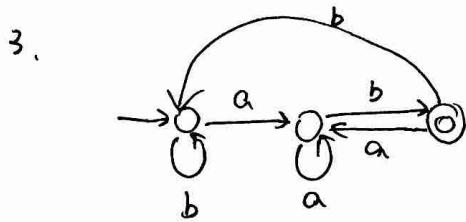


6.035 Spring 2016 Test I

I) 1. $(a|b)^*ab$

2. a, b (or as in 3.)



II) 4. y, x, s

$$5. \text{ Last}(s) = \{c, d\}$$

$$\text{Last}(x) = \{c, d\}$$

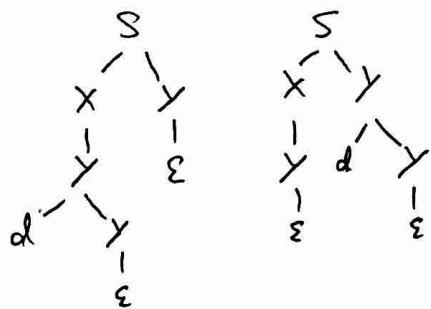
$$\text{Last}(y) = \{d\}$$

$$\text{Last}(cx) = \{c, d\}$$

$$\text{Last}(dy) = \{d\}$$

6. Right recursion: $X \rightarrow cx$ or $Y \rightarrow dy$

7. d :

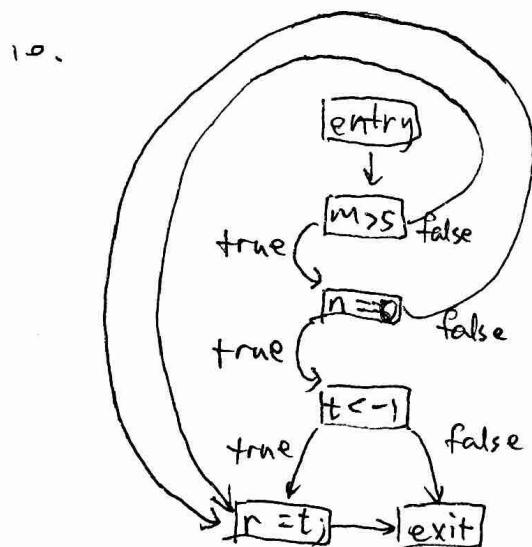


(or dd, cd, etc.)

8. A) $S \rightarrow XY$ (or $S \rightarrow Sd$ or other equivalent grammars)
 $X \rightarrow Xc$ $S \rightarrow X$
 $X \rightarrow \epsilon$ $X \rightarrow Xc$
 $Y \rightarrow Yd$ $X \rightarrow \epsilon$
 $Y \rightarrow \epsilon$

B). $C^* d^*$

III) 9. ! (P & Q)



11. $b_2 = \text{shortcircuit}(c_2, f, t);$
 $b_1 = \text{shortcircuit}(c_1, b_2, t);$
 return $b_1;$

- IV) 12. A) b
B) $a+b$
C) $a+b$

13. It did not preserve the value in %rbx.

14. A) No: The caller has to push all registers (that it cares about) to the stack before invoking the callee. This process happens n times whenever $g()$ is called. It is hard to optimize $g()$ with registers.

Yes: We can make $f()$ inline and there would be no harm to the performance of $g()$.

B) No. The callee cannot both update this register with the return value and keep it the same as before entering callee.