

Fundamental Computer Science
Sequence 1: Turing Machines
Classical extensions

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Agenda

Objective of the session

Study the most common extensions of **Turing machines**.

See Pierre Wolper, Introduction à la calculabilité or any related book.

Extensions of the Turing Machine

We have already presented an extension:

- ▶ **write** in the tape and **move** left or right at the same time
- ▶ modify the definition of the transition function

initial: from $(K \setminus H) \times \Gamma$ to $K \times (\Gamma \cup \{\leftarrow, \rightarrow\})$

extended: from $(K \setminus H) \times \Gamma$ to $K \times \Gamma \times \{\leftarrow, \rightarrow\}$

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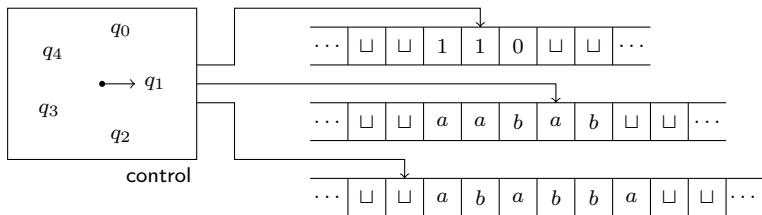
extended: from $(K \setminus H) \times \Gamma$ to $K \times \Gamma \times \{\leftarrow, \rightarrow\}$

- ▶ if the **extended** Turing Machine halts on input w after t steps, then the **initial** Turing Machine halts on input w after at most $2t$ steps

Multiple tapes

A k -tape Turing Machine (M) is a sextuple $(K, \Sigma, \Gamma, \delta, s, H)$, where K , Σ , Γ , s and H are as in the definition of the ordinary Turing Machine, and δ is a transition function

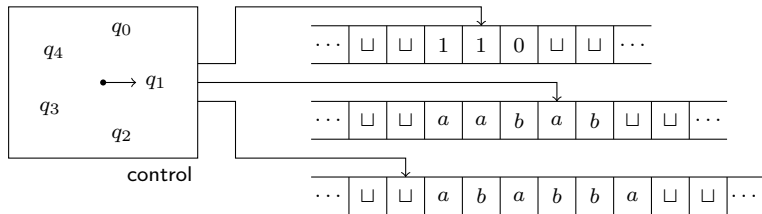
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$$(\text{from } (K \setminus H) \times \Gamma^k \quad \text{to} \quad K \times \Gamma^k \times \{\leftarrow, \rightarrow\}^k)$$



Multiple tapes

Theorem

Every k -tape, $k > 1$, Turing Machine $M = (K, \Sigma, \Gamma, \delta, s, H)$ has an equivalent single tape Turing Machine $M' = (K', \Sigma', \Gamma', \delta', s', H')$.

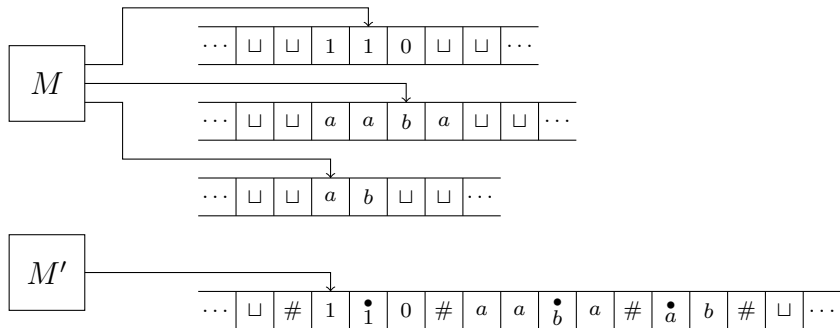
If M halts on input $w \in \Sigma^$ after t steps, then M' halts on input w after $O(t(|w| + t))$ steps.*

Sketch of the proof:

- ▶ M' simulates M in a single tape
- ▶ $\#$ is used as delimiter to separate the contents of different tapes
- ▶ dotted symbols are used to indicate the actual position of the head of each tape
 - ▶ for each symbol $\sigma \in \Gamma$, add both σ and $\overset{\bullet}{\sigma}$ in Γ'
- ▶ use the same set of halting states

Multiple tapes

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Multiple tapes

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M' = "On input $w = w_1w_2 \dots w_n$:

1. Format the tape to represent the k tapes:

$$\# \overset{\bullet}{w_1} \overset{\bullet}{w_2} \dots \overset{\bullet}{w_n} \# \sqcup \# \sqcup \# \dots \#$$

2. For each step that M performs, scan the tape from left to right to determine the symbols under the virtual heads. Then, do a second scan to update the tapes according to the transition function of M .

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3. If at any point there is a need to move a virtual head outside the area marked for the corresponding tape, then shift right the contents of all tapes succeeding."

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What is the number of steps for M' ?

1. $O(|w|)$
2. & 3. $O(|w| + t)$ per step $\Rightarrow O(t(|w| + t))$ in total
 - ▶ size of the tape no more than $O(|w| + t)$

Multiple tapes: conclusion

The multiple tape Turing Machine is not more powerful !!

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... but it is more easy to construct and to understand !

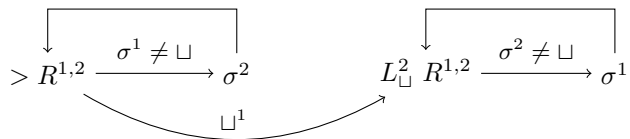
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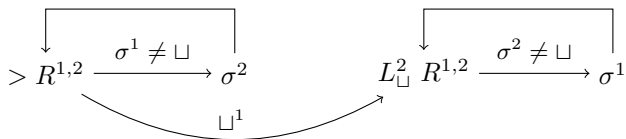
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... and it can be used to simulate functions in an easier way
(a function can use one or more not used tapes)

Multiple tapes: example with $k = 2$ tapes



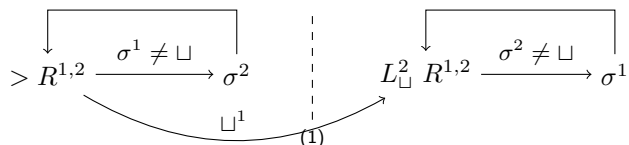
Multiple tapes: example with $k = 2$ tapes



► extend notation:

- $R^{1,2}$: move the head of both tapes to the right
- σ^2 (as a state): write the symbol σ in tape 2
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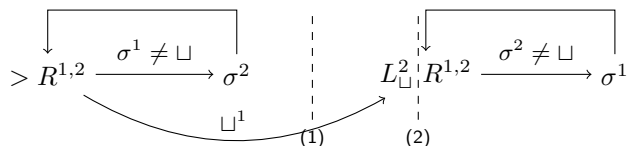


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initially	$\sqcup w$	\sqcup
after (1)		

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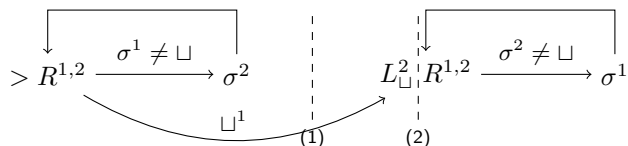


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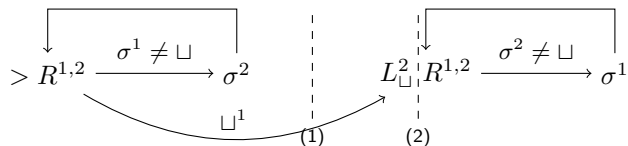


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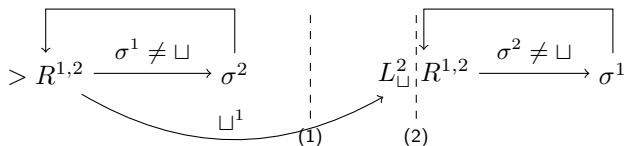


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at the end	$\sqcup w \sqcup w \sqcup$	$\sqcup w \sqcup$

transforms w to $w \sqcup w$

Another extension: Multiple heads

Definition (informal)

- ▶ at each step all heads can read/write/move
- ▶ we need a convention if two heads try writing at the same place

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Theorem

Every multiple head Turing Machine M has an equivalent single head Turing Machine M' .

The simulation by M' of M on an input w which leads to a halting state takes time quadratic to the size of the input $|w|$ and the number of steps t that M performs.

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			\wedge								
							\wedge				
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Multiple heads: example

Give a Machine Turing with two heads that transforms the input $\underline{\underline{w}}$ to $\underline{\underline{w}} \sqcup w$.

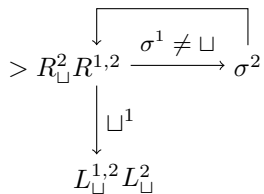
- ▶ extend notation:
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Unbounded tapes

What happens if the tape is bounded in one direction?

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Theorem

Every two-direction unbounded tape Turing Machine M has an equivalent single-direction unbounded tape Turing Machine.

Two-dimensional tape

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The simulation by M' of M on an input w which leads to a halting state takes time polynomial to the size of the input $|w|$ and the number of steps t that M performs.

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Proof (sketch):

- ▶ use a multiple tape Turing Machine
- ▶ each tape corresponds to one line of the two-dimensional memory

Discussion

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- ▶ **Observation:** a computation in the prototype Turing Machine needs a number of steps which is **bounded by a polynomial** of the size of the input and of the number steps in any of the extended model