

M.Sc. - I (Computer Science) - I Sem-II
2MSC1 - Paper-I : Theory of Computation and System Programming

P. Pages : 2

Time : Three Hours



GUG/S/19/2868

Max. Marks : 80

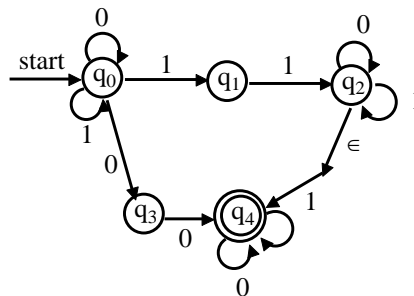
- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw neat and labelled diagram wherever necessary.
 3. Avoid vague answers.

1. Either.

- a) Let $G = (\{A_1, A_2, A_3\}, \{a, b\}, P, A_1)$ Find GMF equivalent to the following CFG. **8**
- $A_1 \rightarrow A_2 A_3$
 $A_2 \rightarrow A_3 A_1 \mid b$
 $A_3 \rightarrow A_1 A_2 \mid a$
- b) Convert the given Regular expression into equivalent DFA. **8**
- i) $10 + (0+11) 0^* 1.$ ii) $01 [((10)^* + 111)^* + 0]^* 1.$

OR

- c) The grammar G is given as $S \rightarrow sbs \mid a$, show that G is ambiguous. **8**
- d) Give the transition table for the NFA given in figure showing $x = 0100$. **8**



2. Either.

- a) Design a TM to recognize the language $L = \{0^n 1^n \mid n \geq 1\}$. **8**
- b) Prove that $L = \{a^i b^i c^i \mid i \geq 1\}$ is not CFL. **8**

OR

- c) Design a PDA for accepting $L = \{WCW^R \mid w \text{ is in } (0+1)^*\}$. **8**
- d) Design Turing machine to compute n^2 . **8**

3. Either.

- | | | |
|----|--|-----------------|
| a) | Write a short note on: | 8 |
| | i) Compiling. | ii) Loading. |
| b) | Explain kernel modules Vs Application in detail. | 8 |

OR

- | | | |
|----|---|----------|
| c) | Explain running modules in detail. | 8 |
| d) | Discuss the security issues for device drivers. | 8 |

4. Either.

- a) Explain CPU architecture of 8086. **8**
- b) Discuss the overview of compilation process. **8**

OR

- | | | |
|----|---|----------------|
| c) | Write a short note on: | 8 |
| | i) Linking. | ii) Functions. |
| d) | Differentiate between Relocation and program re-location. | 8 |

5. Solve all the questions.

- | | | |
|----|---|----------|
| a) | Write a short note on finite Automata. | 4 |
| b) | Write a note on context free languages. | 4 |
| c) | Write a note on Interaction and shutdown. | 4 |
| d) | Write a note on address computation. | 4 |
