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• And also that $NL \subseteq P$.

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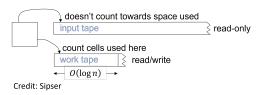
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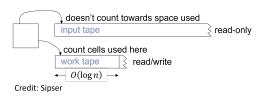
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Model: a 2-tape TM with a read-only tape for the input and a RW-tape for computation.





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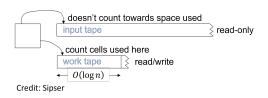
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Another example: $\{ww^R | w \in \Sigma^*\} \in \mathbf{L}$.

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But how is this implemented?

Our input size is n = O(qw).

We are not allowed to keep w bits (for M) in memory!

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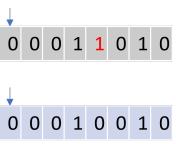
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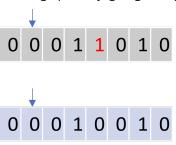
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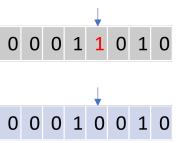
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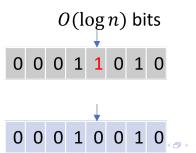
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Notice that ℓ and v both require $O(\log n)$ bits and thus this can be implemented on an \boldsymbol{L} machine.

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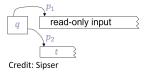
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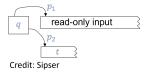
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For L machines, we can refine the definition of a configuration. Since the input tape is read-only, we denote a configuration by (q, p_1, p_2, t) , where:



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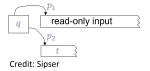
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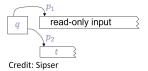
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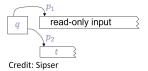
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- *q* is the current state.
- p₁ is the location of the input-tape-head.
- p_2 is the location of the RW-tape-head.
- $t \in \Gamma^{O(\log n)}$ is the contents of the RW tape.

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$$|Q| \times n \times \log n \times |\Gamma|^{O(\log n)} = n^{O(1)}.$$



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Immediate from Savitch's theorem.

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To simulate a general $SPACE(\log^2 n)$ machine we need $2^{\Omega(\log^2 n)} = n^{\Omega(\log n)}$ time, which is not polynomial.

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We then run a BFS to check if c_Y is reachable from c_0 and terminate accordingly.

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- There are also *P*-complete problems (using *L*-reductions) such as max-flow.

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- Deciding if there is a path (not necessarily simple) of length k in a graph is in NL. Correct. But tricky. k can be represented using $\log k$ bits (thus $n = O(|V| + |E| + \log k)$); but if $k \le |V|$, we can still use $\log |V|$ bits counter; and if $k \ge |V|$, it's enough to check for path of length |V|. Remember to think about the length of the input!
- Given G = (V, E) and $v \in V$, deciding if v is on a cycle is in **NL**. Correct.

Which of the following are correct?

- $L \subseteq NL \subseteq P \subseteq NP \subseteq PSPACE$. Correct.
- An L machine can run $2^{O(n)}$ steps without looping. No, after $n^{O(1)}$ steps it must be in a loop from configuration count.
- An L machine must be looping after $\log^2 n$ steps. No, it can make $n^{O(1)}$ steps without looping.
- $STCON \in L$. Probably not; all we know is that $STCON \in NL$.
- STCON ∈ L. Probably not; it's the same as with the last one, L is a deterministic class.
- Deciding if there is a path (not necessarily simple) of length k in a graph is in NL. Correct. But tricky. k can be represented using $\log k$ bits (thus $n = O(|V| + |E| + \log k)$); but if $k \le |V|$, we can still use $\log |V|$ bits counter; and if $k \ge |V|$, it's enough to check for path of length |V|. Remember to think about the length of the input!
- Given G = (V, E) and $v \in V$, deciding if v is on a cycle is in **NL**. Correct.

Next time: hierarchy theorems and EXPTIME-completeness.

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