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Turing thesis claims that any computable problem can be computed by a Turing machine. This means that a computer more powerful than a Turing machine is not necessary to solve computable problems. The idea of Turing completeness is closely related to this. A system is Turing complete if it can compute every Turing computable function.

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 To find the solution of this problem, we can easily devise an algorithm that can enumerate all the prime numbers in this range. Now talking about Decidability in terms of a Turing machine, a problem is said to be a Decidable problem if there exists a corresponding Turing machine which halts on every input with an answer- yes or no.

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Halting problem - Wikipedia
 Input – A Turing machine and an input string w .. Problem – Does the Turing machine finish computing of the string w in a finite number of steps? The answer must be either yes or no. Proof – At first, we will assume that such a Turing machine exists to solve this problem and then we will show it is contradicting itself. We will call this Turing machine as a Halting machine that produces a ...

Turing Machine Halting Problem - Tutorialspoint
 Solution: Let us assume that we can design that kind of machine called as $HM(P, I)$ where HM is the machine/program, P is the program and I is the input. On taking input the both arguments the machine HM will tell that the program P either halts or not.

Halting Problem in Theory of Computation - GeeksforGeeks
 Turing reduced the question of the existence of a 'general method' which decides whether any given

Turing Machine halts or not (the halting problem) to the question of the existence of an 'algorithm' or 'general method' able to solve the Entscheidungsproblem. Entscheidungsproblem - Wikipediathere is an in nite-state Turing machine deciding Lin linear time. Solution: Perhaps the most natural way to decide a language or compute a function is to use a \lookup table", which tells you the answer for each possible input. This is not typically useful unless you're dealing with nite languages or functions, because Turing machines as they're usually de ned have a nite description.

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Examples of Turing Machines

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Exercise 8.2.3: Design a Turing machine that takes as input a number N and adds 1 to it in binary. To be precise, the tape initially contains a $\$$ followed by N in binary. The tape head is initially scanning the $\$$ in state q_0 . Your TM should halt with $N + 1$, in binary, on its tape, scanning the leftmost symbol of $N + 1$, in state q_f .

Entscheidungsproblem - Wikipedia

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Solving Problems with Turing Machines

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computable then a UTM will be able to execute it. A UTM behaves as an interpreter which is just what a PC does when it runs a Java applet or Flash script.

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Attempt to move to the left. If the head is still over the special symbol, the leftward move did not succeed, and the head must have been at the left-hand end. If the head is over a different symbol, some symbols are to the left of that position on the tape 3. Restore the changed symbol before moving to the left.

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)Turing-Recognizable languages are closed under \cup , c , $*$, and \cap (but not complement! We will see this later))Example: Closure under \cap Let M_1 be a TM for L_1 and M_2 a TM for L_2 (both may loop) A TM M for $L_1 \cap L_2$: On input w : 1. Simulate M_1 on w . If M_1 halts and accepts w , go to step 2. If M_1 halts and rejects w , then REJECT w . (If M_1 loops, then M

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