

# UNIT-1 Finite Automata & Regular Expression

## 1. Regular Expression for valid identifiers

Let  $\Sigma_A$  be the set of alphabets &  $\Sigma_D$  be the set of digits. The regular expression  $R$  for all valid identifiers (Alphabet followed by any sequence of alphabets or digits) is

$$R = (\Sigma_A) (\Sigma_A \cup \Sigma_D)^*$$

The keywords (for, while, if) are excluded in the lexical analysis phase following token recognition.

## 2. Design a DFA equivalent to $R$

The DFA  $M = \{Q, \Sigma, S, q_0, F\}$

$$Q = \{q_0, q_1, q_d\}$$

$q_0$  = Start state

$q_1$  = accepting state (valid identifier started)

$q_d$  = dead state (invalid start)

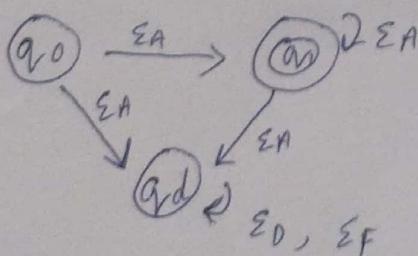
$$\Sigma = \Sigma_A \cup \Sigma_D$$

$F = \{q_1\}$  (final state)

## Transition Table

State	Input $\Sigma_A$	Input $\Sigma_D$	Input (other)
$q_0$	$q_1$	$q_d$	$q_d$
$q_1$	$q_1$	$q_d$	$q_1$ (loop)
$q_d$	$q_1$	$q_d$	$q_d$

## DFA (Diagram)



3) Embedding the DFA is a lexical Analysis

The DFA acts as the state machine for recognizing the part of an identifier.

1) DFA recognition : The lexer consumes input characters, tracking DFA's state. When the input stream forces the DFA out of it encountering a space or operator) the operator reader to that point is identified as a potential token.

2) keyword check : The recognized string is then checked against a small, finite list of reserved keywords (for, while, if). This is typically done via a fast hashtable lookup.

3) Token Generation

- If the string is found in the keyword list, a KEYWORD token is generated
- Otherwise, an IDENTIFIER token is generated & its entry (named type) is stored in the symbol table.

Q2 UNIFY PDA & context free language.

1) Formulate a CFG for well formed queries

Let O = '<open>' & C = '</close>'. The grammar G models balanced nesting

$$S \rightarrow OSC / ISS / \epsilon$$

S → OSC handles nested structures (eg <open> ... </close>)

S → ISS handles concatenated structures (eg <open> </close>

S → ε handles empty query

2) Construct a PDA that accept such queries

The PDA accepts the languages by empty stack. It uses the stack to track unmatched <open> tags

$$\Sigma = \{q_0\} \cup Q, C \cup \{\epsilon, \# \}$$

Input	Top of stack	New state	Stack operation	Rationale
0	z <sub>0</sub>	q <sub>0</sub>	x = 0	push x for first 0
0	x	q <sub>0</sub>	xx	push x for nested 0
c	x	q <sub>0</sub>	e	pop x for matching c
e	z <sub>0</sub>	q <sub>0</sub>	e	Accept by empty stack

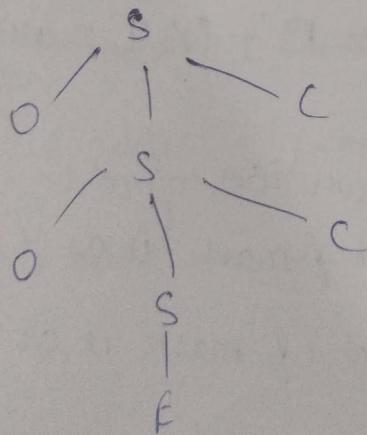
⇒ Demonstrate the parse tree

Query : <open>><open>></ul><c></ul><

Derivation

$$\begin{aligned} S &\Rightarrow DSC \\ S &\Rightarrow O(DSC) \subset (S \rightarrow DSC) \\ S &\Rightarrow O(DEC) \subset (S \rightarrow E) \end{aligned}$$

parse tree :



### Q3 UNIT - 3 Turing Machine & Chomsky Hierarchy

- 1) Justify why  $L = \{a^n b^n c^n | n \geq 1\}$  is not context-free  
we use pumping lemma for CFLs.
- 2) choose string  $s$ : let  $p$  be the pumping length choose  $s = a^p b^p c^p$
- 3) Decompose  $s = uvwxy$  where  $|vwx| \leq p$  &  $|vx| \geq 1$
- 4) Pumping argument since  $|vwx| \leq p$  the pumpable segments  $vwx$  can only contain symbols from at most two blocks  
(only  $a$ 's &  $b$ 's, or only  $b$ 's &  $c$ 's)
- case ( $vwx$  is in  $a$ 's &  $b$ 's) pumping up (setting  $i=2$ ) ↑ the no of  $a$ 's and/or  $b$ 's, but leaves the number of  $c$ 's fixed atm.
  - Resulting string  $s' = u^{i^2} v^{n^2} w^{n^2} y$  has unequal counts of  $a$ 's &  $c$ 's (specifically,  $\text{count}(a) + \text{count}(b) > \text{count}(c)$ )
- 5) Conclusion  $s' \notin L$ , since the condition of the pumping lemma is violated,  $L$  can't be a CFL
- 6) Design a Turing Machine (TM) that accepts  $L$ .  
The TM marks one  $a$ , one  $b$  & one  $c$  in the cycle all symbols are marked.
- 7) Tape alphabet  $\Sigma = \{a, b, c, x, y, z, \square\}$  ( $x, y, z$  are markers)
- Core logic:
- go: mark the leftmost  $a$  as  $x$  & transition to find  $b$
  - $q_a$ : find the leftmost unmarked  $b$  & mask it as  $y$ , then transition to find  $c$
  - $q_b$ : find the leftmost unmarked  $c$  & mask it as  $z$ , then transition to return
  - over: soon tell to the starting point ( $x$ )
  - quiet: After all  $a$ 's are marked, scan right to ensure the rest of the tape is first  $u, v, z$ 's & finally  $\square$  ('B')

Step by step configuration for 'aaabbcc'

The TM cycles three times to mark the three pairs

•) Cycle 1 (Mark a, b, c) :  $q_0, \text{aaabbcc} \rightarrow q_a, \text{xaabbcc}$  (Mark a)  
 $\rightarrow q_b, \text{xaabbcc}$  (Mark b)  $\rightarrow q_{bc}, \text{xaabbcc}$  (Mark c, return left)  $\rightarrow q_w, \text{xaabbcc}$  (Restart)

Cycle 2 (Mark  $a_2 b_2 c_2$ ) :  $q_0, \text{aaabbcc} \rightarrow q_{ner}, \text{xxxyyzzz}$

Final check ( $q_{check}$ ) :  $q_0$  reads the marked a's (x's), transition to  $q_{check}$ .  $q_{check}$  scans over y's & z's until it hits  $\square$ -  $q_{check}$ ,  $\text{xxxyyzzz} \square \rightarrow q_{accept}$  (Accept)

## UNIT-4 Code generation & optimization

Expression  $(A+B)*(C-D)+E$

Syntax-Directed translation scheme (Attributed) using a simple procedure - based grammar

Production	Semantic Rules
$\rightarrow E_1 + T$	$E_1.\text{addr} = \text{new\_temp}(); E_1.\text{code} = E_1.\text{code} \parallel T.\text{code}$
$\rightarrow T_1 * F$	$T_1.\text{addr} = E_1.\text{addr} + T_1.\text{addr}$
$\rightarrow (E_1)$	$F_1.\text{addr} = E_1.\text{addr}; F_1.\text{code} = E_1.\text{code}$
$\rightarrow \text{id}$	$F_1.\text{addr} = \text{id}.\text{len}(m); F_1.\text{code} = E$

2) Generate three address code (TAC)

The TAC is generated based on expression's evaluation order procedure: parenthesis  $\rightarrow$  multiplication  $\rightarrow$  addition

$$1) t_1 = A + B$$

$$2) t_2 = C - D$$

$$3) t_3 = t_1 * t_2$$

$$4) t_4 = t_3 + E$$

3) Optimize the generated TAC

There is no duplicate expression (common subexpressions) in lines 1 & 2. The code is already optimal wrt to CSE.

### Dead Code Removal

Assume the final result  $t_4$  is used, all intermediate variable ( $t_1, t_2, t_3$ ) are necessary inputs for subsequent line. Nodead code can be removed.

Optimized TAC (unchanged)

$$1) t_1 = A + B$$

$$2) t_2 = C - D$$

$$3) t_3 = t_1 * t_2$$

$$4) t_4 = t_3 + E$$

### O3 (commutative)

Language L = equal no. of O's & I's & no prefix has more I's than O's (Dyck Paths)

i) Prove that L is context free but not regular

• Not Regular: Use the pumping lemma for regular languages  
choose S = O<sup>p</sup> I<sup>p</sup>. Pumping down (i=0) gives O<sup>p-k</sup> I<sup>p</sup> (k ≥ 1)  
which has unequal counts violating L. Thus L is not regular

• Context free: The language L is accepted by a pushdown automaton (PDA) shown below which demonstrates its context free nature. The PDA's stack is essential for counting and comparing the non local seq dependencies (O's vs I's)

Provide a CFG for his language (1)

The Grammar G must enforce that every 1 is matched by a preceding 0

$$S \rightarrow 0S1S1\epsilon$$

This can generate all valid Kyle paths

3) Design a PDA for language '0011'

A) PDA Design (M)

M accepts by empty stack, using x to count the excess no. of 0's

$$\text{start } z_0 : S(q_0, 0, z_0) = \{(q_0, xz_0)\}$$

$$\text{Push 0 : } S(q_0, 0, x) = \{(q_0, x^2)\}$$

$$\text{Pop 1 (poufin check) : } S(q_0, 1, x) = \{(q_0, \epsilon)\} \text{ (pops only if 0's are in excess.)}$$

B) Trace the acceptance of '0011'

Input	State	Stack ( $z \rightarrow zR$ )	Transition	Condition check ( $0 \geq 1, z$ )
0011	$q_0$	$z_0$	push 0	
0011	$q_0$	$xz_0$	push 0	$z \geq 0$
0011	$q_0$	$x^2z_0$	pop 1	$? \geq 1$
0011	$q_0$	$xz_0$	pop 1	$z \geq 2$
0011ε	$q_0$	$z_0$	empty stack	$z = 2$
		ε	accept	