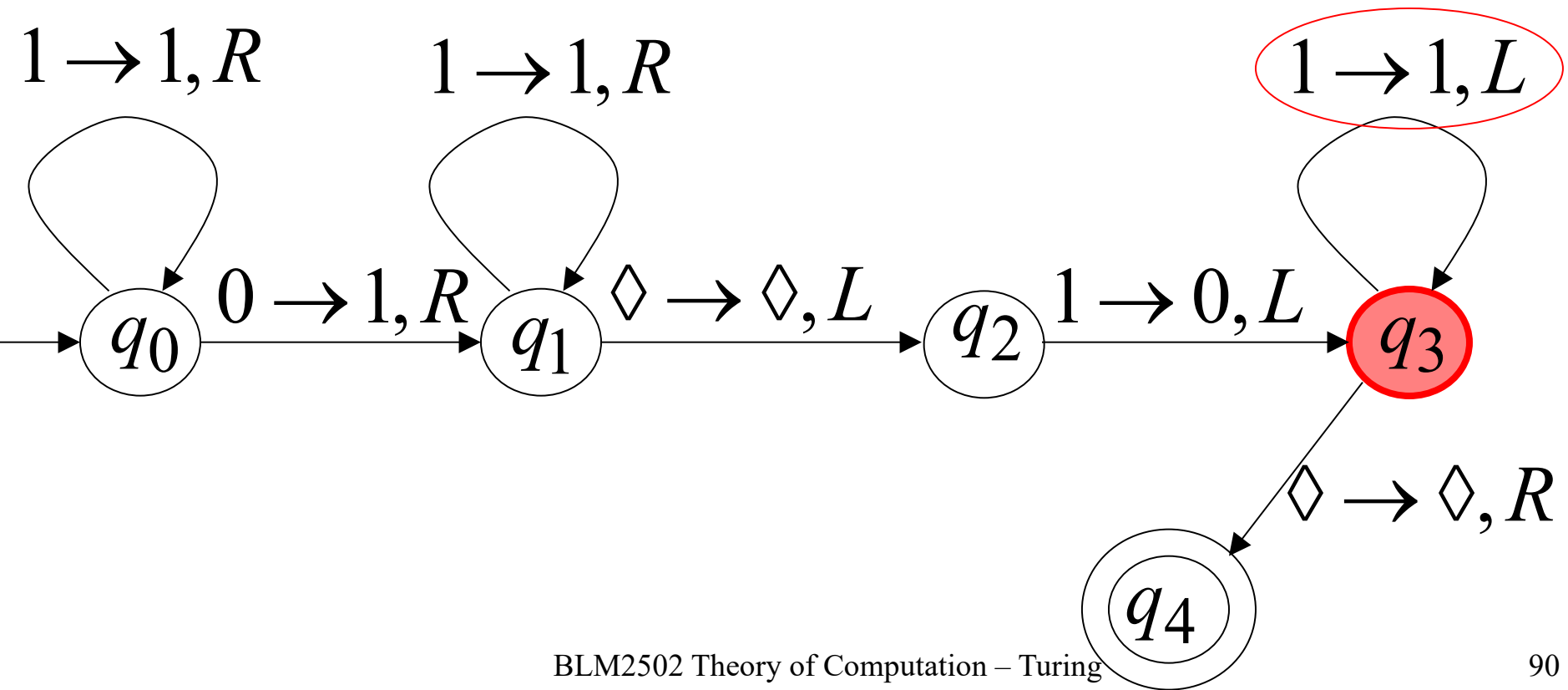
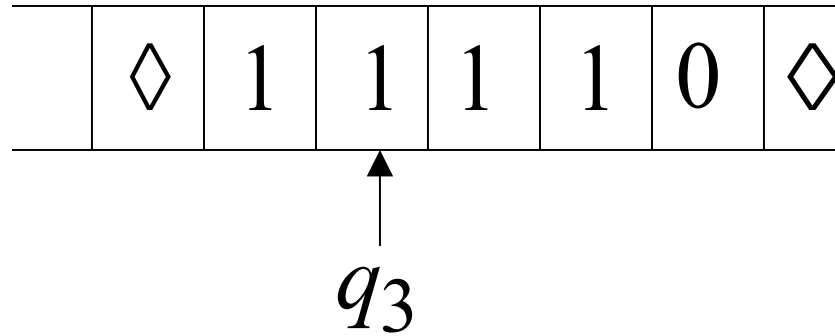




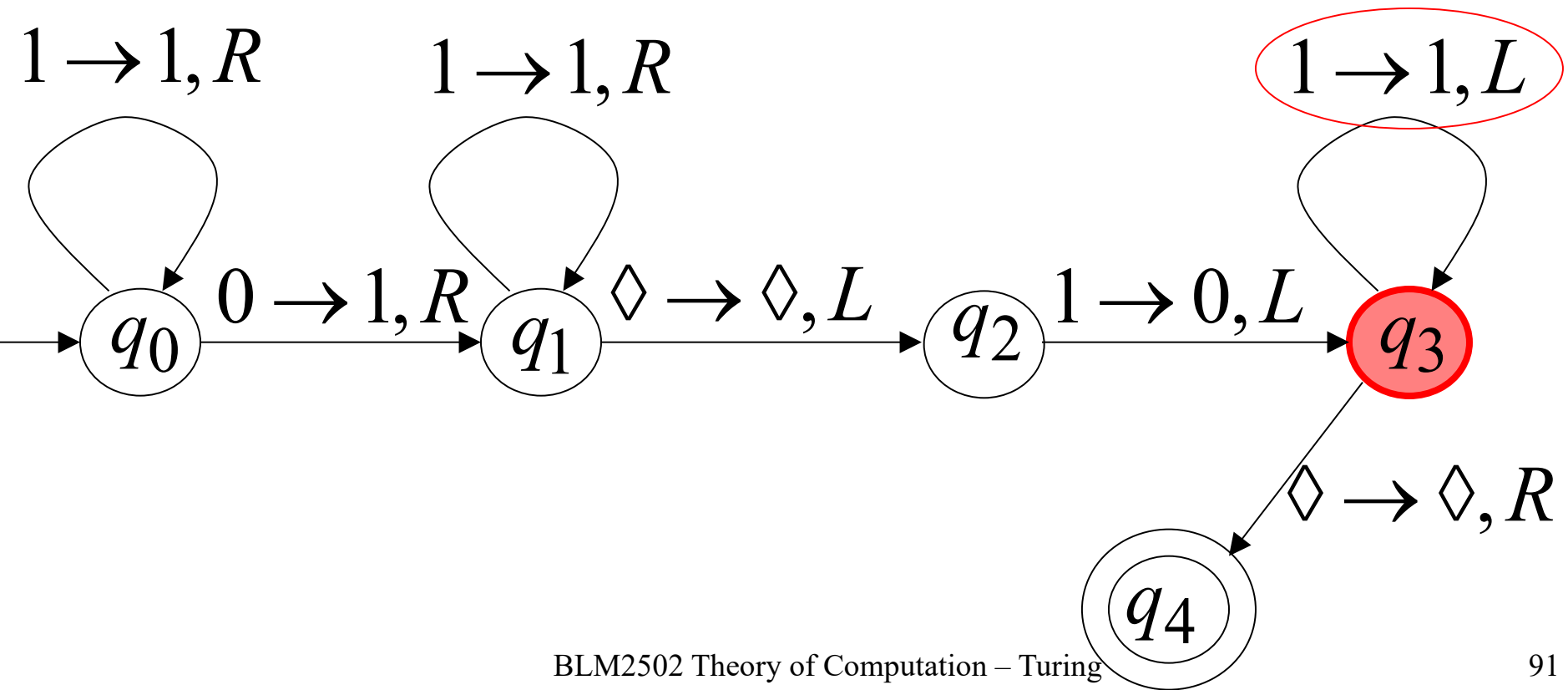
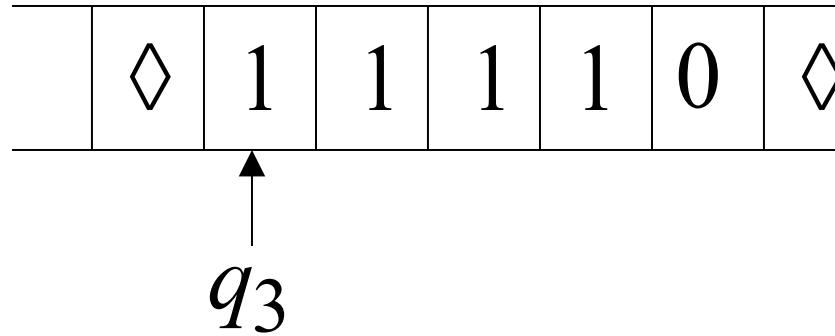
Time 8



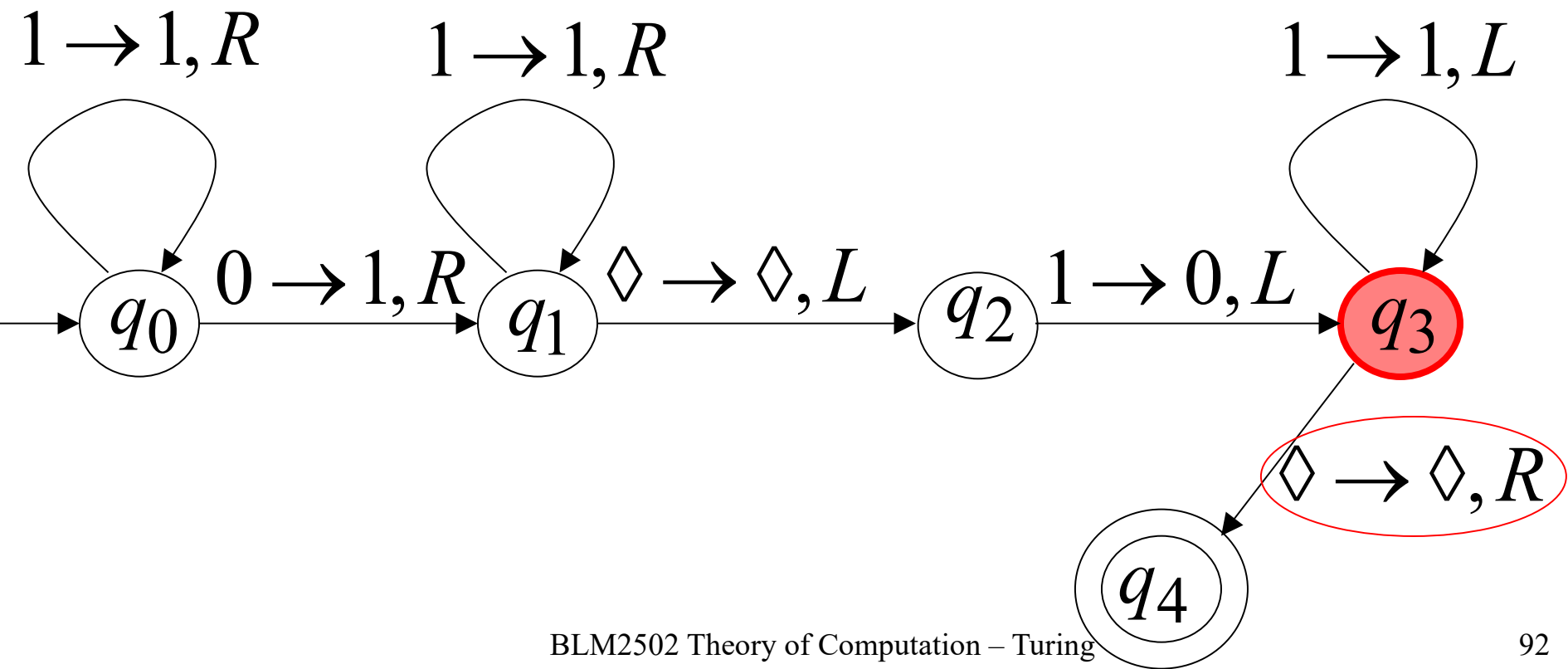
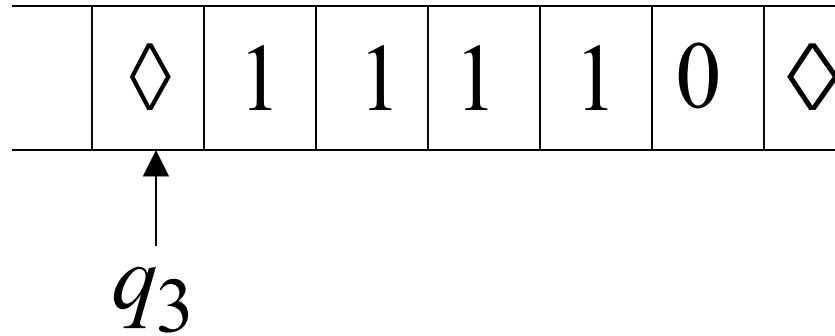
Time 9



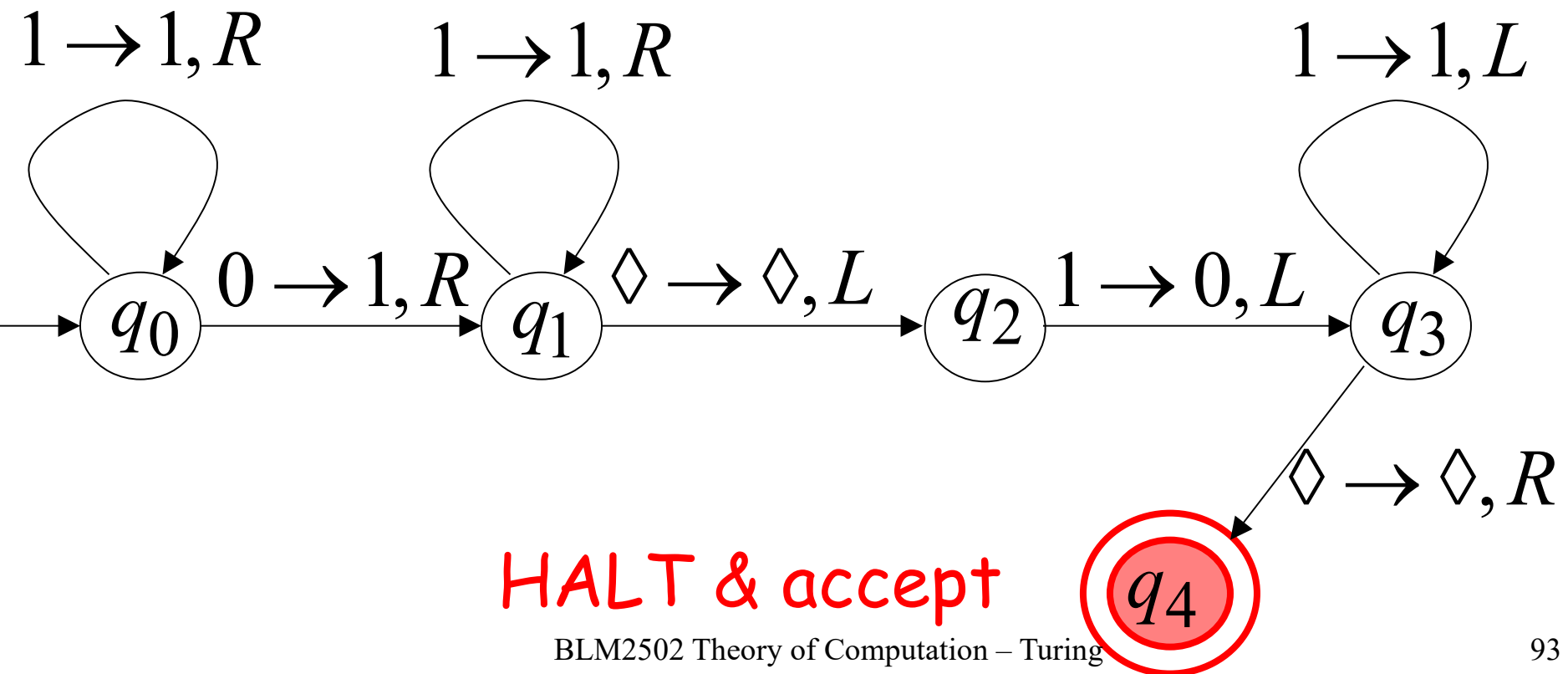
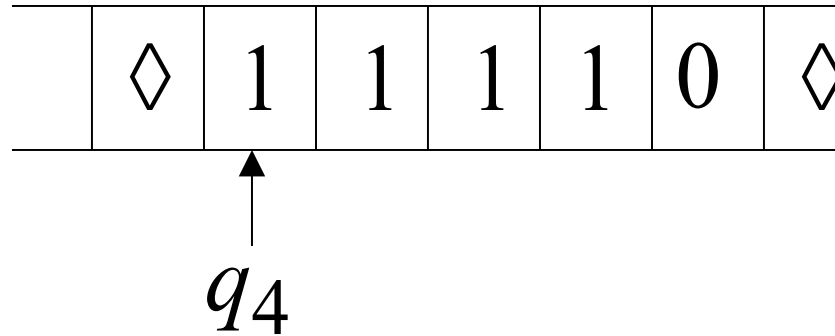
Time 10



Time 11



Time 12



# Another Example

The function  $f(x) = 2x$  is computable

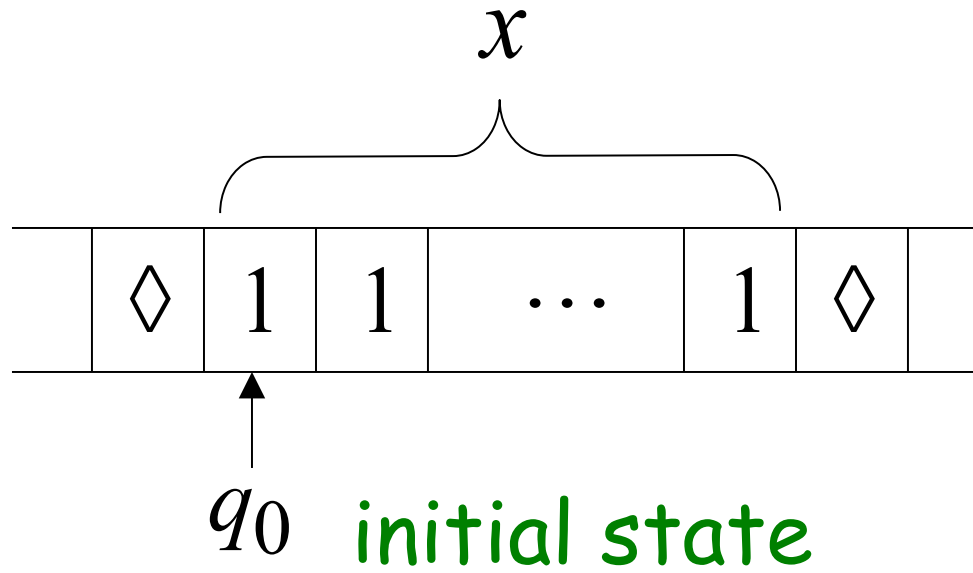
$x$  is integer

Turing Machine:

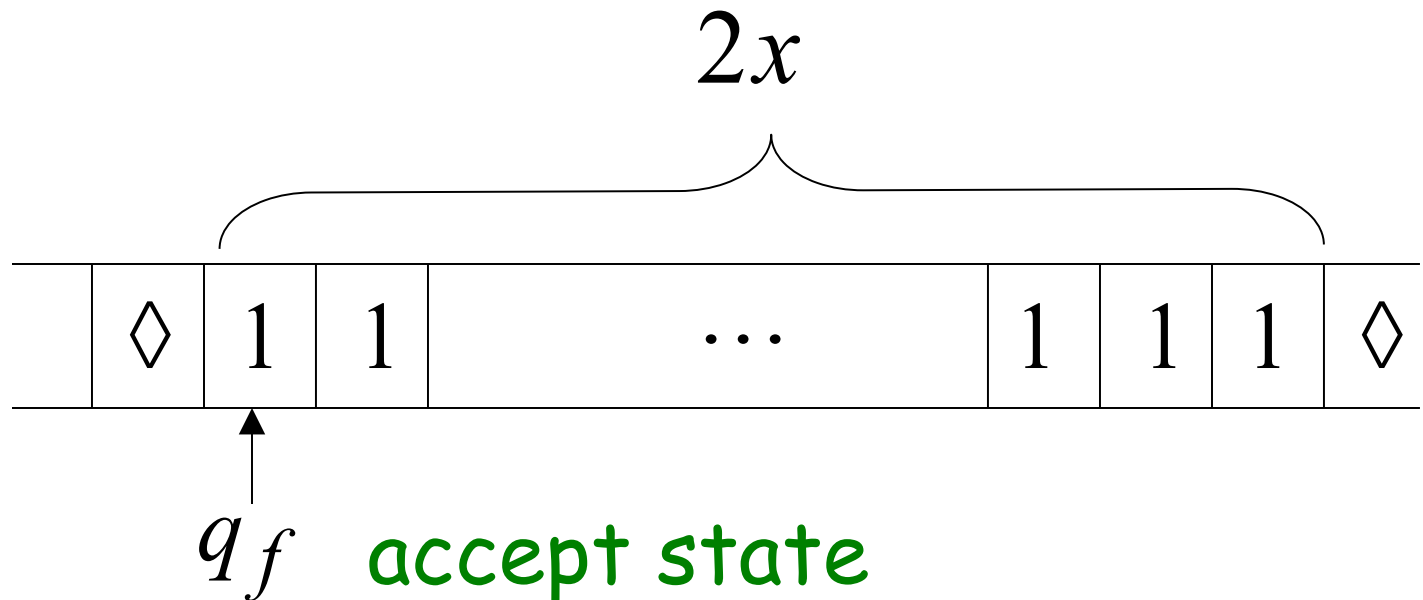
Input string:  $x$  unary

Output string:  $xx$  unary

Start



Finish



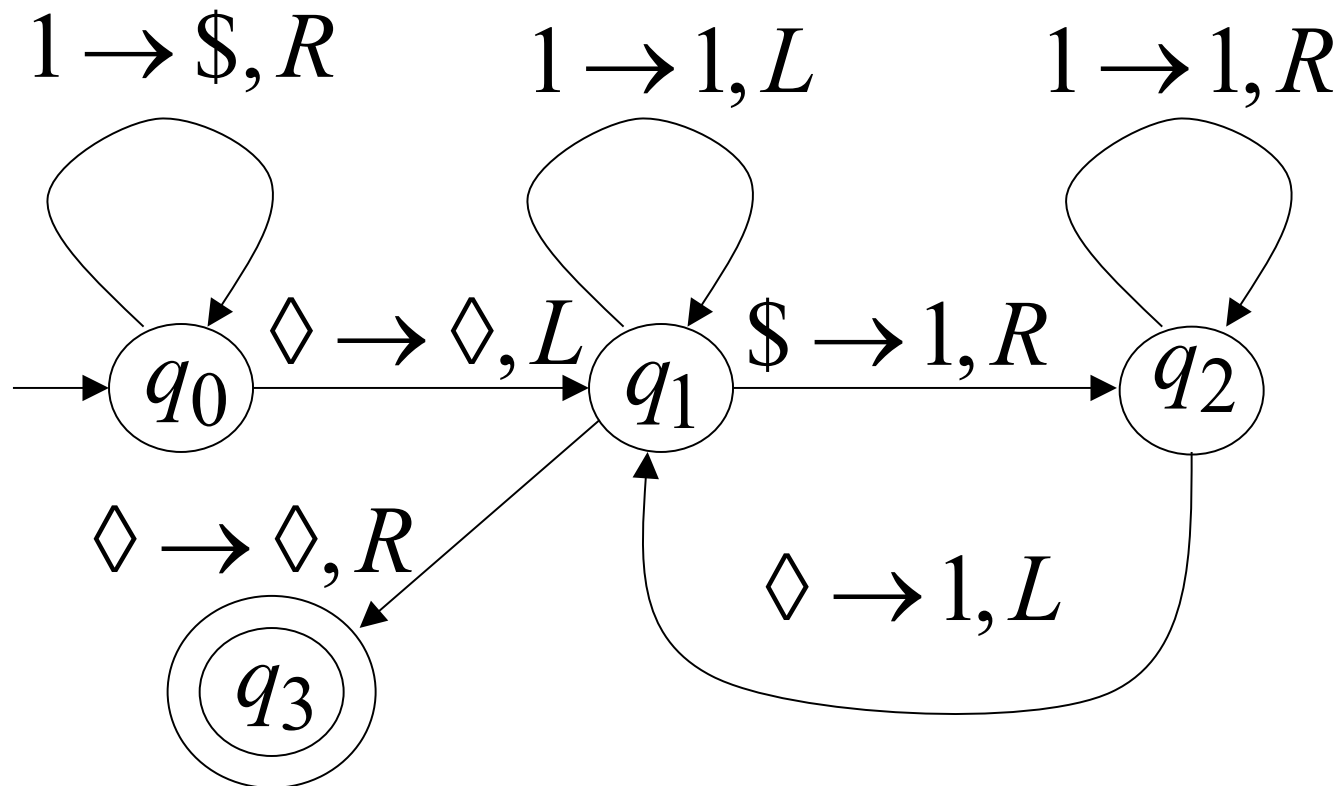
# Turing Machine Pseudocode for $f(x) = 2x$

- Replace every 1 with \$
- Repeat:
  - Find rightmost \$, replace it with 1
  - Go to right end, insert 1

Until no more \$ remain

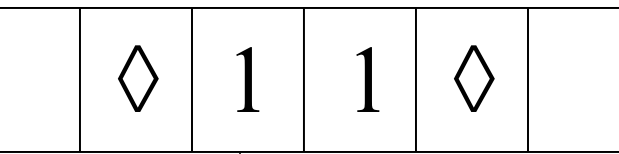


# Turing Machine for $f(x) = 2x$



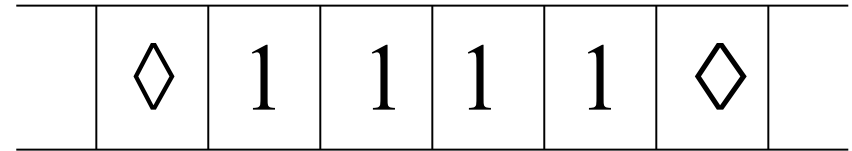
# Example

Start

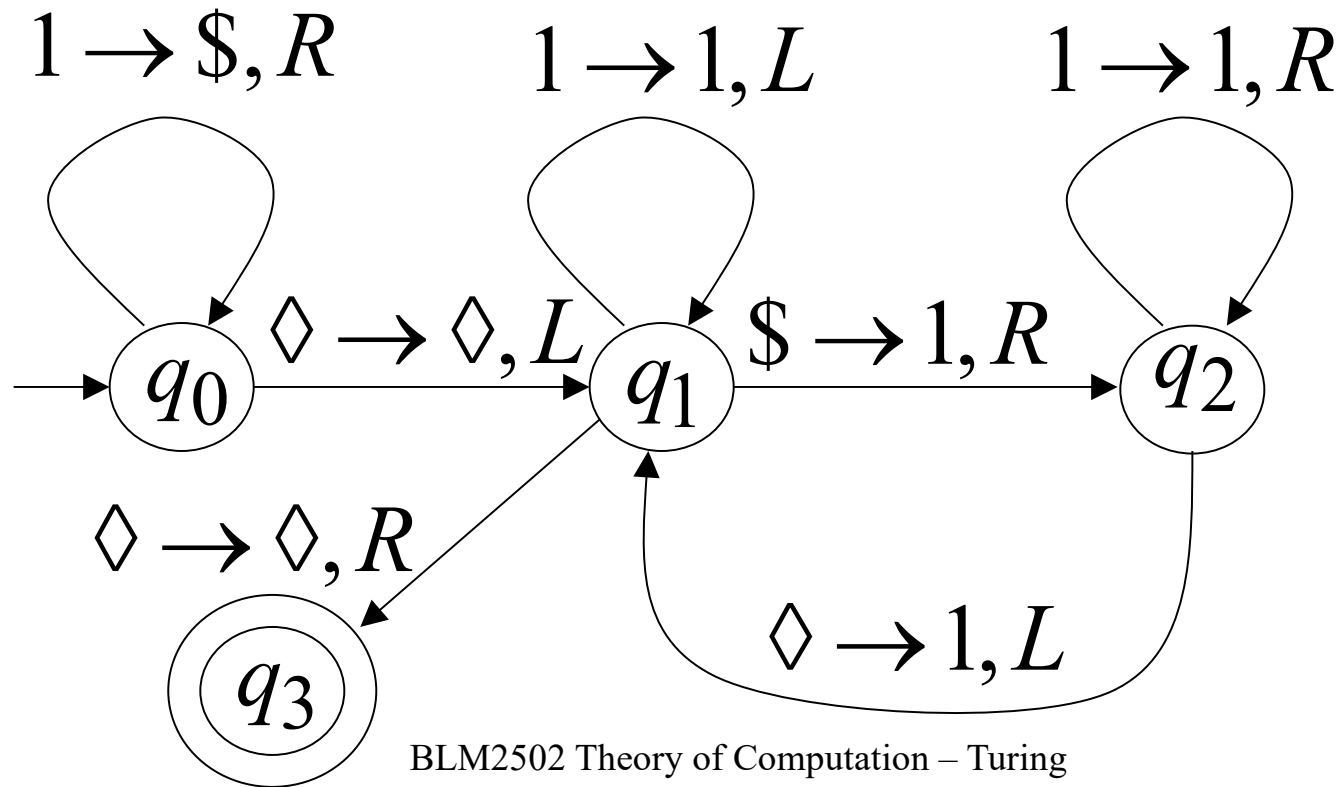


$q_0$

Finish



$q_3$



# Another Example

The function is computable

$$f(x, y) = \begin{cases} 1 & \text{if } x > y \\ 0 & \text{if } x \leq y \end{cases}$$

Input:  $x0y$

Output: 1 or 0

# Turing Machine Pseudocode:

- Repeat

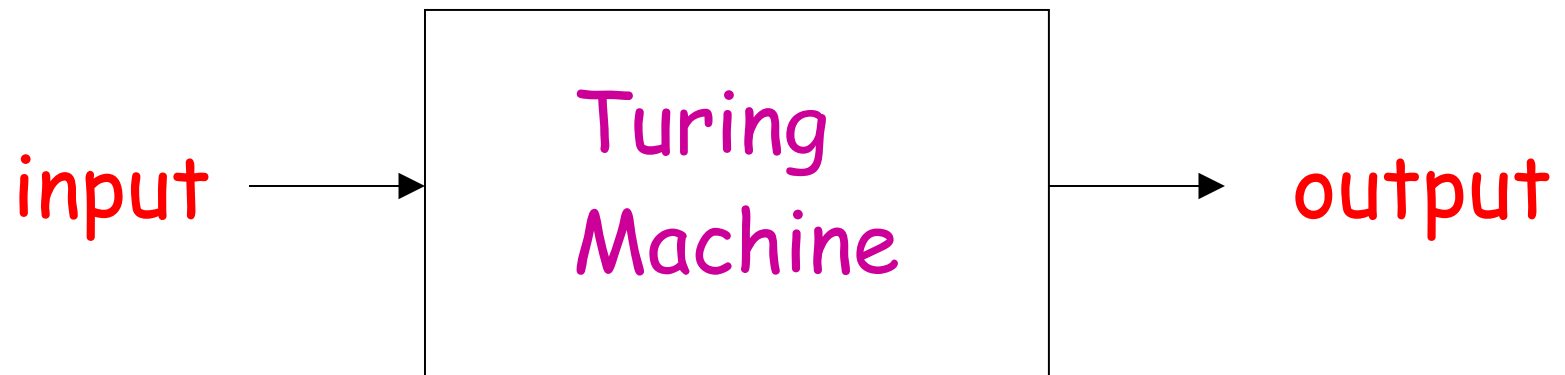
Match a 1 from  $x$  with a 1 from  $y$

Until all of  $x$  or  $y$  is matched

- If a 1 from  $x$  is not matched  
erase tape, write 1  $(x > y)$   
else  
erase tape, write 0  $(x \leq y)$

# Combining Turing Machines

# Block Diagram



Example:

$$f(x, y) = \begin{cases} x + y & \text{if } x > y \\ 0 & \text{if } x \leq y \end{cases}$$

