

Lecture 14

4.2 UNRESTRICTED GRAMMAR

4.2.1 Construction of a Turing Machine from an Unrestricted Grammar

4.2.2 Construction of a Grammar from a Turing Machine

4.3 PROPERTIES OF RECURSIVE AND RECURSIVELY ENUMERABLE (RE) LANGUAGES

4.3.1 Closure properties

4.3.2 Computability

4.3.3 Decidability

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Unrestricted Grammar

- **Productions of a context-free grammar**
 - only one nonterminal symbol (variable) on the left side

$$A \rightarrow \alpha$$

- **Productions of a regular grammar**
 - left-linear or right-linear

$$A \rightarrow wB$$

$$A \rightarrow w$$

$$A \rightarrow Bw$$

$$A \rightarrow w$$

- **Productions of an unrestricted grammar**
 - $\alpha \rightarrow \beta$

$$\alpha \neq \varepsilon$$

$$\gamma \alpha \delta \Rightarrow \gamma \beta \delta$$

Unrestricted Grammar

1) $S \rightarrow ACaB$

2) $Ca \rightarrow aaC$

3) $CB \rightarrow DB$

4) $CB \rightarrow E$

5) $aD \rightarrow Da$

6) $AD \rightarrow AC$

7) $aE \rightarrow Ea$

8) $AE \rightarrow \varepsilon$

Unrestricted Grammar

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S

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A Ca B

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$A \ a \ a \ E$

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$a \quad a$

S

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$A \ C \ a \ B$

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$AD \quad a \quad a \quad B$

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$A \ a \ E \ a \ a \ a$

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$$8) AE \rightarrow \varepsilon$$

a a

a a a a

S

A aⁱ C a^j B

$$i + 2j = 2^k$$

A aⁱ DB

$$i = 2^k$$

A a^j D aⁱ B

$$j + i = 2^k$$

A aⁱ E

$$i = 2^k$$

A E aⁱ

$$i = 2^k$$

aⁱ

$$i = 2^k$$

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Construction of a Turing Machine from an Unrestricted Grammar

Tape 

Tape 

Construction of a Turing Machine from an Unrestricted Grammar

Tape A horizontal row of 12 squares representing a tape. The first square is light green and contains the letter 'w'. The remaining 11 squares are white and each contain the letter 'B'.

Tape A horizontal row of 11 squares representing a tape. The first square is light blue and contains the Greek letter 'α'. The remaining 10 squares are white and each contain the letter 'B'.

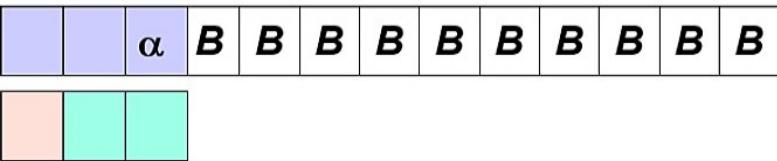
Construction of a Turing Machine from an Unrestricted Grammar

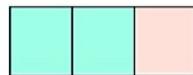
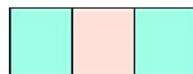
Tape A horizontal row of 11 rectangular boxes. The first box contains the letter 'w' in black. The remaining 10 boxes all contain the letter 'B' in black.

Tape A horizontal row of 11 rectangular boxes. The first box contains the letter 'w' in black. The second box contains the letter 'α' in black. The remaining 9 boxes all contain the letter 'B' in black.

Construction of a Turing Machine from an Unrestricted Grammar

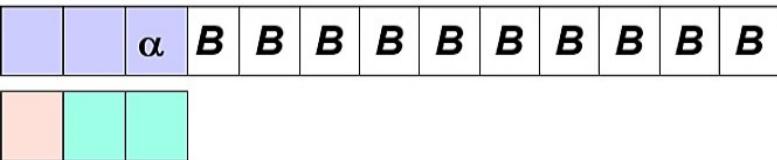
Tape  A horizontal row of 12 squares. The first square is light green and contains the letter 'w'. The remaining 11 squares are white and each contain the letter 'B'.

Tape  A horizontal row of 12 squares. The first two squares are light purple and contain the letter 'α'. The next 10 squares are white and each contain the letter 'B'. Below this row is a vertical stack of three squares: the top square is light red, the middle square is light green, and the bottom square is light blue.

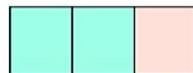
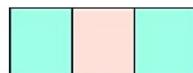


Construction of a Turing Machine from an Unrestricted Grammar

Tape 

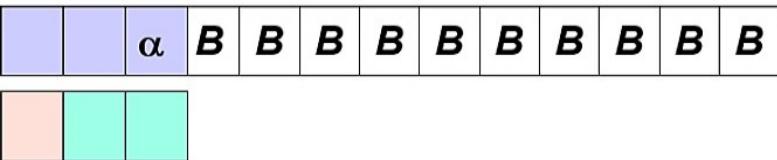
Tape 

$$\beta_1 \rightarrow \gamma_1 \quad \boxed{w \xi_1}$$

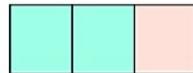
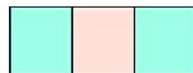


Construction of a Turing Machine from an Unrestricted Grammar

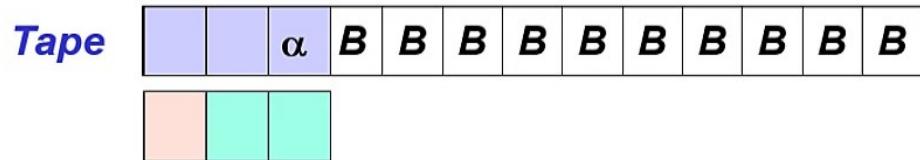
Tape  A horizontal row of 12 squares. The first square is light green and contains the letter 'w'. The remaining 11 squares are white and each contain the letter 'B'.

Tape  A horizontal row of 12 squares. The first two squares are light purple and contain the letter 'α'. The next 10 squares are white and each contain the letter 'B'. Below this row is a vertical stack of three squares: the top square is light orange, the middle square is light green, and the bottom square is light blue.

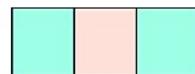
$$\begin{array}{l} \beta_1 \rightarrow \gamma_1 \\ \beta_2 \rightarrow \gamma_2 \end{array} \quad \begin{array}{c} \xi_1 \\ \hline w \ \xi_2 \end{array}$$



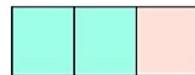
Construction of a Turing Machine from an Unrestricted Grammar



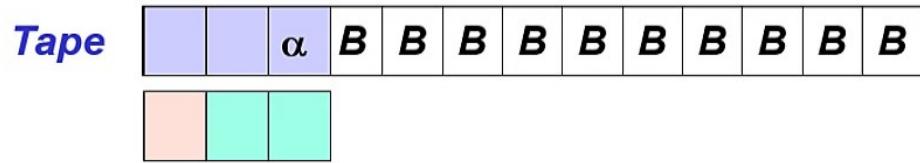
$$\begin{array}{l} \beta_1 \rightarrow \gamma_1 \\ \beta_2 \rightarrow \gamma_2 \end{array} \quad \begin{array}{c} \xi_1 \\ \hline \xi_2 \end{array}$$



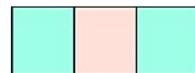
$$\beta_3 \rightarrow \gamma_3 \quad \begin{array}{c} w \ \xi_3 \end{array}$$



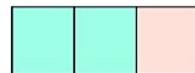
Construction of a Turing Machine from an Unrestricted Grammar



$$\beta_1 \rightarrow \gamma_1 \quad \xi_1$$
$$\beta_2 \rightarrow \gamma_2 \quad \xi_2$$

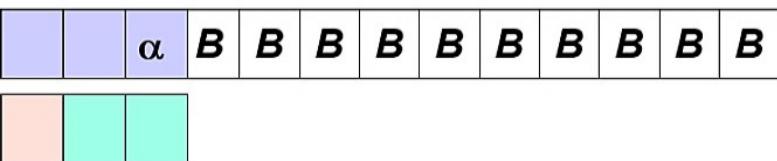


$$\beta_3 \rightarrow \gamma_3 \quad \xi_3$$
$$\beta_4 \rightarrow \gamma_4 \quad w \xi_4$$

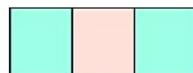


Construction of a Turing Machine from an Unrestricted Grammar

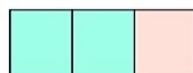
Tape  $w \quad B \quad B$

Tape  $\alpha \quad B \quad B$


$$\begin{array}{l} \beta_1 \rightarrow \gamma_1 \quad \xi_1 \\ \beta_2 \rightarrow \gamma_2 \quad \xi_2 \end{array}$$



$$\begin{array}{l} \beta_3 \rightarrow \gamma_3 \quad \xi_3 \\ \beta_4 \rightarrow \gamma_4 \quad \xi_4 \end{array}$$



$$\beta_5 \rightarrow \gamma_5 \quad w \quad \xi_5$$

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Construction of a Grammar from a Turing Machine

Tape

a_1	a_2	--	a_n	B	B	B	B
-------	-------	----	-------	-----	-----	-----	-----

State = q_0

Initial ID of a TM M :

$q_0 a_1 a_2 \dots a_n$

Derivative substring of a grammar:

$q_0 [a_1, a_1] [a_2, a_2] \dots [a_n, a_n]$

Construction of a Grammar from a Turing Machine

Tape	<table border="1"><tr><td>a_1</td><td>a_2</td><td>--</td><td>a_n</td><td>B</td><td>B</td><td>B</td><td>B</td></tr></table>	a_1	a_2	--	a_n	B	B	B	B
a_1	a_2	--	a_n	B	B	B	B		

State = q_0

Tape	<table border="1"><tr><td>X</td><td>Y</td><td>--</td><td>Z</td><td>W</td><td>B</td><td>B</td><td>B</td></tr></table>	X	Y	--	Z	W	B	B	B
X	Y	--	Z	W	B	B	B		

State = $q \in F$

Initial ID of a TM M :

$q_0 a_1 a_2 \dots a_n$

Derivative substring of a grammar:

$q_0 [a_1, a_1] [a_2, a_2] \dots [a_n, a_n]$

Final ID of a TM M :

$X Y \dots Z q W$

Derivative substring of a grammar:

$[a_1, X] [a_2, Y] \dots [a_n, Z] q [\varepsilon, W]$

Construction of a Grammar from a Turing Machine

The string the grammar has to generate

Tape	
------	--

State = q_0

Tape	
------	--

State = $q \in F$

Initial ID of a TM M :

$q_0 a_1 a_2 \dots a_n$

Derivative substring of a grammar:

$q_0 [a_1, a_1] [a_2, a_2] \dots [a_n, a_n]$

Final ID of a TM M :

$X Y \dots Z q W$

Derivative substring of a grammar:

$[a_1, X] [a_2, Y] \dots [a_n, Z] q [\varepsilon, W]$

Construction of a Grammar from a Turing Machine

Initial ID of a TM M :

$q_0 a_1 a_2 \dots a_n$

Derivative substring of a grammar:

$q_0 [a_1, a_1] [a_2, a_2] \dots [a_n, a_n]$

Productions:

- 1) $A_1 \rightarrow q_0 A_2$
- 2) $A_2 \rightarrow [a, a] A_2$

Derivative substring of a grammar:

$q_0 [a_1, a_1] [a_2, a_2] \dots [a_n, a_n] [\varepsilon, B]^m$

Productions:

- 3) $A_2 \rightarrow A_3$
- 4) $A_3 \rightarrow [\varepsilon, B] A_3$
- 5) $A_3 \rightarrow \varepsilon$

Construction of a Grammar from a Turing Machine

Transition of a TM M :

$$\delta(q, X) = (p, Y, R)$$

Productions:

$$6) \quad q [a, X] \rightarrow [a, Y] p$$

Transition of a TM M :

$$\delta(q, X) = (p, Y, L)$$

Productions:

$$7) \quad [b, Z] q [a, X] \rightarrow p [b, Z] [a, Y]$$

Construction of a Grammar from a Turing Machine

$q_0 \ a_1 \ a_2 \dots \ a_n$

$\succ X_1 \quad X_2 \quad \dots \ X_{r-1} \ q \quad X_r \quad \dots \ X_s$

$q_0 [a_1, a_1] [a_2, a_2] \dots [a_n, a_n] [\varepsilon, B]^m$

$\Rightarrow [a_1, X_1] [a_2, X_2] \dots [a_n, X_n] \dots [\varepsilon, X_{r-1}] q [\varepsilon, X_r] \dots [\varepsilon, X_s] [\varepsilon, B] \dots [\varepsilon, B]$

Construction of a Grammar from a Turing Machine

$q_0 \boxed{a_1 a_2 \dots a_n}$

$\succ X_1 \quad X_2 \quad \dots X_{r-1} q \quad X_r \quad \dots X_s$

$q_0 \boxed{[a_1, a_1]} \boxed{[a_2, a_2]} \dots \boxed{[a_n, a_n]} [\varepsilon, B]^m$

$\Rightarrow \boxed{[a_1, X_1]} \boxed{[a_2, X_2]} \dots \boxed{[a_n, X_n]} \dots [\varepsilon, X_{r-1}] q [\varepsilon, X_r] \dots [\varepsilon, X_s] [\varepsilon, B] \dots [\varepsilon, B]$

Construction of a Grammar from a Turing Machine

$q_0 \boxed{a_1 a_2 \dots a_n}$

$\succ \boxed{X_1 \quad X_2 \quad \dots \quad X_{r-1} \quad q \quad X_r \quad \dots \quad X_s}$

$q_0 \boxed{[a_1, a_1]} \boxed{[a_2, a_2]} \dots \boxed{[a_n, a_n]} [\varepsilon, B]^m$

$\Rightarrow \boxed{[a_1, X_1]} \boxed{[a_2, X_2]} \dots \boxed{[a_n, X_n]} \dots \boxed{[\varepsilon, X_{r-1}]} \boxed{q} \boxed{[\varepsilon, X_r]} \dots \boxed{[\varepsilon, X_s]} [\varepsilon, B] \dots [\varepsilon, B]$

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- | | |
|-----|------------------------------|
| 8) | $[a, X] q \rightarrow q a q$ |
| 9) | $q [a, X] \rightarrow q a q$ |
| 10) | $q \rightarrow \varepsilon$ |

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- | | |
|-----|------------------------------|
| 8) | $[a, X] q \rightarrow q a q$ |
| 9) | $q [a, X] \rightarrow q a q$ |
| 10) | $q \rightarrow \varepsilon$ |

$[a_1, X_1] [a_2, X_2] \dots [a_{t-1}, X_{t-1}] q [a_t, X_t] [a_{t+1}, X_{t+1}] \dots [a_n, X_n] [\varepsilon, X_n] \dots [\varepsilon, X_{n+m}]$

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- | | |
|-----|------------------------------|
| 8) | $[a, X] q \rightarrow q a q$ |
| 9) | $q [a, X] \rightarrow q a q$ |
| 10) | $q \rightarrow \varepsilon$ |

$[a_1, X_1] [a_2, X_2] \dots [a_{t-1}, X_{t-1}] q \quad a_t \quad q [a_{t+1}, X_{t+1}] \dots [a_n, X_n] [\varepsilon, X_n] \dots [\varepsilon, X_{n+m}]$

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- 8) $[a, X] q \rightarrow q a q$
- 9) $q [a, X] \rightarrow q a q$
- 10) $q \rightarrow \varepsilon$

$[a_1, X_1] [a_2, X_2] \dots q \ a_{t-1} \ q \ a_t \ q \ a_{t+1} \ q \ \dots [a_n, X_n] [\varepsilon, X_n] \dots [\varepsilon, X_{n+m}]$

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- 8) $[a, X] q \rightarrow q a q$
- 9) $q [a, X] \rightarrow q a q$
- 10) $q \rightarrow \varepsilon$

$q \ a_1 \ q \ a_2 \ \dots \ q \ a_{t-1} \ q \ a_t \ q \ a_{t+1} \ q \ \dots \ q \ a_n \ q \ q \ q \ q$

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- | | |
|-----|------------------------------|
| 8) | $[a, X] q \rightarrow q a q$ |
| 9) | $q [a, X] \rightarrow q a q$ |
| 10) | $q \rightarrow \varepsilon$ |

$a_1 \quad a_2 \quad \dots \quad a_{t-1} \quad a_t \quad a_{t+1} \quad \dots \quad a_n$

Construction of a Grammar from a Turing Machine

For all accepting states $q \in F$

For all input symbols $a \in \Sigma \cup \{ \varepsilon \}$

For all tape symbols $X \in \Gamma$

Productions:

- | | |
|-----|------------------------------|
| 8) | $[a, X] q \rightarrow q a q$ |
| 9) | $q [a, X] \rightarrow q a q$ |
| 10) | $q \rightarrow \varepsilon$ |

$a_1 \quad a_2 \quad \dots \quad a_{t-1} \quad a_t \quad a_{t+1} \quad \dots \quad a_n$
 $\Rightarrow \ a_1 \ a_2 \dots \ a_n$

Lecture 14

4.2 UNRESTRICTED GRAMMAR

4.2.1 Construction of a Turing Machine from an Unrestricted Grammar

4.2.2 Construction of a Grammar from a Turing Machine

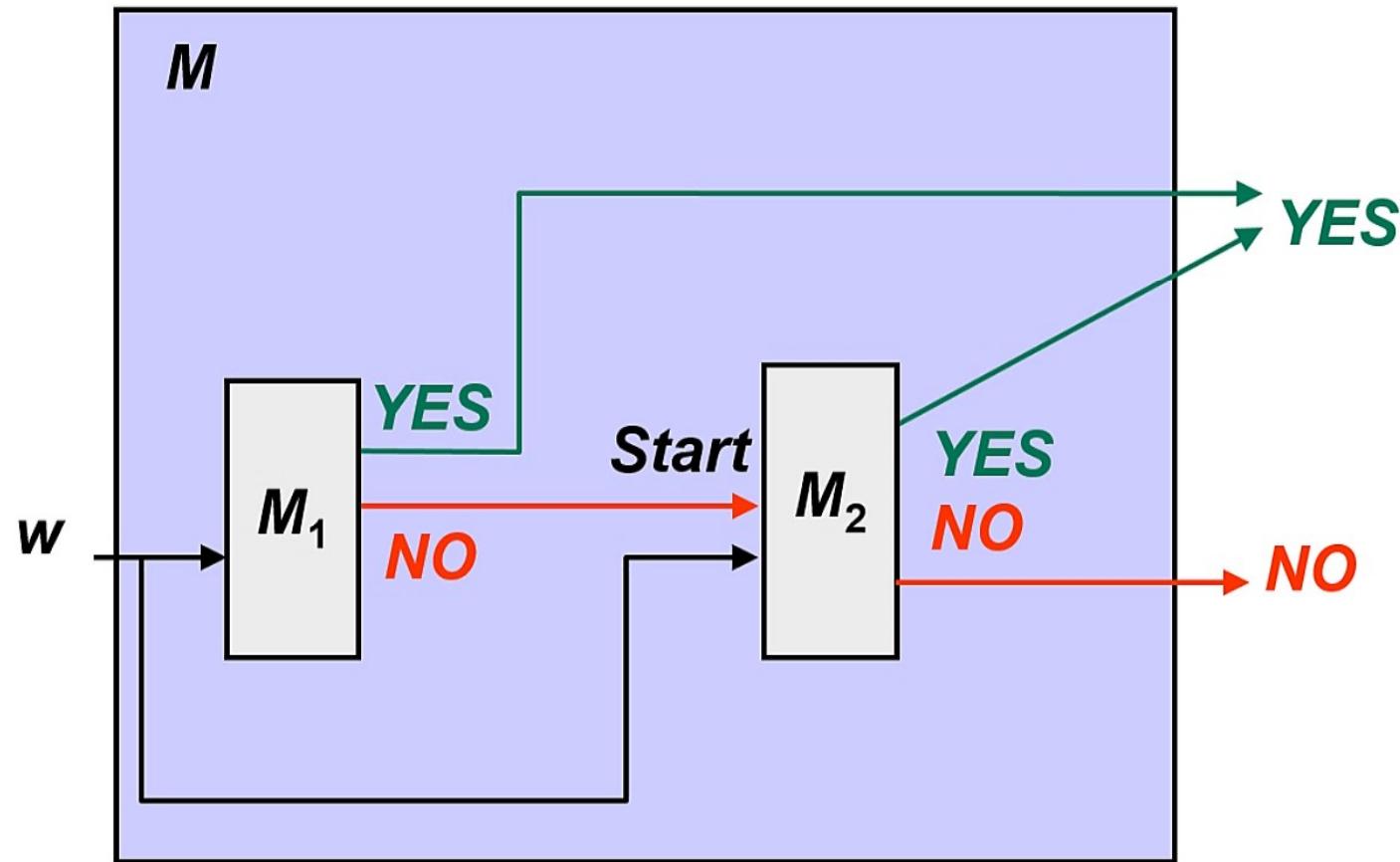
4.3 PROPERTIES OF RECURSIVE AND RECURSIVELY ENUMERABLE (RE) LANGUAGES

4.3.1 Closure properties

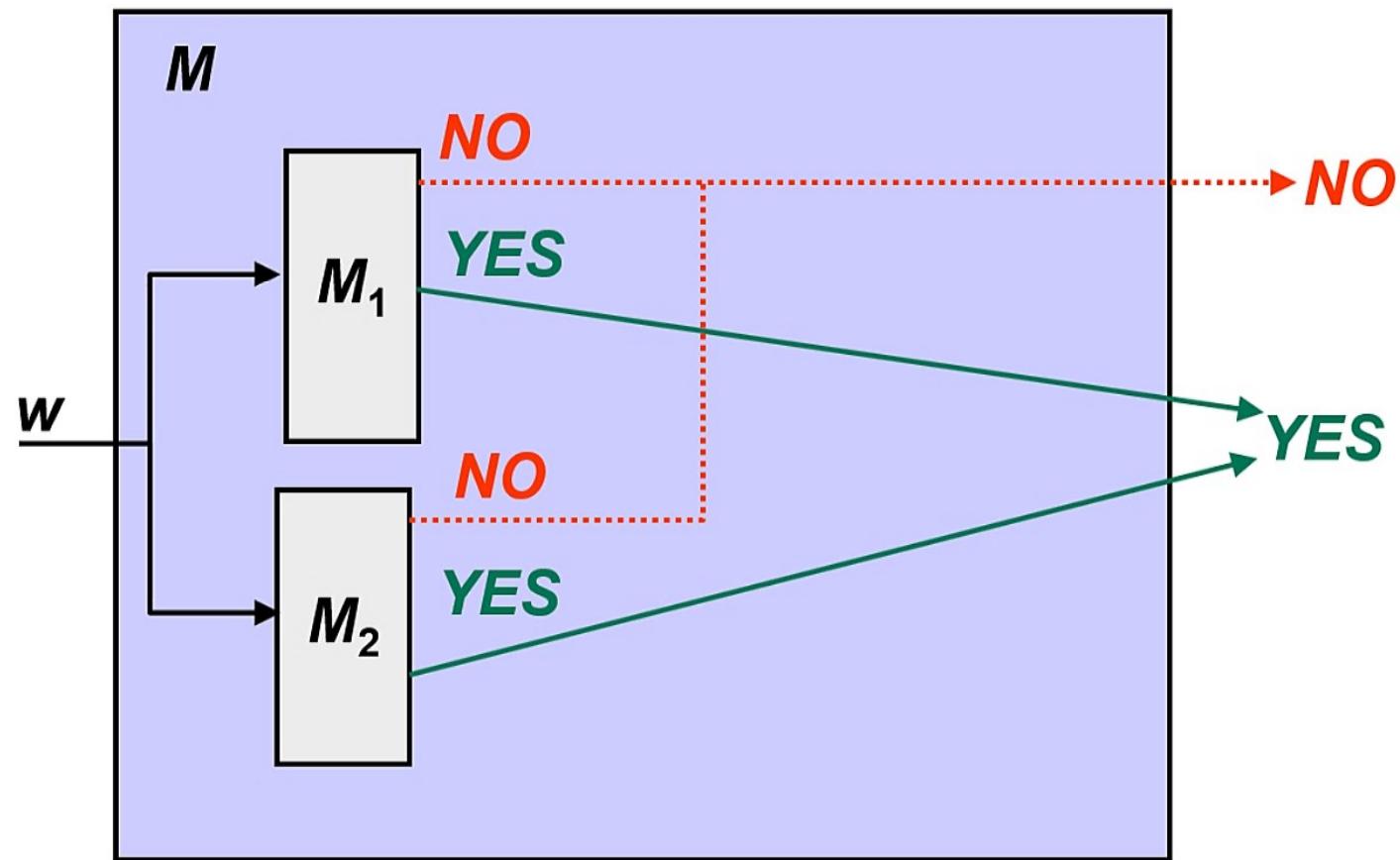
4.3.2 Computability

4.3.3 Decidability

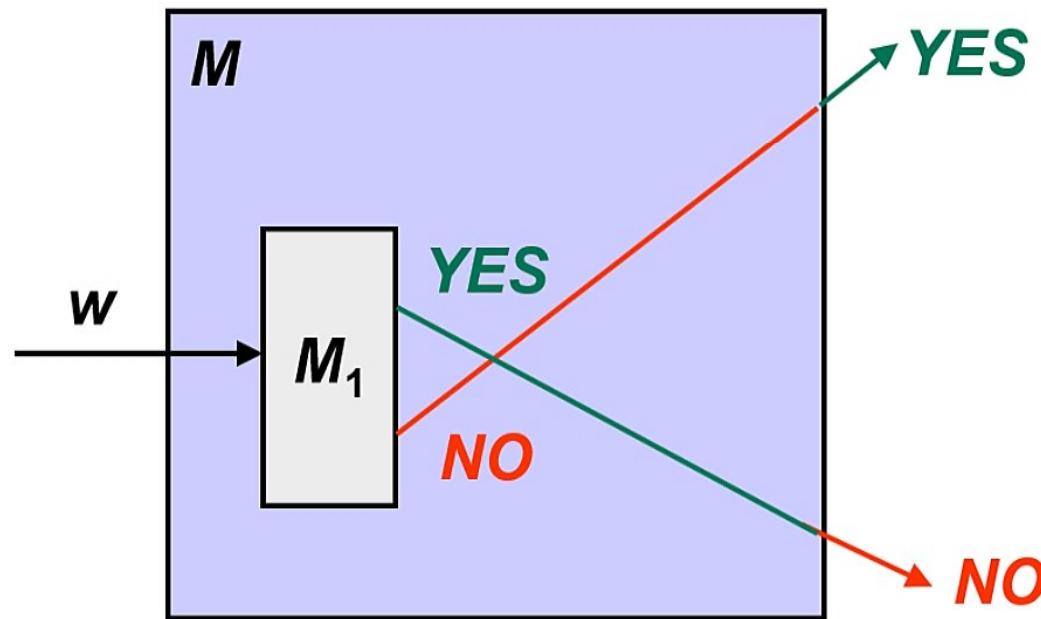
Union of Recursive Languages



Union of Recursively Enumerable Languages



Complement of a Recursive Language



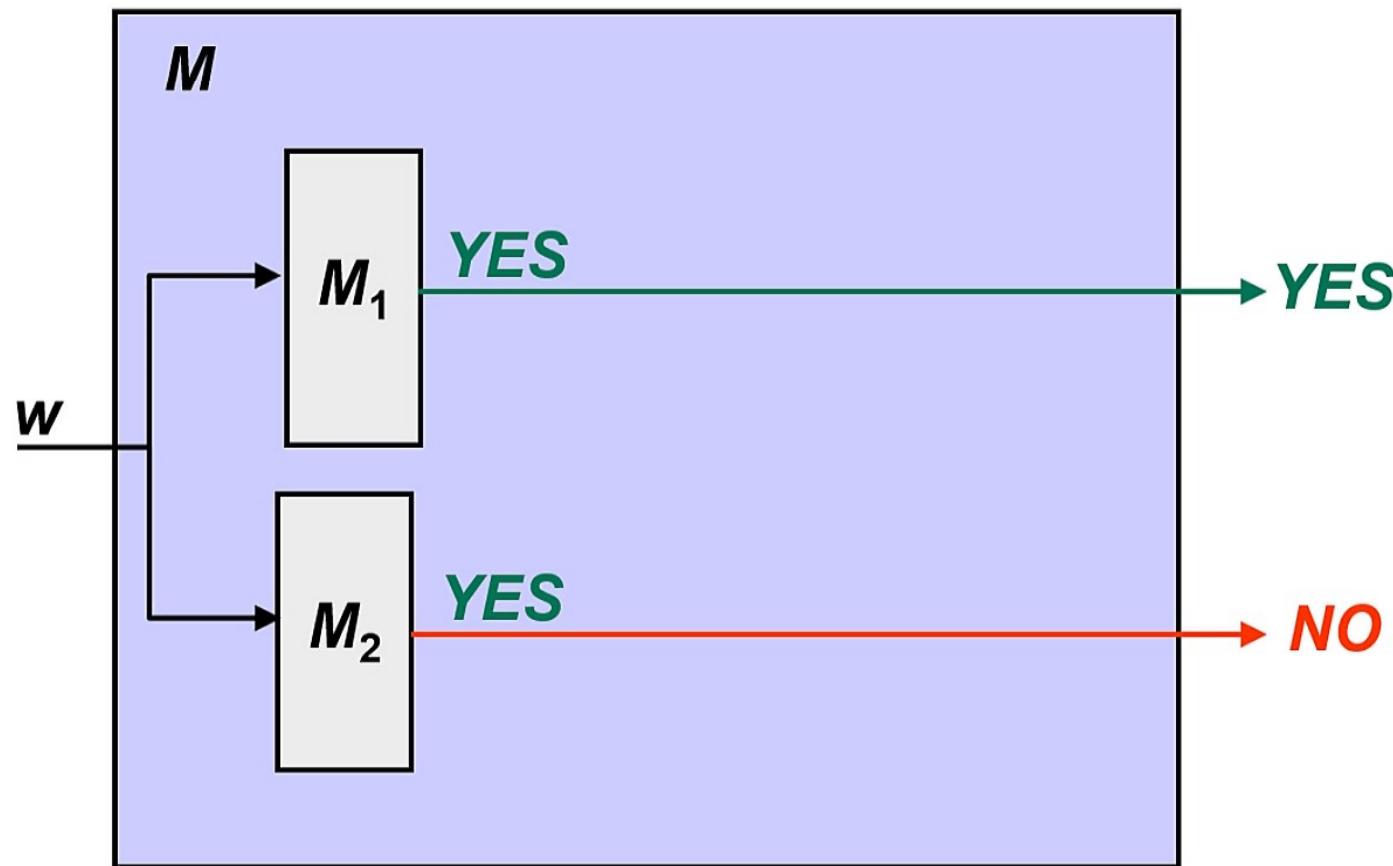
Complement of a Recursive Language

Language L_1

Language L_2 , which is a complement of L_1

- recursively enumerable

- recursively enumerable



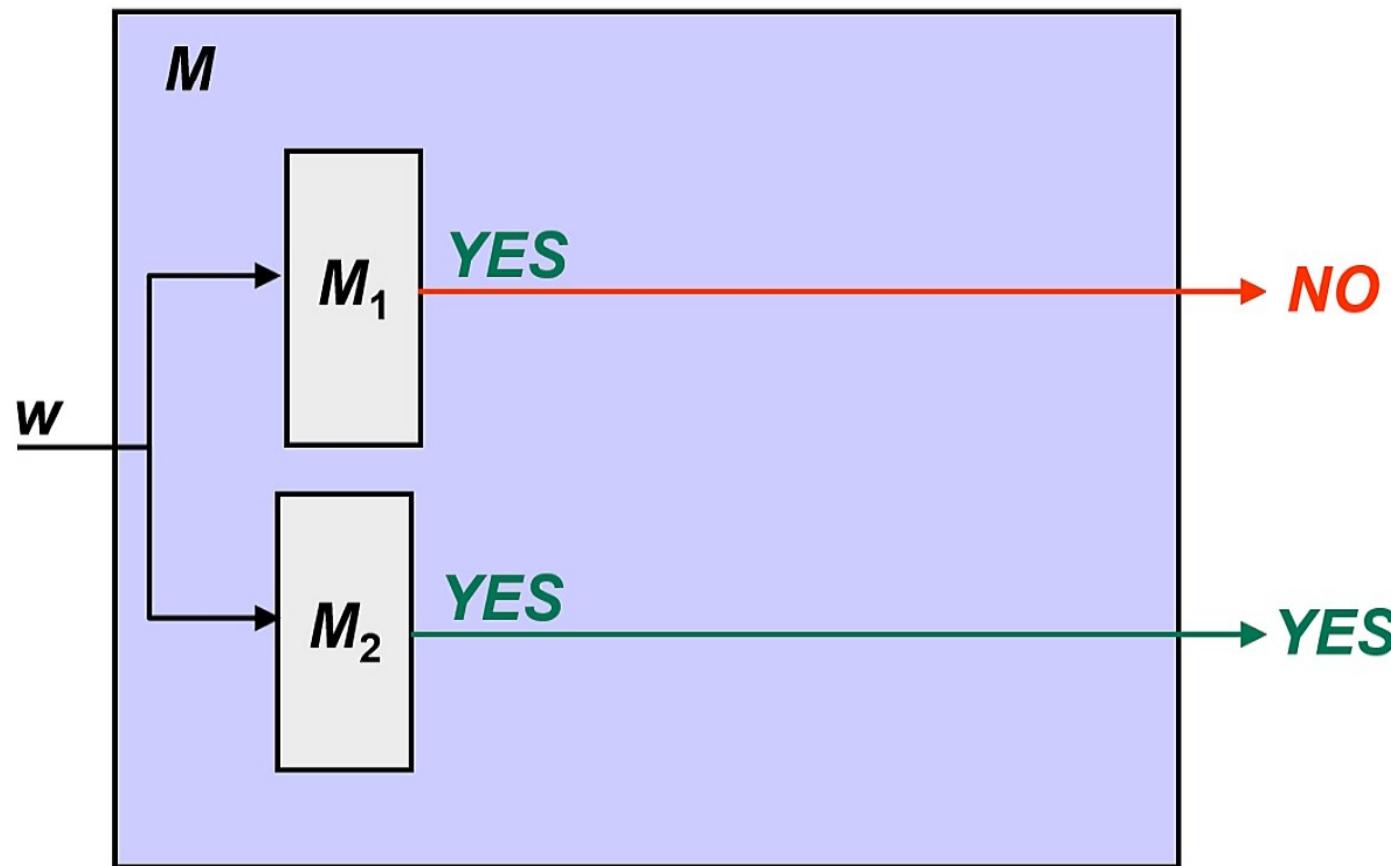
Complement of a Recursive Language

Language L_1

Language L_2 , which is a complement of L_1

- recursively enumerable

- recursively enumerable



Complement of a Recursive Language

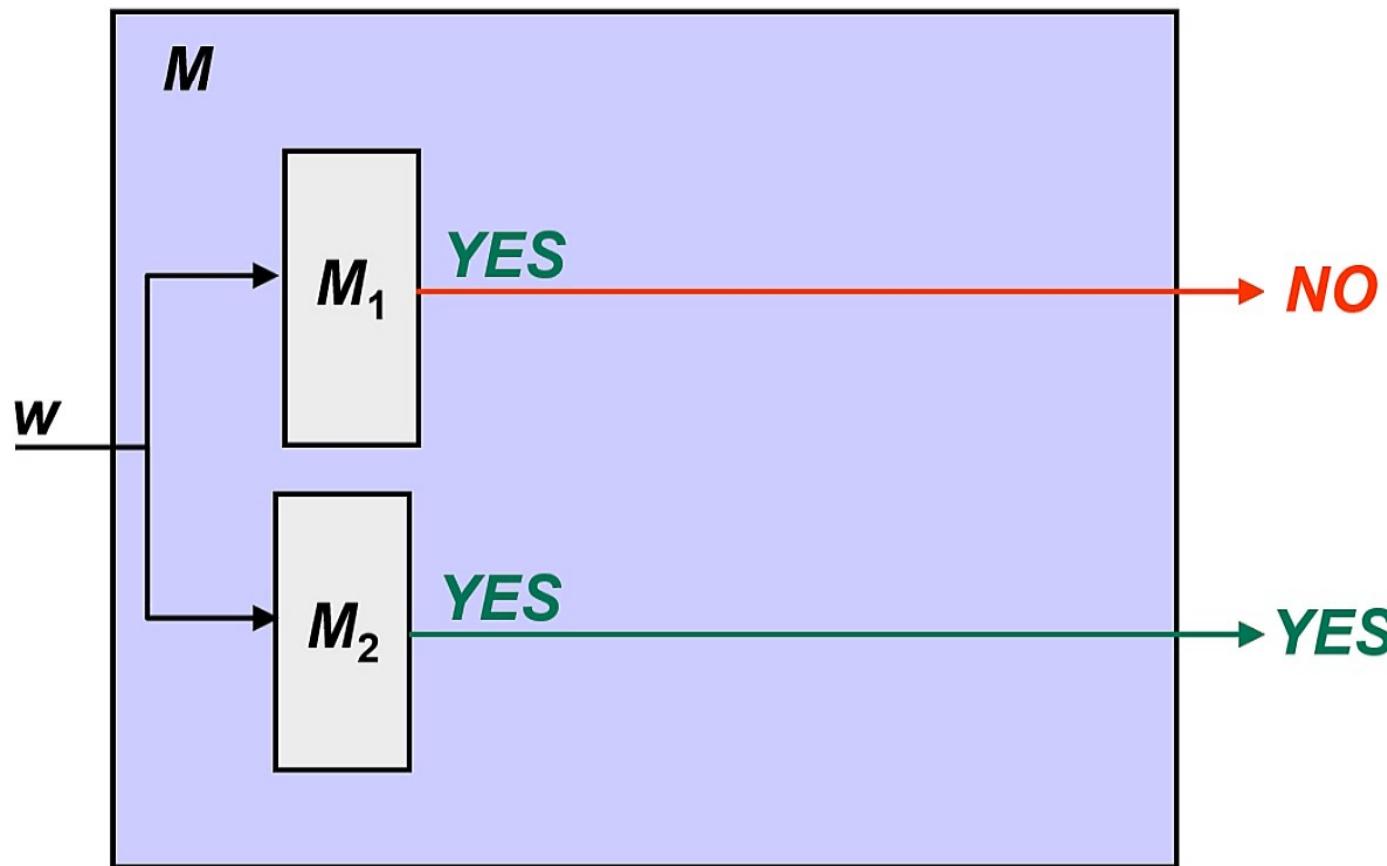
Language L_1

Language L_2 , which is a complement of L_1

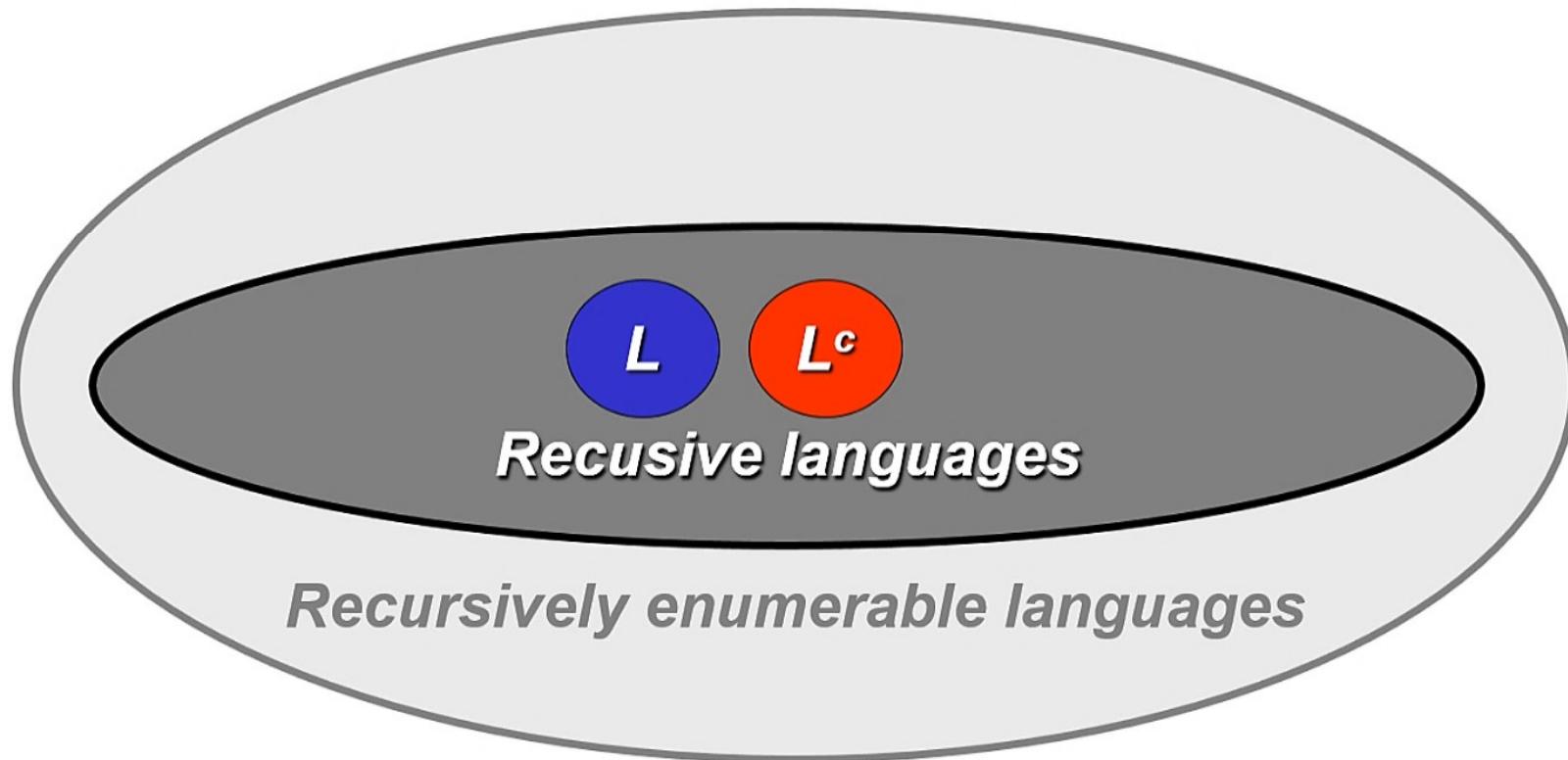
- recursively enumerable

- recursively enumerable

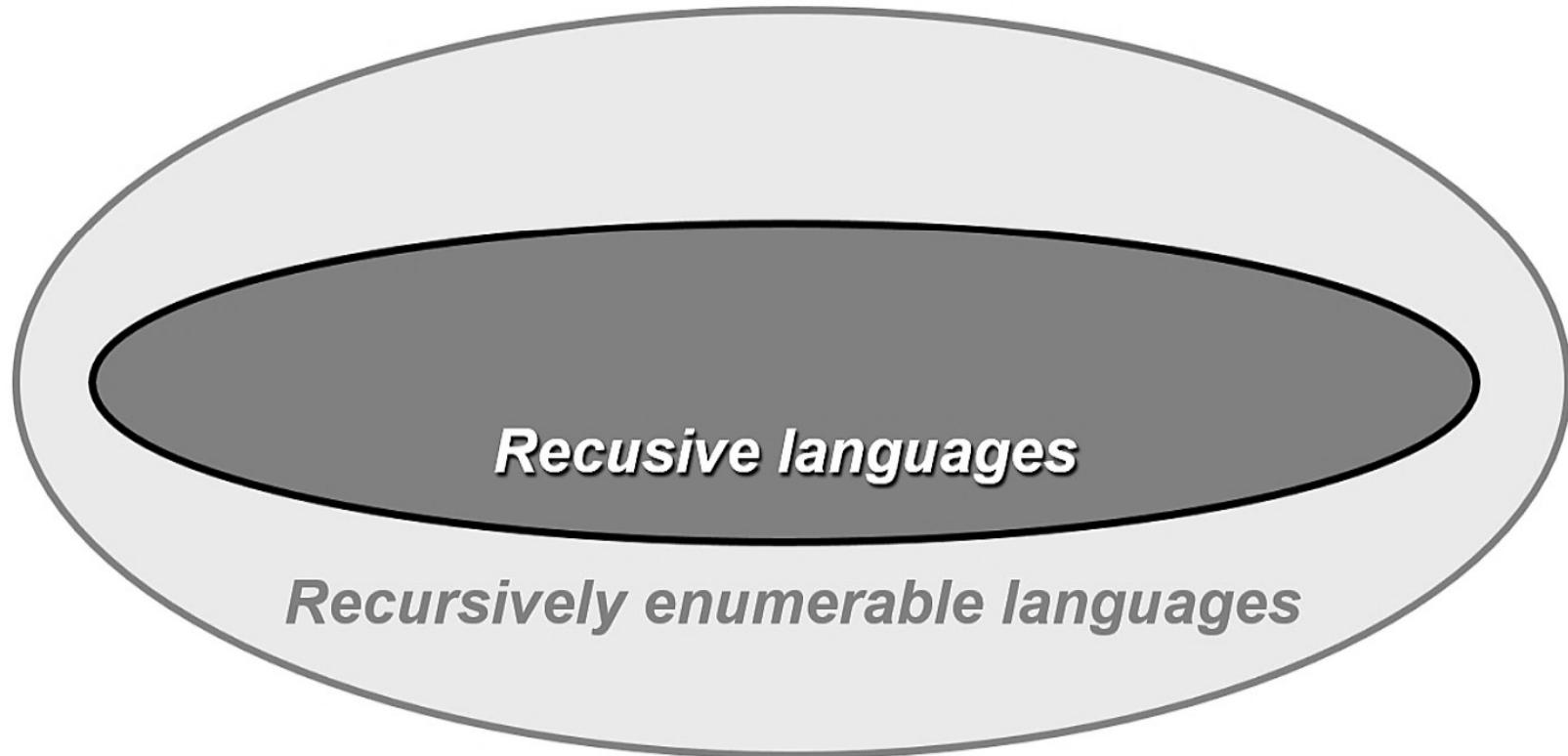
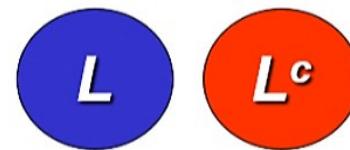
then both languages are **RECURSIVE**



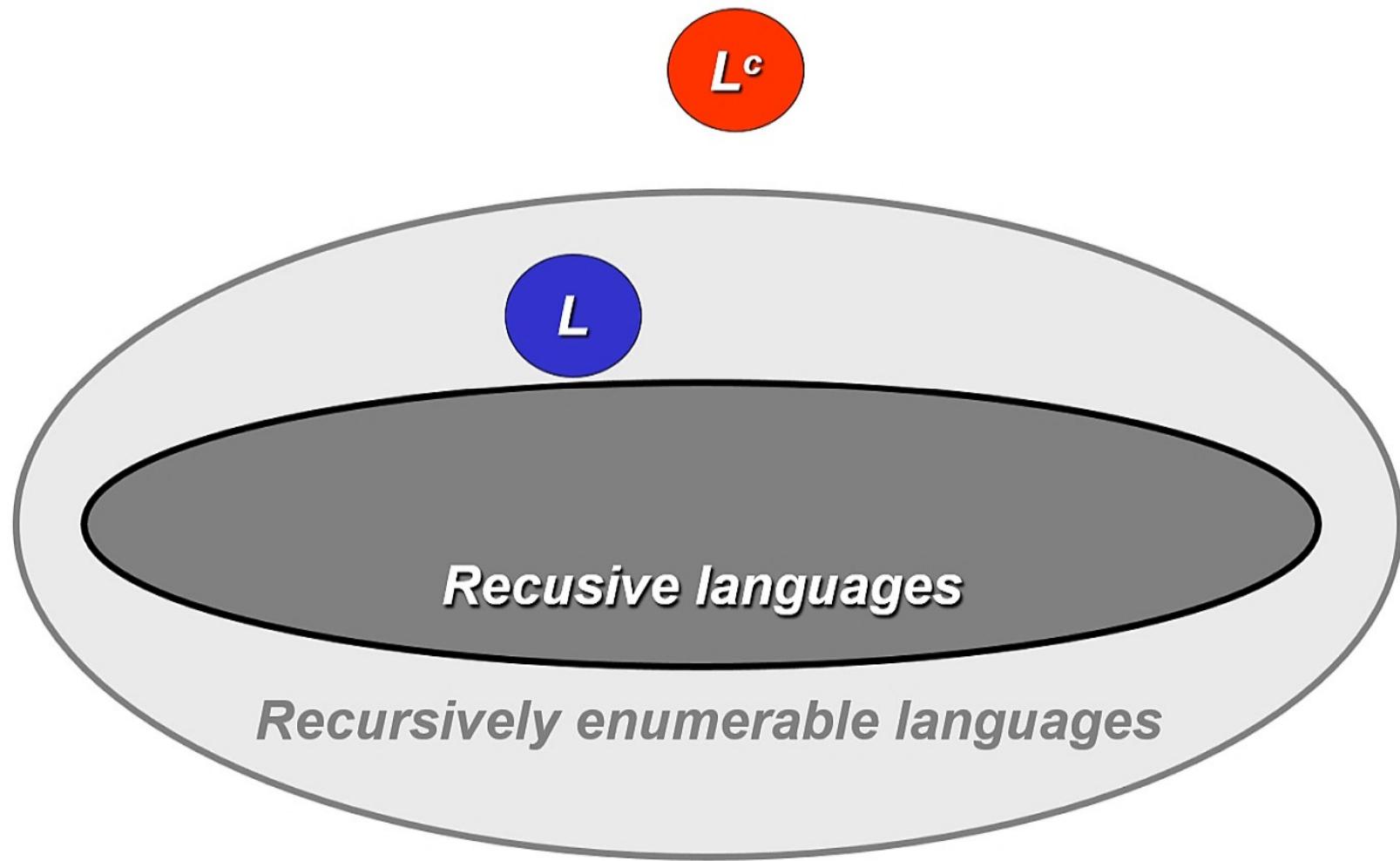
Complement



Complement



Complement



Lecture 14

4.2 UNRESTRICTED GRAMMAR

4.2.1 Construction of a Turing Machine from an Unrestricted Grammar

4.2.2 Construction of a Grammar from a Turing Machine

4.3 PROPERTIES OF RECURSIVE AND RECURSIVELY ENUMERABLE (RE) LANGUAGES

4.3.1 Closure properties

4.3.2 Computability

4.3.3 Decidability

Computability

- **A problem is computable**
 - if there exists an automaton that solves the problem step by step
 - no limitations on
 - the number of steps
 - the size of the tape (memory)
 - we do not require that the process ever halts

Computability

- **Church-Turing hypothesis**
 - computable functions – partial (general) recursive functions
 - we can build a TM to compute them
 - TM computes partial recursive functions step by step using a given transition function
 - TM does not have to halt for all input strings
 - computability of partial recursive functions is based on the broadest definition

Simulation of a Digital Computer by a Turing Machine

Memory

# 0 * v_0	# 1 * v_1	# 10 *	v_2	# - - - # $k * v_k$
-------------	-------------	--------	-------	---------------------

Arithmetic registers

# R_0	# R_1	# R_2	# - - - # R_l	B	B	B
---------	---------	---------	-----------------	-----	-----	-----

Program counter

PC	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

MAR	B										
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

# $n_0 * k_0$	# $n_1 * k_1$	# $n_2 * k_2$	# - - - # $n_m * k_m$
---------------	---------------	---------------	-----------------------

Simulation of a Digital Computer by a Turing Machine

Memory

# 0 * v_0	# 1 * v_1	# 10 *	v_2	# - - - # $k * v_k$
-------------	-------------	--------	-------	---------------------

Arithmetic registers

# R_0	# R_1	# R_2	# - - - # R_l	B	B	B
---------	---------	---------	-----------------	-----	-----	-----

Program counter

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

MAR	B										
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

# $n_0 * k_0$	# $n_1 * k_1$	# $n_2 * k_2$	# - - - # $n_m * k_m$
---------------	---------------	---------------	-----------------------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	v_2	#	-	-	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	---	---	---	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	-	-	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	---	---	---	-------	-----	-----	-----

Program counter

10	B												
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	k_1	#	n_2	*	k_2	#	-	-	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	---	---	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

# 0 * v_0	# 1 * v_1	# 10 *	v_2	# - - - # $k * v_k$
-------------	-------------	--------	-------	---------------------

Arithmetic registers

# R_0	# R_1	# R_2	# - - - # R_l	B	B	B
---------	---------	---------	-----------------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B										
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

# $n_0 * k_0$	# $n_1 * k_1$	# $n_2 * k_2$	# - - - # $n_m * k_m$
---------------	---------------	---------------	-----------------------

Simulation of a Digital Computer by a Turing Machine

Memory

#	10*	v_0	#	1 *	v_1	#	10 *		v_2	#	- - -	#	k *	v_k
---	-----	-------	---	-----	-------	---	------	--	-------	---	-------	---	-------	-------

*Arithmetic
registers*

#	R_0	#	R_1	#		R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	--	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B												
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0 *	k_0	#	n_1 *		k_1	#	n_2 *	k_2	#	- - -	#	n_m *	k_m
---	---------	-------	---	---------	--	-------	---	---------	-------	---	-------	---	---------	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	10	v_1	#	10	*	v_2	#	- - -	#	k	*	v_k
---	---	---	-------	---	----	-------	---	----	---	-------	---	-------	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B										
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	k_1	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	v_2	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	---	-------	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	k_1	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

# 0 * v_0	# 1 * v_1	# 10 * n_1	p	# - - - # $k * v_k$
-------------	-------------	--------------	-----	---------------------

Arithmetic registers

# R_0	# R_1	# R_2	# - - - # R_l	B	B	B
---------	---------	---------	-----------------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

# $n_0 * k_0$	# $n_1 * k_1$	# $n_2 * k_2$	# - - - # $n_m * k_m$
---------------	---------------	---------------	-----------------------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	p	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	-----	---	-------	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	k_1	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	p	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	-----	---	-------	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	k_1	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	p	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	-----	---	-------	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-----	---	-------

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

10	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory $\# \ 0 * v_0 \ # \ 1 * v_1 \ # \ 10 * n_1 \ k, R_2 \ # \ \dots \ # \ k * v_k$

Arithmetic registers $\# R_0 \ # R_1 \ # R_2 \ # \dots \ # R_l \ B \ B \ B$

Program counter $11 \ B \ B \ B \ B \ B \ B \ B \ B \ B \ B \ B \ B \ B$

Memory address register $k \ B \ B \ B \ B \ B \ B \ B \ B \ B \ B \ B$

Mikrocode $\# n_0 * k_0 \ # n_1 * ADD \ # n_2 * k_2 \ # \dots \ # n_m * k_m$

Simulation of a Digital Computer by a Turing Machine

Memory

#	$0k^* v_0$	#	$1^* v_1$	#	$10^* n_1$	k, R_2	#	---	#	$k^* v_k$
---	------------	---	-----------	---	------------	----------	---	-----	---	-----------

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	---	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-----	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B											
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	$n_0 * k_0$	#	$n_1 *$	ADD	#	$n_2 * k_2$	#	---	#	$n_m * k_m$
---	-------------	---	---------	-------	---	-------------	---	-----	---	-------------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	k*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	$k^* v_k$
---	---	---	-------	---	---	----	-------	---	----	---	-------	----------	---	-------	---	-----------

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B										
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	k	*	n_1	k, R_2	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	-----	---	-------	----------	---	-------	---	-----	---	-------

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B											
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k	*	v_k
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-----	---	-------

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B											
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k^*	3
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-------	---

*Arithmetic
registers*

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B											
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k^*	3
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-------	---

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B										
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k^*	3
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-------	---

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	- - -	#	R_I	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B										
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k^*	3
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-------	---

Arithmetic registers

#	R_0	#	R_1	#	R_2	#	- - -	#	R_l	B	B	B
---	-------	---	-------	---	-------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B											
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k^*	3
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-------	---

Arithmetic registers

#	R_0	#	R_1	#	$R_2 = R_2 + 3$	#	- - -	#	R_I	B	B	B
---	-------	---	-------	---	-----------------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

k	B										
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Simulation of a Digital Computer by a Turing Machine

Memory

#	0	*	v_0	#	1	*	v_1	#	10	*	n_1	k, R_2	#	- - -	#	k^*	3
---	---	---	-------	---	---	---	-------	---	----	---	-------	----------	---	-------	---	-------	---

*Arithmetic
registers*

#	R_0	#	R_1	#	$R_2 = R_2 + 3$	#	- - -	#	R_I	B	B	B
---	-------	---	-------	---	-----------------	---	-------	---	-------	-----	-----	-----

Program counter

11	B											
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Memory address register

11	B										
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mikrocode

#	n_0	*	k_0	#	n_1	*	ADD	#	n_2	*	k_2	#	- - -	#	n_m	*	k_m
---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------	---	-------

Uncomputability of Diagonal Language

- Coding of a TM M
 - Coding of symbols

	Symbol	Code
Tape symbols	0	0
	1	00
	B	000
Head shift direction	L	0
	R	00
	q_1	0
States	q_2	00
	---	---
	q_n	0^n

Uncomputability of Diagonal Language

- Coding of a TM M
 - Coding of a transition function

A transition:

$$\delta(q_i, X_j) = (q_k, X_l, D_m)$$

is represented as a binary string:

$$0^i 1 \ 0^j 1 \ 0^k 1 \ 0^l 1 \ 0^m$$

Uncomputability of Diagonal Language

- Coding of a TM M

111 code_1 11 code_2 11 - - - 11 code_r 111

$$\delta(q_1, 1) = (q_3, 0, R), \quad \delta(q_3, 0) = (q_1, 1, R), \quad \delta(q_3, 1) = (q_2, 0, R), \quad \delta(q_3, B) = (q_3, 1, L)$$

111 0100100010100 11 0001010100100 11 00010010010100 11 0001000100010010111

Uncomputability of Diagonal Language

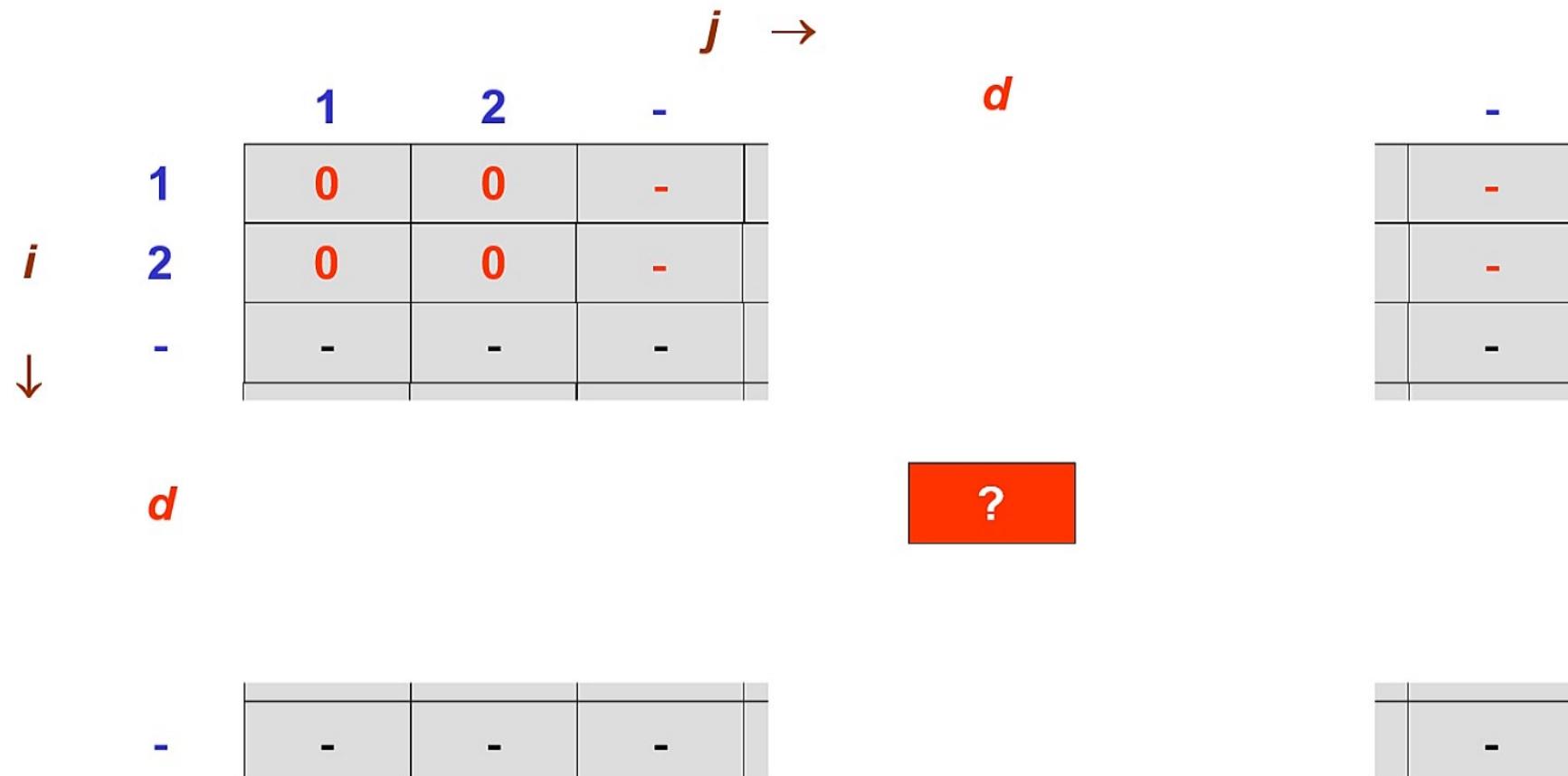
- Construction of the diagonal language

$j \rightarrow$

	1	2	-	x	$x+1$	$x+2$	$x+3$	-
i	0	0	-	0	0	0	0	-
2	0	0	-	0	0	0	0	-
-	-	-	-	-	-	-	-	-
x	0	0	-	0	0	0	1	-
$x+1$	0	0	-	1	1	1	0	-
$x+2$	0	0	-	1	0	0	0	-
$x+3$	0	0	-	0	0	0	1	-
-	-	-	-	-	-	-	-	-

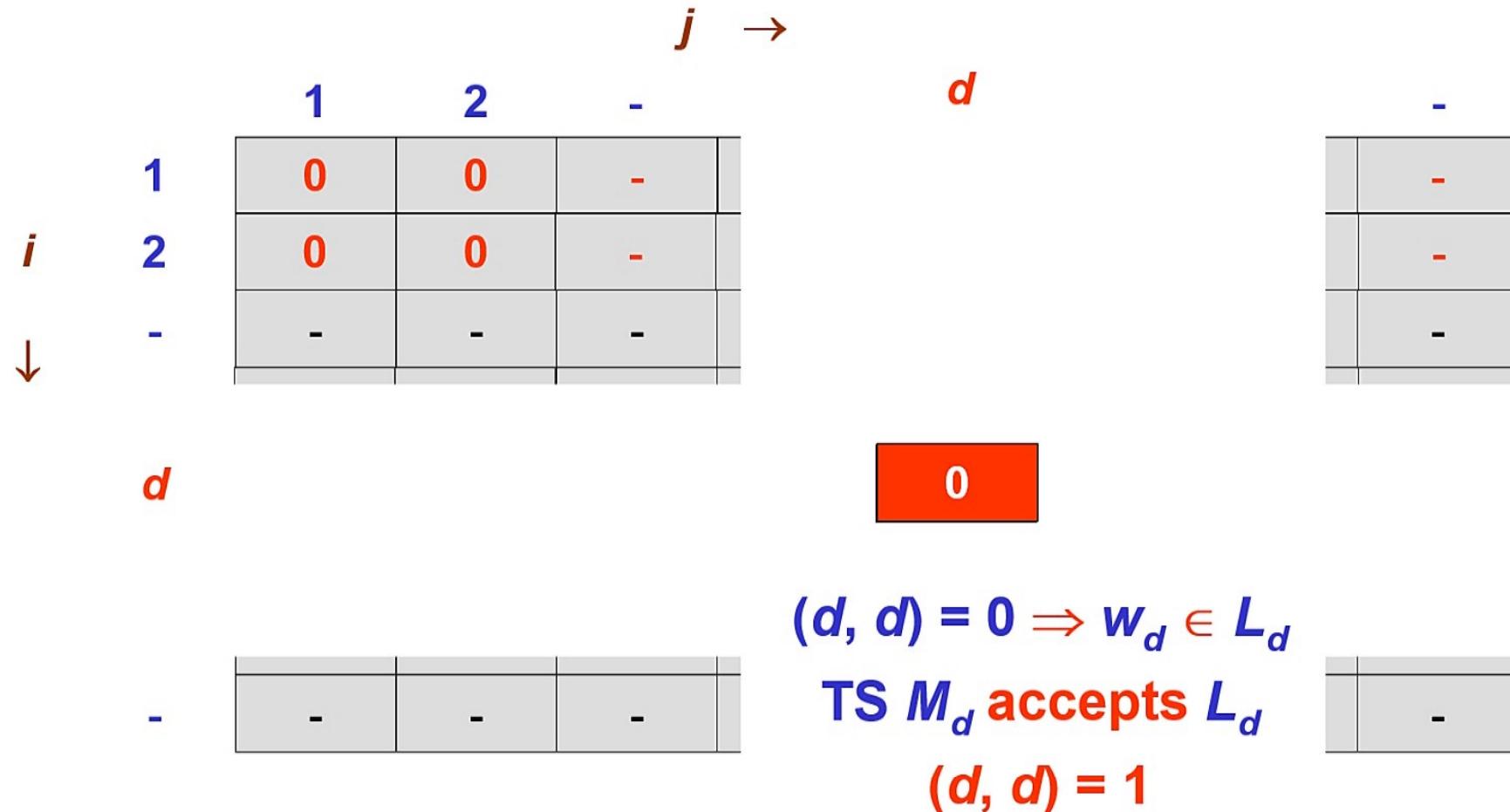
Uncomputability of a Diagonal Language

- TM M_d that accepts the diagonal language $L_d = L(M_d)$



Uncomputability of a Diagonal Language

- TM M_d that accepts the diagonal language $L_d = L(M_d)$



Uncomputability of a Diagonal Language

- TM M_d that accepts the diagonal language $L_d = L(M_d)$

		$j \rightarrow$				
		1	2	-	d	
i		1	0	0	-	-
2		0	0	-		
-		-	-	-		
d					1	
-					$(d, d) = 1 \Rightarrow w_d \notin L_d$	
					TM M_d accepts L_d	
					$(d, d) = 0$	

Lecture 14

4.2 UNRESTRICTED GRAMMAR

4.2.1 Construction of a Turing Machine from an Unrestricted Grammar

4.2.2 Construction of a Grammar from a Turing Machine

4.3 PROPERTIES OF RECURSIVE AND RECURSIVELY ENUMERABLE (RE) LANGUAGES

4.3.1 Closure properties

4.3.2 Computability

4.3.3 Decidability

Decidability

- **A problem is decidable**
 - if there exists a TM that always halts and decides about the input acceptance
- **Recursive languages**
 - DECIDABLE
 - COMPUTABLE
- **Recursively enumerable languages**
 - Not DECIDABLE
 - COMPUTABLE

Universal Turing Machine

Code < TS M, w >

111 $code_1$ 11 $code_2$ 11 --- 11 $code_r$ 111 w

Tape of TM M

B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

State of TM M

B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Universal Turing Machine

Code < TS M, w >

111 $q_{I1}X_{I1}q_{d1}X_{d1}D_{d1}$ 11 $q_{I2}X_{I2}q_{d2}X_{d2}D_{d2}$ 111 w

Tape of TM M

B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

State of TM M

B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Universal Turing Machine

Code $\langle \text{TS } M, w \rangle$

111 $q_{I1} X_{I1} q_{d1} X_{d1} D_{d1}$ 11 $q_{I2} X_{I2} q_{d2} X_{d2} D_{d2}$ 111 w

Tape of TM M

w	B											
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

State of TM M

q_1	B											
-------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Universal Turing Machine

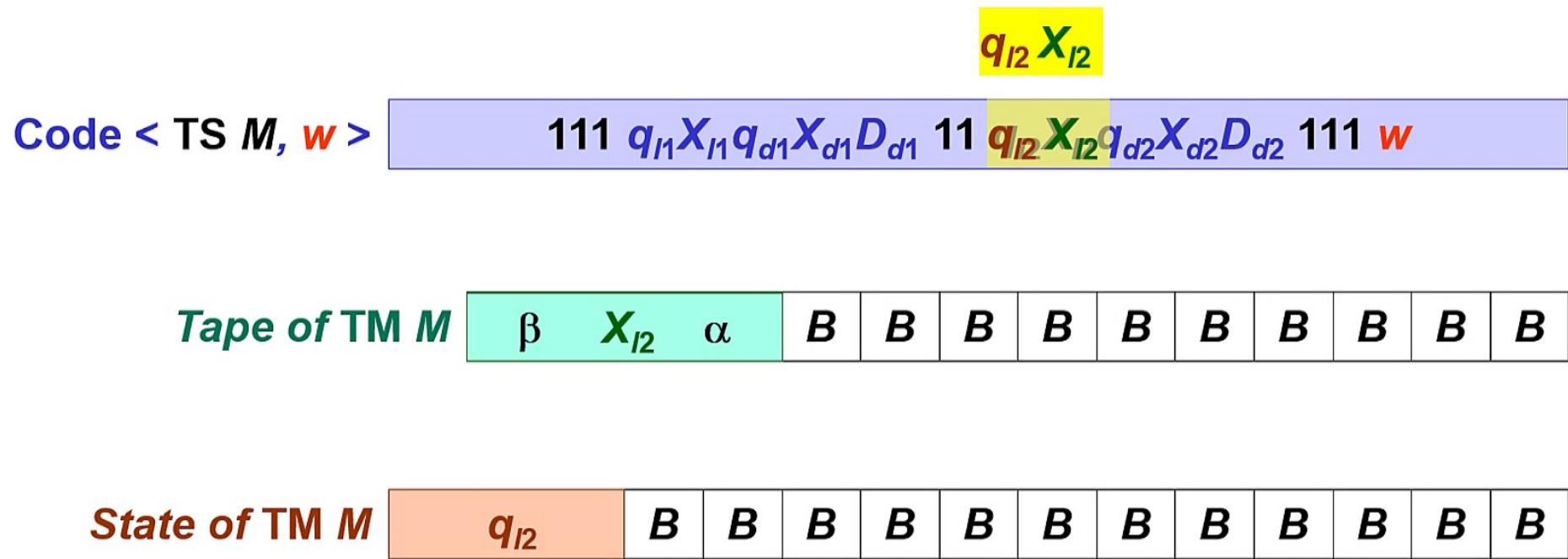
$q_{I2} X_{I2}$

Code $\langle TS M, w \rangle$ 111 $q_{I2} X_{I2} q_{d1} X_{d1} D_{d1}$ 11 $q_{I2} X_{I2} q_{d2} X_{d2} D_{d2}$ 111 w

Tape of TM M β X_{I2} α B B

State of TM M q_{I2} B B

Universal Turing Machine



Universal Turing Machine

Code $\langle \text{TS } M, w \rangle$

111 $q_{I1}X_{I1}q_{d1}X_{d1}D_{d1}$ 11 $q_{I2}X_{I2}q_{d2}X_{d2}D_{d2}$ 111 w

Tape of TM M

β	X_{d2}	α	B											
---------	----------	----------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----



State of TM M

q_{d2}	B													
----------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Universal Turing Machine

Code $\langle TS M, w \rangle$

111 $q_{I1}X_{I1}q_{d1}X_{d1}D_{d1}$ 11 $q_{I2}X_{I2}q_{d2}X_{d2}D_{d2}$ 111 w

Tape of TM M

β	X_{d2}	α	B											
---------	----------	----------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----



State of TM M

q_{d2}	B													
----------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

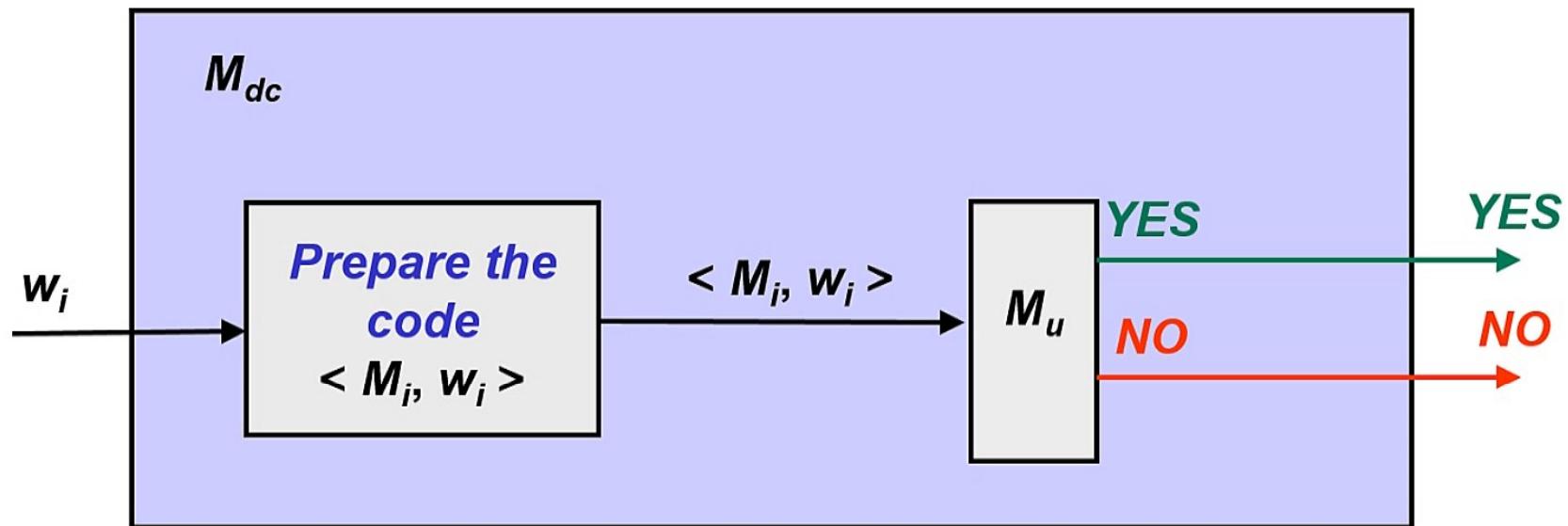
Universal TM M_u accepts the universal language L_u

$L_u = \{ \langle M, w \rangle \mid TM M \text{ accepts the string } w \}$

Universal Language

- Universal language L_u
 - recursively enumerable – computable
 - accepted by a universal Turing machine TM M_u
 - not recursive – not decidable
 - ASSUMPTION – Universal language L_u is decidable

Universal Language



- M_u always halts $\Rightarrow M_{dc}$ always halts $\Rightarrow L_d^c$ is recursive $\Rightarrow (L_d^c)^c = L_d$ is recursive
- Before we proved that
 - diagonal language is not recursively enumerable
 - TM that accepts the diagonal language DOES NOT EXIST
 - diagonal language is not recursive
- Initial assumption that universal language is decidable IS WRONG
 - leads to a wrong conclusion that diagonal language is recursive