

# COMP30026 Models of Computation

Turing Machines and Termination

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Lecture Week 1

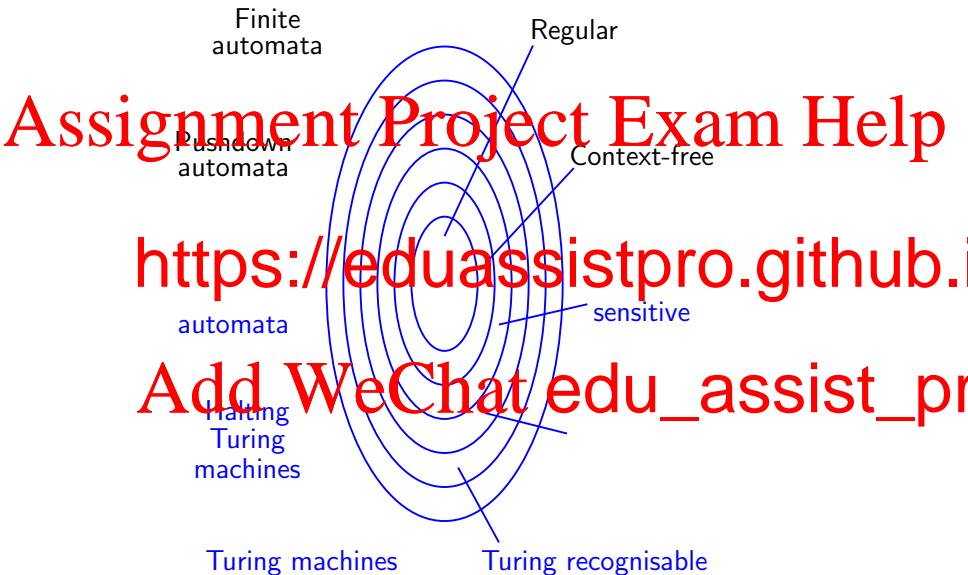
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# Chomsky Hierarchy Again



# Context-Sensitive Grammars (Not Examinable)

A context-sensitive grammar  $G$  is a 4-tuple  $(V, \Sigma, R, S)$ , where

1.  $V$  is a finite set of variables,

2.  $\Sigma$  is a finite set of terminals,

3.  $R$  is

4.  $S$  is

5. For each  $\alpha \in (V \cup \Sigma)^+$  and  $\beta \in (V \cup \Sigma)^+$ , if  $\alpha \rightarrow \beta \in R$ , then

$|\alpha| \leq |\beta|$ , or (2)  $S \rightarrow \epsilon$ .

Let  $u, v, w \in (V \cup \Sigma)^+$ . Then  $u \rightarrow v$  if and only if  $u \rightarrow v$  and  $u \rightarrow w$  for some  $R$ .

$$L(G) = \{s \in \Sigma^* \mid S \xRightarrow{*} s\}$$

A language which can be generated by some context-sensitive grammar is a **context-sensitive language**.

# Context-Sensitive Grammars (Not Examinable)

A context-sensitive grammar  $G$  is a 4-tuple  $(V, \Sigma, R, S)$ , where

- 1  $V$  is a finite set of variables,
- 2  $\Sigma$  is a fi
- 3  $R$  i
- 4  $S$  i
- 5 Each rule is of the form (1)  $x \rightarrow y$  <sup>+</sup> and  $|x| \leq |y|$ , or (2)  $S \rightarrow \epsilon$

Theorem: A context-free language can be generated by a context-sensitive grammar.

# Context-Sensitive Grammars. (Not Examinable)

This context-sensitive grammar generates  $L = \{a^n b^n c^n \mid n \geq 1\}$ :

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$$S \rightarrow aSBC \mid aBC$$

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$$bC \rightarrow bc$$

$$cC \rightarrow cc$$

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$S \Rightarrow aSBC \Rightarrow aaSBCBC \Rightarrow aaaBCBCBC \Rightarrow aaaBBCCBC \Rightarrow$   
 $aaaBBCBCC \Rightarrow aaaBBBCCC \Rightarrow aaabBBCCC \Rightarrow aaabbBCCC \Rightarrow$   
 $aaabbbCCC \Rightarrow aaabbbccC \Rightarrow aaabbbccc.$

# Context-Sensitive Grammars. (Not Examinable)

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5. For each  $\alpha \in (V \cup \Sigma)^+$  and  $\beta \in (V \cup \Sigma)^+$ , if  $\alpha \Rightarrow \beta$  then  $|\alpha| \leq |\beta|$ , or (2)  $S \rightarrow \epsilon$ .

Let  $u, v, w \in (V \cup \Sigma)^+$ . Then  $u \Rightarrow v$  if and only if  $u \Rightarrow v$  and  $u \Rightarrow w$ .

$$L(G) = \{s \in \Sigma^* \mid S \Rightarrow^* s\}$$

Context-sensitive languages are recognised by **linear bounded automata** (Turing machines with a tape of a bounded finite length).

# Unrestricted Grammars. (Not Examinable)

An unrestricted grammar  $G$  is a 4-tuple  $(V, \Sigma, R, S)$ , where

- 1  $V$  is a finite set of variables,
- 2  $\Sigma$  is a finite set of terminals,
- 3  $R$  is a finite set of productions,
- 4  $S$  is a start symbol.

Let  $u, v, w \in (V \cup \Sigma)^*$ . Then  $uxw \Rightarrow_R v$  if and only if

$$L(G) = \{s \in \Sigma^* \mid \exists u, v, w \text{ such that } uxw \Rightarrow_R v \text{ and } s = uv\}$$

Languages generated by unrestricted grammars are recognised by Turing machines (Turing recognisable).



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# Turing Machines

A **Turing machine** has an unbounded tape through which it takes its input and performs its computations.

Unlike our automata

- both read from and write to the tape, and
- move either left or right over the tape.



The machine has distinct **accept** and **reject** states, in which it accepts/rejects irrespective of where its tape head is.

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- A Turing machine is a 7-tuple  $M = (Q, \Sigma, \Gamma, \delta, q_0, q_a, q_r)$  where
- $Q$
  - $\Gamma$  is a fi
  - $\Sigma$
  - $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$  is the tr
  - $q_0$  is the initial state
  - $q_a$  is the accept state, and
  - $q_r (\neq q_a)$  is the reject state.

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# The Transition Function

A transition  $\delta(q, x) = (q_j, y, d)$  depends on two things

- 1 current state  $q$ , and
- 2 cur

It consist

- 1 change state to  $q_j$ ,
- 2 over-write tape symbol  $x$  by  $y$ , and
- 3 move the tape head in direction  $d$ .

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We can have a graphical notation for Turing machines similar to that for finite a

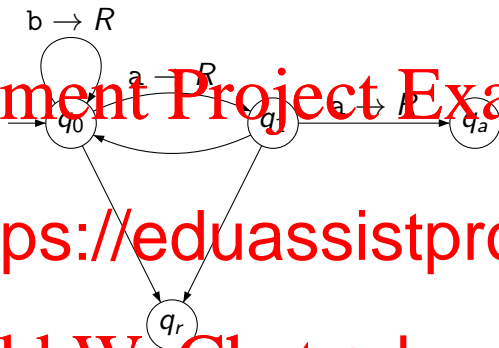
On an aro

- $x \rightarrow d$  when  $\delta(q_i, x) = (q_j, x, d)$ , an

- $x \rightarrow y, d$  when  $\delta(q_i, x) = (q_j, y, d)$

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# Turing Machine Example 1



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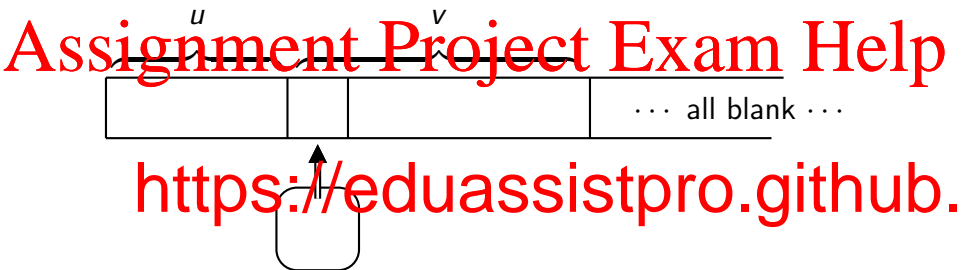
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This machine recognises the regular language  $(ab)^*$ .

We can leave the reject state  $q_r$  out with the understanding that transitions that are not specified go to  $q_r$ .

# Turing Machine Configurations

We write  $uqv$  for this configuration:



On input  $aba$ , the example machine goes through

$\in q_0 aba$  (or  $ju_0$ )  
 $\Rightarrow aq_1 ba$   
 $\Rightarrow abq_0 a$   
 $\Rightarrow abaq_1 \sqcup$   
 $\Rightarrow aba \sqcup q_r$

# Computations Formally

For all  $q_i, q_j \in Q$ ,  $a, b, c \in \Gamma$ , and  $u, v \in \Gamma^*$ , we have

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$$\begin{array}{ll} uq_iav \Rightarrow uq_jv & \text{if } \delta(q_i, a) = (q_j, c, R) \\ q_ibv \Rightarrow q_jcv & \text{if } \delta(q_i, b) = (q_j, c, L) \end{array}$$

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$M$  accepts  $w$  iff there is a sequence of configurations  $C_0, C_1, \dots, C_k$  such that

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- 1  $C_1$  is the start configuration  $q_0w$ ,
- 2  $C_i \Rightarrow C_{i+1}$  for all  $i \in \{1 \dots k-1\}$ , and
- 3 The state of  $C_k$  is  $q_a$ .



# Turing Machines and Languages

The set of strings accepted by  $M$  is the language of  $M$ ,  $L(M)$ .

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A language  $A$  is Turing recognisable (or recursively enumerable, or just r. e.

Note that  $M$  may

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If  $A$  is recognised by a Turing machine say that  $M$  decides  $A$ .

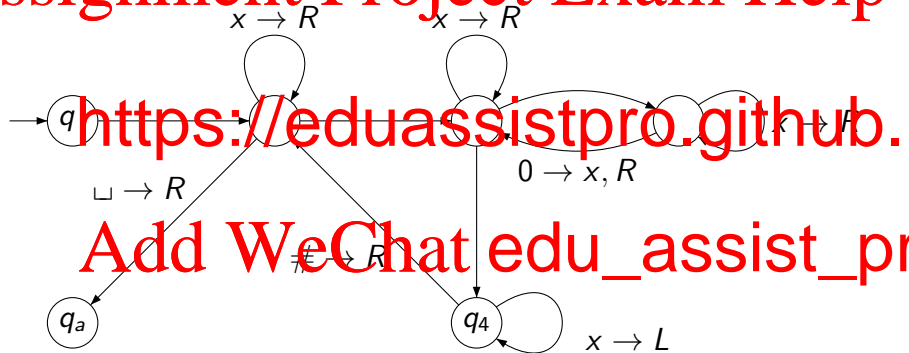
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A language is Turing decidable (or recursive, or just decidable) iff some Turing machine decides it.

# Turing Machine Example 2

This machine decides the language  $\{0^{2^n} \mid n \geq 0\}$ .

It has input alphabet  $\{0\}$  and tape alphabet  $\{\sqcup, 0, x, \#\}$ .



Running the machine on input 000:

$$q_0 000 \Rightarrow \# q_1 00 \Rightarrow \# x q_2 0 \Rightarrow \# x 0 q_3 \sqcup \Rightarrow \# x 0 \sqcup q_r$$

# The Versatility of Turing Machines

We can decide that a Turing machine produces **output** (not just accept/reject) through its tape. This way a Turing machine can be a general computing device, not just a language recogniser.

We can calculate **representations**.

For example, the function  $f$  (unary) that takes a binary number  $n$  and returns the number of 1s in its binary representation is a number theoretic function  $\mathbb{N} \rightarrow \mathbb{N}$ .

Or, by suitable encoding, it can take multiple arguments or return multiple results.

A Turing machine can also solve graph problems, once we decide on a suitable representation for graphs.

# Robustness of Turing Machines

Different books use different definitions of Turing machines.

Most differences are minute and technical and aim at making the machine

machine  
to leave the

Similarly, in addition to the two kinds of tape movement, an  
allow a 'no move' option.

Turing machines are **robust** in the sense that such changes to the machinery do not affect what the machines are capable of computing.

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# Variants of Turing Machines

In an attempt to make the Turing machine more powerful we could add more radically to its features:

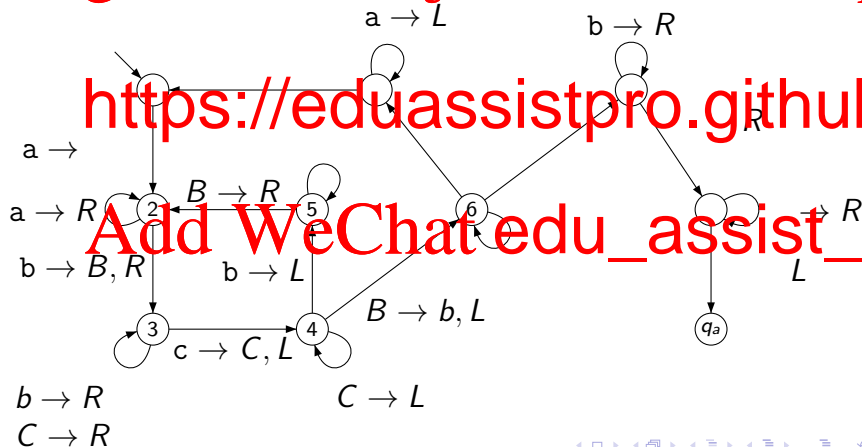
- Let  $i$
- Let  $i$
- Let there be **several tapes**, each with its independent tape head.
- Add **non-determinism**.

However, none of this increases a Turing machine's language recogniser.

# Turing Machine Example 3

This machine decides the language  $\{a^i b^j c^k \mid k = i \cdot j, i, j > 0\}$ .

Its tape alphabet is  $\{\_, a, b, c, A, B, C\}$ .



# Exercise

Design a Turing machine with input alphabet  $\{a, b, c\}$  which decides the language:  $A = \{a^i b^j c^k \mid i, j, k > 0 \wedge i + j \geq k\}$ .

