

# Turing Machines

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# Announcements

- Change in today's office hours
  - 3:40-4:30pm
  - Instead of 2:30-2:50
- Pick up graded H/W#5
  - If you did not last class
- Pick up solutions to H/W #6

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# A few words about the homeworks

- First, the "bad" news
  - There is going to be an 8<sup>th</sup> assignment
  - Handed out this Friday and due the next
- Now, the "good" news
  - I will drop your homework with the lowest score
  - If you are happy with your current scores, you can choose not to turn in the last one

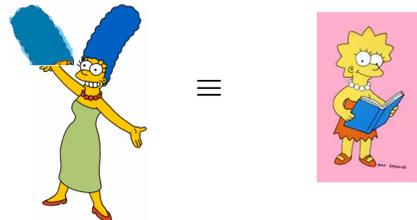


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# Today's Puzzle

- Show the following equivalence:



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# In other words...

- Show that the following two models are equivalent
  - TM
  - PDA with two stacks

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# Last lecture



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## It could have been worse...

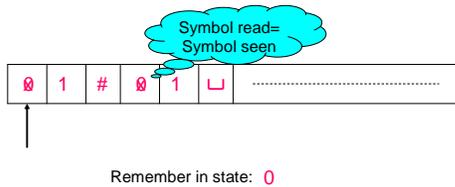


## What we did manage to talk about...

- Basic “definition” of TMs
- TM= DFA +  $\infty$  memory
  - Input is on the tape to begin with
    - Special blank character
  - Tape is read/write
    - One read/write head
    - Can move on “cell” to the right or left (unless at left most)
  - Two special states: accept, reject
    - “Effect” takes place immediately

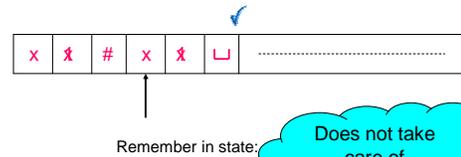
## An example

- An example  $\{w#w \mid w \in \{0,1\}^*\}$



## An example

- An example  $\{w#w \mid w \in \{0,1\}^*\}$ 
  - Repeat the same thing for the next symbol



## Questions ?

## A word of caution...

- I want to show you the “cool” stuff
  - There are problems that are “unsolvable”



## Variants of TMs

- Non-deterministic TMs

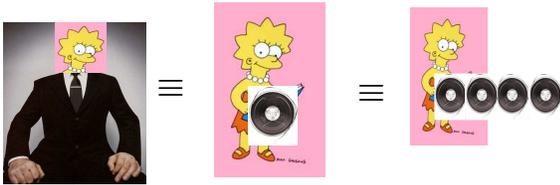


## Another variant

- Multi-tape/head



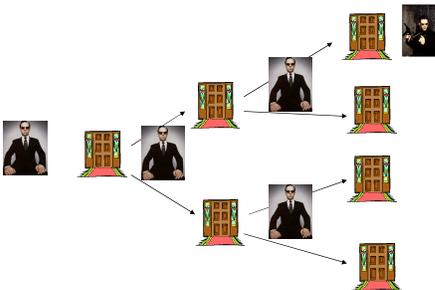
## All are equivalent



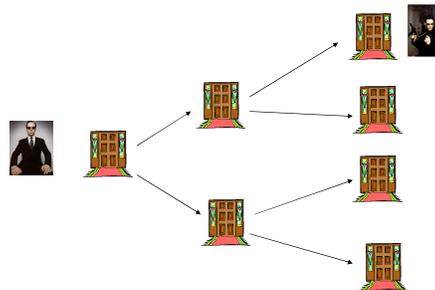
## Why non-det. TM $\equiv$ det. TM

- The det. TM can go through all choices that the non-det. TM makes

## The non-deterministic way



## The deterministic way



## From now on...

- Deterministic TM
  - Single tape
- Questions ?

## Formal definition

- We'll quickly go over it
- Why not spend more time on it ?
  - We'll think of TMs as algorithms/programs
  - Church-Turing Thesis
- It's not that "important"
  - Memory accesses vs writing code

## Formal definition of TM

- $M = \langle Q, \Sigma, \Gamma, \delta, s, q_a, q_r \rangle$ 
  - $Q$  : set of states
  - $\Sigma$  : input alphabet
  - $\Gamma$  : tape alphabet
    - $\Sigma, \text{blank} \in \Gamma$
  - $s \in Q$  : start state
  - $q_a \in Q$  : accept state
  - $q_r \in Q$  : reject state ( $q_r \neq q_a$ )

## The transition function $\delta$

