

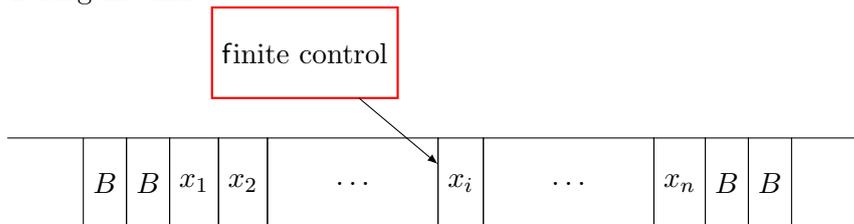
Mathematical Methods for Computer Science I

Fall 2016

Outline 13

2.10. Introduction to Turing Machines (TM).

Turing machine:



- (1) finite control: is in any of a finite set of states
- (2) infinite tape: divided into cells, each with a finite number of symbols, or a blank "B".

Formal notations: $M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$

Q : states

Σ : alphabet

Γ : tape symbols

δ : transition function : $\delta(q, X) = (p, Y, D)$ where q and p are states, Y replaces the tape symbol X from the cell being scanned, D is a direction (left/right)

q_0 : start state; B : blank symbol; F : set of accepting states.

Definition: Let $M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$ be a Turing Machine. $L(M)$, the **language accepted by the TM M** , is $\{w \in \Sigma^* | q_0 w \vdash^* \alpha p \beta \text{ for some } p \in F \text{ and } \alpha, \beta \in \Gamma\}$. The set of languages for which there exists a TM is called the set of **recursively enumerable languages**.

Definition: The languages with Turing machines that *halt* eventually, whether or not they accept, are called **recursive**.

Definition: A problem is **decidable** (the corresponding language is recursive) if it has an algorithm that always tells correctly whether an instance of the problem has answer *yes* or *no*. Otherwise the problem is **undecidable**.

Theorem. *If a language L is recursive, then its complement \bar{L} is also recursive.*

Theorem. *If both a language L and its complement are recursively enumerable, then L is recursive.*

Theorem (Rice). *Every nontrivial property of the recursively enumerable languages is undecidable.*

Definition: The classes \mathcal{P} and \mathcal{NP} of problems are those that are solvable in polynomial time by deterministic and nondeterministic TMs. Problems in \mathcal{NP} are also called intractable. This definition follows the unproven assumption that $\mathcal{P} \neq \mathcal{NP}$.