turntable1:

f = x3'x4x5 + x2x3'x5 + x2x3x4x5' + x1x2'x3'x5' + x1x3x5

f = x1'x2'x4x5' + x1'x3x4'x5 + x1'x2x3'x4'x5' + x2x3'x4x5 + x1x2'x3'x4'x5 + x1x3x5' + x1x3x4

f = x1'x2'x5' + x1'x2'x4 + x1'x3'x4' + x2'x3'x4'x5' + x1x3x4x5' + x1x2x5

f = x1'x2'x3'x4 + x2x3x5' + x1x3x4x5' + x1x2 + x1'x2'x3x4' + x2'x3'x5

f = x1'x3'x4' + x1'x3'x5 + x1x3x5' + x1'x2x5' + x1x2'x4'x5

reverse1:

f = x2'x3'x4x5' + x1'x2x3'x5 + x2x4x5 + x1x2'x3'x4' + x1x5'

f = x1'x2'x3' + x1'x3'x4'x5' + x2x3x4'x5 + x1x3x4'x5 + x1x3x4x5' + x1x2x5 + x1x3'x4x5

f = x1'x4'x5' + x2'x3'x4x5 + x1'x2'x3x5' + x1'x2x3'x4' + x2x3'x5' + x2x3x4x5 + x1x2'x3'x5

f = x1'x2'x3'x4' + x2x3x4 + x1x4x5 + x1x2 + x1'x3x4'x5' + x1x3'x5'

f = x1'x2'x4'x5' + x2'x3x4x5 + x2x3'x4 + x1x4'x5 + x1x4x5' + x2x3'x5'