

Lesson 6. Turing machines and the notion of algorithms

CSIE 3110 – Formal Languages and Automata Theory

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Multi-tape Turing machines

Recall that a TM has one tape (with infinitely many cells).

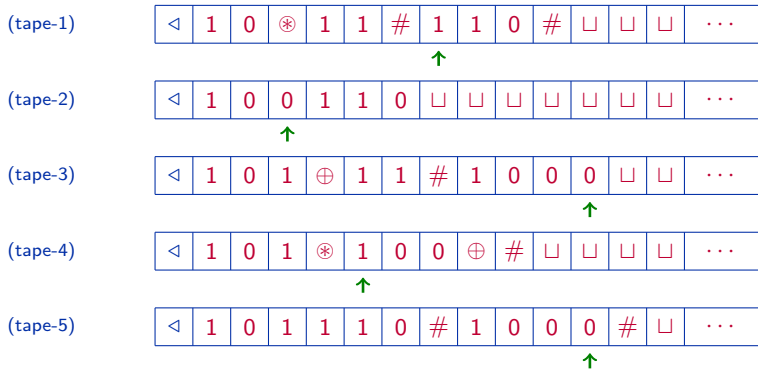


We can view the tape as a “scrap” paper for the TM to do its computation.

In this lesson we will extend TM with multiple tapes

Example: 5-tape TM

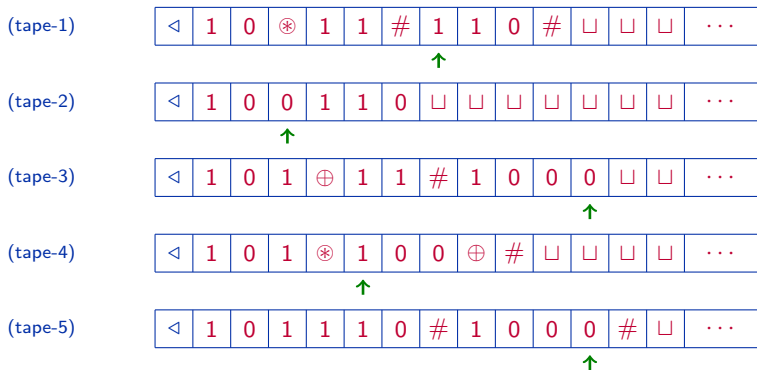
On input w :



To help with computation, the TM has five tapes and **one head** on **each tape**.

Example: 5-tape TM

On input w :



To help with computation, the TM has five tapes and **one head** on **each tape**.

(Note) The number of tapes is **fixed**, i.e., 5. On whatever input word w , the TM has 5 tapes to do the computation.

Multi-tape Turing machines

We can talk about 10-tape Turing machine, 10^{10} -tape Turing machine or 10^{20} -tape Turing machine.

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Theorem 6.1 (intuitive version)

Every k -tape TM \mathcal{M} , where $k \geq 2$, is “equivalent” to a 1-tape TM \mathcal{M}' , i.e., \mathcal{M} and \mathcal{M}' compute the same thing.

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Intuitively Theorem 6.1 is correct since a tape has **infinitely** many cells.

So the amount of information that can be stored in, say 10^{10} tapes, can also be stored in a single tape.

The formal definition of k -tape Turing machines

(Def.) A k -tape Turing machine is a system $\mathcal{M} = \langle \Sigma, \Gamma, Q, q_0, q_{\text{acc}}, q_{\text{rej}}, \delta \rangle$:

- $\Sigma, \Gamma, Q, q_0, q_{\text{acc}}$ and q_{rej} are the same as in the 1-tape TM.
- δ is the transition function:

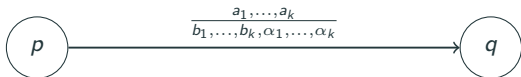
$$\delta : (Q - \{q_{\text{acc}}, q_{\text{rej}}\}) \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{\text{Left}, \text{Right}\}^k$$

whose elements are written in the form:

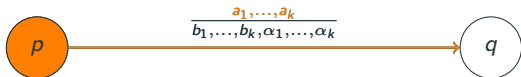
$$(p, a_1, \dots, a_k) \rightarrow (q, b_1, \dots, b_k, \alpha_1, \dots, \alpha_k)$$

where $p, q \in Q, a_1, \dots, a_k, b_1, \dots, b_k \in \Gamma$ and $\alpha_1, \dots, \alpha_k \in \{\text{Left}, \text{Right}\}$.

The intuitive meaning of $(p, a_1, \dots, a_k) \rightarrow (q, b_1, \dots, b_k, \alpha_1, \dots, \alpha_k)$



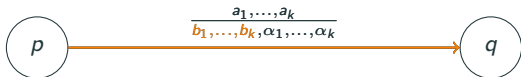
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If:

- the TM is in **state** p ,
- for each $i = 1, \dots, k$, the head on **tape** i is reading **symbol** a_i ,

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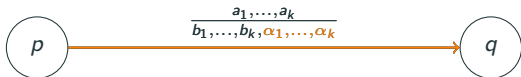
If:

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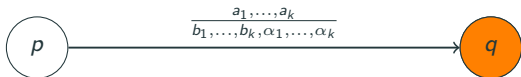
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- for each $i = 1, \dots, k$, the head **moves** α_i where $\alpha_i \in \{\text{Left}, \text{Right}\}$,

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- the TM enters state q .

Configuration of a k -tape Turing machine

Let $\mathcal{M} = \langle \Sigma, \Gamma, Q, q_0, q_{\text{acc}}, q_{\text{rej}}, \delta \rangle$ be a k -tape TM.

(Def.) A *configuration* of \mathcal{M} is a string of the form:

$$(q, \triangleleft u_1, \dots, \triangleleft u_k)$$

where $q \in Q$, each u_i is a string over $\Gamma \cup \{\bullet\}$ and the symbol \bullet appears exactly once in each u_i .

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The symbol \bullet denotes the position of the head. As before, the symbol \triangleleft is the left-end marker of each tape.

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(Recall) In 1-tape TM a configuration is a string of the form:

$$\triangleleft a_1 \cdots a_{i-1} p a_i \cdots a_m$$

where we use the state p to indicate the position of the head.

Acceptance and rejection by a k -tape TM

(Def.) The *initial configuration* of \mathcal{M} on input w is

$$(q_0, \triangleleft \bullet w, \triangleleft \bullet, \dots, \triangleleft \bullet)$$

That is, the first tape initially contains the input word and all the other tapes are initially blank.

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(Def.) The *run* of \mathcal{M} on input word w :

$$C_0 \vdash C_1 \vdash \dots$$

where C_0 is the initial configuration of \mathcal{M} on w .

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(Def.) The *run* of \mathcal{M} on input word w :

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where C_0 is the initial configuration of \mathcal{M} on w .

\mathcal{M} *accepts* w , if the run is accepting. \mathcal{M} *rejects* w , if the run is rejecting.

The equivalence between k -tape TM and 1-tape TM

Theorem 6.1

For every k -tape TM \mathcal{M} , where $k \geq 2$, there is a 1-tape TM \mathcal{M}' such that for every input word w , the following holds.

- If \mathcal{M} *accepts* w , then \mathcal{M}' *accepts* w .
- If \mathcal{M} *rejects* w , then \mathcal{M}' *rejects* w .
- If \mathcal{M} *does not halt* on w , then \mathcal{M}' *does not halt* on w .

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(Proof) Let $\mathcal{M} = \langle \Sigma, \Gamma, Q, q_0, q_{\text{acc}}, q_{\text{rej}}, \delta \rangle$ be a k -tape TM.

On input w , the TM \mathcal{M}' simulates the run of \mathcal{M} on w , i.e., computing the run:

$$C_0 \vdash C_1 \vdash \dots$$

From each C_i , it computes the next configuration C_{i+1} .

Some details on the proof of Theorem 6.1, part. 1

A configuration (of \mathcal{M}):

$$(q, \triangleleft u_1, \dots, \triangleleft u_k)$$

is viewed as a string over the alphabet $Q \cup \Gamma \cup \{\tilde{\triangleleft}, \bullet\}$:

$$q\tilde{\triangleleft}u_1 \cdots \tilde{\triangleleft}u_k$$

One tape is sufficient to store this string.

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The symbol $\tilde{\square}$ is used to represent the left-end marker of \mathcal{M} .

Some details on the proof of Theorem 6.1, part. 2

(The algorithm/TM \mathcal{M}') On input word w , do the following.

- Let C be the initial configuration of \mathcal{M} on w .
- While (C is not a halting configuration of \mathcal{M}):
 $C :=$ the next configuration of C .

- If C is an accepting configuration, **ACCEPT**.
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(Note) \mathcal{M}' uses only one “variable” C which can be stored in one tape.

Proof of Theorem 6.1: Illustration

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Remember p in the state (of \mathcal{M}')

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Proof of Theorem 6.1: Illustration

On input:



Write the initial configuration of \mathcal{M} on the tape:



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(Remark) Since the number of states in \mathcal{M} is already fixed, it is not necessary to store the **state** q in the string C . The Turing machine \mathcal{M}' can “remember” q in its states.

So it is sufficient to just store the content of each tape, i.e., the string C is of the form:

$$\tilde{u}_1 \dots \tilde{u}_k$$

The equivalence between k -tape TM and 1-tape TM

Theorem 6.1

For every k -tape TM \mathcal{M} , where $k \geq 2$, there is a 1-tape TM \mathcal{M}' such that for every input word w , the following holds.

- If \mathcal{M} *accepts* w , then \mathcal{M}' *accepts* w .
- If \mathcal{M} *rejects* w , then \mathcal{M}' *rejects* w .
- If \mathcal{M} *does not halt* on w , then \mathcal{M}' *does not halt* on w .

Table of contents

1. Multi-tape Turing machines
2. An informal definition of algorithm
3. Some theorems on decidable and recognizable languages

An informal definition of algorithm: A C++ like pseudo-code

We define an algorithm (informally) as a program of the form:

```
Boolean main (w)  
{   statement;  
      
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The input *w* is always a string.

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The input *w* is always a string.

It also has some (finite number of) functions of the form:

```
Boolean/string function <name> (<var-name>, ..., <var-name>)  
{   statement;  
      
    statement; }
```

Note that functions always return **Boolean** or **String** values.

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 { `statement;`
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 `statement; }`

Variables can only store **Boolean** or **string** values. Of course, Boolean values can be viewed as string values.

There is no **while-loop**, since it can be implemented as a **recursive function**.

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(Note) Of course, we can add some other basic instructions/expressions. The point here is that we want to be convinced that any “algorithm” can be written in our pseudo-code.

Our pseudo-code and the Turing machines

```
1:      Boolean main (w)
2:      {          statement;
      .
      .
      .
20:     statement; }
21:     string function F1 (x,y,z)
22:     {          statement;
      .
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45:     statement; }
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- **The line numbers** are **the states** of the TM.
- **The variables** are **the tapes**, i.e., one tape is used to represent one variable.

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This pseudo-code can be translated into a Turing machine:

- The line numbers are the states of the TM.
- The variables are the tapes, i.e., one tape is used to represent one variable.
- When the main function returns True on input w , the TM accepts w .
When the main function returns False on input w , the TM rejects w .

Our pseudo-code and the Turing machines

That every Turing machine can be translated to some form of algorithm is pretty obvious.

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Theorem

Our C++-like pseudo-codes and Turing machines are equivalent.

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(Question) Does the Theorem establish Church-Turing thesis?

Church-Turing thesis

Every "algorithm" is equivalent to a Turing machine.

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Church-Turing thesis

Every "algorithm" is equivalent to a Turing machine.

(Hint) There is nothing wrong with our conversion of pseudo-codes to Turing machines. To spell it out exactly is not difficult, but it will be long and tedious.

The convention in this course

When we describe a Turing machine:

- We will describe it in some acceptable algorithm form.
- We will write **ACCEPT** to mean that the TM enters q_{acc} and **REJECT** to mean that the TM enters q_{rej} .
- In some cases when we need to be more precise, we will use our C++-like pseudo-code as the representation of a TM.

When do we use the formal definition of Turing machines?

We usually only use the formal definition of Turing machines (as defined in Lesson 5 and 6) when:

- we want to prove that some languages are **undecidable**,
- we want to prove that some languages are **NP-complete**,
- we want to construct a Turing machine that **simulates** other Turing machines.

Describing the simulation of a transition function (of a TM) is much easier than describing the simulation of a C++-like algorithm.

An example when we use the formal definition of Turing machines

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On input word w , \mathcal{M}' does the following.

- Let C be the initial configuration of \mathcal{M} on w .
- While (C is not a halting configuration of \mathcal{M}):
 $C :=$ the next configuration of C .
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But we use the formal definition of TM for \mathcal{M} .

Recall

(Def.) We say that \mathcal{M} recognizes a language L , if for every input word w :

- if $w \in L$, then \mathcal{M} accepts w ;
- if $w \notin L$, then \mathcal{M} does not accept w , i.e., either it does not halt on w or rejects w .

A language L is recognizable, if there is a TM that recognizes L .

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(Def.) We say that \mathcal{M} *decides* a language L , if for every input word w :

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(Note) To prove the existence of \mathcal{M} , we usually describe \mathcal{M} as an algorithm.

Example of algorithms that recognize and decide a language

Consider:

$$L = \{w \mid \text{the number of 1 in } w \text{ is even}\}$$

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The following algorithm **recognizes** L :

On input word w :

- Count the number of 1 in w .
- If it is even, ACCEPT.
- If it is odd, enter an infinite loop.

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Decidable and recognizable languages

Theorem 6.4

- *If a language L (over the alphabet Σ) is decidable, so is its complement $\Sigma^* - L$.*
- *If both a language L and its complement $\Sigma^* - L$ are recognizable, then L is decidable.*

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Theorem 6.6

Recognizable languages are closed under union and intersection.

Decidable languages — Proof of Theorem 6.4: The first item

Theorem 6.4 (The first item)

- *If a language L (over the alphabet Σ) is decidable, so is its complement $\Sigma^* - L$.*

(Proof) The first item is trivial.

Let \mathcal{M} be a TM that decides L . By switching its accept and reject states, we get a TM that decides its complement.

Decidable languages — Proof of Theorem 6.4: The second item

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(Proof) Let \mathcal{M}_1 and \mathcal{M}_2 be 1-tape TM that recognize L and $\Sigma^* - L$, respectively. We describe 2-tape TM \mathcal{M} that decides L . On input w :

- Copy the input word onto the second tape.
- Run \mathcal{M}_1 on the first tape and \mathcal{M}_2 on the second tape “simultaneously.”
- If \mathcal{M}_1 accepts, then ACCEPT. If \mathcal{M}_2 accepts, then REJECT.

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For every input word $w \in \Sigma^*$, either $w \in L$ or $w \in \Sigma^* - L$, and hence, w is accepted either by \mathcal{M}_1 or by \mathcal{M}_2 .

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Therefore, for every input word w , the TM \mathcal{M} halts, and accepts if and only if $w \in L$.

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(See Note 6 for more details on running \mathcal{M}_1 and \mathcal{M}_2 “simultaneously.”)

Closure properties of decidable languages — Proof of Theorem 6.5

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Decidable languages are closed under union, intersection, concatenation and Kleene star.

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(Proof) Let \mathcal{M}_1 and \mathcal{M}_2 be the TM that decide languages L_1 and L_2 , respectively.

(Closure under union) The TM decides $L_1 \cup L_2$ works as follows. On input word w , it runs \mathcal{M}_1 on w and then \mathcal{M}_2 on w . It accepts if and only if at least one of \mathcal{M}_1 or \mathcal{M}_2 accepts.

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(Closure under intersection) Similar to the above.

Closure properties of decidable languages — Proof of Theorem 6.5

(Closure under concatenation) The TM that decides $L_1 \cdot L_2$ works as follows.

On input word w :

- For all possible pairs (v_1, v_2) such that $v_1 v_2 = w$:
 Check if \mathcal{M}_1 accepts v_1 and \mathcal{M}_2 accepts v_2 .
- ACCEPT, if there is a pair (v_1, v_2) where v_1 is accepted by \mathcal{M}_1 and v_2 is accepted by \mathcal{M}_2 .
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REJECT, otherwise.

(Closure under Kleene star) Similar to the above. See Note 6.

Closure properties of recognizable languages — Proof of Theorem 6.6

Theorem 6.6

Recognizable languages are closed under union and intersection.

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Recognizable languages are closed under union and intersection.

(Proof) Let \mathcal{M}_1 and \mathcal{M}_2 be 1-tape TM that recognize languages L_1 and L_2 , respectively.

(Closure under union) The TM that recognizes $L_1 \cup L_2$ works as follows. It has two tapes. On input word w :

- Copy the input word onto the second tape.
- Run \mathcal{M}_1 on the first tape and \mathcal{M}_2 on the second tape “simultaneously.”
- ACCEPT, if at least one of \mathcal{M}_1 or \mathcal{M}_2 accepts.

Every word $w \in L_1 \cup L_2$ is accepted by at least one of \mathcal{M}_1 or \mathcal{M}_2 . Thus, the TM above recognizes the language $L_1 \cup L_2$ correctly.

(What happens to the TM when $w \notin L_1 \cup L_2$?)

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Some properties of decidable and recognizable languages

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Theorem 6.6

Recognizable languages are closed under union and intersection.

Some remarks

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So we postpone the proof until Lesson 9, where we will use “non-deterministic” TM to obtain a neater and clearer proof.

(Remark) Recognizable languages are *not!* closed under complement. We will see this in Lesson 7.

End of Lesson 6