

COMP3721 Tutorial 9

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Problem (a)

- (a) Given a Turing machine M , a state q , and a string w , does M ever reach state q when started with input w from its initial state?

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Solution: This problem is undecidable. Suppose it were solvable, then there exists some Turing machine M_A that solves it. It can be used to solve the halting problem:

M_H : on input " M " " w "

1. Run M_A (" M " " w " " h ") where h is the halting state of M .
2. If M_A output y , M_H output y ; If M_A output n , M_H output n .

Problem (b)

- (b) To determine, given a Turing machine M and a symbol σ , does M ever write the symbol σ when started on the empty tape?

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Solution: This problem is undecidable. Suppose it were solvable, then there exists some Turing machine M_B that solves it. Then, it can be used to solve the problem of determining whether an arbitrary Turing machine halts on the empty tape.

M_E : On input “ M ”,

1. Let a be a symbol that is not in the alphabet of M . Construct a Turing machine M^* that is identical to M except that whenever it halts it also writes an a . (Clearly, M^* writes an a when started on the empty tape if and only if M halts when started on the empty tape.)
2. Run M_B (“ M ”“ a ”).
3. If M_B output y , M_E output y ; If M_B output n , M_E output n .

Problem (c)

- (c) Given a Turing machine M and an input string w , does M use a finite amount of tape squares on input w ?

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Idea: Given any machine M and string w , we construct a machine M^* such that M^* use a finite amount of tape squares on input w if and only if M halts on w . Then we can conclude that this problem is undecidable, since otherwise we can use its solution to solve the halting problem.

Intuitively, M^* just runs M on w , and at the same time, M^* uses a unary counter to record the number of steps M have run so far. If M never halt, then this unary counter will use infinite number of tape squares. If M halts, then it is clear that M^* uses finite number of tape squares.