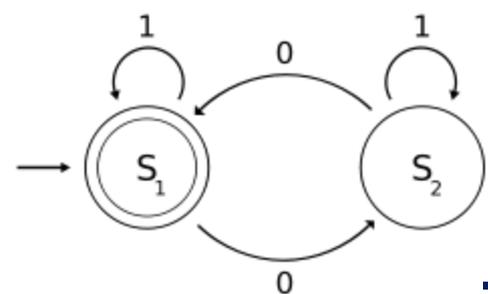
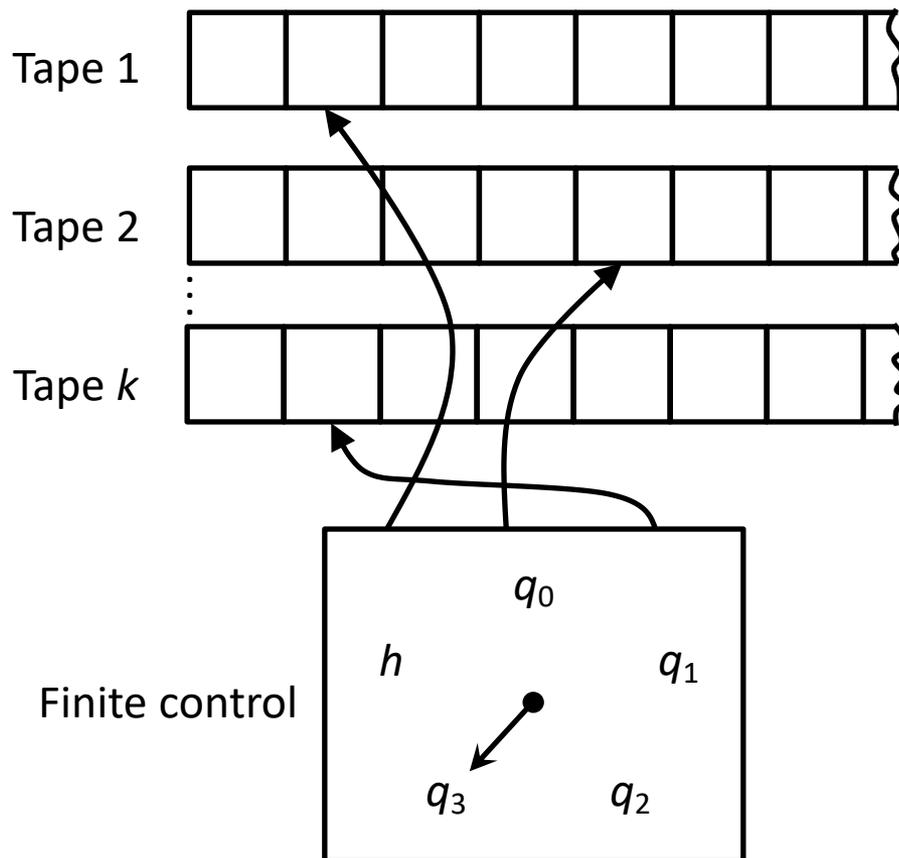


## Building a Better Mousetrap

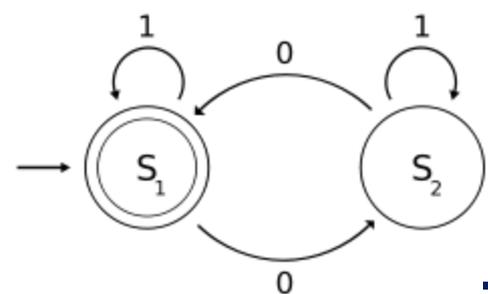


# Multitape Turing Machines



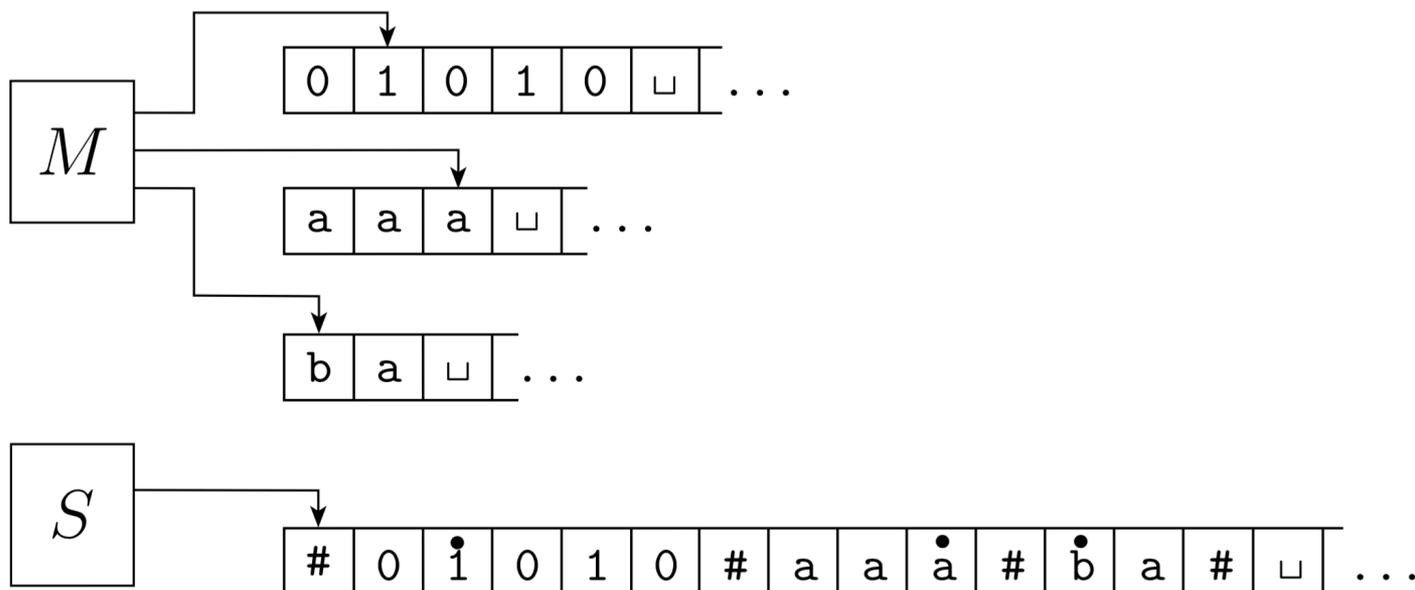
*Formally, we need only change the transition function to*

$$\delta: Q \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{L, R\}^k$$

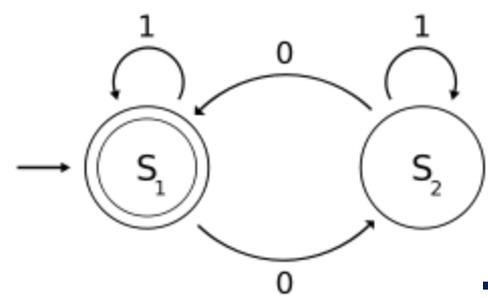


# Evidence of Turing Robustness

**Theorem.** Every multitape Turing machine has an equivalent single tape Turing machine.



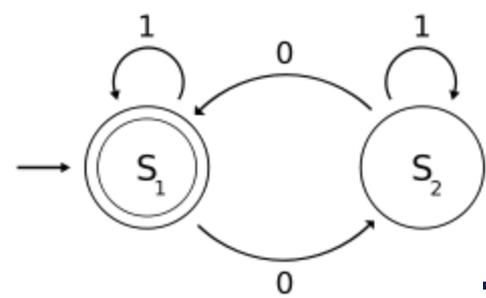
**Corollary.** A language is Turing-recognizable if and only if some multitape Turing machine recognizes it.



# Recognizing *Composite* Numbers

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- Let  $L = \{ I^n : n \text{ is a composite number} \}$ .
- Designing a Turing machine to accept  $L$  would seem to involve factoring  $n$ .
- However, if we could guess ...

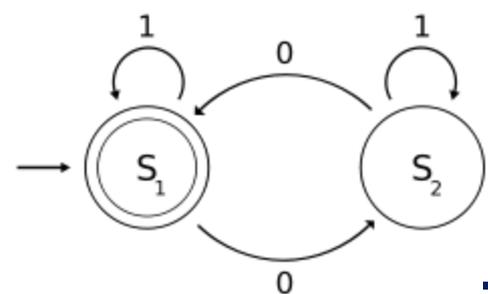


# Guessing Games

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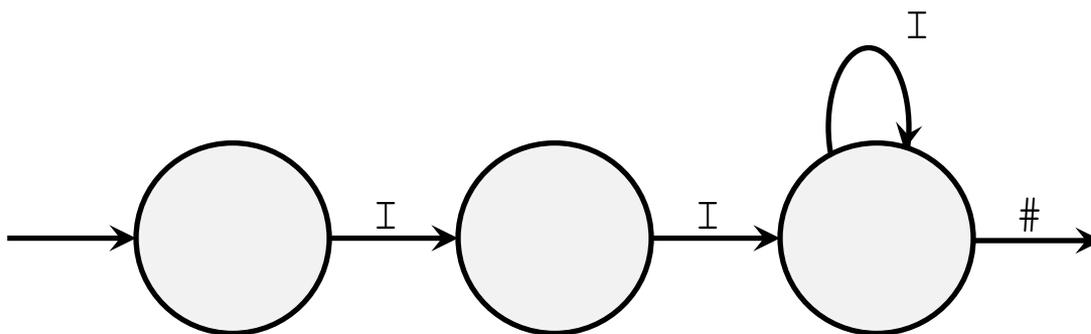
Design a machine  $M$  that on input  $I^n$  performs the following steps:

1. Nondeterministically choose two numbers  $p, q > 1$  and transform the input into  $\#I^n\#I^p\#I^q\#$ .
2. Multiplies  $p$  by  $q$  to obtain  $\#I^n\#I^{pq}\#$ .
3. Checks the number of  $I$ 's before and after the middle  $\#$  for equality. Accepts if equal, and rejects otherwise.

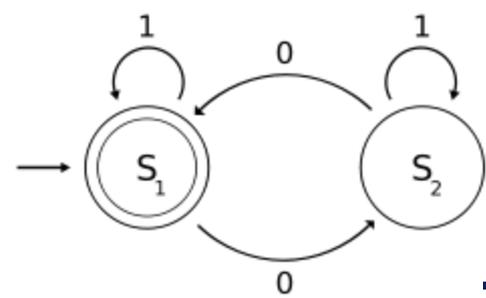


# The Guessing Machine

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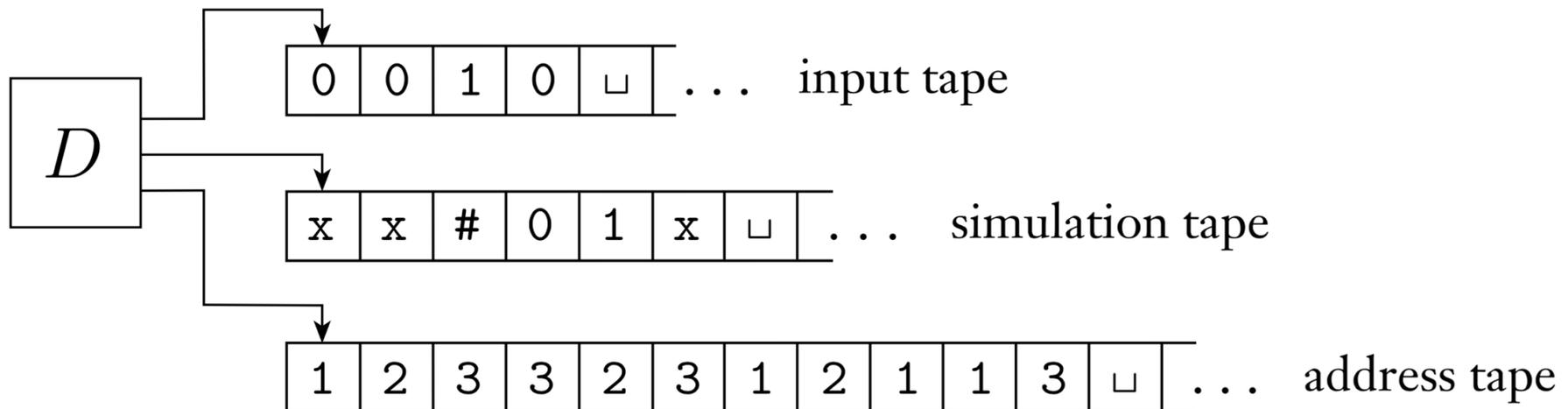
Again, the only difference between this variant and the standard TM is the transition function:  $\delta: Q \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma \times \{L, R\})$



# Guessing Doesn't Help

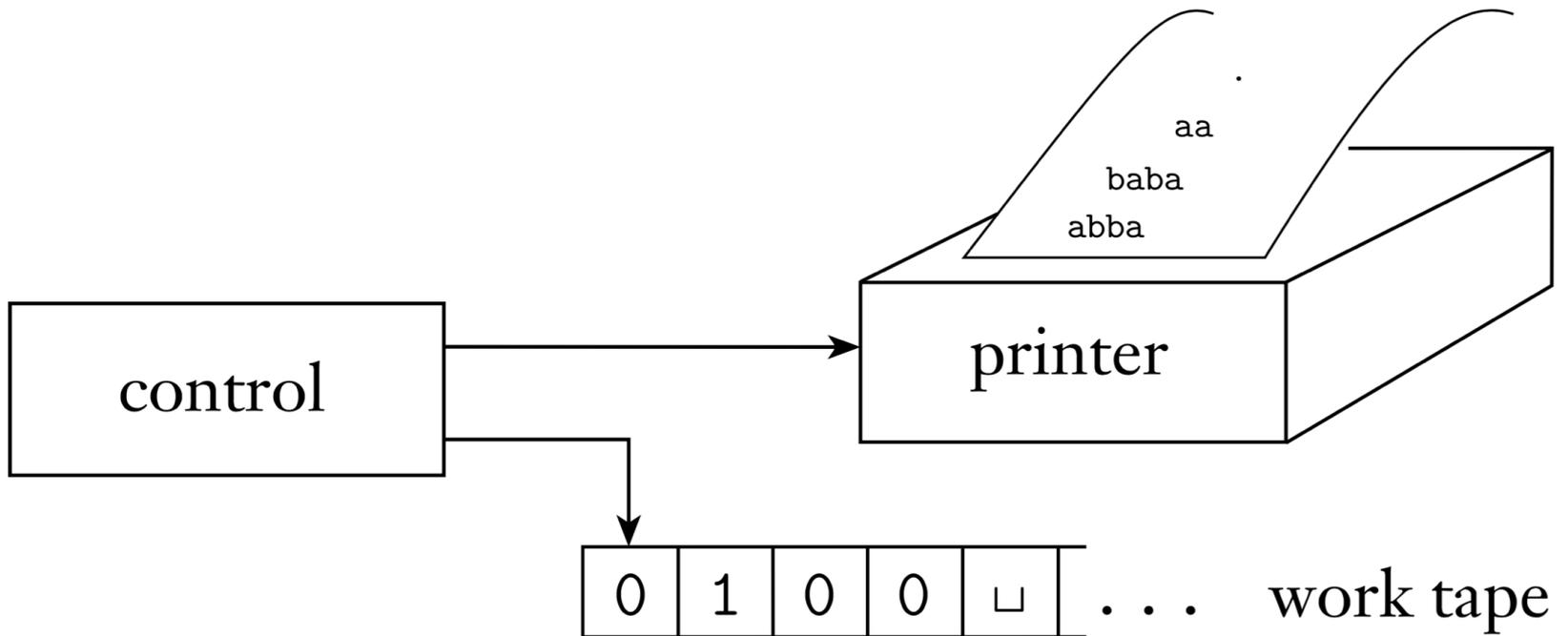
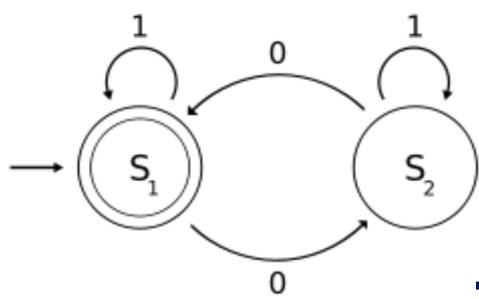
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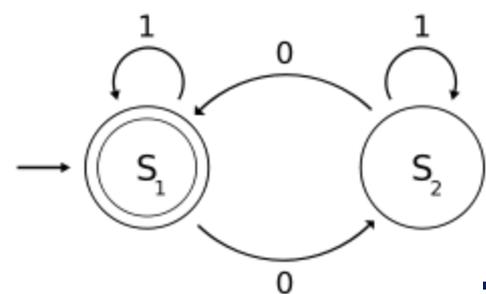
**Theorem.** Every nondeterministic Turing machine has an equivalent deterministic Turing machine.





# Recursively Enumerable





# Enumerators

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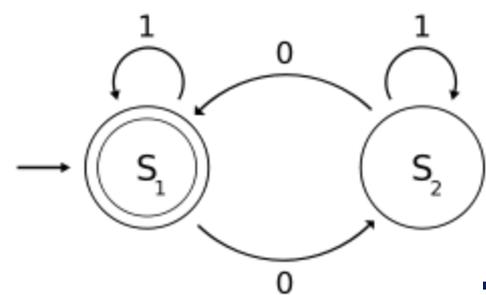
**Theorem.** A language is Turing-recognizable if and only if some enumerator enumerates it.

**Proof.** ( $\Leftarrow$ ) Suppose enumerator  $E$  enumerates  $L$ .

Define  $M =$  "On input  $w$ :

Run  $E$ . Every time  $E$  outputs a string, compare it with  $w$ .

If  $w$  ever appears in the output of  $E$ , *accept*."

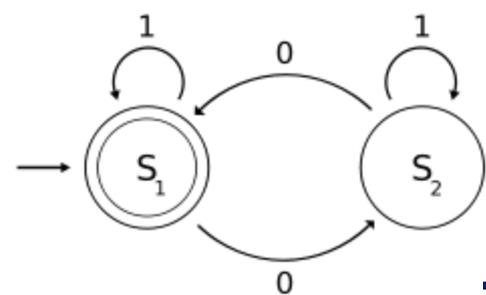


# Recursively Enumerable

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**Theorem.** A language is Turing-recognizable if and only if some enumerator enumerates it.

**Proof.** ( $\Rightarrow$ ) Suppose TM  $M$  recognizes  $L$ . Build a lexicographic enumerator to generate the list of all possible strings  $s_1, s_2, \dots$  over  $\Sigma$ .



# Recursively Enumerable

---

**Theorem.** A language is Turing-recognizable if and only if some enumerator enumerates it.

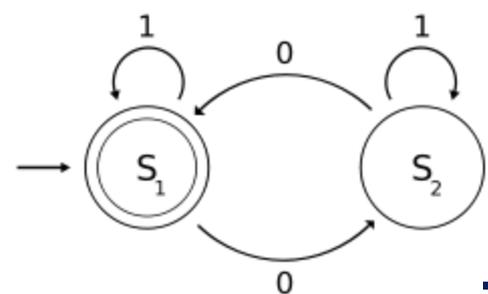
**Proof.** ( $\Rightarrow$ ) Suppose TM  $M$  recognizes  $L$ . Build a lexicographic enumerator to generate the list of all possible strings  $s_1, s_2, \dots$  over  $\Sigma$ .

Define  $E =$  "Ignore input.

Repeat the following for  $i = 1, 2, 3, \dots$

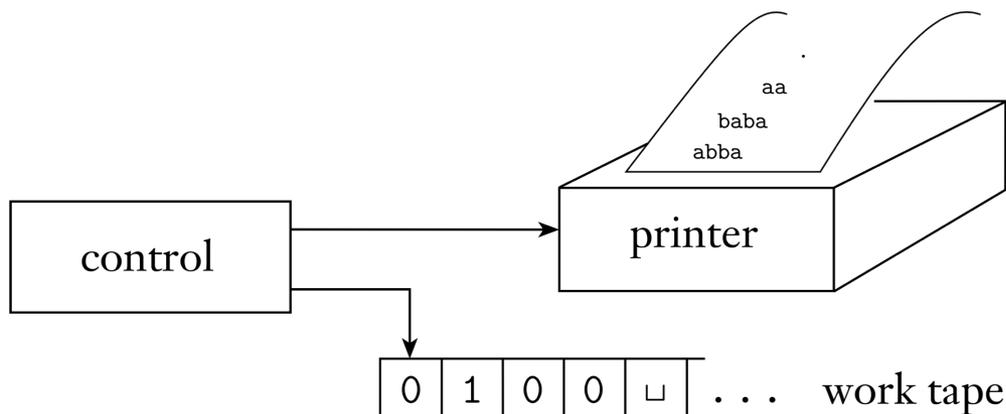
Run  $M$  for  $i$  steps on each of  $s_1, s_2, \dots, s_i$ .

If any computation accepts, print corresponding  $s_j$ ."

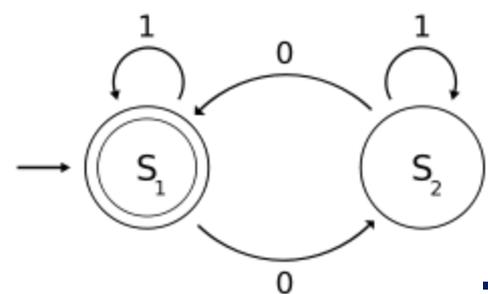


# TM's Take Their Own Sweet Time

- Recognizers, like enumerators, may take a while to answer *yes*, ... and even longer to answer *no*.



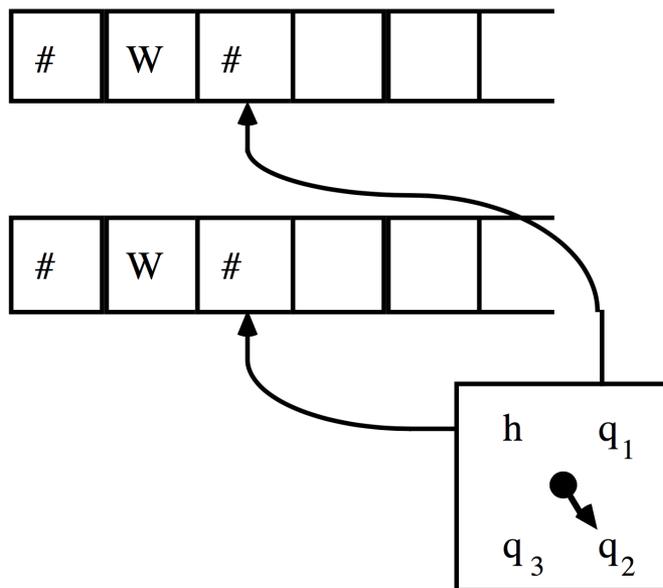
- A TM that halts on all inputs is called a decider. A *decider* that recognizes a language is said to *decide* that language.
- Call a language *Turing-decidable* if some Turing machine decides it.



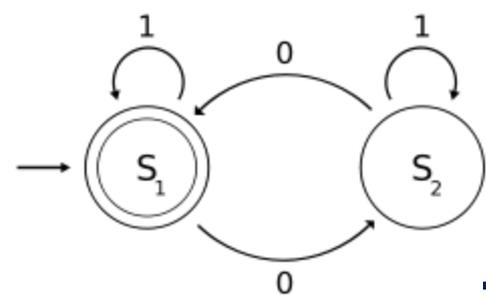
# Recognizable versus Decidable

**Theorem.** A language is *Turing-decidable* if and only if both it and its complement are *Turing-recognizable*.

**Proof.** ( $\Rightarrow$ ) By definition.



( $\Leftarrow$ ) Simulate, in parallel,  $M_L$  on tape 1 and  $M_{\bar{L}}$  on tape 2.



# The Hailstone Sequence

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```
HailstoneSequence(n)
```

```
  if (n ≠ 1)
```

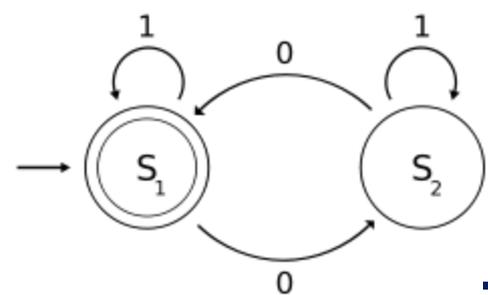
```
    if (n is even)
```

```
      HailstoneSequence(n/2)
```

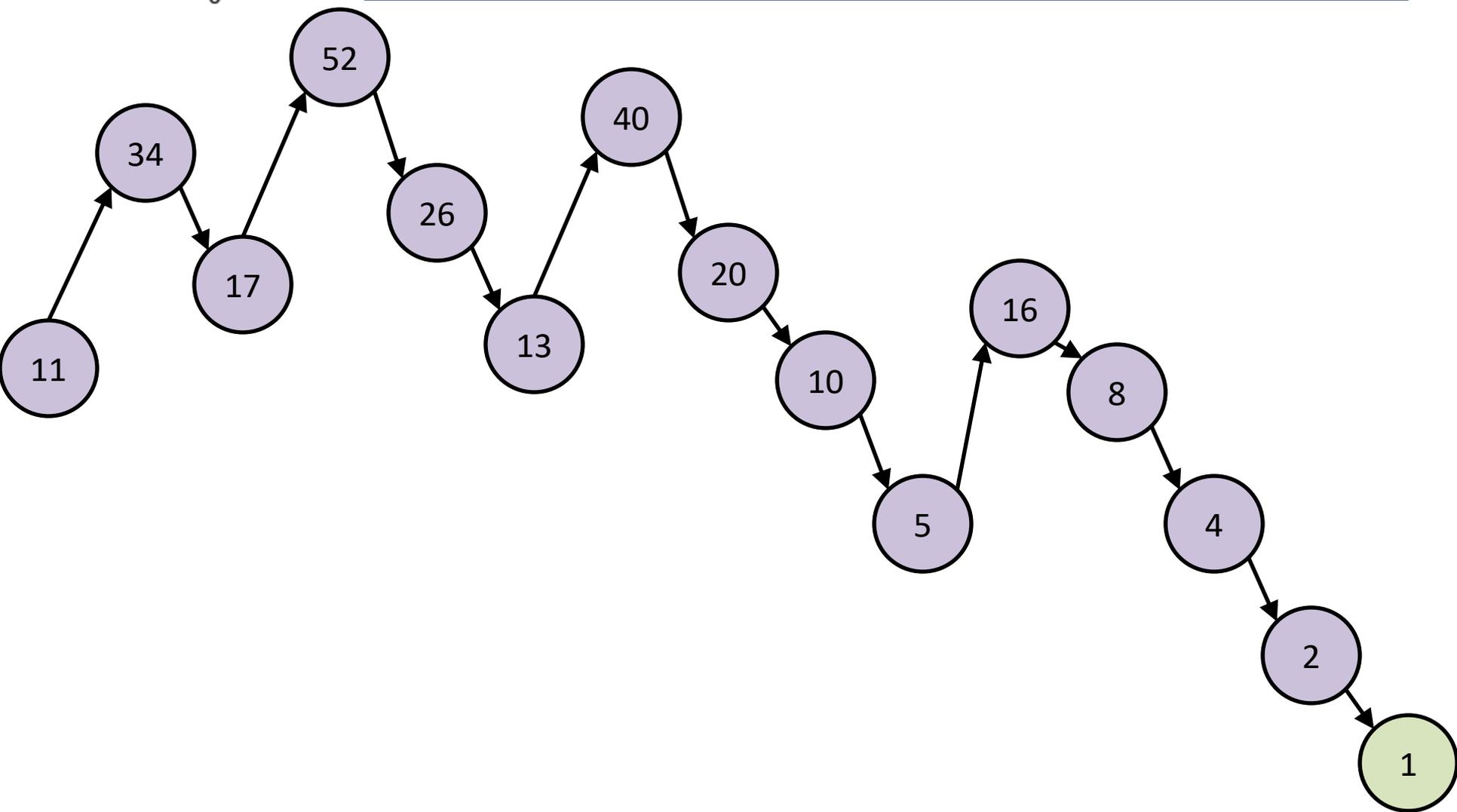
```
    else
```

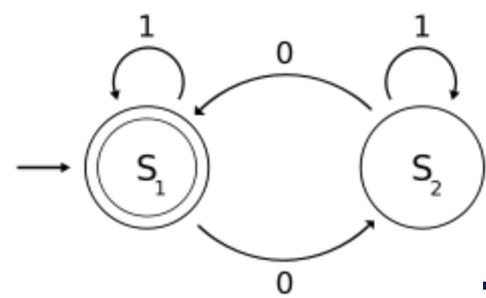
```
      HailstoneSequence(3*n+1)
```

Given an integer  $n > 0$ , does this process terminate?



# Example Sequence, $n = 11$





# Hailstone Turing Machine

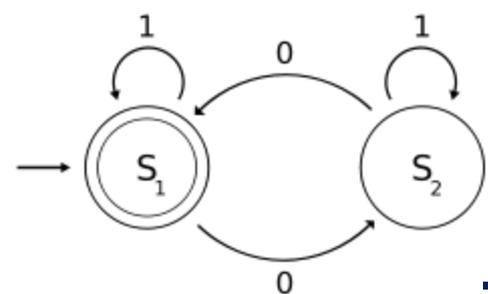
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Let  $H = \{ I^n \mid n > 0 \text{ and the hailstone sequence terminates for } n \}$ .

We construct TM  $M$  to recognize language  $H$ .

$M =$  "On input  $w$ :

1. If the input is  $\epsilon$ , *reject*.
2. If the input has length 1, *accept*.
3. If the input has even length, halve its length.
4. If the input has odd length, triple its length and append  $I$ .
5. Go to stage 2."



# The Simplest Impossible Problem

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- Is it unknown whether this process will terminate for all natural numbers.
- It is unknown whether TM  $M$  might loop forever.