

Reverse (input might be empty)

```
1, *, 2, *, >
2, 0, 2, 0, >
2, 1, 2, 1, >
2, _, 3, _, <
3, 0, 4, x, >
3, 1, 5, x, >
3, x, 3, x, <
4, 0, 4, 0, >
4, 1, 4, 1, >
4, x, 4, x, >
4, _, 6, 0, <
5, 0, 5, 0, >
5, 1, 5, 1, >
5, x, 5, x, >
5, _, 7, 1, <
6, 0, 6, 0, <
6, 1, 6, 1, <
6, x, 3, x, <
7, 0, 7, 0, <
7, 1, 7, 1, <
7, x, 3, x, <
3, *, 8, *, >
8, x, 8, _, >
8, 0, 9, 0, <
8, 1, 9, 1, <
8, _, 9, _, <
9, _, 9, _, <
9, *, H, *
```

Flip bits (input might be empty)

```
1, *, 1, *, >
1, 1, 1, 0, >
1, 0, 1, 1, >
1, _, 2, _, <
2, 0, 2, 0, <
2, 1, 2, 1, <
2, *, 3, *, >
3, 0, H, 0, <
3, 1, H, 1, <
3, _, H, _, <
```

Erase and leave "1" on tape if only "1"s appear in input;

"0" otherwise (i.e., logical AND)

Assume the input is non-empty

```
1, *, 2, *, >
2, 1, 2, _, >
2, 0, 3, _, >
```

```
2, _, 4, _, <
3, 1, 3, _, >
3, 0, 3, _, >
3, _, 5, _, <
4, _, 4, _, <
5, _, 5, _, <
4, *, 6, *, >
5, *, 7, *, >
6, _, H, 1, <
7, _, H, 0, <
```

Divide a natural number by 2 (truncate result if input is odd)

If representation is unary (assume 0 is empty, 1 is 1, 2 is 11, 3 is 111, etc)

```
1, *, 2, *, >
2, 1, 3, B, >
3, 1, 3, 1, >
3, _, 4, _, <
4, 1, 5, _, <
4, B, 5, _, <
5, 1, 5, 1, <
5, B, 2, B, >
2, _, 6, _, <
6, B, 6, 1, <
6, *, 7, *, >
7, _, H, _, <
7, 1, H, 1, <
```

Or:

```
1, *, 2, *, >
2, 1, 3, B, >
2, B, 2, B, >
2, _, 6, _, <
3, 1, 3, 1, >
3, _, 4, _, <
4, 1, 5, _, <
4, B, 5, _, <
5, 1, 5, 1, <
5, B, 5, B, <
5, *, 2, *, >
6, B, 6, 1, <
6, *, H, *
```