

Turing Machines and Languages

The set of strings accepted by a Turing machine M is the language recognised by M, L(M).

A language A is Turing-recognisable or computably enumerable (c.e.) or recursively enumerable (r.e.) (or semi-decidable) iff A = L(M) for some Turing machine M. Three behaviours are possible for V. So input w: M may accept w, reject O or fail to halt. If language A is recognised by a Turing machine M that nails on all inputs, we say that M decides A.

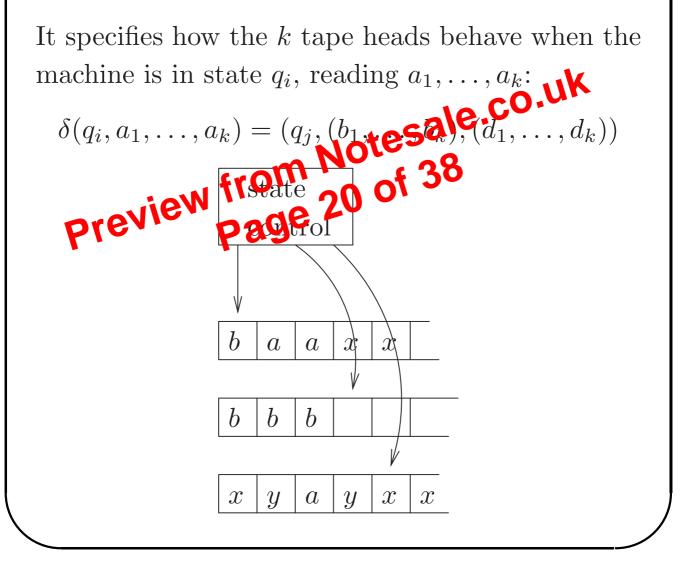
A language A is *Turing-decidable*, or just *decidable*, or *computable*, or (even) *recursive* iff some Turing machine decides A.

(The difference between Turing-recognisable and (Turing-)decidable is *very* important.)

Multitape Machines

A multitape Turing machine has k tapes. Input is on tape 1, the other tapes are initially blank. The transition function now has the form

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



Nondet. Turing Machines (cont.)

I.e., adding nondeterminism to Turing machines does not allow them to recognise any more languages.

A nondeterministic Turing machine that halts on every branch of its computation on all inputs is called a *decider*.

Corollary. A language is decidable if some nondeterministic Turing Menine decides it.

Enumerators (cont.)

Corollary. A language L is Turing-decidable iff some enumerator generates each string of Lexactly once, in order of nondecreasing length. *Proof.* Exercise for the reader. (Actually, a simplification of the previous proof.) Notesale.co.uk preview from Notesale.co.uk page 31 of 38