

About Shannon's problem for turing machines

Yu.Rogozhin

Abstract

Describe the universal turing machine with 3 states and 10 symbols and with 27 commands really used in the program.

Shannon [1] suggested to construct the simplest universal turing machine (a turing machine U is called universal if it can simulate each turing machine T). The measure of complexity the turing machine T using by Shannon is mn – number of command of machine T , where n – number of states of T and m – number of symbols of T . We don't consider Shannon's problem for variants of turing machines (see, for example, Lutz Prieze [2] and K.Wagner[3]).

Lets UTM(n, m) – universal turing machine with n states and m symbols. It is known that UTM doesn't exist with 6 commands [4] and UTM(24,2), UTM(11,3), UTM(5,5), UTM(4,6), UTM(3,10) and UTM(2,21) exist [5]. All of these UTM use a construction similar to Minsky's UTM(7,4) using TAG-systems with deletion number $P = 2$ [6], but UTM(5,5) and UTM(4,6) simulate the special classes of TAG-systems. Robinson [7] constructed UTM(7,4) with convenient form of answer: a simpler procedure is used which preserves the output, and leaves the answer immediately to the right of the head of the turing machines. Recently author [8] constructed UTM(10,3) which simplifies the UTM(11,3) in [5]. From results obtained early we conclude that it hasn't been studied yet (if there is a universal turing machine?) 54 classes of turing machines.

Robinson [7] considers the number of commands really used in the program of UTM. According to this way the author [5] used 26 commands in UTM(7,4) (in Robinson's UTM(7,4) – 27 commands), in

UTM(5,5) – 23 commands and UTM(4,6) – 22 commands (minimum of known by author).

UTM(3,10) [5] used 28 commands, in this paper we suggest variant of this machine using 27 commands.

Definition (see, for example [6]). *TAG-system with $P = 2$ is a finite set of rules:*

$$a_i \rightarrow \alpha_i \quad (i = 1, \dots, n); \quad a_{n+1} \rightarrow STOP,$$

where $\alpha_i = a_{i1}a_{i2} \dots a_{im_i}$ is a finite word in the alphabet $A = \{a_k\}$, $k = 1, \dots, n+1$ (α_i can be empty).

TAG-system T with $P = m$ transforms the finite word β in the alphabet A like that: in initial word β one remembers the first letter from the left side (let $a_l, l \in \{1, \dots, n\}$), after that m letters from the left side of the word β deletes and on the right side of the transforming word one concatenates the word α_l . The process continues and stops when the length of transforming word becomes less than m or the first letter of that word becomes a_{n+1} .

Note. We take into consideration the proof of existence universal TAG-system with $P = 2$ [6] and therefore propose that UTM simulates the TAG-system with $P = 2$ with such properties:

- (i) the work of TAG-system stop only by a_{n+1} symbol;
- (ii) all α_i ($i = 1, \dots, n$) are not empty.

Common scheme of function of UTM which simulates TAG-system is considered in [5], [6] and [7]. Let to describe the UTM(3,10).

Symbols of UTM(3,10) are – 0 (black symbol), $\overset{\leftarrow}{1}$, $\overset{\rightarrow}{1}$, $\overset{\leftarrow}{b}$, \vec{b} , $\overset{\leftarrow}{c}$, \vec{c} , states are – q_1, q_2, q_3 .

$$N_1 = 1, \quad N_{k+1} = N_k + 2m_k + 2 \quad (k = 1, \dots, n)$$

Code the word $\alpha_i = a_{i1}a_{i2} \dots a_{im_i}$ ($i = 1, \dots, n$) is:

$$P_i = b1bbb1^{N_{im_i}} bb1^{N_{im_i-1}} \dots bb1^{N_{i2}} bb1^{N_{i1}}$$

$$P_0 = b$$

$$P_{n+1} = \vec{c} b$$

Code the word $\beta = a_r a_s a_t \dots a_w$ of TAG-system is:

$$S = 1^{N_r} c1^{N_s} c1^{N_t} \dots c1^{N_w} c$$

The program of UTM(3,10):

$q_1 0 \vec{c} Lq_3$	$q_2 0 \overset{\rightarrow}{1} Lq_2$	$q_3 0 \text{ --}$
$q_1 \overset{\leftarrow}{b} \overset{\leftarrow}{b} Rq_1$	$q_2 \vec{b} \vec{b} Lq_3$	$q_3 \overset{\leftarrow}{b} \overset{\leftarrow}{b} Rq_1$
$q_1 \overset{\leftarrow}{b} \overset{\leftarrow}{b} Lq_1$	$q_2 \overset{\leftarrow}{b} \overset{\leftarrow}{b} Lq_2$	$q_3 \overset{\leftarrow}{b} \overset{\leftarrow}{b} Lq_2$
$q_1 \vec{b} \overset{\leftarrow}{b} Rq_1$	$q_2 \vec{b} \overset{\leftarrow}{b} Rq_2$	$q_3 \vec{b} \overset{\leftarrow}{b} Rq_3$
$q_1 \overset{\rightarrow}{1} \overset{\rightarrow}{1} Lq_1$	$q_2 \overset{\rightarrow}{1} \overset{\leftarrow}{1} Rq_2$	$q_3 11 Rq_3$
$q_1 \overset{\rightarrow}{1} \overset{\leftarrow}{1} Rq_1$	$q_2 \overset{\rightarrow}{1} \overset{\leftarrow}{1} Rq_2$	$q_3 \overset{\rightarrow}{1} \overset{\leftarrow}{1} Rq_3$
$q_1 \overset{\leftarrow}{1} \overset{\leftarrow}{1} Lq_1$	$q_2 \overset{\leftarrow}{1} \overset{\leftarrow}{1} Lq_2$	$q_3 \overset{\leftarrow}{1} \overset{\leftarrow}{1} Lq_3$
$q_1 \vec{c} \overset{\rightarrow}{1} Lq_2$	$q_2 \overset{\leftarrow}{c} \overset{\leftarrow}{c} Rq_2$	$q_3 c1 Rq_1$
$q_1 \overset{\leftarrow}{c} \text{ --}$	$q_2 \overset{\leftarrow}{c} \overset{\leftarrow}{c} Lq_2$	$q_3 \overset{\leftarrow}{c} \overset{\leftarrow}{c} Lq_3$
$q_1 \vec{c} \overset{\leftarrow}{c} Rq_1$	$q_2 \vec{c} \overset{\leftarrow}{c} Rq_2$	$q_3 \vec{c} \text{ --}$

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Yu.Rogozhin
Institute of Mathematics,
Academy of Sciences of Moldova,
5 Academiei str.,
Kishinev, 277028, Moldova
Phone: (3732) 73-80-21,
e-mail: 25yurog@mathem.moldova.su

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