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# The Church-Turing Thesis

## CS60001: Foundations of Computing Science

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# Turing Machines

- A Turing Machine is a 7-tuple,  $(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$ , where
  - $Q, \Sigma, \Gamma$  are all *finite sets*
  - $Q$  is the set of *states*
  - $\Sigma$  is the *input alphabet* not containing the *blank symbol*  $\sqcup$
  - $\Gamma$  is the stack alphabet, where  $\sqcup \in \Gamma$  and  $\Sigma \subseteq \Gamma$
  - $\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$  is the *transition function*
  - $q_0 \in Q$  is the *start state*
  - $q_{\text{accept}} \in Q$  is the *accept state*
  - $q_{\text{reject}} \in Q$  is the *reject state*, where  $q_{\text{reject}} \neq q_{\text{accept}}$
  
- Differences Between Finite Automata and Turing Machines
  - A Turing machine can both write on the tape and read from it
  - The read-write head can both move to the left and to the right
  - The tape is infinite
  - The special states for rejecting and accepting take effect immediately

# Language for Turing Machines

- A Turing Machine  $M$  accepts input  $w$  if a sequence of configurations  $C_1, C_2, \dots, C_k$  exists, where
  - $C_1$  is the *start configuration* of  $M$  on input  $w$
  - Each  $C_i$  yields  $C_{i+1}$
  - $C_k$  is an *accepting configuration*
  
- The collection of strings that  $M$  accepts is the *language of  $M$* , or the *language recognized by  $M$* , denoted by  $L(M)$ 
  - A language is **Turing-recognizable** (recursively enumerable language) if some Turing machine recognizes it
  - A language is **Turing-decidable** (recursively language) or **decidable** if some Turing machine decides it
  - Every **Turing-decidable** language is also **Turing-recognizable**

# Example of Turing Machine

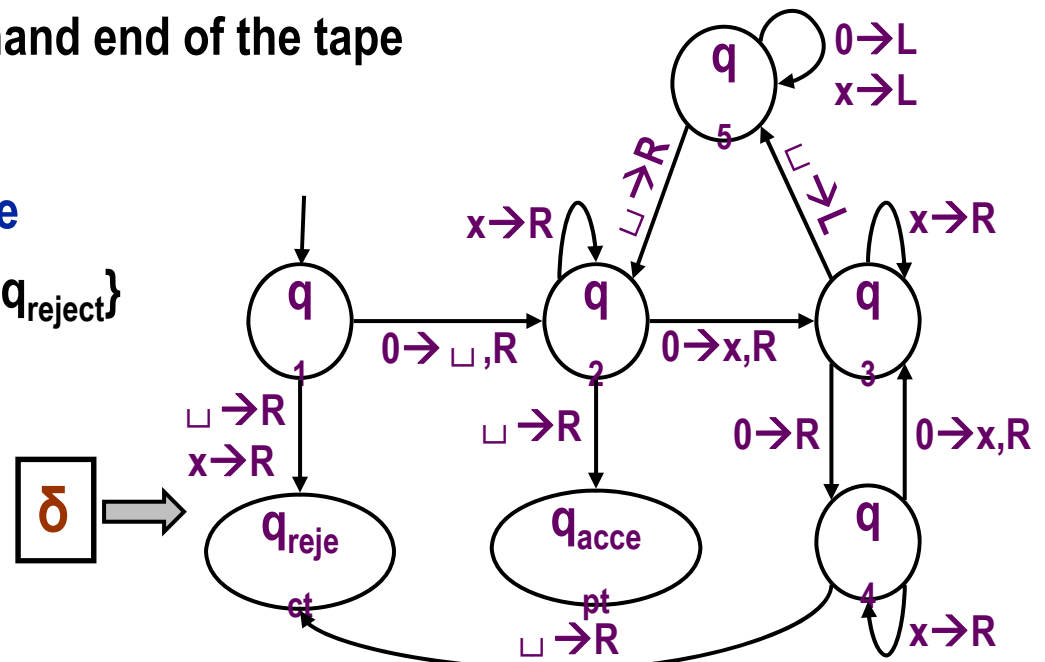
Turing Machine  $M$  that decides  $A = \{0^{2^n} \mid n \geq 0\}$

$M$  on input string  $w$ ,

1. Sweep left to right across the tape, crossing off every other 0
2. If in stage 1 the tape contained a single 0, **accept**
3. If in stage 1 the tape contained more than a single 0, and the number of 0s was odd, **reject**
4. Return the head to the left-hand end of the tape
5. Go to stage 1

$M = (Q, \Sigma, \Gamma, \delta, q_1, q_{\text{accept}}, q_{\text{reject}})$ , where

- $Q = \{q_1, q_2, q_3, q_4, q_5, q_{\text{accept}}, q_{\text{reject}}\}$
- $q_1 \leftarrow$  start state
- $q_{\text{accept}} \leftarrow$  accept state
- $q_{\text{reject}} \leftarrow$  reject state
- $\Sigma = \{0\}$  and  $\Gamma = \{0, x, \sqcup\}$



# Variants of Turing Machines

## □ Multi-tape Turing Machines

- **Transition function,  $\delta: Q \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{L, R, S\}^k$  ( $k$  is the number of tapes)**
- **The expression  $\delta(q_i, a_1, a_2, \dots, a_k) = (q_j, b_1, b_2, \dots, b_k, L, S, \dots, L)$  means that,**
  - **the machine is in state  $q_i$  and heads 1 through  $k$  reading  $a_1$  through  $a_k$**
  - **the machine goes to state  $q_j$ , which symbols  $b_1$  through  $b_k$**
  - **the machine directs each head to move *left(L), right(R) or stay put(S)***
- **Theorems:**
  - **Every multi-tape Turing machine has an equivalent single-tape Turing machine**
  - **A language is Turing-recognizable if and only if some multi-tape Turing machine recognizes it**

# Variants of Turing Machines (contd...)

## □ Nondeterministic Turing Machines

- *Transition function,  $\delta: Q \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma \times \{L, R\})$*

- **Theorems:**

- **Every nondeterministic Turing machine has an equivalent deterministic Turing machine**
- **A language is Turing-recognizable if and only if some nondeterministic Turing machine recognizes it**
- **A language is decidable if and only if some nondeterministic Turing machine decides it**

## □ Enumerators

- **Starts with a blank input tape**
- **Language can be infinite list of strings (may be repetitive and generated by the enumerator without halting)**
- **Theorem: A language is Turing-recognizable if and only if some enumerator enumerates it**

# The Definition of Algorithm

## □ Hilbert's 10<sup>th</sup> Problem:

- Devise an algorithm that tests whether a polynomial has an integral root.
- $D = \{p \mid p \text{ is a polynomial with an integral root}\}$  – whether  $D$  is *decidable*
- The answer is *negative*; in contrast  $D$  is *Turing-recognizable*

## □ To Define Algorithms

- Church proposed notational system called  $\lambda$ -calculus
  - Turing proposed “machine”
- } **equivalent**

## □ The Church-Turing Thesis

Intuitive notion of algorithms	equals	Turing machine algorithms
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