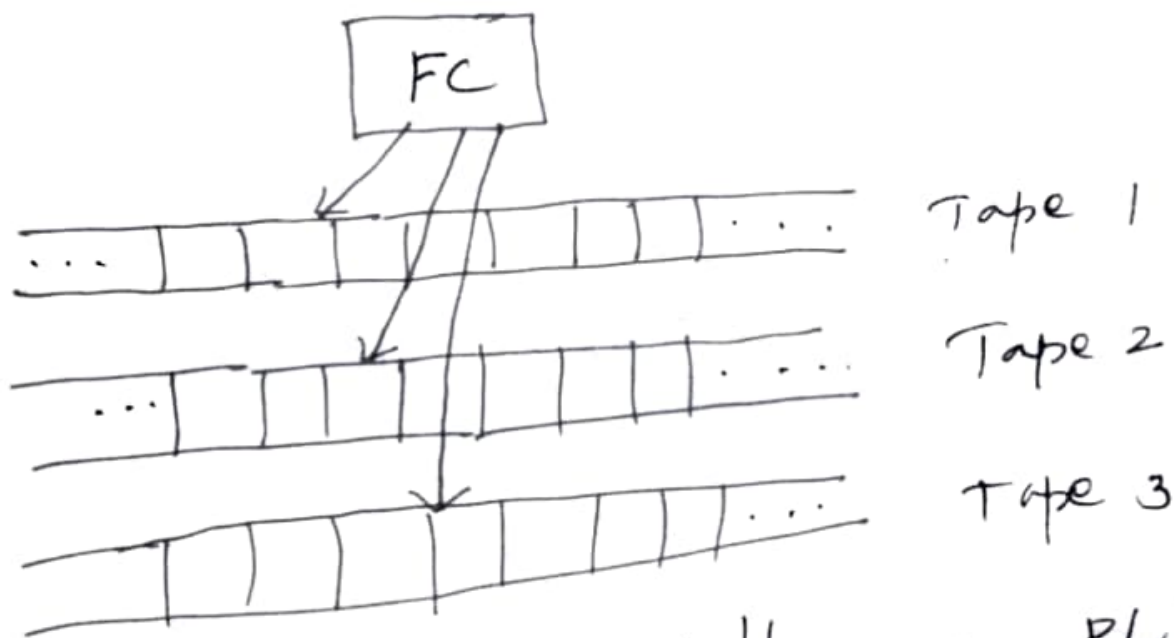




Multiple Tape TM

A multiple TM has a finite control with some finite no. of tapes. Each tape is infinite in both directions. It has own initial state & some accepting states.



→ Every Tape their controlled on R/w head

→ For n -tape TM

$$M = \{Q, \Sigma, \Gamma, \delta, q_0, B, F\}$$

$$\text{we define } \delta = Q \times \Sigma^n \rightarrow Q \times \Sigma^n \times [L, R]^n$$

Different Variations of TM

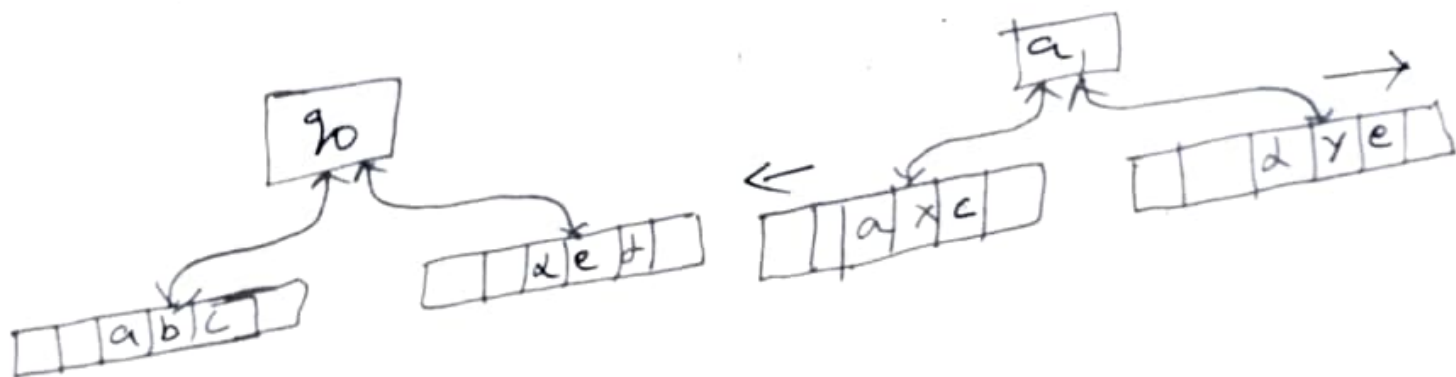
(2)

- Multitape Turing M/c
- Non-deterministic Turing M/c
- Multihead Turing M/c.

For eg:

if $n=2$, with current configuration

$$\delta(q_0, a, e) = (q_1, x, x, L, R)$$



Non-deterministic TM

- It is similar to DTM except that for any input string and current state it has a no. of choices.

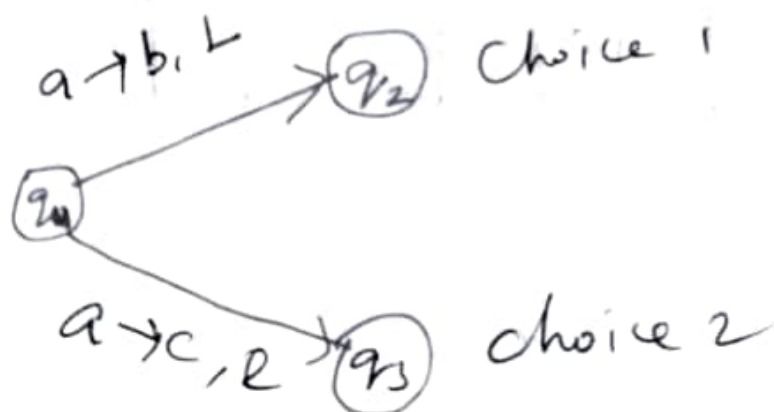
- A string is accepted by NDTM if there is a sequence of moves that leads to a final state.

- The transition function $\delta: Q \times X \rightarrow 2^{Q \times X \times \{L, R\}}$

$$\delta: Q \times X \rightarrow 2$$

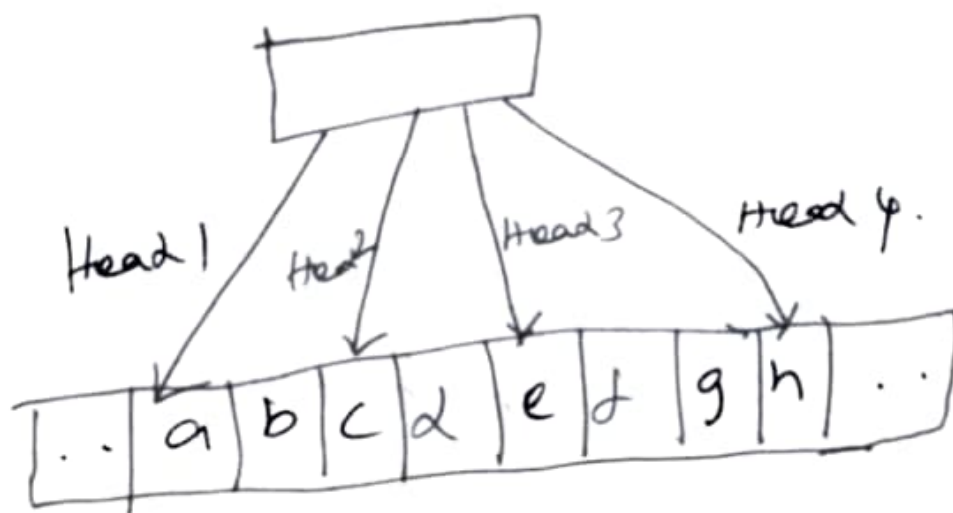


A NDTM is allowed to have more than one transition for a given tape symbol.



③ Multi head TM

- it has no. of heads instead of one
- Each head independently read/write symbols and move left/Right.



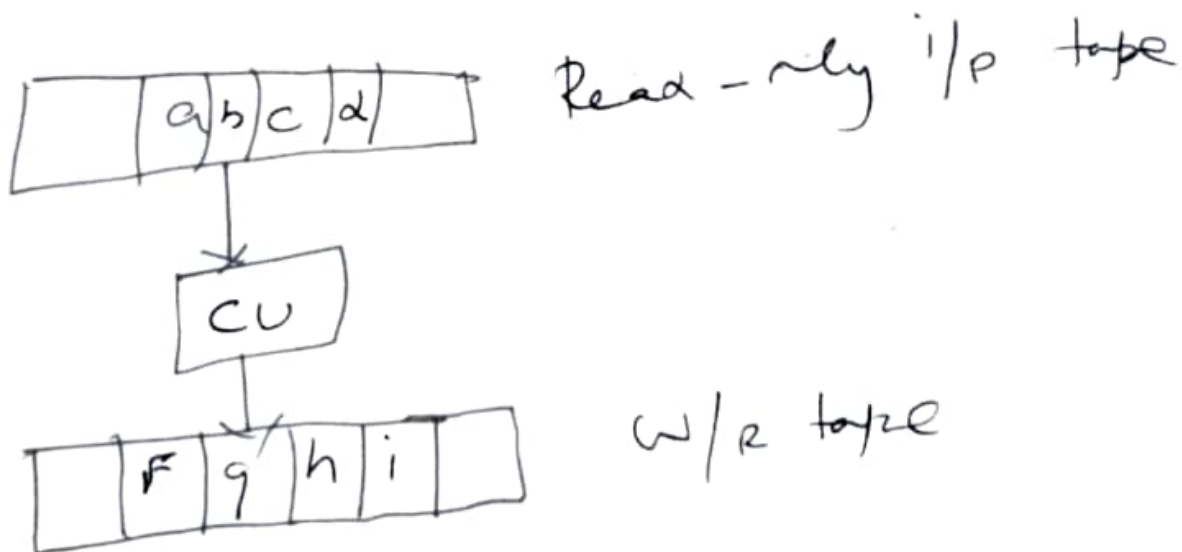
...	1	A	B	C	D	E	F	G	H	...
...	B	A	1	B	A	B	B	B	B	...
...	B	A	B	B	1	B	B	B	B	...
...	A	B	B	A	A	B		1	B	...
...	a	b	c	d	e	f	g	h	...	

offline TM

→ It has two tapes

→ one tape is read only & contains the i/p

→ The other is read-write & initially blank.



Multi dimensional TM

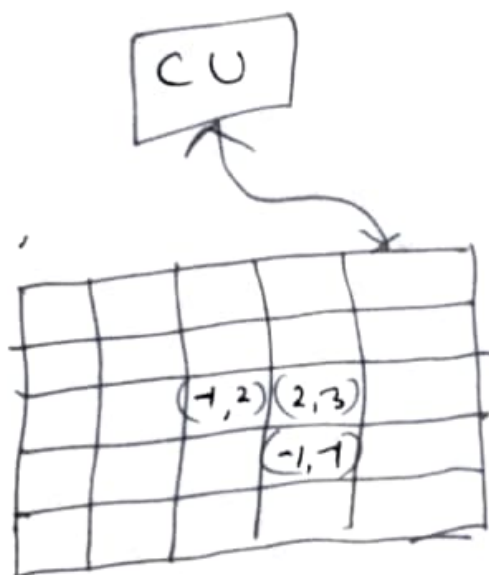
→ It has multidimensional tape

* a two-dimensional TM would read and write on an infinite tape divided into squares like a checkboard



* Transition function

$$\delta : Q \times T \rightarrow Q \times T \times [L, R, U, D]$$



in the type

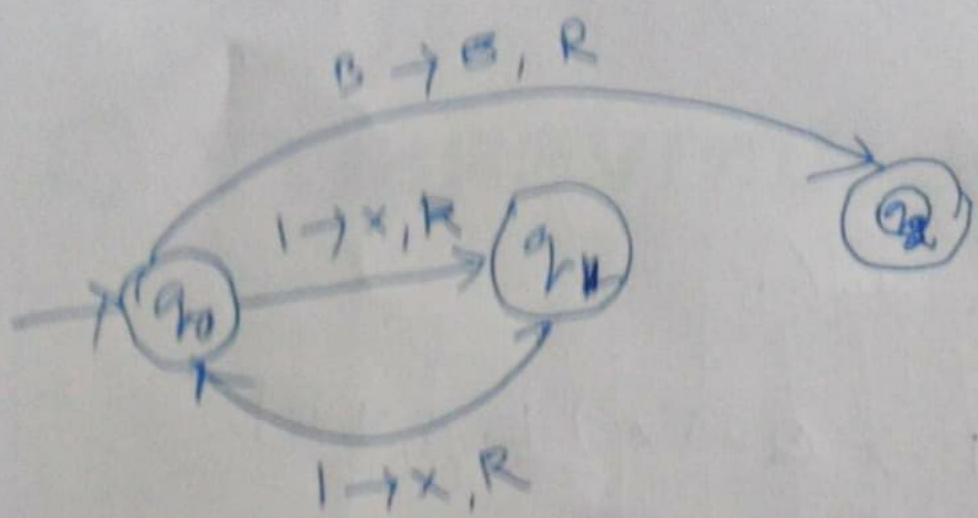
Construct a TM that accept string over $\{1\}$, arbitrary even number of 1's

Sol:

logic: Read a i/p symbol one by one
 when on reading one 1, replace
 it by x and go to next state.
 At fin state if encounter 1, replace
 it by x and go to the previous
 state.

Repeat the steps, till q, encounter the blank.

6



	x	B
→ q ₀	(q ₀ , x, R)	(q ₂ , B, R)
q ₁	(q ₁ , x, R)	-
* q ₂	-	-