

There are two problems. If you want a hint on either one, then see the back of this page.

A. Problem 4.20, which is about separating two languages.

B. Problem 5.15, which is about a Turing machine's never moving its head left.

Here are hints.

- A. First design a decider. Then think about what its language is.

- B. There is a number m , which your decider can deduce from its input. Your decider can simulate its input for m transitions and then make its accept-or-reject decision.