COMS 3003A

Project 1

21 March, 2025

This project contributes 10% to your final mark Due Date: 6 April 2025

Design and implement two C++ programs, an encoder, and then a simulator for Turing Machines. The submission is a single .cpp file for each question.

- 1. (30 points) Implement a program that takes as input an encoding table $f: \Sigma_1 \to \Sigma_2^*$, and a string $s_1s_2...s_n \in \Sigma_1^*$, which then outputs $f(s_1)f(s_2)...f(s_n) \in \Sigma_2^*$.
 - The input of f must be in the following format: $\langle f \rangle := \text{``}s_1 = w_1 | s_2 = w_2 | \dots | s_k = w_k | \text{''}$, where $s_i \in \Sigma_1$ and $w_i \in \Sigma_2^*$ eg. f(0) = 00, f(1) = 10 and, f(#) = 11 has $\langle f \rangle := \text{``}0 = 00 | 1 = 10 | \# = 11 | \text{''}$.
 - ullet A symbol s is represented by a single UTF-8 / ASCII character.
 - Your program will not be tested on strings that have invalid symbols i.e. if f is defined for $\Sigma_1 \to \Sigma_2^*$, you do not need to handle f(s) where $s \notin \Sigma_1$
 - Sample inputs are in table 1.

Sample Input	Sample Output
a=00 b=01 c=10	000110
abc	
0=00 1=01 #=10 ;=11	0000100000100001100000100111
00#00#01#00#1;	

Table 1: Sample input for Submission 1 - Encoder

- 2. (70 points) Implement a program that takes as input the binary-encoded transition table of a two-way-tape Turing Machine $\langle \delta \rangle$, where $M = \langle Q, \Gamma, \Delta, q_{\text{init}}, q_{\text{accept}}, q_{\text{reject}}, \delta \rangle$, and some string $x \in \Gamma^*$, and then outputs the computation result of M(x). Should the simulated computation encounter an error in the machine, it must terminate and output "Error" instead.
 - Direction instructions L and R are encoded as $\langle L \rangle = 0$ and $\langle R \rangle = 1$ respectively.
 - A transition $\delta(q_i, s_k) = (q_j, s_l, D)$ is encoded as $\langle \delta(q_i, s_k) \rangle := E(b(i) \# b(k) \# b(j) \# b(l) \# \langle D \rangle$;) where b(n) is the binary representation of $n \in \mathbb{N}$, and mapping $E : \{0, 1, \#, ;\} \to \{0, 1\}^*$ is

$$E(s) = \begin{cases} 00, & \text{if } s = 0\\ 01, & \text{if } s = 1\\ 10, & \text{if } s = \#\\ 11, & \text{if } s = \end{cases}$$

- The transition table encoding $\langle \delta \rangle$ is therefore the concatenation of each transition's encoding.
- For convenience, you can get a $\langle \delta \rangle$ without mapping E applied by going onto the simulator at https: //tm.seagrass.co.za, and exporting the transition table by going to File > Export > Transition Table, enabling state counter, symbol counter, direction as natural with L=0 and R=1, and using base 2.
- For $\langle \delta \rangle$ to be a sufficient encoding of M (why?), you must make the following assumptions:
 - (a) $\Delta = \{ \sqcup \} \cup \Gamma \text{ and } s_0 = \sqcup \}$
 - (b) $q_{init} = q_0$
 - (c) $q_{\text{accept}} = q_1$
 - (d) $q_{\text{reject}} = q_2$
- The input alphabet Γ is equal to or a subset of $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$, but ordered such that the *i*-th symbol is the number i ($s_i = i$).
- Your program will only be tested on strings that represent a Turing Machine and on unencoded input strings from Γ^* , however, it may be tested on a non-deterministic / incomplete Turing Machine.
- Sample input and output is provided in table 2, where the input machine cases are

$$\langle \delta \rangle = E(0\#0\#10\#0\#1; 0\#1\#0\#10\#1; 0\#10\#1\#10\#1;)$$

and

$$\langle \delta \rangle = E(0\#0\#10\#0\#1; 0\#10\#1\#10\#1;)$$

Sample Input	Sample Output
001000100100100100111001001100010010010	Reject
001000100100100100111001001100010010010	Accept
1	
001000100100100111001001001001100100100	Error

Table 2: Sample Input for Submission 2 - Simulator