



SRM Institute of Science and Technology
College of Engineering and Technology
SCHOOL OF COMPUTING

SRM Nagar, Kattankulathur – 603203, Chengalpattu District, Tamilnadu

Academic Year: 2022-23 (EVEN)

Mode of Exam
OFFLINE

Test: CLAT-1

Course Code & Title: 18CSC304J COMPILER DESIGN

Year & Sem: III & V

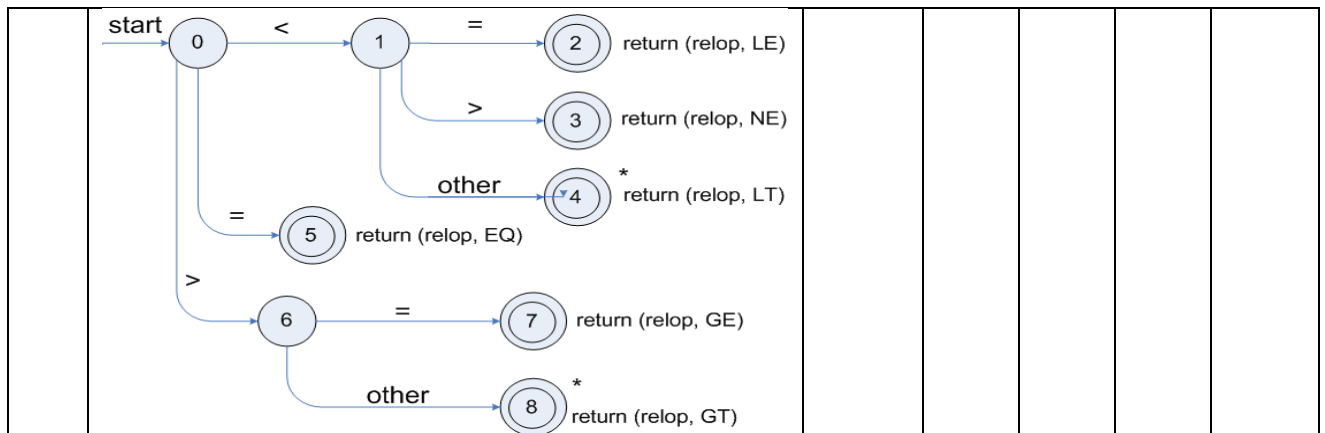
Date: 17.2.2022

Duration: 1 HOUR

Max. Marks: 25

Part – A (5 x 1 = 5 Marks) Instructions: Answer ALL						
Q. No	Question	Marks	BL	CO	PO	PI Code
1	NFA with ϵ transitions _____ a) Increases computations b) Decreases computations c) Decreases number of states d) Increases uncertainty Ans: a	1	1	1	1	1.3.1
2	What are the maximum number of tokens generated in the lexical analysis phase for the statement? <code>printf("a = %f, &a = %d, b=%d", a, &a,b);</code> a) 10 b) 12 c) 17 d) 18 Ans: b	1	2	1	1	1.1.2
3	If L,D, S denote the sets of letters, digits and underscore respectively. Then , which can possibly define an identifier? a) $S(LUD)^+$ b) $(LUS)(LUDUS)^*$ c) $(LUS)(LUD)^*$ d) $L(L.D.S)^*$ Ans: b	1	2	1	1	1.1.2
4	The error of missing parenthesis detection occurs in _____ phase. a) Semantic b) Lexical c) Syntax d) Syntax and lexical Ans: c	1	1	1	1	1.3.1
5	I: DFA's can be constructed for all the languages II: The strings accepted by DFA will be accepted by NFA What can be said about these two statements? a) Only II is false b) Only I is false c) I is false and II is true d) II is true and I is false Ans: c or d	1	2	1	2	2.1.1
Part – B (2 x 4 = 8 Marks) Instructions: Answer TWO						
6	Explain the process of input buffering for the given source code.	4	3	1	2	2.1.1

	<pre>int i,j; i=i+1; j=j+1;</pre> <p>Explain the process with one buffer(size:5) and two buffer (size 5) concepts</p> <p>Answer: Definition and One buffer scheme with example (2 marks), two buffer scheme – 2 marks</p> <ul style="list-style-type: none"> Sometimes lexical analyzer needs to look ahead some symbols to decide about the token to return <ul style="list-style-type: none"> In C language: we need to look after -, = or < to decide what token to return In Fortran: DO 5 I = 1.25 We need to introduce a two buffer scheme to handle large look-aheads safely <p>A buffer contains data that is stored for a short amount of time, typically in the computer's memory (RAM). The purpose of a buffer is to hold data right before it is used.</p> <p>Two pointers – Begin pointer (bp), Forward pointer (fp)</p>					
7	<p>Raju is authoring a book on compiler. He makes sure that the first page is an index page followed by two acknowledgement pages. Design a DFA for the language L=all strings over {a,b}.</p> <p>Note: index page and acknowledgment pages are referred to strings 'a', 'b' respectively.</p> <p>Answer: Recognition – 2marks, DFA – 2marks</p>	4	2	1	2	1.1.2
8	<p>Draw the transition diagrams for unsigned integers and relational operators.</p> <p>Answer:</p> <p>unsigned integers – 2marks</p> <p>relational operators – 2marks</p> <p>Unsigned integers:</p> <p>Relational operators:</p>	4	1	1	1	1.3.1



Part – C (1 x 12 = 12 Marks) Instructions: Answer any ONE

9	<p>Convert the following RE=$a(a b)^*abb$ to DFA using subset construction method and minimize it.</p> <p>Answer: RE to NFA – 4marks, NFA to DFA – 4marks, minimization of DFA – 4marks</p>	12	3	1	2	2.1.2
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$$E\text{-closure}(\text{move}(S_2, a)) = E\text{-closure}(\{4\}) = \{4, 7, 8, 2, 3, 5\} = S_2$$

$$E\text{-closure}(\text{move}(S_2, b)) = E\text{-closure}(\{6\}) = \{6, 7, 8, 2, 3, 5\} = S_3$$

$$\text{transfunc}[S_2, a] \leftarrow S_2 ; \text{transfunc}[S_2, b] \leftarrow S_3$$

$$E\text{-closure}(\text{move}(S_3, a)) = E\text{-closure}(\{9\}) = \{4, 7, 8, 2, 3, 5\} = S_2$$

$$E\text{-closure}(\text{move}(S_3, b)) = E\text{-closure}(\{6\}) = \{6, 7, 8, 2, 3, 5\} = S_3$$

$$\text{transfunc}[S_3, a] \leftarrow S_2 ; \text{transfunc}[S_3, b] \leftarrow S_3$$

DFA:

Transition Table:

	a	b
S ₀	S ₁	S ₀
S ₁	S ₂	S ₃
S ₂	S ₂	S ₃
S ₃	S ₂	S ₃

Using Equivalence Theorem,
 $P_0 = \{S_0, S_1, S_2\} \{S_3\}$
 $P_1 = \{S_1, S_2\} \{S_0\} \{S_3\}$

Minimized DFA:

OR

10

a. Perform minimization technique on the following DFA

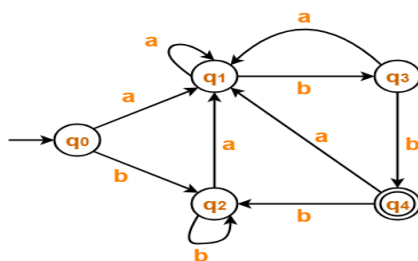
5+7

3

1

2

2.1.2



Answer:

	a	b
→q0	q1	q2
q1	q1	q3
q2	q1	q2
q3	q1	*q4
*q4	q1	q2

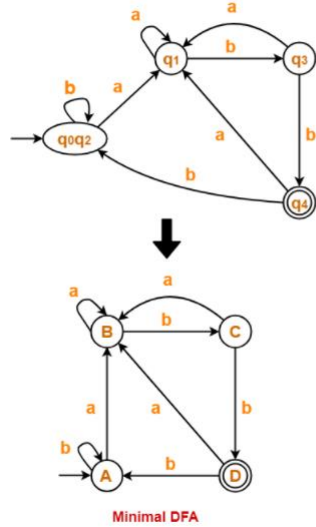
Now using Equivalence Theorem, we have-

$$P_0 = \{q_0, q_1, q_2, q_3\} \{q_4\}$$

$$P_1 = \{q_0, q_1, q_2\} \{q_3\} \{q_4\}$$

$$P_2 = \{q_0, q_2\} \{q_1\} \{q_3\} \{q_4\}$$

$$P_3 = \{q_0, q_2\} \{q_1\} \{q_3\} \{q_4\}$$



- b. Define token, pattern and lexeme with example
Definitions – each 1 mark

A token is a pair a token name and an optional token value

A pattern is a description of the form that the lexemes of a token may take

A lexeme is a sequence of characters in the source program that matches the pattern for a token

Example

Token	Informal description	Sample lexemes
if	Characters i, f	if
else	Characters e, l, s, e	else
comparison	< or > or <= or >= or == or !=	<=, !=
id	Letter followed by letter and digits	pi, score, D2
number	Any numeric constant	3.14159, 0, 6.02e23
literal	Anything but " surrounded by "	"core dumped"

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printf("total = %d\n", score);
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