



COMP - Instruction Selection (MIEIC - Compilers - 2021)

116

Responses

4.1

Average Score

Active

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

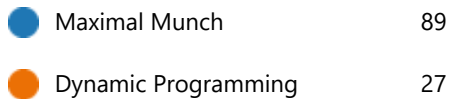


3. The use of the Maximal Munch for instruction selection in intermediate representations using trees, always provide the total minimum cost: (1 point)

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



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



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.



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.

