

Elements of Turing Machine

Traversable Structures

① INPUT TAPE

- Linear, List structure w/ L, R, Noop ops

② OUTPUT TAPE

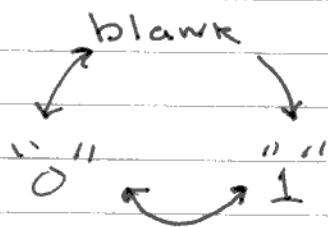
- Linear, List structure w/ L, R, Noop ops

③ INTERMEDIATE STORAGE TAPE

④ FINITE STATE MACHINE

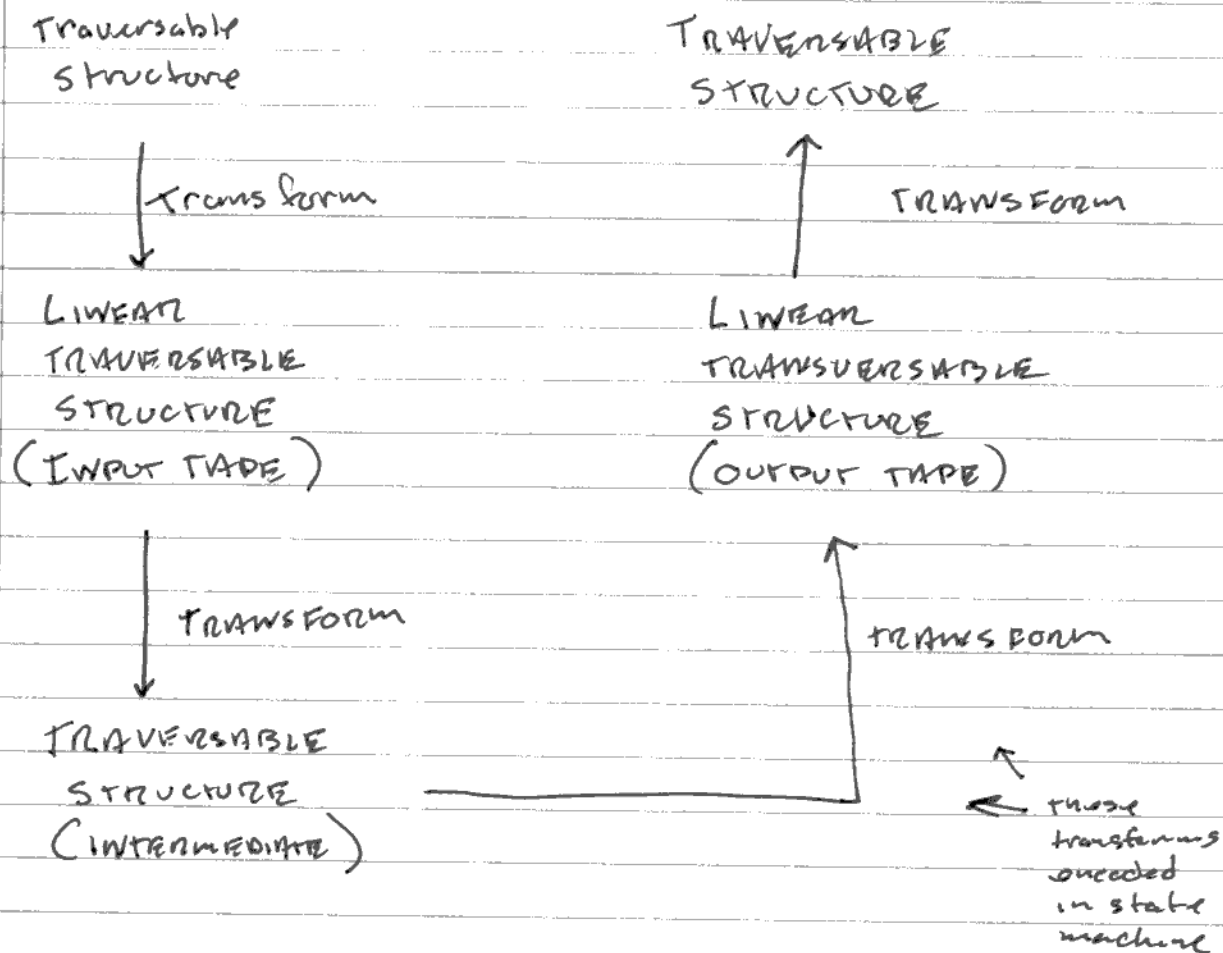
- DIRECTED GRAPH

⑤ Symbol on tape



ELEMENTS OF TURING MACHINE

TURING MACHINE AS A TRANSFORM



Implications

- A transform can be written to convert between any traversable structure and a simple linear traversable structure

Elements of Turing Machines

STRUCTURE \rightarrow latin struere = "to build"

Structure

arranges (put things in order)

elements

disposition

relation

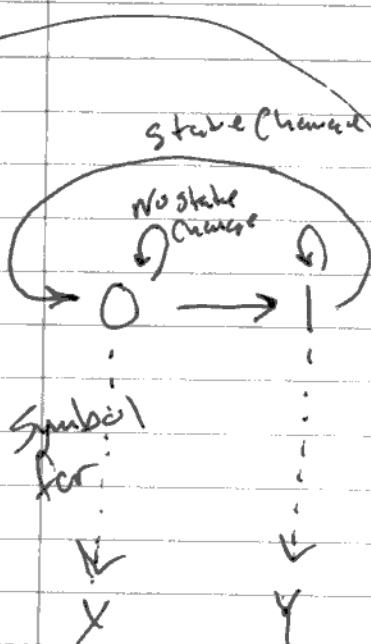
"to place"

dis \Rightarrow "apart", "away"

Join
Link

connection
association

unions \rightarrow "combine"
 \rightarrow "unite"

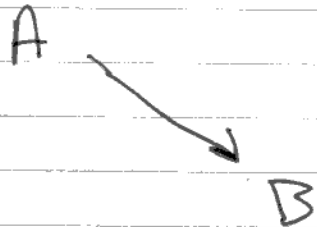


D - 1

- Fundamental Discontinuity
- Circular data structure of minimum size
- ~~unique in only 1 edge out of each state~~
- entirely traversable in one state transition
- transitions in system are
 - No change
 - Change

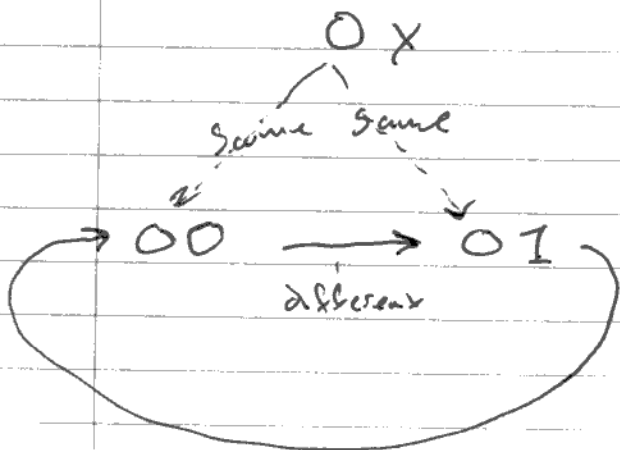
Elements of turing machines

Structure cont



A, B are "apart"
"different"
A, B are "JOINED"
"Combined"
"union"
"linked"

A, B are partially the same
A, B are partially different



same

00



01

↑
different

Elements of Turing machines

Symbol

element

representing

element

Symbol

"before"

"throw"

"Sign"

represent

again

Present

Present again

Elements of Turing machine

— Traversable structures

input internal state
output

— Transforms

World \leftrightarrow linear, input, output

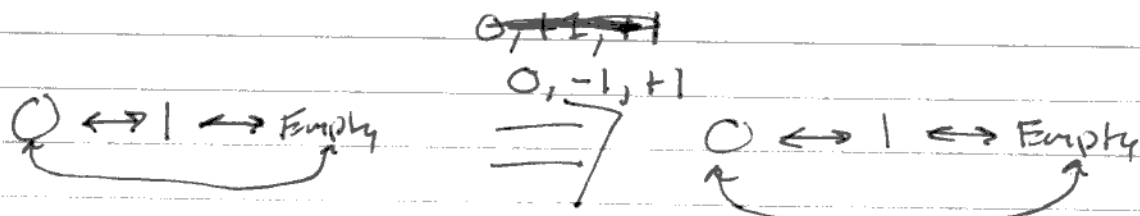
linear \leftrightarrow basis structure; input, output

symbol spaces (@ nodes)

Elements of Turing machines

Set of steps. each step:

- Transform Symbol movement in structure



- Translate location in structure based on trigger of
 - no trigger
 - input or output symbol

-
- Current state is program counter
State table is program
local variables stored on tape
local variables like intermediate transform

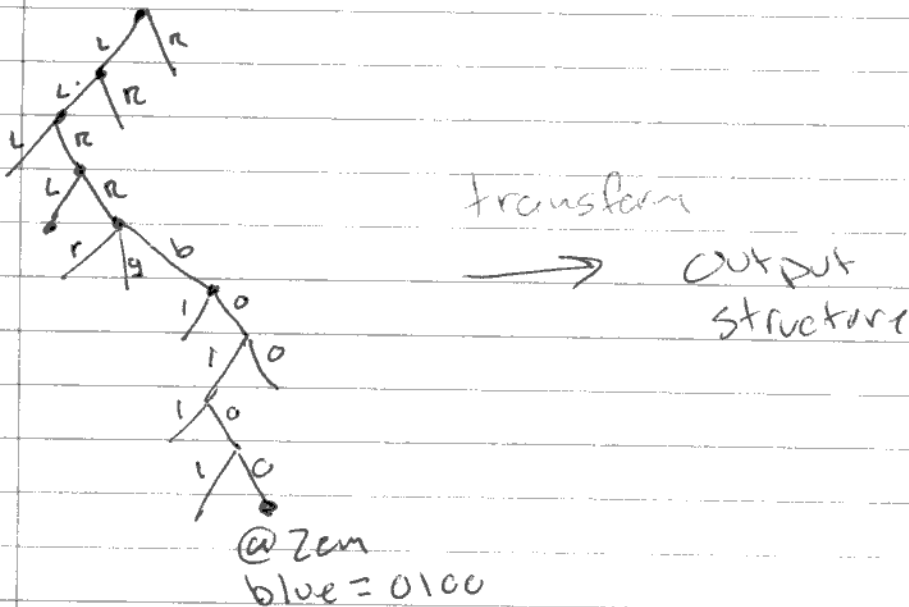
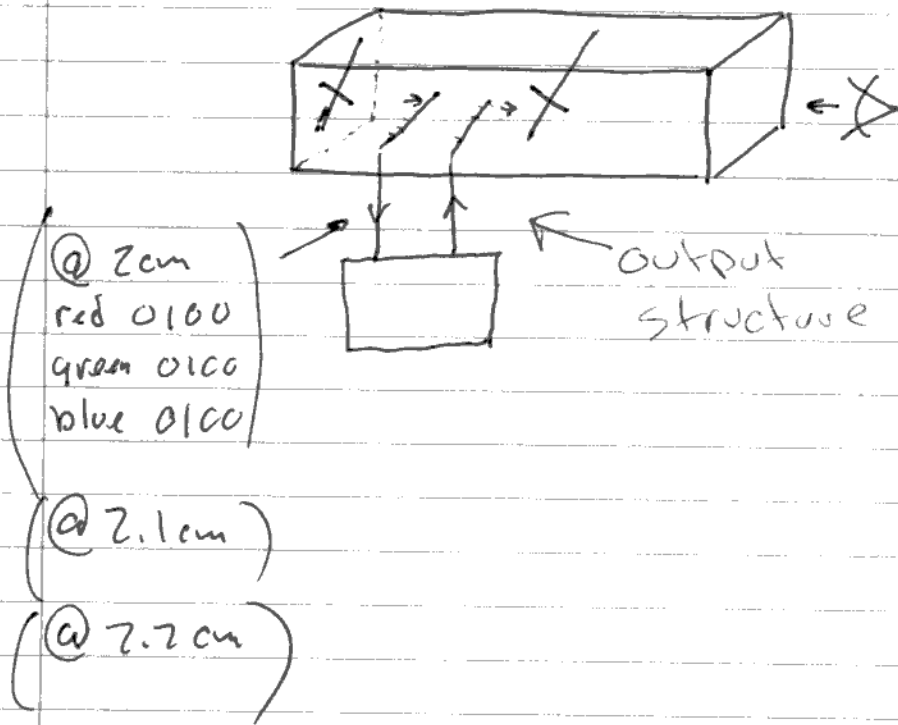
Turing machine cont.

Real world example

Symbols

+ reversible

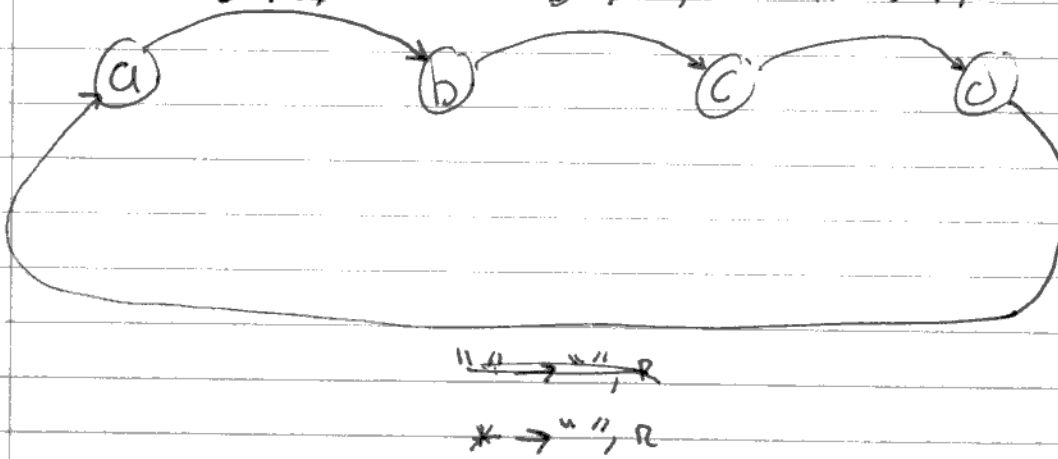
- representation of reality w/ 0,1 + structure
- concept of structure transformation



Read * - Any
 "" - Blank
 "0" - zero
 "1" - one
 * → "0", R
~~"1" → "0", R~~

write * - Don't write
 "" - Empty/Blank
 "0" - zero
 "1" - one
 * → "", R
~~"0" → "", R~~

move * - Don't
 R - Right
 L - Left
 * → "1", R
~~"0" → "1", R~~



Turing machine as state diagram
 (finite state machine)