NATIONAL UNIVERSITY OF SINGAPORE SCHOOL OF COMPUTING

EXAMINATION FOR Semester 1, 2011/2012

CS4212 — Compiler Design

November 2011

Time Allowed: 2 Hours

INSTRUCTIONS TO CANDIDATES

- 1. The examination paper contains FIVE (5) questions and comprises FIFTEEN (15) pages.
- 2. The maximum attainable score is 50.
- 3. All questions must be attempted for the maximum score to be attained.
- 4. This is an OPEN BOOK exam.
- 5. Write all your answers in the space provided in this booklet.
- 6. Please write your matriculation number below.

MATRICULATION NUMBER:	
(this porti	ion is for the examiner's use only)

 Question
 Marks
 Remark

 Q1
 Q2
 Q2

 Q3
 Q4
 Q5

 Total
 Total
 Total

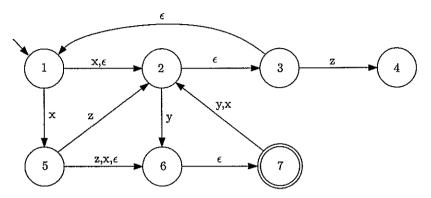
Question 1 [8 marks]

Lexical Analysis

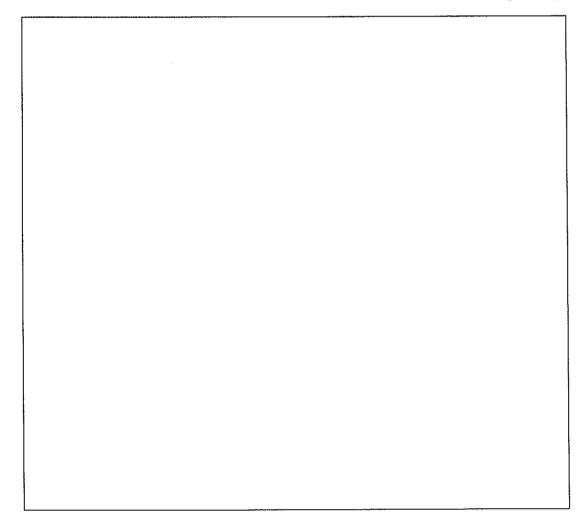
- A. For each of the following, explain why you're not surprised that there is no regular expression defining it:
 - (a) Strings of a's and b's where there are more a's than b's.
 - (b) Strings of a's and b's that are palindromes.
 - (c) Syntactically correct Java programs.

	[3 marks]
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B. Convert the following NFA to a DFA. Specify the DFA states as sets of NFA states, so that your application of the conversion algorithm is clear.



[5 marks]



Question 2 [10 marks] Syntactic Analysis A. The language of regular expressions is itself a context-free language. Devise a non-ambiguous grammar that generates this language. (Implement only the |, sequencing, and * operators). [4 marks]

Based on the model given in Lecture 9, write (in Prolog) a syntax analyzer pecified by your grammar. Make the syntax analyzer generate a syntax tree for the reliven as input.	for the language egular expression [6 marks]

Question 3 [10 marks]

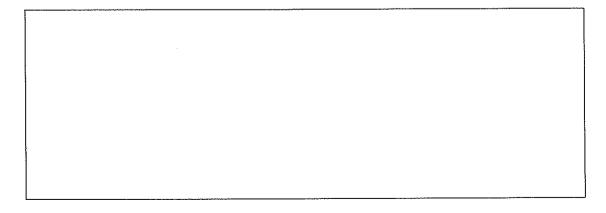
The language Python has a statement called yield, that can be used inside a procedure, as a replacement for the return statement. We shall explain how the yield statement works by means of an example. The text between the character # and the end of line represents comments.

```
>>> def gen():
    n = 1
    while True:
        yield n # returns n; saves current execution point
        n += 1 # continuation point for next(handle)

>>> handle = gen() # creates a procedure handle
>>> next(handle) # every next saves the state of procedure
1
>>> next(handle) # execution is resumed from right after last 'yield'
2
>>> next(handle) # can be applied an unbounded no of times
3
>>> next(handle)
```

The procedure gen uses the statement yield, instead of return. Such a procedure is called a *generator*, and, when called, will return a *handle*. Subsequently, the predefined procedure next can be applied to the handle to execute the code inside the procedure. This yield statement will return its argument to the outside environment. However, it will also save the execution state of the procedure, such that subsequent calls of next (handle) will resume the execution from right after the most recently executed yield. The local variables will also be preserved, so that the call next (handle) appears to continue the execution of the code. There is no limit on the number of next applications.

Devise a compilation scheme for this kind of procedure. Explain in as much detail as possible how you would envisage the handling of the activation record. Pay attention to the fact that multiple handles may be active for a generator simultaneously, each with its own state, in a fashion similar to the way multiple objects of the same class may be active at the same time.



Question 4 [10 marks]

The compilation scheme presented in class for object oriented code has the disadvantage that each object is translated into a structure that contains pointers to all the methods of the object's class. This is in general wasteful, since these pointers are (at least for languages such as Java and C++) the same, and so they are repeated in the storage of each object.

Devise a more efficient compilation scheme, where each class has a unique method pointer record, and each object has a reference to this record.

A. Describe your compilation scheme in as much detail as possible. Pay special attention to describ-

ng what new data structures you would add, what new procedures, and new procedures would be called.	explain clearly when these [5 marks]

B. Use your translation scheme to translate the following Java program into C.

```
class GeomObj {
    public Boolean isDrawable() ( return false ; }
class Drawable (
   public Boolean isDrawable() { return true ; }
    public void draw() {
        System.out.println("Generic drawable object");
}
    public static void main(String [] argv) {
        GeomObj x ;
        if ( argv[0].equals("s") ) (
            x = new Square(10, 10, 10) ;
        } else {
            x = new Rectangle(5, 5, 5, 20);
        if ( x.isDrawable() ) x.draw();
    }
}
class Rectangle extends Drawable {
    int x, y, sidex, sidey;
    Rectangle(int x, int y, int sidex, int sidey) (
        this.x = x;
        this.y = y;
        this.sidex = sidex ;
        this.sidey = sidey;
    public void draw() {
        System.out.println("Rectangle with corner at ("
                            +x+","+y+") and "
                            +"sides "+sidex+" and "+sidey);
    }
class Square extends Rectangle {
    Square(int x, int y, int side) (
        super(x,y,side,side) ;
    public void draw() {
        super.draw();
        System.out.println("It's actually a square!");
    }
```

[5 marks]

Question 5 [12 marks]

Consider the following TAC code.

```
m=0
          v=0
          if v>=n goto 15
11::
          r=v
          s=0
12::
          if r<n goto 13
          v = v+1
          goto 11
13::
          x = [r]
          s = s + x
          if s<=m goto 14
          m = s
14::
          r = r+1
          goto 12
15::
```

A.	Break this program into basic blocks and draw its control flow graph.	[3 marks]
		•
1		

Perform liveness a marks]	nalysis on this co	de snippet. Calcu	late the live-in an	d live-out at eac	h statement.
				. ***	

C.	Perform reaching definitions analysis on the code snippet given above.	[3 marks]
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		;

D.	Explain why the above analyses may be useful in the workings of the compiler.	[3 marks]