

GANPAT UNIVERSITY
B. Tech SEMESTER-VII [CE-IT] EXAMINATION
NOV-DEC - 2014

2CE702/2IT702 : COMPILER DESIGN

Time: 3 Hours]

[Total Marks: 70

Instructions:

1. Figures to the right indicate full marks
2. Each section should be written in a separate answer book
3. Be precise and to the point in your answer

SECTION-I

Q.1

- (A) List different phases of compiler? What are the advantages of breaking up the compiler functionality into two distinct stages? Explain the functions of symbol table manager and error handler. **(05)**
- (B) Explain classes of grammar as per Chomsky hierarchy. **(03)**
- (C) What is system software? Explain how Compiler, Assembler, Interpreter, Linker, Loader, Device driver are different then various application software? **(03)**

Q.2

- (A) Consider the grammar $S \rightarrow aSbS \mid bSaS \mid \epsilon$. **(05)**
- i. Show that this grammar is ambiguous by constructing two different leftmost derivations for the sentence **abab**.
 - ii. Construct the corresponding right most derivations for **abab**.
 - iii. Construct the corresponding parse tree for **abab**.
 - iv. What language does this grammar generates?
- (B) Explain Predictive parsing techniques with block diagram. **(04)**
- (C) Differentiate DFA vs. NFA. Design a FA which accepts set of strings containing exactly five 1's at any position in every string over alphabet $\Sigma = \{0, 1\}$. **(03)**

OR

Q.2

- (A) i) Remove the useless symbol from the given CFG: **(05)**
- $S \rightarrow aB \mid bX$
 $A \rightarrow Ba d \mid bSX \mid a$
 $B \rightarrow aSB \mid bBX$
 $X \rightarrow SBD \mid aBx \mid ad$
- ii) Find and remove left recursion from the given CFG:
- $S \rightarrow Bb \mid a$
 $B \rightarrow Bc \mid Sd \mid e$

- (B) Construct a predictive parsing table (M-table) for given **(05)**
 CFG:
 $S \rightarrow aBDh$
 $B \rightarrow cC$
 $C \rightarrow bC \mid \epsilon$
 $D \rightarrow EF$
 $E \rightarrow g \mid \epsilon$
 $F \rightarrow f \mid \epsilon$

- (C) Design a CFG for the language $L(G) = \{a^n b^{2n} \mid n \geq 0\}$ **(02)**

Q.3 Attempt Any TWO **(12)**

- (A) What is recursive-decent parsing? Write a procedure code for the recursive-decent parsing of the following CFG

$E \rightarrow TR$
 $R \rightarrow +TR \mid -TR \mid \epsilon$
 $T \rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$

- (B) Eliminate the left recursion from the following CFG

$S \rightarrow (L) \mid a$
 $L \rightarrow L,S \mid S$

- i. Construct the predictive parser for CFG generated after elimination.
- ii. Show the behavior of parser on the string (a, (a, a))

- (C) Show that the following CFG

$S \rightarrow Aa \mid bAc \mid Bc \mid bBa$
 $A \rightarrow d$
 $B \rightarrow d$

is LR(1) but not LALR(1).

SECTION-II

Q.4

- (A) Generate SLR parsing table for the following grammar and show error recovery implementation for string **3 + 8 + * + 9** and show stack content and moves. **(05)**

$X \rightarrow X + X \mid X * X \mid Y$
 $Y \rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$

- (B) Differentiate Predictive Parser vs. Shift-Reduce Parser **(03)**

- (C) What do you understand by scoping in the symbol table? Give the difference between scope-by-numbering and scope-by-location. **(03)**

Q.5 Attempt Any TWO **(12)**

- (A) Construct an SLR parsing table for the following CFG

$A \rightarrow aAa \mid bAb \mid ba$

- (B) Construct an LALR(1) parsing table for the following CFG

$S \rightarrow Ba \mid bBc \mid dc \mid bda$
 $B \rightarrow d$

- (C) Discuss R-R and S-R conflicts with examples for SLR and LR(1) parsers. Why S-S conflict is not possible?

Q.6 Attempt Any TWO**(12)**

(A) Consider the following code fragments. Generate the 3AC for it assuming 'a' is allocated static storage.

```
begin
  for i:= 1 to n do
    for j := 1 to n do
      c[i,j] := 0;
    for i:= 1 to n do
      for j := 1 to n do
        for k := 1 to n do
          c[i,j] := c[i,j] + a[i,k] x b[k,j]
        end
      end
    end
  end
```

(B) What is locality of reference? Optimize the following code fragment

```
P = 5;
Q = 10;
For (j=0;j<10;++j)
  For (i=0;i<10;++i)
  {
    Y[j] = x[j] - x[Q];
    Z[i] = x[i] - x[P];
  }
```

(C) Explain following code optimization techniques in brief.

- i. Loop fission
- ii. Loop unrolling
- iii. Loop unswitching
- iv. D. Peephole optimization

----- END OF PAPER -----