

Theory of Computation

Labstone Assignment

Name : Vaishnavi

Roll No : 2301010372

Class : B Tech CSE sec-F

Submitted to : Mansi Kajal Ma'am

A handwritten signature in red ink, likely belonging to the student or professor, is placed here.

UNIT-1 Finite Automata & Regular Expression

1. Regular Expression for Valid Identifiers

Let Σ_A be the set of alphabets & Σ_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 an NFA equivalent to R

The NFA $M = (\Sigma, Q, \delta, q_0, F)$

$$Q = (q_0, q_1, q_f)$$

q_0 = start state

q_1 = accepting state (valid identifier started)

q_f = dead state (invalid start)

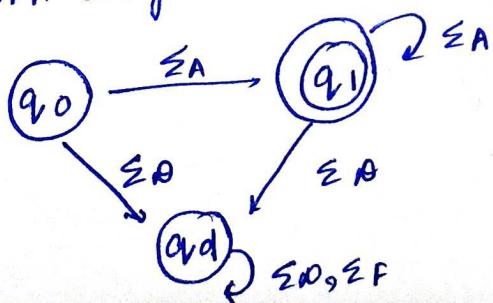
$$\Sigma = \Sigma_A \cup \Sigma_D$$

$$F = \{q_1\} \cup \{q_f\}$$

Transition Table

State	Input Σ_A	Input Σ_D	Input (Other)
q_0	q_1	q_d	q_d
q_1	q_1	q_1	q_1 (loop)
q_d	q_d	q_d	q_d

NFA diagram:-



- 3) Embedding the DFA in a lexical analyzer
- The DFA acts as the state machine for recognizing the pattern of an identifier
- 1) DFA recognition : The lexer consumes input characters, tracking DFA's state. When the input stream forces the DFA out of q_1 (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 hash table lookup
 - 3) Token Generation :
 - o If the string is found in the keyword list, a KEYWORD token is generated.
 - o Otherwise, an IDENTIFIER token is generated & its entry (name & type) is stored in the symbol table.

Q2 UNIT-2 DFA & Context free language

- 1) Formulate a CFG for well formed queries
- Let $O = \langle \text{open} \rangle$ & $C = \langle \text{close} \rangle$. The grammar G models balanced nesting
- $$S \rightarrow OSC \mid SS \mid \epsilon$$
- $S \rightarrow OSC$ handles nested structure (eg $\langle \text{open} \rangle \dots \langle \text{close} \rangle$)
 $S \rightarrow SS$ handles concatenated structure (eg $\langle \text{open} \rangle \langle \text{close} \rangle \langle \text{open} \rangle$)
 $S \rightarrow \epsilon$ handles empty query $\langle \text{close} \rangle$
- 2) Construct a DFA that accept such queries

The DFA accepts the languages by empty stack. It uses the stack to track unmatched $\langle \text{open} \rangle$ tags

$$M = (\{q_0\}, \{O, C\}, \{Z_0, X\}, S, q_0, \emptyset)$$

ite	Input	Top of stack	New state	stack operation	Rationale
q0	0	z0	q0	X z0	push X for first 0
q0	0	X	q0	XX	push X for nested 0
q0	C	X	q0	E	pop X for matching C
q0	E	Z0	q0	E	Accept by empty stack

3) Demonstrate the parse tree

Query : <open><open></close></close>

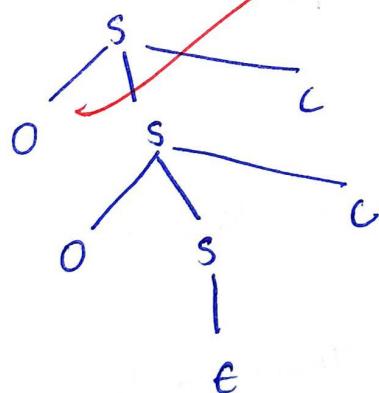
Derivation

$$S \Rightarrow OSC$$

$$S \Rightarrow O(OSC)C \quad (S \rightarrow OSC)$$

$$S \Rightarrow O(OEC)C \quad (S \rightarrow E)$$

parse tree :-



(Q3) UNIT-3 Turing Machine & Chomsky Hierarchy

1) Justify why $L = \{a^n b^n c^n \mid n \geq 1\}$ is not context free

We use pumping lemma for CFLs

- 1) choose string s : let p be the pumping length choose $s = a^p b^p c^p \in L$
- 2) Decompose s : $s = uvwxy$ where $|vwx| \leq p$ & $|vx| \geq 1$.
- 3) 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 at p
 - Resulting string $s' = u v^2 w x^2 y$ has unequal counts of a's, b's & c's (specifically, $\text{count}(a) + \text{count}(b) > \text{count}(c)$)
- 4) Conclusion $s' \notin L$. Since the conditions of the pumping lemma are violated, L can't be a CFL

2) Design a Turing Machine (TM) that accepts L

The TM mark one a, one b & one c in the cycle until all symbols are marked

- Tape alphabets $F = \{a, b, c, x, y, z, \square\}$ (x, y, z are markers)
- Core logic

q_0 : Mark the leftmost a as x & transition to find b

q_a : Find the leftmost unmarked b & mark it as y, then transition to find c

q_b : Find the leftmost unmarked c & make it as z, then transition to return.

q_{net} : Scan left to the starting point (x)

q_{check} : After all as are marked, scan right to ensure the rest of the tape is just y's, z's & finally $\square(B)$.

Step by step configuration for 'aaabbbccc'

The TM cycles three times to mark the three pairs

- 1) Cycle 1 (Mark $a_1 b_1 c_1$) : $q_0, aaabbbccc \rightarrow q_a, Xaaabbccc$ (Mark a) $\rightarrow q_b, XaaYbbccc$ (Mark b) $\rightarrow q_{\text{ret}}, XaaYbbZcc$ (Mark c, return left) $\rightarrow q_0, XaaYbbZcc$ (Restart)
- 2) Cycle 2 (Mark $a_2 b_2 c_2$) : $q_0, Xaaabbccc \rightarrow q_{\text{ret}}, XXa44bzzc$ (tape becomes $XXa44bzzc$)
- 3) Cycle 3 (Mark $a_3 b_3 c_3$) : $q_0, XXa44bzzc \rightarrow q_{\text{ret}}, XXX444zzz$
- 4) Final check (qcheck) : q_0 reads the marked a's (X's), transitions to qcheck. qcheck scans over Y's & z's until it hits \square . qcheck, $XXX444zzz[\square] \rightarrow q_{\text{accept}}$ (Accept).

S4 UNIT 4 - Code generation & optimization

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

- 1) Syntax - Directed Translation scheme (S attributed) using a simple precedence-based grammar

Production

$$E \rightarrow E_1 + T$$

Semantic Rules

$$\begin{aligned} E.\text{addr} &= \text{new_temp}(); E.\text{code} = E_1.\text{code} \parallel T.\text{code} \\ E.\text{addr} &= E_1.\text{addr} + T.\text{addr} \end{aligned}$$

$$T \rightarrow T_1 * F$$

$$\begin{aligned} T.\text{addr} &= \text{new_temp}(); T.\text{code} = T_1.\text{code} \parallel F.\text{code} \\ T.\text{addr} &= T_1.\text{addr} * F.\text{addr} \end{aligned}$$

$$F \rightarrow (E_1)$$

$$F.\text{addr} = E_1.\text{addr}; F.\text{code} = E_1.\text{code}$$

$$F \rightarrow \text{Id}$$

$$F.\text{addr} = \text{Id}.\text{lexeme}, F.\text{code} = C$$

2) Generate three address code (TAC)

The TAC is generated based on expression's evaluation order (or u precedence: parenthesis → multiplication → 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 w.r.t to CST

Dead Code Removal

Assume the final result t_4 is used, all intermediate variables (t_1, t_2, t_3) are necessary inputs for subsequent lines. No dead 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) $t_4 = t_3 + E$

Q5 (Cumulative - Advanced Reading & Application)

Language Σ = equal no of 0's & 1's & no prefix has more 1's than 0's (Dyck Paths)

1) Prove that Σ is context free but not regular

- Not Regular: Use the pumping lemma for regular languages. chosen $s = 0^p 1^p$. Pumping down ($i=0$) gives $0^{p-b} 1^p$ ($b \geq 1$) which has unequal counts violating Σ . Thus Σ is not Regular.
- Context free: The language Σ is accepted by a pushdown Automaton (PDA) shown below which demonstrates its context free nature. The PDA's stack is essential for counting & comparing the non local dependencies (0s vs 1s)

Provide a CFG for this language (1)

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

$$S \rightarrow 0S1S \mid \epsilon$$

This CFG generates all valid Dyck paths

3) Design a PDA & trace '0011'

A) PDA design (M)

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

$$\text{start } z_0 : s(q_0, 0, z_0) = \{s(q_0, Xz_0)\}$$

$$\text{Push } 0 : s(q_0, 0, X) = \{s(q_0, XX)\}$$

pop 1 (prefix check) : $s(q_0, 1, X) = \{s(q_0, \epsilon)\}$ (pops only if 0 's are in excess)

$$\text{Accept} : s(q_0, \epsilon, z_0) = \{s(q_0, \epsilon)\}$$

B) Trace the acceptance of '0011'

Input	state	stack ($z \rightarrow R$)	Transition	Condition check ($0's \geq 1's$)
0011	q_0	z_0	push 0	
0011	q_0	Xz_0	push 0	$2 \geq 0$
0011	q_0	XXz_0	pop 1	$2 \geq 1$
0011	q_0	Xz_0	pop 1	$2 \geq 2$
0011	q_0	z_0	Empty stack	$2 = 2$
0011ε	q_0	ϵ	accept	