

Foundations of Computing

Lecture 12

Arkady Yerukhimovich

February 27, 2024

Outline

- 1 Lecture 10+11 Review
- 2 Models of Computation
- 3 The Turing Machine
- 4 Formalizing Turing Machines

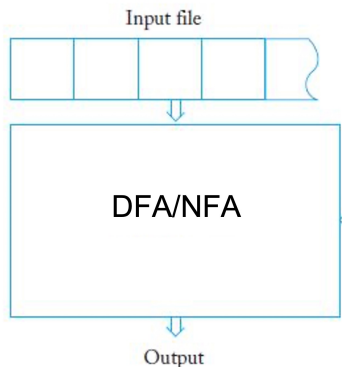
Lecture 10+11 Review

- Equivalence of CFGs and PDAs
- CFL Pumping Lemma
- Using the CFL Pumping Lemma

Outline

- 1 Lecture 10+11 Review
- 2 Models of Computation**
- 3 The Turing Machine
- 4 Formalizing Turing Machines

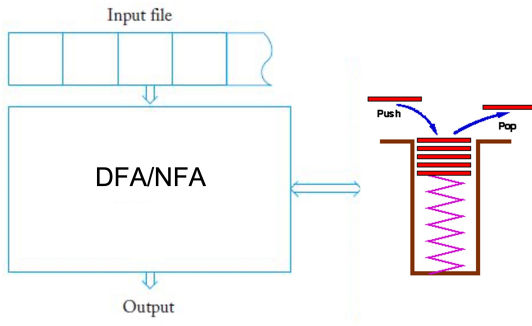
Finite Automata



Recall:

- An NFA/DFA has no external storage
- Only memory must be encoded in the finite number of states
- Can only recognize regular languages

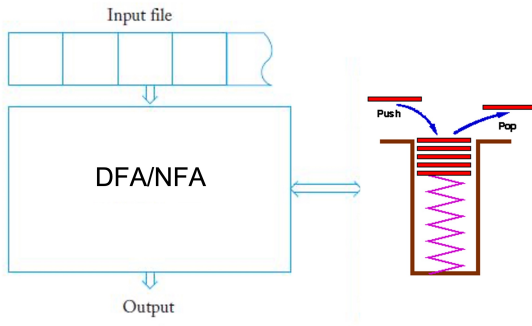
Pushdown Automata (PDA)



A PDA consists of:

- An NFA for a control unit
- A Stack for storage

Pushdown Automata (PDA)



A PDA consists of:

- An NFA for a control unit
- A Stack for storage

Recall:

- Can only access memory in LIFO fashion
- Can only recognize context-free languages

A Model for General Computation

Question

All the prior models of computation couldn't recognize some simple languages. Can we develop a computation model that captures all languages that can be computed on any computer?

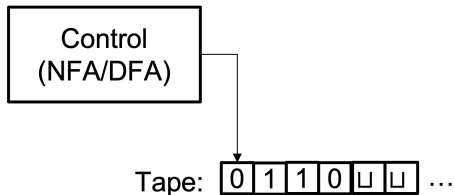
Our Goal

One model to rule them all!

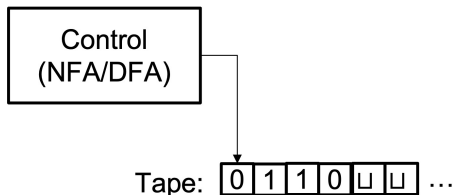
Outline

- 1 Lecture 10+11 Review
- 2 Models of Computation
- 3 The Turing Machine**
- 4 Formalizing Turing Machines

The Turing Machine



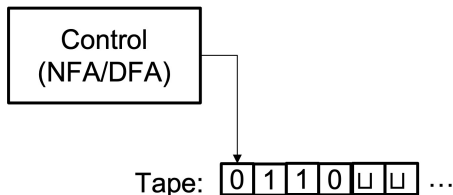
The Turing Machine



Key Differences:

- A TM can read and write to its tape

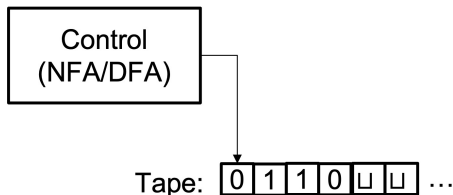
The Turing Machine



Key Differences:

- A TM can read and write to its tape
- The read/write head can move to the right and to the left

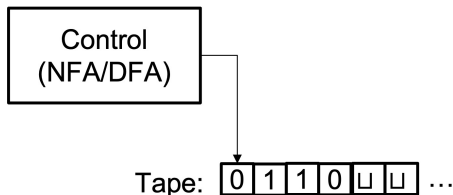
The Turing Machine



Key Differences:

- A TM can read and write to its tape
- The read/write head can move to the right and to the left
- No separate input tape, input written onto memory tape at start

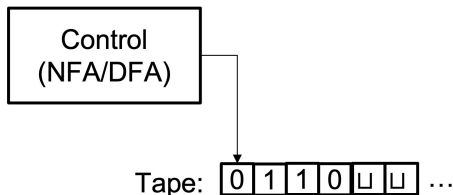
The Turing Machine



Key Differences:

- A TM can read and write to its tape
- The read/write head can move to the right and to the left
- No separate input tape, input written onto memory tape at start
- The memory tape is infinite

The Turing Machine



Key Differences:

- A TM can read and write to its tape
- The read/write head can move to the right and to the left
- No separate input tape, input written onto memory tape at start
- The memory tape is infinite
- Control FA has accept and reject states that are immediately output if entered

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

An Algorithm for M :

On input string s (written on the tape):

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

An Algorithm for M :

On input string s (written on the tape):

- 1 Scan the input to check that it contains exactly one $\#$ symbol, if not reject.

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

An Algorithm for M :

On input string s (written on the tape):

- 1 Scan the input to check that it contains exactly one $\#$ symbol, if not reject.
- 2 Zigzag to corresponding positions on each side of the $\#$ and see if they contain same symbol. If not, reject. Cross off symbols as they are checked

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

An Algorithm for M :

On input string s (written on the tape):

- 1 Scan the input to check that it contains exactly one $\#$ symbol, if not reject.
- 2 Zigzag to corresponding positions on each side of the $\#$ and see if they contain same symbol. If not, reject. Cross off symbols as they are checked
- 3 When all symbols to the left of $\#$ have been crossed off, check that no uncrossed-off symbols remain to the right of $\#$. If any symbols remain, reject, otherwise accept.

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

011000#011000 $\sqcup \dots$

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

011000#011000 $\sqcup \dots$

x11000#011000 $\sqcup \dots$

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

011000#011000 $\sqcup \dots$

x11000#011000 $\sqcup \dots$

x11000#x11000 $\sqcup \dots$

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

011000#011000 $\sqcup \dots$

x11000#011000 $\sqcup \dots$

x11000#x11000 $\sqcup \dots$

xx1000#x11000 $\sqcup \dots$

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

011000#011000 $\sqcup \dots$

x11000#011000 $\sqcup \dots$

x11000#x11000 $\sqcup \dots$

xx1000#x11000 $\sqcup \dots$

\dots

xxxxxx#xxxxxx $\sqcup \dots$

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

Recognizing $s = 011000\#011000$:

011000#011000 $\sqcup \dots$

x11000#011000 $\sqcup \dots$

x11000#x11000 $\sqcup \dots$

xx1000#x11000 $\sqcup \dots$

\dots

xxxxxx#xxxxxx $\sqcup \dots$

accept

What is an algorithm?

What is an algorithm?

- A collection of simple instructions for carrying out some task

What is an algorithm?

- A collection of simple instructions for carrying out some task
- A process according to which it can be determined by a finite number of operations – Hilbert 1900

What is an algorithm?

- A collection of simple instructions for carrying out some task
- A process according to which it can be determined by a finite number of operations – Hilbert 1900

Algorithms are critical to understand solutions / complexity of a problem

What is an algorithm?

- A collection of simple instructions for carrying out some task
- A process according to which it can be determined by a finite number of operations – Hilbert 1900

Algorithms are critical to understand solutions / complexity of a problem

- To show how to solve a problem, we design an algorithm

What is an algorithm?

- A collection of simple instructions for carrying out some task
- A process according to which it can be determined by a finite number of operations – Hilbert 1900

Algorithms are critical to understand solutions / complexity of a problem

- To show how to solve a problem, we design an algorithm
- To reason about languages accepted by NFA/PDA, we designed algorithms

What is an algorithm?

- A collection of simple instructions for carrying out some task
- A process according to which it can be determined by a finite number of operations – Hilbert 1900

Algorithms are critical to understand solutions / complexity of a problem

- To show how to solve a problem, we design an algorithm
- To reason about languages accepted by NFA/PDA, we designed algorithms
- How can we reason about the limits of what an algorithm can compute?

Church-Turing Thesis (1936)

Anything that can be computed by an algorithm can be computed by a Turing Machine

Church-Turing Thesis (1936)

Anything that can be computed by an algorithm can be computed by a Turing Machine

Observations:

Church-Turing Thesis (1936)

Anything that can be computed by an algorithm can be computed by a Turing Machine

Observations:

- While unproven, all modern computers satisfy Church-Turing thesis

Church-Turing Thesis (1936)

Anything that can be computed by an algorithm can be computed by a Turing Machine

Observations:

- While unproven, all modern computers satisfy Church-Turing thesis
- To prove that some problem cannot be solved by an algorithm, enough to reason about Turing Machines

Church-Turing Thesis (1936)

Anything that can be computed by an algorithm can be computed by a Turing Machine

Observations:

- While unproven, all modern computers satisfy Church-Turing thesis
- To prove that some problem cannot be solved by an algorithm, enough to reason about Turing Machines
- This means that Turing Machines give an abstraction to capture “feasible computation”

Church-Turing Thesis (1936)

Anything that can be computed by an algorithm can be computed by a Turing Machine

Observations:

- While unproven, all modern computers satisfy Church-Turing thesis
- To prove that some problem cannot be solved by an algorithm, enough to reason about Turing Machines
- This means that Turing Machines give an abstraction to capture “feasible computation”

Outline

- 1 Lecture 10+11 Review
- 2 Models of Computation
- 3 The Turing Machine
- 4 Formalizing Turing Machines**

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states
- 2 Σ – input alphabet (not including blank symbol \sqcup)

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states
- 2 Σ – input alphabet (not including blank symbol \sqcup)
- 3 Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states
- 2 Σ – input alphabet (not including blank symbol \sqcup)
- 3 Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$
- 4 $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ – transition function

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states
- 2 Σ – input alphabet (not including blank symbol \sqcup)
- 3 Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$
- 4 $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ – transition function
- 5 $q_0 \in Q$ – start state
- 6 $q_{accept} \in Q$ – accept state
- 7 $q_{reject} \in Q$ – reject state

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

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states
- 2 Σ – input alphabet (not including blank symbol \sqcup)
- 3 Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$
- 4 $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ – transition function
- 5 $q_0 \in Q$ – start state
- 6 $q_{accept} \in Q$ – accept state
- 7 $q_{reject} \in Q$ – reject state

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

On state q and tape input γ :

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- 1 Q – set of states
- 2 Σ – input alphabet (not including blank symbol \sqcup)
- 3 Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$
- 4 $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ – transition function
- 5 $q_0 \in Q$ – start state
- 6 $q_{accept} \in Q$ – accept state
- 7 $q_{reject} \in Q$ – reject state

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

On state q and tape input γ :

- move control to state q' ,

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

- ① Q – set of states
- ② Σ – input alphabet (not including blank symbol \sqcup)
- ③ Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$
- ④ $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ – transition function
- ⑤ $q_0 \in Q$ – start state
- ⑥ $q_{accept} \in Q$ – accept state
- ⑦ $q_{reject} \in Q$ – reject state

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

On state q and tape input γ :

- move control to state q' ,
- write γ' to the tape,

Turing Machine – Formal Definition

A Turing machine is a 7-tuple:

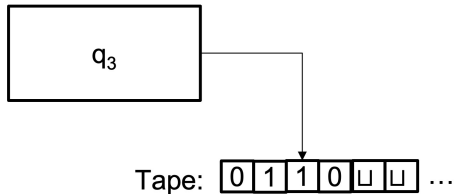
- ① Q – set of states
- ② Σ – input alphabet (not including blank symbol \sqcup)
- ③ Γ – tape alphabet, where $\sqcup \in \Gamma$ and $\Sigma \subseteq \Gamma$
- ④ $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ – transition function
- ⑤ $q_0 \in Q$ – start state
- ⑥ $q_{accept} \in Q$ – accept state
- ⑦ $q_{reject} \in Q$ – reject state

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

On state q and tape input γ :

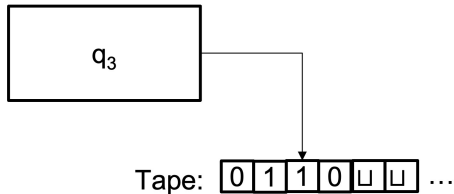
- move control to state q' ,
- write γ' to the tape,
- and move the tape head one spot to either Left or Right

Computing on a Turing Machine



Configuration of a TM

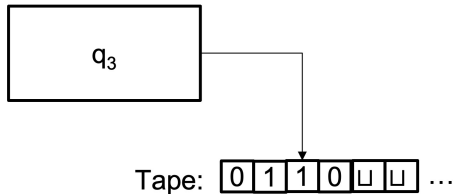
Computing on a Turing Machine



Configuration of a TM

- Describes the state of a TM computation

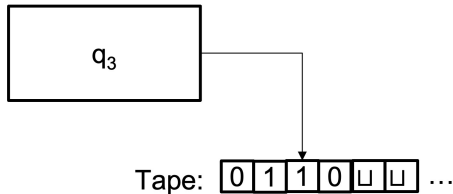
Computing on a Turing Machine



Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head

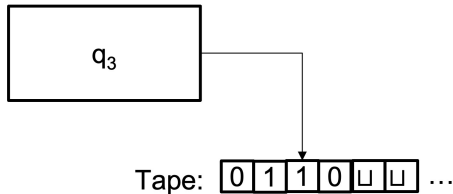
Computing on a Turing Machine



Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Computing on a Turing Machine



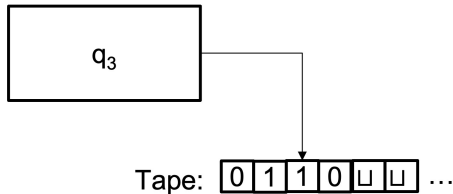
Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Definitions:

- Configuration C_1 **yields** C_2 , if M can go from C_1 to C_2 in a single step

Computing on a Turing Machine



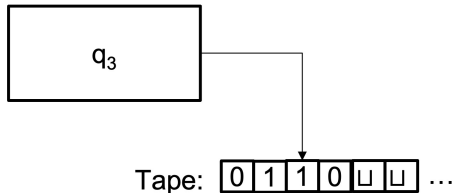
Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Definitions:

- Configuration C_1 **yields** C_2 , if M can go from C_1 to C_2 in a single step
- start configuration of M on input s – configuration q_0s

Computing on a Turing Machine



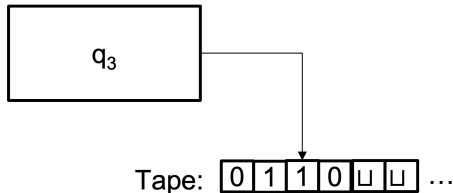
Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Definitions:

- Configuration C_1 **yields** C_2 , if M can go from C_1 to C_2 in a single step
- start configuration of M on input s – configuration q_0s
- accepting configuration – any config with state q_{accept}

Computing on a Turing Machine



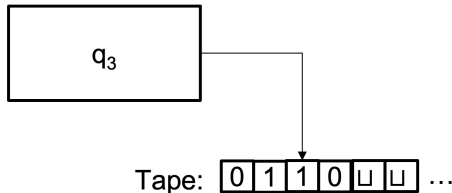
Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Definitions:

- Configuration C_1 **yields** C_2 , if M can go from C_1 to C_2 in a single step
- start configuration of M on input s – configuration q_0s
- accepting configuration – any config with state q_{accept}
- rejecting configuration – any config with state q_{reject}

Computing on a Turing Machine



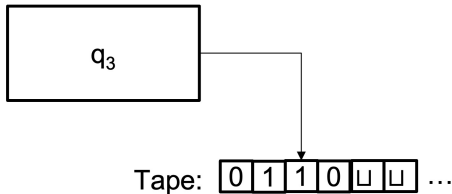
Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Definitions:

- Configuration C_1 **yields** C_2 , if M can go from C_1 to C_2 in a single step
- start configuration of M on input s – configuration q_0s
- accepting configuration – any config with state q_{accept}
- rejecting configuration – any config with state q_{reject}
- halting configuration – accepting or rejecting configs

Computing on a Turing Machine



Configuration of a TM

- Describes the state of a TM computation
- Current state of control, state of tape, location of tape head
- Example: $01q_310$

Definitions:

- Configuration C_1 **yields** C_2 , if M can go from C_1 to C_2 in a single step
- start configuration of M on input s – configuration q_0s
- accepting configuration – any config with state q_{accept}
- rejecting configuration – any config with state q_{reject}
- halting configuration – accepting or rejecting configs

Computing on a Turing Machine

A TM accepts an input s if there exists a sequence of configs C_1, C_2, \dots, C_k where

Computing on a Turing Machine

A TM accepts an input s if there exists a sequence of configs C_1, C_2, \dots, C_k where

- 1 C_1 is the start configuration of M on input s

Computing on a Turing Machine

A TM accepts an input s if there exists a sequence of configs C_1, C_2, \dots, C_k where

- 1 C_1 is the start configuration of M on input s
- 2 Each C_i yields C_{i+1}

Computing on a Turing Machine

A TM accepts an input s if there exists a sequence of configs C_1, C_2, \dots, C_k where

- 1 C_1 is the start configuration of M on input s
- 2 Each C_i yields C_{i+1}
- 3 C_k is an accepting configuration

Computing on a Turing Machine

A TM accepts an input s if there exists a sequence of configs C_1, C_2, \dots, C_k where

- 1 C_1 is the start configuration of M on input s
- 2 Each C_i yields C_{i+1}
- 3 C_k is an accepting configuration

Language $L(M)$

The collection of strings that M accepts

Characterizing Computability of Languages

Characterizing Computability of Languages

Definition: Recursively enumerable languages

Characterizing Computability of Languages

Definition: Recursively enumerable languages

A language L is *Turing-recognizable* or *recursively enumerable* if some TM M recognizes it

Definition: Recursively enumerable languages

A language L is *Turing-recognizable* or *recursively enumerable* if some TM M recognizes it

- M halts and accepts all strings in L

Definition: Recursively enumerable languages

A language L is *Turing-recognizable* or *recursively enumerable* if some TM M recognizes it

- M halts and accepts all strings in L
- M may not halt on strings not in L – does not necessarily have to reject

Characterizing Computability of Languages

Definition: Recursively enumerable languages

A language L is *Turing-recognizable* or *recursively enumerable* if some TM M recognizes it

- M halts and accepts all strings in L
- M may not halt on strings not in L – does not necessarily have to reject

Definition: Decidable languages

A language L is *decidable* or *recursive* if some TM M decides it

Characterizing Computability of Languages

Definition: Recursively enumerable languages

A language L is *Turing-recognizable* or *recursively enumerable* if some TM M recognizes it

- M halts and accepts all strings in L
- M may not halt on strings not in L – does not necessarily have to reject

Definition: Decidable languages

A language L is *decidable* or *recursive* if some TM M decides it

- M halts on all inputs, accepting those in L and rejecting those not in L

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

- 1 If the tape has exactly one 0, accept

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

- 1 If the tape has exactly one 0, accept
- 2 If the tape has an odd number of 0's, greater than 1, reject

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

- 1 If the tape has exactly one 0, accept
- 2 If the tape has an odd number of 0's, greater than 1, reject
- 3 Sweep left to right across tape, crossing out every other 0

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

- 1 If the tape has exactly one 0, accept
- 2 If the tape has an odd number of 0's, greater than 1, reject
- 3 Sweep left to right across tape, crossing out every other 0
- 4 Return the head to the left-hand end of the tape

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

- 1 If the tape has exactly one 0, accept
- 2 If the tape has an odd number of 0's, greater than 1, reject
- 3 Sweep left to right across tape, crossing out every other 0
- 4 Return the head to the left-hand end of the tape
- 5 Go to step 1

Another Example

Consider $L = \{0^{2^n} \mid n \geq 0\}$

TM algorithm M for recognizing L :

On input s :

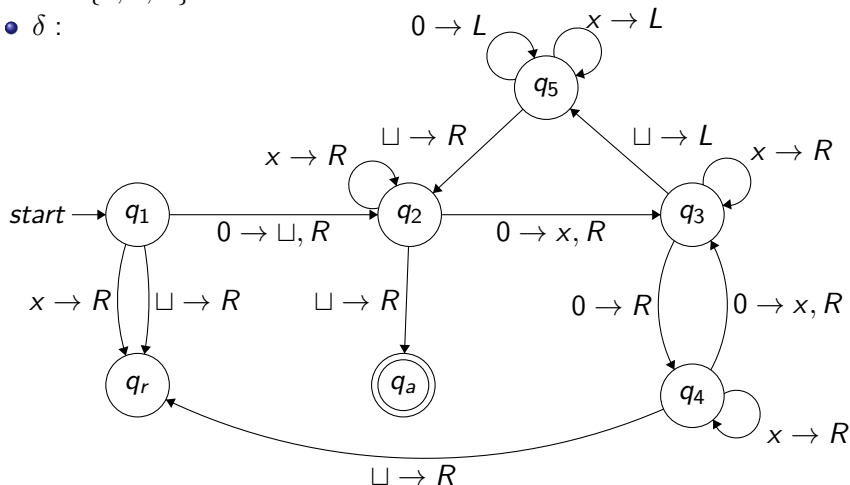
- 1 If the tape has exactly one 0, accept
- 2 If the tape has an odd number of 0's, greater than 1, reject
- 3 Sweep left to right across tape, crossing out every other 0
- 4 Return the head to the left-hand end of the tape
- 5 Go to step 1

Making M Formal

- $Q = \{q_1, q_2, q_3, q_4, q_5, q_a, q_r\}$
- $\Sigma = \{0\}$
- $\Gamma = \{0, x, \sqcup\}$
- $\delta :$

Making M Formal

- $Q = \{q_1, q_2, q_3, q_4, q_5, q_a, q_r\}$
- $\Sigma = \{0\}$
- $\Gamma = \{0, x, \sqcup\}$
- $\delta :$



Running M on $w = 0000$

