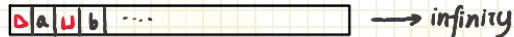


Title Lecture 6

Date 2023 · 11 · 8

Review

Turing Machine



可往左，可往右，可读、可写

- definition: $M = (k, \Sigma, \delta, s, H)$ tape开头 中间问停

H: Halting states Σ : tape alphabet (\uparrow , \downarrow and L)

$$\delta: (k - H) \times \Sigma \rightarrow k \times (\{\leftarrow, \rightarrow\} \cup \{\Delta\})$$

$\delta(q, \Delta) = (p, \rightarrow)$ moving writing ↳ 书头不可写

configuration 需要得知 state 和 tape 位置

$$\Delta uauabu \xrightarrow{P} (\rho, \Delta uauab)$$

△ u a u a u u (p, △ u a u a, e)
② ↗ ⇒ (p, △ u a u a) 非空格结尾

configuration: $K \times D(\Sigma - \{D\})^n \times \{e\} \cup (\Sigma - \{D\})^n (\Sigma - \{D, u\})$
 w 箭头左侧 \leftarrow 箭头右侧 \rightarrow u

① writing $\delta(g, a_1) = (g, a_2)$ $a_1 = a_2$ $w_2 a_2 = w_1 a_1$

$$④ \text{左移} \quad g(g, a) = (g, \leftarrow) \quad w_1 = w_2 a_2 \quad u_2 = a_1 u_1$$

$$\textcircled{3} \text{ 右移 } s(g, a) = (g, \rightarrow) \quad w_2 = w_1 a_1, \quad a_1 w_2 = u_1 \\ (a_2 = u_1 w_2 = e)$$

$$(q_1, \Delta w_1, a_1, u_1) \vdash_m^* (q_2, \Delta w_2, a_2, u_2)$$

$(g, \diamond w u) \quad g \in H \rightarrow$ Halting configuration.

① symbol writing Machine. Ma

$$M = (E, \Sigma, \delta, s, \{h\}) \quad \delta(s, \triangleright) = \delta(s, \rightarrow)$$

$$s(s, b) = \langle h, a \rangle \quad b \in \{\Sigma - \{D\}\}$$

④ shifting Machine $M \leftarrow M \rightarrow$

$$M = (E, \Sigma, \delta, S, \{h\}) \quad \delta(S, \triangleright) = \delta(S, \rightarrow)$$

$$s(s, b) = (h, \leftarrow) \quad b \in \{\Sigma - \{D\}\} \quad (\text{迁移类似})$$

- basic machine : M_a , M_c , $M \rightarrow$

$\geq M \xrightarrow{\circ} M$ 先跑 M 至 Halting

$\xrightarrow{1} M_2$ 为 1 跑 M_2 为 0 跑 M_3 否则停机

$\rightarrow R \xrightarrow{\Sigma} R(R^t) \text{ (右移1格)} \rightarrow R \xrightarrow{a+u} Ra \text{ (右移1格写 } a\text{)}$

$\rightarrow R$) \overline{H} (右移直至右侧第一个空格) (R_H)

1. 有可能无法停机，类似 R_4 L_5 ， R_5 可能不停机

构造 S_1 : $BUNWU \rightarrow BUNWH$

$$L_u \rightarrow \overbrace{R \xrightarrow{a \in u} u L_a R}^L$$

Title L6

Recognize language.

input alphabet: $\Sigma_0 \subseteq (\Sigma - \{\Delta, \#}\}$

initial configuration: $(s, \Delta \# w) \rightarrow$ 指针指向 Δ

$L(M) = \{w \in \Sigma^* : (s, \Delta \# w) \xrightarrow{M^*} (h, \dots), h \in H\}$ 半判定

↳ recursively enumerable 递归可枚举

- $M = (k, \Sigma_0, \Sigma, S, s, \{\text{yes}, \text{no}\})$ be a TM ↳ 确定
 M decides $L \in \Sigma_0^*$ if $\exists w \in L : (s, \Delta \# w) \xrightarrow{M^*} (\text{yes}, \dots)$

② $w \in \Sigma^* - L : (s, \Delta \# w) \xrightarrow{M^*} (\text{no}, \dots) \rightarrow$ 不接受

一定可停机, 而半判定的不接受为永远停机

↳ L : recursive language. ↳ 将 no 设为非停机
可判定的 L 一定可半判定 ↳ 将 no 设为非停机

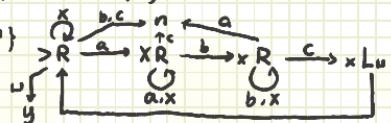
recursive recursive enumerable.

- compute function.

$w \in \Sigma^*$ if $(s, \Delta \# w) \xrightarrow{M^*} (h, \Delta \# y)$, $h \in H$ $y \in \Sigma^*$

y 是 M 的输出, M 可计算 $f: \Sigma^* \rightarrow \Sigma^*$

证明 $\{a^n b^n c^n\}$
可判定



↳ 可接受 $(abc)^n$
须修正

Title Lecture 7

Date 2023.11.15

Review

multiple tape TM

有 k 条 tape $S: (k-H) \times \Sigma^k \rightarrow k \times (\Sigma \cup \{\leftarrow, \rightarrow\})^k$
TM 与 multitape TM 等价



可以使用双带的图灵机模拟.

Two-way infinite tape TM



multiple head TM



每次扫描所有下划线作为 configuration

two-dimension TM



以图中的方式
进行编号

random access TM

可能有跳步



non-deterministic TM NTM 非确定性图灵机

与 TM 的不同仅为 Δ 不为函数为一组关系

NTM 的半判定：若有一条计算分支可以停机.

NTM 的判定： $M = (k, \Sigma, \Delta, S, \delta, y, n)$ with input Σ .
 M decides $L \subseteq \Sigma^*$ if

- ① con. N ($\vdash M$ 无关) s.t. $\forall w \in \Sigma^*$, 元 configuration C 有 $(S, \Delta \cup W) \xrightarrow{N} C \rightarrow$ 任何一条分支都在 N 步内停机
- ② $w \in L$ iff $(S, \Delta \cup W) \xrightarrow{*} (y, \dots) \rightarrow$ 有分支被接受
- ③ $w \notin L$ iff 没有分支被接受

$C = \{100, 110, 1000, \dots\}$ composite numbers. 非素数

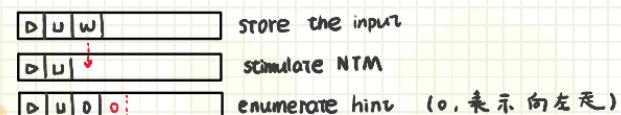
Idea: 查看 w 是否可被分解

NTM 可被一台 DTM 模拟

每层的 node 有限

证明思路：NTM 半判定 $L \rightarrow$ DTM 半判定 L (使用 BFS)

使用 3-tape DTM 模拟



算法与每条分支都停机的 TM 等价

描述 TM $\{M = (\dots)$
diagram $\xrightarrow{O \rightarrow O \rightarrow \dots}$
high-level pseudo code

Title L7

• encoding

所有 finite set 可编码, finite collection of finite sets 由 R0 构成

• 伪代码 描述 图灵机

$$L = \{G : G \text{ 是连通图}\} \quad M = \text{on input } G$$

- default: 0.1 输入非法, 拒绝 0.2 进行判定
1. select a node in G
 2. mark its neighbor
 3. repeat until no new marked node.
 4. if all marked . accept. else reject.

$$A_{DFA} = \{ "D" "w" : D \text{ is a DFA accepts } w\}$$

- M_{R_1} : on input D w 1. run D on w
2. if D accept w , accept. else, reject

$$A_{NFA} = \{ "N" "w" : N \text{ is a NFA accepts } w\}$$

- M_{R_2} : on input N w 1. $N \rightarrow$ DFA D
2. run M_{R_1} on D w 3. output the result of M_{R_1} .

上述例子中 " N " " w " $\in A_{NFA}$ iff " D " " w " $\in A_{DFA}$

$R_2(A_{NFA}) \longrightarrow R_1(A_{DFA})$ 归约是一 种由单
向与映射方向
一致, 需要保证
信息一致.

$$AREX = \{ "R" "w" : R \text{ is a regular express with } w \in L(R)\}$$

- M_{R_3} : on input " R " " w " 1. $R \rightarrow$ an equivalent NFA N
2. run M_{R_2} on " N " " w " 3. output the result of M_{R_2}

$$EDFA = \{ "D" : D \text{ is a DFA and } L(D) = \emptyset\}$$

- M_{R_4} : on input D 1. if D has no final state, accept
2. else run DFS/BFS from s in the diagram
3. if \exists path from s to final reject 4. else accept.

$$EQ_{DFA} = \{ "D_1" "D_2" : L(D_1) = L(D_2)\}$$

- symmetric difference. $A \oplus B = \{x \in A \cup B \wedge x \notin A \cap B\}$
 $A = B$ iff $A \oplus B = \emptyset$

由 D_1 , D_2 可构造出 D_3 sc. $L(D_3) = (L(D_1) \cup L(D_2)) \cap (\overline{L(D_1)} \cup \overline{L(D_2)})$

- M_{R_5} : on input D_1 , D_2 1. construct D_3 2. Run M_{R_4} on D_3
3. output the result of M_{R_4}