

# CS & IT ENGINEERING



## THEORY OF COMPUTATION

### Turing Machine

Lecture No.- 03



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# Recap of Previous Lecture



Topic

- Turing Machine Construction
- Recursive Enumerable languages
- Recursive Languages
- non REL
- closure properties of all languages



# Topics to be Covered



Topic

① { Modification of  
Turing Machine

Topic

?? Undecidability.

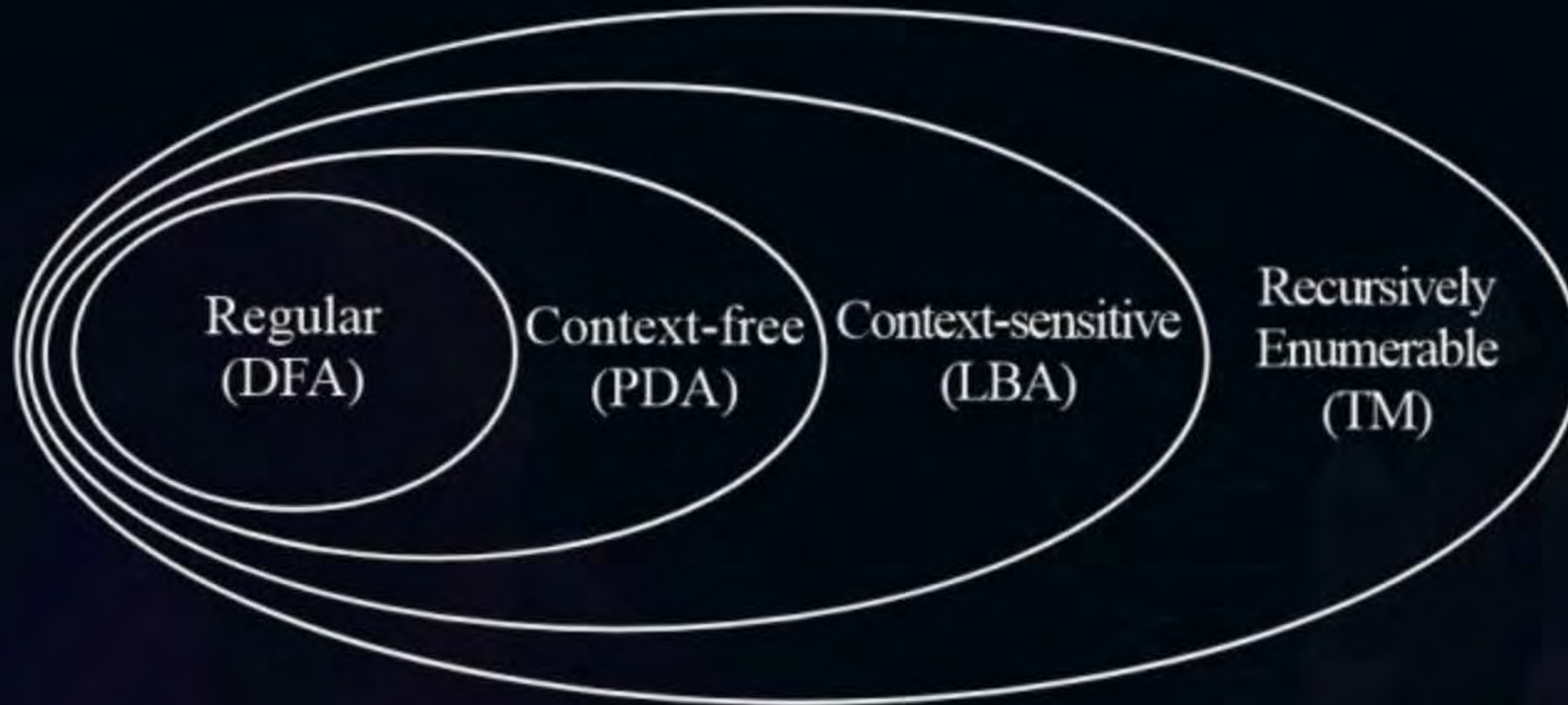
Topic

?? Decision properties of All Language  
Table





## Topic : Theory of Computation





## Topic : Turing Machine

i/P taps

<b>a</b>	<b>a</b>	<b>b</b>	<b>b</b>	<b>B</b>	<b>B</b>	....
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↑  
R/W

Finite control

$q_0, q_1 \dots q_n$

1. Infinite length tape
2. Turn around capability
3. Read write capability





## Topic : Turing Machine

- Turing machine is a mathematical model that represents general purpose computer.
- The problem, not solved by Turing machine or not soluble by computer also.
- Hence Turing machine are used to study power of a compiler.

### NOTE:

Computer to finite automata, PDA, Turing having additional property they are

1. **Infinite Length tape:** Turing machine is one side closed and one side infinite.
2. **Turnaround capability:** Turing machine to turn left as well as right side.
3. **Read-Write capability:** Turing machine can replace reading symbol by other or same symbol.





## Topic : Turing Machine

Turing Machine =  $(Q, \Sigma, q_0, F, B, \Gamma, S)$

$Q$  : Finite number of state

$\Sigma$  : I/o alphabet

$q_0$  : Initial state

$F$  : Set of final states

$B$  : Blank symbol

$\Gamma$  : Tape alphabet

$S$  : Transition function.

$\theta$	$\times$	$\Gamma$	$\rightarrow$	$\theta$	$\times$	$\Gamma$	$\times\{L,R\}$
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## Topic : Turing Machine

$$|Q| \times |\tau| \rightarrow |Q| \times |\tau| \times \{L, R\}$$

Notaulus :

$\Rightarrow$  Transition diagram

$\Rightarrow$  Transition Table

Type of TM

(ii)

Language Recognizer

yes

no

i/p

O/P generator

$\Rightarrow$  OP

Language Generator

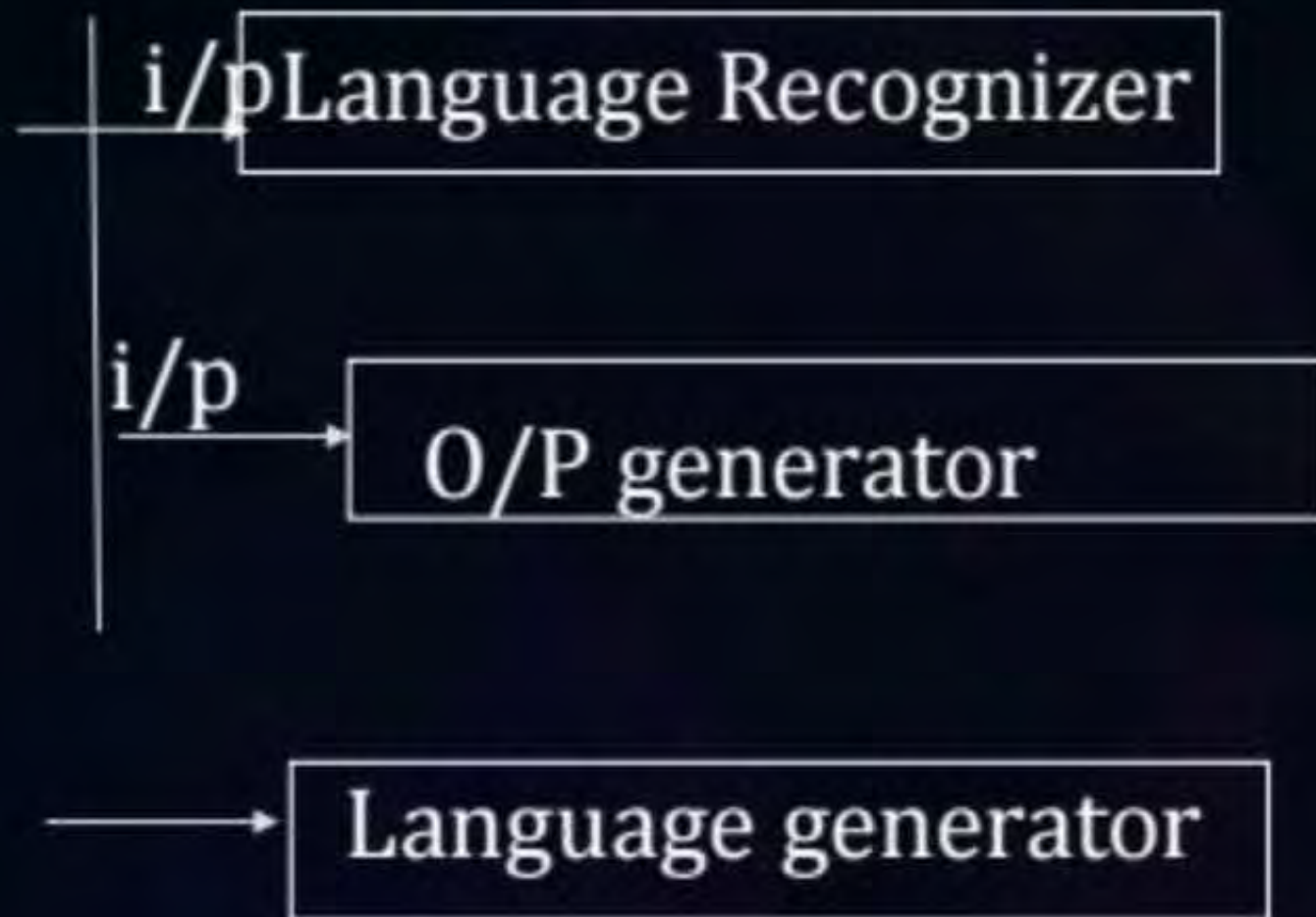
$\Rightarrow$  Lans





## Topic : Turing Machine

### Type of Turing Machine

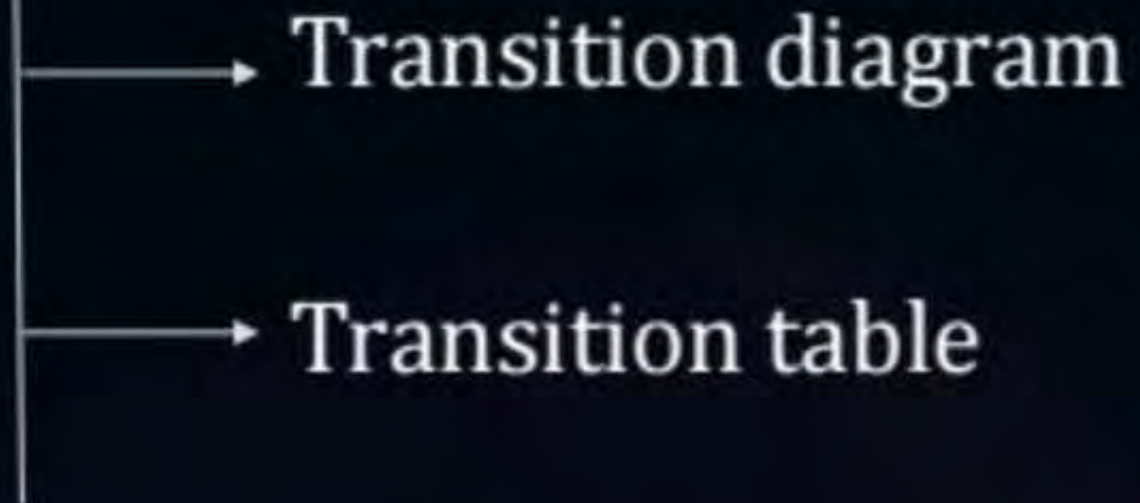




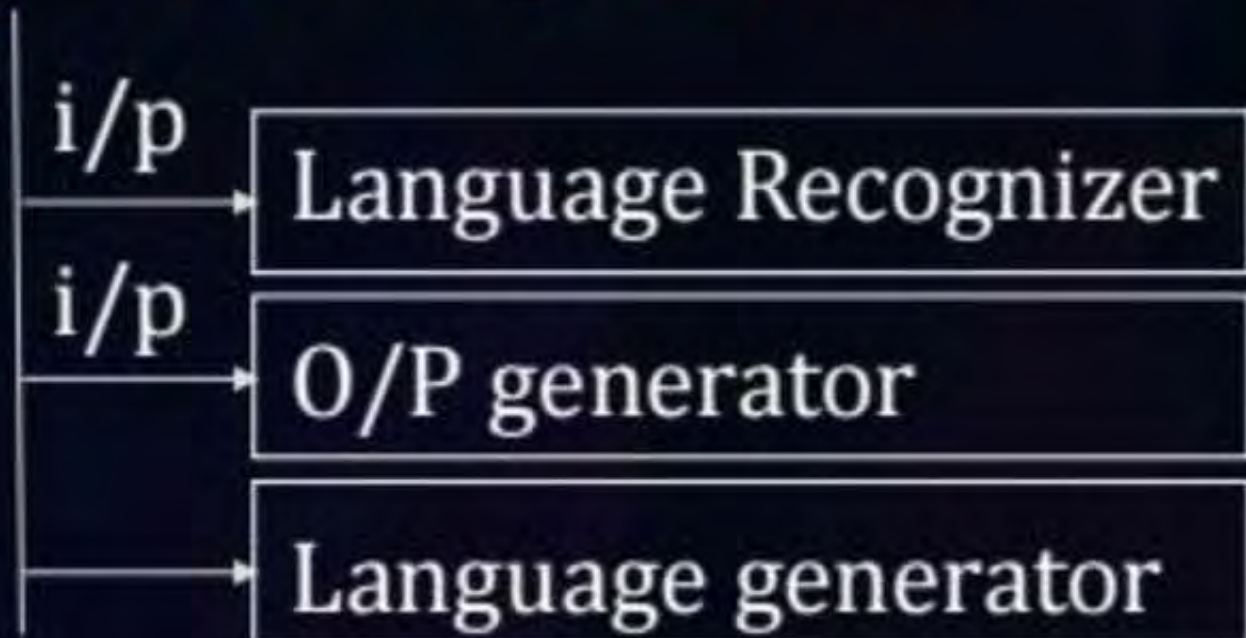


## Topic : Turing Machine

### Notations



### Type of Turing Machine







## Topic : Turing Machine

### **Turing machine as a language recognizer-**

- By reading the string Turing machine may halt may not halt (go to infinite loop)
- By reading string 'X' Turing machine halts as final state then X is accepted.
- By reading string 'X' Turing machine halts non-final state then string is rejected.
- By reading string 'X' if Turing machine enters into infinite loop then don't know about the i/p.

(We can not say anything about whether it is accepted or not.)

Construct a Turing machine

$$L = \{a^n / n \geq 1\}$$





## Topic : Turing Machine

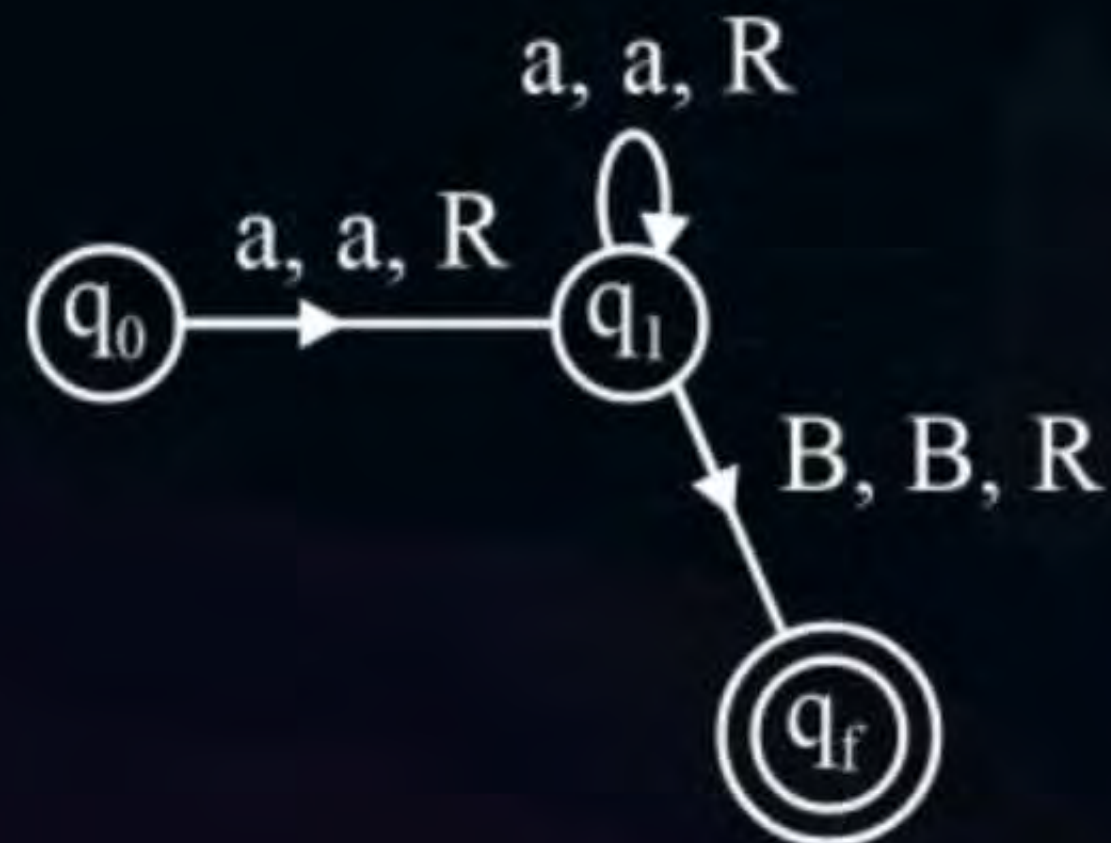
$\{a, aa, aaa \dots\}$

<b>a</b>	<b>a</b>	...	<b>B</b>	....	
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$q_0$	$q_1$
-------	-------

$S: \theta \times \Gamma \rightarrow \theta \times \Gamma \times (L, R)$

State	a	B
$\rightarrow q_0$	$(q, a, R)$	B
$q_1$	$(q, a, R)$	$(q_f, B, R)$
$q_f$	(HALT)	T

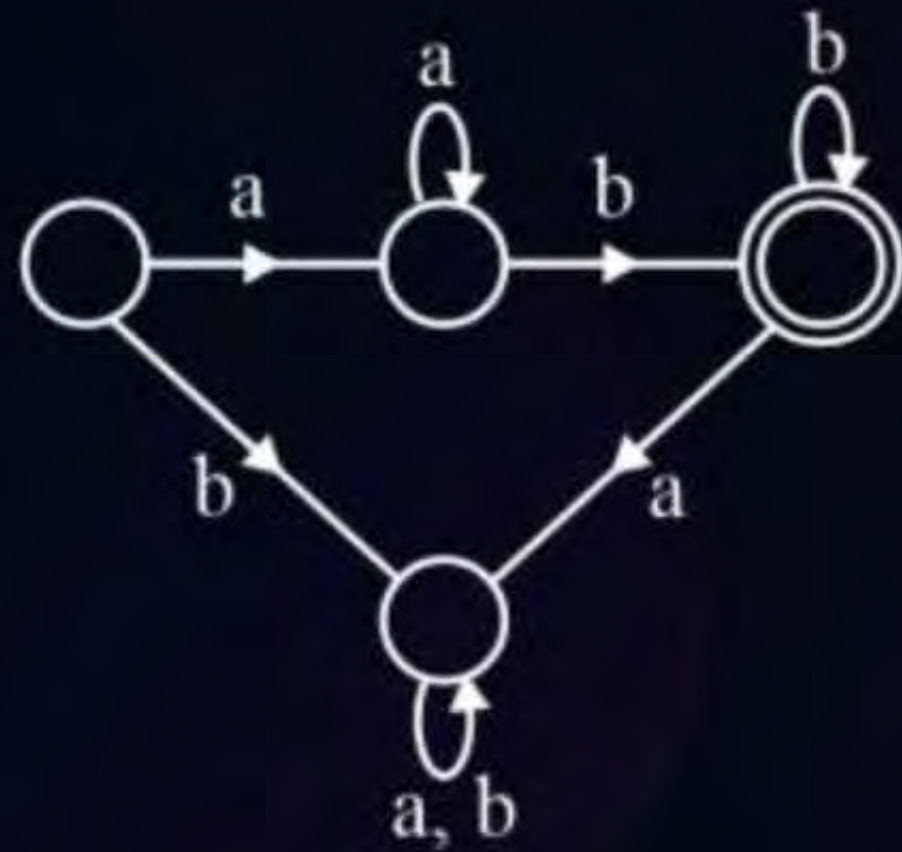
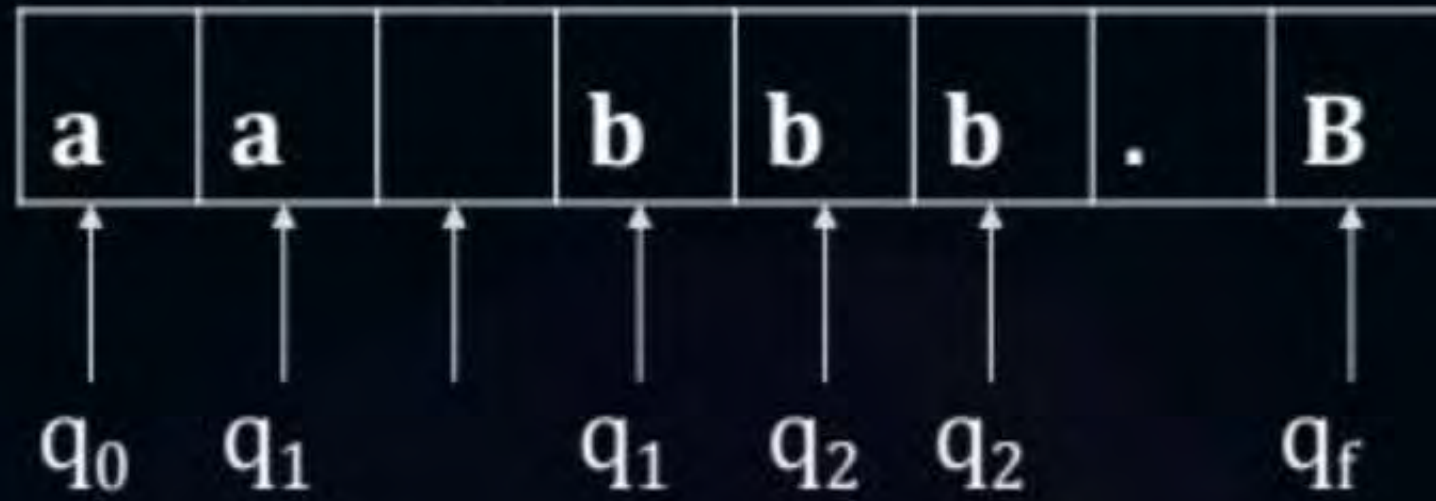






## Topic : Turing Machine

$$L = \{a^n b^m / m, n \geq 1\}$$







## Topic : Recursive and Recursive Enumerable Language in TOC

### **Recursive Enumerable (RE) or Type-0 Language**

RE languages or type-0 languages are generated by type-0 grammars.

An RE language can be accepted or recognized by Turing machine which means it will enter into final state for the strings of language and may or may not enter into rejecting state for the strings which are not part of the language.

It means TM can loop forever for the strings which are not a part of the language. RE languages are also called as Turing recognizable languages.



## • Recursive Language (REC) (Decidable)

- A recursive language (subset of RE) can be decided by Turing machine which means it will enter into final state for the strings of language and rejecting state for the strings which are not part of the Language.
- e.g.;  $L = \{a^n b^n c^n \mid n \geq 1\}$
- is recursive because we can construct a turing machine which will move to final state if the string is of the form  $a^n b^n c^n$  else move to non-final state.
- So the TM will always halt in this case. REC Languages are also called as Turing decidable languages.





## Topic : Turing Machine

### R.E.L

A language 'L' is said to be REL if there exist a Turing machine for that language, that Turing machine may halt on same i/p (or) may not halt on same i/p

→ I.e if the string is valid string of the languages then Turing Machine halts in final state and it says string is accepted.

→ If the string is not belongs to the language in the enter into infinite loop or halt in non final state

→ REL are called as Turing recognizable language

→ If any languages REL then it is undecidable (number halting Turing machine exits) (Partially Decidable)





## Topic : Turing Machine

### NOTE:

All recursive language are R.E.L., but R.E.L. need not be recursive languages.

Hence recursive language are subclass of R.E.L.

- By Default Turing Machine is may or may not halting Turing Machine.
- By default Turing recognizable language are recursive enumerable language.



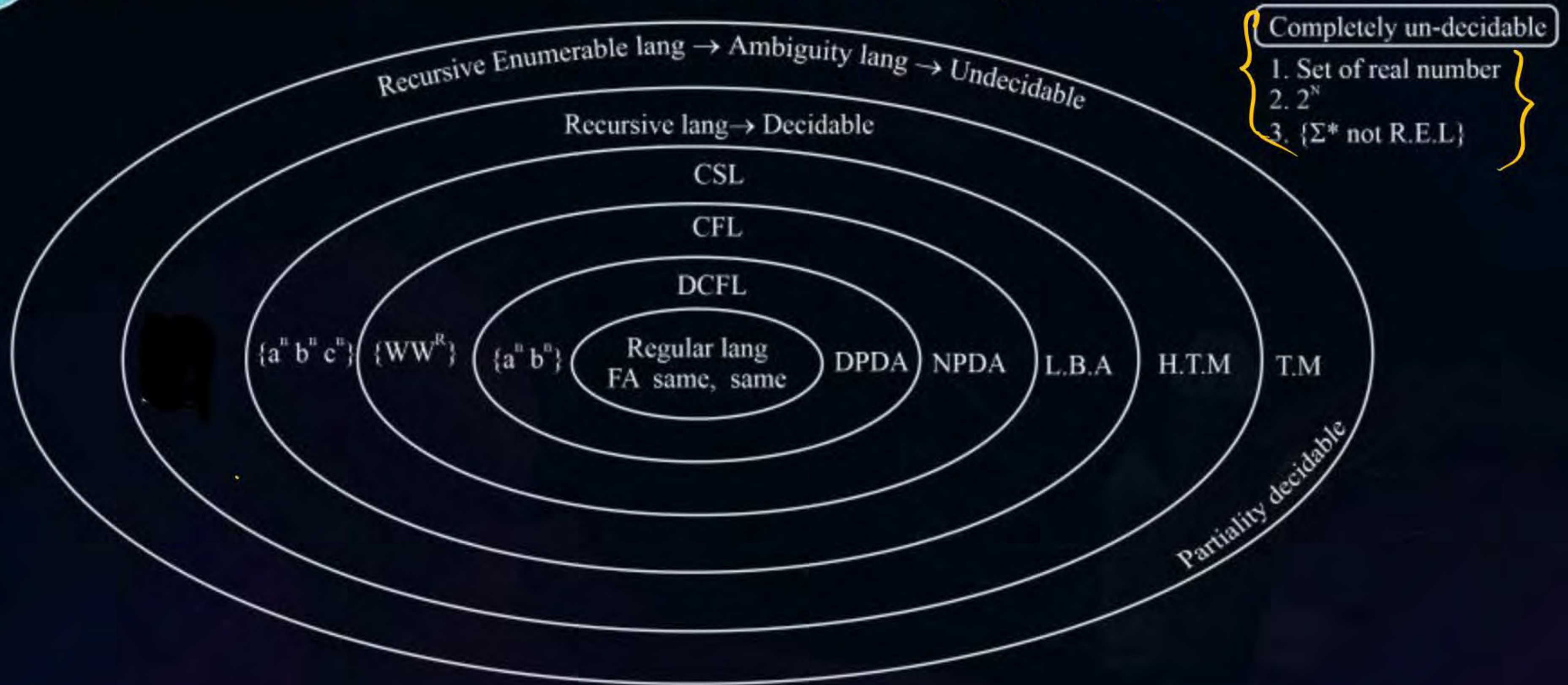




# Topic : Turing Machine

non REL

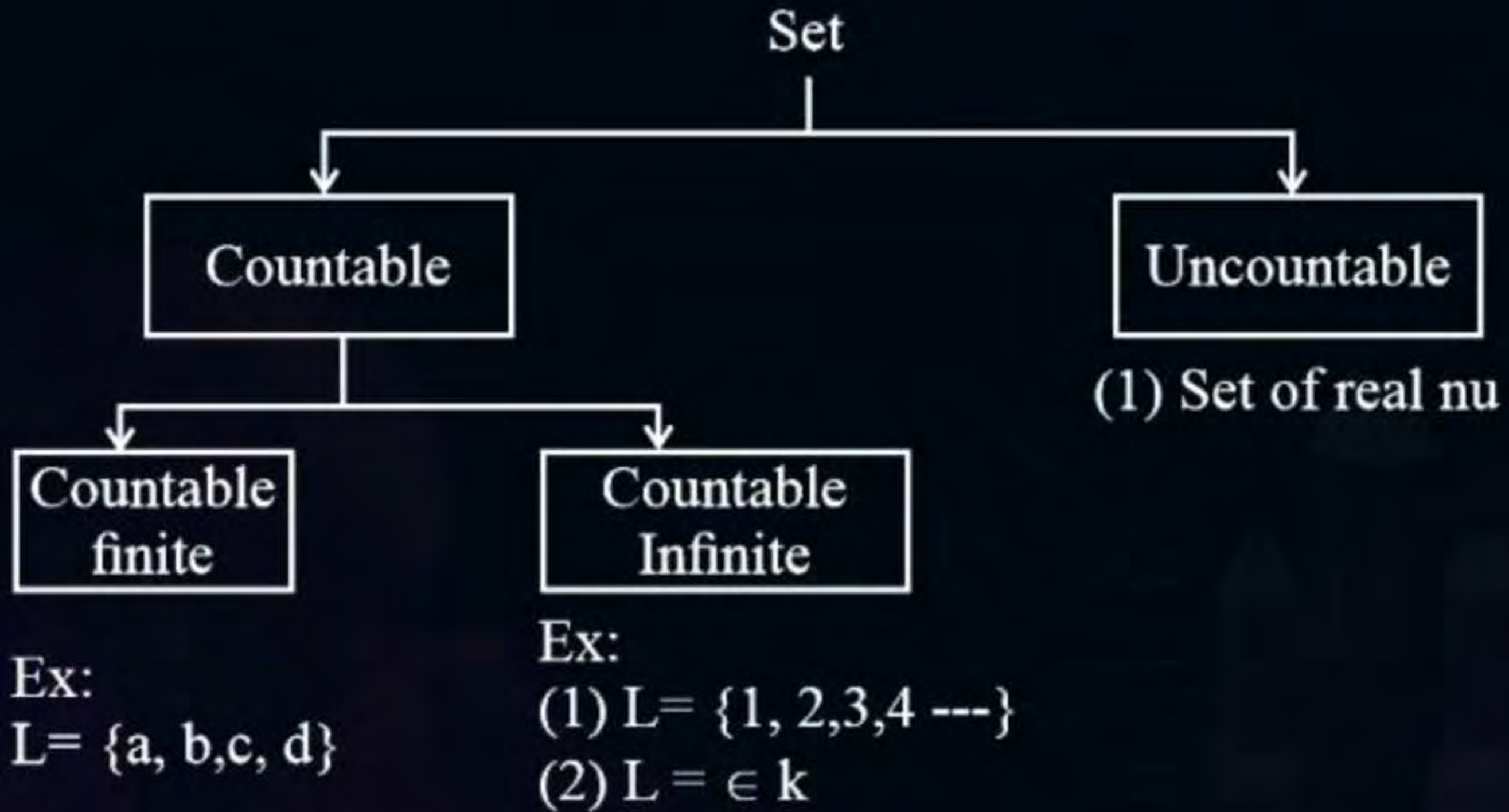
NO T.M







## Topic : Turing Machine







## Topic : Turing Machine

### Countable Set :

Is set to be countable if there exists 1 to 1 correspondence with natural number set to the given set.

Following are Countable set

- All finite sets
- Set of natural Number
- Union of two countable sets
- Product of two countable sets
- Complete Lang.
- Total population on the world.





## Topic : Turing Machine

### Ex :-Uncountable Set :

A Set to be uncountable if there is no one to one correspondence with natural set to the given set.

- Set of real number.
- Power set of natural set.
- No of Points in a line
- Set of all language over the given alphabet.

Points

→



There is no Turing M/C exist for uncountable sets uncountable sets are not recursive enumerable.

- Total No of uncountable sets is uncountable
- Total No of language for which we can constructed is countable.
- Total No of language for which we can construct finite Automata of TDA is countable
- Not recursive enumerable problem are undecidable :
- Recursive enumerable long are undecidable (Partially Decidable.)





## Topic : Turing Machine

i/P taps

a	a	b	b	B	B	-----
---	---	---	---	---	---	-------

↑ R/W

Finite Control

$q_0, q_1, \dots, q_n$

- (i) Infinite length tape.
- (ii) Turn around capacity.
- (iii) Read write capability.

T. M =  $(Q, \epsilon, q_0, f, B, \tau, S)$

Q :- finite no of state

$\epsilon$  :- i/p alphabet

$q_0$  :- initial state

f :- Set of final states

B:- Blank symbol

$\tau$ :- Tape alphabet.

S:- veansition function





## Topic : Turing Machine

### Closure Properties of Recursive Lang. & R.E Lang.

#### 1. Union Operation :

The union of two Recursive lang is always Recursive Hence. Recursive lang are closed under union operation.

$L_1$  : Recu Lang  $\rightarrow$   $\boxed{T, M}$   $\rightarrow$  yes  
 $\rightarrow$  no

$L_2$  : Recu Lang  $\rightarrow$   $\boxed{T, M}$   $\rightarrow$  yes  
 $\rightarrow$  no

$L_1 \cup L_2$

$\boxed{T, M_1}$   $\rightarrow$  yes  
 $\rightarrow$  no  $\rightarrow$   $\boxed{T, M_2}$   $\rightarrow$  yes  
 $\rightarrow$  no





## Topic : Turing Machine

1.  $S \rightarrow SS/a \rightarrow \text{useful} \rightarrow X_1$
2.  $S \rightarrow SSS/b \rightarrow \text{useful} \rightarrow X_2$
3.  $S \rightarrow aSb/as \rightarrow \text{empty lan} \rightarrow X_3$
4.  $S \rightarrow AB/a \rightarrow \text{empty} \rightarrow \infty_1$

Empty less



Recursive lang  
Decidable

$$L = \{X_1, X_2, X_3, X_4, \dots\}$$





## Topic : Recursive Language

A lang:  $L$  is set to be recursive if there existed Turing M/C for that always halts for on all I/P strings.

i.e. if the string is valid string of a lang that the T.H. Halts in a final state and says string is accepted.

- If the string is not belong to the lang T.M. Halts in Non- final state and it says string is rejected.
- For any lang halting T.M. exists then it is “decidable”.
- Halting TM is exactly to Algorithm.
- Hence, recursive lang also known as Turing decidable language.





## Topic : Turing Machine

Basic T.M

Expressive is Same for all Turing Machine

### Modifications of Turing machine :

The following are modified versions of T M .

1. **Two Way infinite tape T.M** → In this i/p tape is infinite in both direction.

2. **Multitap Turing M/C :-**

In this turning M/C Multiple tape exist where each tape is infinite in both direction.  $DTM =$

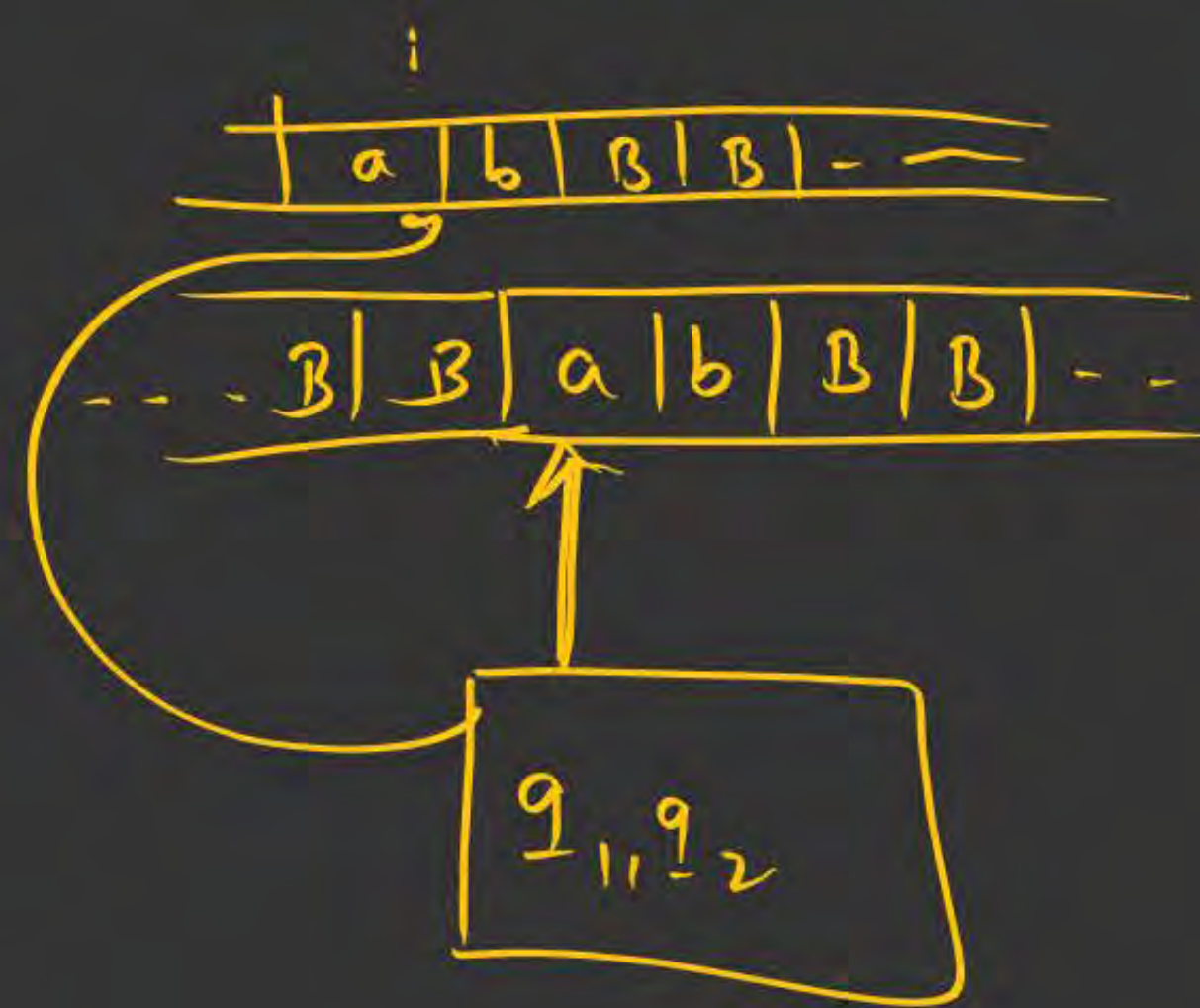
3. **Non - Deterministic TM :-**  $(q_0, a) = (q_1, X, R)(\infty) (q_2, Y, L)(\infty) (q_3, Z, R)$

It is a T. M in which given Tape symbol / state finite No of choices exist for next to move.

4. **Universal T.M :**

Universal TM simulates behaviors of other T. M by Taking them as I/P Hence universal I.P t can takes T.M , PDA, FA as I/P.









## Topic : Turing Machine

### **Note :**

After Modification, the Expressive power of T.M Remains same.  
(computing speed may increases).





## Topic : Undecidability

select  $\otimes$   
 $(a+b)^*$



### • DECIDABLE PROBLEM:::

A problem is ~~set~~<sup>said</sup> to be decidable if there exist halting T.M.<sup>to</sup> solve the problem.

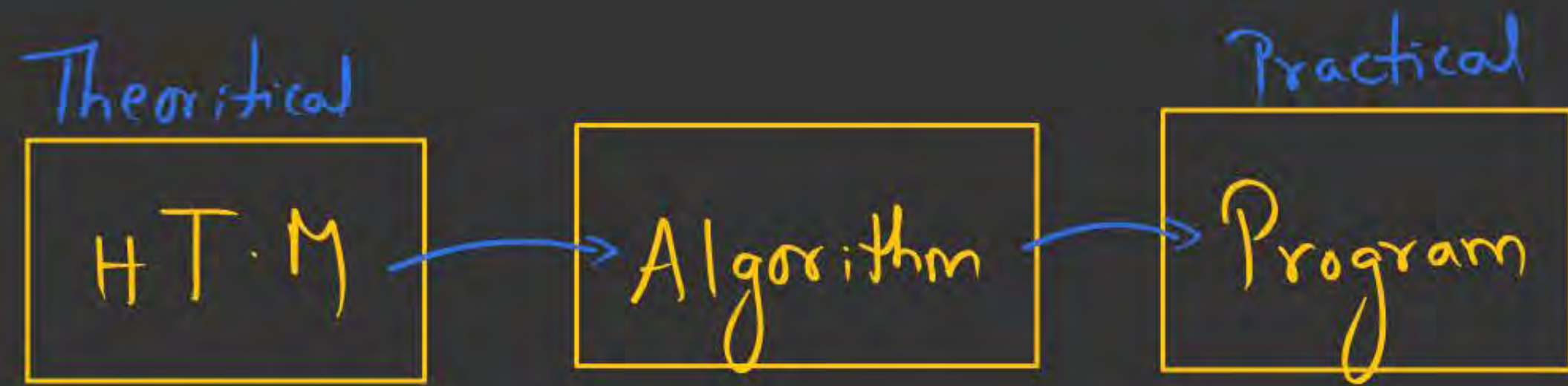
(or)

There exist Algorithm to solve this problem.

### UNDECIDABLE PROBLEM::

- A problem is said to be undecidable if there is NO halting M/~~e~~ (or) no turtling M/C for that problem (or) No Algorithm exist for that problem.
- To prove a problem 'X' is undecidable, we can use truing machine technique (or) reduction technique.









## Topic : Undecidability

- A problem is set to be decidable if there exist halting I.M. solve the problem.  
(or)  
There exist Algorithm to solve this problem.
- A problem is said to be undecidable if there is halting M/e (or) no turtling M/C for that problem (or) No. Algorithm exist for that problem.
- To prove a problem 'X' is undecidable, we can use truing machine technique (or) reduction technique.





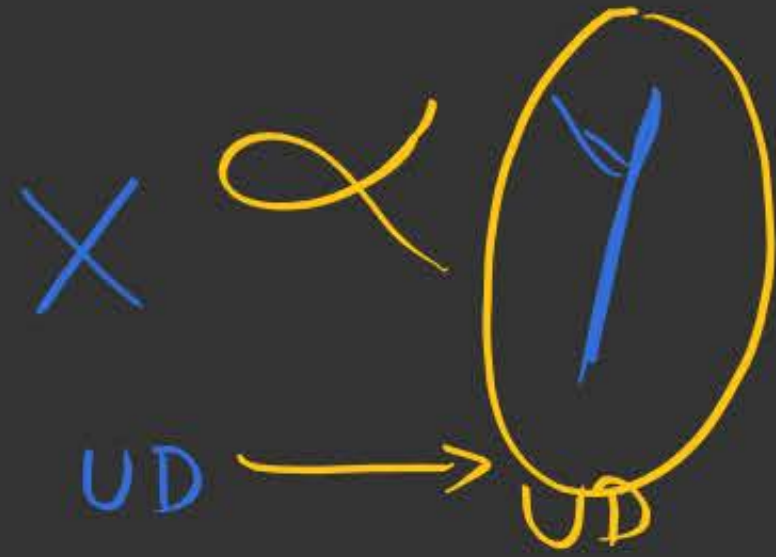
## Topic : Undecidability

**Reduction:** A problem  $a$  is reducible to  $B$ . means we can canceled the problem  $B$  with the help of problem  $A$ .

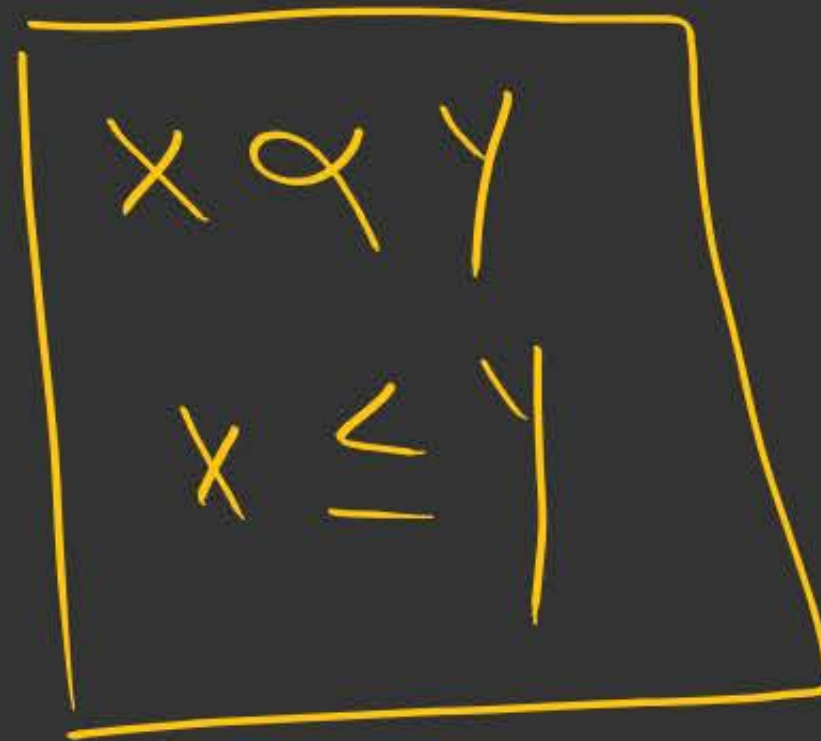
- Whenever  $A$  is rescuable to  $B$ , then  $B$  is as based as  $A$ .
- If  $A$  is reducible to  $B$ , the following of the possibility.
  1.  $B$  is decidable then  $A$  is decidable.
  2. If  $A$  is undecidable then  $B$  is also undecidable
  3. If  $B$  is recursive lang then  $A$  is also recursive lang.
  4. If  $B$  is REL then  $A$  is also REL.



# Reduction -



X is Reducible to Y



$$A \propto B$$

$$A \leq B$$

small

hard



$$A \leq B$$

① If A is Undecidable then B is Also Undecidable

② If B is Decidable then A also Decidable

$$A \leq B$$

$$\begin{array}{l} \textcircled{1} \quad \underline{UD} \rightarrow UD \\ \textcircled{2} \quad D \leftarrow D \end{array}$$

$$\textcircled{3} \quad D \rightarrow X$$

$$\textcircled{4} \quad X \leftarrow UD$$



$$A \leq B$$

①  $UD \rightarrow UD$

②  $D \leftarrow D$

③  $REC \leftarrow REC$

④  $REL \leftarrow REL$

⑤  $non\ REL \rightarrow non\ REL$



(Q)

if  $P_1 \leq P_2$  } Which of the following is true?

(a)  $P_1 \leq P_3$  then  $P_3$  is Decidable  
 $D \rightarrow$

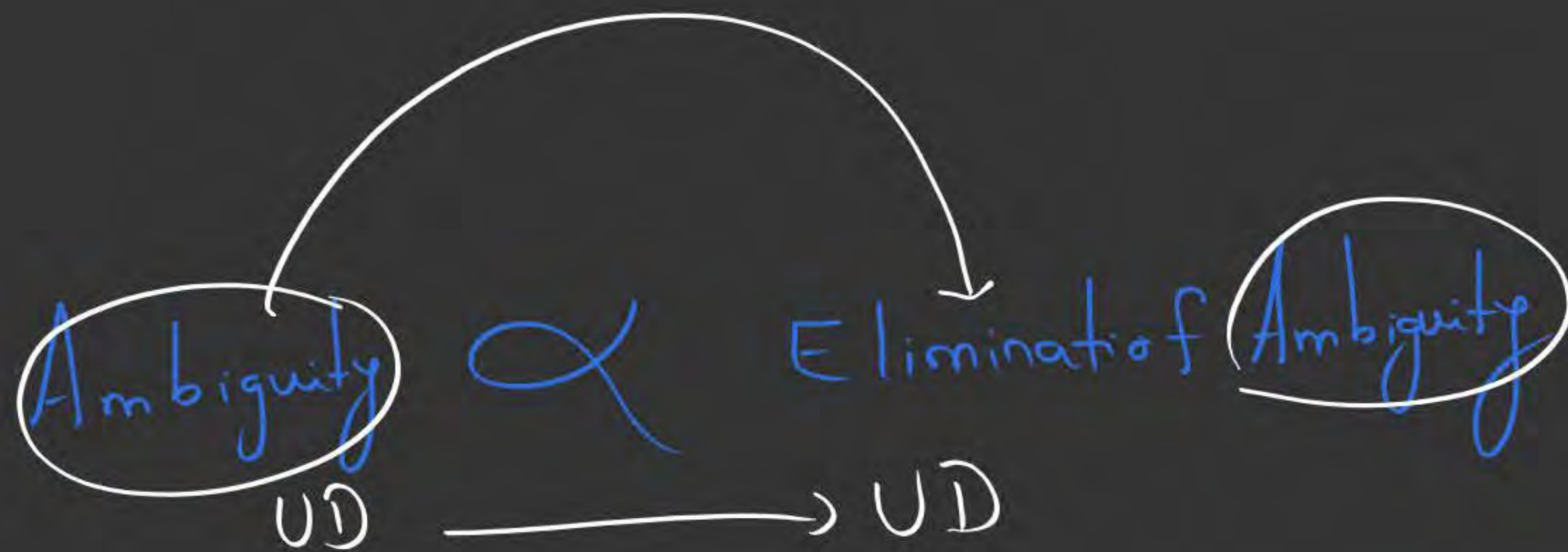
$\left\{ \begin{array}{l} P_1 \rightarrow \text{Decidable} \\ P_2 \rightarrow \text{Undecidable} \end{array} \right\}$

(b)  $P_3 \leq P_2$  then  $P_3$  is Undecidable  $\rightarrow$  false  
 $UD \quad \times \quad UD$

(c)  $P_3 \leq P_2$  Complement then  $P_3$  is Undecidable  
 $UD$

~~(d)~~  $P_3 \leq P_1$  then  $P_3$  is Decidable  
 $D \leftarrow D$









## Topic : Undecidability

	Regular	DCFL	CFL	CSL	Rec-Lang	REL
1. UNION	✓	X	✓	✓	✓	✓
2. Concatenation	✓	X	✓	✓	✓	✓
3. Intersection	✓	X	X	✓	✓	✓
4. Compliment	✓	✓	X	✓	✓	X
5. Difference	✓	X	X	✓	✓	X
6. $L \wedge \text{Reg.}$	✓	✓	✓	✓	✓	✓
7. $L - \text{Reg.}$	✓	✓	✓	✓	✓	✓
8. Kleene closure	✓	X	✓	X	✓	✓
9. Positive closure	✓	X	✓	✓	✓	✓
10. Substitution	✓	X	✓	✓	X	✓
11. Homeomorphism	✓	X	✓	X	X	✓
12. I.H.M.	✓	✓	✓	✓	✓	✓
13. Reverse	✓	X	✓	✓	✓	✓





# Topic : Undecidability

Problem	Regular	DCFL	CFL	CSL	Rec-Lang	REL
1. is $W \in L$ ? (Membership problem)	✓ D	D ✓	D ✓	D	D ✓	UD
→ 2. is $L = \phi$ ? Emptiness Problem	D ✓	D ✓	D ✓	UD ✓	UD ✓	UD ✓
③ is L finite or Not? finiteness	D	D ✓	D	UD	UD	UD
④ is $L_1 = L_2$ ? Equivalence problem	D	D	UD	UD	UD	UD
→ 5. $L_1 \cap L_2 = \phi$ ? Intersection Empty	D ✓	UD ✓	UD ✓	UD ✓	UD ✓	UD ✓
6. is $L = \Sigma^*$ Completeness	D ✓	D ✓	UD	UD	UD	UD
7. is $L_1 \subseteq L_2$ Subset problem	✓ D	UD	UD	UD	UD	UD
8. is $(\Sigma^* - L)$ finite or not cofiniteness	D	D ✓	UD	UD	UD	UD
⑨ is $L_1 \cap L_2 = \text{finite}$ (or) not	D ✓	UD	UD	UD ✓	UD	UD
✓ 10. is L is regular	D ✓	D ✓	UD	UD	UD	UD
11. Complement of Language is same type or not?	D ✓	✓ D	UD ✓	✓ UD	D ✓	UD ✓
12. Intersection of two languages is same type or not?	D ✓	UD	UD	D	D	D

CFG

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



## Regularity Problem:

Language generated a grammar is regular (or) not?

Language accepted by Automata is regular (or) not?



Co finiteness problem :-

$$\text{is } (\Sigma^* - L) = \text{finite?}$$

① Complement - ✓

② finiteness  $\rightarrow$  D



# Subset problem

( $\overset{\text{reg}}{\uparrow} \textcircled{L} \overset{\text{reg}}{\uparrow} \textcircled{L_2}$ )

Subset  $\wedge$  Super set = Subset

- ① Intersection ✓
- ② Equivalence  
Decidable

is  $\textcircled{L_1} \subseteq \textcircled{L_2}$ ?

$a^*b^* \subseteq a^*b^*c^*$

①  $L_1 \cap L_2$

②

$L_1 \cap L_2 = L_1$

Subset op

Regular not closed

$\subseteq (a+b)^*$



# Completeness Problem

$$\textcircled{1} L = \Sigma^*$$

$$\textcircled{\Sigma^* - L} = \emptyset$$

$$\text{Automata} = \Sigma^* ? \{ \epsilon, a, b, \dots \}$$

① Complement ✓

$$\text{Grammar} = \Sigma^* ?$$

② Emptiness ①

$$\text{CFG} = \Sigma^* ?$$



## Intersection Empty Problem :

Reg  $\rightarrow$  Decidable

CFL  $\rightarrow$  UD

DCFL  $\rightarrow$  UD

$$\text{if } L_1 \cap L_2 = \emptyset ?$$

$$\text{if } A_1 \cap A_2 = \emptyset ?$$

① Empty/never  $\rightarrow$  D

② Intersection should be closed op



## Equivalence Problem :-

Checking whether any Automata (or) Any two grammar accepts same language (or) not?



## Finiteness problem

Checking whether language of Automata (or) Grammar is finite (or) not?











$w \in CFG?$

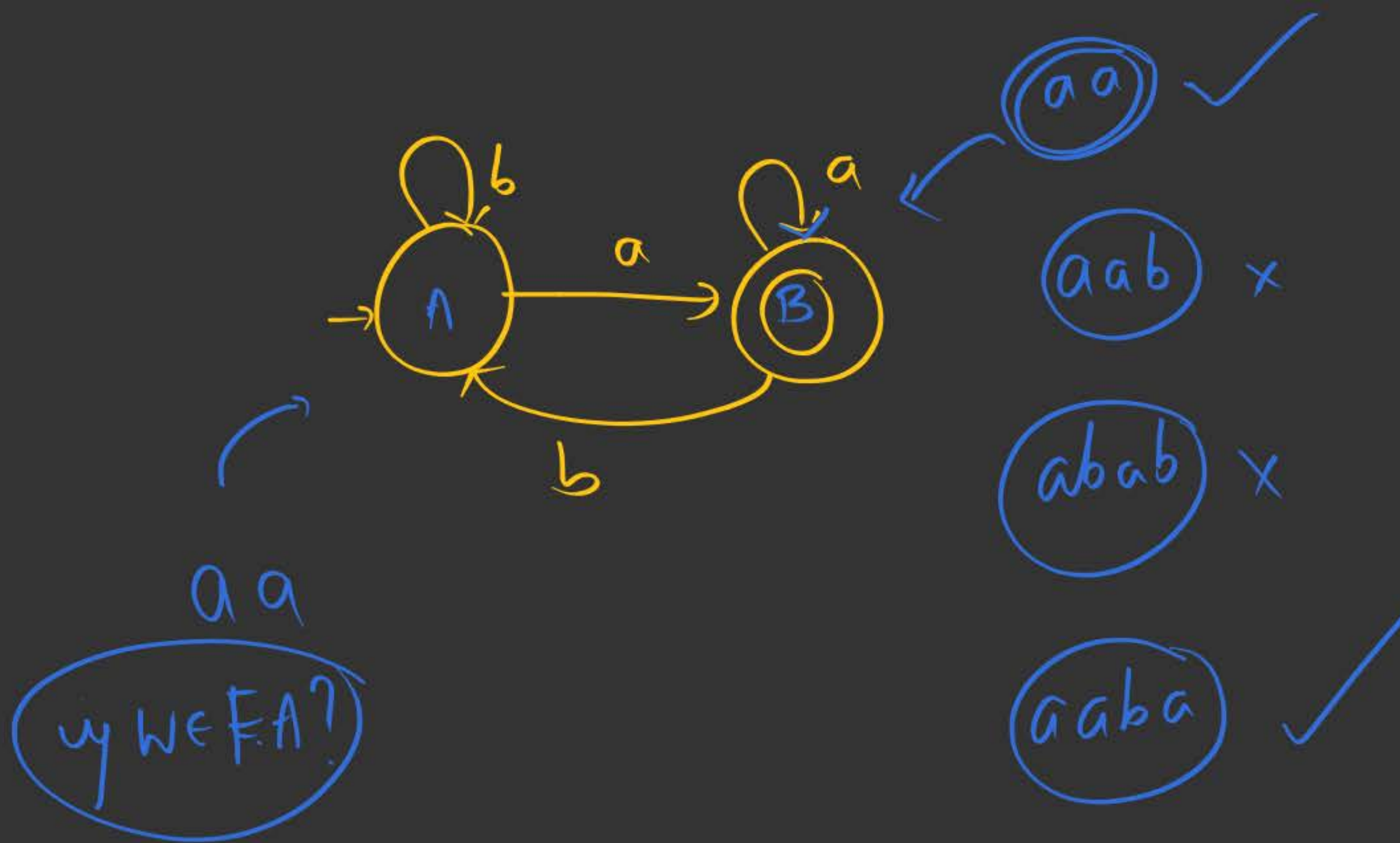
CYK alg

ab

ab →  $\begin{matrix} S \rightarrow AB \\ A \rightarrow aAb/a \\ B \rightarrow b \end{matrix}$

$\begin{matrix} S \\ \swarrow \searrow \\ A \quad B \\ | \quad | \\ a \quad b \end{matrix}$



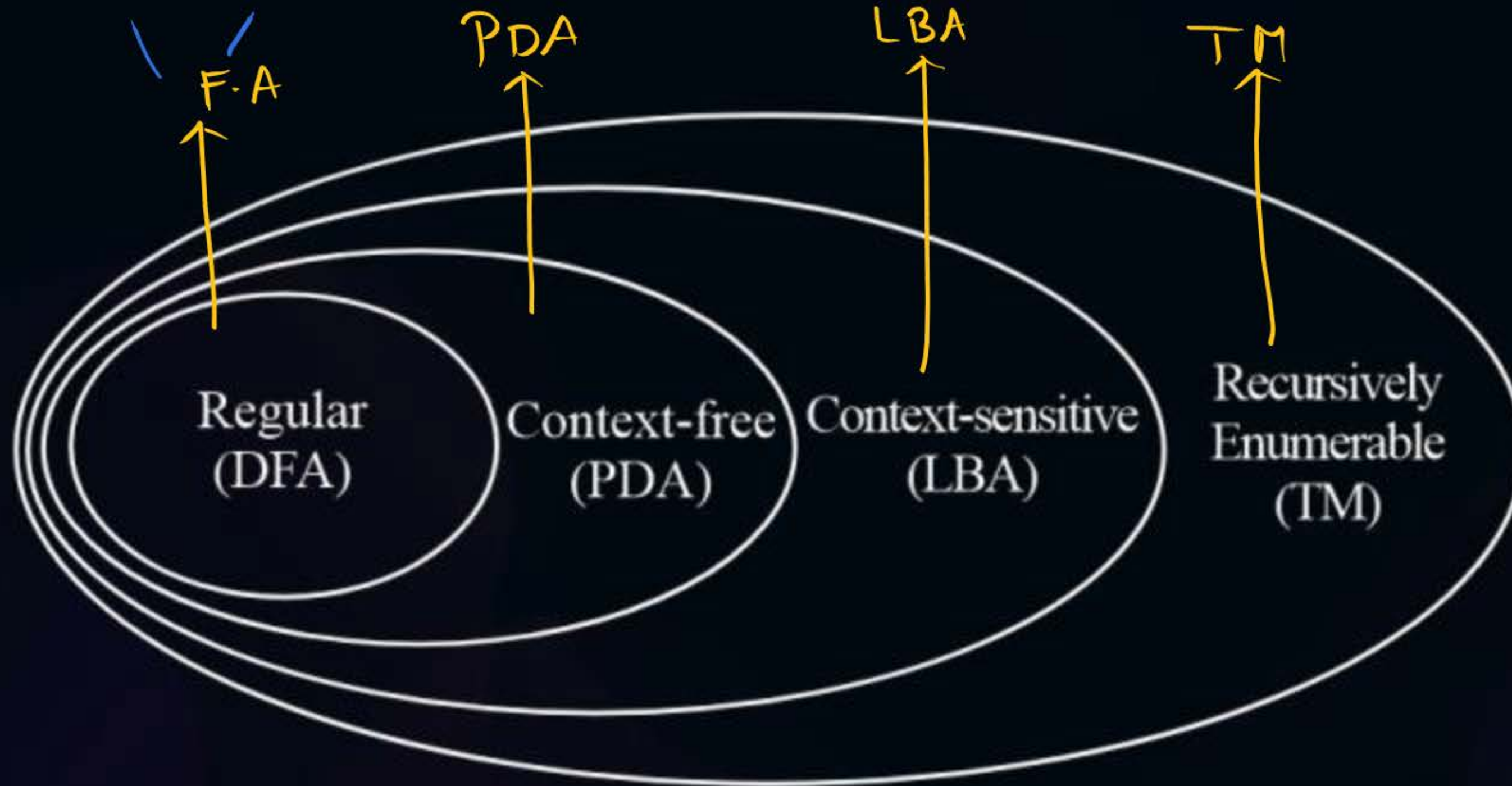






# Topic : Theory of Computation

$NFA = DFA$     $DPDA < NPDA$     $DLBA? NLBA$     $DTM = NTM$





(Q) Which of the following is false?

(a) Every NFA can be converted to DFA

(b) Every NTM can be converted to DTM

(c) Every NPDA can be converted to DPDA  
false

(d) none





## Topic : Recursive and Recursive Enumerable Language in TOC

### **Recursive Enumerable (RE) or Type-0 Language**

RE languages or type-0 languages are generated by type-0 grammars.

An RE language can be accepted or recognized by Turing machine which means it will enter into final state for the strings of language and may or may not enter into rejecting state for the strings which are not part of the language.

It means TM can loop forever for the strings which are not a part of the language. RE languages are also called as Turing recognizable languages.



## • Recursive Language (REC)

- A recursive language (subset of RE) can be decided by Turing machine which means it will enter into final state for the strings of language and rejecting state for the strings which are not part of the Language.
- e.g.;  $L = \{a^n b^n c^n \mid n \geq 1\}$
- is recursive because we can construct a turing machine which will move to final state if the string is of the form  $a^n b^n c^n$  else move to non-final state.
- So the TM will always halt in this case. REC Languages are also called as Turing decidable languages.

#Q. Context-free languages are

- ☒ A closed under union
- ☐ B closed under complementation
- ☐ C closed under intersection
- ☐ D closed under Kleene closure



#Q. If  $L_1$  and  $L_2$  are context free languages and  $R$  a regular set, one of the languages below is not necessarily a context free language. Which one?

**A**  $L_1 L_2$

**B**  $L_1 \cap L_2$

**C**  $L_1 \cap R$

**D**  $L_1 \cup L_2$

#Q. Let  $R_1$  and  $R_2$  be regular sets defined over the alphabet then

**A**  $R_1 \cap R_2$  is not regular

**B**  $R_1 \cup R_2$  is not regular

**C**  $\Sigma^* - R_1$  is regular

**D**  $R_1^*$  is not regular



## [MCQ]



#Q. If  $L_1 = \{a^n \mid n \geq 0\}$  and  $L_2 = \{b^n \mid n \geq 0\}$ , consider

I.  $L_1 \cdot L_2$  is a regular language

II.  $L_1 \cdot L_2 = \{a^n b^n \mid n \geq 0\}$

Which one of the following is CORRECT?

**A**

Only I

**B**

Only II

**C**

Both I and II

**D**

Neither I nor II

#Q. Let  $L_1, L_2$  be any two context-free languages and  $R$  be any regular language. Then which of the following is/are CORRECT?

I.  $L_1 \cup L_2$  is context-free.

II.  $\emptyset$  is context-free.

III.  $L_1 - R$  is context-free.

IV.  $L_1 \cap L_2$  is context-free.

**A**

I, II and IV only

**B**

I and III only

**C**

II and IV only

**D**

I only



#Q. Let  $L_1$  be a recursive language. Let  $L_2$  and  $L_3$  be language that are recursively enumerable but not recursive. Which of the following statements is not necessarily true?

- A**  $L_2 - L_1$  is recursively enumerable
- B**  $L_1 - L_3$  is recursively enumerable
- C**  $L_2 \cap L_3$  is recursively enumerable
- D**  $L_2 \cup L_3$  is recursively enumerable

## [MCQ]



#Q. Consider the following types of languages  $L_1$ : Regular,  $L_2$ : Context-free,  $L_3$ : Recursive,  $L_4$ : Recursively enumerable.  
Which of the following is/are TRUE?

- I.  $L_1 \cup L_4$  is recursively enumerable.
- II.  $L_1 \cup L_2$  is recursive.
- III.  $L_1^* \cap L_2$  is context free.
- IV.  $L_1 \cup \overline{L_2}$  is context-free.

**A**

I Only

**B**

I and III only

**C**

I and IV only

**D**

I, II and III only



#Q. Which of the following problems are undecidable

- A** Membership problem in context-free languages
- B** Whether a given context-free language is regular
- C** Whether a finite state automation halts on all inputs
- D** Membership problem for type 0 languages



#Q. Which of the following statements is false?

- A** The halting problem for Turing machine is undecidable  $\rightarrow$  true
- B** Determining whether a context free grammar is ambiguous is undecidable  $\rightarrow$  true
- C** Given two arbitrary context free grammars  $G_1$  and  $G_2$ , it is undecidable whether  $L(G_1) = L(G_2)$   $\rightarrow$  true
- D** Given two regular grammars  $G_1$  and  $G_2$ , it is undecidable whether  $L(G_1) = L(G_2)$   $\rightarrow$  false



- #Q. Consider the following problems  $L(G)$  denotes the language generated by a grammar  $G$ .  $L(M)$  denotes the language accepted by a machine  $M$ .
- I. For an unrestricted grammar  $G$  and a string  $w$ , whether  $w \in L(G)$   $\rightarrow$  UD <sup>membership</sup>
  - II. Given a Turing Machine  $M$ , whether  $L(M)$  is regular.  $\rightarrow$  UD
  - III. Given two grammars  $G_1$  and  $G_2$ , whether  $L(G_1) = L(G_2)$   $\rightarrow$  UD
  - IV. Given an NFA  $N$ , whether there is a deterministic PDA  $P$  such that  $N$  and  $P$  accept the same language.

Which one of the following statements is correct?

DCFL Reg } Decidable  
 $DCFL = DCFL$

- A** Only I and II are undecidable
- B** Only III is undecidable
- C** Only II and IV are undecidable
- D** Only I, II and III are undecidable





## 2 mins Summary



Topic

One UnDecidability

Topic

Two Reduction

Topic

Three Table

Topic

Four

Topic

Five



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THANK - YOU