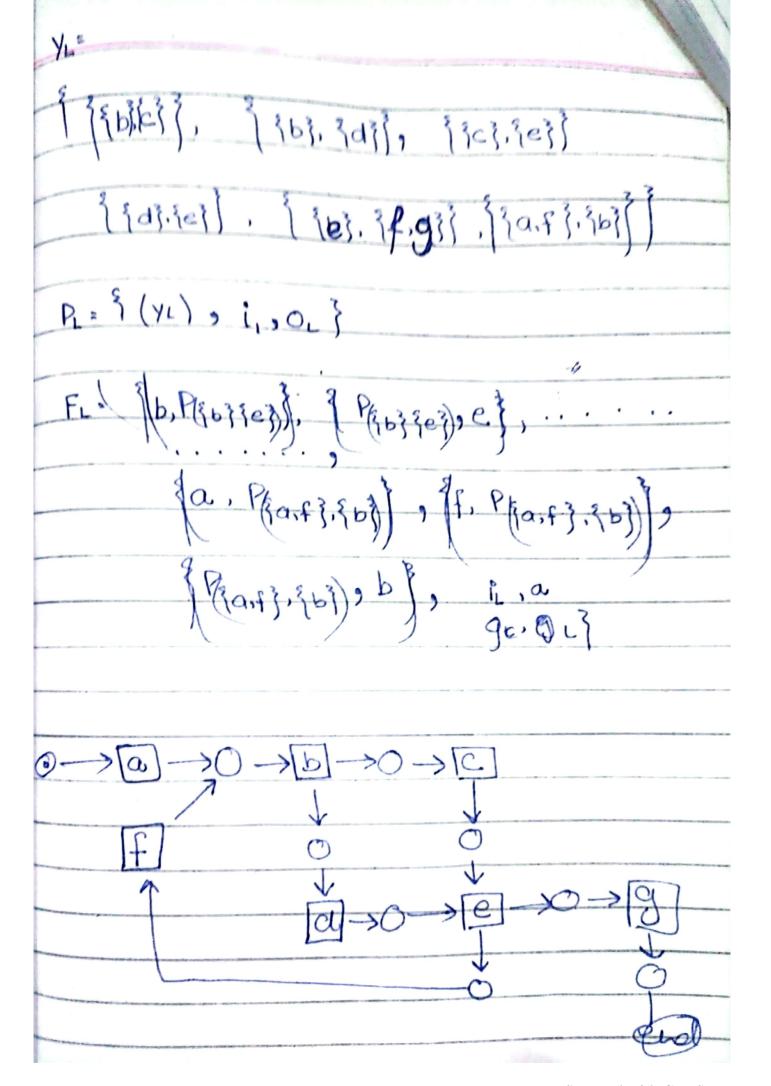
	_
Alpha algorithm	
Guide to \$4th Step:	
$ \begin{pmatrix} \left\{a\right\}, \left\{b\right\} \right\} 1: \ a \rightarrow b \\ a: \ a! \rightarrow a \\ 3: \ b! \rightarrow a $ Case 1	
$ \begin{bmatrix} 3a^{2}, 3b, e^{2} \\ a \rightarrow e \end{bmatrix} $ $ \begin{array}{c} 1: a \rightarrow b \\ a \rightarrow e \end{array} $ $ \begin{array}{c} case 2 \\ \end{array} $	
2: a! >a 4: a! 11a = b! → 120 b! 11b e! → e e! → e	
3: b/→e/	1
group الله على	
eg a b c d e $(a, \S b, e\S)$	
(α, β, c)	
d + + - (\{b,c\},d) e \(\frac{1}{2}\) \(\frac{1}\) \(\frac{1}{2}\) \(\frac{1}{2}\) \(\frac{1}{2}\) \(\frac{1}{2}\) \(\frac{1}{	

matrix footprint # # # # # #



Practise Question

L=
$$(a,b,e,f)$$
, (a,b,e,e,d,b,f) ,

 (a,b,c,e,d,b,f) ,

 (a,b,c,e,d,b,f) ,

 (a,e,b,c,d,b,f)

toot	point	Matri	X

	a	b	e				
Q	#	>		9	e		
Ь	←	#	_		→		
C		4	7		/ ∰	>	
d			本	>	//hi		
6		7	+	#	MILL		
0	-	₩ 11	→ \/	₩ 11	4		
†		←				7	
					1 5	1	

$T_{i} = \{a\}$ $T_{i} = \{a\}$ $T_{i} = \{a\}$ $T_{i} = \{f\}$
x= { (falsbil), o (faz, sei) , (fbz, sci), (sbz, sfil)
({c}, {a}), ({a}, {b}), ({e}, {f}),
(\(\{a\},\{b,e\}\), (\{b\},\{c,f\}\),
({a,d}, {b})}
YL= { ({ b } , { c, f }), ({ a, d }, { b }
({a},{e}), ({C},{d}), ({e},{f}),
P_= {P({b}, {c,f}), P(jad}, {b}),
({a}, {e}) > P({c}, {d}), P({e}, {f}),
(My , 1, , O,)

