

CSE2002	THEORY OF COMPUTATION AND COMPILER DESIGN				L	T	P	J	C
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Pre-requisite	NIL				Syllabus version				
					v1.0				
Course Objectives:									
1. Provides required theoretical foundation for a computational model and compiler design									
2. Discuss Turing machines as a abstract computational model									
3. Compiler algorithms focus more on low level system aspects.									
Expected Course Outcome:									
On successful completion of the course, the student should be able to:									
1. Design computational models for formal languages									
2. Design scanners and parsers using top-down as well as bottom-up paradigms									
3. Design symbol tables and use them for type checking and other semantic checks									
4. Implement a language translator									
5. Use tools such as lex, YACC to automate parts of implementation process									
Module:1	Introduction To Languages and Grammers				3 hours				
Overview of a computational model - Languages and grammars – alphabets – Strings - Operations on languages, Introduction to Compilers - Analysis of the Source Program - Phases of a Compiler									
Module:2	Regular Expressions and Finite Automata				9 hours				
Finite automata – DFA – NFA – Equivalence of NFA and DFA (With Proof) - Regular expressions – Conversion between RE and FA (With Proof) Lexical Analysis - Recognition of Tokens - Designing a Lexical Analyzer using finite automata									
Module:3	Myhill-Nerode Theorem				4 hours				
Myhill-Nerode Theorem - Minimization of FA – Decision properties of regular languages – Pumping lemma for Regular languages (With Proof)									
Module:4	CFG, PDAs and Turing Machines				15 hours				
CFG – Chomsky Normal Forms - NPDA – DPDA - Membership algorithm for CFG. Syntax Analysis - Top-Down Parsing - Bottom-Up Parsing - Operator-Precedence Parsing - LR Parsers									
Module:5	Turing Machines				5 hours				
Turing Machines – Recursive and recursively enumerable languages – Linear bounded automata - Chomsky's hierarchy – Halting problem									
Module:6	Intermediate Code Generation				10 hours				
Intermediate Code Generation - Intermediate Languages – Declarations - Assignment Statements - Boolean Expressions - Case Statements – Backpatching - Procedure Calls.									
Module:7	Code Optimization				7 hours				
Code Optimization - Basic Blocks and Flow Graphs – The DAG Representation of Basic Blocks - The Principal Sources of Optimization - Optimization of Basic Blocks - Loops in Flow Graphs - Peephole Optimization - Introduction to Global Data-Flow Analysis									
Module:8	Code Generation				7 hour				
Code Generation – Issues in the Design of a Code Generator - The Target Machine - Run-Time Storage Management - Next-Use Information - Register Allocation and Assignment - A Simple Code Generator - Generating Code from DAG									
Recent Trends – Just-in-time compilation with adaptive optimization for dynamic languages - Parallelizing Compilers									
Total Lecture Hours									