

## Exc 1

A Turing machine that ~~has~~ has two tapes is a 7-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

$Q$  is a finite set of states

$\Sigma$  is a finite set of input alphabet not containing the blank symbol  $\sqcup$

$\Gamma$  is a finite set of tape alphabet,  $\sqcup \in \Gamma$ ,  $\Sigma \subseteq \Gamma$

$\delta: Q \times \Gamma \rightarrow Q \times (\Gamma \times \{C\})^2 \times \{L, R\}$  is the

transition function where  $C$  switches the tapes

$q_0 \in Q$  is the start state

$q_{\text{accept}} \in Q$  is the accept state

$q_{\text{reject}} \in Q$  is the reject state and  $q_{\text{accept}} \neq q_{\text{reject}}$

A Two Tapes Turing Machine  $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  computes as follows:

- $M$  receives its input string ( $w \in \Sigma^*$ ) on the leftmost squares ( $n = \text{string length}$ ) of both tapes, and the rest of the tapes is blank.
- The head starts on the leftmost square of the first tape.
- Once  $M$  has started, the computation proceeds according to the transition function.
- As  $M$  computes, changes occur in the current state, ~~both~~ current tape contents and the other tape's contents and the current head location.
- During each computation, the head moves to the second tape to do the same change it did in ~~the~~ the first. The contents of each tapes should be the same unless any write errors happened on any of the tapes.
- When the Turing machine goes into a final state<sup>if</sup>, it moves to check if both tapes are ~~equal~~ equal and then reach a new final state: the head goes back to the beginning of each tape and alternates between each, comparing their contents, and if they're identical it will reach the new final state.