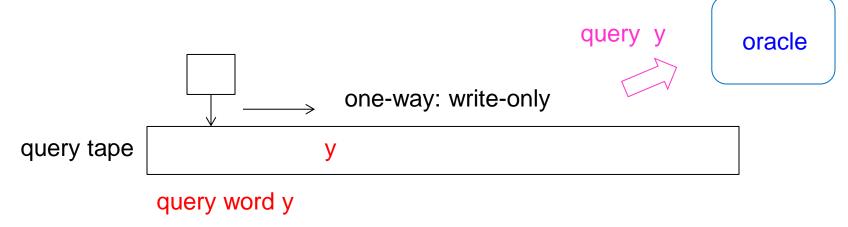
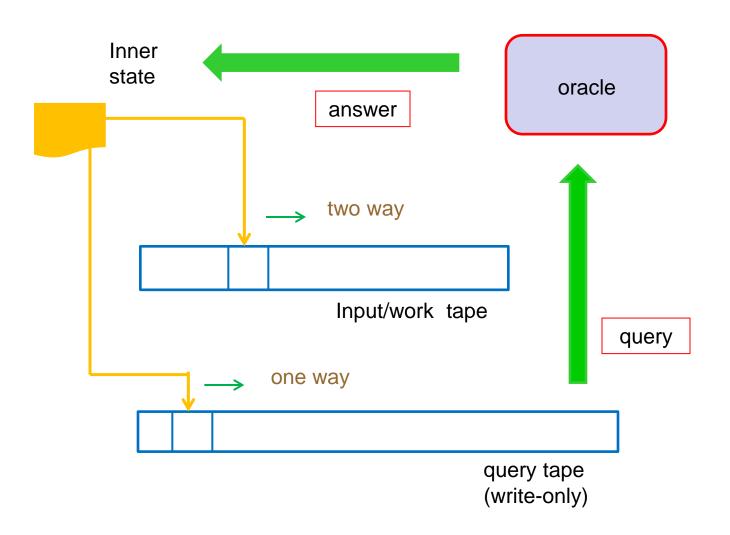
# Oracle Turing Machines I (revisited)

- An oracle is an external information source, which can provide an underlying machine with necessary information via a process of query and answer.
- An oracle Turing machine (OTM) is equipped with an extra one-way write-only tape, called a query tape, by which the machine make a query to an oracle.



## Oracle Turing Machines II (revisited)

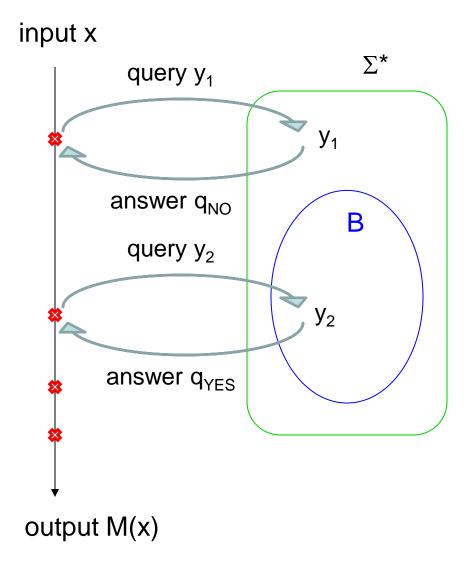


#### **Oracle Computation I**

- Let M be an oracle Turing machine (OTM).
- Let x be any string in  $\Sigma^*$ .
- Let B be an oracle (which is now a language).
  - 1. M starts with input x.
  - 2. Whenever M writes a query word y on its query tape and enters a query state q<sub>query</sub>, y is automatically sent to oracle B.
  - 3. The oracle B returns its answer (YES/NO) by changing M's inner state from q<sub>query</sub> to either q<sub>yes</sub> or q<sub>no</sub>, depending on whether y∈B or y∉B, respectively.
  - 4. M resumes its computation, starting with  $q_{yes}$  or  $q_{no}$ .
  - 5. If M halts, output M(x). Otherwise, go to Step 2.

## Oracle Computation II (revisited)

- M: OTM, B: oracle
- 1. M starts with input x.
- 2. Whenever M writes a query word y on its query tape and enters a query state q<sub>query</sub>, y is automatically sent to B.
- 3. The oracle B returns its answer (YES/NO) by changing M's inner state from q<sub>query</sub>, to either q<sub>yes</sub> or q<sub>no</sub>.
- 4. M resumes its computation, starting with  $q_{yes}$  or  $q_{no}$ .
- If M halts, output M(x).Otherwise, go to Step 2.



#### Languages Recognized by OTMs

- Let M be an OTM.
- Let B be an oracle (which is a language).
- We define a language recognized by M relative to B.
  L(M,B) = { x∈Σ\* | M<sup>B</sup> accepts x with oracle B }.
- Note that L(M,B) is depending on the choice of oracle B.
- If we choose a different oracle, say, C, then L(M,C) may be different from L(M,B).