Exercises to the Lecture FSVT

Prof. Dr. Klaus Madlener

sheet 10

Exercise 1: [Implementation by equations]

Let $g: \mathbb{N}^{n+1} \to \mathbb{N}$, $h: \mathbb{N}^n \to \mathbb{N}$ be primitively recursive functions and let $f: \mathbb{N}^n \to \mathbb{N}$ be defined by:

$$f(x_1, \dots, x_n) = \mu_{z \le h(x_1, \dots, x_n)}[g(x_1, \dots, x_n, z) = 0]$$

Give an equation set $G_{\hat{f}}$ and a function symbol \hat{f} , such that \hat{f} implements the function f in $G_{\hat{f}}$.

Exercise 2: [PL-Semantik]

Let the following grammar generating PL-programs over the symbols $\Sigma = \{A, B, \dots, Z, 0, 1, \dots, 9, \leftarrow, +, :, ;, \mathbf{loop}, \mathbf{end}, \mathbf{goto}\}$ be given:

```
\langle \operatorname{letter} \rangle \to A \mid B \mid \cdots \mid Z
\langle \operatorname{digit} \rangle \to 0 \mid 1 \mid \cdots \mid 9
\langle \operatorname{name} \rangle \to \langle \operatorname{letter} \rangle \mid \langle \operatorname{name} \rangle \langle \operatorname{letter} \rangle \mid \langle \operatorname{name} \rangle \langle \operatorname{digit} \rangle
\langle \operatorname{assignment} \rangle \to \langle \operatorname{name} \rangle \leftarrow 0 \mid \langle \operatorname{name} \rangle \leftarrow \langle \operatorname{name} \rangle + 1 \mid \langle \operatorname{name} \rangle \leftarrow \langle \operatorname{name} \rangle
\langle \operatorname{command} \rangle \to \langle \operatorname{assignment} \rangle \mid \operatorname{\mathbf{goto}} \langle \operatorname{name} \rangle
\langle \operatorname{mark.} \operatorname{command} \rangle \to \langle \operatorname{command} \rangle; \mid \langle \operatorname{name} \rangle : \langle \operatorname{command} \rangle
\langle \operatorname{loop} \operatorname{beginning} \rangle \to \operatorname{\mathbf{loop}} \langle \operatorname{name} \rangle; \mid \langle \operatorname{name} \rangle : \operatorname{\mathbf{loop}} \langle \operatorname{name} \rangle;
\langle \operatorname{loop} \operatorname{end} \rangle \to \operatorname{\mathbf{end}}; \mid \langle \operatorname{name} \rangle : \operatorname{\mathbf{end}};
\langle \operatorname{program} \rangle \to \langle \operatorname{mark.} \operatorname{command} \rangle
\mid \langle \operatorname{loop} \operatorname{beginning} \rangle \langle \operatorname{program} \rangle \langle \operatorname{loop} \operatorname{end} \rangle
\mid \langle \operatorname{program} \rangle \langle \operatorname{program} \rangle
```

- 1. Give an operational semantic of PL-programs by a function $M_e: P \times \mathbb{N}^k \to \mathbb{N}^k$, where k is the number of variables occurring in the program.
- 2. Determine suitable term sets, an equation set G and a function EVAL implementing M_e in G.

Hints: To make it simpler, sensible restrictions or extensions of the grammar above may be assumed, e.g. every command is marked, the marks are natural numbers.

One possible approach is representing commands as constants (e.g. $c_{i0} \equiv x_i \leftarrow 0$, $c_{ij} \equiv x_i \leftarrow x_j$, $c'_{ij} \equiv x_i \leftarrow x_j + 1$) and programs as lists of commands.

Examine special cases like jumping out of and into loops.

Delivery: until 17.01.2010, by E-Mail to huechting@informatik.uni-kl.de