mac.1 Halting States

Although we have defined our machines to halt only when there is no instruction to carry out, common representations of Turing machines have a dedicated **halting state** $h$, such that $h \in Q$.

The idea behind a halting state is simple: when the machine has finished operation (it is ready to accept input, or has finished writing the output), it goes into a state $h$ where it halts. Some machines have two halting states, one that accepts input and one that rejects input.

**Example mac.1.** *Halting States.* To elucidate this concept, let us begin with an alteration of the even machine. Instead of having the machine halt in state $q_0$ if the input is even, we can add an instruction to send the machine into a halting state.

![Diagram of a Turing machine with a halting state](image)

Let us further expand the example. When the machine determines that the input is odd, it never halts. We can alter the machine to include a **reject state** by replacing the looping instruction with an instruction to go to a reject state $r$.

![Diagram of a Turing machine with a reject state](image)

Adding a dedicated halting state can be advantageous in cases like this, where it makes explicit when the machine accepts/rejects certain inputs. However, it is important to note that no computing power is gained by adding a dedicated halting state. Similarly, a less formal notion of halting has its
own advantages. The definition of halting used so far in this chapter makes
the proof of the *Halting Problem* intuitive and easy to demonstrate. For this
reason, we continue with our original definition.

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**Bibliography**