

Theories of Computation: Summative Assignment 2

To be handed in on Canvas before **Thursday 31st March, 5pm GMT**

Exercise 1 Let $\Sigma = \{a, b\}$ and $u, v \in \Sigma^+$, where Σ^+ is the set of nonempty words over Σ . We say that u is present in v if u can be obtained by deleting letters from v . For example, $abbba$ is present in $aabbababa$. We write $|u|$ to denote the length of word u , i.e., the number of letters in u . For example, $|abbba| = 5$.

The goal of this exercise is to show that the following decision problem is in NP.

Input: $w_0 \# w_1 \# \dots \# w_k$ such that $w_i \in \Sigma^+$ for $0 \leq i \leq k$.

Problem: is there a word $x \in \Sigma^+$ such that $|x| = |w_0|$ and x is present in each w_i for $0 < i \leq k$?

We will decompose the task into several steps.

1. Let us consider a two-tape deterministic Turing machine $\mathcal{M}_1$ on the input alphabet $I = \{a, b, \#\}$ with initial state 0, tape alphabet $T = \{a, b, \#, \sqcup\}$, return values $V = \{\text{True}, \text{False}\}$, and whose transition function is represented as the diagram in Figure 1 below.

Initially,

- the **Main** tape contains a non-empty block of a s and b s (representing a word $w \in \Sigma^+$) in between a $\#$ on the left, on which the head is positioned, and a $\#$ or a $\sqcup$ on the right. (Outside of these $\#$ s and/or $\sqcup$ s there could be any symbol in T .)
- the **Aux** tape contains a non-empty block of a s and b s (representing a word $x \in \Sigma^+$) and is otherwise blank, and the head is located on the $\sqcup$ immediately to the left.

For example,

Main	•	#	a	a	b	b	a	b	a	b	a	#
Aux	•	␣	␣	␣	a	b	b	b	a	␣	␣	␣

In the case where the input block on the **Main** tape forms the word $w = a^n$ and the input block on the **Aux** tape forms the word $x = a^m$ for $m, n > 0$, how many steps does the machine $\mathcal{M}_1$ go through until it returns a value in V ? (Returning counts as a step.) **[3 marks]**

This is in fact the worst case complexity as a function of $n = |w|$ and $m = |x|$ and you can use this fact in the remainder of the exercise.

2. Design a two-tape nondeterministic Turing machine $\mathcal{M}_2$ that takes as an input a word $w \in \Sigma^+$ and can generate any word $x \in \Sigma^+$ that has the same length as w .

Formally, the start configuration is:

- the **Main** tape contains a nonempty block of a s and b s (representing a word $w \in \Sigma^+$), with a $\sqcup$ to the left on which the head is placed and a $\#$ to the right, the rest of the tape is blank to the left and can contain any symbol in T beyond $\#$ on the right;
- the **Aux** tape is blank.

For example,

Main	•	␣	a	a	b	b	a	b	a	b	a	#
Aux	•	␣	␣	␣	␣	␣	␣	␣	␣	␣	␣	␣

The machine $\mathcal{M}_2$ should stop when reaching a configuration where:

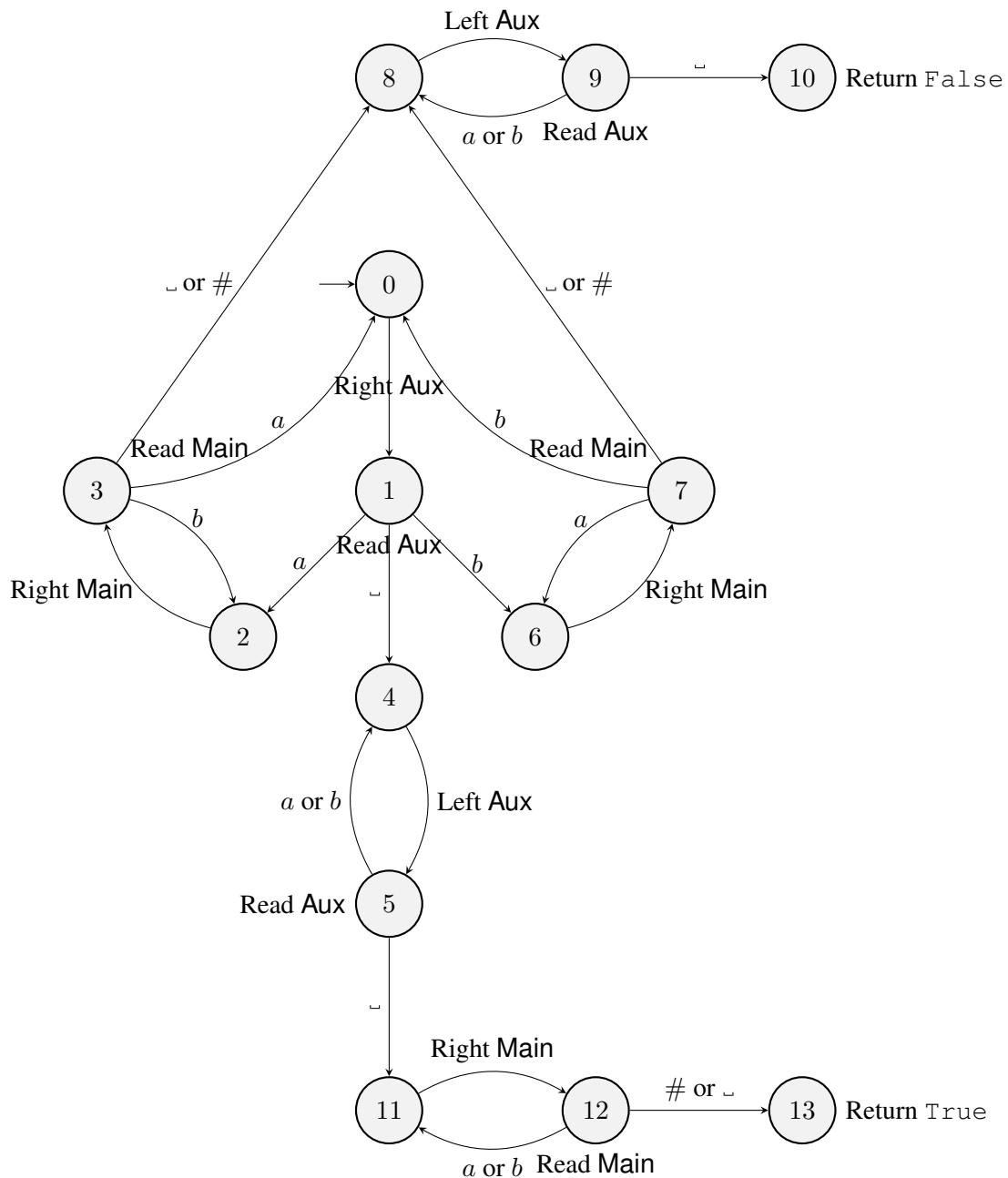


Figure 1: Transition diagram for machine $\mathcal{M}_1$

- the *Main* tape is unchanged except for the head which should be placed on the # on the right
- the *Aux* tape contains an arbitrary block of *a*s and *b*s (representing a word $x \in \Sigma^+$) of the same length as the input block on the *Main* tape and the head is on the first $\sqcup$ to the left.

For example,

<i>Main</i>	$\sqcup$	<i>a</i>	<i>a</i>	<i>b</i>	<i>b</i>	<i>a</i>	<i>b</i>	<i>a</i>	<i>b</i>	<i>a</i>	$\bullet$	#
<i>Aux</i>	$\bullet$	$\sqcup$	<i>b</i>	<i>b</i>	<i>a</i>	<i>b</i>	<i>a</i>	<i>a</i>	<i>a</i>	<i>a</i>	<i>b</i>	$\sqcup$

Give the machine $\mathcal{M}_2$ and briefly explain your solution. (Do not use more than 10 states.)

[3 marks]

3. Using machines $\mathcal{M}_1$ and $\mathcal{M}_2$ as macros, design a two-tape nondeterministic Turing machine $\mathcal{M}_3$ for the above decision problem.

This means that the machine should start with

- a block of *a*s, *b*s and #s representing the input $w_0\#w_1\#\dots\#w_k$ on an otherwise blank *Main* tape with the head on the first $\sqcup$ to the left of w_0

- and a blank **Aux** tape.

The tape contents and head positions at the end do not matter.

Give the machine M_3 and briefly explain your solution. (Do not use more than 5 states.)

[3 marks]

4. Explain briefly why the problem is in NP.

[3 marks]

(**Note:** You may assume that any polytime two-tape nondeterministic Turing machine can be converted into a polytime one-tape nondeterministic machine with the same language. Just as we learnt in lectures for deterministic machines.)

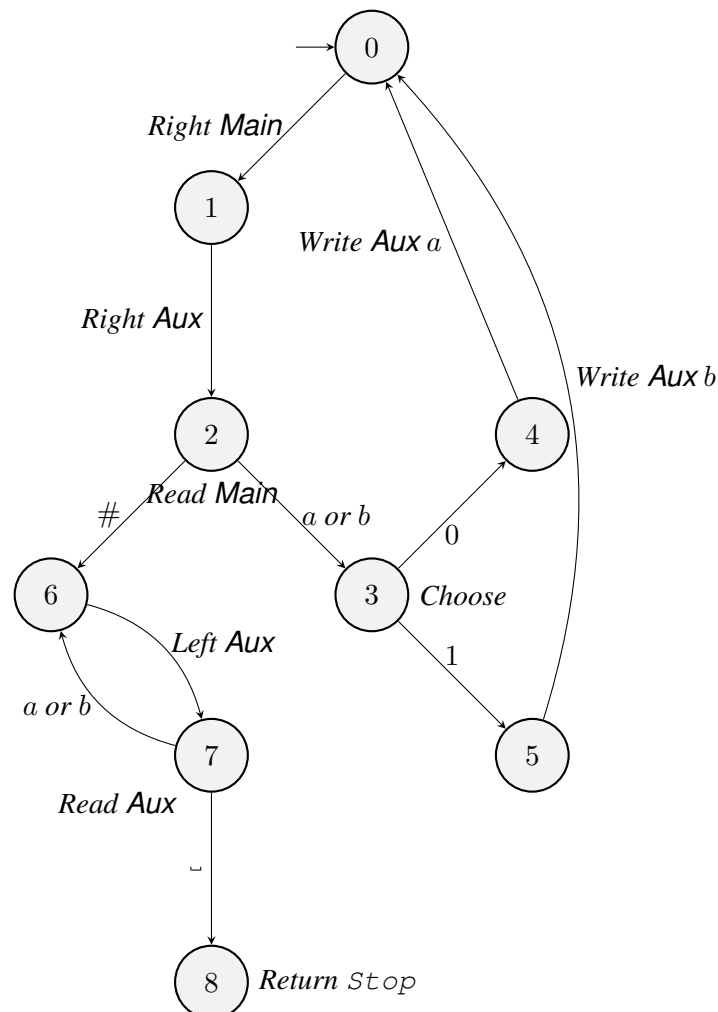
Solution 1 Note that these solutions are more detailed than was required.

1. When $m \leq n$, the machine takes $4m + 2n + 7$ steps. When $m > n$, the machine takes $6n + 7$ steps.

Detailed explanation:

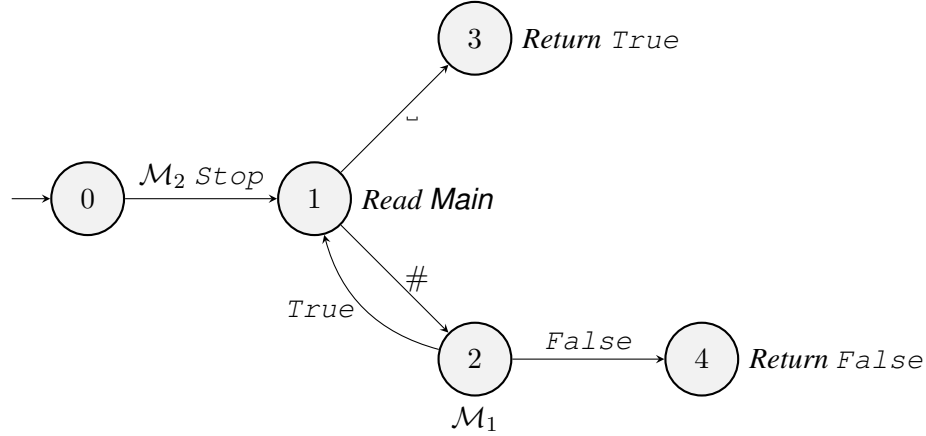
- If $m \leq n$: First, we go exactly m times through the (0-1-2-3-0) loop = $4m$ steps; until the last move right **Aux** gets us to a $\sqcup$ = 2 steps. At which point the auxiliary head is moved back to the $\sqcup$ to the left of the input block by going through it backwards via cycle (4-5-4) = $2m$ steps; until the last move left **Aux** gets us to a $\sqcup$ = 2 steps. Then, we finish reading up to the end of the block on the main tape via cycle (11-12-11) = $2(n - m)$ steps; before the last move right **Main** gets us to $\#$ or $\sqcup$ = 2 steps, and we return **True** = 1 step.
Total: $4m + 2 + 2m + 2 + 2(n - m) + 2 + 1 = 4m + 2n + 7$
- If $m > n$: First, we go exactly n times through the (0-1-2-3-0) loop = $4n$ steps; until the last move right **Main** gets us to a $\sqcup$ or $\#$ = 4 steps. At which point the auxiliary head is simply moved back on the $\sqcup$ to the left of the input block by going through it backwards = $2n$ steps; before the last move left **Aux** gets us to a $\sqcup$ = 2 steps and we return **False** = 1 step.
Total: $4n + 4 + 2n + 2 + 1 = 6n + 7$

2.



The machine uses the input on the main tape as a counter, going through each character until it reaches a # or a $\sqcup$. For each character that it reads on the main tape, it chooses nondeterministically to write an a or a b on the auxiliary tape. When it reaches the end of the input block on the main tape, it 'rewinds' the head on the auxiliary tape to the $\sqcup$ beginning the generated block of characters.

3.



Input: $w_0\#w_1\#\dots\#w_k$ such that $w_i \in \Sigma^+$ for $0 \leq i \leq k$ on **Main** tape with head on the $\sqcup$ to the left.

We start by running $\mathcal{M}_2$ on w_0 to generate a word x on the **Aux** tape (which is otherwise blank).

When it stops, it leaves the head on the $\sqcup$ (if $k = 0$) or the # (if $k \geq 1$) following w_0 .

For $i = 1$ to k repeat (*)

We read the symbol under the head.

If it is $\sqcup$ we return **True**. If it is # we run $\mathcal{M}_1$ on word w_i and x .

If it returns **True**, then we go back to (*).

If it returns **False**, then we return **False** as it means that x is not present in w_i .

4. Let us denote the size of the input by n which corresponds to $\sum_0^k |w_i| + (k - 1)$ (when $k \geq 1$ or simply $|w_0|$ when $k = 0$).

Complexity of $\mathcal{M}_2$: $5|w_0| + 2 + 2|w_0| + 1 \leq 7n + 3$

Complexity of $\mathcal{M}_1$: In the worst case we will repeat the loop (*) once for each word w_i for $1 \leq i \leq k$. That is, the total number of steps would be: $\sum_1^k (1 + 4|w_0| + 2|w_i| + 3) + 1 \leq (k - 1)(6n + 4) \leq 6n^2 + 4n$

Complexity of $\mathcal{M}_3$: $\leq 7n + 3 + 6n^2 + 4n + k$ (as we need to do the extra **Read Main** instruction k times) $\leq 6n^2 + 12n + 3$ steps

Since the machine $\mathcal{M}_3$ is polynomial time in the size n of the input, there is a polytime one-tape NDTM $\mathcal{M}_4$ with the same language.

A word of the given form has the required property iff it is possible for $\mathcal{M}_3$ to output some word in the first phase that passes all k tests in the second phase, i.e. if the word is acceptable to $\mathcal{M}_3$, or equivalently to $\mathcal{M}_4$. So the problem is in NP.