

last time: CFGs

- add recursion

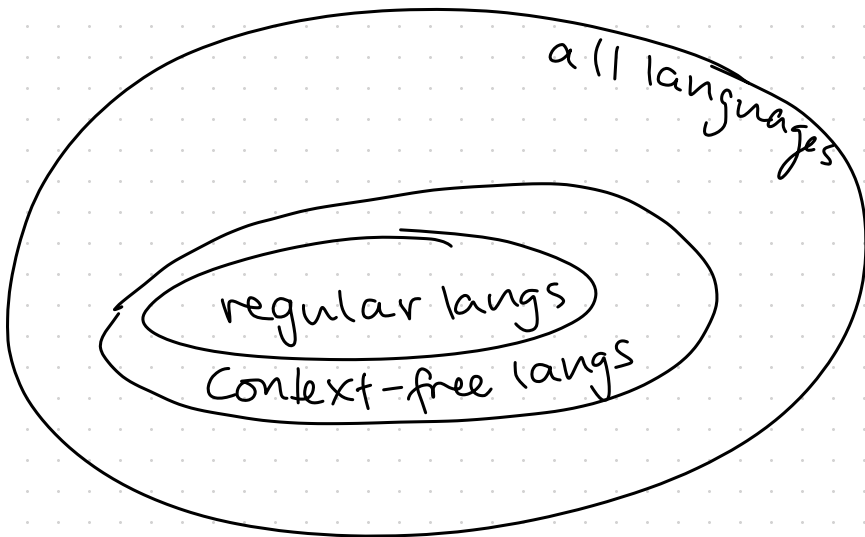
- what did we miss?

- equivalent to DFA/NFA:  
pushdown automaton

- non-context free languages

$\{0^n 1^n 0^n : n \geq 0\}$

- language transformations



sequencing  
branching  
repetition

languages

machine

regular

DFA/NFA

recursion

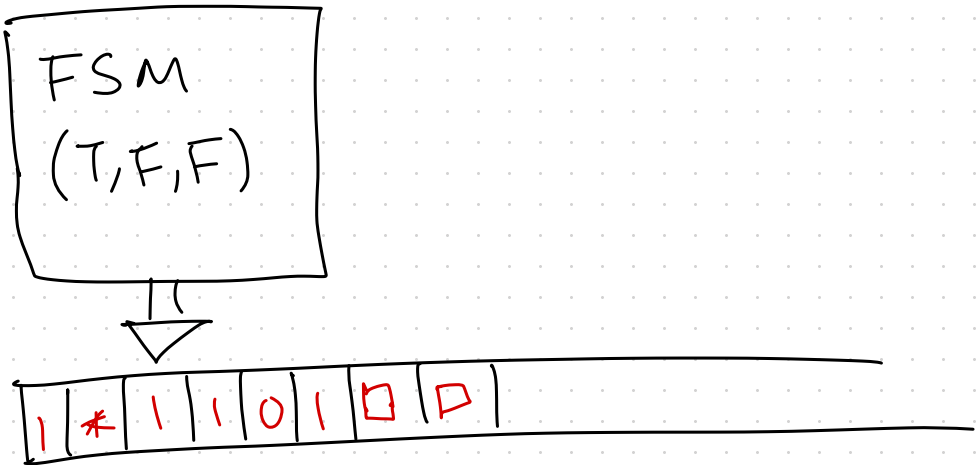
Context-free

pushdown  
automaton

memory

decidable

Turing  
machine



At each step:

Read symbol currently pointing at on tape

Based on symbol + current state:

write symbol at current position

change state

move 1 step L or R

ex TM to recognize  $\{0^n 1^n 0^n : n \geq 0\}$

$$TM = (\Gamma, \square, \Sigma, Q, q_{start}, q_{reject}, q_{accept}, \delta)$$

$\Gamma$  = tape alphabet

$\square \in \Gamma$  = blank symbol

$\Sigma \subseteq (\Gamma \setminus \square)$  = input alphabet

$Q$  = states

$q_{start}, q_{accept}, q_{reject} \in Q$

once a TM  
enters  $q_{acc}$   
or  $q_{rej}$ ,  
halts

$$\delta: (Q \setminus \{q_{accept}, q_{reject}\} \times \Gamma) \rightarrow Q \times \Gamma \times \begin{matrix} R, L \\ \{+1, -1\} \end{matrix}$$

$\uparrow \quad \uparrow \quad \uparrow$

$$\{0^n 1^n 0^n : n \geq 0\}$$

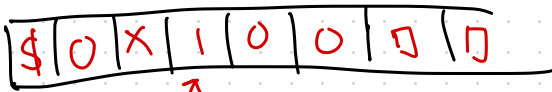
$$\Gamma = \{0, 1, \$, x, \square\}$$

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

$$Q = \{\text{start}, \text{seek1}, \text{seek0}, \text{reset}, \text{verify}, \text{accept}, \text{reject}\}$$

$\delta(p, a) = (q, b, \delta)$	explanation
$\delta(\text{start}, 0) = (\text{seek1}, \$, +1)$	mark first 0 and scan right
$\delta(\text{start}, x) = (\text{verify}, \$, +1)$	looks like we're done, but let's make sure
$\delta(\text{seek1}, 0) = (\text{seek1}, 0, +1)$	scan rightward for 1
$\delta(\text{seek1}, x) = (\text{seek1}, x, +1)$	
$\delta(\text{seek1}, 1) = (\text{seek0}, x, +1)$	mark 1 and continue right
$\delta(\text{seek0}, 1) = (\text{seek0}, 1, +1)$	scan rightward for 0
$\delta(\text{seek0}, x) = (\text{seek0}, x, +1)$	
$\delta(\text{seek0}, 0) = (\text{reset}, x, +1)$	mark 0 and scan left
$\delta(\text{reset}, 0) = (\text{reset}, 0, -1)$	scan leftward for \$
$\delta(\text{reset}, 1) = (\text{reset}, 1, -1)$	
$\delta(\text{reset}, x) = (\text{reset}, x, -1)$	
$\delta(\text{reset}, \$) = (\text{start}, \$, +1)$	step right and start over
$\delta(\text{verify}, x) = (\text{verify}, \$, +1)$	scan right for any unmarked symbol
$\delta(\text{verify}, \square) = (\text{accept}, \square, -1)$	success!

any unspecified transition goes to reject  $\leftarrow$   
 (start, 1) ?



reject

start

seek 1

verify

seek 0

reset

basic algorithm:

- mark 1st set of 0s w/ \$

- mark 1s and 2nd set of 0s w/x

- mark 1s and 2nd set of 0s w/x

example run on 001100

(start, 001100)  
⇒ (seek1, 001100)  
⇒ (seek1, 001100)  
⇒ (seek0, 00x100)  
⇒ (seek0, 00x100)  
⇒ (reset, 00x1x0)  
⇒ (reset, 00x1x0)  
⇒ (reset, 00x1x0)  
⇒ (reset, 00x1x0)  
⇒ (start, 00x1x0)  
⇒ (seek1, 00x1x0)  
⇒ (seek1, 00x1x0)  
⇒ (seek0, 00xxx0)  
⇒ (seek0, 00xxx0)  
⇒ (reset, 00xxxx)  
⇒ (reset, 00xxxx)  
⇒ (reset, 00xxxx)  
⇒ (reset, 00xxxx)  
⇒ (start, 00xxxx)  
⇒ (verify, 00xxx0)  
⇒ (verify, 00xxx0)  
⇒ (verify, 00xxx0)  
⇒ (verify, 00xxx0) ⇒ **accept!**

does (start, 1) = reject  
still make sense?

(start, 00100)  
⇒ (seek1, 00100)  
⇒ (seek1, 00100)  
⇒ (seek0, 00x00)  
⇒ (reset, 00xx0)  
⇒ (reset, 00xx0)  
⇒ (reset, 00xx0)  
⇒ (start, 00xx0)  
⇒ (seek1, 00xx0)  
⇒ (seek1, 00xx0)  
⇒ (seek1, 00xx0) ⇒ **reject!**

State  $\uparrow$  finite  
vs. Configuration  $\uparrow$  infinite  
(tape contents + position + state)

## Church-Turing Thesis:

Turing machines are equivalent to all reasonable models of computation

Polynomial

$$5x^2 + z^3 - zy = 0$$

Solution for  $x, z, y$  ints? ]

1970: undecidable

Given a input  $w$ , a TM can either:

- accept } halt
- reject }
- loop forever

If a TM halts on all inputs, we call it a decider.

- A language  $L$  is decidable if there

is a TM that accepts every string in  $L$  and rejects every string not in  $L$ .

- A language  $L$  is recognizable if there is a TM that accepts a string iff it is in  $L$ .

## Equivalence of TM w/ other models of computation

- what if we allow TM to stay put?

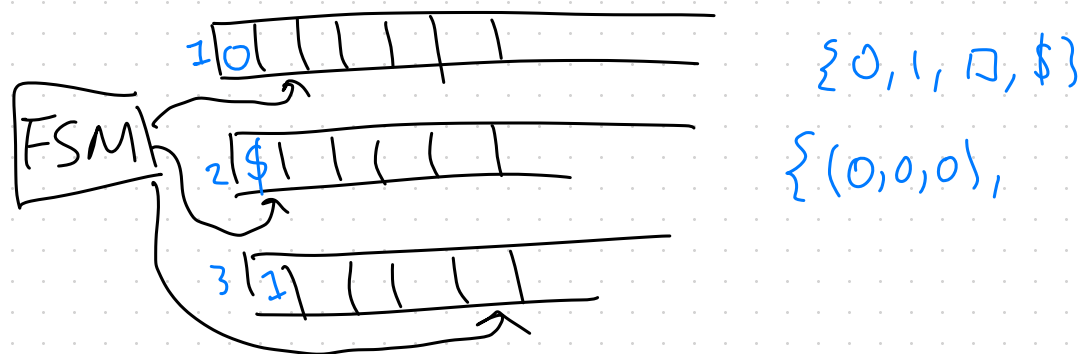
- replace any "stay put" w/

2 move:

move R

move L

- what if we want multiple tapes?

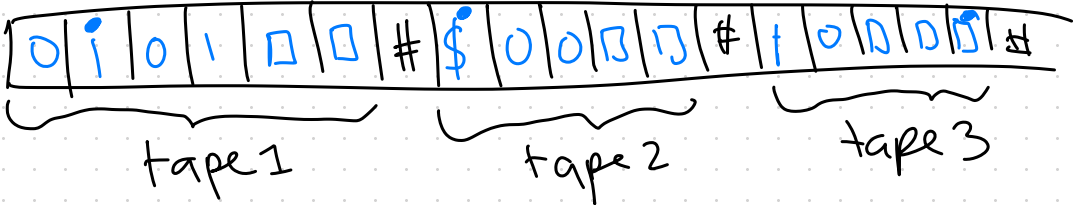


① tape alphabet = tuples

(0, \$, 1)

② one long tape

FSM  
↓



marked alphabet

the description of a TM can be input to a TM

=> a TM can be input to itself