Turing’s Thesis

Turing's thesis (1930):

Any computation carried out
by mechanical means
can be performed by a Turing Machine

Algorithm:

An algorithm for a problem is a
Turing Machine which solves the problem

The algorithm describes the steps of
the mechanical means

This is easily translated to computation steps
of a Turing machine

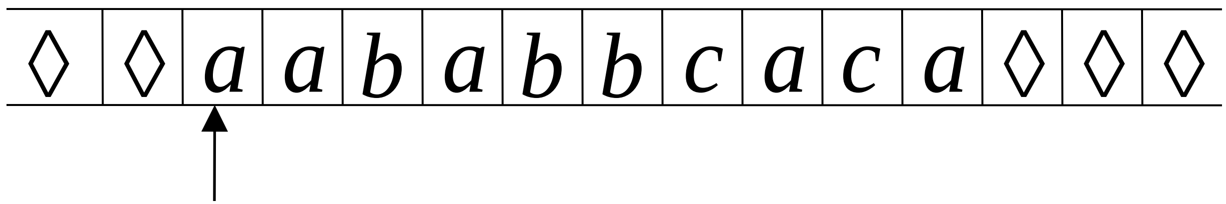
When we say: There exists an algorithm

We mean: There exists a Turing Machine that executes the algorithm

Variations
of the
Turing Machine

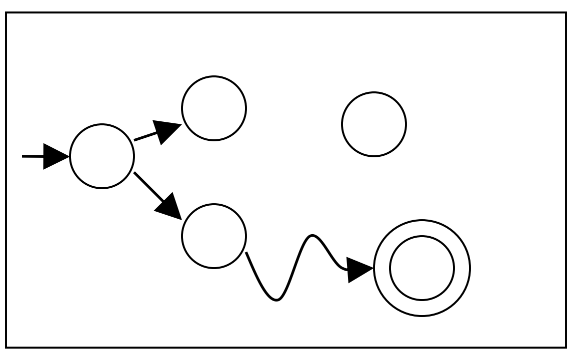
The Standard Model

Infinite Tape



Read-Write Head (Left or Right)

Control Unit



Deterministic

Variations of the Standard Model

Turing machines with:

- Stay-Option
- Semi-Infinite Tape
- Off-Line
- Multitape
- Multidimensional
- Nondeterministic

Different Turing Machine **Classes**

Same Power of two machine classes:

both classes accept the same set of languages

We will prove:

each new class has the same power with Standard Turing Machine

(accept Turing-Recognizable Languages)

Same Power of two classes means:

for any machine M_1 of first class

there is a machine M_2 of second class

such that: $L(M_1) = L(M_2)$

and vice-versa

Simulation:

A technique to prove same power.

Simulate the machine of one class
with a machine of the other class

Second Class
Simulation Machine

First Class
Original Machine

M_2

M_1

M_1

simulates M_1

Configurations in the Original Machine M_1
have corresponding configurations
in the Simulation Machine M_2

$$M_1$$

Original Machine: $d_0 \succ d_1 \succ \cdots \succ d_n$

$$\updownarrow \qquad \updownarrow \qquad\qquad \updownarrow$$

Simulation Machine: $d'_0 \overset{*}{\succ} d'_1 \overset{*}{\succ} \cdots \overset{*}{\succ} d'_n$

$$M_2$$

Accepting Configuration

Original Machine: d_f

$\updownarrow$

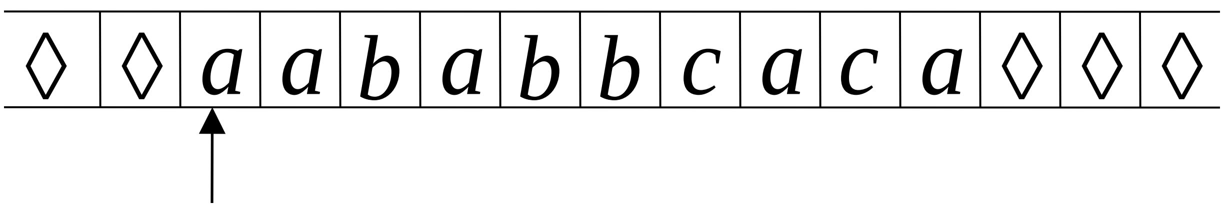
Simulation Machine: d'_f

the Simulation Machine
and the Original Machine
accept the same strings

$$L(M_1) = L(M_2)$$

Turing Machines with Stay-Option

The head can stay in the same position

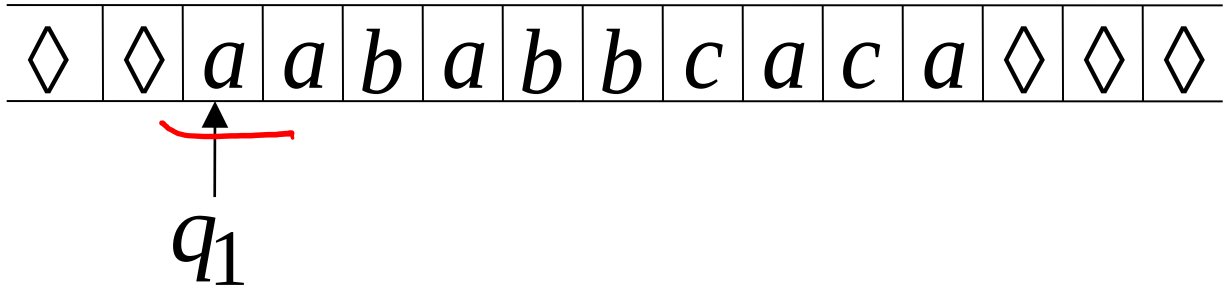


Left, Right, Stay

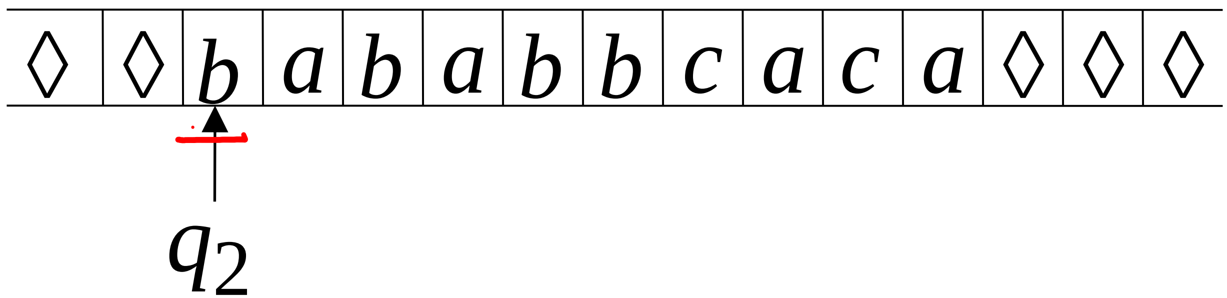
L,R,S: possible head moves

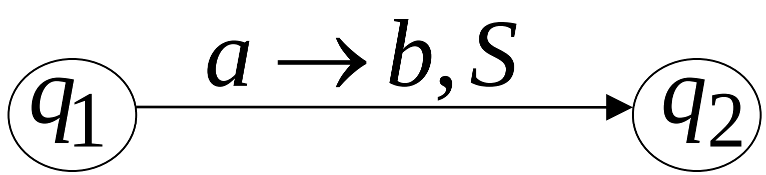
Example:

Time 1



Time 2





Theorem: Stay-Option machines have the same power with Standard Turing machines

Proof:

1. Stay-Option Machines simulate Standard Turing machines

2. Standard Turing machines simulate Stay-Option machines

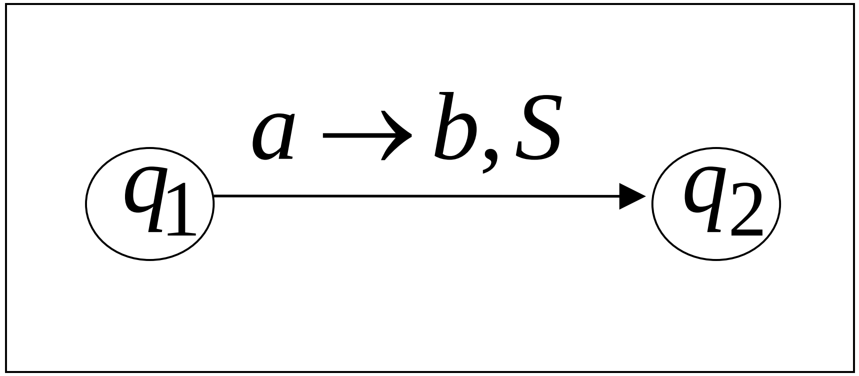
1. Stay-Option Machines
simulate Standard Turing machines

Trivial: any standard Turing machine
is also a Stay-Option machine

2. Standard Turing machines simulate Stay-Option machines

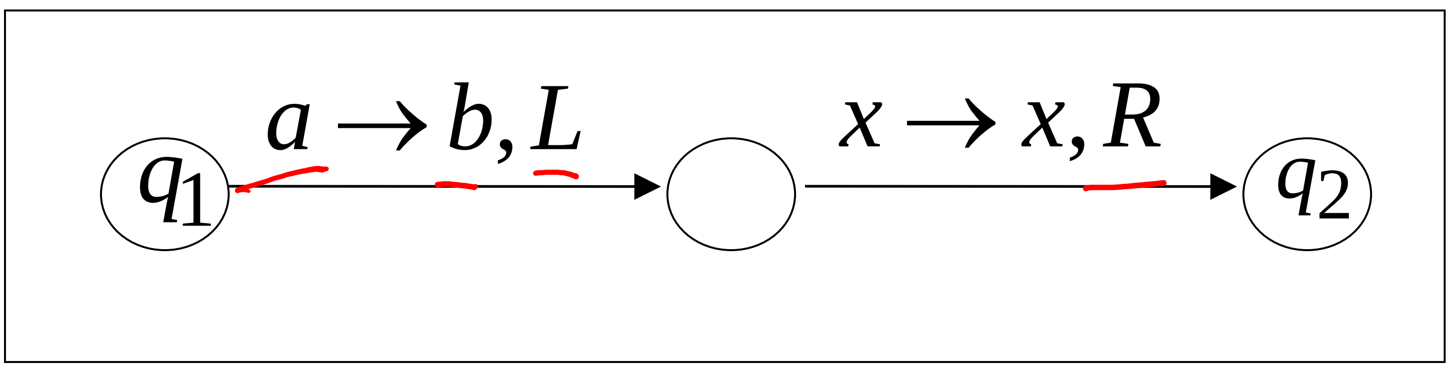
We need to simulate the stay head option with two head moves, one left and one right

Stay-Option Machine



1

Simulation in Standard Machine



2

For every possible tape symbol x

For other transitions nothing changes

Stay-Option Machine

$$q_1 \xrightarrow{a \rightarrow b, L} q_2$$

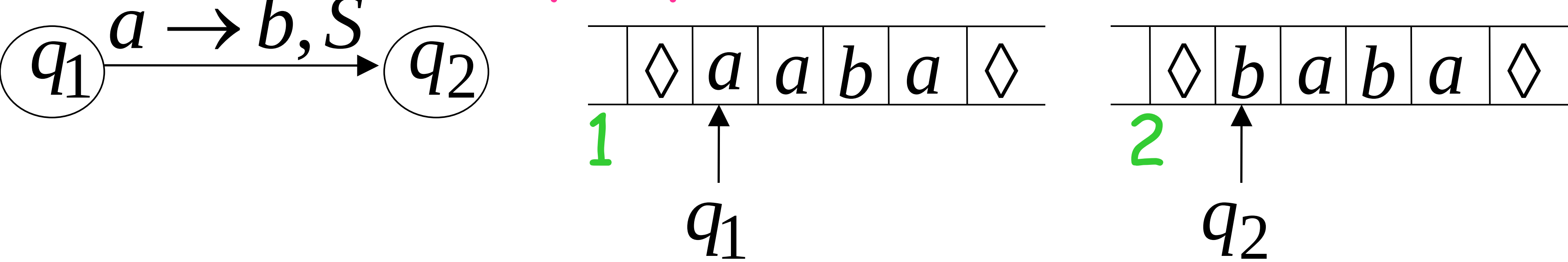
Simulation in Standard Machine

$$q_1 \xrightarrow{a \rightarrow b, L} q_2$$

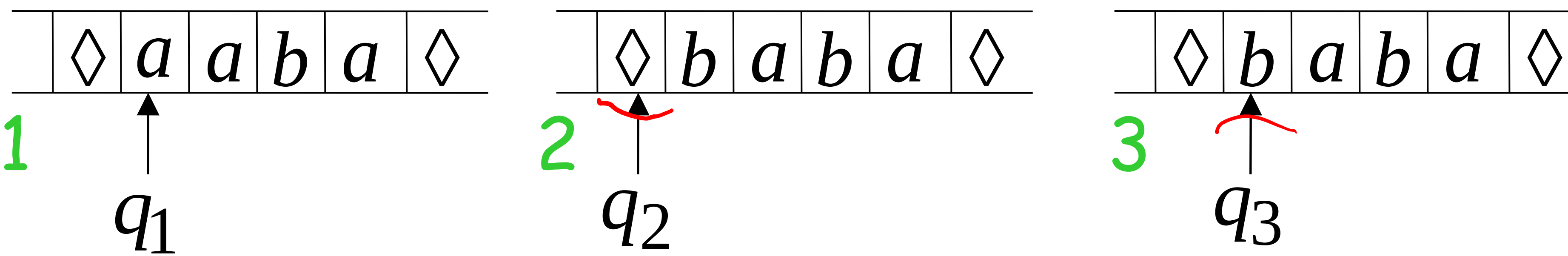
Similar for Right moves

example of simulation

Stay-Option Machine:



Simulation in Standard Machine:



END OF PROOF

Multiple Track Tape

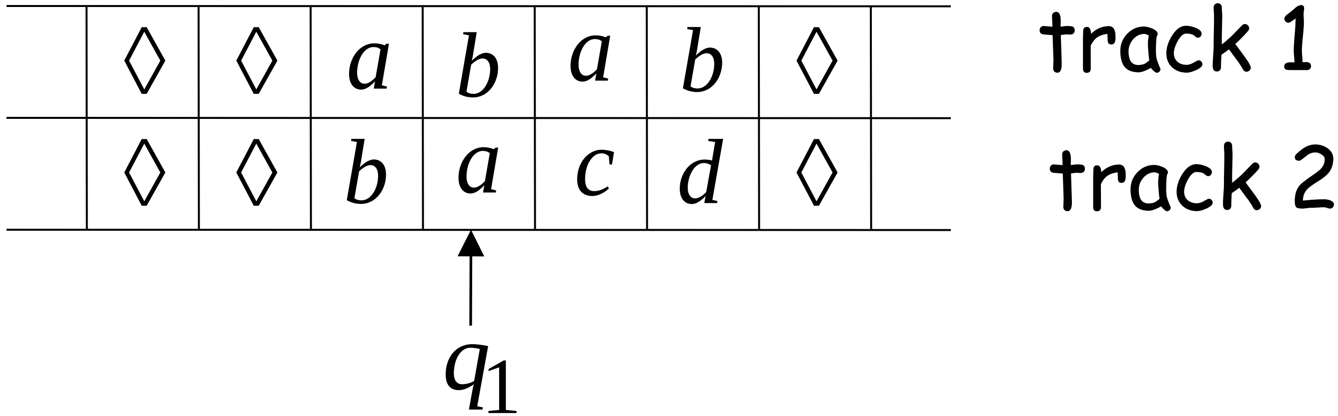
A useful trick to perform more complicated simulations

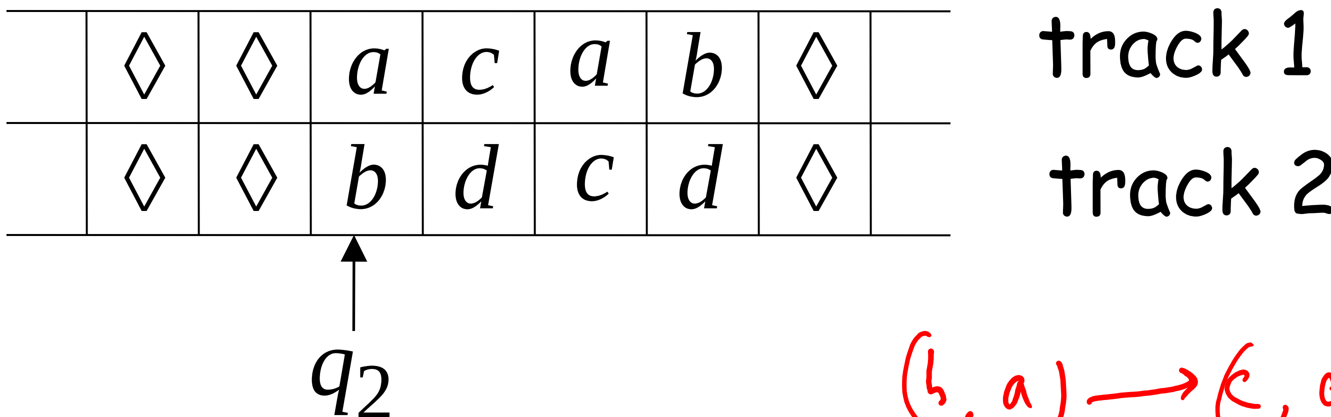
One Tape

	$\Diamond$	$\Diamond$	a	b	a	b	$\Diamond$		track 1
	$\Diamond$	$\Diamond$	b	a	c	d	$\Diamond$		track 2

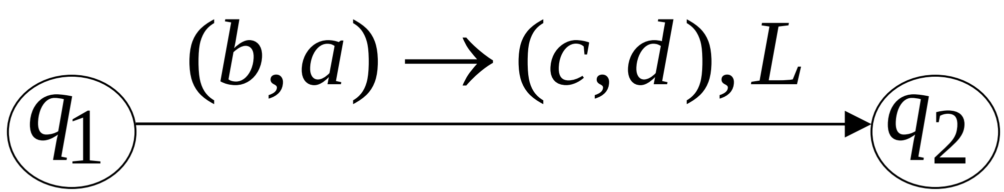
One head

One symbol (a, b)



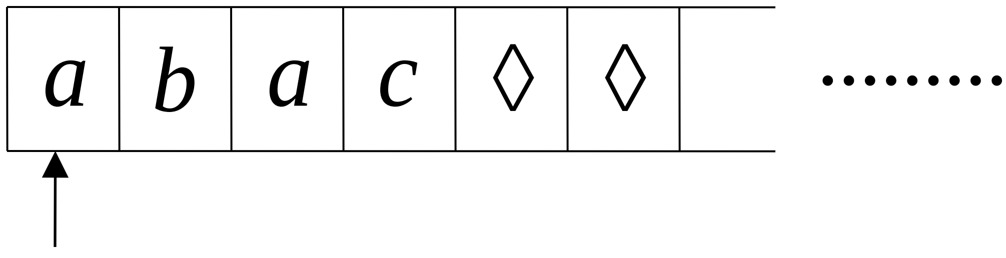


$(b, a) \rightarrow (c, a), L$



Semi-Infinite Tape

The head extends infinitely only to the right



- Initial position is the leftmost cell

- When the head moves left from the border, it returns to the same position

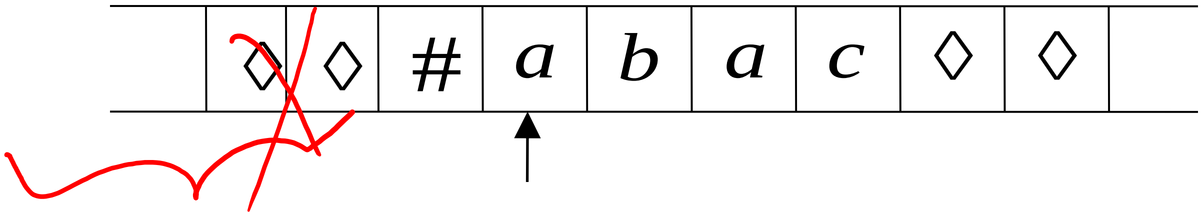
Theorem: Semi-Infinite machines have the same power with Standard Turing machines

Proof:

1. Standard Turing machines simulate Semi-Infinite machines

2. Semi-Infinite Machines simulate Standard Turing machines

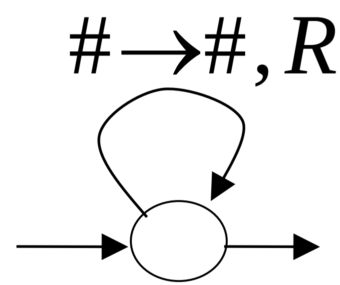
1. Standard Turing machines simulate Semi-Infinite machines:



Standard Turing Machine

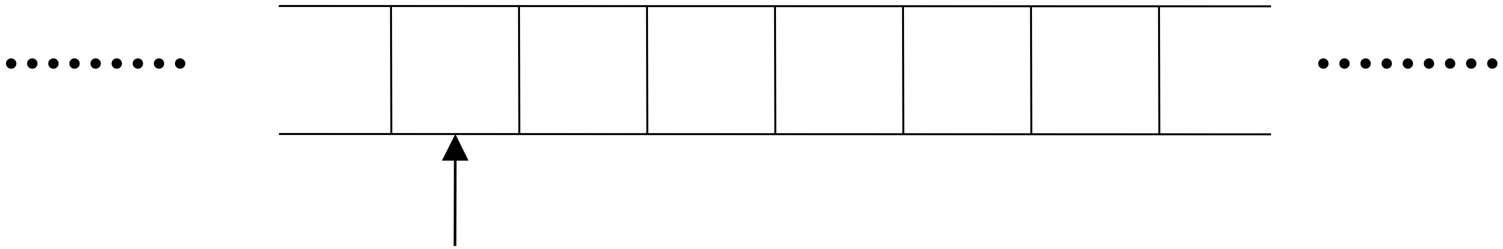
a. insert special symbol # at left of input string

b. Add a self-loop to every state (except states with no outgoing transitions)

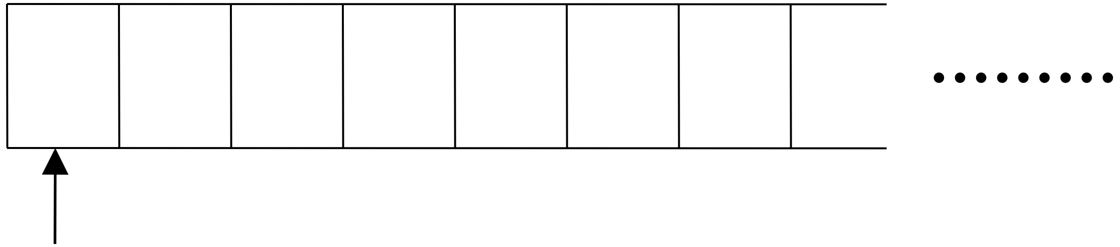


2. Semi-Infinite tape machines simulate Standard Turing machines:

Standard machine



Semi-Infinite tape machine



Squeeze infinity of both directions in one direction

Standard machine

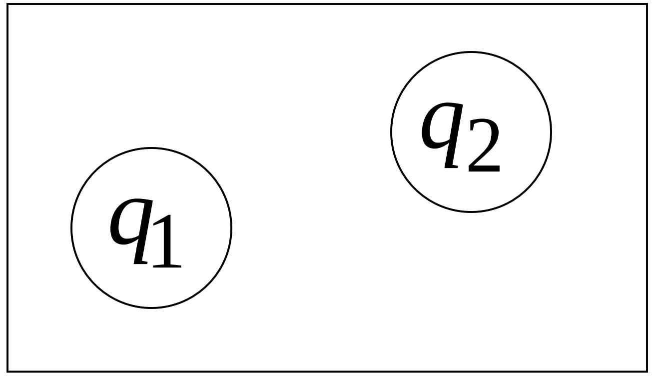
....	◊	a	b	c	d	e	◊	◊	....

q^L reference point q^R

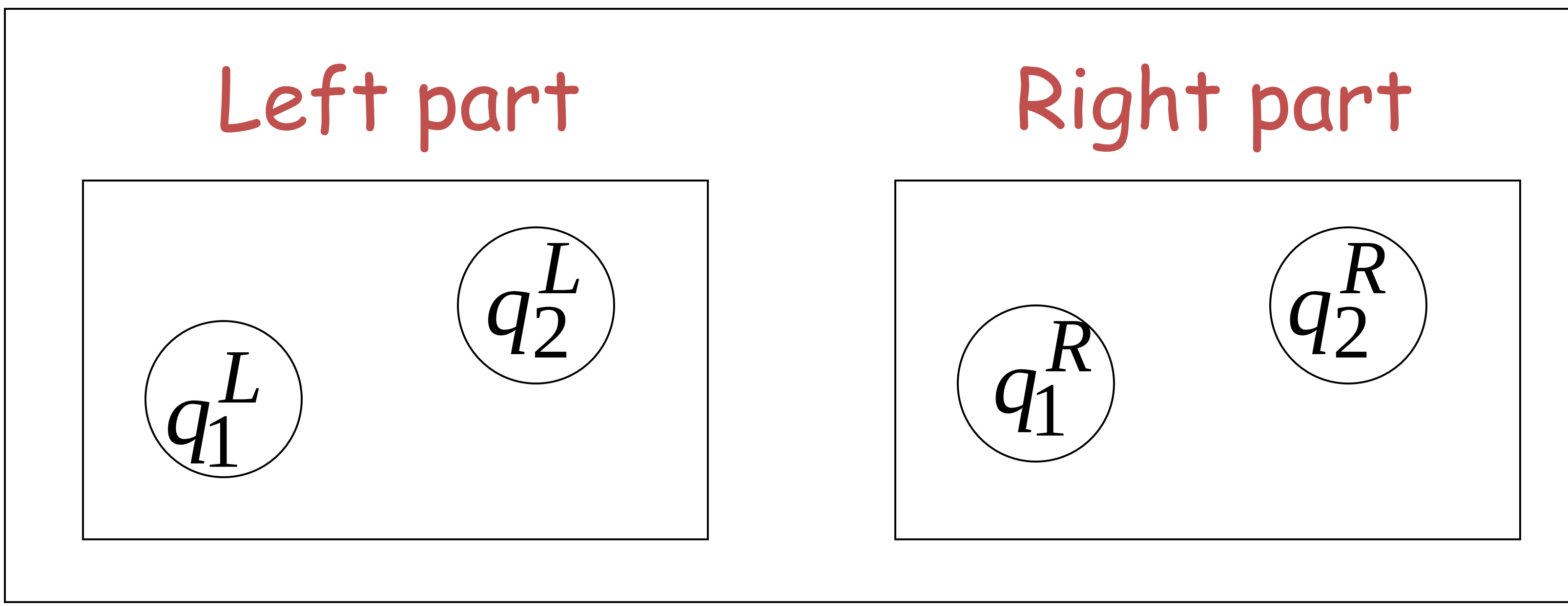
Semi-Infinite tape machine with two tracks

Right part	#	d	e	◊	◊	◊	....
Left part	#	c	b	a	◊	◊	

Standard machine



Semi-Infinite tape machine



Standard machine

$$q_1 \xrightarrow{a \rightarrow g, R} q_2$$

b→h, L

Semi-Infinite tape machine

Right part

$$q_1^R \xrightarrow{(a, x) \rightarrow (g, x), R} q_2^R$$

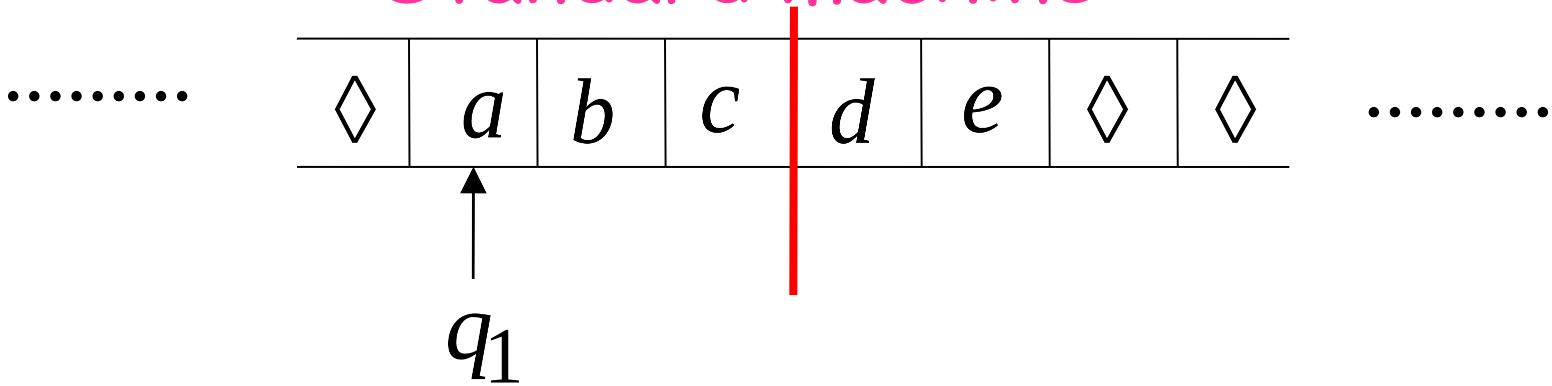
Left part

$$q_1^L \xrightarrow{(x, a) \rightarrow (x, g), L} q_2^L$$

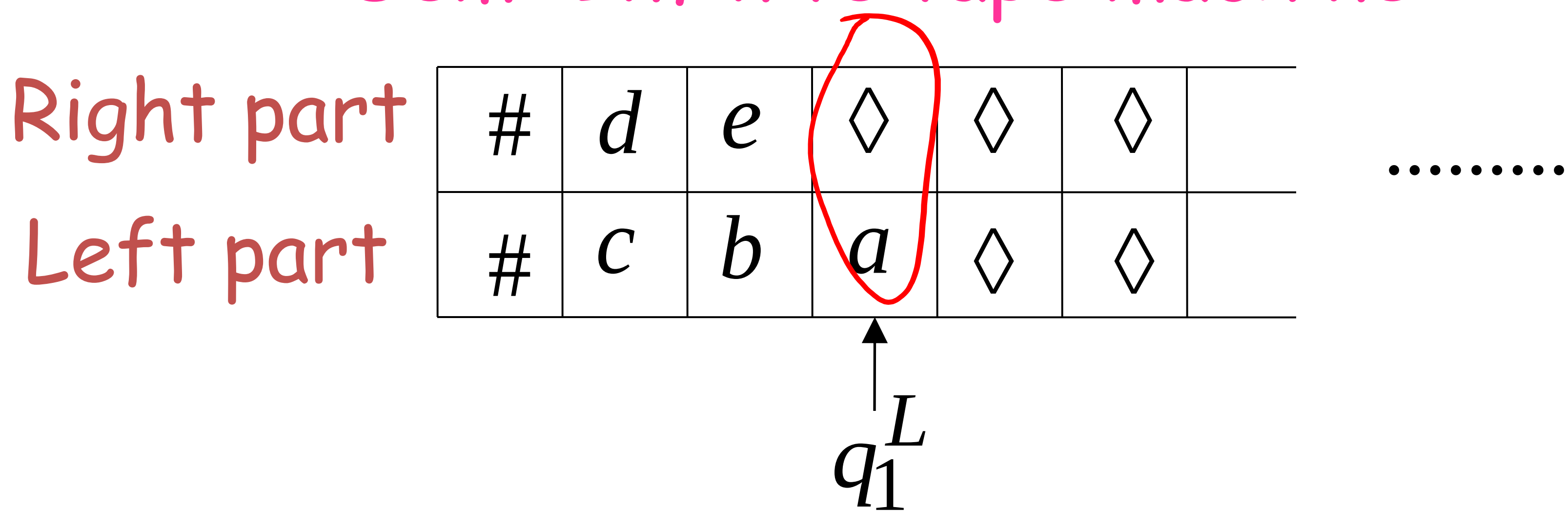
For all tape symbols x

Time 1

Standard machine

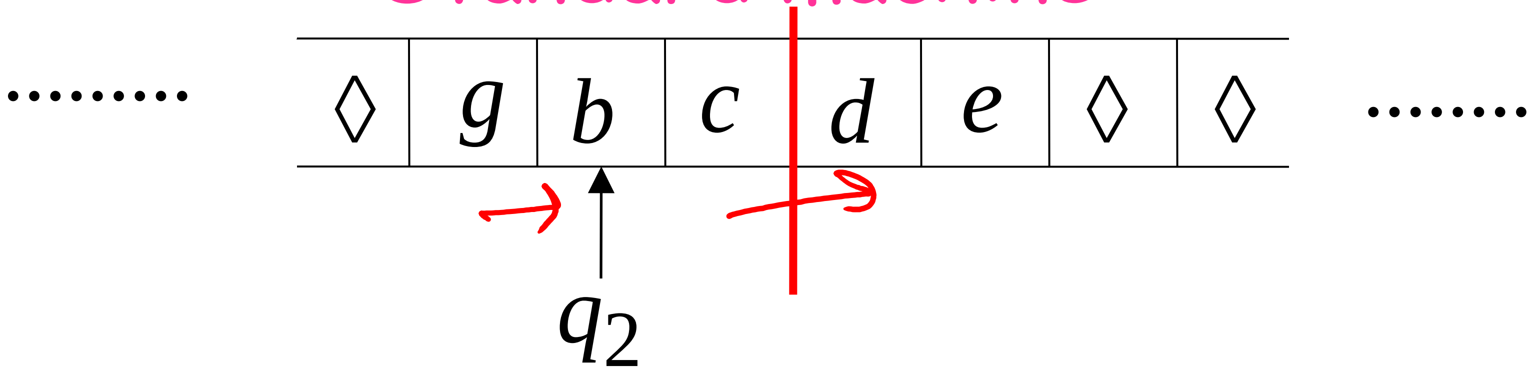


Semi-Infinite tape machine

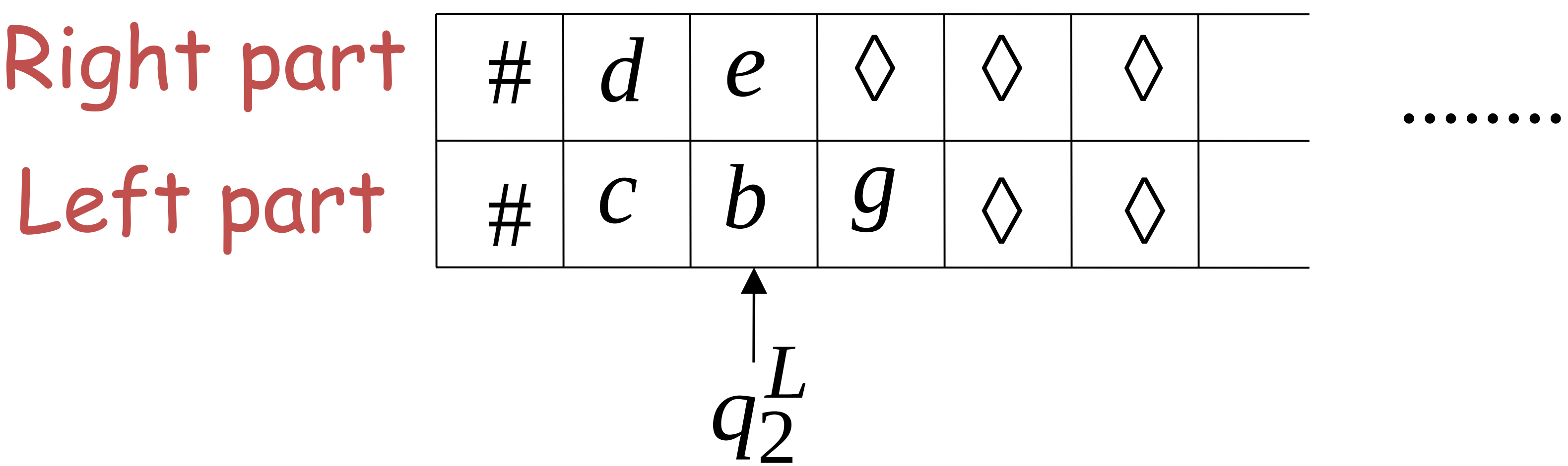


Time 2

Standard machine



Semi-Infinite tape machine



At the border:

Semi-Infinite tape machine

Right part

$$q_1^R \xrightarrow{(\#,\#)\rightarrow(\#,\#),R} q_1^L$$

Left part

$$q_1^L \xrightarrow{(\#,\#)\rightarrow(\#,\#),R} q_1^R$$

Semi-Infinite tape machine

Time 1

Right part	#	d	e	$\Diamond$	$\Diamond$	$\Diamond$	....
Left part	#	c	b	g	$\Diamond$	$\Diamond$	

q_1^L

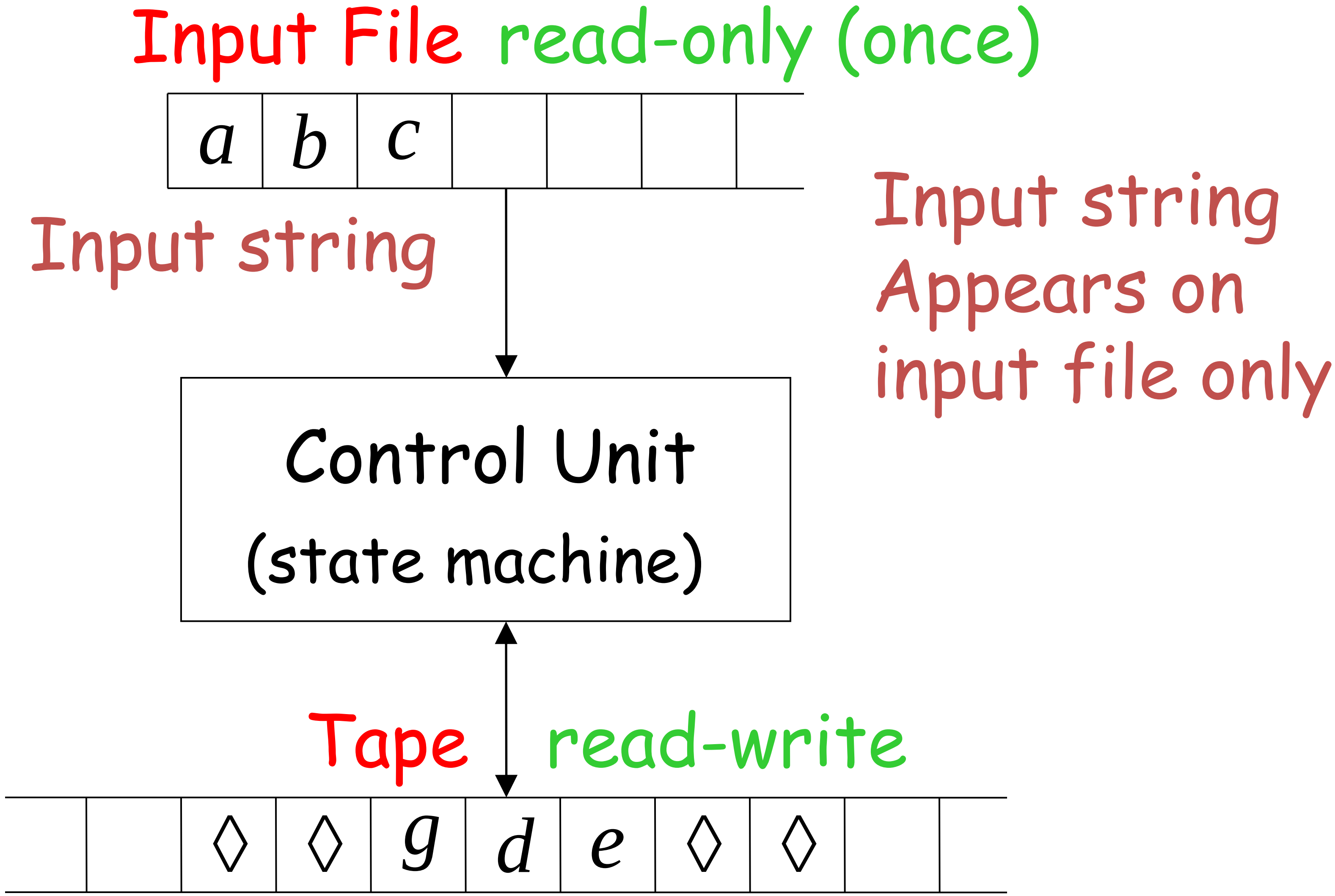
Time 2

Right part	#	d	e	$\Diamond$	$\Diamond$	$\Diamond$	....
Left part	#	c	b	g	$\Diamond$	$\Diamond$	

q_1^R

END OF PROOF

The Off-Line Machine



Theorem: Off-Line machines have the same power with Standard Turing machines

Proof:

1. Off-Line machines simulate Standard Turing machines

2. Standard Turing machines simulate Off-Line machines

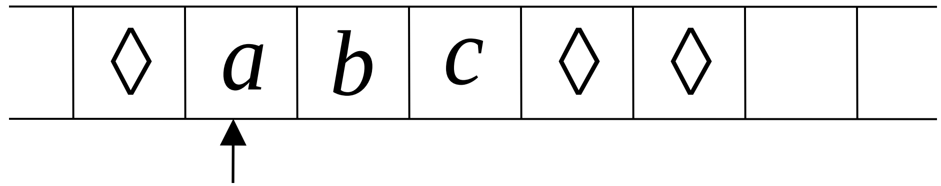
1. Off-line machines simulate Standard Turing Machines

Off-line machine:

1. Copy input file to tape

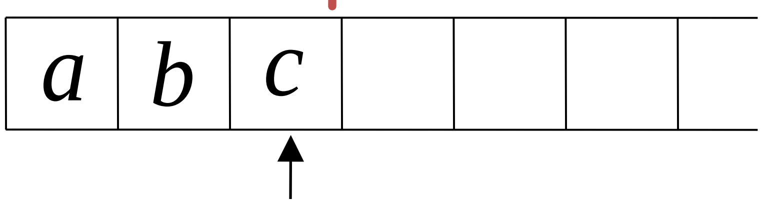
2. Continue computation as in Standard Turing machine

Standard machine

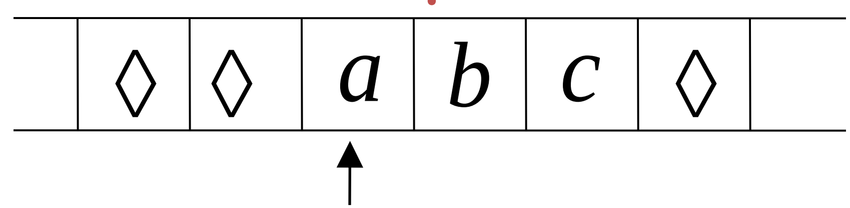


Off-line machine

Input File

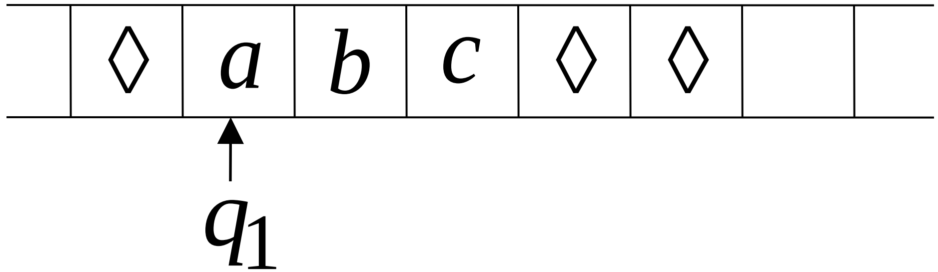


Tape



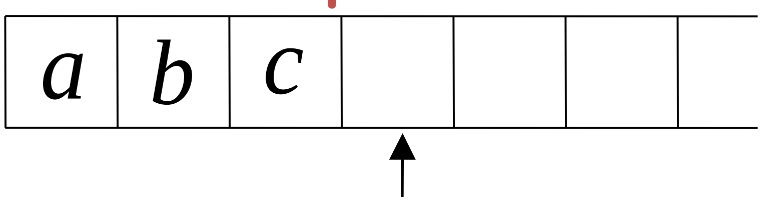
1. Copy input file to tape

Standard machine

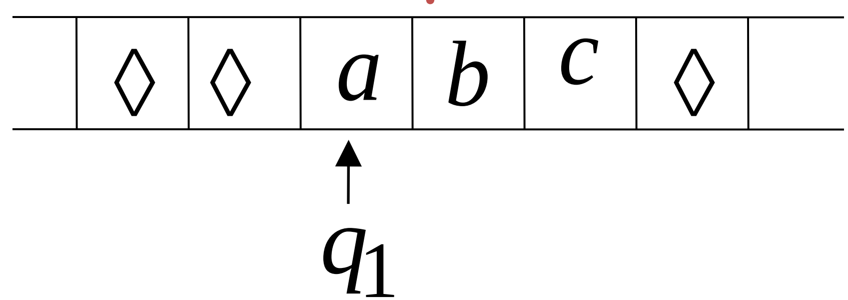


Off-line machine

Input File



Tape



2. Do computations as in Turing machine

2. Standard Turing machines simulate Off-Line machines:

Use a Standard machine with
a four-track tape to keep track of
the Off-line input file and tape contents

Off-line Machine

Input File

a	b	c	d			

Tape

	◊	◊	e	f	g	◊

Standard Machine -- Four track tape

	#	a	b	c	d			Input File
	#	0	0	1	0			head position
		e	f	g				Tape
		0	1	0				head position

Reference point (uses special symbol #)

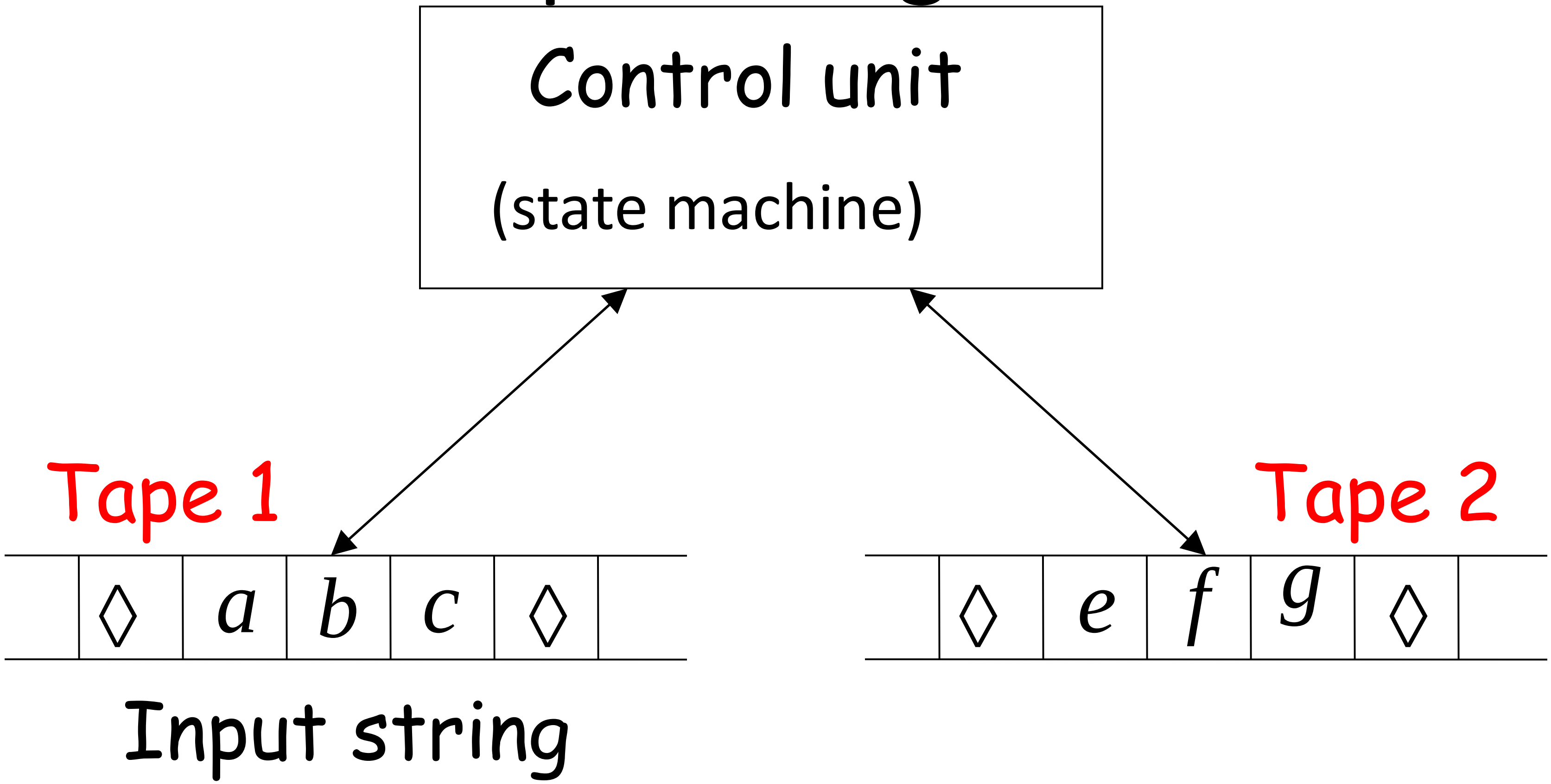
	#	a	b	c	d			Input File
	#	0	0	1	0			head position
	#	e	f	g				Tape
	#	0	1	0				head position

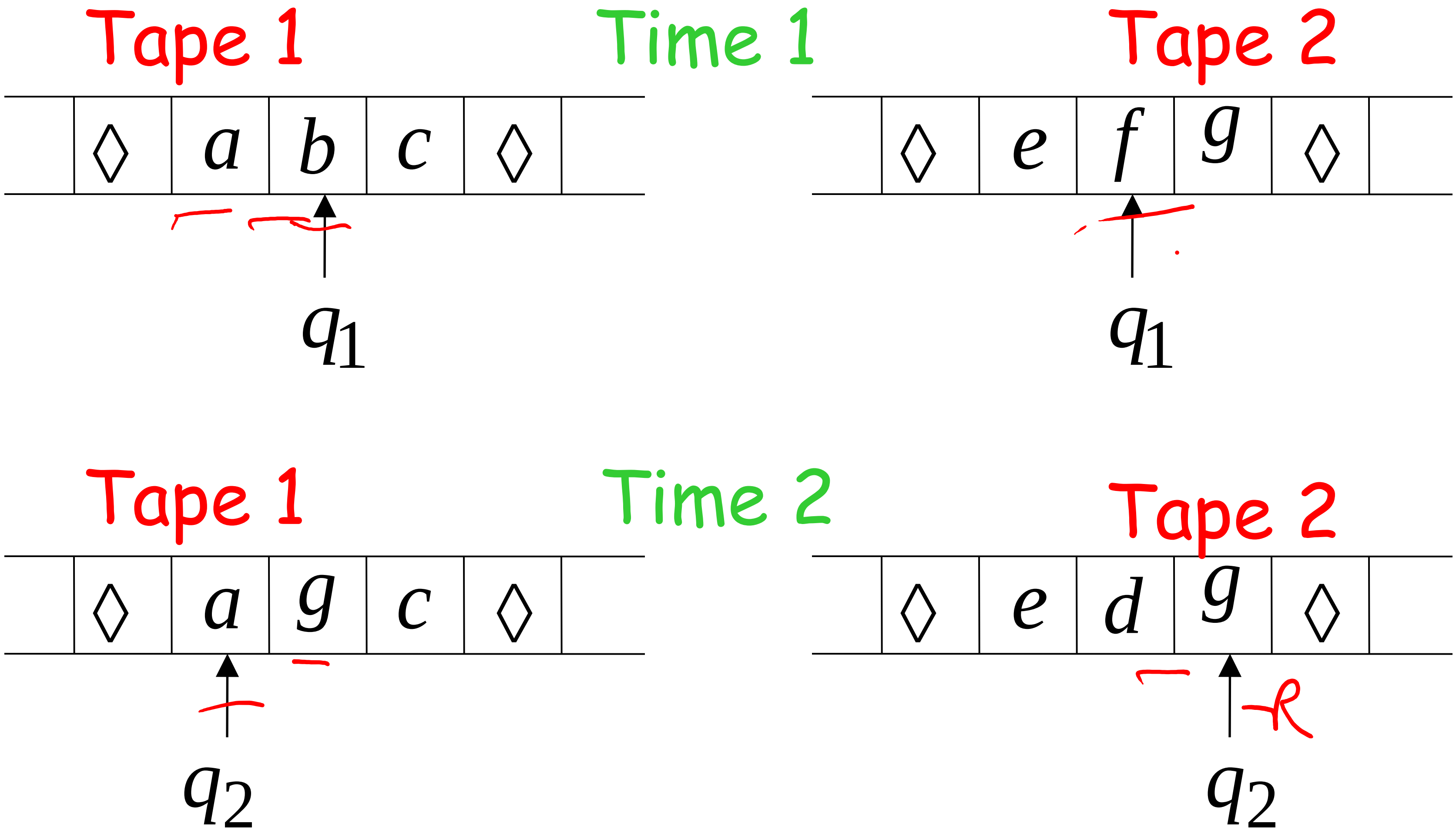
Repeat for each state transition:

1. Return to reference point
2. Find current input file symbol
3. Find current tape symbol
4. Make transition

END OF PROOF

Multi-tape Turing Machines





$$q_1 \xrightarrow{(b, f) \rightarrow (g, d), L, R} q_2$$

Theorem: Multi-tape machines have the same power with Standard Turing machines

Proof: 1. Multi-tape machines simulate Standard Turing machines

2. Standard Turing machines simulate Multi-tape machines

1. Multi-tape machines simulate Standard Turing Machines:

Trivial: Use just one tape

2. Standard Turing machines simulate Multi-tape machines:

Standard machine:

- Uses a multi-track tape to simulate the multiple tapes
- A tape of the Multi-tape machine corresponds to a pair of tracks

Multi-tape Machine

Tape 1

	◊	a	b	c	◊	

↑ (under b)

Tape 2

	◊	e	f	g	h	◊

↑ (under g)

$(b, g) \rightarrow (g, d)\ L, R$

1 2

Standard machine with four track tape

		a	~~b~~ g	c			Tape 1
		1 ~~0~~	~~1~~ 0	0			head position
		e	~~f~~	~~g~~ d	h		Tape 2
		0	0	~~1~~ 0	~~0~~ 1		head position

Reference point

	#	a	b	c				Tape 1
	#	0	1	0				head position
	#	e	f	g	h			Tape 2
	#	0	0	1	0			head position

Repeat for each state transition:

1. Return to reference point
2. Find current symbol in Tape 1
3. Find current symbol in Tape 2
4. Make transition

END OF PROOF

Same power doesn't imply same speed:

$$L = \{a^n b^n\}$$

Standard Turing machine: $O(n^2)$ time

Go back and forth $O(n^2)$ times
to match the a's with the b's

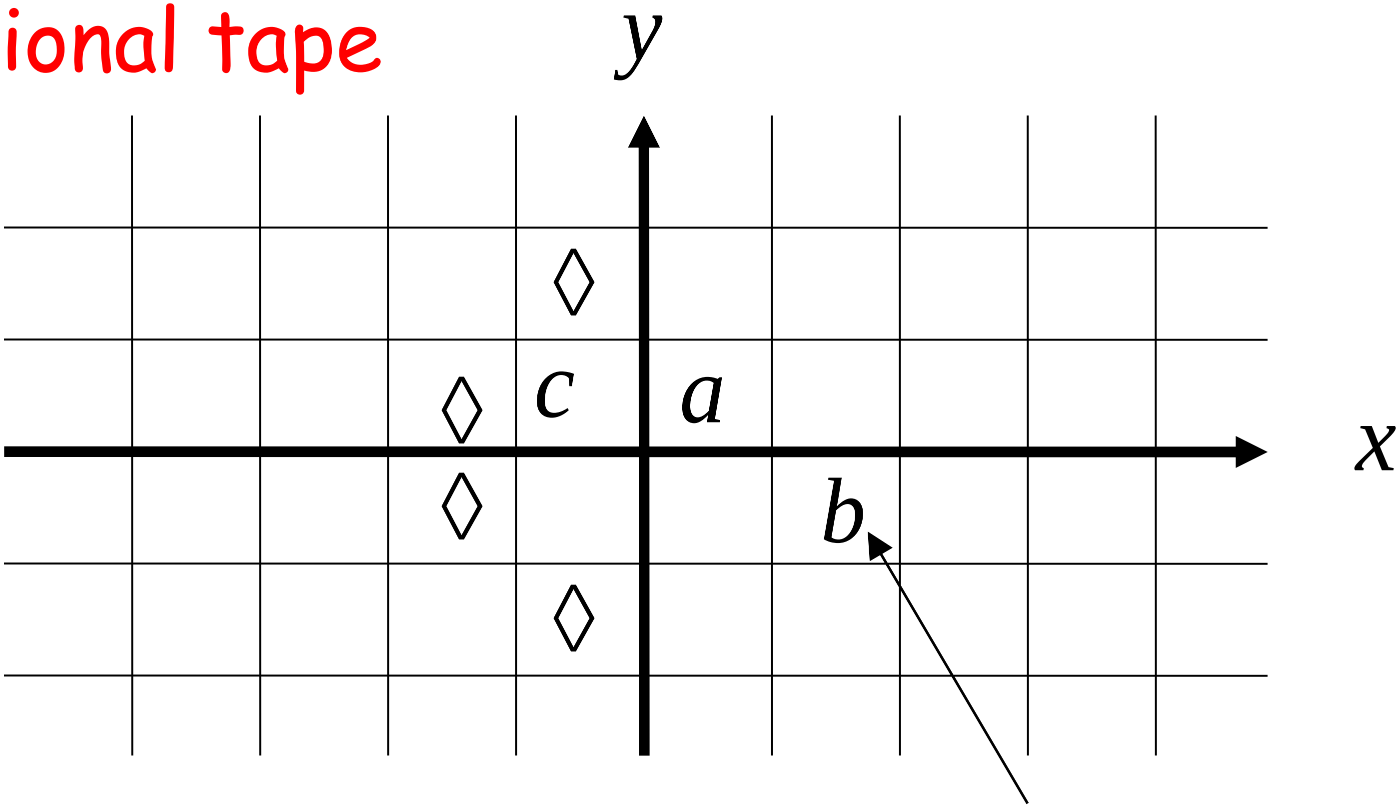
2-tape machine: $O(n)$ time

1. Copy b^n to tape 2 ($O(n)$ steps)

2. Compare a^n on tape 1
   and b^n tape 2 ($O(n)$ steps)

Multidimensional Turing Machines

2-dimensional tape



MOVES: L,R,U,D

U: up D: down

HEAD

Position: +2, -1

Theorem: Multidimensional machines have the same power with Standard Turing machines

Proof: 1. Multidimensional machines simulate Standard Turing machines

2. Standard Turing machines simulate Multi-Dimensional machines

1. Multidimensional machines simulate Standard Turing machines

Trivial: Use one dimension

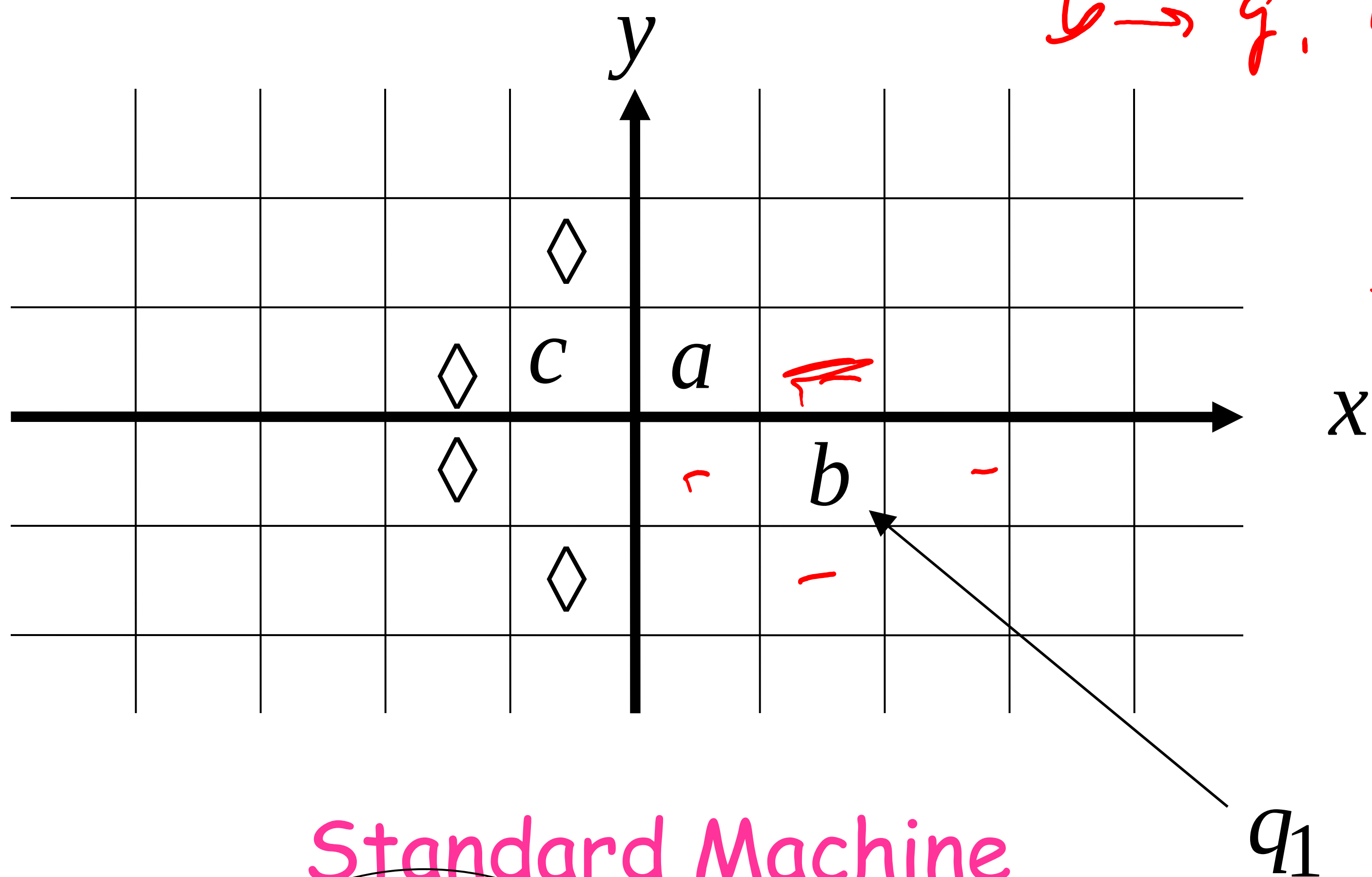
2. Standard Turing machines simulate Multidimensional machines

Standard machine:

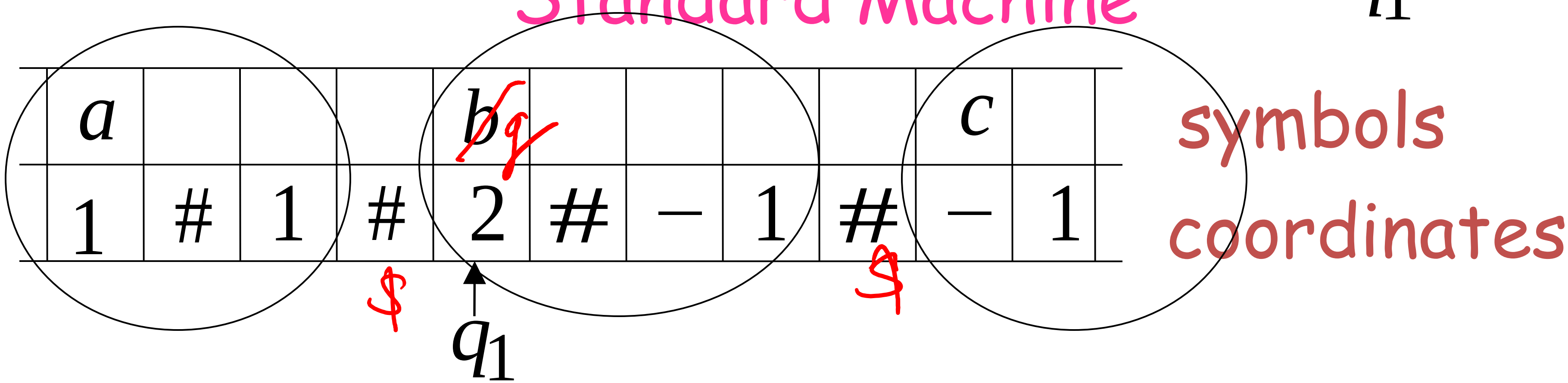
- Use a two track tape
- Store symbols in track 1
- Store coordinates in track 2

2-dimensional machine

$b \to q, L$
R
U
D



Standard Machine



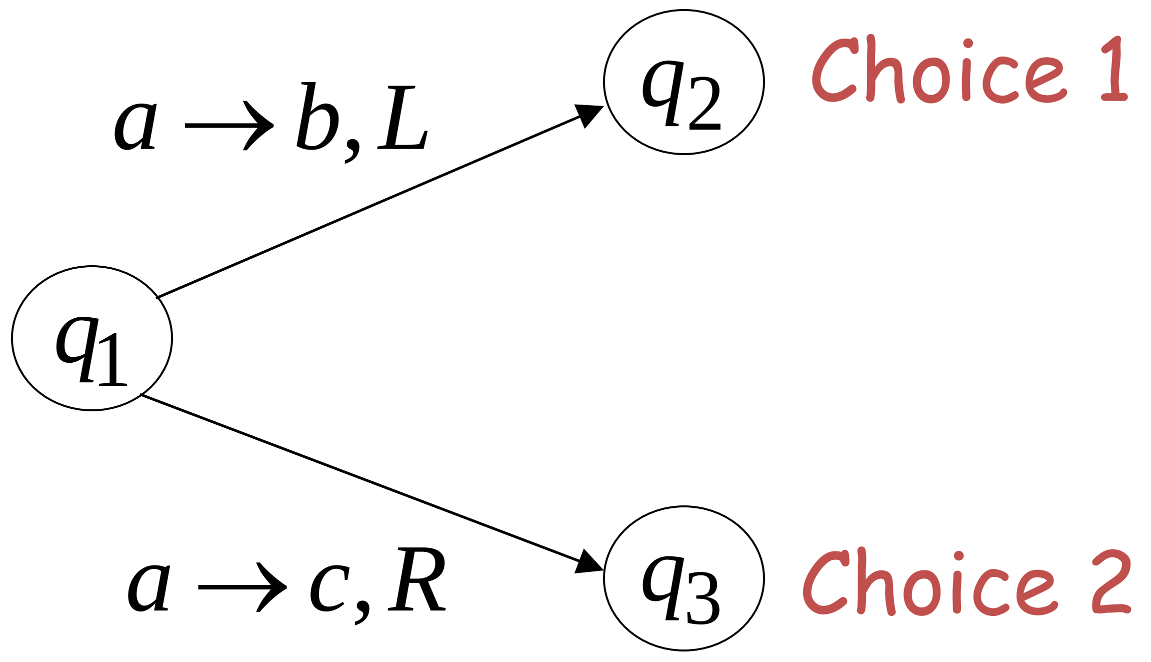
Standard machine:

Repeat <u>for each</u> transition followed in the 2-dimensional machine:

1. Update current symbol
2. Compute coordinates of next position
3. Go to new position

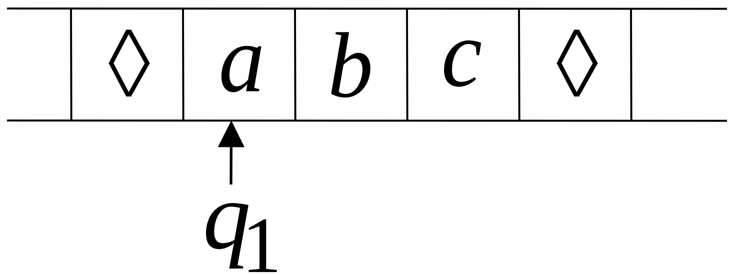
END OF PROOF

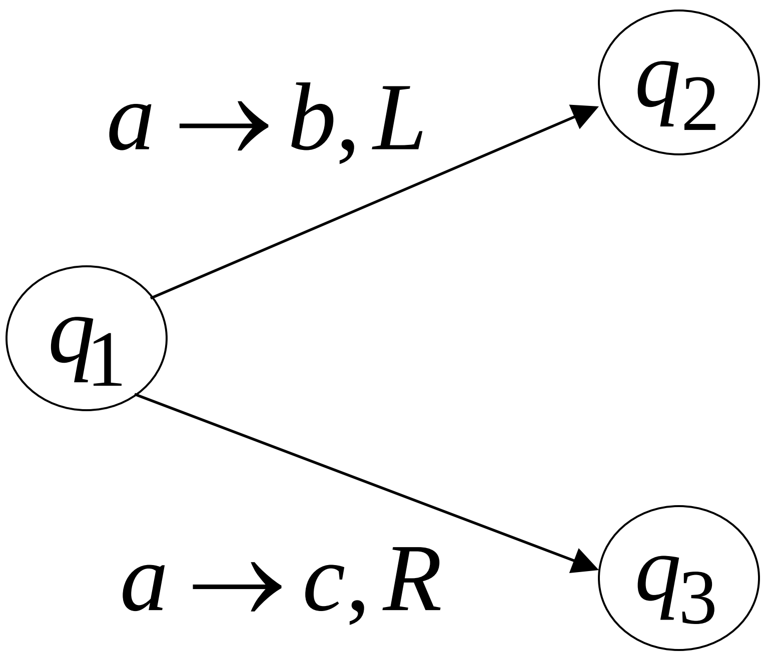
Nondeterministic Turing Machines



Allows Non Deterministic Choices

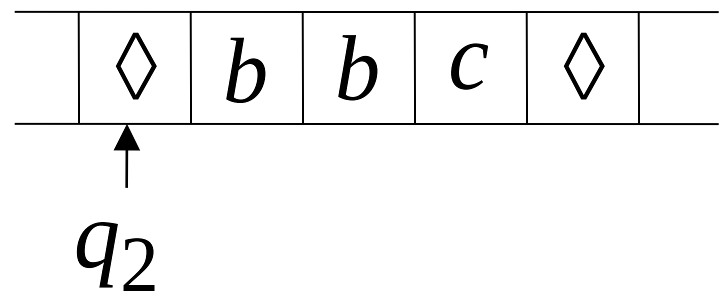
Time 0



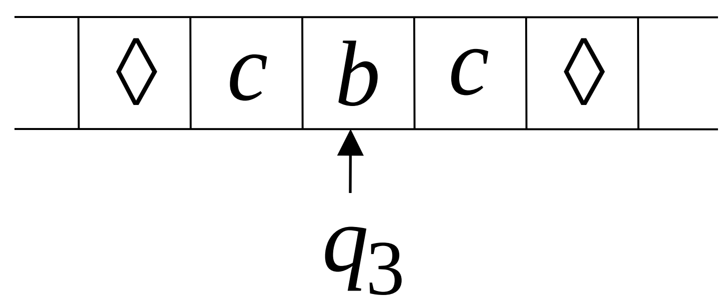


Time 1

Choice 1



Choice 2



Input string w is accepted if there is a computation:

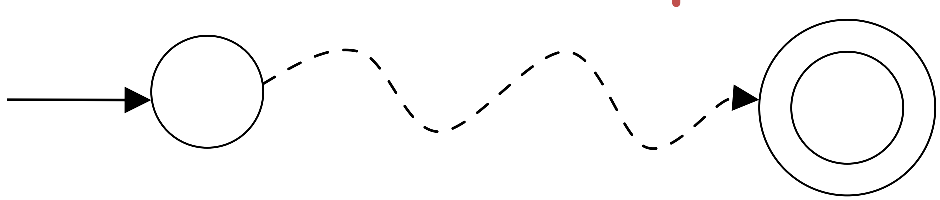
$$q_0 w \overset{*}{\succ} x \, q_f \, y$$

Initial configuration

Any accept state

Final Configuration

There is a computation:



Theorem: Nondeterministic machines have the same power with Standard Turing machines

Proof:

1. Nondeterministic machines simulate Standard Turing machines

2. Standard Turing machines simulate Nondeterministic machines

1. Nondeterministic Machines simulate Standard (deterministic) Turing Machines

Trivial: every deterministic machine is also nondeterministic

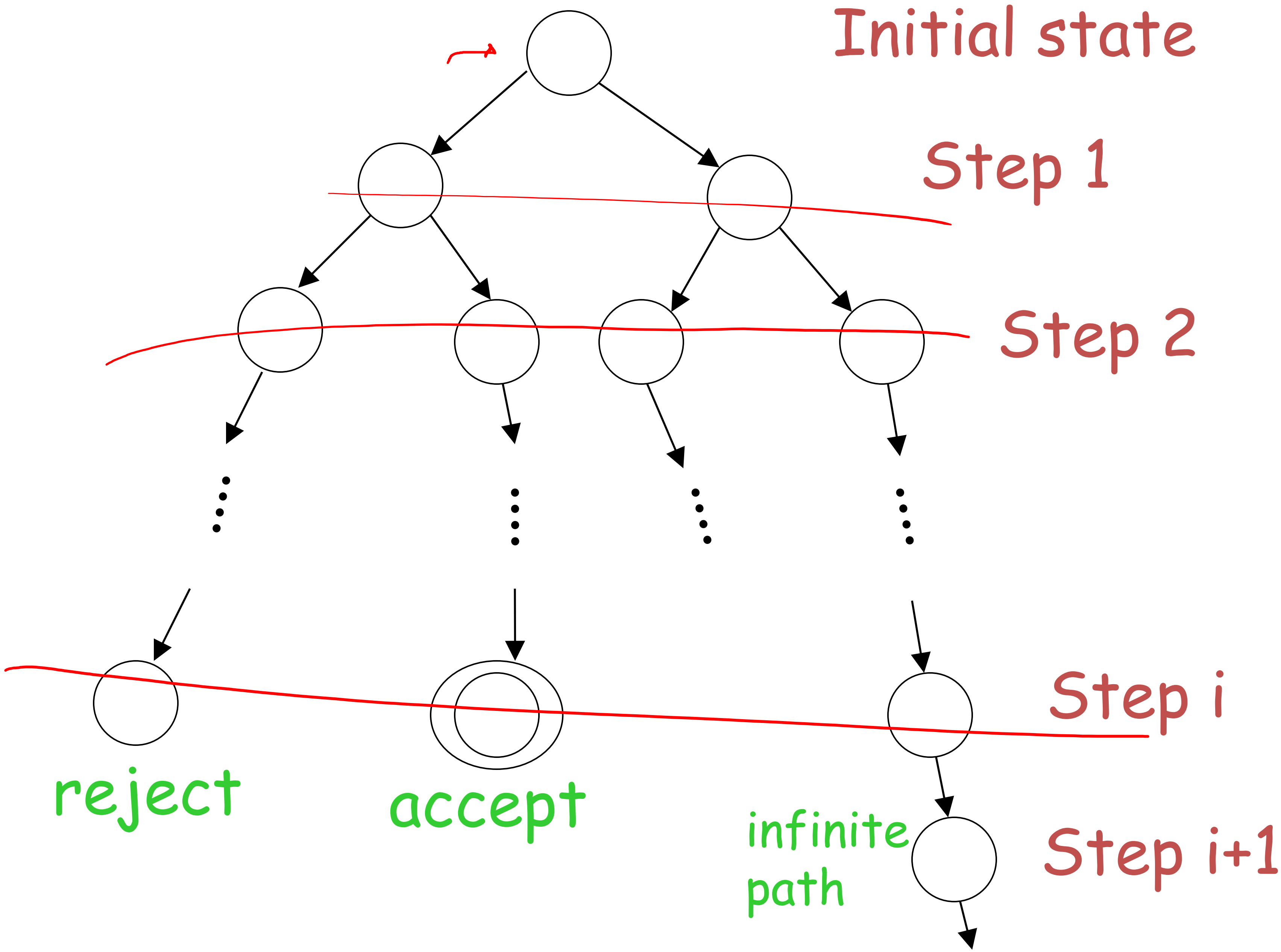
2. Standard (deterministic) Turing machines simulate Nondeterministic machines:

Deterministic machine:

- Uses a 2-dimensional tape
  (which is equivalent to 1-dimensional tape)

- Stores all possible computations of the non-deterministic machine on the 2-dimensional tape

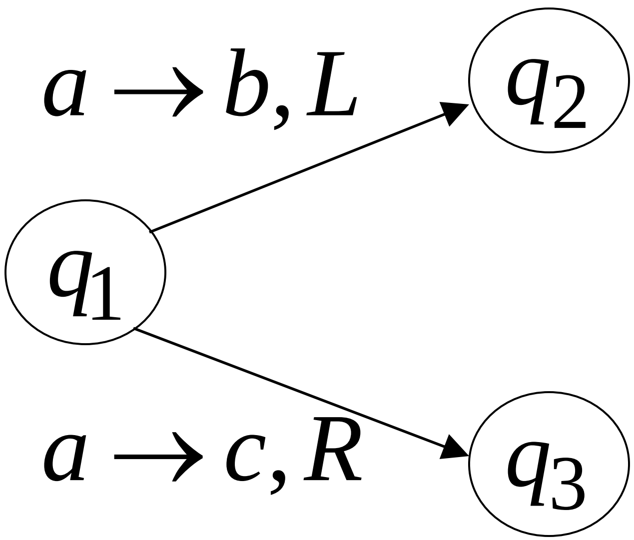
All possible computation paths



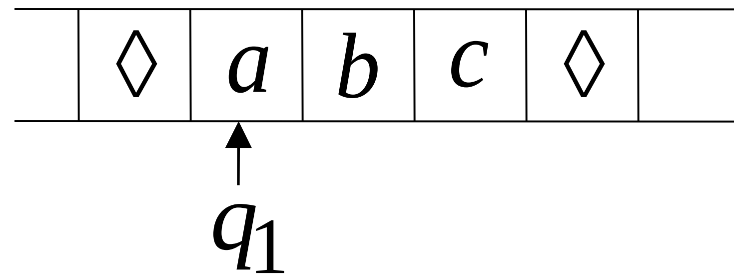
The Deterministic Turing machine simulates all possible computation paths:

- simultaneously
- step-by-step
- in a breadth-first search fashion

NonDeterministic machine



Time 0



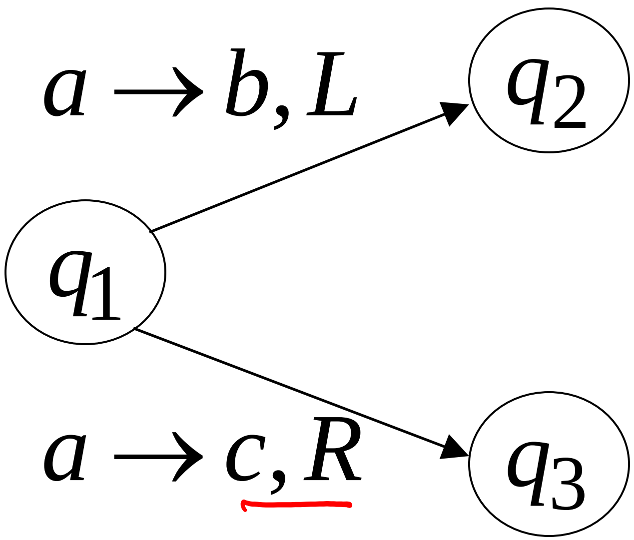
Deterministic machine

#	#	#	#	#	#
#	a	b	c	#	
#	q_1			#	
#	#	#	#	#	

current configuration

NonDeterministic machine

Time 1



	◊	b	b	c	◊	
	q_2					

Choice 1

	◊	c	b	c	◊	
			q_3			

Choice 2

Deterministic machine

	#	#	#	#	#	#	
#	◊	b	b	c	#		Computation 1
#	q_2				#		
#		c	b	c	#		Computation 2
#			q_3		#		

Deterministic Turing machine

Repeat

For each configuration in current step
of non-deterministic machine,

if there are two or more choices:

1. Replicate configuration
2. Change the state in the replicas

Until either the input string is accepted
or rejected in all configurations

END OF PROOF

If the non-deterministic machine accepts the input string:

The deterministic machine accepts and halts too

The simulation takes in the worst case exponential time compared to the shortest length of an accepting path

If the non-deterministic machine does not accept the input string:

1. The simulation halts if all paths reach a halting state

OR

2. The simulation never terminates if there is a never-ending path (infinite loop)

In either case the deterministic machine rejects too (1. by halting or 2. by simulating the infinite loop)

END OF PROOF