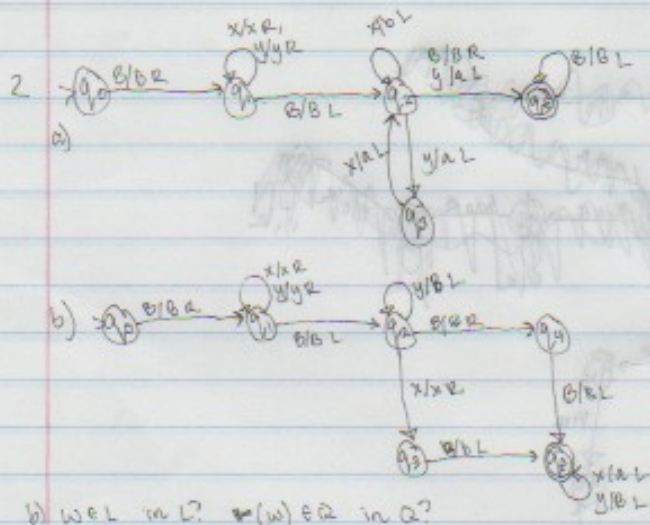
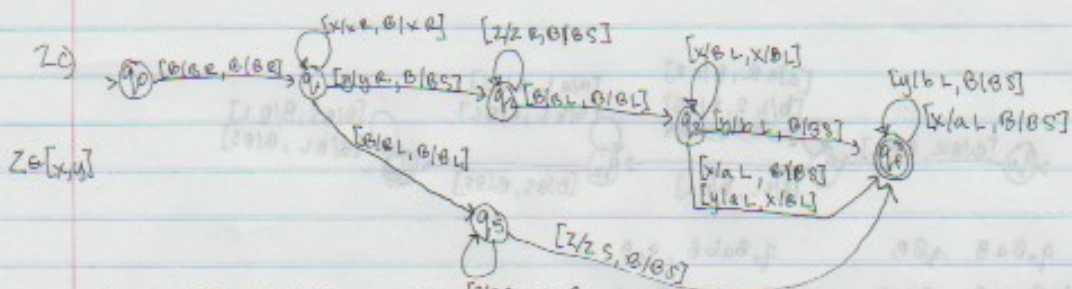


$q_0 a b a b, q_0 b b$
 $+ q_1 a b, q_1 b$
 $+ q_2 a b, q_2 b$
 $+ q_3 a b, q_3 b$
 $+ q_0 a b a b, q_0 b b$
 $+ q_1 a b a b, q_1 b b$
 $+ q_2 a b a b, q_2 b b$
 $+ q_3 a b a b, q_3 b b$
 $+ q_0 a b a b a b, q_0 b b a b$
 $+ q_1 a b a b a b, q_1 b b a b$
 $+ q_2 a b a b a b, q_2 b b a b$
 $+ q_3 a b a b a b, q_3 b b a b$
 $+ q_0 a b a b a b a b, q_0 b b a b a b$
 $+ q_1 a b a b a b a b, q_1 b b a b a b$
 $+ q_2 a b a b a b a b, q_2 b b a b a b$
 $+ q_3 a b a b a b a b, q_3 b b a b a b$



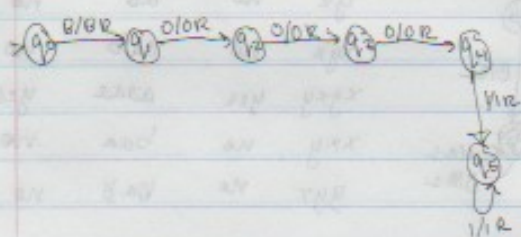
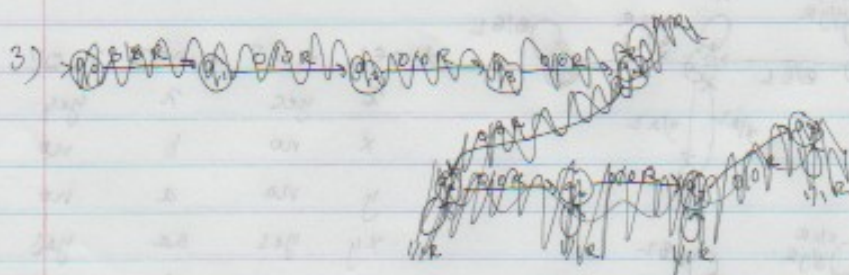
a) w ∈ L	in L?	r(w) ∈ Q	in Q?
λ	yes	λ	yes
x	no	b	no
y	no	a	no
xy	yes	aa	yes
yx	no	ab	no
xyx	no	aab	no
xyxy	yes	aaaa	yes
xxxy	no	baa	no
yyx	no	bab	no

b) w ∈ L	in L?	r(w) ∈ Q	in Q?
xx	yes	aab	yes
xyy	yes	aab	yes
x	yes	ab	yes
xyyy	yes	ab	yes
xyx	no	abab	no
y	no	b	no
yyx	no	bbab	no
λ	no	λ	no
xyxy	no	abab	no



weL in L? R(w)EQ in Q?

xy	no	aa	no
xyx	yes	ab	yes
y	no	b	no
xyyx	no	aaa	no
xyxx	no	aba	no
xyyyxx	yes	abab	yes



- 4) Regular representation of a Turing machine is:

~~000~~ 000 enc(M) 000

enc(M) consists of state transitions followed by "00". the encoding of a transition looks like this:

$$\text{enc}(q_i) 0 \text{ enc}(x) 0 \text{ enc}(q_j) 0 \text{ enc}(y) 0 \text{ enc}(d)$$

where q_i is current state, x is current character being looked at, q_j is state transitioning to, y is new character to replace x , and d is direction to move tape head.

To extend this to include final state, an extra '0' and the unary representation of 0 and 1 could be added to the encoding of a state transition function. eg:

$\text{enc}(x_i) 0 \text{ enc}(x) 0 \text{ enc}(x_j) 0 \text{ enc}(y) 0 \text{ enc}(d) 0 1$ for not final state
and $\text{enc}(x_i) 0 \text{ enc}(x) 0 \text{ enc}(x_j) 0 \text{ enc}(y) 0 \text{ enc}(d) 0 1 1$ for final state.

The universal machine U_2 would be similar to U_1 , but with an added action that when there are no more available transitions to take and the current state is denoted by a final state, then the input run on M is accepted by the machine.

- 5) The "halts on n th transition problem" has a bound which is n .

This guarantees that if n transitions have been made, but there are more left to compute, the machine halts anyways. The "halting problem" has no bound and can loop forever.

le

8) $A = \text{id}$ $h = p_1^{(2)} + p_3^{(2)}$

a) $f(3,0) = g(3) = \text{id } 3 = 3$

$$f(3,1) = h(3,0, f(3,0)) = 3 + f(3,0) = 3 + 3 = 6$$

$$f(3,2) = h(3,1, f(3,1)) = 3 + f(3,1) = 3 + 6 = 9$$

b) closed form is $3 \times n$ or $f(x, y) = x + y$

a) $f(x, y) = g(x, y, x)$

$$f(x,y) = g \circ (p_1^{(2)}, p_2^{(2)}, p_3^{(2)})$$

b) $f(x, y, z, 2) = g(x, y, x)$

$$f(x, y, z, z) = g^0(p_1^{(4)}, p_2^{(4)}, p_3^{(4)})$$

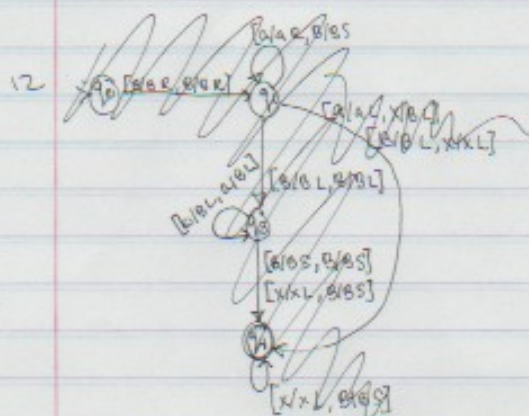
c) $f(x) = g(1, 2, x)$

$$f(x) = g \circ (1, 2, p^{(1)})$$

10 $\gcd(x, y) = \gcd(x, 0) = x$
 $\gcd(x, y+i) = \gcd(y, x \bmod y)$

11 $tc_m(0) = 2$
 $tc_m(1) = 4$
 $tc_m(2) = 9$
 $tc_m(3) = 9$
 $tc_m(4) = 14$
 $tc_m(5) = 12$

$$tc_m(x) = \begin{cases} x \text{ is even} & 2x + \frac{x}{2} + 4 \\ x \text{ is odd} & \frac{4(n+1)}{2} \end{cases}$$



$w \in L$ or not? $q(w) \in Q$ or not?
 b or not? ab or not?
 ab or not?