(R) Text-o-matic (1/1)

R1.

 $\begin{array}{cccc} E & \rightarrow & > \\ Q & \rightarrow & QU & \text{or } NQ & \rightarrow & NQU \\ & F & \rightarrow & V \\ & & > & \rightarrow & I \dot{E} ME & > \\ & & UNI \dot{E} ME & \rightarrow & PREMIER \end{array}$

R2. The simplest solutions for each new case are: Modify (e.) to:

<UNIÈME → <PREMIER

Add the following rule anywhere:

 $\mathbb{TS} \ \rightarrow \ \mathbb{T}$

R3. Many solutions are possible. If the solution is based on the rules for R1, then context must be restricted on rules like $F \rightarrow V$ to avoid giving outputs like FINGT in the reverse direction. The cases from R2 must also be handled correctly; TS \rightarrow T is no longer specific enough, since it will produce TSROIS and other errors in reverse. For example:

 $\begin{array}{rcl} \text{RE} & \rightarrow & \text{R} \\ & \text{ZE} & \rightarrow & \text{Z} \\ & & \text{Q} & \rightarrow & \text{QU} \\ & & \text{F} & \rightarrow & \text{V} \\ & & \text{-VINGTS} & \rightarrow & -\text{VINGT} \\ & & & \rightarrow & \text{IÈME} \\ & & & \text{<UNIÈME} & \rightarrow & \text{<PREMIER} \end{array}$

