## PB20000296 郑滕飞

#### 2.1.a

字母: abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ

数字: 0123456789

符号:!"#%&'()\*+,-./:;<=>?[\]^\_{|}~

空白符: 空格、水平制表符\t、垂直制表符\v、换行\n、换页\f不可打印字符: 字符串终止\0、警报符\a、退格\b、回车\r

#### 2.3.b

由于 0 与 1 都为 0?1\*可表示的句子,原式即可看作(0|1)\*,可以表示任何由 01 组成的字符串(含空串)。

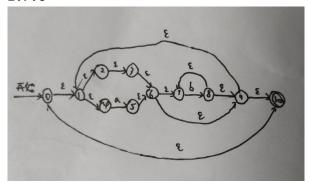
#### 2.4.b

A\*a\*B\*b\*C\*c\*D\*d\*E\*e\*F\*f\*G\*g\*H\*h\*I\*i\*J\*j\*K\*k\*L\*1\*M\*m\*N\*n\*O\*o\*P\*p\*Q\*q\* R\*r\*S\*s\*T\*t\*U\*u\*V\*v\*W\*w\*X\*x\*Y\*y\*Z\*z\*

#### 2.4.i

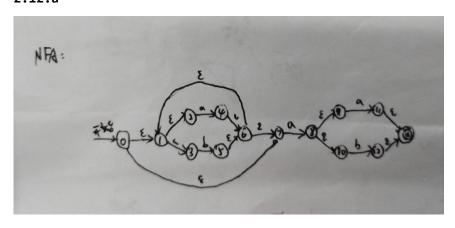
b\*(ab+)\*a?

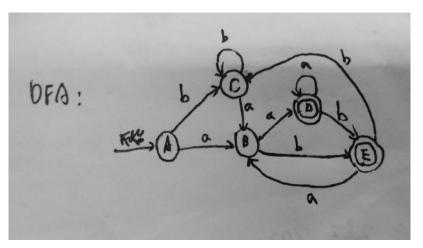
#### 2.7.c

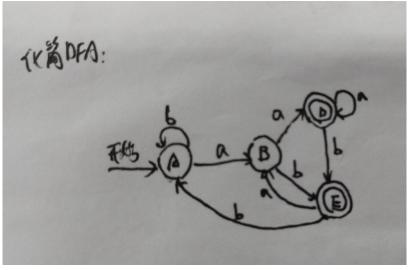


0-1-4-5-6-7-8-9-1-4-5-6-7-8-9-1-4-5-6-7-8-9-10

#### 2.12.a

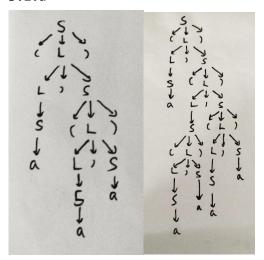






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#### 3.1.a



#### 3.1.c

$$S \Rightarrow (L) \Rightarrow (L,S) \Rightarrow (L,(L)) \Rightarrow (L,(L,S)) \Rightarrow (L,(L,a)) \Rightarrow (L,(S,a))$$
  
=>  $(L,(S,a)) \Rightarrow (L,(a,a)) \Rightarrow (S,(a,a)) \Rightarrow (a,(a,a))$ 

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

#### 3.2.a

#### 3.3

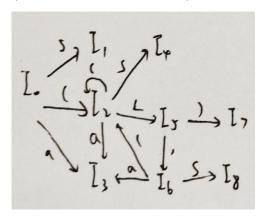
S -> S and T  $\mid$  T

T -> T or U | U

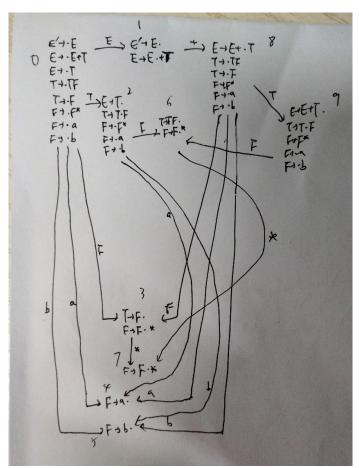
U -> not U | true | false | (S)

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**3.17** (每个状态都可作为终止状态)



# 3.19.a



**1** E->E+T **2** E->T **3** T->TF **4** T->F

**5** F->F\* **6** F->a **7** F->b

状态	а	b	*	+	\$	E	Т	F
0	s4	s5				1	2	3
1				s8	acc			
2	s4	s5		r2	r2			6
3	r4	r4	s7	r4	r4			
4	r6	r6	r6	r6	r6			
5	r7	r7	r7	r7	r7			
6	r3	r3	s7	r3	r3			
7	r5	r5	r5	r5	r5			
8	s4	s5					9	3
9	s4	s5		r1	r1			6

# 3.21.a

是 LL(1):

FIRST(AaBb)={a} FIRST(BbBa)={b}

 $FIRST(A) = \{\epsilon\} FOLLOW(B) = \{a,b\}$ 

 $FIRST(B)=\{\epsilon\}\ FOLLOW(A)=\{a,b\}$ 

由此满足 LL(1)。

不是 SLR(1): 空串可能按 A 或 B 进行规约, 无法确定。

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#### 3.4.b

U -> U'|'T | T

T -> TS | S

 $S \rightarrow S* \mid R$ 

 $R \rightarrow a \mid b \mid (U)$ 

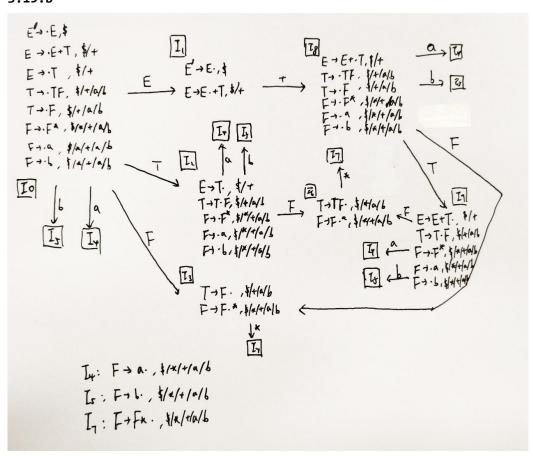
#### 3.10

非终结符	输入符号						
4F25201V	int	real	id	,	\$		
D	D -> TL	D -> TL					
Т	T -> int	T -> real					
L			L -> <b>id</b> R				
R				R -> , id R	R -> ε		

#### 3.12

 $FIRST(AB) \cap FIRST(PQx) = \{x\}$ , 从而不是。

#### 3.19.b



**1** E->E+T **2** E->T **3** T->TF **4** T->F

**5** F->F\* **6** F->a **7** F->b

状态	а	b	*	+	\$	E	T	F
0	s4	s5				1	2	3
1				s8	acc			
2	s4	s5		r2	r2			6
3	r4	r4	s7	r4	r4			
4	r6	r6	r6	r6	r6			
5	r7	r7	r7	r7	r7			
6	r3	r3	s7	r3	r3			
7	r5	r5	r5	r5	r5			
8	s4	s5					9	3
9	s4	s5		r1	r1			6

## 3.27.b

不是 LR(1)。假设第一个字符为 d,则该文法在最开始就需要决定移进 d 还是空规约出  $W(否则移进 d 后如果遇到 p,由于只有 <math>W \rightarrow Wd$ ,已经来不及在栈中规约出 W),但这是无法确定的。

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## 4.3.a

产生式	语义规则
S' -> S	<pre>print(S.val)</pre>
S -> (L)	S.num = L.num + 1
S -> a	S.num = 0
L -> L1, S	L.num = L1.num + S.num
L -> S	L.num = S.num

# 4.3.b

产生式	语义规则
S' -> S	<pre>print(S.val)</pre>
S -> (L)	S.maxd = L.maxd + 1
S -> a	S.maxd = 0
L -> L1, S	L.maxd = max(L1.maxd, S.maxd)
L -> S	L.maxd = S.maxd

# 4.9.b

# \*修改文法

沙以入仏	
产生式	语义规则
S -> L.R	S.sum = L1.sum + L2.sum
	L.pos = 0
	R.pos = -1
S -> L	S.sum = L.sum
	L.pos = 0
L -> L1B	L.sum = L1.sum + B.val
	L1.pos = L.pos + 1
	B.pos = L.pos
L -> B	L.sum = B.val
	B.pos = L.pos
R -> BR1	R.sum = R1.sum + B.val
	R1.pos = R.pos - 1
	B.pos = R.pos
R -> B	R.sum = B.val
	B.pos = R.pos
B -> 0	B.val = 0
B -> 1	B.val = pow(2, B.pos)

# **4.12.**a

产生式	语义规则
B -> S	S.depth = 0

S -> (L)	L.depth = S.depth + 1
S -> a	<pre>print(S.depth)</pre>
L -> L1, S	S.depth = L1.depth = L.depth
L -> S	S.depth = L.depth

```
B -> {S.depth = 0} S
S -> ( {L.depth = S.depth + 1} L)
S -> a {print(S.depth)}
L -> {L1.depth = L.depth} L1, {S.depth = L.depth} S
L -> {S.depth = L.depth} S
```

## 4.12.b

产生式	语义规则
B -> S	S.pos = 1
S -> (L)	S.len = L.len + 2
	L.pos = S.pos + 1
S -> a	S.len = 1
	<pre>print(S.pos)</pre>
L -> L1, S	L.len = L1.len + S.len + 1
	L1.pos = L.pos
	S.pos = L1.len + L1.pos + 1
L -> S	L.len = S.len
	S.pos = L.pos

```
B -> {S.pos = 1} S
S -> ( {L.pos = S.pos + 1} L) {S.len = L.len + 2}
S -> a {S.len = 1; print(S.pos)}
L -> {L1.pos = L.pos} L1,
     {S.pos = L1.len + L1.pos + 1} S { L.len = L1.len + S.len + 1}
L -> {S.pos = L.pos} S {L.len = S.len}
```

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```
7.1.d
t1 = a + b
t2 = -t1
t3 = c + d
t4 = t2 * t3
t5 = a + b
t6 = t5 + c
t7 = t4 + t6
(t7 为结果)
7.2.c
t1 = a
t2 = 0
goto JUDGE
JUDGE:
if t2 <= 10 goto COUNT
goto OUT
COUNT:
t1[t2] = 0
goto JUDGE
OUT:
return
7.5
P -> {D.offset = 0} D; S
D -> {D1.offset = D.offset} D1;
{D2.offset = D1.offset + D1.width} D2
{D.width = D1.width + D2.width}
D -> id:T {enter(id.lexeme), T.type, D.offset); D.width = T.width}
T -> integer {T.type = integer; T.width = 4}
T -> real {T.type = real; T.width = 8}
T -> array[num] of T1
{T.type = array(num.val, T1.type); T.width = num.val * T1.width}
T -> ^T1 {T.type = pointer(T1.type); T.width = 4}
```

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9.3.a \*此处数字代表对应的语句

	gen	kill	IN	OUT
B1	1,2	8,10,11		1,2
B2	3,4	5,6	1,2,3,4,5,8,9	1,2,3,4,8,9
В3	5	4,6	1,2,3,4,6,7,8,9	1,2,3,5,7,8,9
В4	6,7	4,5,9	1,2,3,5,7,8,9	1,2,3,6,7,8
B5	8,9	2,7,11	1,2,3,4,5,7,8,9	1,3,4,5,8,9
В6	10,11	1,2,8	1,3,4,5,8,9	3,4,5,9,10,11

# 9.3.b

\*U = {1, 2, a+b, c-a, b+d, e+1, b\*d, a-d}, 按序编号为A到H

	e_gen	e_kill	IN	OUT
B1	A, B	C, D, E, G, H		A, B
B2	C, D	E, G, H	A, B	A, B, C, D
В3		E, G, H	A, B, C, D	A, B, C, D
B4	С	E, F, G, H	A, B, C, D	A, B, C, D
B5	D	C, E, F, G	A, B, C, D	A, B, D
B6	Н	C, D, E, G	A, B, D	A, B, H

## 9.3.c

	use	def	IN	OUT
B1		a, b	е	a, b, e
B2	a, b	c, d	a, b, e	a, b, c, d, e
В3	b, d		a, b, c, d, e	a, b, c, d, e
B4	a, b, e	d	a, b, c, e	a, b, c, d, e
B5	a, b, c	е	a, b, c, d	a, b, d, e
В6	b, d	а	b, d	

# 9.22

```
int i, j, t1 = 0, t2;
int r[20][10];
for (i = 0; i < 20; i++) {
    t2 = 0;
    for (j = 0; j < 10; j++) {
        r[i][j] = t2;
        t2 += t1;
    }
    t1 += 10;
}</pre>
```