18.404/6.840 Lecture 6

Last time:

- Proving languages not Context Free
- Turing machines
- Recognizers and deciders
- T-recognizable and T-decidable languages

Today: (Sipser §3.2 – §3.3)

- Equivalence of variants of the Turing machine model
 - a. Multi-tape TMs
 - b. Nondeterministic TMs
 - c. Enumerators
- Church-Turing Thesis
- Notation for encodings and TMs

Turing machine model – review



On input *w* a TM \overline{M} may halt (enter q_{acc} or q_{rej}) or loop (run forever).

- So *M* has 3 possible outcomes for each input *w*:
- 1. <u>Accept</u> w (enter q_{acc})
- 2. <u>Reject</u> w by halting (enter $q_{\rm rej}$)
- 3. <u>Reject</u> w by looping (running forever)

A is <u>T-recognizable</u> if A = L(M) for some TM M. A is <u>T-decidable</u> if A = L(M) for some TM decider M. halts on all inputs

Turing machines model general-purpose computation.

- Q: Why pick this model?
- A: Choice of model doesn't matter. All reasonable models are equivalent in power.Virtues of TMs: simplicity, familiarity.

Multi-tape Turing machines



Theorem: A is T-recognizable iff some multi-tape TM recognizes A **Proof:** (\rightarrow) immediate. (\leftarrow) convert multi-tape to single tape:



S simulates M by storing the contents of multiple tapes on a single tape in "blocks". Record head positions with dotted symbols.

Some details of *S*:

- 1) To simulate each of *M*'s steps
 - a. Scan entire tape to find dotted symbols.
 - b. Scan again to update according to *M*'s δ .
 - c. Shift to add room as needed.
- 2) Accept/reject if *M* does.

Nondeterministic Turing machines

A <u>Nondeterministic TM</u> (NTM) is similar to a Deterministic TM except for its transition function $\delta: Q \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma \times \{L, R\})$.

Nondeterministic computation tree

for *N* on input *w*.

accept

Theorem: A is T-recognizable iff some NTM recognizes A **Proof:** (\rightarrow) immediate. (\leftarrow) convert NTM to Deterministic TM.





If a thread forks, then M copies the block.

If a thread accepts then M accepts.



Defn: A <u>Turing Enumerator</u> is a deterministic TM with a printer.

It starts on a blank tape and it can print strings w_1, w_2, w_3, \dots possibly going forever. Its language is the set of all strings it prints. It is a generator, not a recognizer. For enumerator E we say $L(E) = \{w | E \text{ prints } w\}$.

Theorem: A is T-recognizable iff A = L(E) for some T-enumerator E.

Check-in 6.1 <i>E</i> When converting TM <i>M</i> to enumerator <i>E</i> , does <i>E</i> always print the strings in <i>string order</i> ? a) Yes. b) No.	Proof: (\rightarrow) Convert TM <i>M</i> to equivalent enumerator <i>E</i> . <i>E</i> = Simulate <i>M</i> on each w_i in $\Sigma^* = \{\varepsilon, 0, 1, 00, 01, 10,\}$ If <i>M</i> accepts w_i then print w_i . Continue with next w_i . <i>Problem:</i> What if <i>M</i> on w_i loops? <i>Fix:</i> Simulate <i>M</i> on w_1 , w_2 ,, w_i for <i>i</i> steps, for $i = 1, 2,, N_i$ print those w_i which are accounted
	Print those w_i which are accepted.

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Check-in 6.1



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Hilbert's 10th Problem

In 1900 David Hilbert posed 23 problems

#1) Problem of the continuum (Does set A exist where $|\mathbb{N}| < |A| < |\mathbb{R}|$?).

- #2) Prove that the axioms of mathematics are consistent.
- #10) Give an algorithm for solving *Diophantine equations*.

Diophantine equations:

Equations of polynomials where solutions must be integers. Example: $3x^2 - 2xy - y^2z = 7$ solution: x = 1, y = 2, z = -2

Let $D = \{p \mid \text{polynomial } p(x_1, x_2, \dots, x_k) = 0 \text{ has a solution in integers}\}$ Hilbert's 10th problem: Give an algorithm to decide D. Matiyasevich proved in 1970: D is not decidable.

David Hilbert 1862—1943

Note: *D* is T-recognizable.

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Notation for encodings and TMs

Notation for encoding objects into strings

- If O is some object (e.g., polynomial, automaton, graph, etc.), we write $\langle 0 \rangle$ to be an encoding of that object into a string.

- If O_1, O_2, \dots, O_k is a list of objects then we write $\langle O_1, O_2, \dots, O_k \rangle$ to be an encoding of them together into a single string.

Notation for writin Check-in 6.3

We will use high-level If x and y are strings, would xy be a good choice knowing that we could for their encoding $\langle x, y \rangle$ into a single string? transition function, et a)

M = "On input w

Yes. b) No.

[English description of the algorithm]"

Check-in 6.3

TM – example revisited

TM *M* recognizing $B = \{a^k b^k c^k | k \ge 0\}$

M = "On input w

- 1. Check if $w \in a^*b^*c^*$, reject if not.
- 2. Count the number of a's, b's, and c's in w.
- 3. Accept if all counts are equal; reject if not."

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High-level description is ok. You do not need to manage tapes, states, etc...

Problem Set 2

#5) Show *C* is T-recognizable iff there is a decidable *D* where $C = \{ x | \exists y \langle x, y \rangle \in D \}$ $x, y \in \Sigma^*$

 $\langle x, y \rangle$ is an encoding of the pair of strings x and y into a single string. Think of D as a collection of pairs of strings.



Quick review of today

- We showed that various TM variants (multi-tape, nondeterministic, enumerator) are all equivalent to the single-tape model.
- 2. Concluded that all "reasonable" models with unrestricted memory access are equivalent.
- Discussed the Church-Turing Thesis: Turing machines are equivalent to "algorithms".
- Notation for encoding objects and describing TMs.
- 5. Discussed Pset 2 Problem 5.

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