Describe Turing machines that compute the following functions.

In particular, specify the transition functions  $\delta: Q \times \Gamma \to Q \times \Gamma \times \{-1, +1\}$  for each machine either by writing out a table or by drawing a graph. Recall that  $\delta(p, \$) = (q, @, +1)$  means that if the Turing machine is in state *p* and reads the symbol \$ from the tape, then it will change to state *q*, write the symbol @ to the tape, and move one step to the right. In a *drawing* of a Turing machine, this transition is indicated by an edge from *p* to *q* with the label "\$/@, +1".

*Give your states short mnemonic names that suggest their purpose.* Naming your states well won't just make it easier to understand; it will also make it easier to design.

1. DOUBLE: Given a string  $w \in \{0, 1\}^*$  as input, return the string ww as output.

2. POWER: Given a string of the form  $1^n$  as input, return the string  $1^{2^n}$  as output.