Project 2 Readme Team MJ

12/08/24

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1	Team Name: MJ						
2	Team members names and netids: Max Johnson, mjohns79						
3	Overall project attempted, with sub-projects: Program 1, Tracing NTM behavior						
4	Overall success of the project: GOOD! Since I was working by myself, it was easy to get everything done. Outputs all worked and I enjoyed implementing a NTM.						
5	Approximately total time (in hours) to complete: 7 hrs						
6	Link to github repository: https://github.com/maxj723/theory-project-two						
7	List of included files (if you have many files of a certain type, such as test files of different sizes, list just the folder): (Add more rows as necessary). Add more rows as necessary.						
	File/folder name	File/folder contents and use					
	Code Files						
	traceTM_MJ.py	It contains all the code to build and run an NTM. Given a CSV, input string, and max depth, it will print the desired output.					
	Test Files						
	check_tests_MJ.py	Test file to check code output for traceTM_MJ.py run it using python3 check_tests_MJ.py					
	check_MJ folder	Contains all NTM csvs for testing purposes					
	a_plus_DTM.csv	csv for DTM of aplus language					
	a_plus.csv	csv for NTM of aplus language csv for DTM of a*b*c* language					
	abc_star_DTM.csv						
	abc_star.csv	csv for NTM of a*b*c* language					
	equal_01s_DTM.csv	csv for DTM of {w w has the same number of 0's and 1's}					
	equal_01s.csv	csv for NTM of {w w has the same number of 0's and 1's}					
	Output Files						
	output_MJ folder Contains all screenshots of testing outputs						

	output_abcstar_MJ.p	screenshot of output from running different inputs on abcstar NTM			
	output_abcstarDTM_ MJ.png	screenshot of output from running different inputs on abcstar DTM screenshot of output from running different inputs on aplus NTM and DTM screenshot of output from running different inputs on equals01s DTM			
	output_aplus_MJ.pn				
	output_equals01s_D TM(1)_MJ.png				
	output_equals01s_D TM(2)_MJ.png	more screenshots of output from running different inputs on equals01s DTM			
	output_equals01s(1) _MJ.png	screenshot of output from running different inputs on equals01s NTM			
	output_equals01s(2) _MJ.png	more screenshots of output from running different inputs on equals01s NTM			
	output_test_MJ.png	J.png screenshot of output from check_tests_MJ.py. This just shows that the test works and outputs are correct			
8	Programming languag	ges used, and associated libraries: Python – csv, argparse			
8		ges used, and associated libraries: Python – csv, argparse or each sub-project): NTM class (self made), Tree (to hold			
	Key data structures (for possible configs)	,			

with the start state as the root config. Then, BFS is used to search the tree for an accepted configuration. When at a certain level, it iterates through each config in that

level and checks for accept/reject, then finds all the next possible configs after that state using the get_next_config(). Once it has iterated through all the configs in the layer, it adds the next layer configs to the next layer in the tree until an exit is hit. Then, the output is printed.

print_output() function: prints the output in the desired way as described by the directions.

The main script has a process_csv() function that utilizes the csv library to read the input CSV file and convert it to an NTM object. This NTM object is returned. The main function uses the argparse library to read in cmd line arguments and use the process_csv() function to run the NTM's process_input(). This will result in the desired output.

Example usage:

python3 traceTM_MJ.py Test_files/a_plus.csv aaa 7

The first argument after the file name is the NTM CSV file, the second argument is the input string, and the third argument is the max depth.

What test cases you used/added, why you used them, what did they tell you about the correctness of your code.

I made 5 different test cases to test my code. First, I used the aplus TM to test because it was provided in the writeup, so I knew that it would be correct for the tests

TEST1 used a short input that would accept but also made it very easy to follow the tree to confirm it was correct.

TEST2 used an incorrect character. This would prove that machine would correctly reject

TEST3 processed a longer string but with a small max depth. This was to test how the max_depth_exceeded feature would work, and how the output printed as well. TEST4 processed a much longer string just to see how it would fair with longer inputs as well as proper output printing.

TEST5 tested a longer input with a bad character. This was to make sure it would still reject.

These tests were just to confirm the code worked. I ran the program on other TMs to identify how nondeterminism changes with machines.

12 How you managed the code development

Since I was working alone, it was easier to manage. I developed one function at a time and tried to test it individually. This made it easier to test at the end because I knew each function worked properly as I went. This made it easier to identify what could be causing the problems and how I could fix them.

I would have liked to commit my work more often to prevent the possibility of losing saves, though.

Using git was convenient for keeping all of the code and tests together.

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13 Detailed discussion of results:

Table with results for NTM:

NTM	String	Result	Depth	#configs	Avg ND
a_plus.csv	aaa	accept	4	10	2.5
a_plus_DTM.csv	aaa	accept	4	4	1
a_plus.csv	b	reject	1	1	1
abc_star.csv	aabbcc	accept	7	47	6.71
abc_star.csv	СС	accept	3	7	2.33
abc_star.csv	aba	reject	3	18	6
abc_star_DTM.csv	СС	accept	3	3	1
abc_star_DTM.csv	aabbcc	accept	7	7	1
equal_01s.csv	0011	accept	15	22	1.47
equal_01s.csv	01010101	accept	41	65	1.59
equal_01s.csv	010	reject	6	9	1.5
equal_01s_DTM.csv	0011	accept	15	15	1
equal_01s_DTM.csv	01010101	accept	41	41	1

Given the three different TMs, it is clear that the DTMs always had the same number of configs as depth. This makes sense because they are deterministic, and the accept/reject path will always follow one path. The NTMs showed different results. a*b*c* had a very high level of nondeterminism. This could be because of the way * works, where it can include 0 occurrences or as many as wanted. equal_10s had a much lower nondeterminism at around 1.5 for each test.

The average nondeterminism stat is interesting because regardless of how long the input or how deep the search went, the average nondeterminism for NTMs stayed relatively the same. This shows that the results depend much more heavily on the language and the machine rather than the input or input length

- 14 How team was organized: Team only consisted of me, so I did all the work
- What you might do differently if you did the project again: I would probably work with a partner so that I would have more time to explore the deeper options and have fun experimenting with other ideas.
- 16 Any additional material: