

Variants of TM I

- We will discuss some variants that have the same power
- The robustness of a type of machines means that its reasonable variants have the same power
Not a strict definition though
- Example

$$\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R, S\}$$

S: stay at the same position

Variants of TM II

- It's equivalent to TM because S can be implemented by L & R moves:

$$q_1, a \rightarrow q_2, b, S$$

can be replaced by several rules

$$q_1, a \rightarrow q_3, b, R$$

$$q_3, ? \rightarrow q_2, ?, L, \forall ? \in \Gamma$$

Multi-tape TM I

- several tapes
- input: put into tape 1
others: blank
- transition is applied on all tapes simultaneously

$$\delta : Q \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{L, S, R\}^k$$
$$\delta(q_i, a_1, \dots, a_k) = (q_j, b_1, \dots, b_k, L, R, \dots, L),$$

where k is the number of tapes

- Looks more powerful but equivalent to single-tape TM (discussed later)
- Note that we allow S here though it can be removed

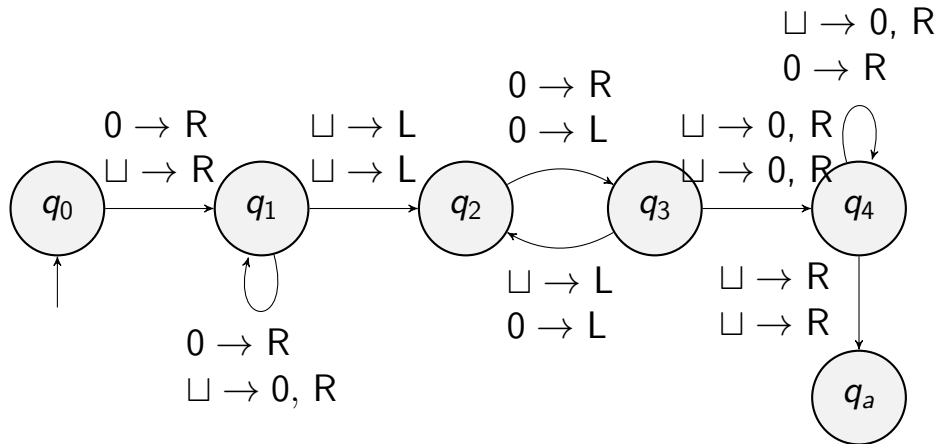
Example 1

- Job: given $w = 0^{2n}$, $n \geq 1 \Rightarrow$ generate ww in the end

Note that we also need to check if $|w|$ is even

- Idea
 - copy w to the second tape
 - check if $|w|$ is even
 - copy w from the second tape to the first
- State diagram

Example II



- q_0 to q_1 :

Example III

let \sqcup be used to indicate the beginning of the second tape

- loop at q_1 :
copy w to the second tape
- $q_2 \rightarrow q_3 \rightarrow q_2$:
 - 1 check if length is $2n$
 - 2 head of the first tape zig-zag between last 0 and the \sqcup after
 - 3 head of the second tape moved to the beginning

Example IV

- If length $2n$, we should be at q_3 instead of q_2 when reaching the beginning of the second tape
- q_4 : copy w from the second tape to the first
- Note that we have a deterministic machine. At q_0 we should have

$$\delta(q_0, 0, 0), \delta(q_0, 0, \sqcup)$$
$$\delta(q_0, \sqcup, 0), \delta(q_0, \sqcup, \sqcup)$$

Those not specified go to q_r

Example VI

rejected