

Name:

PID:

Quiz 2

Which class of grammars is usually used to describe the lexical structure of a programming language? [1 point]

Regular grammars.

Which class of grammars is usually used to describe the syntactical structure of a programming language? [1 point]

Context-free grammars.

Why are two distinct classes used in practice? Provide two reasons. [2 points]

Regular grammars are used for lexical analysis because they are sufficient to describe most token types, and because finite automata can be implemented more efficiently than parsers for context-free grammars.

Context-free grammars are used for syntax analysis because regular grammars cannot express recursive structures such as balanced parenthesis and arithmetic expressions.

Is the following grammar a LL(1) grammar? [1 point]
Briefly explain how you arrived at your conclusion.

$zzz \rightarrow xxx \underline{.}$

$xxx \rightarrow aaa yyy$

$yyy \rightarrow \epsilon$

$yyy \rightarrow bbb xxx$

$aaa \rightarrow \underline{1} \mid \underline{2} \mid \underline{3} \mid \underline{4} \mid \underline{5}$

$bbb \rightarrow \underline{\&} \mid \underline{\%} \mid \underline{\$} \mid \underline{\#} \mid \underline{@}$

It's a LL(1) grammar.

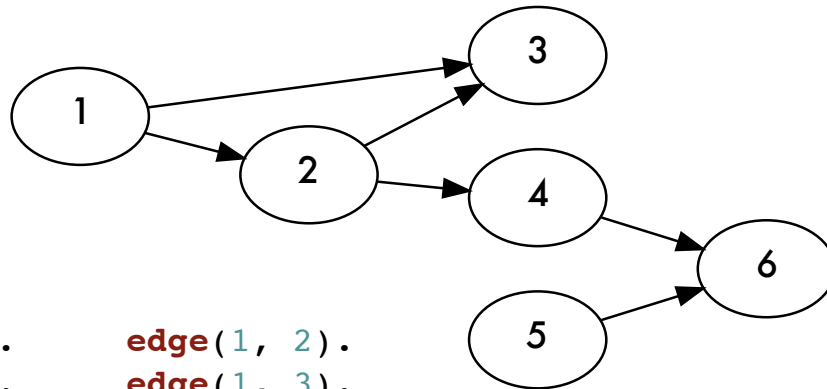
It is not left-recursive, and does not have any common prefixes.

In particular, the predict sets for the two yyy productions are disjoint.

(Terminals are underlined.)

Write a Prolog knowledge base that represents the below graph using the clauses `vertex/1` and `edge/2`.

[2 points]



```
vertex(1).      edge(1, 2).  
vertex(2).      edge(1, 3).  
vertex(3).      edge(2, 3).  
vertex(4).      edge(2, 4).  
vertex(5).      edge(4, 6).  
vertex(6).      edge(5, 6).
```

Based on `vertex/1` and `edge/2`, write a Prolog clause `reachable/2` that is satisfied if there exists a path from the first argument to the second. Ensure that both arguments are vertices.

[2 points]

```
reachable(X, Y) :-  
    vertex(X), vertex(Y),  
    edge(X, Y).  
reachable(X, Y) :-  
    vertex(Y), vertex(Z),  
    edge(Z, Y),  
    reachable(X, Z).
```

Write a Prolog query to find all vertices that are reachable from vertex 1.

[1 point]

```
?- reachable(1, Y).
```