

Amirkabir University of Technology (Tehran Polytechnic)

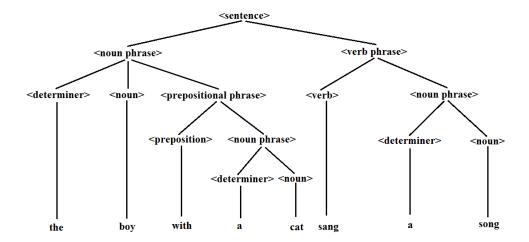
Topic First Exercise of Programming Languages

Author Amirmohammad Nazari

> Professor Mehran S. Fallah

Answer to question two on page eight

We can write two different derivation of the sentence as next derivations. <sentence> ::= <noun phrase> <verb phrase> ::= <determiner> <noun> cprepositional phrase> <verb phrase>::= the <noun> prepositional phrase> <verb phrase>::= the boy prepositional phrase> <verb</pre> phrase>::= the boy preposition> <noun phrase> <verb phrase>::= the boy with <noun phrase> <verb phrase>::= the boy with <determiner> <noun> <verb phrase>::= the boy with a <noun> <verb phrase>::= the boy with a cat <verb phrase>::= the boy with a cat <verb> <noun phrase>::= the boy with a cat sang <noun phrase>::= the boy with a cat sang <determiner> <noun>::= the boy with a cat sang a <noun>::= the boy with a cat sang a song <sentence> ::= <noun phrase> <verb phrase>::= <noun phrase> <verb> <noun phrase>::= <noun phrase> <verb> <determiner> <noun>::= <noun phrase> <verb> <determiner> song::= <noun phrase < verb > a song::= < noun phrase > sang a song::= < determiner > <noun> <noun> <noun> <noun> <noun> <noun> <determiner> cat sang a song::= <determiner> <noun> <a sang a song::= <determiner> <noun> with a cat sang a song::= <determiner> boy with a cat sang a song::= the boy with a cat sang a song We can draw derivation tree of two different derivations as next derivation tree.



Answer to question three on page eight

We can write meaning of linguistics, semiotics, grammar, syntax, semantics and pragmatics as next definitions.

Linguistics: the scientific study of language and its structure, including the study of morphology, syntax, phonetics, and semantics.

Semiotics: the study of signs and symbols and their use or interpretation.

Grammar: the whole system and structure of a language or of languages in general, usually taken as consisting of syntax and morphology and sometimes also phonology and semantics.

Syntax: the arrangement of words and phrases to create well-formed sentences in a language.

Semantics: the branch of linguistics and logic concerned with meaning. Pragmatics: the branch of linguistics dealing with language in use and the contexts in which it is used, including such matters as deixis, taking turns in conversation, text organization, presupposition, and implicature.

Answer to question five on page eight

We can derive the statement as next derivation.

<sentence> ::= a<thing>bc ::= ab<thing>c ::= ab<other>bcc ::= a
cthing>bcc ::= aab<thing>cc

::= aabb<other>bccc ::= aab<other>bbccc ::= aa<other>bbbccc ::= aaabbbccc

Answer to question six on page eight

Answer to part a

The grammar is ambiguous because there are two different derivation or two different derivation tree for $\epsilon\epsilon\epsilon$.

Answer to part b

The grammar is not ambiguous. I tried to find at least a sentence which has two different derivation tree but I could not find.

Answer to question seven on page eight

Answer to part a

The grammar describes $\{a^nb^n|n=1,2,\ldots\}$.

Answer to part b

The grammar describes $\{ww^R | w \in \{a, b\}^*\}$.

Answer to part c

The grammar describes $\{w|w\in\{a,b\}^+, w \text{ contains an equal number of occurrences of characters a and b}\}.$

Answer to question nine on page eight

We can use proof by construction in order to prove that concatenation of two regular grammars is a regular grammar. Regular grammars have DFA. You can merge two DFA in order to obtain another DFA for concatenation of two regular grammars. So the concatenation of two regular grammars is a regular grammar.

We can define English characters with regular grammars. Therefore, English grammar is a regular grammar since English grammar is concatenation of different characters.

We can rewrite the grammar as next grammar.

```
\langle \text{sentence} \rangle ::= a \text{ boy } \langle \text{verb phrase} \rangle.
```

<noun phrase> ::= a boy | a boy < prepositional phrase>

<verb phrase> ::= saw | saw <noun phrase> | saw a boy <prepositional
phrase>

cprepositional phrase> ::= by <noun phrase>

<noun> ::= boy

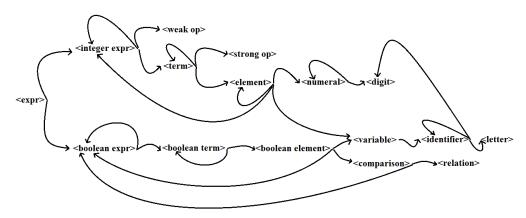
<determiner> := a

 $\langle \text{verb} \rangle ::= \text{saw}$

preposition> ::= by

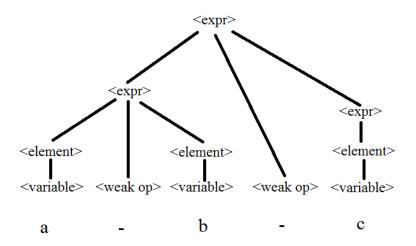
Answer to question one on page sixteen

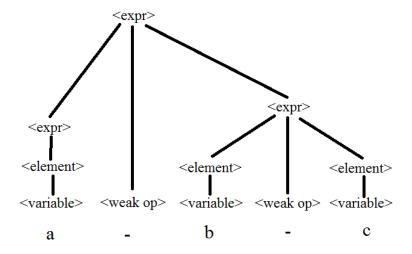
We can draw a dependency graph for the nonterminal $\langle \exp r \rangle$ in the BNF definition of Wren.



Answer to question two on page sixteen

The derivation trees demonstrate bellow.





The Wren avoid ambiguity by begin and end, and parentheses.

Answer to question three on page sixteen

I am going to mention each error consecutively.

"was" should be "is" at first line. It is context-free error.

";" should be ":" at third line. It is context-free error.

b is defined two times at line two and line three. It is context-sensitive error.

 \neq should be "i;" at sixth line. It is context-free error.

"p:= (a+1)" has type problem since the right side is an integer and the left side is a boolean. It is context-sensitive error.

q is uninitialized. It is context-sensitive error.

"b \neq 0" is an error since we didn't assign a value to "b". It is semantic error.

"write q" is an error since we didn't assign a value to "q". It is semantic error.

Answer to question five on page sixteen

Answer to part a

If we scrutinize the grammar then we will understand priorities based on the grammar. Subtraction has first priority. Summation has second priority. Multiplication has third priority.

Answer to part b

Multiplication is right recursive so the order is right-to-left. Subtraction is right recursive so the order is right-to-left. Summation is left recursive so the order is left-to-right.

Answer to part c

In fact, parentheses only have effect on priority of subtraction. They clarify priority of execution for consecutive subtraction.

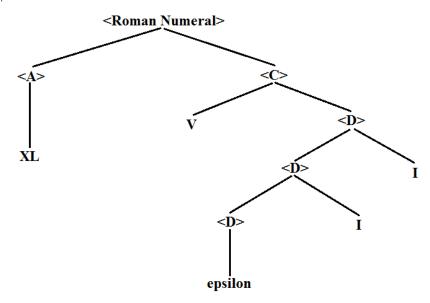
Answer to question seven on page sixteen

Right recursive grammars have form like $A \Rightarrow \alpha$ A. In addition, left recursive grammars have form like $A \Rightarrow A\alpha$. As a result, associativity of the binary

operations is right-to-left in right recursive grammars. Also, associativity of the binary operations is left-to-right in left recursive grammars.

Answer to question eight on page sixteen

```
<Roman Numeral>::= <A> <C>
<A>::= <B> | XL | L <B> | XC
<B>::= \epsilon | <B> X
<C>::= <D> | IV | V <D> | IX
<D>::= \epsilon | <D> I
```

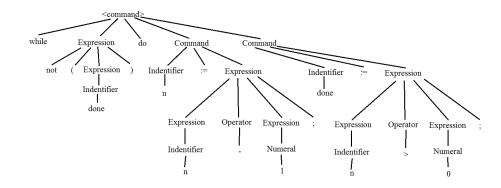


Answer to question ten on page sixteen

The grammar is ambiguous because there are two different trees for "a". We can write an unambiguous grammar for the grammar as next grammar. <First Expression> ::= <Second Expression> | <Second Expression> + <First Expression> ::= <Third Expression> | <Third Expression> * <Second Expression> ::= (<First Expression>) | a | b | c

Answer to question two on page twenty nine

We can write the abstract syntax tree as next syntax tree.



Answer to question one on page seventy one

```
The attribute grammar is following statement. 

<string literal>::= <numeral> H <string>
        Condition: Value (<numeral>) = length (<string>)
<numeral>::= < numeral_2 > <digit>
        Value (<numeral_2 >)* 10+ Value
(<digit>)
<numeral>::= <digit>
        Value (<numeral>) \leftarrow Value (<digit>)
<string>::= < string_2 > <character>
        length (<string>) \leftarrow length (< string_2 >)+ 1
<string>::= <character>
        length (<string>) \leftarrow 1
<string>::= \leftarrow
        length (<string>) \leftarrow 0
```

Answer to question four on page seventy one

```
The bellow attribute grammar satisfies both conditions.
< roman > := < hundreds > < tens > < units >
       value(< roman >) \leftarrow value(< hundreds >) + value(< tens >)
) + value(\langle units \rangle)
< hundreds > := < low hundreds >
       Condition: length(< low hundreds >) < 4
       value(< hundreds >) \leftarrow value(< low hundreds >)
< hundreds > ::= CD
       value(< hundreds >) \leftarrow 400
< hundreds > ::= D < low hundreds >
       Condition: length(< low hundreds >) < 4
       value(\langle hundreds \rangle) \leftarrow value(\langle low hundreds \rangle) + 500
< hundreds > := CM
       value(< hundreds >) \leftarrow 900
< low hundreds > := \epsilon
       length(< low hundreds >) \leftarrow 0
       value(< low hundreds >) \leftarrow 0
< low hundreds > := < low hundreds_2 > C
       length(< low hundreds >) \leftarrow length(< low hundreds_2 >) + 1
       value(< low \ hundreds >) \leftarrow value(< low \ hundreds_2 >) + 100
< tens > := < low tens >
       Condition: length(< low tens >) < 4
       value(< tens >) \leftarrow value(< low tens >)
< tens > ::= XL
       value(< tens >) \leftarrow 40
< tens > ::= L < low tens >
       Condition: length(< low tens >) < 4
       value(< tens >) \leftarrow value(< low tens >)
< tens > ::= XC
       value(\langle tens \rangle) \leftarrow 90
< low tens > := \epsilon
       length(< low tens >) \leftarrow 0
       value(< low tens >) \leftarrow 0
< low tens > := < low tens_2 > X
       length(< low tens >) \leftarrow length(< low tens_2 >) + 1
       value(< low tens >) \leftarrow value(< low tens_2 >) + 10
```

```
< units > := < low units >
        Condition: length(< low \ units >) < 4
        value(\langle units \rangle) \leftarrow value(\langle low\ units \rangle)
< units > := IV
        value(< low units >) \leftarrow 4
< units > ::= V < low units >
        Condition: length(< low units >) < 4
        value(\langle units \rangle) \leftarrow value(\langle low\ units \rangle) + 5
< units > := IX
        value(< units >) \leftarrow 9
< low \ units > := \epsilon
        length(< low units >) \leftarrow 0
        value(< low units >) \leftarrow 0
< low units > := < low units_2 > I
        length(< low units >) \leftarrow length(< low units_2 >) + 1
        value(< low \ units >) \leftarrow value(< low \ units_2 >) + 1
```

Answer to question five on page seventy one

```
We can modify first version as following grammar.
< binary numeral > := < binary digits >_1 . < binary digits >_2
        Val(< binary\ numeral >) \Leftarrow Val(< binary\ digits >_1) + Val(<
binary\ digits >_2)/2^{Len(< binary\ digits >_2)}
< binary numeral > := < binary digits >_1
        Val(< binary\ numeral >) \Leftarrow Val(< binary\ digits >_1)
< binary numeral > := < binary digits >_1.
        Val(< binary\ numeral >) \Leftarrow Val(< binary\ digits >_1)
< binary numeral > := . < binary digits >_2
        Val(< binary numeral >) \Leftarrow Val(< binary digits >_2
)/2^{Len(\langle binary\ digits >_2)}
< binary \ digits > := < binary \ digits >_2 < bit >
        Val(< binary\ digits >) \Leftarrow 2*Val(< binary\ digits >_2) + Val(< bit >)
        Len(\langle binary\ digits \rangle) \Leftarrow Len(\langle binary\ digits \rangle) + 1
< binary digits > := < bit >
       Val(< binary \ digits >) \Leftarrow Val(< bit >)
        Len(\langle binary\ digits \rangle) \Leftarrow 1
< bit > := 0
```

```
Val(\langle bit \rangle) \Leftarrow 0
< bit > ::= 1
        Val(< bit >) \Leftarrow 1
We can modify second version as following grammar.
< binary numeral > := < binary digits > . < fraction digits >
        Val(< binary\ numeral >) \leftarrow Val(< binary\ digits >) + Val(<
fraction \ digits >)
        Pos(< binary \ digits >) \leftarrow 0
< binary numeral >::=< binary digits >
        Val(< binary numeral >) \leftarrow Val(< binary digits >)
        Pos(< binary \ digits >) \leftarrow 0
< binary numeral > := < binary digits > .
        Val(< binary numeral >) \leftarrow Val(< binary digits >)
        Pos(< binary \ digits >) \leftarrow 0
< binary numeral > := . < fraction digits >
        Val(< binary numeral >) \leftarrow Val(< fraction digits >)
< binary \ digits > := < binary \ digits >_2 < bit >
        Val(< binary \ digits >) \leftarrow Val(< binary \ digits >_2) + Val(< bit >)
        Pos(< binary \ digits >_2) \leftarrow Pos(< binary \ digits >) + 1
        Pos(\langle bit \rangle) \leftarrow Pos(\langle binary\ digits \rangle)
< binary \ digits > := < bit >
        Val(< binary \ digits >) \leftarrow Val(< bit >)
        Pos(\langle bit \rangle) \leftarrow Pos(\langle binary\ digits \rangle)
< fraction \ digits > := < fraction \ digits >_2 < bit >
        Val(< fraction \ digits >) \leftarrow Val(< fraction \ digits >_2) + Val(<
bit >)
        Len(< fraction \ digits >) \leftarrow Len(< fraction \ digits >_2) + 1
        Pos(\langle bit \rangle) \leftarrow -Len(\langle fraction \ digits \rangle)
< fraction \ digits > := < bit >
        Val(< fraction \ digits >) \leftarrow Val(< bit >)
        Len(< fraction \ digits >) \leftarrow 1
        Pos(< bit >) \leftarrow -1
< bit > := 0
        Val(< bit >) \leftarrow 0
< bit > := 1
       Val(< bit >) \leftarrow 2^{Pos(< bit >)}
```

Answer to question ten on page seventy one

```
We can write the attribute grammar as next attribute.
< Initiate > := < expr >
      Condition : OperatorSize(<expr>) < 8
      Condition: MultiplicationSize(< expr >) > DivisionSize(<
expr >  or SubtractionSize(< expr > ) = 0
      Condition: ParenthesisSize(\langle expr \rangle) \leq 3
< expr > := < expr >_2 + < T1 >
      ParenthesisSize(< expr >) \leftarrow Maximum(ParenthesisSize(<
expr >_2), ParenthesisSize(< T1 >))
      OperatorSize(< expr >) \leftarrow OperatorSize(< expr >_2
) + OperatorSize(< T1 >) + 1
      MultiplicationSize(< expr >) \leftarrow MultiplicationSize(< expr >)
) + MultiplicationSize(< T1 >)
      DivisionSize(< expr >) \leftarrow DivisionSize(< expr >_2)
) + DivisionSize(< T1 >)
      SubtractionSize(< expr >) \leftarrow SubtractionSize(< expr >)
) + SubtractionSize(< T1 >)
< expr > := < expr >_2 - < T1 >
      ParenthesisSize(< expr >) \leftarrow Maximum(ParenthesisSize(<
expr >_2), ParenthesisSize(< T1 >))
      OperatorSize(< expr >) \leftarrow OperatorSize(< expr >_2
) + OperatorSize(< T1 >) + 1
      MultiplicationSize(< expr >) \leftarrow MultiplicationSize(< expr >_2)
) + MultiplicationSize(< T1 >)
      DivisionSize(< expr >) \leftarrow DivisionSize(< expr >_2)
) + DivisionSize(< T1 >)
      SubtractionSize(< expr >) \leftarrow SubtractionSize(< expr >_2
) + SubtractionSize(< T1 >) + 1
< expr > ::= < T1 >
      ParenthesisSize(<expr>) \leftarrow ParenthesisSize(<T1>)
      OperatorSize(<expr>) \leftarrow OperatorSize(<T1>)
      MultiplicationSize(< expr >) \leftarrow MultiplicationSize(< T1 >)
      DivisionSize(< expr >) \leftarrow DivisionSize(< T1 >)
      SubtractionSize(< expr >) \leftarrow SubtractionSize(< T1 >)
< T1 > := < T1 >_2 * < T2 >
      ParenthesisSize(< T1 >) \leftarrow Maximum(ParenthesisSize(< T1 >_2)
```

```
), ParenthesisSize(\langle T2 \rangle))
      OperatorSize(< T1 >) \leftarrow OperatorSize(< T1 >_2)
) + OperatorSize(< T2 >) + 1
       MultiplicationSize(< T1 >) \leftarrow MultiplicationSize(< T1 >_2
) + MultiplicationSize(< T2 >) + 1
       DivisionSize(< T1 >) \leftarrow DivisionSize(< T1 >_2
) + DivisionSize(< T2 >)
       SubtractionSize(< T1 >) \leftarrow SubtractionSize(< T1 >_2
) + SubtractionSize(< T2 >)
< T1 > := < T1 >_2 / < T2 >
       ParenthesisSize(< T1 >) \leftarrow Maximum(ParenthesisSize(< T1 >_2)
), ParenthesisSize(< T2 >))
      OperatorSize(< T1 >) \leftarrow OperatorSize(< T1 >_2
) + OperatorSize(< T2 >) + 1
       MultiplicationSize(< T1 >) \leftarrow MultiplicationSize(< T1 >_2
) + MultiplicationSize(< T2 >)
       DivisionSize(< T1 >) \leftarrow DivisionSize(< T1 >_2)
) + DivisionSize(< T2 >) + 1
       SubtractionSize(< T1 >) \leftarrow SubtractionSize(< T1 >_2)
) + SubtractionSize(< T2 >)
< T1 > ::= < T2 >
       ParenthesisSize(< T1 >) \leftarrow ParenthesisSize(< T2 >)
      OperatorSize(< T1 >) \leftarrow OperatorSize(< T2 >)
       MultiplicationSize(< T1 >) \leftarrow MultiplicationSize(< T2 >)
       DivisionSize(< T1 >) \leftarrow DivisionSize(< T2 >)
       SubtractionSize(< T1 >) \leftarrow SubtractionSize(< T2 >)
< T2 > := < T3 > \uparrow < T2 >_2
       ParenthesisSize(< T2 >) \leftarrow Maximum(ParenthesisSize(< T3 >)
), ParenthesisSize(< T2 >_2))
      OperatorSize(< T2 >) \leftarrow OperatorSize(< T3 >)
) + OperatorSize(< T2 >_2) + 1
       MultiplicationSize(< T2 >) \leftarrow MultiplicationSize(< T3 >)
) + MultiplicationSize(< T2 >_2)
       DivisionSize(< T2 >) \leftarrow DivisionSize(< T3 >) + DivisionSize(< T3 >)
T2 >_2
       SubtractionSize(< T2 >) \leftarrow SubtractionSize(< T3 >)
) + SubtractionSize(< T2 >_2)
< T2 > := < T3 >
```

```
ParenthesisSize(< T2 >) \leftarrow ParenthesisSize(< T3 >)
       OperatorSize(< T2 >) \leftarrow OperatorSize(< T3 >)
       MultiplicationSize(< T2 >) \leftarrow MultiplicationSize(< T3 >)
       DivisionSize(< T2 >) \leftarrow DivisionSize(< T3 >)
       SubtractionSize(< T2 >) \leftarrow SubtractionSize(< T3 >)
< T3 > ::= (< expr >)
       ParenthesisSize(< T3 >) \leftarrow ParenthesisSize(< expr >) + 1
       OperatorSize(< T3 >) \leftarrow OperatorSize(< expr >)
       MultiplicationSize(< T3 >) \leftarrow MultiplicationSize(< expr >)
       DivisionSize(< T3 >) \leftarrow DivisionSize(< expr >)
       SubtractionSize(< T3 >) \leftarrow SubtractionSize(< expr >)
< T3 > := a|b|c
       ParenthesisSize(< T3 >) \leftarrow 0
       OperatorSize(< T3 >) \leftarrow 0
       MultiplicationSize(< T3 >) \leftarrow 0
       DivisionSize(< T3 >) \leftarrow 0
       SubtractionSize(< T3 >) \leftarrow 0
```

Answer to question eleven on page seventy one

Answer to part a

```
The following attribute grammar satisfies the requirements for this part.  
 < binary\ tree > ::= nil \\ Height(< binary\ tree >) \Leftarrow 0 \\ < binary\ tree > ::= (< binary\ tree >_2 < value >< binary\ tree >_3) \\ \textbf{Condition}: |Height(< binary\ tree >_2) - Height(< binary\ tree >_3) \\ | < 1 \\ Height(< binary\ tree >) \Leftarrow 1 + Maximum(Height(< binary\ tree >_2), Height(< binary\ tree >_3)) \\ < value > ::= < digit > \\ < value > ::= < value >_2 < digit > \\ < digit > ::= < 0|1|2|3|4|5|6|7|8|9
```

Answer to part b

```
The following attribute grammar satisfies the requirements for this part.
< binary\ tree > ::= nil
       UpperBound(< binary\ tree >) \Leftarrow -\infty
       LowerBound(< binary\ tree) \Leftarrow +\infty
< binary tree > := (< binary tree > 2 < value > < binary tree > 3)
       UpperBound(< binary\ tree >) \Leftarrow Maximum(UpperBound(<
binary\ tree >_3), Value(< value >))
       LowerBound(< binary\ tree) \Leftarrow Minimum(LowerBound(<
binary\ tree >_2), Value(< value >))
       Condition: LowerBound(< binary\ tree >) < Value(< value >) \le
UpperBound(< binary\ tree >)
< value > := < digit >
       Value(\langle value \rangle) \Leftarrow Value(\langle digit \rangle)
< value > := < value >_2 < digit >
       Value(< value >) \Leftarrow Value(< value >_2) * 10 + Value(< digit >)
< digit > ::= 0|1|2|3|4|5|6|7|8|9
```