1. Any language in $SPACE(f(n))$ as defined using the two-tape read-only model can be simulated with a single tape model using at most $O(n)$ space. Similarly, any language in $SPACE(f(n))$ as defined using a single tape model can be simulated with a two-tape read-only model with an improvement of a most $O(n)$ space. Thus, the complexity classes are equivalent where $f(n) \geq n$.

2. The winning strategy for X is to move to the top-right position. O can then move to block only either the top-centre or centre-right position. If O moves to the top-centre, X moves to the centre-right. If O move to the centre-right, X moves to the top-centre.

3. Player I has a winning strategy as follows:

   - Player I begins at node 1.
   - Player 2 chooses node 2.
   - Player I chooses node 4. Node 3 has only one outgoing edge which connects to node 6. As node 6 has no outgoing edges, this path would guarantee a win for Player II.
   - Player II chooses node 5.
   - Player I chooses node 6. As no unchosen nodes remain, Player I wins.

4. Let L_i be a language decided by PSPACE turing machine M_i. We define languages $L_\cup = L_i \cup L_j$, $\bar{L_i} = \{w \mid w \notin L_i\}$, $L_i^* = \{x_1 x_2 \ldots x_k \mid k \geq 0$ and each $x_i \in L_i\}$.

   We define $M_\cup$, $\bar{M_i}$ and M_i^* as follows:

   $M_\cup$ = "On input w

   ```
   1. Run $M_i\langle w\rangle$. If $M_i$ accepts, *accept*.
   2. Run $M_j\langle w\rangle$. If $M_j$ accepts, *accept*.
   3. If neither $M_i\langle w\rangle$, $M_j\langle w\rangle$ accepted, *reject*."
   ```

   $\bar{M_i}$ = "On input w

   ```
   1. Run $M_i\langle w\rangle$. If $M_i$ accepts, *reject*, else *accept*."
   ```

   M_i^* = "On input w

   ```
   1. If $w = \epsilon$, *accept*.
   2. For each $m$, where $1 \leq m \leq n$, $n = |w|$.
       3. Split $w$ into $m$ pieces, such that $w = w_1 w_2 \ldots w_k$.
       4. For all $i$, $1 \leq i \leq m$, run $M_i\langle w_i\rangle$. If $M_i$ rejects, go to step 2.
   ```

5. M_i has accepted for all i, *accept*.

6. M_i has rejected for all m, *reject*."

5. Construct a TM M to decide A_{DFA} When M receives input $\langle A, w \rangle$, a DFA and a string, M simulates A on w by keeping track of A's current state and its current head locations, and updating them appropriately. The space required to carry out this simulation is $O(\log n)$ because M can record each of these values by storing a pointer into its input.

6. Construct a language L, such that L is PSPACE-hard. As L is PSPACE-hard, TQBF $\leq_p L$. We know SAT $\leq_p TQBF$, which gives us SAT $\leq_p L$. As SAT is NP-complete, L is NP-hard, and the proof is complete.

7. Let A_1 and A_2 be languages that are decided by NL-machines N_1 and N_2. Construct three Turing machines: $N_\cup$ deciding $A_1 \cup A_2$; $N_\circ$ deciding $A_1 \circ A_2$; and N_* deciding A_1^*. Each of these machines operates as follows.

   Machine $N_\cup$ nondeterministically branches to simulate N_1 or to simulate N_2. In either case, $N_\cup$ accepts if the simulated machine accepts.

   Machine $N_\circ$ nondeterministically selects a position on the input to divide it into two substrings. Only a pointer to that position is stored on the work tape - insufficient space is available to store the substrings themselves. Then $N_\circ$ simulates N_1 on the first substring, branching nondeterministically to simulate N_1's nondeterminism. On any branch that reaches N_1's accept state, $N_\circ$ simulates N_2 on the second substring. On any branch that reaches N_2's accept state, $N_\circ$ accepts.

   Machine N_* has a more complex algorithm, so we describe its stages.

   $N_* =$ "On input w:

   1. Initialise two input position pointers p_1 and p_2 to 0, the position immediately preceding the first input symbol.
   2. *Accept* if no input symbols occur after p_2.
   3. Move p_2 forward to a nondeterministically selected position.
   4. Simulate N_1 on the substring of w from the position following p_1 to the position at p_2, branching nondeterministically to simulate N_1's nondeterminism.
   5. If this branch of the simulation reaches N_1's accept state, copy p_2 to p_1 and go to stage 2. If N_1 rejects on this branch, *reject*."