

# Topic 12: Show how to construct a Universal Turing Machine

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## Outline

- What is a Turing Machine? (a quick intro)
- Construction of a Universal Turing Machine

## What is a Turing Machine?

- Formal definition: it is a quadruple  $M=(K,\Sigma,\delta,s)$
- $K$  is a finite set of states
- $s \in K$  is the initial state
- $\Sigma$  is a finite set of symbols ( $\Sigma$  is the alphabet)
- $\Sigma$  always contains the special symbols  $\sqcap$  and  $\blacktriangleright$  denoting the blank and first symbols

## What is a Turing Machine? (continued)

- $\delta$  is the transition function which maps:  
 $K \times \Sigma$  to  $(K \cup \{h, \text{“yes”}, \text{“no”}\}) \times \{\leftarrow, \rightarrow, -\}$
- Function  $\delta$  is the “program” of the machine. For each current state  $q \in K$  and a current symbol  $\sigma \in \Sigma$ , it specifies a triple  $\delta(q, \sigma) = (p, \rho, D)$ , where  $p$  is the next state,  $\rho$  is the symbol to be overwritten on  $\sigma$ , and  $D \in \{\leftarrow, \rightarrow, -\}$
- The input string is initialized to a  $\blacktriangleright$  followed by a finitely long string  $x \in (\Sigma - \{\blacktriangleright\})$

## Construction of a Universal Turing Machine

- A universal Turing machine interprets the input as a description of another Turing machine  $M$ , concatenated with a description of the input  $x$ .
- We denote it as  $U(M; x) = M(x)$
- Assumptions:
  - no priori bounds on number of states and symbols that  $U$  must face

∴ both states and their symbols are integers

# Construction of a Universal Turing Machine

## (continued)

- For any Turing machine  $M=(K, \Sigma, \delta, s)$  we assume :
  - $\Sigma = \{1, 2, \dots, |\Sigma|\}$  and  $K = \{|\Sigma| + 1, |\Sigma| + 2, \dots, |\Sigma| + |K|\}$
  - $|\Sigma| + 1$  is the starting state
  - Numbers  $|K| + |\Sigma| + 1, \dots, |K| + |\Sigma| + 6$  will encode the special symbols.
  - All numbers will be processed by  $U$  as binary numbers with  $\lceil (\log|K| + |\Sigma| + 6) \rceil$  bits
  - Introduce leading zeros to make all numbers of the same length

# Construction of a Universal Turing Machine

## (continued)

- A description of the Turing machine  $M$  will start by the number  $|K|$  in binary, followed by  $|\Sigma|$ , followed by a description of  $\delta$  as  $((q, \sigma), (p, \rho, D))$ .
  - Symbols “(“, “)”, “;”, ” etc  $\in$  Alphabet of  $U$
- The description of  $M$  is followed by a “;” followed by a description of the input  $x$ .
  - $x$ ’s symbols are also encoded in binary integers separated by “;”

# Construction of a Universal Turing Machine

## (continued)

- The universal Turing machine  $U$  on input  $M$ ;  $x$  simulates  $M$  on input  $x$  (it seems  $U$  has two strings)
- $U$  uses its second string to store  $M$ 's configuration
  - Configuration of the following form  $(w, q, u)$
- To simulate a step of  $U$ :
  - $U$  scans its second string until it finds the binary description of an integer corresponding to a state
  - It searches the first string for a rule of  $\delta$  matching the current state
  - If a rule is located,  $M$  moves to the left in the 2<sup>nd</sup> string to compare symbols
  - If no match then another rule is sought
  - If there is a match the rule is implemented (ie. Change current symbol, state and direction)

## References

- "Computational Complexity", by Christos H. Papadimitriou
- Introduction to Automata Theory, Languages, and Computation, by John E. Hopcroft, Rajeev Motwani, and Jeffrey D. Ullman, SECOND EDITION
- <http://mathworld.wolfram.com/TuringMachine.html>
- Note: This presentation is posted on :  
[www.cas.mcmaster.ca/~fakhrijm/home.html](http://www.cas.mcmaster.ca/~fakhrijm/home.html)