# **Turing Machines - a formal definition**

A Turing Machine is a 6-tuple

$$M = (Q, \sum, I, q_0, \delta, F)$$

where

- Q finite, non-empty set of states
- $\sum$  finite set of at least 2 symbols: the alphabet.  $^{\wedge} \in \sum$
- I non-empty subset of  $\sum$ ;  $^{\diamond} \notin I$ ; input alphabet
- $q_0 \quad q_0 \in Q$ ; starting or initial state
- d  $\delta: (Q \setminus F) \ge Q \ge Q \ge X \ge x \{-1, 0, 1\}, a partial function, the instruction table$

# F $F \subseteq Q$ , the set of final or halting states

#### Some notation:

A word is a string of symbols eg. lecture^room

.. for an alphabet (set of symbols)  $\sum$ a word of  $\sum^*$  is a finite string of elements of  $\sum$ .

 $\sum^* = \text{all words of } \sum$ 

 $\varepsilon$  is the empty word;  $\varepsilon \in \Sigma^*$  for any  $\Sigma$ .

We represent concatenation of words v and w by v.w

The value computed by the TM, M on input w is  $f_M(w)$ . If M does not Halt & Succeed on input w, then  $f_M(w)$  is *undefined*. Computability and Complexity Lecture 3

## The TM tape contents:

The input alphabet is I;  $^{\diamond} \notin$  I. TM Input is a word of I\*

w <sub>0</sub>	w <sub>1</sub>	w <sub>2</sub>	w <sub>3</sub>	w <sub>4</sub>	^	^	^	۸	
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Eg. a tape with contents  $w = w_0 w_1 w_2 w_3 w_4 \in I^*$  at start of TM run

There are no blanks (^ ) in the input w..

the input word is terminated by the first ^ on the tape when the TM starts.

If all the  $w_i$  are blank, we have the empty input,  $\varepsilon$ .

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 $\sum$  is the whole or internal alphabet of the TM.

The input alphabet I is a subset of  $\Sigma$ :  $I \subseteq \Sigma$  and  $\land \in \Sigma$ .

the TM Output is a word w' of ∑\*..without blanks (^). It starts at square 0 and ends just before the first blank, ^, on the tape when the TM halts and succeeds. (otherwise it is not defined).

Not all words of  $\sum^*$  are necessarily valid outputs.

Not all symbols of  $\sum^*$  are necessarily valid outputs.



another Turing Machine example..

design a TM, M = (Q,  $\sum$ , I, q<sub>0</sub>,  $\delta$ , F) which evaluates the function **head:** 

 $I = \{a,b\}, \sum = \{a, b, ^{\wedge}\}$ head(w) = s, where s is I, w<sub>1</sub> is undefined head(\varepsilon) is undefined

 $\delta (q_0, a) = (q_1, a, 1)$   $\delta (q_0, b) = (q_1, b, 1)$   $\delta (q_1, a) = (q_2, ^, 0)$   $\delta (q_1, b) = (q_2, ^, 0)$  $\delta (q_1, ^) = (q_2, ^, 0)$ 



 $q_0$  bab^^^<...</td>

  $q_1$  bab^^^<...</td>

  $q_2$  b^b^^^<...</td>

 Halt and Succeed

#### **Summary**

We have seen a formal definition of a Turing Machine:

 $M = (Q, \Sigma, I, q_0, \delta, F)$ 

where

- Q finite, non-empty set of states
- $\sum$  finite set of at least 2 symbols: the alphabet.  $^{\wedge} \in \sum$
- I non-empty subset of  $\sum$ ;  $^{\diamond} \notin I$ ; input alphabet
- $q_0 \quad q_0 \in Q$ ; starting or initial state
- $\delta \qquad \delta: (Q \setminus F) \ge Q \ge Q \ge x \ge x \{-1, 0, 1\}, \text{ a partial function,} \\ \text{the instruction table}$
- F  $F \subseteq Q$ , the set of final or halting states

### and examples of simple TMs to

- determine whether a number is odd/even
- return the Head of the input word.

Computability and Complexity

Lecture 3

Computability and Complexity

Design a Turing Machine to implement the Tail function  $Q = \{q_0, ..., F = \{ ... \}, F = \{ ... \}, \Sigma = \{a,b,^{\wedge}\}.$ 

a	b	a	b	۸	^	^	^	^
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