

Computing

Analiza Algoritmilor

Doing nothing

	0	1	□
q_1	$q_1, 0, -$	$q_1, 1, -$	$q_1, \square, -$

Writing 1 forever

	0	1	□
q_1	$q_1, 1, \rightarrow$	$q_1, 1, \rightarrow$	$q_1, 1, \rightarrow$

Flipping bits forever

	0	1	□
q_1	$q_1, 1, \rightarrow$	$q_1, 0, \rightarrow$	q_2, \square, \leftarrow
q_2	$q_2, 1, \leftarrow$	$q_2, 0, \leftarrow$	$q_1, \square, \rightarrow$

Halting on some inputs

	0	1	□
q_1	H, 0, −	$q_2, 1, \rightarrow$	$q_2, 1, \rightarrow$
q_2	$q_2, 1, \rightarrow$	$q_2, 1, \rightarrow$	$q_2, 1, \rightarrow$

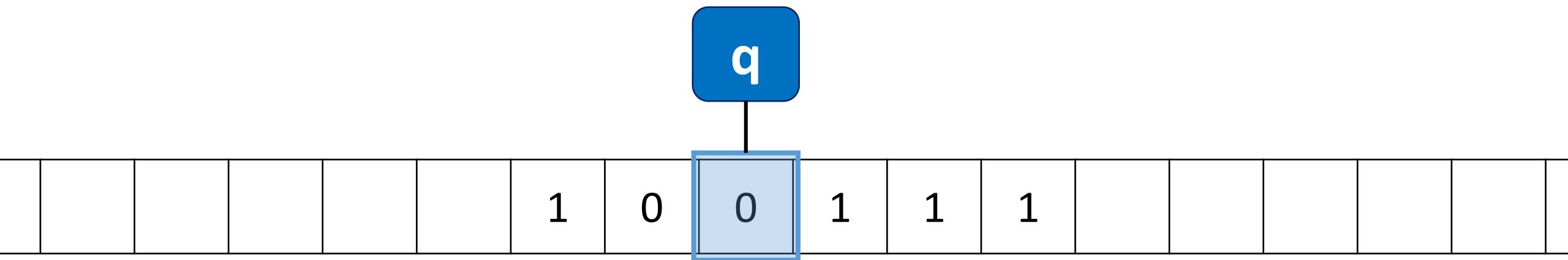
When a machine runs...

- ... it can *halt* in one of the final states: Y, N, H
- ... it can go on forever, *without halting*

When a machine halts on input w ...

- ... in final state H , it *computes* a word v (the tape contents)
- ... in final state Y , it *accepts* w
- ... in final state N , it *rejects* w

Configurations

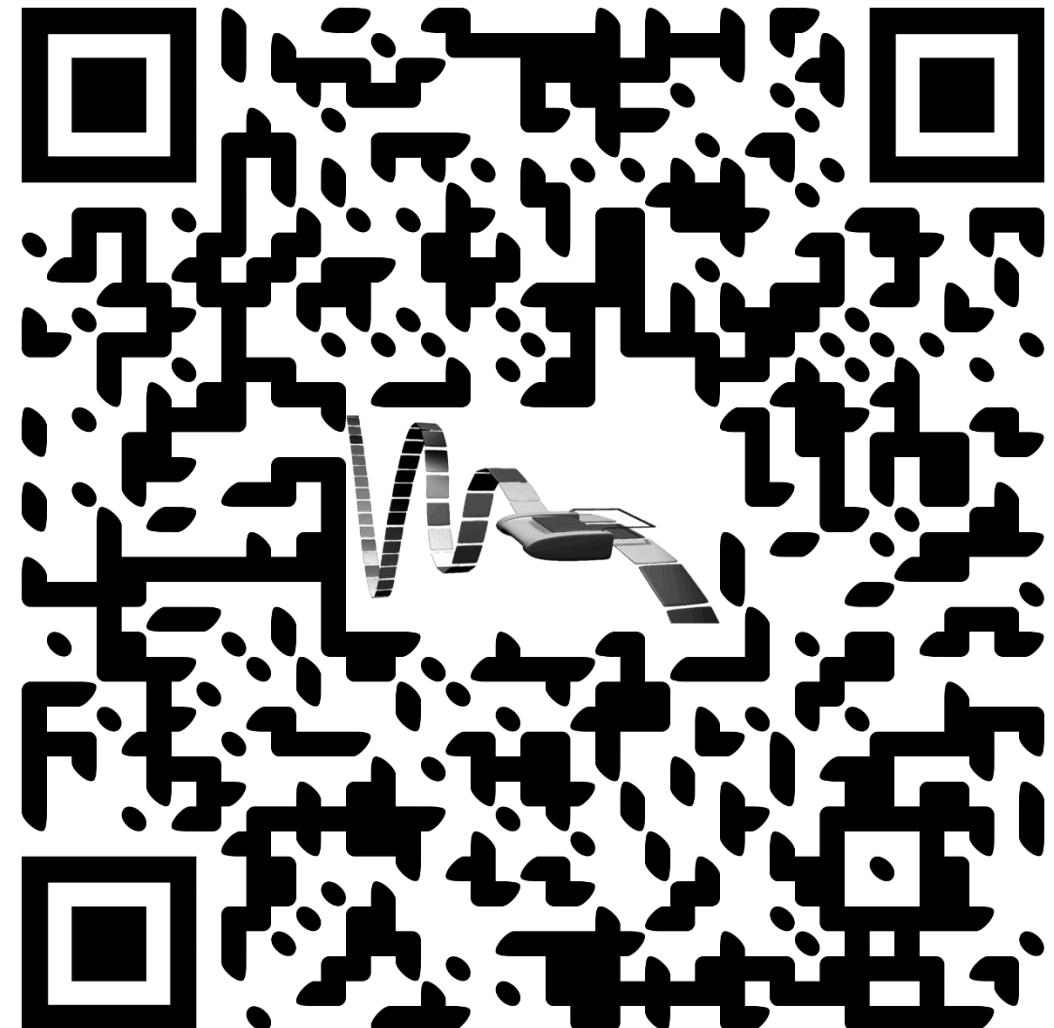

$$(10, 0111, q)$$

Computation history

 $(\varepsilon, 110111, q)$ $(11011, 1, p)$ $(1, 10111, q)$ $(1101, 10, p)$ $(11, 0111, q)$ $(110, 100, p)$ $(110, 111, q)$ $(11, 0000, p)$ $(1101, 11, q)$ $(11, 1000, H)$ $(11011, 1, q)$ $(110111, \square, q)$

Moodle Quiz

Machine Configurations



Solving a problem

For a function problem f :

- If a machine M *always halts* with the *correct answer*, then " **M computes f** "

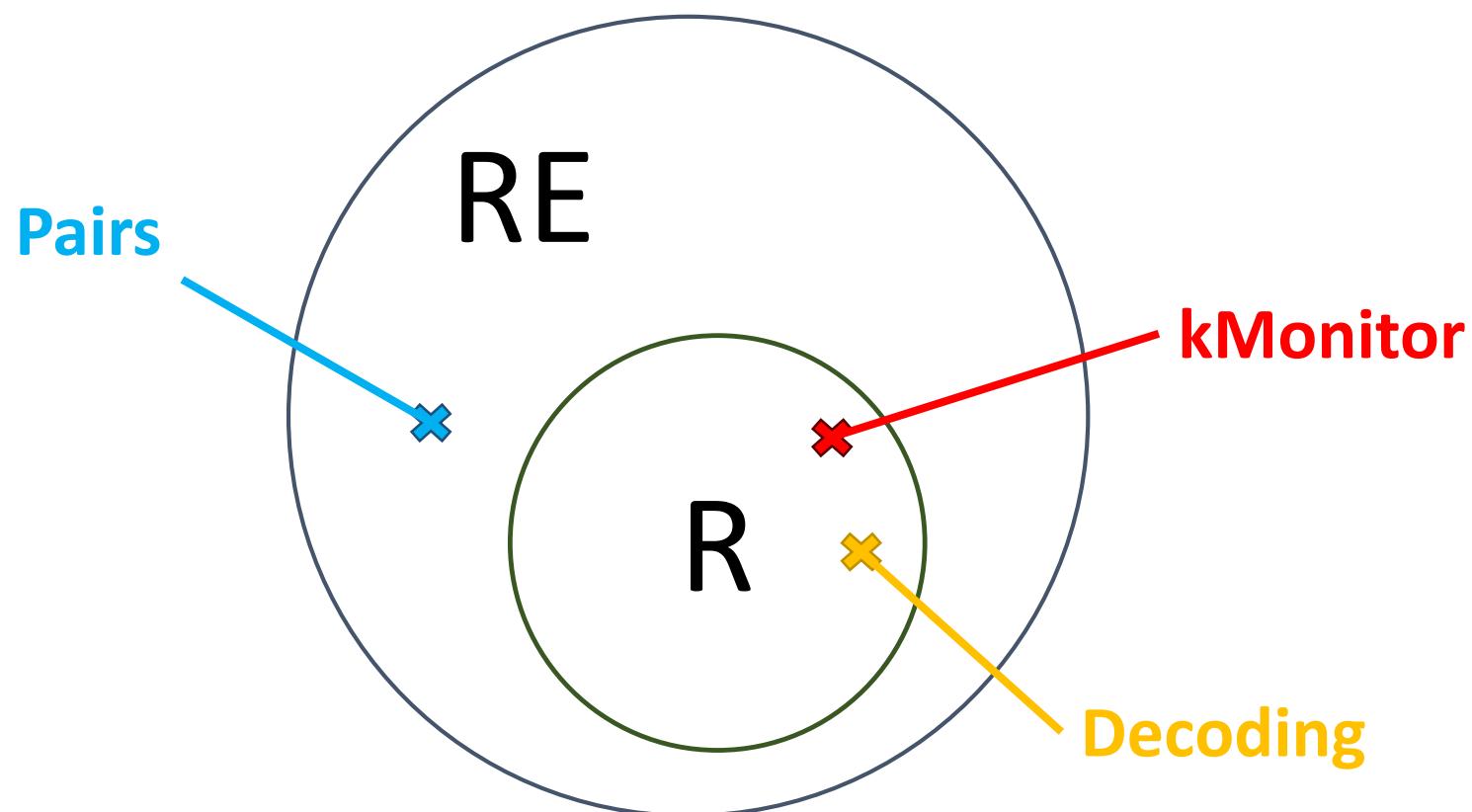
For a decision problem d :

- If a machine M *accepts* whenever d is TRUE, then " **M accepts d** "
- If a machine M *always halts* with the *correct answer*, then " **M decides d** "

The sets R, RE

$RE = \{f \mid f \text{ is acceptable}\}$

$R = \{f \mid f \text{ is decidable}\}$

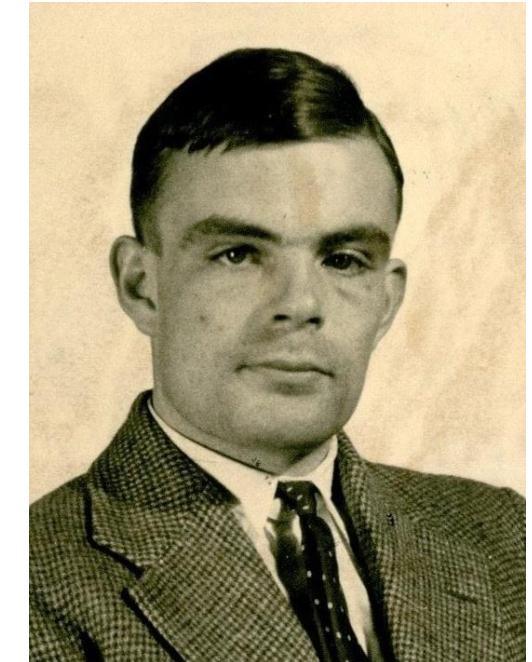


The Church-Turing Thesis



Alonzo Church
(1903 – 1995)

*“The problems solvable by algorithms
are exactly those
computable by Turing machines.”*



Alan Turing
(1912 – 1954)

All roads lead to R

Recursive functions

λ -calculus

Turing machines

Markov algorithms

RAM machines

Queue automata

Counter machines

Post canonical system

Wang B-machine

Uniform boolean circuits