

USN

--	--	--	--	--	--	--	--	--	--



Internal Assessment Test 2 – May 2022

Sub:	System Software and Compiler Design	Sub Code:	18CS61	Branch:	CSE		
Date:	08/06/2022	Duration:	90 min's	Max Marks:	50		
		Sem/Sec:	6 th / A,B,C				
<u>Answer any FIVE FULL Questions</u>					MA RK S	CO	RBT
1	<p>Given the grammar</p> <p style="margin-left: 40px;">1.declaration->type var_list type->int float var_list ->identifier ,var_list identifier</p> <p>Check whether we require left recursion or left factoring</p> <ol style="list-style-type: none"> 1. Construct FIRST and FOLLOW sets for the nonterminal A 2. Show this grammar is LL(1) 3. Construct parsing table for the grammar 4. Show the action of the corresponding LL(1) parser given the input string int x,y,z <p>.Answer:</p> <p>Here D= declaration T=type V_L=var_list</p> <p>1.To find left recursion elimination is required Not</p> <p>2.To find Left factor required Yes V_L ->id V_L' V_L' ->,V_L ε</p> <p>So CFG is</p> <ol style="list-style-type: none"> 1.D->T V_L 2.T -> int float 3.V_L ->id V_L' 4.V_L' ->,V_L ε <p>3.To find unambiguous grammar String int a,b D->T V_L ->int V_L->int id V_L'->int id ,V_L-> int id,id Only one LMD so it is unambiguous grammar.</p> <p>4.To find First and Fallow set</p> <ol style="list-style-type: none"> 1.first(D) = int,float Fallow(D)= \$ 2.first(T) =int,float Fallow(T)=id 3.first(V_L) =id Fallow(V_L)=\$ 				[10]	CO2	L3

4. $\text{first}(V_L') = , \epsilon$ $\text{Fallow}(V_L') = \$$

5. To find LL(1) grammar or not

Answer :

$V_L' \rightarrow V_L \mid \epsilon$

$\text{First}(V_L) \cap \text{fallow}(V_L') = , \cap \$ = \phi$

$T \rightarrow \text{int} \mid \text{float}$

$\text{First}(\text{int}) \cap \text{first}(\text{float}) = \text{int} \cap \text{float} = \phi$

So it is LL(1) grammar

5. Construct Predictive table

CFG is

1. $D \rightarrow T V_L$

2c

3. $T \rightarrow \text{float}$

4. $V_L \rightarrow \text{id } V_L'$

5. $V_L' \rightarrow V_L$

6. $V_L' \rightarrow \epsilon$

NT	,	int	float	id	\$
<i>D</i>		. <i>D</i> -> <i>T V_L</i>	. <i>D</i> -> <i>T V_L</i>		
<i>T</i>		. <i>T</i> -> <i>int</i>	. <i>T</i> -> <i>float</i>		
<i>V_L</i>				<i>V_L</i> -> <i>id V_L'</i>	
<i>V_L'</i>	<i>V_L'</i> -> <i>V_L</i>				<i>V_L'</i> -> ϵ

6. Tracing of string int x,y,z

Stack	input buffer	action
\$D	int x,y,z \$. <i>D</i> -> <i>T V_L</i>
\$V_L T	int x,y,z \$. <i>D</i> -> <i>T V_L</i>
\$V_L int	int x,y,z \$. <i>T</i> -> <i>int</i> match pop ip++
\$V_L	x,y,z \$	<i>V_L</i> -> <i>id V_L'</i>
\$V_L' id	id,y,z \$	match pop ip++
\$V_L'	,y,z \$	<i>V_L'</i> -> <i>V_L</i>
\$V_L,	,y,z \$	match pop ip++
\$V_L	y,z \$	<i>V_L</i> -> <i>id V_L'</i>
\$V_L' id	id,z \$	match pop ip++
\$V_L,	,z \$	match pop ip++
\$V_L'id	z \$	<i>V_L</i> -> <i>id V_L'</i>
\$V_L'id	id \$	match pop ip++
\$V_L'	\$	<i>V_L'</i> -> ϵ
\$	\$	accept

So string is accepted

2 (a)

Explain the conflicts of shift reduce parser with example

[6]

CO2

L2

Conflicts during shift reduce parsing

- **Reduce/reduce conflict**

```

stack      Input
... (E+T   )
    
```

Which rule we should use, $E \rightarrow E+T$ or $E \rightarrow T$?

- **Shift/reduce conflict**

- ifStat \rightarrow if (E) S | if (E) S else S

```

stack      Input
... if (E) S      else ...
    
```

- Both reduce and shift are applicable.
- What we should do next, reduce or shift?

In the above example weather to consider $E \rightarrow E+T$ to reduce or $E \rightarrow T$ so this reduce reduce conflict

In the above example consider either if (E) S or if (E) S else S

So this is shift reduce conflict

(b) What is meant to handle processing(handle pruning)?how it helps shift-reduce parsing? list the actions of shift-reduce parser.

[4] CO2 L1

Answer :

handle pruning

HANDLE PRUNING is the general approach used in shift-and-reduce parsing. A Handle is a substring that matches the body of production.

Handle reduction is a step in the reverse of the rightmost derivation.

how it helps shift-reduce parsing

A rightmost derivation in reverse can be obtained by handle pruning

list the actions of the shift-reduce parser.

- **Shift:** This involves moving symbols from the input buffer onto the stack.
- **Reduce:** If the handle appears on top of the stack then, its reduction by using the appropriate production rule is done i.e. RHS of a production rule is popped out of a stack and the LHS of a production rule is pushed onto the stack.
- **Accept:** If only the start symbol is present in the stack and the input buffer is empty then, the parsing action is called accept. When accepted action is obtained, it means successful parsing is done.
- **Error:** This is the situation in which the parser can neither perform shift action nor reduce action and not even accept action

3. Consider the grammar

$$S \rightarrow (L) | a$$

$$L \rightarrow L, S | S$$

Perform Shift Reduce parsing for input string (a, (a, a))

[10] CO2 L3

Answer :

RMD :

$S \rightarrow (L) \rightarrow (L,S) \rightarrow (L,(L)) \rightarrow (L,(L,S)) \rightarrow (L,(L,a)) \rightarrow (L,(S,a)) \rightarrow (L,(a,a)) \rightarrow (S,(a,a)) \rightarrow (a,(a,a))$

Reverse RMD:

(a,(a,a))-> (S,(a,a))-> (L,(a,a))-> (L,(S,a))-> (L,(L,a))-> (L,(L,S))-> (L,(L))-> (L,S)-> (L)->S

RSF Table :

RSF	Handle	Reduction Production
(a,(a,a))	a	S->a
(S,(a,a))	S	L->S
(L,(a,a))	a	S->a
(L,(S,a))	S	L->S
(L,(L,a))	a	S->a
(L,(L,S))	L,S	L->L,S
(L,(L))	(L)	S->(L)
(L,S)	L,S	L->L,S
(L)	(L)	S->(L)
S		

Tracing of string (a,(a,a))

Stack	Handle	action
\$	(a,(a,a))\$	shift
\$(a,(a,a))\$	shift
\$(a	,(a,a))\$	S->a reduce
\$(S	,(a,a))\$	L->S reduce
\$(L	,(a,a))\$	shift
\$(L,	(a,a))\$	shift
\$(L,(a,a))\$	shift
\$(L,(a	,a))\$	S->a reduce
\$(L,(S	,a))\$	L->S reduce
\$(L,(L,	a))\$	shift
\$(L,(L,a))\$	shift
\$(L,(L,a))\$	S->a reduce
\$(L,(L,S))\$	L->L,S reduce
\$(L,(L))\$	shift
\$(L,(L))\$	S->(L) reduce
\$(L,S)\$	L->L,S reduce
\$(L)\$	shift
\$(L)	\$	S->(L) reduce
\$\$	\$	accept

Finally string is accepted

4. Write the YACC program to evaluate the arithmetic expression including (*,/,+,-) operation..

Answer :

LEX Program

```
%{
    /* Definition section*/
    #include "y.tab.h"
    extern yylval;
}%

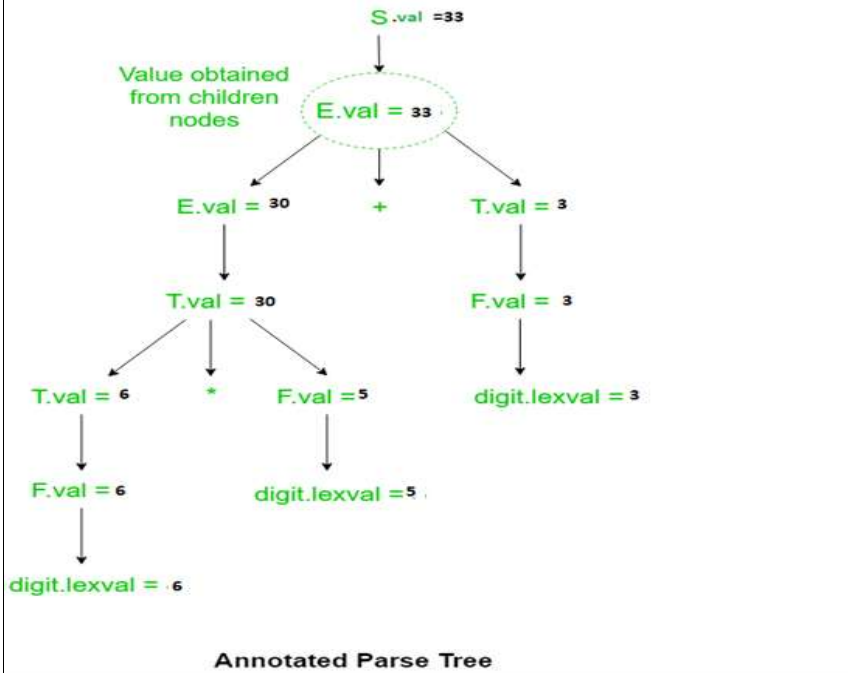
%%
[0-9]+      {
                yylval = atoi(yytext);
```

[10] CO3 L3

	<pre> return NUMBER; } [a-zA-Z]+ { return ID; } [\t]+ ; /*For skipping whitespaces*/ \n { return 0; } . { return yytext[0]; } %% YACC Program %{ /* Definition section */ #include <stdio.h> }% %token NUMBER ID // setting the precedence // and associativity of operators %left '+' '-' %left '*' '/' /* Rule Section */ %% S : E { printf("Result = %d\n", \$\$); return 0; } E : E '+' T { \$\$ = \$1 + \$3; } E '-' T { \$\$ = \$1 - \$3; } E '*' T { \$\$ = \$1 * \$3; } E '/' T { \$\$ = \$1 / \$3; } '-' NUMBER { \$\$ = -\$2; } '-' ID { \$\$ = -\$2; } '(' E ')' { \$\$ = \$2; } NUMBER { \$\$ = \$1; } ID { \$\$ = \$1; }; % % int main() { printf("Enter the expression\n"); yyparse(); } /* For printing error messages */ int yyerror(char* s) { printf("\nExpression is invalid\n"); } </pre>			
5	<p>Obtain SDD for Bottom up parser and construct annotated parser tree for input string $6 * 5 + 3$ for the grammar below</p> <ul style="list-style-type: none"> · $S \rightarrow EN$ · $E \rightarrow E+T \mid E-T \mid T$ · $T \rightarrow T * F \mid T / F \mid F$ · $F \rightarrow (E) \mid \text{digit}$ · $N \rightarrow ;$ <p>Answer :</p> <p>SDD for arithmetic expression include (+* / - ())</p>	[10]	CO2	L3

Production	Semantic rules
$S \rightarrow EN$	$S.val = E.val$
$E \rightarrow E+T$	$E.val = E_1.val + T.val$
$E \rightarrow E-T$	$E.val = E_1.val - T.val$
$E \rightarrow T$	$E.val = T.val$
$T \rightarrow T * F$	$T.val = T_1.val * F.val$
$T \rightarrow T / F$	$T.val = T_1.val / F.val$
$T \rightarrow F$	$T.val = F.val$
$F \rightarrow (E)$	$F.val = E.val$
$F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$
$N \rightarrow ;$	

Construct annotated parser tree for input string $6 * 5 + 3n$



6. Write Syntax Directed Definition and Construct dependency graph for the declaration $\text{float id}_1, \text{id}_2, \text{id}_3$

[10] CO2 L3

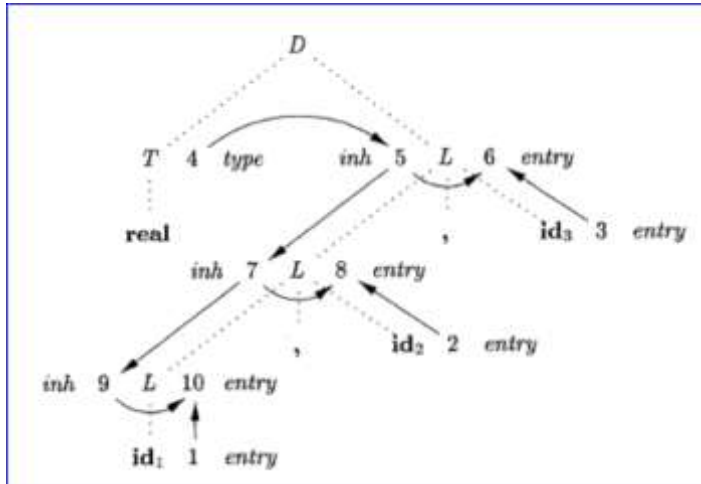
- 1) $D \rightarrow T L$
- 2) $T \rightarrow \text{int}$
- 3) $T \rightarrow \text{float}$
- 4) $L \rightarrow L_1, \text{id}$
- 5) $L \rightarrow \text{id}$

Answer :

The SDD for the above grammar can be written as follow

Production	Semantic Rules
1) $D \rightarrow T L$	$L.inh = T.type$
2) $T \rightarrow int$	$T.type = integer$
3) $T \rightarrow float$	$T.type = float$
4) $L \rightarrow L_1 , id$	$L.inh = L_1.inh$ $addType(id.entry, L.inh)$
5) $L \rightarrow id$	$addType(id.entry, L.inh)$

Dependency graph for input **float x,y,z**



Course Outcomes		Modules covered	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3	PSO 4
CO1	Explain system software	1	3	3	2	2	-	-	-	-	-	-	-	-	-	-	-	CO1
CO2	Design and develop lexical analyzers, parsers and code generators	2,3,4,5	3	3	3	3	3	2	-	-	-	-	-	-	-	2	-	CO2
CO3	Utilize lex and yacc tools for implementing different concepts of system software	4	3	3	3	3	3	2	-	-	-	-	-	-	-	3	-	CO3

COGNITIVE LEVEL	REVISED BLOOMS TAXONOMY KEYWORDS
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when, where, etc.

L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.

PROGRAM OUTCOMES (PO), PROGRAM SPECIFIC OUTCOMES (PSO)				CORRELATION LEVELS	
PO1	Engineering knowledge	PO7	Environment and sustainability	0	No Correlation
PO2	Problem analysis	PO8	Ethics	1	Slight/Low
PO3	Design/development of solutions	PO9	Individual and team work	2	Moderate/ Medium
PO4	Conduct investigations of complex problems	PO10	Communication	3	Substantial/ High
PO5	Modern tool usage	PO11	Project management and finance		
PO6	The Engineer and society	PO12	Life-long learning		
PSO1	Develop applications using different stacks of web and programming technologies				
PSO2	Design and develop secure, parallel, distributed, networked, and digital systems				
PSO3	Apply software engineering methods to design, develop, test and manage software systems.				
PSO4	Develop intelligent applications for business and industry				
