Reg. No. :

## 

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2020

Sixth Semester Computer Science and Engineering CS 6660 – COMPILER DESIGN (Common to Information Technology) (Regulations 2013) (Also Common to PTCS 6660 – Compiler Design for B.E. Part-Time – Fifth Semester – Computer Science and Engineering – Regulations 2014)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions

PART - A

(10×2=20 Marks)

- 1. What is the usage of sentinel in lexical analyzer ? List its advantages.
- 2. Construct regular expression for the binary string that starts with 0 and has odd length or that starts with 1 and has even length.
- 3. Consider the following grammar and demonstrate that the grammar is ambiguous by showing two different parse trees for some string.
  - $S \rightarrow AB \mid aaB$  $A \rightarrow a \mid Aa$  $B \rightarrow b$
- 4. Consider the following grammar :

$$S \rightarrow A$$
  
 $A \rightarrow A + A \mid B++$   
 $B \rightarrow y$ 

Show a leftmost and rightmost derivation for the string "y + + y + +".

- 5. Write the semantic action for the production rule of  $E \rightarrow E1 \text{ OR M } E2$ .
- 6. Translate the arithmetic expression  $x = (a + b)^* c/d$  into quadruples and triples.

- 7. How to perform register assignment for outer loops ?
- 8. Write the static single assignment form for the below code segment and write the minimum number of total variables required for the conversion.

x = u - t; y = x \* v; x = y + w; y = t - z;y = x \* y;

- 9. Define static allocations and stack allocations.
- 10. Why are quadruples preferred over triples in an optimizing compiler ?

(OR)

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X 20407

(4)

- b) Construct LL (1) parsing table for the following grammar using FIRST and FOLLOW set. (9)
  - $S \rightarrow UVW$  $U \rightarrow (S) \mid aSb \mid d$  $V \rightarrow aV \mid e$

 $W \rightarrow cW \mid e$ 

Give the parsing actions for the input string "(dc)ac".

- 14. a) Below is a grammar for expressions involving operator + and integer or floating-point operands. Floating-point numbers are distinguished by having a decimal point.
  - E -> E + T | T
  - T -> num.num | num
  - i) Give an Syntax Directed Definition (SDD) to determine the type of each term T and expression E. (4)
  - ii) Extend your SDD of (i) to translate expressions into postfix notation. Use the binary operator intToFloat to turn an integer into an equivalent float. (4)
  - iii) Give an SDD to differentiate expressions such as x\*(3\*x + x\*x) involving the operators + and \*, the variable x, and constants. Assume that no simplification occurs, so that, for example, 3 \* x will be translated into 3 \* 1 + 0 \* x. Note : differentiation (x \* y) = (x \* differentiation(y) + differentiation(x) \* y) and differentiation(x + y) = differentiation(x) + differentiation(y).

(OR)

b) Write the syntax directed translation scheme with backpatching to generate three address code for the given grammar. (13)

 $S \rightarrow while \ E \ do \ S \ | \ begin \ L \ end$ 

 $L \to L; S ~|~ S$ 

 $E \rightarrow E \text{ or } E \ | \ E \text{ and } E \ | \ not \ E \ | \ id$ 

15. a) Discuss in detail the role of dead code elimination and loop optimization during code optimization of a compiler. (13)

(OR)

b) Explain the issues in code generation phase of a compiler. (13)

## X 20407

## PART - C

(1×15=15 Marks)

16. a) Construct CLR (1) parsing table for the following grammar. (15)

And prove that it is not SLR (1).

 $S \rightarrow Aa$ 

- $S \to dAb$
- $S \to dca$
- $S \rightarrow cb$
- $A \rightarrow c$
- (OR)
- b) i) Construct a Syntax-Directed Translation scheme that translates arithmetic expressions from infix into postfix notation. Your solution should include the context-free grammar, the semantic attributes for each of the grammar symbols and semantic rules. Show the application of your scheme to the input string "3 \* 4 + 5 \* 2". (10)
  - ii) Use the following code to identify the leader instructions and their corresponding basic blocks and draw the control flow graph below. (5)
    - 1) P := 0
    - 2) I := 1
    - 3) P := P + I
    - 4) IF P < = 60 GOTO (7)
    - 5) P := 0
    - 6) I := 5
    - 7) T1 := I \* 2
    - 8) I := T1 + 1
    - 9) IF I <= 20 GOTO (3)
    - 10) K := P \* 3