1./a/ Tape	State	Instruction
L a a L	٥	Read a
ЦáaU	1	Write X
ЦХ́а Ц	2	Right
ЦхаЦ	3	Read a
Шха́Ц	2	Right
LI X a Li	3	Read W
⊔ × q i	11	Return False
1		1
bil Tape	State	Instruction
bil Tape	State	Instruction Read a
	٥	Read a
	٥ ا	Read a Write X
иаь и и а ь и и х ь и	Ö 1 2	Read a Write X Right
	D 1 2 3	Read a Write X Right Read b Write X Left
	0 1 2 3 10	Read a Write X Right Read b Write X Left Rand x
	0 1 2 3 10 9	Read a Write X Right Read b Write X Left Rand x
	D 1 2 3	Read a Write X Right Read b Write X Left

2/a/false, about is not in the language M

$$C./ \{ S \in (q,b)^* \mid ||S|_A| = ||S|_B | \}$$

$$||AS|_A = ||+|S|_A$$

$$||XS|_A = ||S|_A$$

3./d./ An example of a word that is linear 15 a, or more generally 'an' Miredosa, then writes x, then iterates through 'Right - Read a' N-1 times, reads 'when returns table. T(an) = 2/n-1)+4 = 2n+3 Steps Which is linear, and O(n)

b. An example of a $O(n^2)$ word is cabbi

or more generally 'a"b". M reads a, writes x, then

iterates through n-1 a's (like in 3a) but then reads

b. writes x, and iterates back through n chars,

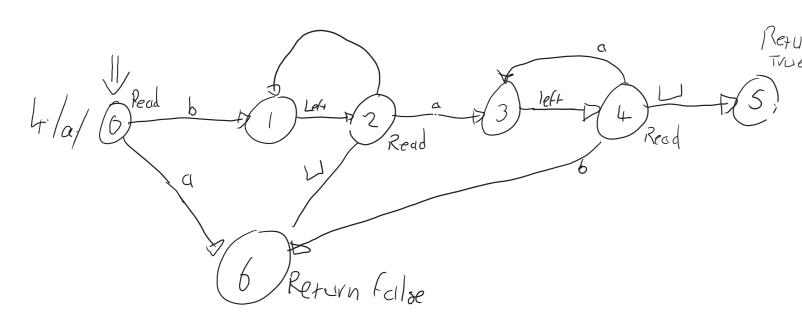
then reads 'b', and iterates back through the 'x's.

This loop happens h times, but each loop the

iteration through the 'x's grows smaller, which is $\frac{1}{2}n(n-1)$.

The $T(ab) = (n+9)n + \frac{1}{2}h(n-1) + \frac{1}{2}(n-1)(n-2)$ $= n^2 + 9n + \frac{1}{2}(n^2 - n) + \frac{1}{2}(n^2 - 3n + 2)$ $= 2n^2 + 7n + 1$ steps

(Tally for first loop of 'aabb')



b. / We start on the leftmost chair of a non-empty block. We first need to iterate through to the first blank, and back one to get to the rightmost chair to start with IV - (We start with IV as M murares all chairs to 'x', which IV can't work on) - We perform IV. and if returned true continue, otherwise return False. My IV macro finishes on the 'Li' next to the leftmat chair, so we First move right once, then perform M. The reason this checks for {arbn | n \geq 1} is that IV chooks for also followed by exclusively b's and IV checks for an equal amount of a's and b's.

