

# Turing Machine

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limited memory

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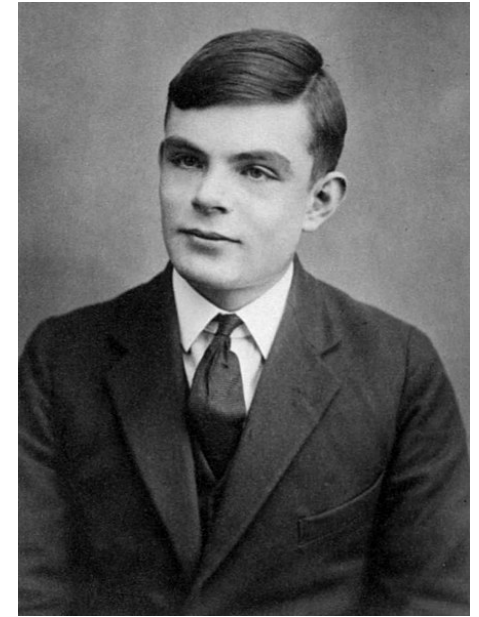
This is the model of [Turing machines](#):  
by Alan Turing (1936)

A Turing machine can do everything a real computer can do

# Turing machine

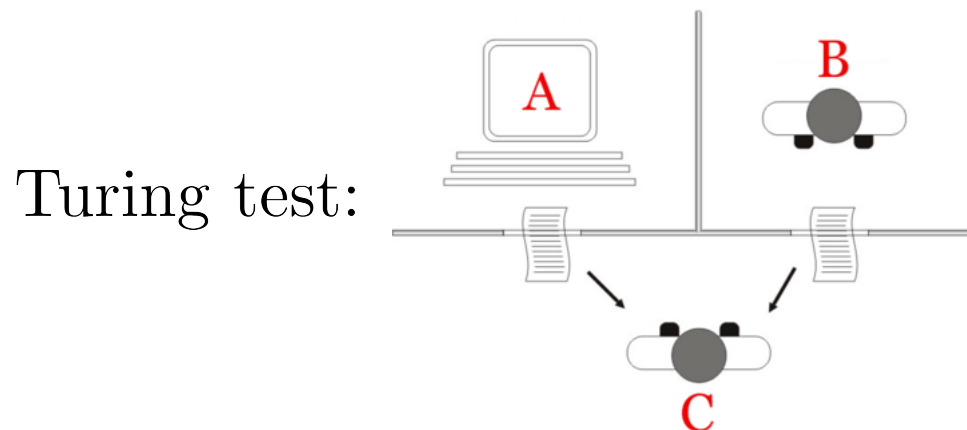
However, (we'll see) even a Turing machine cannot solve certain problems

# Alan Turing (1912~1954)



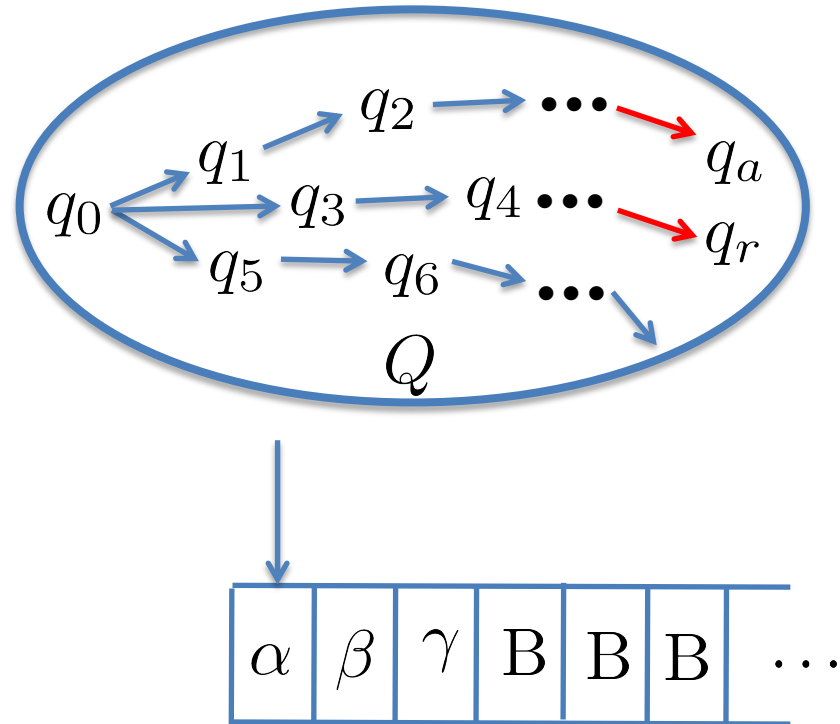
Turing machine: formalization of *algorithm* and *computation*

Decode secret messages encoded by Enigma machine (movie: *The Imitation Game* (2014))

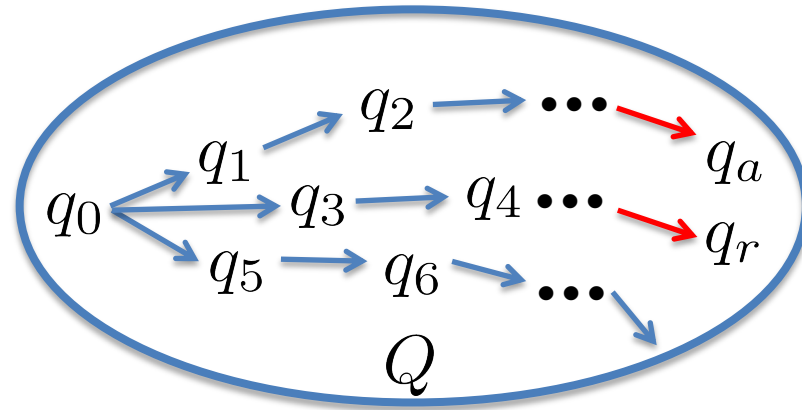


Turing award: Nobel prize of computing

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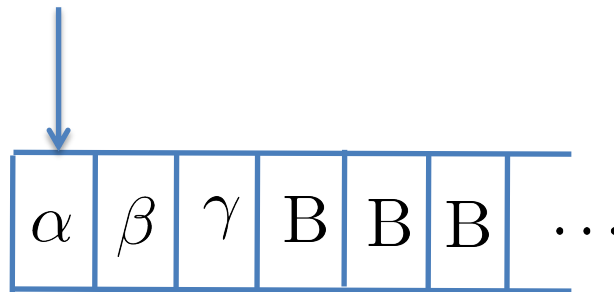


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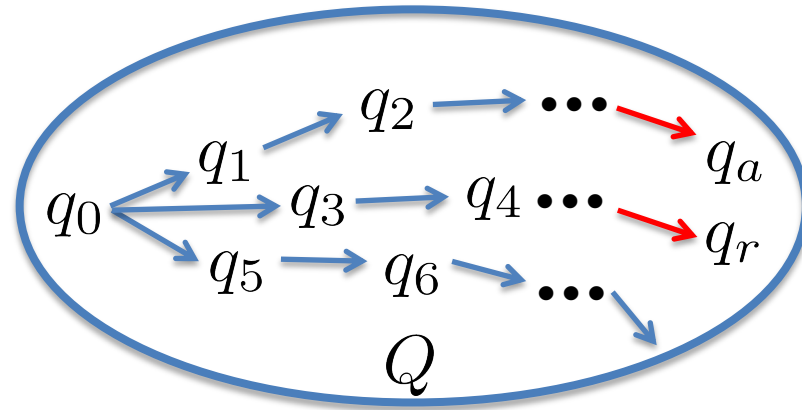


infinite tape:

can hold unlimited  
amount of information

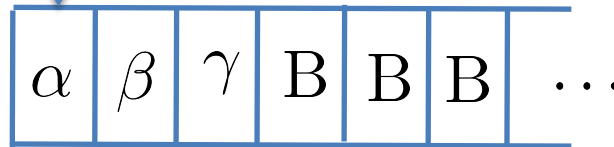


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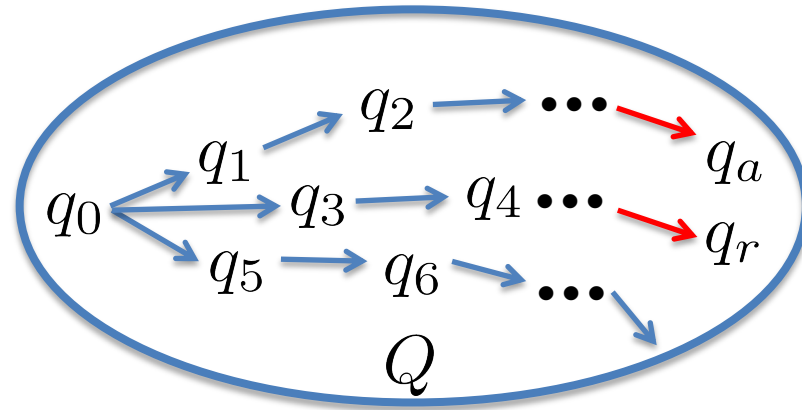


**infinite tape:**  
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**tape head:** starts from leftmost;  
can move left or right

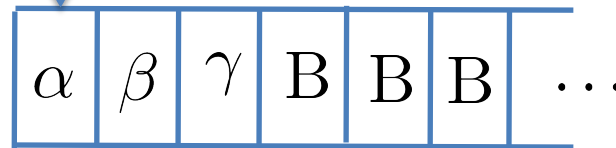


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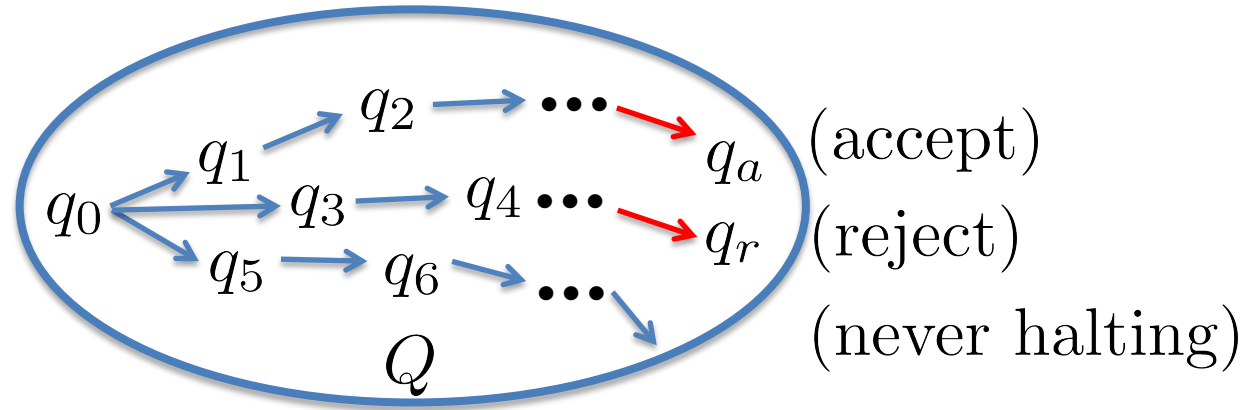
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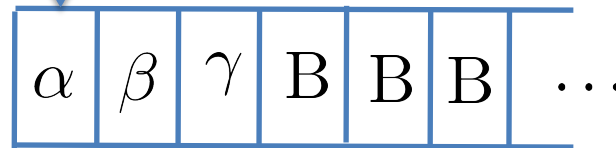
input string stored from leftmost;  
followed by B (blank symbol)

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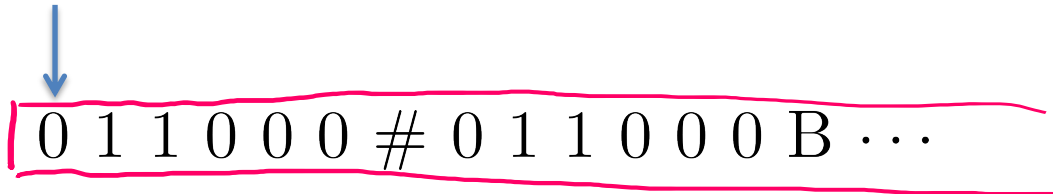
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$M_1 =$  “On input string  $s$ :

1) Zig-zag across tape to corresponding positions on both sides of  $\#$ , and check if these positions contain the same symbols. If they do not, or if no  $\#$  found, then reject. Cross off symbols that are checked.

2) When all symbols to the left of  $\#$  are crossed off, check for any remaining symbols to the right of  $\#$ . If any symbols remain, then reject.

Otherwise, accept.”

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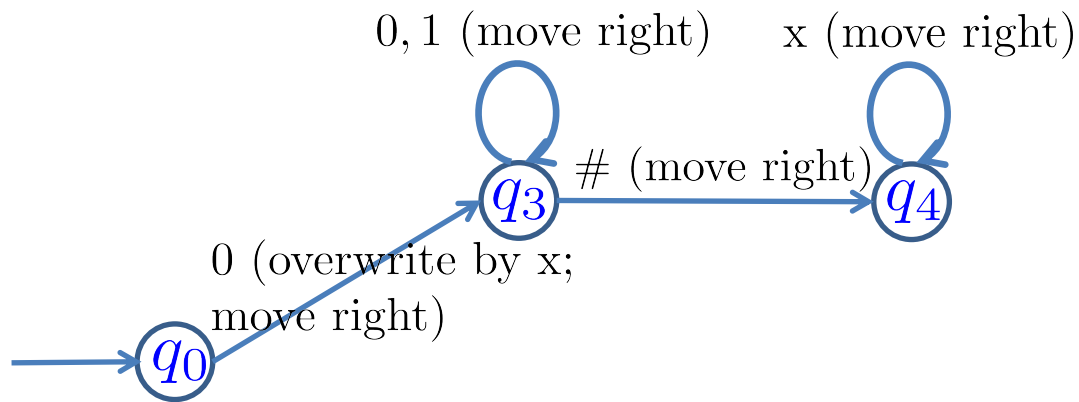
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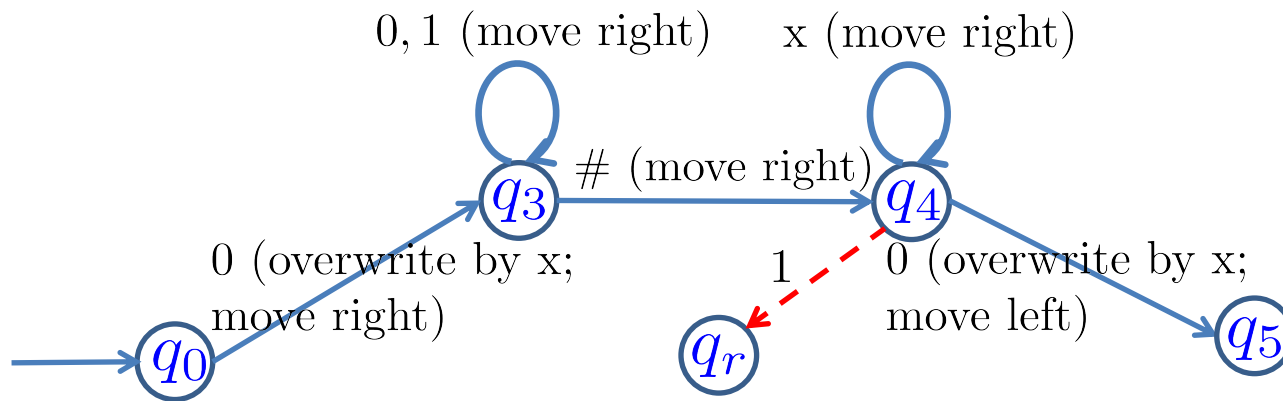
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e.g.  $s = 011000\#011000$



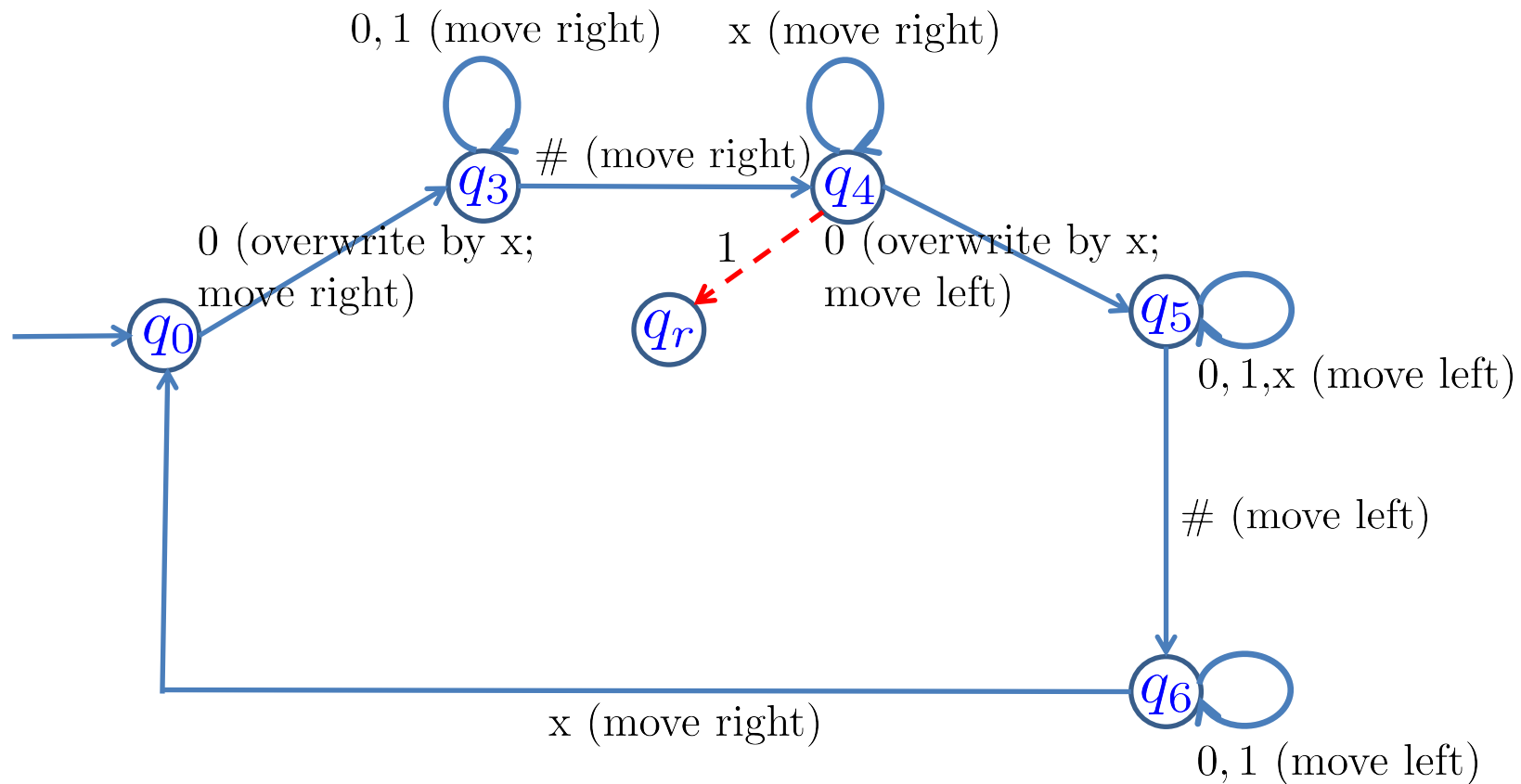
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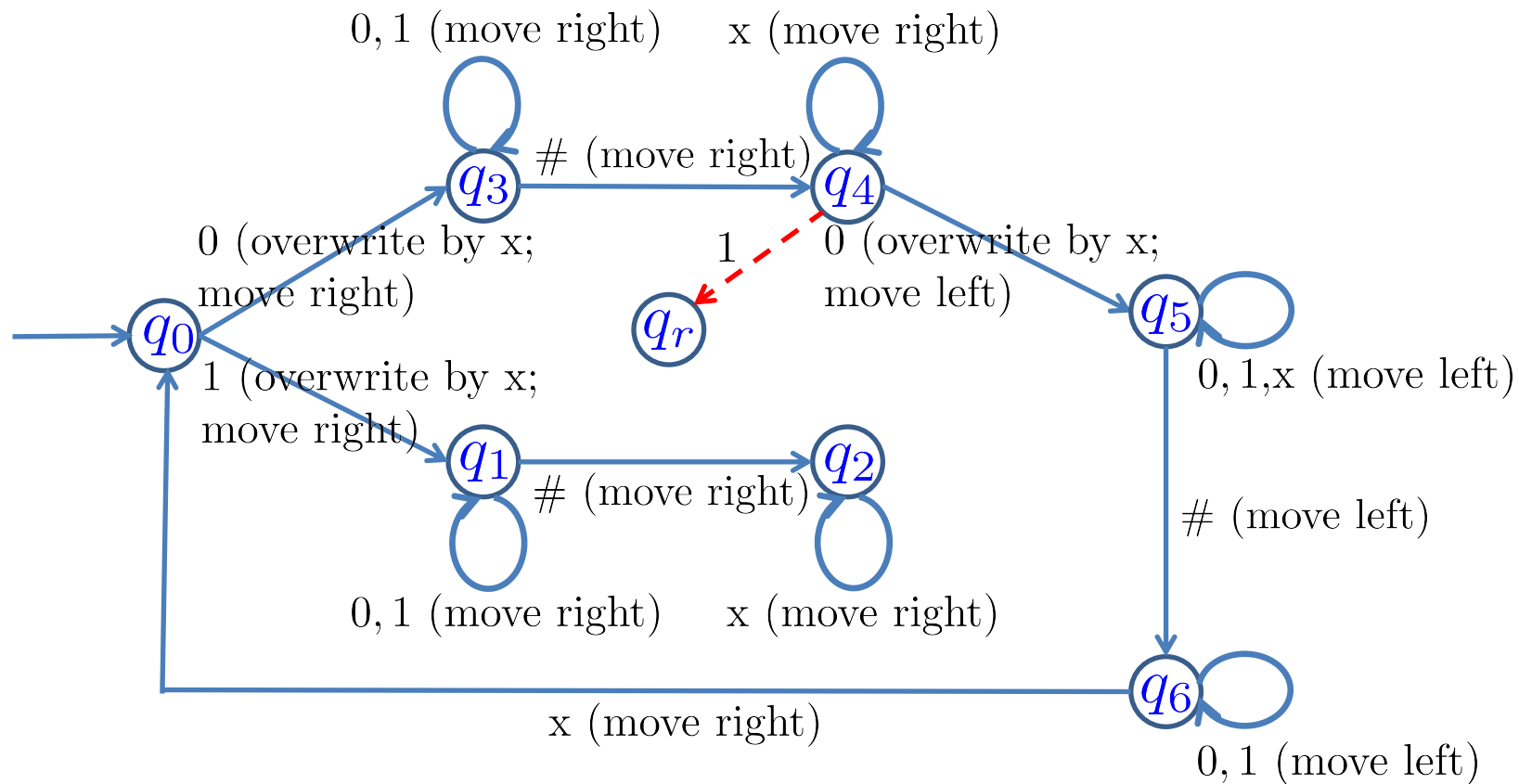
e.g.  $s = \cancel{0}11000\#011000$





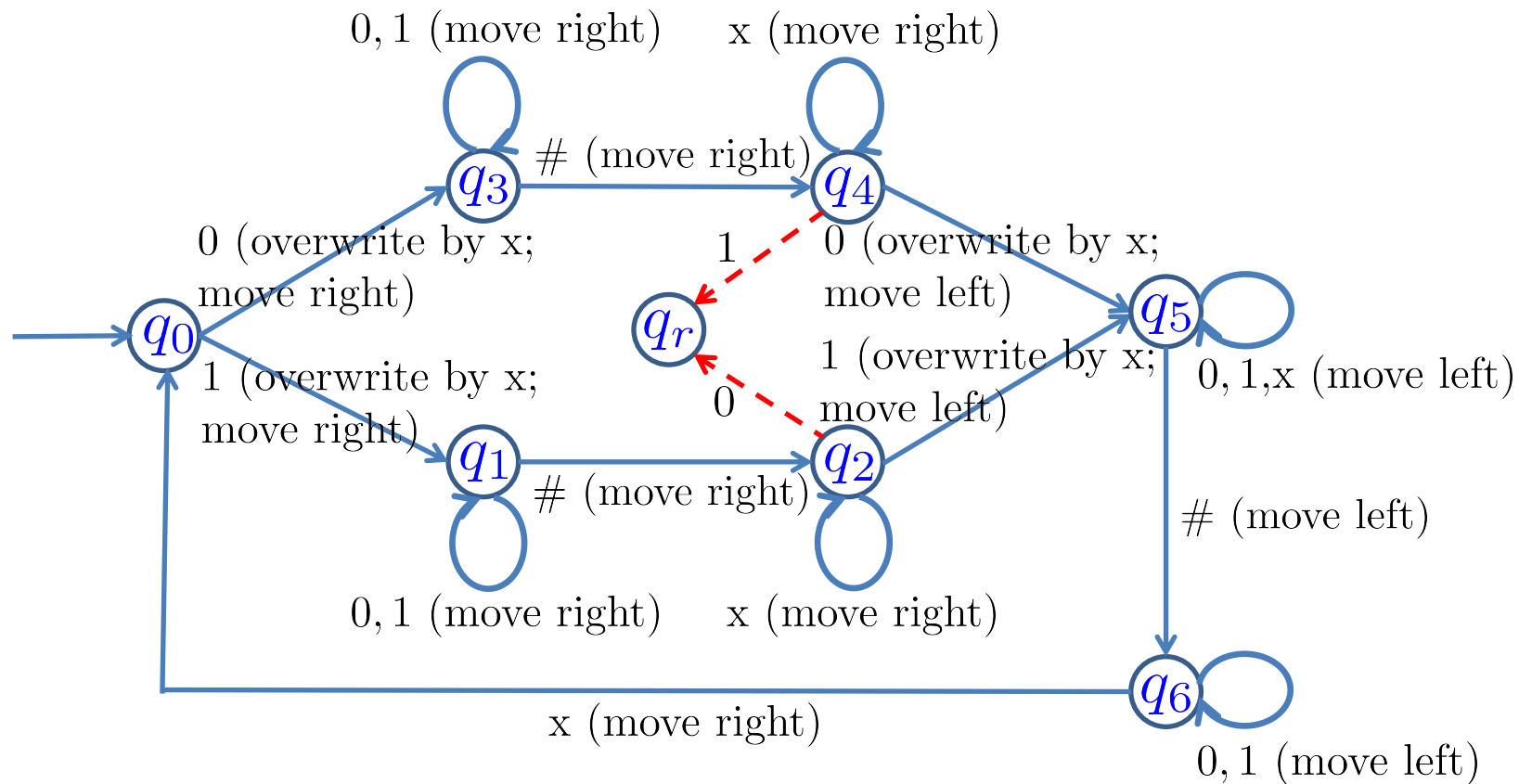
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e.g.  $s = \cancel{0}x1000\#\cancel{0}11000$



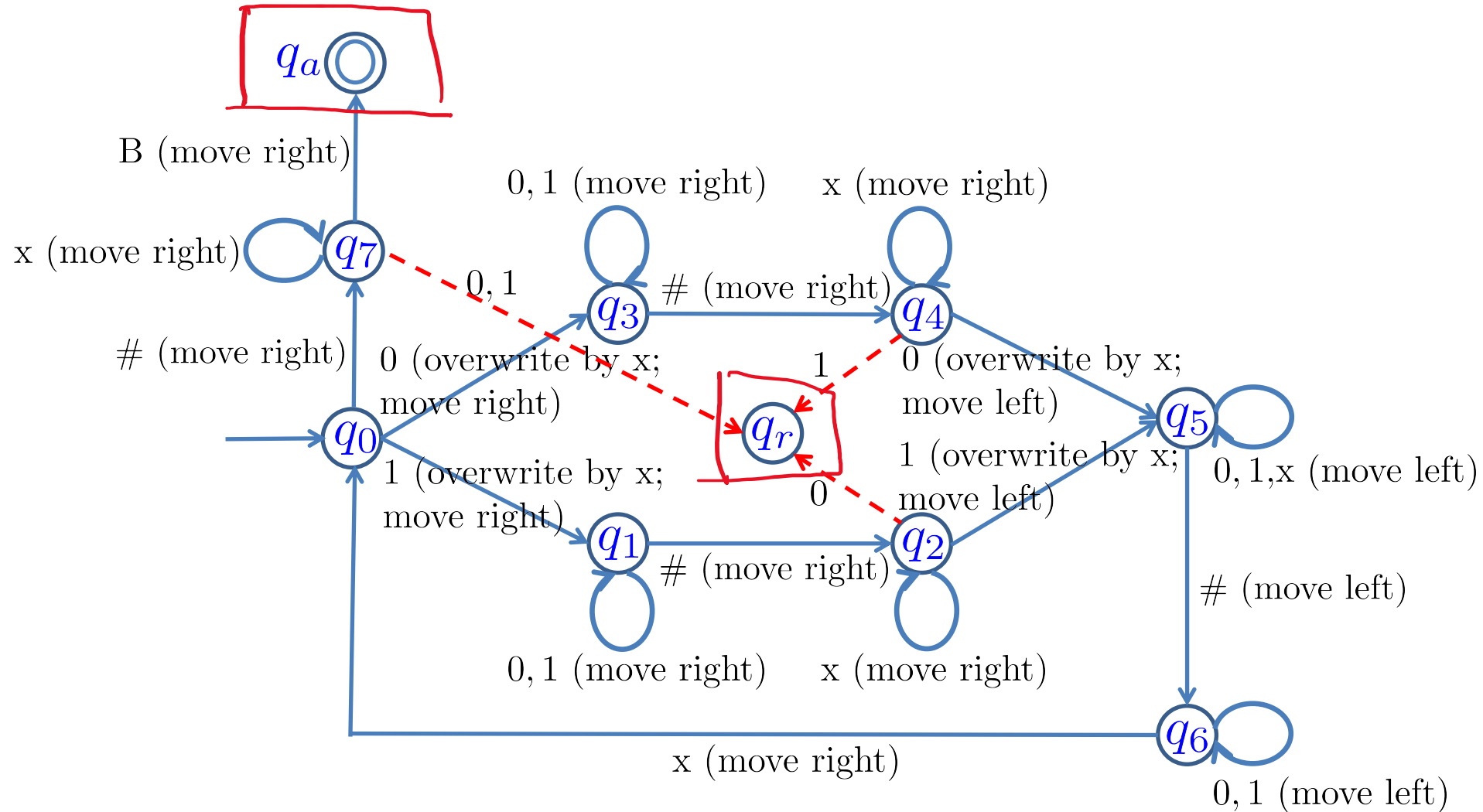
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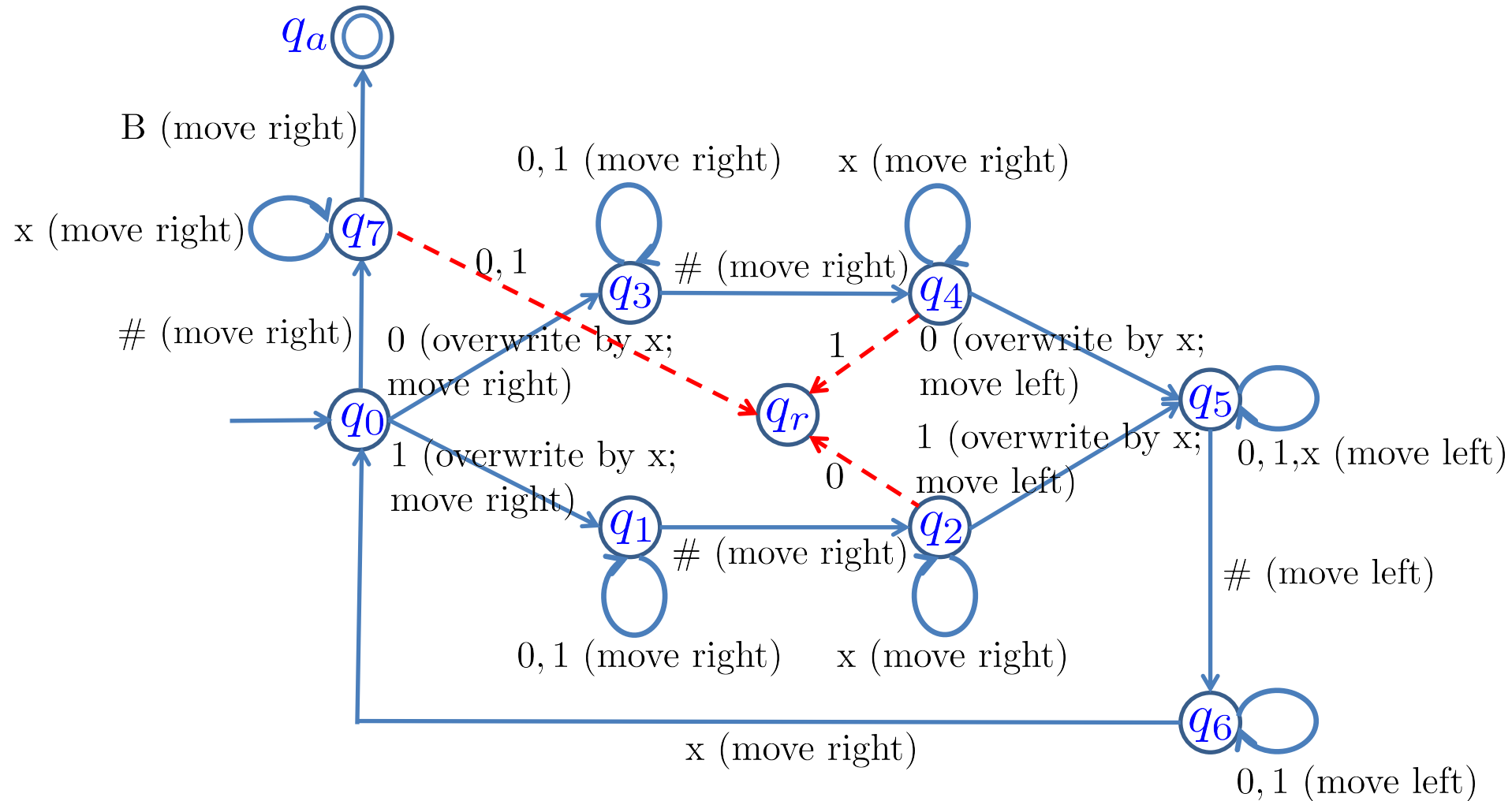
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$q_0 q_3 q_4 q_5 q_6 q_0 q_3 q_4 \underline{q_r}$   
 reject

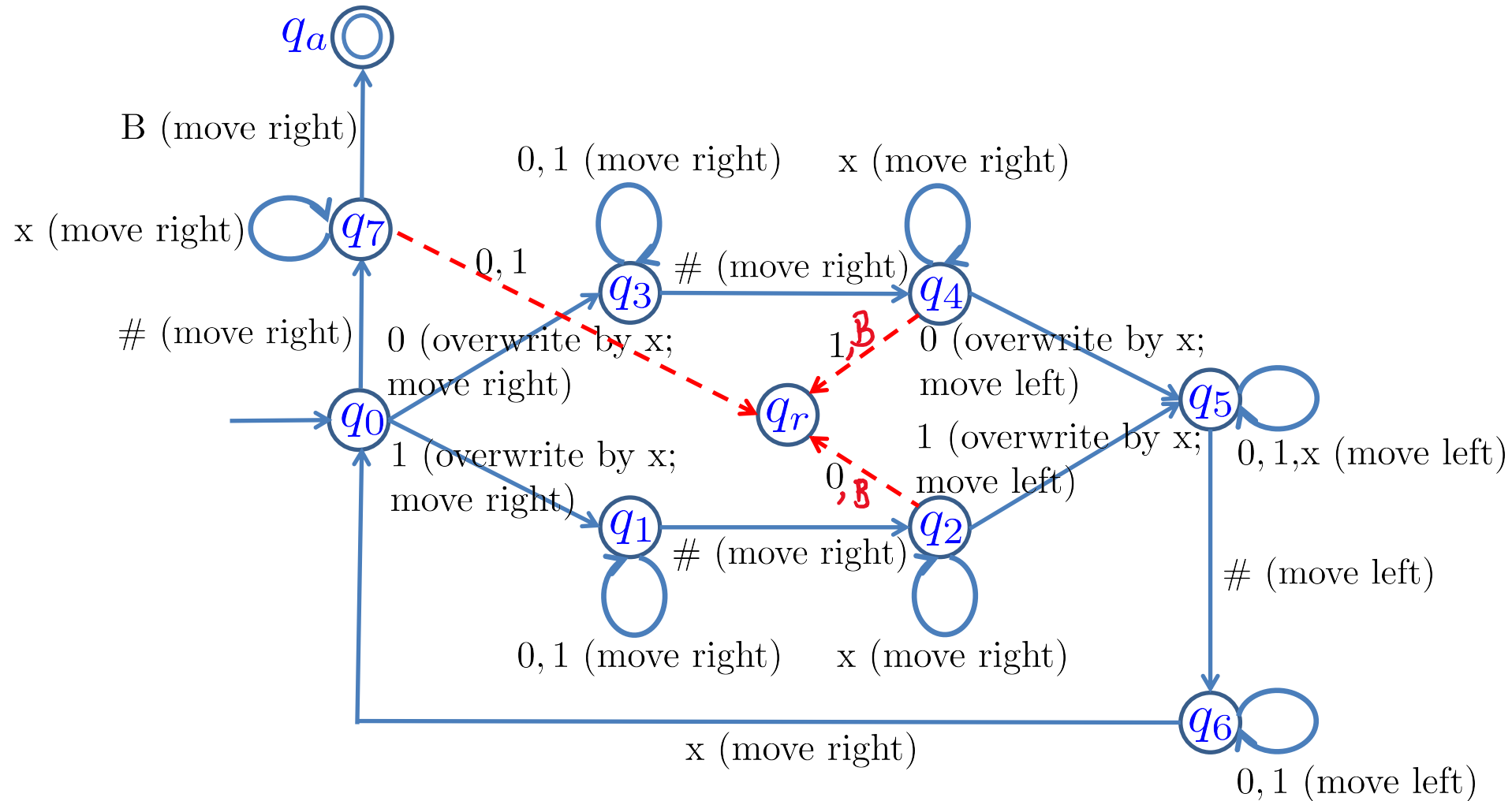
e.g.  $s = 0010\#0110$



# Example

e.g.  $s = 010\#01$

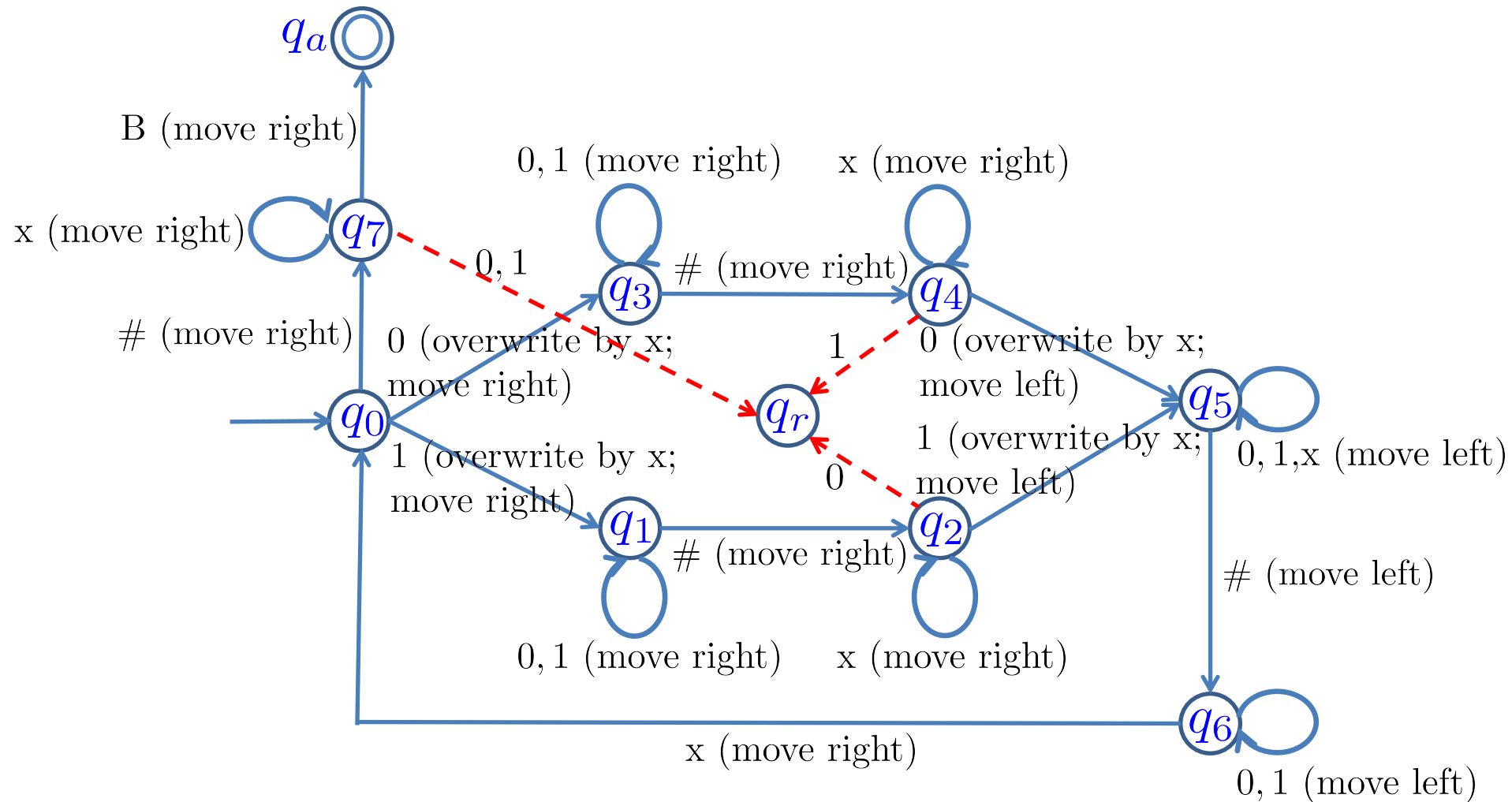
$q_0 q_3 q_4 q_5 q_6 q_0 q_1 q_2 q_5 q_6 q_0$   
 $q_3 q_4 q_r$   
 = "reject"



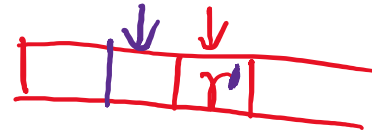
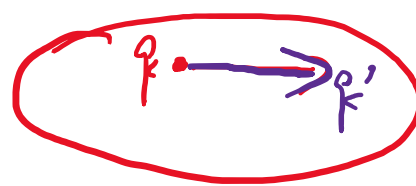
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e.g.  $s = 010\#0101$

$q_0 q_3 q_4 q_5 q_6 q_0 q_1 q_2 q_5 q_6 q_0 q_3 q_4 q_5 q_6$   
 $q_0 q_7 q_r$  "reject"



$$\delta(q, r) = (q', r', L)$$



# Turing machine

A (deterministic) Turing machine (TM)  $\mathbf{M}$  is a 7-tuple  $\mathbf{M} = (Q, \Sigma, \Gamma, \delta, q_0, q_a, q_r)$ , where

$Q$  : state set; a finite set of states

$\Sigma$  : alphabet; a finite set of symbols;  $B \notin \Sigma$

$\Gamma$  : tape alphabet; a finite set of symbols used in the tape;  
 $B \in \Gamma$  and  $\Sigma \subseteq \Gamma$

$\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ : transition function

$q_0 \in Q$  : initial state

$q_a \in Q$  : accept state

$q_r \in Q$  : reject state ( $q_r \neq q_a$ )

# Example

$$Q = \{q_0, \dots, q_7, q_a, q_r\}$$

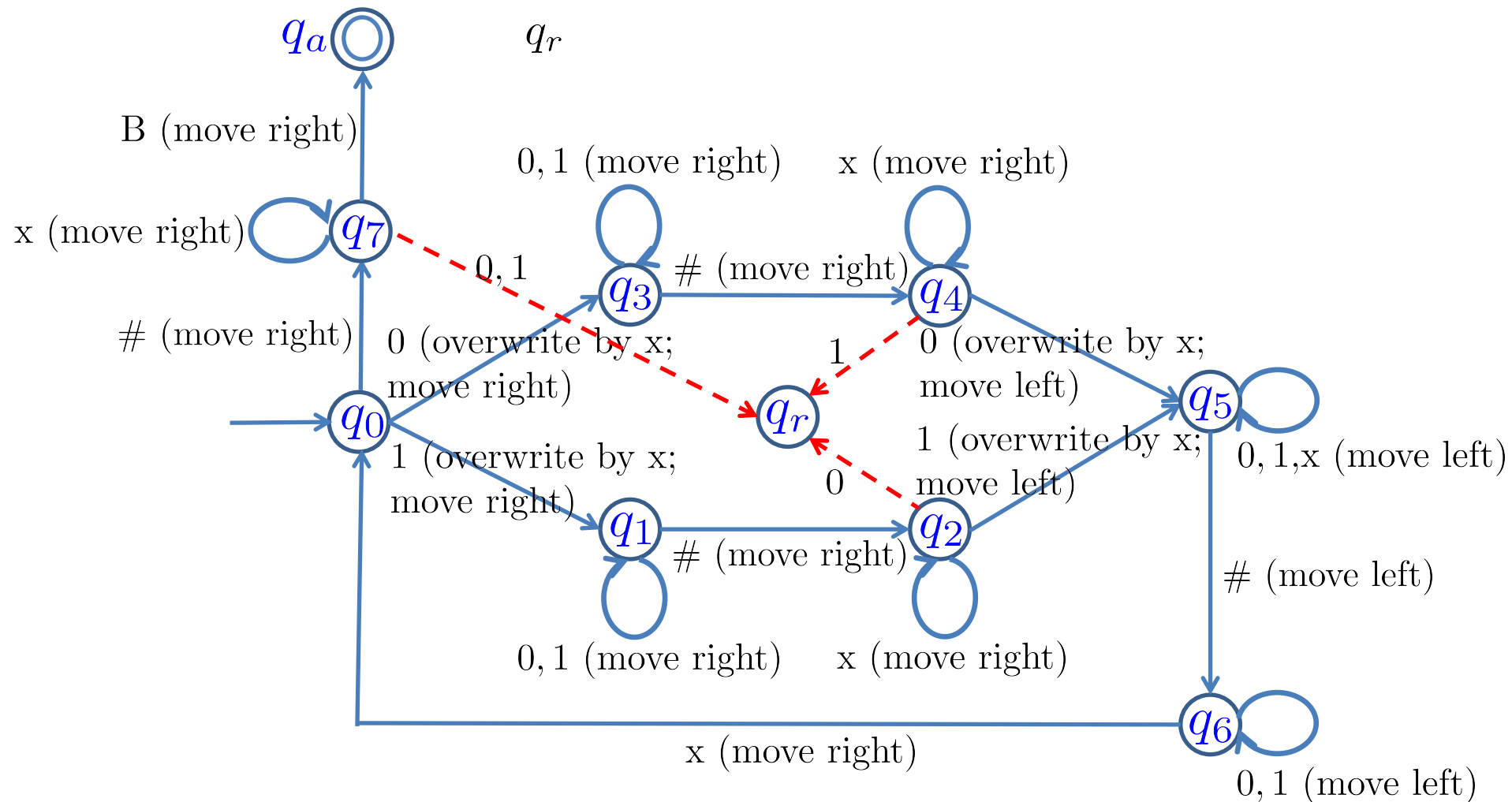
$$\Sigma = \{0, 1, \#\}$$

$$\Gamma = \{B, 0, 1, \#, x\}$$

$q_0$

$q_a$

$q_r$



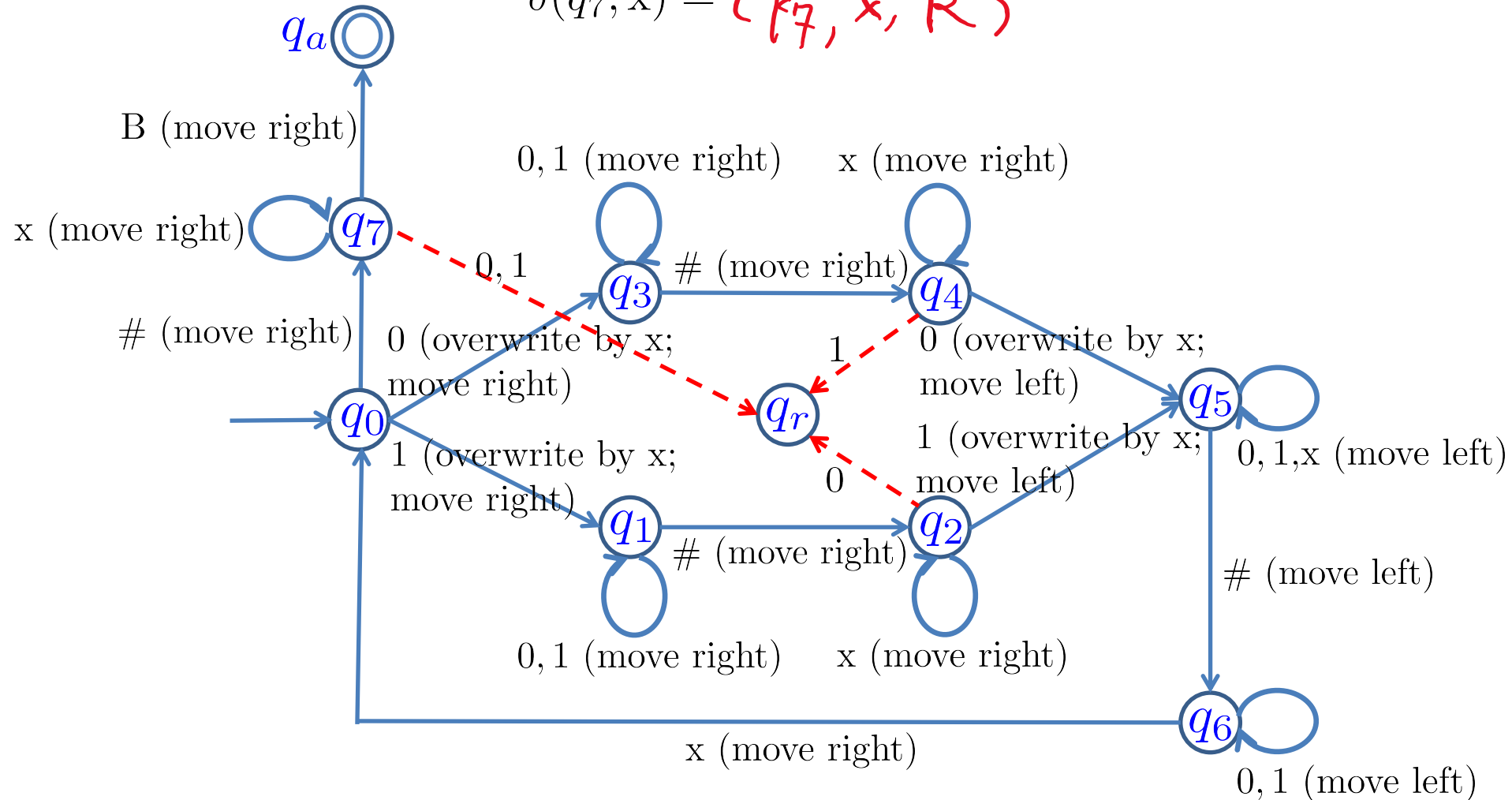


# Example

$$\delta(q_0, 0) = (q_3, x, R)$$

$$\delta(q_5, \#) = (q_6, \#, L)$$

$$\delta(q_7, x) = (q_7, x, R)$$



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$\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ : transition function

$\delta(q, \gamma) = (q', \gamma', R)$ :

**before transition**: state  $q$ , tape head  $\gamma$

**after transition**: state  $q'$ , overwrite by  $\gamma'$ , head moves right

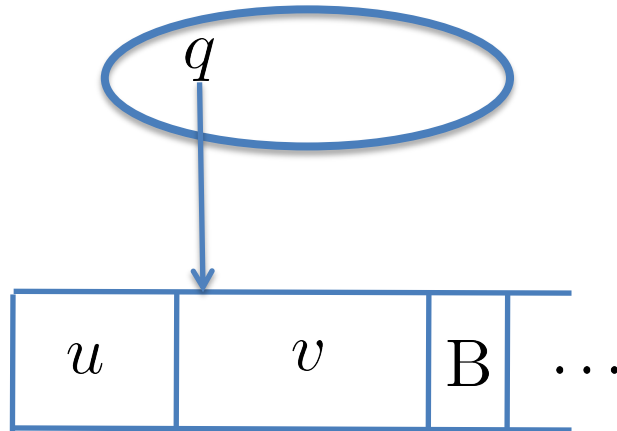
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A (deterministic) Turing machine (TM)  $\mathbf{M}$  is a 7-tuple  $\mathbf{M} = (Q, \Sigma, \Gamma, \delta, q_0, q_a, q_r)$

Let  $q \in Q$  and  $u, v \in \Gamma^*$ .

Then  $uqv$  is a **configuration**:

state  $q$ , tape content  $uv$ , head at first symbol of  $v$



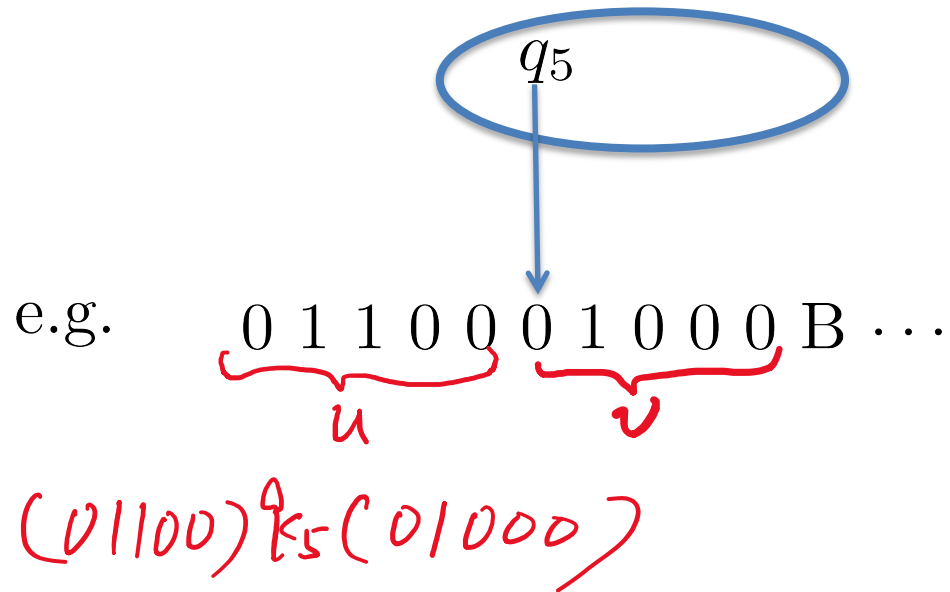
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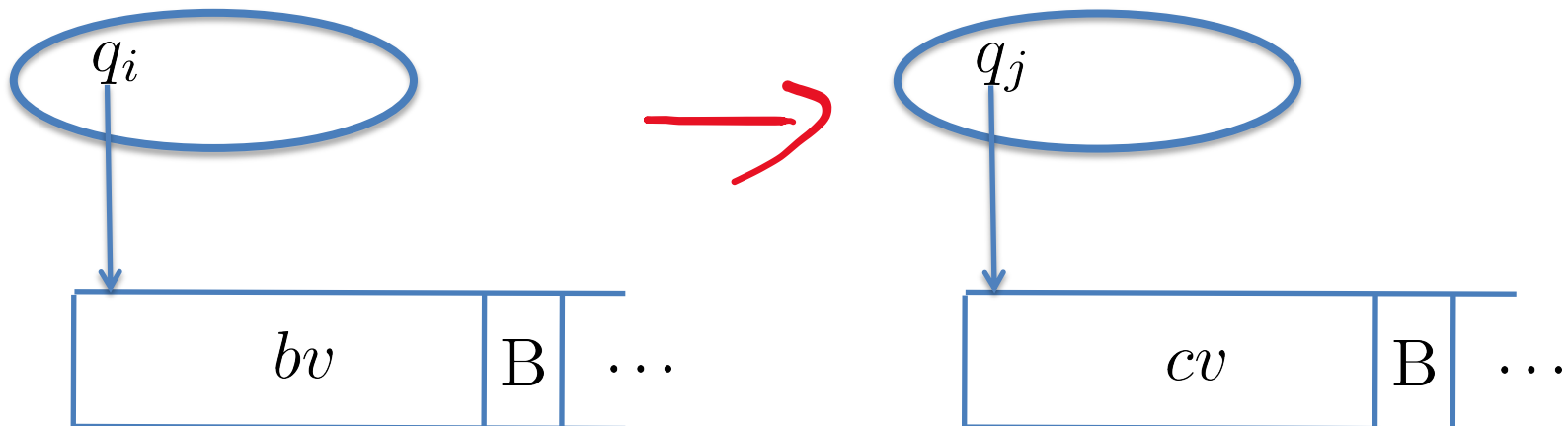
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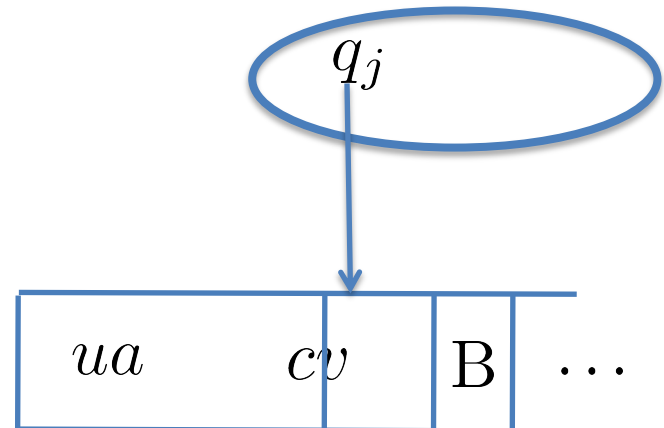
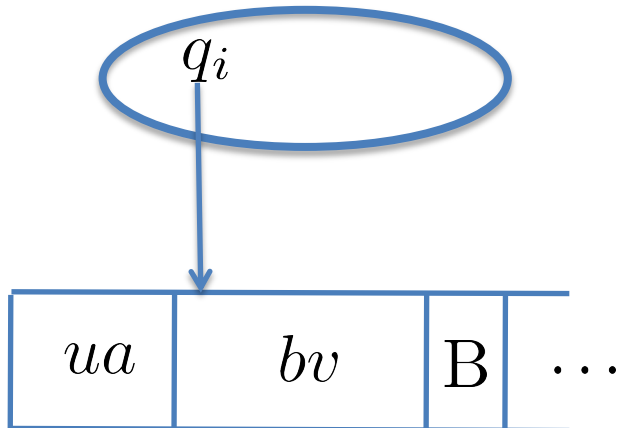
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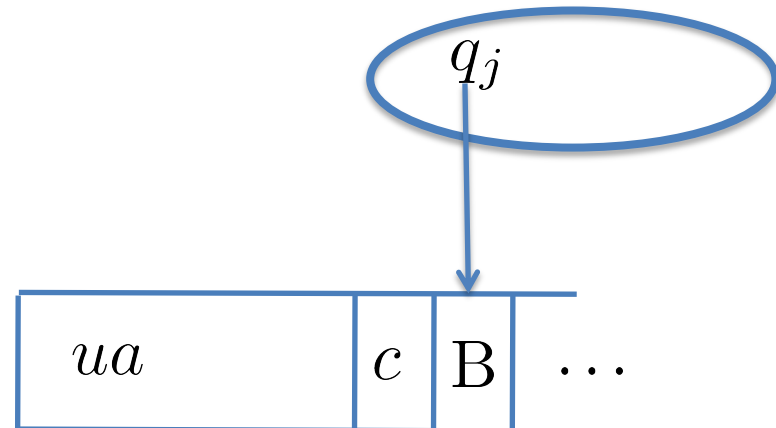
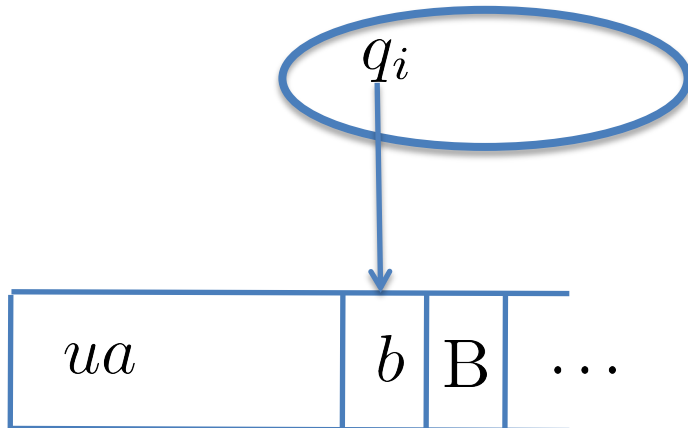
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Three special configurations:

Start configuration:  $q_0s$ , where  $s$  is the input string

Accept configuration:  $uq_av$

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If this never happens, TM **loops** forever.