

## Lecture 13: October 3

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## 13.1 Multitape TM

**Multitape TM example:**  $L = \{x\#x : x \in \Sigma^*\}$

Let's do an implementation-level description of a multi-tape TM for  $L$ . Our original TM took time  $\Theta(n^2)$  for inputs of length  $n$ .

1. Scan head 1 to the right until it reads a  $\#$ . Move Right. (Second head is still at start of tape 2)
2. Repeatedly read symbol from tape 1, write it to tape 2, move both heads right, until seeing a blank on tape 1. Now second half of input is on tape 2.
3. Move both heads left until they reach start of tapes (possibly using  $\$$  back to find start of tape). Replace  $\#$  by  $\sqcup$  while doing so.
4. Repeat until  $\sqcup$  on both tapes. If symbols differ, reject. Else, move both heads right.

The multi-tape TM runs in  $\Theta(n)$  time!

## 13.2 Nondeterministic Turing Machines

Last time: Configuration of TM,  $aqb$ ,  $a, b \in \Gamma^*$ ,  $q \in Q$

Acceptance of a NTM: Input string is accepted if  $\exists$  configurations  $c_0, c_1, \dots, c_k$  where:

- $c_0 = q_{start} w$
- $c_i \Rightarrow c_{i+1}$  ( $c_{i+1}$  is a possible configuration from  $c_i$  following the transition function  $\delta$ )
- $c_k$  is on the accepting state

i.e. in a tree of configs, is there an accepting state:

1.  $w$  is accepted: any node in tree is an accepting state
2.  $w$  is explicitly rejected: the tree is finite, but yet no node is accepting config i.e. all leaves are rejection configs
3. The NTM runs forever on  $w$ : the tree is infinite, but no node is accepting config

**Definition 13.1** A NTM is a decider if for all inputs, case 1 or 2 happens.

Example of NTMs: Let  $L_1, L_2$  be recognizable languages. Let  $M_i$  be a TM that recognizes  $L_i$ .

**Claim 13.2**  $L_1 \cup L_2$  is recognizable. A cheat! Let's use nondeterminism.

**Definition 13.3** Define a NTM  $M$  as follows:

- Nondeterministically choose to do one of the following:
  - Run  $M_1$
  - Run  $M_2$

**Claim 13.4**  $M$  recognizes  $L_1 \cup L_2$ .

**Proof:** Suppose  $w \in L_1 \cup L_2$ . Say  $w \in L_2$ . Then the branch of tree simulating  $M_i$  will accept. So  $M$  is in case 1, and accepts. If  $w \notin L_1 \cup L_2$ , then both  $M_1$  &  $M_2$  either run forever or reject. So  $M$  is in either case 2 and case 3. So  $M$  does not accept  $w$ . ■

**Theorem 13.5** Given a NTM  $M$ , we can construct a DTM  $M'$  s.t.  $L(M) = L(M')$ .

**Theorem 13.6** If  $M$  is a NTM decider, then we can make  $M'$  a decider as well.

Using Theorem, we get a DTM  $M'$ , completing proof of claim 1.