

# Turing Machines and Two-Pushdown Automata

Jiří Techet   Tomáš Masopust   Alexander Meduna

Department of Information Systems  
Faculty of Information Technology  
Brno University of Technology  
Božetěchova 2, Brno 61266, Czech Republic

Modern Formal Language Theory, 2007

# Turing Machines

## Turing Machine

A Turing machine is a quintuple

$$M = (Q, \Sigma, R, s, F)$$

where

$Q$  is a finite set of states

$\Sigma$  is a tape alphabet,  $\Sigma \cap Q = \emptyset$ ,

$I \subset \Sigma$  is an input alphabet,

$\sqcup \in \Sigma - I$  is the blank symbol

$R \subseteq Q\Sigma \times Q\Sigma$  is a finite set of rules,

$R = R_s \cup R_r \cup R_l$  (stationary, right, and left moves)

$s \in Q$  is the start state

$F \subseteq Q$  is a set of final states

# Turing Machines – Notation

## Stationary move

$(qX, pY) \in R_s$  is symbolically written as

$$qX \rightarrow_s pY$$

## Right move

$(qX, pY) \in R_r$  is symbolically written as

$$qX \rightarrow_r pY$$

## Left move

$(qX, pY) \in R_l$  is symbolically written as

$$qX \rightarrow_l pY$$

# Turing Machines – Computational Step

## Configuration

$$\chi \in \Sigma^* Q \Sigma^* \{\sqcup\}$$

## Move

If at least one of the following holds,

**Stationary move**  $\chi = x p U y$ ,  $\chi' = x q V y$ , and  $r : p U \rightarrow_s q V \in R$ ,

**Right move**  $\chi = x p U y$ ,  $\chi' = x V q y'$ , and  $r : p U \rightarrow_r q V \in R$ ,  
 $y' = y$  if  $y \neq \varepsilon$ , and  $y' = \sqcup$  if  $y = \varepsilon$

**Left move**  $\chi = x X p U y$ ,  $\chi' = x q X V y$ , and  $r : p U \rightarrow_l q V \in R$ ,  
for some  $X \in \Sigma$

then

$$\chi \Rightarrow \chi' [r]$$

# Turing Machines – Accepted Language

## Accepted Word

Turing machine  $M$  accepts  $w \in I^*$  if

$$sw \sqcup \Rightarrow^* uf v$$

for some configuration  $ufv$  with  $f \in F$

■  $\Rightarrow^*$  denotes the reflexive and transitive closure of  $\Rightarrow$

## Accepted Language

The set of all words  $M$  accepts is the language of  $M$ , denoted by  $L(M)$ , thus

$$L(M) = \{w \in I^* : sw \sqcup \Rightarrow^* uf v, f \in F\}$$

# Turing Machines – Example

## Example

$$M = (\{q_0, q_1, q_2, q_3, q_4\}, \{a, b, \sqcup\}, R, q_0, \{q_4\})$$

where

$$R = \left\{ \begin{array}{ll} 1 : q_0 a \rightarrow_r q_1 \sqcup, & 5 : q_1 \sqcup \rightarrow_l q_2 \sqcup, \\ 2 : q_1 a \rightarrow_r q_1 a, & 6 : q_2 b \rightarrow_l q_3 \sqcup, \\ 3 : q_1 b \rightarrow_r q_1 b, & 7 : q_3 a \rightarrow_l q_3 a, \\ 4 : q_3 \sqcup \rightarrow_r q_0 \sqcup, & 8 : q_3 b \rightarrow_l q_3 b, & 9 : q_0 \sqcup \rightarrow_s q_4 \sqcup \end{array} \right\}$$

$$\begin{aligned} & q_0 a a b b \sqcup \Rightarrow \sqcup q_1 a b b \sqcup [1] \Rightarrow \sqcup a q_1 b b \sqcup [2] \Rightarrow \sqcup a b q_1 b \sqcup [3] \\ & \Rightarrow \sqcup a b b q_1 \sqcup [3] \Rightarrow \sqcup a b q_2 b \sqcup [5] \Rightarrow \sqcup a q_3 b \sqcup \sqcup [6] \Rightarrow \sqcup q_3 a b \sqcup [8] \\ & \Rightarrow q_3 \sqcup a b \sqcup [7] \Rightarrow \sqcup q_0 a b \sqcup [4] \Rightarrow \sqcup \sqcup q_1 b \sqcup [1] \Rightarrow \sqcup b q_1 \sqcup [3] \\ & \Rightarrow \sqcup q_2 b \sqcup [5] \Rightarrow q_3 \sqcup \sqcup \sqcup [6] \Rightarrow \sqcup q_0 \sqcup [4] \Rightarrow \sqcup q_4 \sqcup [9] \end{aligned}$$

$$L(M) = \{a^n b^n : n \geq 0\}$$

# Church's Thesis

## Church's Thesis

For every algorithm that exists there is an equivalent Turing Machine.

## Recursively Enumerable Language

A language  $L$  is recursively enumerable if there is a Turing machine  $M$  such that  $L(M) = L$ .

## Recursive Language

A language  $L$  is recursive if there is a Turing machine  $M$  that always halts such that  $L(M) = L$ .

# Deterministic Turing Machine

## Deterministic Turing Machine

Turing machine  $M$  is deterministic if every rule  $r \in R$  satisfies

$$\text{lhs}(r) \notin \{\text{lhs}(r') : r' \in R - \{r\}\}$$

## Theorem

*A language  $L$  is recursively enumerable if there is a deterministic Turing machine  $M$  such that  $L(M) = L$ .*

## Theorem

*A language  $L$  is recursive if there is a deterministic Turing machine  $M$  that always halts such that  $L(M) = L$ .*



# Linear Bounded Automata

## Linear Bounded Automaton

A linear bounded automaton is a Turing machine  $M$  that never extends its tape.

## Consequence

With an input word  $w$ ,  $M$  uses no more than the first  $|w|$  tape squares.

## Theorem

*A language  $L$  is context-sensitive if and only if there is a linear bounded automaton  $M$  such that  $L(M) = L$ .*

## Open Problem

Are deterministic linear bounded automata as powerful as linear bounded automata?

# Two-Pushdown Automata

## Two-Pushdown Automaton

A two-pushdown automaton is a quintuple

$$M = (Q, \Sigma, R, s, F)$$

where

$Q$ ,  $s$ ,  $F$  have the same meaning as in the definition of Turing machine

$\Sigma$  is an alphabet,  $\Sigma \cap Q = \emptyset$ ,  $\Sigma = \{|\} \cup I \cup P_D$ , where

$|$  is a special symbol,  $| \notin I \cup P_D$ ,

$I$  is an input alphabet,  $P_D$  is a pushdown alphabet,  $S \in P_D$  is a start pushdown symbol

$R$  is a finite set of rules of the form

$$A|Bpa \rightarrow u|vq$$

where  $A, B \in P_D$ ,  $p, q \in Q$ ,  $a \in I \cup \{\epsilon\}$ ,  $u, v \in P_D^*$

# Two-Pushdown Automata – Computational Step

## Configuration

$$\chi \in P_D^* \{ \mid \} P_D^* Q I^*$$

## Move

If

$$r : A \mid B p a \rightarrow u \mid v q \in R,$$

$$\chi = y A \mid x B p a z,$$

$$\chi' = y u \mid x v q z,$$

then

$$\chi \Rightarrow \chi' [r]$$

# Two-Pushdown Automata – Accepted Language

## Accepted Language by Final State

$$L_f(M) = \{w \in I^* : S|Ssw \Rightarrow^* x|yf, f \in F\}$$

## Accepted Language by Empty Pushdown

$$L_e(M) = \{w \in I^* : S|Ssw \Rightarrow^* |q, q \in Q\}$$

## Accepted Language by Final State and Empty Pushdown

$$L_{fe}(M) = \{w \in I^* : S|Ssw \Rightarrow^* |f, f \in F\}$$

■  $\Rightarrow^*$  denotes the reflexive and transitive closure of  $\Rightarrow$

# Two-Pushdown Automata – Example

## Example

$$M = (\{s, p, q, f\}, \{S, a, b, c, |\}, R, s, \{f\}),$$

where

$$R = \{1 : S|Ssa \rightarrow S|Sas, \quad 4 : b|aqb \rightarrow bb|q, \\ 2 : S|asa \rightarrow S|aas, \quad 5 : b|Sqc \rightarrow |Sp, \\ 3 : S|asb \rightarrow Sb|q, \quad 6 : b|Spc \rightarrow |Sp, \quad 7 : S|Sp \rightarrow |f\}$$

Then,

$$S|Ssaabbcc \Rightarrow S|Sasabbcc [1] \Rightarrow S|Saasbbcc [2] \Rightarrow Sb|Saqbcc [3] \\ \Rightarrow Sbb|Sqcc [4] \Rightarrow Sb|Spc [5] \Rightarrow S|Sp [6] \Rightarrow |f [7]$$

$$L_f(M) = L_e(M) = L_{fe}(M) = \{a^n b^n c^n : n \geq 1\}$$

# Two-Pushdown Automata – Results

## Determinism

$M$  is deterministic if each  $r \in R$  with  $\text{lhs}(r) = A|Bpq$  satisfies

$$\{r\} = \{r' \in R : A|Bpa = \text{lhs}(r') \text{ or } A|Bp = \text{lhs}(r')\}$$

## Theorem

*All acceptance modes ( $f$ ,  $e$ ,  $fe$ ) are equivalent.*

## Theorem

*The following models are equivalent:*

- *Turing machines*
- *deterministic Turing machines*
- *two-pushdown automata*
- *deterministic two-pushdown automata*

# Bibliography



S. Y. Kuroda.

Classes of languages and linear-bounded automata.

*Information and Control*, 7(2):207–223, 1964.



A. Meduna.

*Automata and Languages: Theory and Applications*.

Springer, London, 2000.



A. Turing.

On computable numbers with an application to the entscheidungs problem.

In *Proceedings of the London Mathematical Society*, volume 2, pages 230–265, 1936.

A correction, *ibid*, 544–546.