

A Generator for Turing Machine Simulating Programs

- User's Manual -

Peter R.J. Asveld & Eerke A. Boiten

*Department of Computer Science, Twente University of Technology
P.O. Box 217, 7500 AE Enschede, The Netherlands*

By means of some sample dialogues we show the use of a program to generate Berkeley Pascal programs from Turing machine descriptions such that these Pascal programs simulate the behavior of the corresponding Turing machines.

1. Generating a Program to Simulate a Turing Machine

Starting from a description of a Turing machine – according to the grammar given in the file “turgra” (See also Appendix 1) – in a file named “filenm.inp” (i.e., six letters followed by a “.” and “inp”) the C-shell script “gensim” generates a simulating program for this Turing machine. An example of such an input file has been included in Appendix 2. First “gensim” generates a Pascal program “filenm.p” which is compiled immediately by invoking the Berkeley Pascal compiler. The resulting executable code can be found in the file “filenm”. Thus typing “filenm” results in starting the simulation of the Turing machine described in “filenm.inp” provided that this description contains no errors. The grammar in “turgra.txt” is based on the conventions introduced in [2] and used in [1].

An example with “filenm.inp” equal to “palind.inp” gives rise to the following dialogue. The Turing machine described in the file “palind.inp” decides the set of all palindromes over $\{a,b\}$ of odd length greater than or equal to three having an a as central letter. This example as well as a few other ones is in the directory “EXAMPLES”.

```
1-> ls -l EXAMPLES
total 14
-rw-r--r--  1 infprja      1884 Nov  7 13:38 abcopy.inp
-rw-r--r--  1 infprja       720 Nov  7 13:38 capmir.inp
-rw-r--r--  1 infprja     2372 Nov  7 13:38 copysl.inp
-rw-r--r--  1 infprja      461 Nov  7 13:38 lepaex.inp
-rw-r--r--  1 infprja     2267 Nov  7 13:38 palind.inp
-rw-r--r--  1 infprja     2306 Nov  7 13:38 paline.inp
-rw-r--r--  1 infprja      274 Nov  7 13:38 shiftl.inp
2-> cp EXAMPLES/palind.inp .
3-> gensim palind.inp
```

```
Turing Machine Simulator Generator  running on 22 Oct 86
```

```
No errors. Generate Pascal program(y/n)? y
```

```
Pascal program will be generated.
```

```
Output of Turing machine on screen(y/n)? y
```

Generation starts.

This program will now be compiled.

Simulator for palind is ready. Type: palind

4-> palind

Initialisation :

Print configurations (y/n) ? y

Print transitions (y/n) ? n

Give maximum length of computation :1000

Print length and # cells of computation (y/n) ? y

Give contents of tape (without rightmost #'s) :

#abbabba

q00 #abbabba#

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q01 #abbabba

q02 1abbabba

q03 1abbabba

q04 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba

q05 1#bbabba#

q06 1#bbabba

q10 1#bbabb#

```

q11  1#bbabb
      ^
q11  1#bbabb
      ^
q11  1#bbabb
      ^
q11  1#bbabb
      ^
q11  1#bbabb
      ^
q11  1#bbabb
      ^
q03  1#bbabb
      ^
q07  1##babb
      ^
q08  1##babb
      ^
q08  1##babb
      ^
q08  1##babb
      ^
q08  1##babb
      ^
q08  1##babb#
      ^
q09  1##babb
      ^
q10  1##bab#
      ^
q11  1##bab
      ^
q11  1##bab
      ^
q11  1##bab
      ^
q11  1##bab
      ^
q03  1##bab
      ^
q07  1###ab
      ^
q08  1###ab
      ^
q08  1###ab
      ^
q08  1###ab#
      ^
q09  1###ab
      ^
q10  1###a#
      ^
q11  1###a
      ^
q11  1###a
      ^
q03  1###a
      ^
q04  1####

```

```

      ^
q05  1#####
      ^
q06  1####
      ^
q15  1###
      ^
q15  1##
      ^
q15  1#
      ^
q15  1#
      ^
q16  ##
      ^
q17  ##
      ^
q17  #1
      ^

```

Computation took 60 steps and 9 cells.
Machine stopped ; contents of tape :

```

#1#
 ^

```

Once more (y/n) ? y

Initialisation :

Print configurations (y/n) ? n

Print transitions (y/n) ? n

Give maximum length of computation :1000

Print length and # cells of computation (y/n) ? y

Give contents of tape (without rightmost #s) :

```

#bbabbabb

```

```

*****

```

Computation took 72 steps and 10 cells.

Machine stopped ; contents of tape :

```

#0#
 ^

```

Once more (y/n) ? n

```

5-> . . .

```

```

. . .

```

```

10-> palind

```

Initialisation :

Print configurations (y/n) ? y

Print transitions (y/n) ? n

Give maximum length of computation :1000

Print length and # cells of computation (y/n) ? y

Give contents of tape (without rightmost #s) :

```

#bab

```

```

*****

```

```

q00  #bab#
      ^

```

```

q01  #bab
      ^
q01  #bab
      ^
q01  #bab
      ^
q01  #bab
      ^
q02  1bab
      ^
q03  1bab
      ^
q07  1#ab
      ^
q08  1#ab
      ^
q08  1#ab
      ^
q08  1#ab#
      ^
q09  1#ab
      ^
q10  1#a#
      ^
q11  1#a
      ^
q11  1#a
      ^
q03  1#a
      ^
q04  1##
      ^
q05  1###
      ^
q06  1##
      ^
q15  1#
      ^
q15  1#
      ^
q16  ##
      ^
q17  ##
      ^
q17  #1
      ^

```

Computation took 24 steps and 5 cells.

Machine stopped ; contents of tape :

```

#1#
  ^

```

Once more (y/n) ? n

11-> . . .

After quitting the simulator we can restart the simulator by retyping “filenm” (See command: 10-> palind). The entire dialogue appears on the screen and is also saved in a file named “filenm.LOG” (In case of our example: “palind.LOG”), which

may be consulted afterwards by means of the commands

```
more filenm.LOG
```

or

```
view filenm.LOG
```

2. Error Messages

Omitting a file name after the command “gensim” or providing the wrong filename results in a corresponding warning on the screen.

Much more interesting is the case in which the description of the Turing machine in the file named “filenm.inp” contains errors, viz. syntax errors with respect to the grammar given in “turgra.txt”. First we consider a sample dialogue.

```
16-> cp EXAMPLES/paline.inp .
17-> gensim paline.inp
```

```
Turing Machine Simulator Generator  running on 22 Oct 86
```

```
Errors :           8
18-> . . .
```

Now the dialogue is very short indeed. The generator detected 8 errors in the description of the Turing machine. These errors are collected in a file named “filenm.lst” which may be read by the usual commands

```
more filenm.lst
```

or

```
view filenm.lst
```

Of course as long as “filenm.inp” contains errors no Pascal program is generated. As soon as the file “filenm.inp” is syntax error-free the command

```
gensim filenm.inp
```

does not only results in a Berkeley Pascal program “filenm.p” and the corresponding executable code in “filenm” but a complete description of the Turing machine will be put into “filenm.lst”.

The command “gensim filenm.inp” creates, apart from the files “filenm.p”, “filenm”, “filenm.lst” and “filenm.LOG”, a file called “filenm.dlt” which consists of a coded version of the transition function.

3. Files

The Pascal sources of the generator (“gen.p”) and related Pascal files are in the directory “src.p”. The compiled version of “gen.p” which is in the file “gen” and the C-shell script “gensim” are of course in the directory “~/bin”. As mentioned before some example input files are in the directory “EXAMPLES”.

4. History

A first version of this generator has been written by the second author in DEC VAX Pascal. The first author modified this version, converted it to Berkeley Pascal and wrote the C-shell script “gensim”.

References

1. P.R.J. Asveld, *Complexiteit van Berekeningen*, (1998), Third edition, Department of Computer Science, Twente University of Technology, Enschede, The Netherlands (Lectures notes; in Dutch).
2. H.R. Lewis & C.H. Papadimitriou, *Elements of the Theory of Computation*, (1981) Prentice-Hall, Englewood Cliffs, N.J. Second edition (1988).

Appendix 1

Grammar for Creating Input Files for the “gensim” Script

```

input → 'MACHINE' machinename alphabet state start delta
      tapelength

machinename → {Pascal identifier of maximal 20 characters}

alphabet → 'ALPHABET' capitals letters digits more

capitals → 'CAPITALS' | 'NOCAPITALS'

letters → 'LETTERS' | 'NOLETTERS'

digits → 'DIGITS' | 'NODIGITS'

more → 'NOMORE' | 'MORE' alphasym CHAIN ','

alphasym → {All characters except '(', ')', ',', '>' and ' '}

state → 'STATE' standard morestates

standard → 'NOSTANDARD' | 'STANDARD' {Integer in between 0 and
      maxstate}

morestates → 'MORE' stateid CHAIN ',' | NOMORE

stateid → {Any string of 1-3 letters or digits not equal to

```

```

        'H' }
start  → 'START'  stateid
delta  → 'DELTA'  transition SEQ
transition → 'ON (' oldstate ',' headsym ') TO (' newstate ','
        action ')
oldstate → 'ANY' | stateid
headsymb → 'ANY' | alphsym
newstate → 'H' | 'SELF' | stateid
action   → 'SELF' | movement | alphsym
movement → '>L' | '>R'
tapelength → 'TAPELENGTH' {Integer in between 1 and
        maxtapelength}

```

Comments on Syntax

All symbols may be separated by spaces or returns. Correct parsing for “illegal” alphsyms is not guaranteed. There are some other restrictions:

- The stateid in "start", "oldstate" and "newstate" ought to be defined beforehand, either by means of the "standard" option which introduces stateids 'q00' up to 'q99', or explicitly using "morestates".
- The alphsym in "headsymb" and "action" ought to be defined beforehand, either by using one of the options "capitals", "letters" or "digits" which add capitals, letters and digits to the machine alphabet respectively, or explicitly using "more".
- 'SELF' in "newstate" or "action" can only be used if the corresponding "oldstate" or "headsymb" respectively equals
- The total number of states cannot exceed maxstate; each state can only be defined once.
- The total number of symbols in the alphabet cannot exceed maxalpha; each symbol can only be defined once.
- Transitions may be defined more than once: the last definition counts. For all combinations of states and symbols a newstate and an action ought to be defined. In case there are transitions that need not be defined at all, adding a first line of the form

```
ON (ANY,ANY) TO (H,SELF)
```

after 'DELTA' will suffice.

The names maxstate, maxalpha and maxtapelength refer to constants in the Pascal program "gen.p". Their current values are 100, 100 and 10000 respectively.

Appendix 2**Example of an Input File for the “gensim” Script**

```

MACHINE  palindrome
ALPHABET NOCAPITALS
         NOLETTERS
         NODIGITS
MORE     a,b,0,1
STATE    STANDARD 18
         NOMORE

START    q00
DELTA    ON (q00,ANY) TO (q01,>L)
         ON (q01,a ) TO (q01,>L)
         ON (q01,b ) TO (q01,>L)
         ON (q01,# ) TO (q02,1 )
         ON (q01,0 ) TO (q01,0 )
         ON (q01,1 ) TO (q01,1 )
         ON (q02,ANY) TO (q03,>R)
         ON (q03,a ) TO (q04,# )
         ON (q03,b ) TO (q07,# )
         ON (q03,# ) TO (q12,>L)
         ON (q03,0 ) TO (q03,0 )
         ON (q03,1 ) TO (q03,1 )
         ON (q04,ANY) TO (q05,>R)
         ON (q05,a ) TO (q05,>R)
         ON (q05,b ) TO (q05,>R)
         ON (q05,# ) TO (q06,>L)
         ON (q05,0 ) TO (q05,0 )
         ON (q05,1 ) TO (q05,1 )
         ON (q06,a ) TO (q10,# )
         ON (q06,b ) TO (q12,# )
         ON (q06,# ) TO (q15,>L)
         ON (q06,0 ) TO (q06,0 )
         ON (q06,1 ) TO (q06,1 )
         ON (q07,ANY) TO (q08,>R)
         ON (q08,a ) TO (q08,>R)
         ON (q08,b ) TO (q08,>R)
         ON (q08,# ) TO (q09,>L)
         ON (q08,0 ) TO (q08,0 )
         ON (q08,1 ) TO (q08,1 )
         ON (q09,a ) TO (q12,# )
         ON (q09,b ) TO (q10,# )
         ON (q09,# ) TO (q12,>L)
         ON (q09,0 ) TO (q09,0 )
         ON (q09,1 ) TO (q09,1 )

```

ON (q10,ANY) TO (q11,>L)
ON (q11,a) TO (q11,>L)
ON (q11,b) TO (q11,>L)
ON (q11,#) TO (q03,>R)
ON (q11,0) TO (q11,0)
ON (q11,1) TO (q11,1)
ON (q12,a) TO (q12,#)
ON (q12,b) TO (q12,#)
ON (q12,#) TO (q12,>L)
ON (q12,0) TO (q12,0)
ON (q12,1) TO (q13,#)
ON (q13,ANY) TO (q14,>R)
ON (q14,a) TO (q14,a)
ON (q14,b) TO (q14,b)
ON (q14,#) TO (q14,0)
ON (q14,0) TO (H ,>R)
ON (q14,1) TO (q14,1)
ON (q15,a) TO (q15,a)
ON (q15,b) TO (q15,b)
ON (q15,#) TO (q15,>L)
ON (q15,0) TO (q15,0)
ON (q15,1) TO (q16,#)
ON (q16,ANY) TO (q17,>R)
ON (q17,a) TO (q17,a)
ON (q17,b) TO (q17,b)
ON (q17,#) TO (q17,1)
ON (q17,0) TO (q17,0)
ON (q17,1) TO (H ,>R)

TAPELENGTH 100