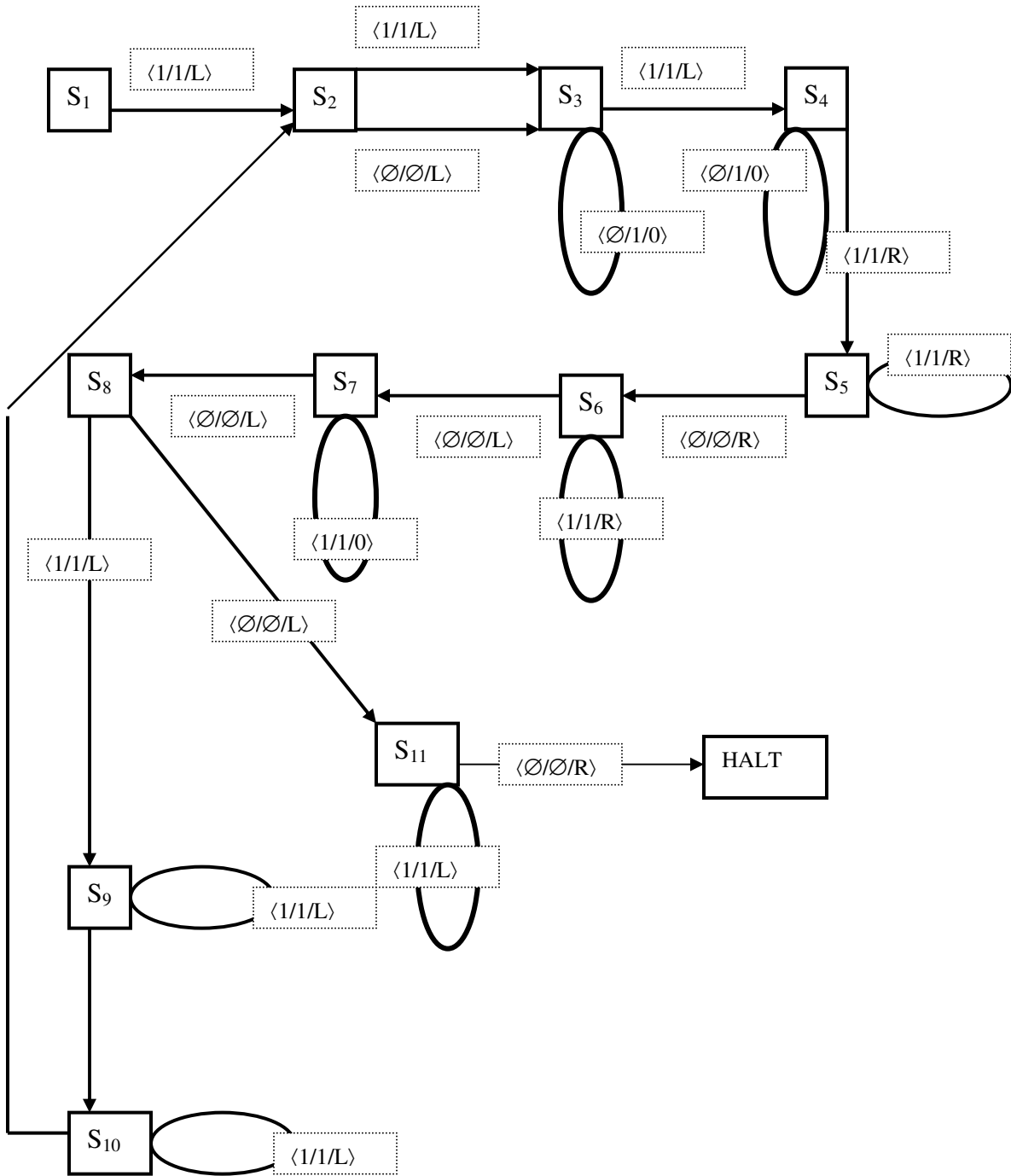


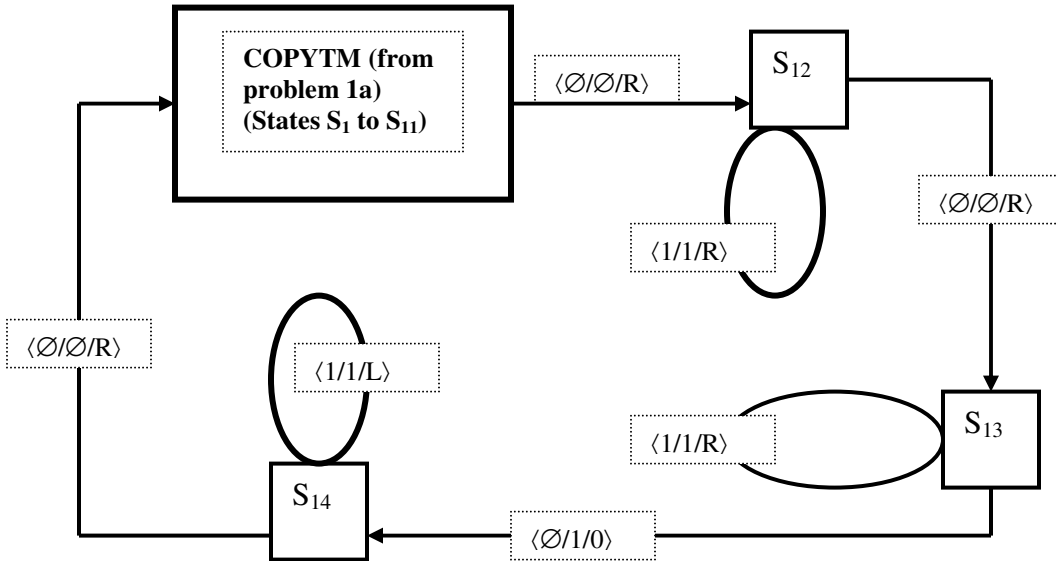
1(a) Detailed Description of a Copying TM¹:

(Note: “0” means “move neither Left nor Right,” while “∅” refers to the zero on the tape)

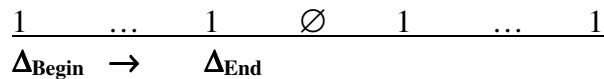


¹ Revised from Boolos, et. al (2002) *Computability and Logic*, Cambridge: Cambridge U Press, p.28

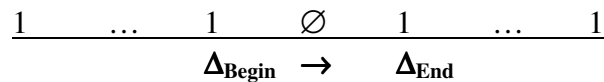
1(b) Detailed Description of an Enumerating TM:



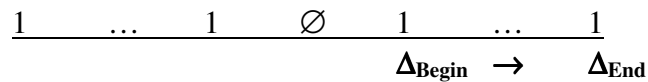
- The loop at S_{12} moves the cursor away from standard position (leftmost 1 of the first block of n “1”s) to the rightmost “1” of the first block of n “1”s:



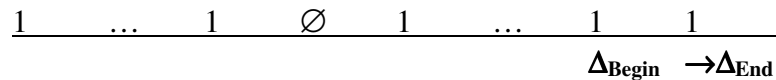
- Going from S_{12} to S_{13} means hopping across the \emptyset between the two blocks of n “1”s:



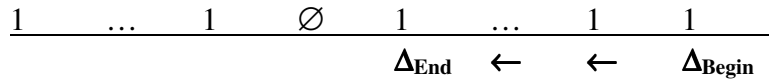
- The loop at S_{13} carries the cursor to the rightmost “1” in the second block of n “1”s:



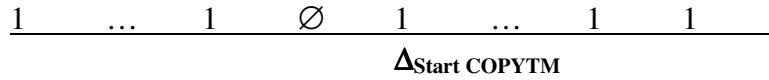
- Going from S_{13} to S_{14} means adding an additional “1” to this string, to create a block of $(n + 1)$ “1”s:



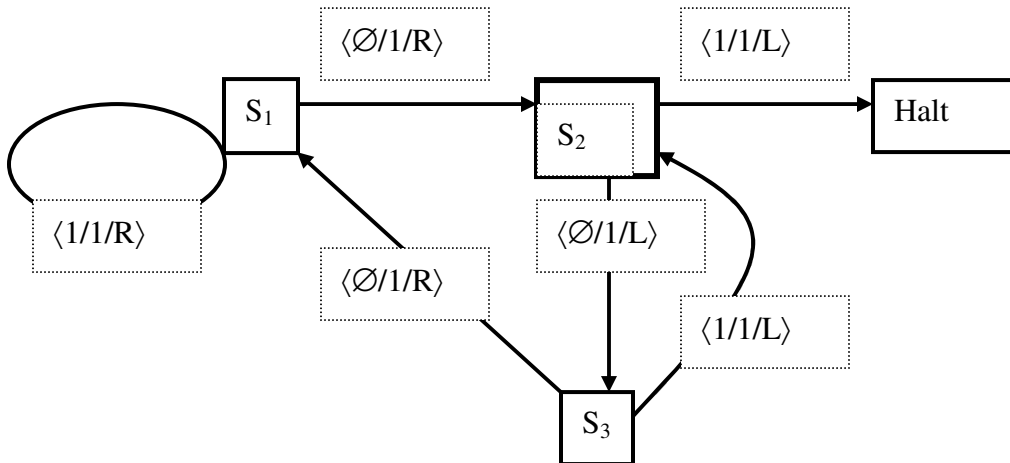
- The loop at S_{14} carries the cursor back to the leftmost “1” in the second block of $(n + 1)$ “1”s:



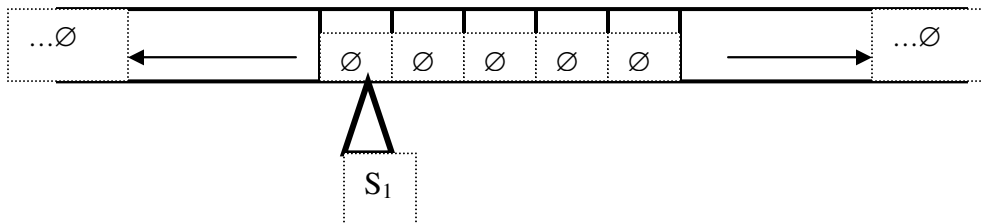
- Going from S_{14} back to COPYTM means COPYTM will now copy this block of $(n + 1)$ “1”s, etc:



2. Detailed description of a 3-state BBTM²



Example Run:



² From James L Hein (2002), *Discrete Structures, Logic, and Computability*, Boston: Jones & Bartlett, p. 911

