

Theory of Computation

CSC 339 – Spring 2021

Chapter-3: part2

Turing Machines

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Note on Completeness

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It also doesn't say whether the empty string is part of L .

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- **When we make statements, we need to ensure that they're complete in the sense that a counterexample cannot be made.**
 - **e.g., $L = \{0^n 1^n \mid n \geq 0\}$**
 - **Incomplete description of L may say something like: L consists of strings of equal number of 0's and 1's.**
 - **A more complete description, however, should say something like: L consists of strings that have a number of 0's followed by the same number of 1's, and L includes the empty string.**

Turing-decidable vs. Turing-recognizable

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 - And for strings that $\notin L$, the TM either rejects them or loops forever.
- On the other hand, a language L is said to be Turing-decidable if and only if there is a TM that recognizes L , and always halts.
 - For strings $\in L$, the TM always accepts.
 - For strings $\notin L$, the TM always rejects.

Variants of Turing Machines

- **Turing machines have a number of variants that are equivalent in power with the original model.**
 - **TM with an additional tape head action (S: stay)**
 - **Multi-tape TM**
 - **Nondeterministic TM**
 - **Enumerators**

Stay-put Head Action

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$a \rightarrow x, R$

$y \rightarrow L$ for some $y \in \Gamma$

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$$\delta : Q \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{L, R, S\}^k ,$$

where k is the number of tapes

Multi-tape Turing Machines

$$\delta(q_i, a_1, \dots, a_k) = (q_j, b_1, \dots, b_k, L, R, \dots, L)$$

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$$\delta(q_i, a_1, \dots, a_k) = (q_j, b_1, \dots, b_k, \langle L, R, \dots, I \rangle)$$

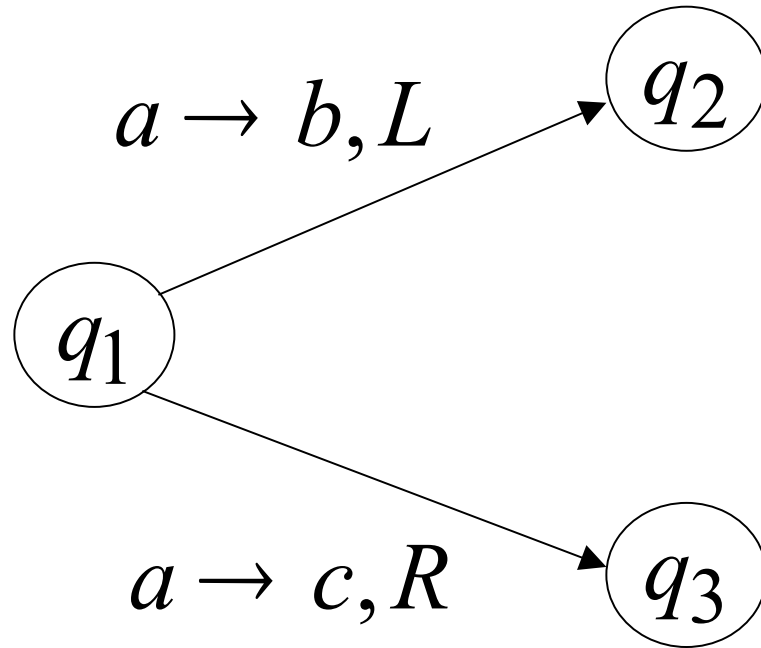
If the machine is in state q_i and reads symbols a_1 through a_k from tapes 1 through k . Then, the machine goes to state q_j , writes symbols b_1 through b_k , and directs each tape head to move *left*, *right*, or *stay put*.

Nondeterministic Turing Machines

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- **Along with the original model of Turing machines, these variants of TM planted the seed for modern computing.**
- **Numerous use-cases can be realized and implemented using those variants of TM.**
- **The concept behind Turing machines is a great embodiment of computability theory.**

Algorithms

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- **What's an algorithm?**
 - **A set of clearly-described ordered instructions that carry out a certain task.**
- **Turing machines capture all algorithms: we can design a TM that simulates a given algorithm.**

Algorithms - Example

➤ **Finding the integral root of a polynomial.**

➤ **$4x^3 - 2x^2 + x - 7$**

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Algorithms - Example

- **Finding the integral root of a polynomial.**
 - **$4x^3 - 2x^2 + x - 7$**
- **The integral root is an assignment of an integer value to the variables of the polynomial.**
- **Can we design an algorithm that tells us whether a given polynomial has an integral root?**
 - **Short answer: NO.**

Algorithms - Example

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- In this case, the TM is a recognizer, but not a decider.
- Though, we can convert the TM to be a decider if we provide bounds within which the integral root should fall within.
- For instance, the integral root should be within the range (x, y)

Homework

➤ **Read page 193 and section 4.1**