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Internal Assessment Test 3– March 2024

		Interna	Assessment Test 3-		24	T			
Sub:	Automata Theory	& Compiler Desig	gn	Sub Code:	21CS51	Branch:	AIM	L	
ate:	16/3/2024 Dura	ation: 90 min's	Max Marks: 50	Sem/Sec:	V/A			OE	BE
			VE FULL Question	<u>ons</u>		Ma	ARKS		RBT
1	What is Turing ma Construct a Turing 8 Marks		ot the language L(I	$M)=\{ 0^n 1^n \}$	$2^{n \mid n > = 1}$ }.		10	CO2	L2
	SOLUTION: The transition diag	Y/Y, R 0/0, R 1/Y, X/X, R	Z/Z, R 1/1, R 0, 1/1, R 2/Z, L 1/3, Y, Z,	0.t (1.t (7.t) (7.t) (7.t)					
	Given that $\mathbb{L}[M] = \{w \ w^n\}$ if $w = abb$ then reverse of w is The language L will be $w^n = z$ General Procedure Pach all the scanned symbols of string, for the reverse string for on the stack. Finally if there is r Step 1 language L is L in the stack of L in the stack L in the stack L in the state L i	where w PROBLEM 6 Language L (M) = $\{w \mid w^a \mid w \in \{n + b_p^a\}\}_{w \mid b_p}$ denoted by w^a will be $w^a = bba$. The the stack, till we find mid point. Once we have a cach input symbol, there should be a correspondence of input and stack is empty, the given string in oinput and stack is empty, the given string in the stack, push the input symbol of the stack, push the input symbol input symbols a or b to the stack, irrespective.	R is the reverse of V where $V = V = V = V = V = V = V = V = V = V $	ong as the scanned symbol \mathbb{R} $$	Z Z B T q ₃ of blanks, change the state to q ₄ wage Y Z B (q ₄ × R)	hich	10	CO2	L22

3	Check whether the grammar is LALR(1) 4 Marks GOTO+3 Marks PT	10	CO2	L3
	but not SLR(1).3 Marks S>Aa/bAc/dc/bda			
	A>d			
	SOLUTION:			
	Answer: In addition to the rules given above, one extra rule S' → S as the initial item. Following the procedures for constructing the LR(1) parser, here is the initial state and the resulting state diagram by taking closure:			
	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$			
	Based on the state diagram, we derive the LR(1) parsing table as follows:			
	State Action Goto			
	a b c d \$ S A			
	0 s3 s4 1 2 1 acc 2 s5			
	3 s7 6 4 r5 s8			
	5 6 s9			
	7 s10 r5 r3 r2			
	10 r4			
	Then, the LALR(1) parsing table can be obtained by merging items with common first components, In this problem, no merging occurs. That is, the final LALR(1) parsing table is the same as the LR(1) one. Thus, the given grammar is LALR(1).			
	Next, following the similar procedures for taking closure, but without including the lookahead in items,			
	we obtain the state diagram as follows: $ \underbrace{I_0: (0) S' \rightarrow S}_{S} \underbrace{S}_{S} \underbrace{I_1: S' \rightarrow S}_{S} $			
	$(1) S \rightarrow Aa$ $(2) S \rightarrow .bAc$ $A \longrightarrow (I_2: S \rightarrow Aa)$ $a \longrightarrow (I_5: S \rightarrow Aa.)$			
	$ \begin{array}{c c} (3) S \rightarrow .dc \\ (4) S \rightarrow .bda \\ (5) A \rightarrow .d \\ \end{array} $ $ \begin{array}{c c} L_{j} : S \rightarrow b.Ac \\ S \rightarrow b.da \\ \end{array} $ $ \begin{array}{c c} A \longrightarrow \{l_{j} : S \rightarrow bA.c \\ C \longrightarrow \{l_{j} : S \rightarrow bAc. \\ C \longrightarrow \{l_{j} : S \rightarrow b$			
	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$			
	$A \rightarrow d$.			
	Let's assume that the parser is in state I_7 , and the next symbol is a , since $a \in Follows(A)=\{a,c\}$, it causes a shift-reduce conflict. Same problem also happens to state I_4 . Thus, the given grammar is not SLR(1).			
4a)	Explain with an example to generate the intermediate code for the flow of control Statements. 3 Marks IC and 2 marks example	5	CO2	L1
	SOLUTION: Intermediate code is used as a bridge between the high-level language representation of a program and the machine code generated by the compiler or interpreter. Three-address code is a type of intermediate code that uses instructions with at most three operands.			
	In three-address code, each instruction generally performs a simple operation and can have up to three operands: one result and two operands. The result is usually stored in a temporary variable.			
	Let's discuss the types of three-address statements and provide an example:			
		1	1	

Types of Three-Address Statements:

Assignment Statements: These statements assign a value to a variable.

- Example: x = y + z
- Here, y + z is computed, and the result is assigned to variable x.

Arithmetic Expressions: These involve arithmetic operations like addition, subtraction, multiplication, and division.

- Example: t1 = x + y
- Here, x + y is computed, and the result is stored in temporary variable ±1.

Conditional Statements: These statements involve conditionals and control flow, such as if-else statements.

- Example:
 - if (x < y) goto L1
- else goto L2Here, the program jumps to label $\mathbf{L1}$ if $\mathbf{x} < \mathbf{y}$, otherwise, it jumps to label $\mathbf{L2}$.

Jump Statements: These statements change the sequence of execution, such as unconditional jumps.

- Example: goto L1
- Here, the program jumps to label **L1** unconditionally.

Generating Intermediate Code for Flow Control Statements:

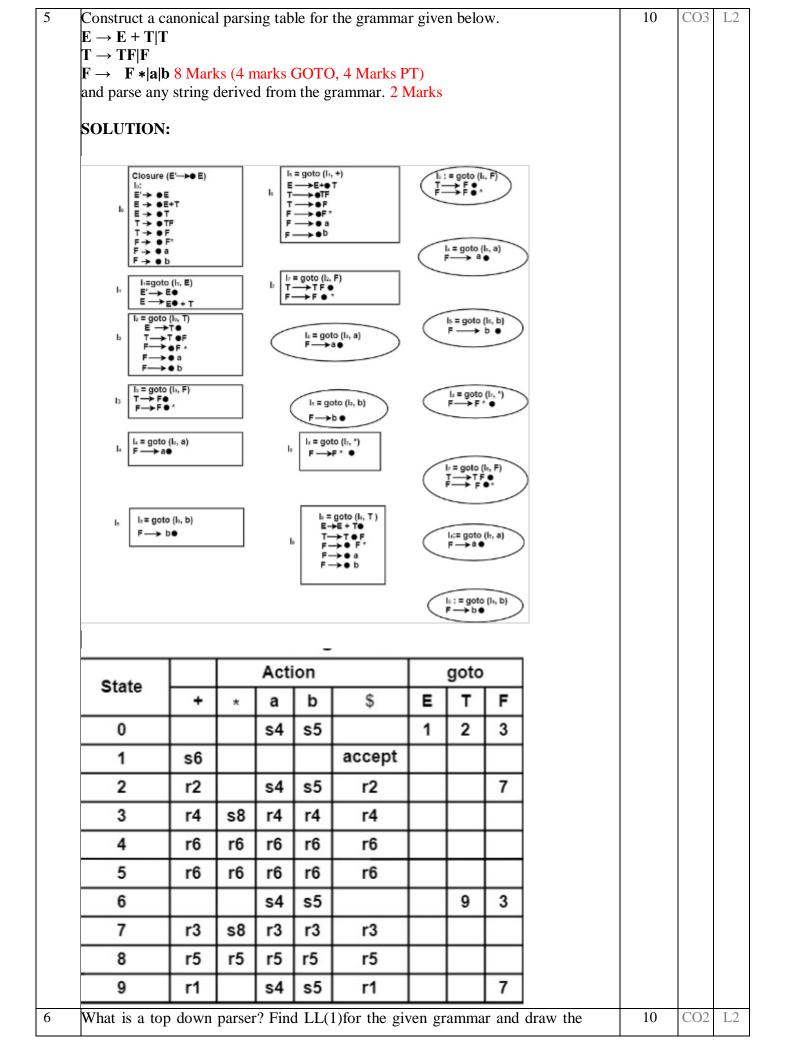
Let's consider a simple example of generating intermediate code for a flow control statement, specifically an if-else statement.

```
if (x < y) {
    z = x + y;
} else {
    z = x - y;
```

We can represent this code using three-address code as follows:

```
1. if x < y goto L1
2. t1 = x + y
3. goto L2
4. L1: t1 = x - y
```

5. L2: z = t1			
Here, L1 and L2 are labels used for control flow. If $x < y$, the program jumps to L1 and performs $t1 = x - y$. Otherwise, it continues to L2 and			
performs t1 = x + y. Finally, the result is stored in variable z.			
This demonstrates how control flow statements can be represented using			
three-address code, providing a simpler and more manageable			
representation for further optimization and code generation.			
Also explain three address codes and its types. 1 Mark How would you implement the three Address statements?2 Marks Explain with suitable examples. 2 Marks	5	CO2	L1
SOLUTION:			
Three-address code (TAC) is a low-level intermediate representation used in			
compilers to represent statements in a program. Each statement in three-			
address code typically contains at most three operands and one operator.			
The main purpose of using three-address code is to simplify complex			
expressions and control structures into a form that is easier to analyze and optimize.			
Three-address code consists of the following basic types of statements:			
Assignment statements: These statements assign the result of an			
expression to a variable.			
Example:			
$\mathbf{t1} = \mathbf{a} + \mathbf{b}$			
c = t1			
Example: if a < b goto L1			
Unary and binary operation statements: These statements perform			
arithmetic or logical operations.			
Example:			
t2 = a * b			
t3 = c - d			
Address statements: These statements handle memory addresses, typically			
in the context of pointers.			
Example:			
t4 = &a			
Function call and return statements : These statements represent function calls and returns.			
Example: call fun			
Implementing three-address statements involves creating a data structure			
to represent each statement and developing algorithms to generate and			
manipulate these statements during compilation.			



parse table.	
S->AA,	
A->Aa b 8 Marks	
and check for the acceptance of a string w=abab 2 Marks	
SOLUTION:	
A > a A 2 A > b 3 L(1) arxing Algo > dP LT CLU I	
Posse table & S S-S-PAR S-PAR S S-S-PAR S-PAR	
A A A A A A A A A A A A A A A A A A A	
\$ \$ \(\frac{1}{5} \)	