



The MTM operates as follows.

- initialize in state  $s \in Q$   
each read/write head at left end  
of one of the  $t$  tapes,  
reading  $\vdash$ .  
first tape contains input,  $x$ .  
(contents:  $\vdash x \sqcup \sqcup \sqcup \dots$ )  
All other tapes  $\vdash \sqcup \sqcup \sqcup \dots$ .
- each step: read  $t$ -tuple of symbols  
at current positions.  
consult  $\delta$  to get
  - new state
  - symbol to write at current  
position on each tape
  - direction to move each head.
- State set  $Q$  has two special states,  
 $r$  and  $q$ .

If machine ever reaches...

state  $q$ : halt and accept input  $x$

state  $r$ : halt and reject  $x$ .

A MTM is called total if it always  
either accepts or rejects its input.

The other alternative is it could run forever ("loop").

If  $M$  is a Turing machine,

$$L(M) = \{ x \in \Sigma^* \mid M \text{ accepts } x \}$$

A subset  $L \subseteq \Sigma^*$  is called:

1. Recursively enumerable (r.e.) if  
 $\exists$  Turing machine  $M$  such that  $L = L(M)$ .
2. Recursive if  $\exists$  Turing machine  $M$   
which is total and  $L = L(M)$ .

In other words:

- $L$  is recursive means  $\exists$  an algorithm that takes  $x \in \Sigma^*$ , is guaranteed to run in finite time, and tells whether  $x \in L$ .
- $L$  is r.e. means  $\exists$  an algorithm that will eventually say  $x \in L$  if that's true, will never say  $x \in L$  if that's false, but may run forever and say nothing.

Example: Halting problem. Given a program (e.g. in Java) and an input, decide if the program terminates on that input.

## Pseudocode for Turing machines

[4820 Spring 2021 conventions, not standardized math.]

A piece of pseudocode representing a TM may use a finite number of variables, each of which is either:

1. A single element of  $\Gamma$
2. A non-negative integer.

Control flow: allows if-then-else, while loops, repeat-until, for  $i$  in range( $a, b$ ), for  $i = 0, 2, \dots$  (infinite loop).

Conditionals: test integers for  $=, <, >$   
test  $\Gamma$  elements for  $=$

Assignment statements: allowed

Arithmetic: modify integers by  $+1, -1$ .

Reading data: can access symbol at current position on any tape, or move a tape head left/right.

Calling functions: allowed but only bounded-depth stack.

Arrays disallowed.

Pointers disallowed.

PRIME\_LENGTH(x): // test if length of x is prime

// One tape

Move right

if reading  $\sqcup$ : // x has length 0  
reject x

Move right,

if reading  $\sqcup$ : // x has length 1  
reject.

// main loop: test for divisors.

length = 0

repeat { Move right } until reading  $\sqcup$

Move left

repeat d

Move left

length = length + 1

} until reading  $\vdash$

move right.

for  $d = 2, 3, \dots, \text{length} - 1$ :

count1 = 0

count2 = 0

while count1 < length:

count1 = count1 + 1

count2 = count2 + 1

strlen  
function

Compute  
length of x

mod(length, d)

Compute  
length % d

```

if count2 = d:
    count2 = 0
// count1 = length, count2 = length mod d
if count2 = 0:
    reject x
// reached end of for-loop, no divisor found
accept x.

```

Interpreting pseudocode as a MTM.

State set:  $Q = \{ \text{program lines} \} \times \Gamma^v$   
 where  $v$  denotes number of  
 $\Gamma$ -valued variables in the program.

Tapes: Any tapes mentioned in the program  
 + one additional tape for  
 each integer variable.

The int variables are stored in unary.  
 (k stored as string  $1^k$ .)