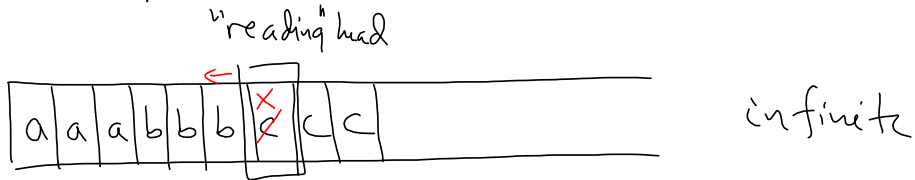
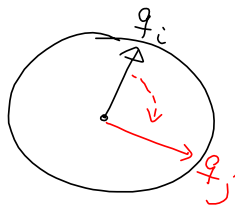


Turing machines

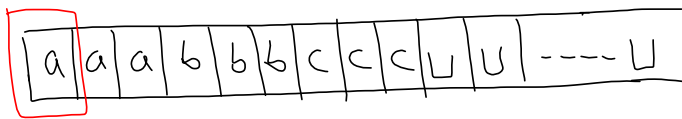


initial state q_0
accept state q_{acc}
reject ... q_{reject}



$$\delta(q_i, c) = (q_j, X, L)$$

$$L = \{ a^n b^n c^n \mid n \geq 0 \} \text{ not CFL}$$



q_0

Config

we saw an 'a' \Rightarrow look for b $A q a b b c c$

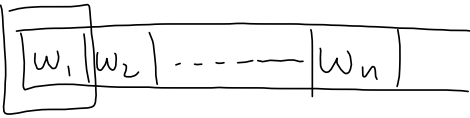
$\underline{a} a b b c c \rightarrow A \underline{a} b b c c \rightarrow A a \underline{b} b c c$
 $\rightarrow A a B \underline{b} c c \rightarrow A a B b \underline{c} c \rightarrow A a B b C \underline{c}$
 $\rightarrow \dots \rightarrow \underline{A} a B b C c \rightarrow A \underline{a} B b C c \rightarrow A A \underline{B} b C c \rightarrow A A B \underline{b} C c$
 $\rightarrow A A B B \underline{C} c \rightarrow A A B B C \underline{c} \rightarrow A A B B C C \underline{c}$
 $\dots \rightarrow A A B B C C \dots \rightarrow A A B B C C \underline{U}$

Config: $A A B B C C q_{acc}$

accept!

Def 3.3 $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{acc}, q_{rej})$

$$u \notin \Sigma \quad \Sigma \subseteq \Gamma$$

initially 
 q_0

Configuration : $u q v \quad u, v \in \Gamma$
 \updownarrow
 $u_1 \dots u_r \frac{v_1 v_2 \dots v_s}{q}$

Configuration C_1 yields C_2

\updownarrow M can go from C_1 to C_2 in one step.

$u a q_i b v$ yields $u q_j a c v$

\updownarrow
 $\delta(q_i, b) = (q_j, c, L)$

NB: $q_i b v \rightarrow q_j c v$ if $\delta(q_i, b) = (q_j, c, L)$

start config $q_0 w$

accepting conf $u q_{acc} v$

rejecting conf $u' q_{reject} v'$

$L(M) = \{ w \mid q_0 w \text{ yields } u q_{acc} v \text{ for some } u, v \in \Gamma^* \}$

one or
in several steps

$$C_1 = q_0 w$$

$$C_i \rightarrow C_{i+1}$$

$$C_n = u q_{acc} v$$

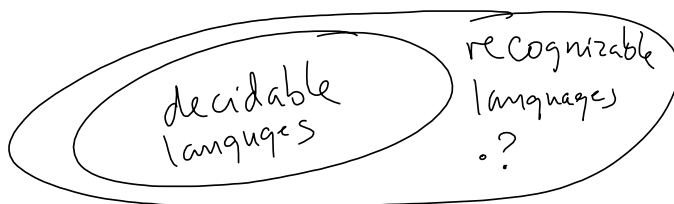
Def 3.5 $L \in \Sigma^*$ is Turing recognizable
 \Downarrow def recursively enumerable
 $L = L(M)$ for some Turing machine M

Three possible outcomes when M is started on w

- M accepts w $q_0 w \rightsquigarrow u q_{acc} v$
- M rejects w
- M 'loops' forever.

A decider is a TM that always stops

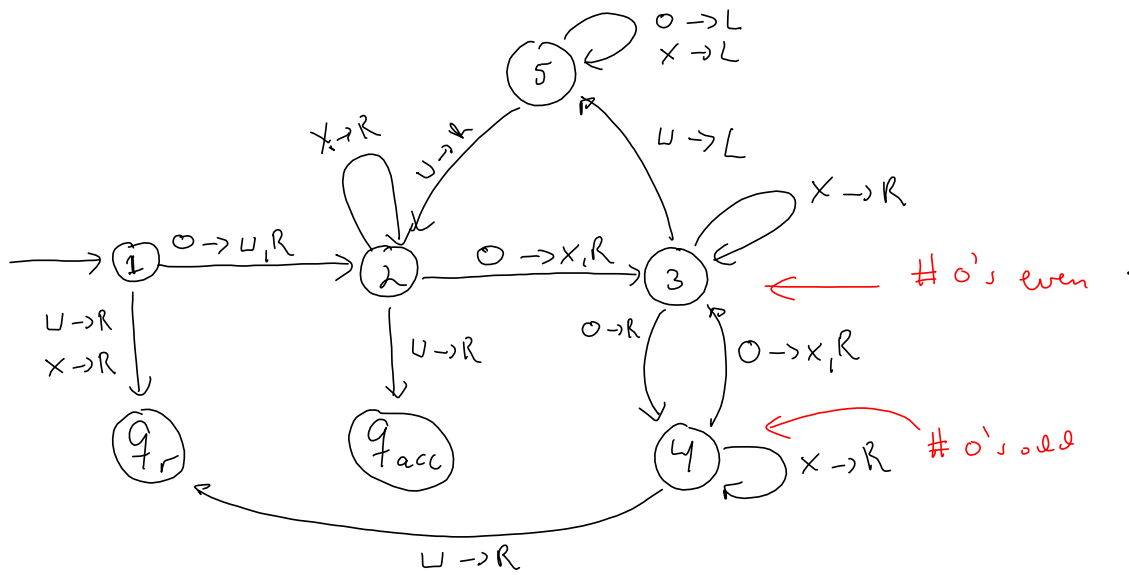
L is decidable $\stackrel{\text{def}}{=} L = L(M)$ for some decider TM.



Ex 3.7 Decider for $A = \{0^{2^n} \mid n \geq 0\}$

1. Cross out every second '0' while moving right
2. If there was only one '0' accept
3. If ----- odd # of '0's reject
4. return to left hand end of tape
5. Goto 1.

0000 \rightarrow ~~0~~0~~0~~00



Notation: $0 \rightarrow U, R$: when reading '0' write 'U' and move right

$0 \rightarrow R$ when reading '0' move right without changing tape (print '0')

Useful TM's not in book

$$q_0 w_1 w_2 \dots w_n \rightarrow \triangleright q_0 w_1 w_2 \dots w_n$$

Right shifting $\leftarrow R_{\text{shift}}$

$$\underline{w_1} w_2 \dots w_n \dashrightarrow \dot{w}_1 \dots w_n \underline{\quad}$$

$$\dot{w}_1 w_2 \dots \underline{w_n} w_n \rightarrow \dot{w}_1 \dots \underline{w_{n-1}} \cup w_n$$

$$\dot{w}_1 \dots w_{n-1} \underline{w_{n-1}} w_n \rightarrow \dot{w}_1 \dots \underline{w_{n-1}} w_{n-1} w_n$$

$$\dashrightarrow \underline{\dot{w}_1} w_1 \dots w_n \rightarrow \triangleright w_1 \dots w_n$$

Notes

1. R_{shift} never touched left hand side of tape

2. could also have done something like

$$\underline{w_1} w_2 \dots w_n \rightarrow \cup w_1 w_2 \dots w_n$$

$$\text{and } w q w' \rightarrow \underline{w} \cup w'$$

