Reversor de Máquina de Turing

João Zucchi, Lorenzo Weber, Luis Henrique Pozzebon, Raul Steinmetz

A. Fita

Unidade básica que representa uma fita, em uma máquina existirão três. Nessa fita é possível ler, escrever e mover o cabeçote.

```
class Tape:
    def __init__(self):
        self.content = ['_'] * MAXIMUM_TAPE_SIZE
        self.head_index = STANDART_HEAD_INDEX
    def action(self, type, complement):
       if type == TYPE READ:
            return self.content[self.head_index]
       elif type == TYPE WRITE:
            self.content[self.head_index] = complement
            return True
       elif type == TYPE_MOVE:
            self.head index += complement
            return True
        else:
            raise Exception("Unknown action type")
    def set head index(self, index):
        self.head index = index
    def get_head_index(self):
        return self.head index
```

B. Transação

Como a máquina é quadrupla, só é possivel ler/escrever ou mover separadamente.

```
# triple tape turing machine
class Transition:
   def __init__(self, reads, writes, movements, state, next_state, type_ = STATE_EFFECTIVE):
       for i in range(3):
           if (movements[i] != MOVEMENT_STAY):
               if(reads[i] != '/' or writes[i] != '/'):
                   raise Exception("Invalid transition")
       self.first_tape_read = reads[0]
       self.second tape read = reads[1]
       self.third_tape_read = reads[2]
       self.first tape write = writes[0]
       self.second_tape_write = writes[1]
       self.third_tape_write = writes[2]
       self.first_tape_move = movements[0]
       self.second_tape_move = movements[1]
       self.third tape move = movements[2]
       self.current state = state
       self.next state = next state
       self.type = type
```

C. Máquina tripla

A maquina de turing implementada possuí três fitas, transições ilimitadas e informações de estado. Além de algumas funções demonstradas nos próximos slides.

class TripleTapeTuringMachine: def __init__(self, input_tape_string, alphabet): # input tape self.tape one = Tape() # history tape self.tape_two = Tape() # output tape self.tape three = Tape() # transitions self.transitions = [] # initial state self.initial state = 'q1' # final state self.final_state = 'q1' # current state self.current_state = 'q1' # alphabet self.alphabet = alphabet.replace('\n', '').split(' ')

C. Máquina tripla

A função ao lado seta uma string de input na fita de número 1

```
def set_input_tape(self, input_tape_string):
    self.tape_one.set_head_index(STANDART_HEAD_INDEX)
    for i in input_tape_string:
        self.tape_one.action(TYPE_WRITE, i)
        self.tape_one.action(TYPE_MOVE, MOVEMENT_RIGHT)
    self.tape_one.set_head_index(STANDART_HEAD_INDEX)
```

C. Máquina tripla

A função ao lado processa a máquina de turing, juntamente com a função step.

```
def run(self, print_tapes=False, print_transition=False):
    self.current_state = self.initial_state
    while(self.step(print_tapes, print_transition)):
        if (self.current_state == self.final_state):
            return True

return False
```

```
def step(self, print_tapes, print_transition):
   movement_transition = False
    # read tapes
   first_tape_read = self.tape_one.action(TYPE_READ, '/')
   second_tape_read = self.tape_two.action(TYPE_READ, '/')
    third_tape_read = self.tape_three.action(TYPE_READ, '/')
    # find transition
    transition = None
    for i in self.transitions:
       if (self.current_state == i.current_state and i.first_tape_read == '/' and i.second_tape_read == '/' and i.third_tape_read == '/'):
           transition = i
           movement_transition = True
           break
       elif(self.current_state == i.current_state and\
               (i.first_tape_read == first_tape_read or i.first_tape_read == '/') and\
               (i.second_tape_read == second_tape_read or i.second_tape_read == '/') and\
               (i.third_tape_read == third_tape_read or i.third_tape_read == '/')):
            transition = i
           break
```

```
# for printing
if(transition == None):
                                                                               t1_idx = self.tape_one.head_index
     for t in self transitions:
                                                                               t2_idx = self.tape_two.head_index
                                                                               t3_idx = self.tape_three.head_index
          if t.current state == self.current state:
                                                                               if (movement_transition):
               print('\nWAS EXPECTING:')
                                                                                  # move tapes
               t.show()
                                                                                  self.tape_one.action(TYPE_MOVE, transition.first_tape_move)
                                                                                  self.tape_two.action(TYPE_MOVE, transition.second_tape_move)
               print('\nFOUND:')
                                                                                   self.tape three.action(TYPE MOVE, transition.third tape move)
               print(f'First tape: {first_tape_read}')
                                                                               else:
               print(f'Second tape {second_tape_read}')
                                                                                  # write tapes
               print(f'Third tape {third_tape_read}')
                                                                                  if transition.first_tape_write != '/':
                                                                                      self.tape_one.action(TYPE_WRITE, transition.first_tape_write)
               print()
                                                                                  if transition.second_tape_write != '/':
                                                                                      self.tape_two.action(TYPE_WRITE, transition.second_tape_write)
                                                                                  if transition.third_tape_write != '/':
     return False
                                                                                      self.tape_three.action(TYPE_WRITE, transition.third_tape_write)
                                                                               # find next state
                                                                               tmp = self.current_state
                                                                               self.current_state = transition.next_state
# for printing
t1_idx = self.tape_one.head_index
                                                                               if print tapes:
t2_idx = self.tape_two.head_index
                                                                                  self.print_tapes(tmp, t1_idx, t2_idx, t3_idx)
t3_idx = self.tape_three.head_index
                                                                               if print_transition:
                                                                                  transition.show()
                                                                               return True
```

Parser e Conversor 5-4

Parser da definição da máquina + conversor de quíntupla para quádrupla

```
from collections import deque
from tm import Transition, MOVEMENT_STAY, MOVEMENT_LEFT, MOVEMENT_RIGHT,\
                STATE_EFFECTIVE, STATE_INTERMEDIATE
movements = {'R': MOVEMENT_RIGHT, 'L': MOVEMENT_LEFT, 'S': MOVEMENT_STAY}
def open_file(tm_5_file_path: str):
        with open(tm_5_file_path, 'r') as file:
            return file.read()
    except FileNotFoundError:
        print(f"The file '{tm_5_file_path}' was not found.")
    except IOError as e:
        print(f"An error occurred while trying to open the file: {e}")
def get_transitions_5(tm_5_def: str):
    lines = tm_5_def.split('\n')
    return [lines[i] for i in range(len(lines)) if i not in [0, 1, 2, 3, len(lines) - 1]]
def reformat_transitions_5(transitions_5: list):
    tmp = [s.replace(',', '') for s in transitions_5]
    tmp = [s.replace('(', '') for s in tmp]
    tmp = [s.replace(')', '') for s in tmp]
    tmp = [s.replace('=', '') for s in tmp]
    tmp = [s.replace('B', '_') for s in tmp]
    return tmp
```

Parser e Conversor 5-4

Parser da definição da máquina + conversor de quíntupla para quádrupla

```
def convert(tm_5_file_path: str):
   def get_entry(tm_5_file_path: str):
                                                                                    # funciona mas quero retornar estado final - 1
       with open(tm_5_file_path) as file:
                                                                                    transitions_5 = reformat_transitions_5(get_transitions_5(open_file(tm_5_file_path)))
           return list(file.readlines() [-1:][0])
                                                                                    transitions_4 = []
   def get_alphabet_tape(tm_5_file_path:str):
       with open(tm_5_file_path) as file:
                                                                                   for t in transitions 5:
          return file.readlines()[2]
                                                                                       mvtr_index = int(t[0]) - 1 + len(transitions_5)
                                                                                       for transition in transitions 4:
                                                                                            if int(transition.current_state[1:]) == mvtr_index or int(transition.next_state[1:]) == mvtr_index:
   def get_alphabet_tm(tm_5_file_path:str):
                                                                                                mvtr_index += 100
       with open(tm_5_file_path) as file:
           return file.readlines()[3]
                                                                                       transitions_4.append(Transition([t[1], '/', '/'], [t[3], '/', '/'], \
v def parse_tm(tm_5_file_path: str):
                                                                                                                        [MOVEMENT_STAY, MOVEMENT_STAY, MOVEMENT_STAY], \
       return get_entry(tm_5_file_path), \
                                                                                                                             'q' + str(int(t[0]) - 1), 'q' + str(mvtr_index), type_=STATE_EFFECTIVE))
           convert(tm 5 file path).\
                                                                                       transitions_4.append(Transition(['/', '/', '/'], ['/', '/'], \
          get_alphabet_tape(tm_5_file_path), \
                                                                                                                        [movements[t[4]], MOVEMENT_STAY, MOVEMENT_STAY], \
           get_alphabet_tm(tm_5_file_path)
                                                                                                                        'q' + str(mvtr_index), 'q' + str(int(t[2]) - 1), type_=STATE_INTERMEDIATE))
   def main():
       entry, transitions, alpha_tape, alpha_tm = parse_tm('./input_ex1.txt')
                                                                                   return transitions 4
       print(alpha_tape)
       print(alpha tm)
```

Classe que recebe uma máquina de turing e tem autofunções que convertem em máquina reversível

Função para adicionar histórico às transições da máquina

```
def add_history(self):
    for t in self.tm.transitions:
        if t.type_ == STATE_EFFECTIVE:
            t.second_tape_write = t.next_state
        elif t.type_ == STATE_INTERMEDIATE:
            t.second_tape_move = MOVEMENT_RIGHT
```

Função que acopla máquina de turing que copia a fita 1 na fita 3

```
def add_copying(self):
    self.tm.final_state = '#'
    self.tm.transitions[-1].next_state = 'c#'
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/'], [MOVEMENT_LEFT, MOVEMENT_STAY, MOVEMENT_STAY], 'c#', 'c##', 'type_=STATE_INTERMEDIATE))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/'], [MOVEMENT_LEFT, MOVEMENT_STAY, MOVEMENT_STAY], 'c#', 'c0"))
    for alpha in self.tm.alphabet:
        self.tm.add_transition(Transition([alpha, '/', '/'], ['/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY, MOVEMENT_STAY], 'c0', 'c1'))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/'], [MOVEMENT_LEFT, MOVEMENT_STAY, MOVEMENT_STAY], 'c0', 'c0', 'type_=STATE_INTERMEDIATE))
    self.tm.add_transition(Transition(['/', '/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY], 'c0', 'c2'))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY], 'c2', 'c3', type_=STATE_INTERMEDIATE))
    for alpha in self.tm.alphabet:
        self.tm.add_transition(Transition([alpha, '/', '/'], ['/', '/', alpha], [MOVEMENT_STAY, MOVEMENT_STAY], 'c3', 'c4'))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY, MOVEMENT_STAY], 'c3', 'c4'))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY], 'c3', 'type_=STATE_INTERMEDIATE))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY], 'c3', 'c4'))
    self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY], 'c3', 'c4'))
```

Função que acopla máquina inversora

```
def add_reversing(self):
        r_{itr} = 0
         self.tm.add_transition(['/', '/', '/'], ['/', '/'], [MOVEMENT_RIGHT, MOVEMENT_STAY, MOVEMENT_STAY], 'r#', 'r##', STATE_INTERMEDIATE))
        self.tm.add_transition(['/', '/', '/'], ['/', '/'], [MOVEMENT_STAY, MOVEMENT_LEFT, MOVEMENT_STAY], 'r##', 'r###', STATE_INTERMEDIATE))
        for transition in self.original_transitions[::-1]:
                 if transition.type_ == STATE_INTERMEDIATE:
                           # r0 -> reverse
                           self.tm.add_transition(Transition(['/', transition.current_state, '/'],
                                                                                                           ['/', '/', '/'], [MOVEMENT_STAY, MOVEMENT_STAY], 'r###', f'r{r_itr}', STATE_INTERMEDIATE))
                           # reverse movement in tape one
                           self.tm.add_transition(Transition(['/', '/', '/'], ['/', '/'],
                                                                                                          [-transition.first_tape_move, MOVEMENT_STAY, MOVEMENT_STAY],
                                                                                                               'r' + str(r_itr), 'r' + str(r_itr + 1), type_=STATE_INTERMEDIATE))
                           # undo transition
                           for effective in self.original_transitions:
                                    if effective.next_state == transition.current_state:
                                             # print(effective.current_state, transition.current_state)
                                             self.tm.add_transition(Transition([effective.first_tape_write, effective.second_tape_write, '/'],
                                                                                                  [effective.first_tape_read, '_', '/'],
                                                                                                  [MOVEMENT_STAY, MOVEMENT_STAY], f'r{r_itr + 1}', f'r##', type_=STATE_EFFECTIVE))
                                             break
                           r itr += 2
        self.tm.add_transition(['/', '_', '/' ], ['/', '/', '/' ], [MOVEMENT_STAY, MOVEMENT_STAY, MOVEME
        self.tm.set_final_state('final')
```

Função que transforma a máquina de turing com ajuda das outras e método run

```
def apply_conversion(self):
    self.add_history()
    self.add_copying()
    self.add_reversing()

def run(self, print_tapes=False, print_transition=False):
    return self.tm.run(print_tapes, print_transition)
```

Rodando o código

Rodando tudo

```
def test1():
   entry, transitions, _, alpha_tm = parse_tm('./input_ex1.txt')
   tmn = tm.TripleTapeTuringMachine(entry, alphabet=alpha_tm)
   tmn.set_input_tape(entry)
   tmn.set_initial_state('q0')
   for t in transitions:
       tmn.add_transition(t)
   rtmn = ReversibleTuringMachine(tmn)
   rtmn.apply_conversion()
   if(rtmn.run(print_tapes=True, print_transition=True)):
       print("Accepted")
   else:
       print("Rejected")
   print('FINAL TAPES')
   rtmn.tm.print_tapes(rtmn.tm.current_state, rtmn.tm.tape_one.head_index, rtmn.tm.tape_two.head_index, rtmn.tm.tape_three.head_index)
   print('FINAL STATE: ' + rtmn.tm.current_state)
```

Input + Output

Input

```
6 2 5 17
1 2 3 4 5 6
0 1
0 1 $ X B
(1,0)=(2,$,R)
(1,1)=(3,$,R)
(1,B)=(6,B,R)
(2,0)=(2,0,R)
(2,X)=(2,X,R)
(2,1)=(4,X,L)
(3,1)=(3,1,R)
(3,X)=(3,X,R)
(3,0)=(4,X,L)
(4,0)=(4,0,L)
(4,1)=(4,1,L)
(4, X) = (4, X, L)
(4,\$)=(5,\$,R)
(5,X)=(5,X,R)
(5,0)=(2,X,R)
(5,1)=(3,X,R)
(5,B)=(6,B,R)
0011
```

```
First tape = 0 $ 0
Second tape = / q17 0
Third tape = //0
Current state = q0
Next state = q17
Type = 0
First tape = / / 1
Second tape = / / 1
Third tape = / / 0
Current state = q17
Next state = q1
Type = 1
First tape = 0 0 0
Second tape = / q18 0
Third tape = / / 0
Current state = q1
Next state = q18
Type = 0
```

```
First tape = / / 1
Second tape = //1
Third tape = / / 0
Current state = q18
Next state = q1
Type = 1
First tape = 1 X 0
Second tape = / q218 0
Third tape = / / 0
Current state = q1
Next state = q218
Type = 0
First tape = / / -1
Second tape = / / 1
```

Third tape = / / 0 Current state = q218 Next state = q3 Type = 1

```
First tape = X X 0
Second tape = / q118 0
Third tape = / / 0
Current state = q1
Next state = q118
Type = 0
First tape = / / 1
Second tape = / / 1
Third tape = / / 0
Current state = q118
Next state = q1
Type = 1
First tape = 1 X 0
Second tape = / q218 0
Third tape = / / 0
Current state = q1
```

Next state = q218

Tvpe = 0

```
'q21', 'q21', 'q21'](q4)['q321', '_', '_', ' ', ' ', ' ']
First tape = 0
Second tape = / q321 0
Third tape = / / 0
Current state = q4
Next state = q321
Tvpe = 0
First tape = / / 1
Second tape = //1
Third tape = / / 0
Current state = q321
Next state = c#
Type = 1
First tape = / / -1
Second tape = / / 0
Third tape = / / 0
Current state = c#
Next state = c##
Type = 1
```

```
First tape = $ / 0
Second tape = / / 0
Third tape = / $ 0
Current state = c3
Next state = c4
Type = 0
First tape = / / 1
Second tape = / / 0
Third tape = //1
Current state = c4
Next state = c3
Type = 1
First tape = X / 0
```

Second tape = / / 0
Third tape = / X 0
Current state = c3
Next state = c4
Type = 0

```
First tape = / / 1
Second tape = / / 0
Third tape = / / 1
Current state = c4
Next state = c3
Type = 1
First tape = / 0
Second tape = / / 0
Third tape = / / 0
Current state = c3
Next state = r#
Type = 0
First tape = / / 1
Second tape = / / 0
Third tape = / / 0
Current state = r#
Next state = r##
Type = 1
```

```
First tape = / / 0
Second tape = q118 / 0
Third tape = / / 0
Current state = r###
Next state = r24
Tvpe = 1
First tape = / / -1
Second tape = / / 0
Third tape = //0
Current state = r24
Next state = r25
Type = 1
First tape = X X 0
Second tape = q118 0
Third tape = / / 0
Current state = r25
Next state = r##
Type = 0
```

```
First tape = / / 0
Second tape = //-1
Third tape = / / 0
Current state = r##
Next state = r###
Type = 1
First tape = / / 0
Second tape = q17 / 0
Third tape = / / 0
Current state = r###
Next state = r32
Type = 1
First tape = //-1
Second tape = / / 0
Third tape = / / 0
Current state = r32
Next state = r33
Tvpe = 1
```

```
First tape = $ 0 0
Second tape = q17 0
Third tape = / / 0
Current state = r33
Next state = r##
Type = 0
First tape = / / 0
Second tape = //-1
Third tape = / / 0
Current state = r##
Next state = r###
Type = 1
First tape = / / 0
Second tape = / 0
Third tape = / / 0
Current state = r###
Next state = final
Type = 0
Accepted
FINAL TAPES
```

FINAL STATE: final