DEFINITION 3.5

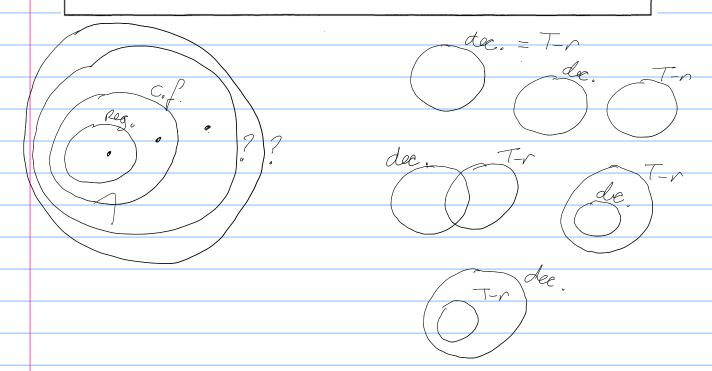
Call a language *Turing-recognizable* if some Turing machine recognizes it.¹

When we start a Turing machine on an input, three outcomes are possible. The machine may *accept*, *reject*, or *loop*. By *loop* we mean that the machine simply does not halt. Looping may entail any simple or complex behavior that never leads to a halting state.

A Turing machine M can fail to accept an input by entering the $q_{\rm reject}$ state and rejecting, or by looping. Sometimes distinguishing a machine that is looping from one that is merely taking a long time is difficult. For this reason we prefer Turing machines that halt on all inputs; such machines never loop. These machines are called *deciders* because they always make a decision to accept or reject. A decider that recognizes some language also is said to *decide* that language.

DEFINITION 3.6

Call a language *Turing-decidable* or simply *decidable* if some Turing machine decides it.²



Examples of Turing machines FA to do the same jeb:

Examples of Turing machines

 $L = \left\{ x^n b^n : n > 0 \right\} =$ TMidea: Xaaabbb.

Examples of Turing machines

	/ =		
	ldes:	XXXBBBXXX	
	00 - 01 - 0		
	00, a, 01, _, R 00, B, 05, B, R		
	00, <u>_</u> , 99, <u>_</u> , R	/	
	01, a, 01, a, R	1 acomiser	
	01, b, 02, B, R		
	01, B, 01, B, R		
	02, b, 02, b, R		
	02, c, 02, c, R		
	02, _, 03, _, L		
	03, c, 04, _, L		
	04, a, 04, a, L		
	04, b, 04, b, L		
_	04, B, 04, B, L 04, c, 04, c, L		
	04, _, 00, _, R		
	05, B, 05, B, R	Decider	
	05, _, 99, _, R		
		0,00,0,0	
	O E	9, 650 b K H	
_		1, _, 50 _ R #	9
)(, c'50 c R #	· ac
		/	
	0 /	2 a 50 a R #	abo
	0	1 B SD B H	

Complete est yoursales.