COMP - Instruction Selection (MIEIC - Compilers - 2021)

116	4.1	Active
Responses	Average Score	Status

1. The instruction selection in intermediate representations using trees can be solved by covering the tree with tree tiles representing machine instructions. (1 point)

   96% of respondents (111 of 116) answered this question correctly.

true	111	✓
false	5	

2. The use of Dynamic Programming for instruction selection in intermediate representations using trees, always provide the total minimum cost: (1 point)

   88% of respondents (101 of 115) answered this question correctly.

true	101	✓
false	14	

3. The use of the Maximal Munch for instruction selection in intermediate representations using trees, always provide the total minimum cost: (1 point)

87% of respondents (101 of 116) answered this question correctly.

true	15	
false	101	✓

4. Considering the two options below, select the one that provides the fastest instruction selection method: (1 point)

Maximal Munch	89
Dynamic Programming	27

5. Instruction selection can be avoided by generating a low-level intermediate representation where each element has a direct association to a machine instruction. (1 point)

74% of respondents (86 of 116) answered this question correctly.

true	30	
false	86	✓

6. if we like to minimize the number of instructions resultant from instruction selection, one can use dynamic programming and associate the cost of each tree tile: (1 point)

70% of respondents (81 of 115) answered this question correctly.

1	81	✓
the number of nodes of the tr...	30	
2	4