

Defⁿ: A Turing Machine (TM) is an 8-tuple $M = (Q, \Sigma, \Gamma, \delta, \square, s, q_{acc}, q_{rej})$ where:

- Q and Σ are as with a DFA or NFA, likewise s .
- Γ , a superset of Σ , is the work alphabet.
- \square , a member of Γ but not Σ is the blank. B or ␣ or Stay.
- q_{acc} is the accepting state, and q_{rej} is the only other halting state.
- $\delta \subseteq ((Q - \{q_{acc}, q_{rej}\}) \times \Gamma) \times (\Gamma \times \{L, R, S\} \times Q)$

Typical instruction (p, c, d, D, q)

Graphically: $p \xrightarrow{(c/d, D)} q$
 read / write / move head / stay
 (c/d, D) → (d, D, q)

Defⁿ (not fully formal, skinned in Debra's notes): A configuration I of a TM M specifies:

- the current state q
- the current contents \vec{w} of each tape, optionally excluding the input tape 1 if tape 1 is read-only
- the head positions \vec{h} on each tape, including tape 1.

The initial ID $I_0(x)$ on an input $x \in \Sigma^*$ has $q = s$, $\vec{w} = \text{"blanks except for } x \text{"}$ and $h_j = 1$ for each j , $1 \leq j \leq k$. When $k=1$, IDs can be written as strings $I = [u q c v]$ where the single head is scanning char c and $w = ucv$ includes the entire nonblank contents of the tape.

es $I_0(x) = sx$, but if $x = \epsilon$, $I_0(\epsilon) = s\square$. In any event, the ID Alphabet Φ includes Γ and Q .

Defⁿ (also informal) $I \xrightarrow{M} J$ "if there is a legal instruction in δ such that executing it in I produces J "

we can define formally: A computation (path) on an input $x \in \Sigma^*$ is a sequence of configurations I_0, I_1, \dots, I_n such that $I_i \xrightarrow{M} I_{i+1}$ for $0 \leq i < n$.

Instructions can be written this way: $(p, (c_1, \dots, c_k) / (d_1, \dots, d_k), [D_1, \dots, D_k], q)$ and one-way if $D_1 = C_1$ and never is L .

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Next pic overleaf has the same after overwriting the blue at the bottom.

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Nomenclature: Tapes 2 thru k are called worktapes, initially blank.

The initial ID $I_0(x)$ on an input $x \in \Sigma^*$ has $q = s$, $\vec{w} =$ "blanks except for x " and $h_j = 1$ for each j , $1 \leq j \leq k$. When $k=1$, IDs can be written as strings

If the first n steps read x and hit the blank to its right in state r , then the ID is $xr\Box$.

Then we can define formally: A computation (path) on an input $x \in \Sigma^*$ is a sequence $I_0 = I_0(x), I_1, \dots, I_t$ such that for all j , $1 \leq j \leq t$, $I_{j-1} \xrightarrow{M} I_j$. It accepts if I_t has state q_{acc} and it halts and rejects if I_t has q_{rej} . In both cases, t is the running time.

$L(M) = \{x \in \Sigma^* : M \text{ has an accepting computation on input } x\}$. works for NTM too.

Defn (also informal): $I = [uqcV]$ where the single head is scanning char c and $W = UC^kV$ includes the entire nonblank contents of the tape. $I_0(x) = sx$, but if $x = \epsilon$, $I_0(\epsilon) = s\Box$. In any event, the ID Alphabet Φ includes Γ and Q .

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A k -tape TM has $S \subseteq (Q \times \{acc, rej\} \times \Gamma^k) \times (\Gamma^k \times \{L, R, S\}^k \times Q)$.

How to design a TM M st. $L(M) = \{x \in \{(\, \}\}^* : x \text{ is balanced}\}$?

Kind-of like the one for PAL, we can start from a 'C', X stack, and find... (cumbersome, as with PAL this stack would take $\sim n^2$ time $X(((((L))))))$)

One-Tape TM. a matching. Two-Tape TM.

Typical instruction: $(p, c) \xrightarrow{\text{read}} (q, d, D)$ loud comma. $d=c$ allowed. action of instruction.

This shows the usefulness of having a special marker Λ for the left end \rightarrow Friday.

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Friday's lecture will include a demo of the completed balanced-parens TM.