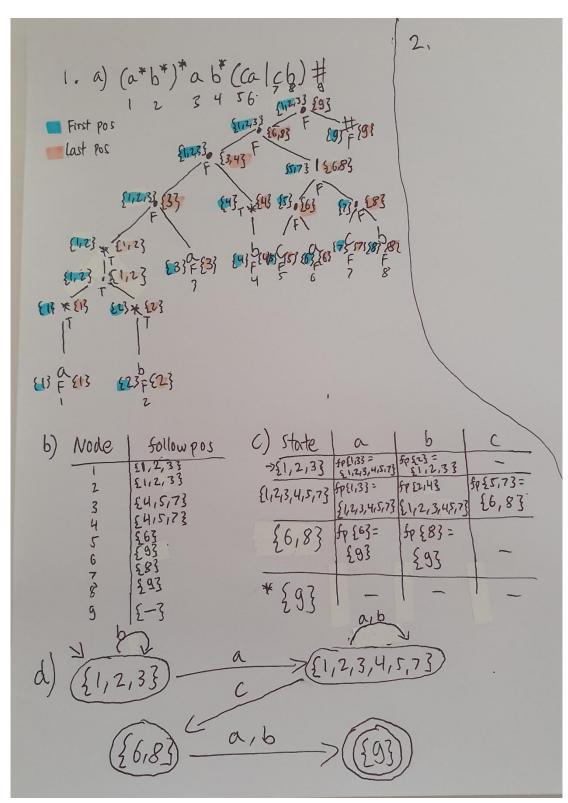
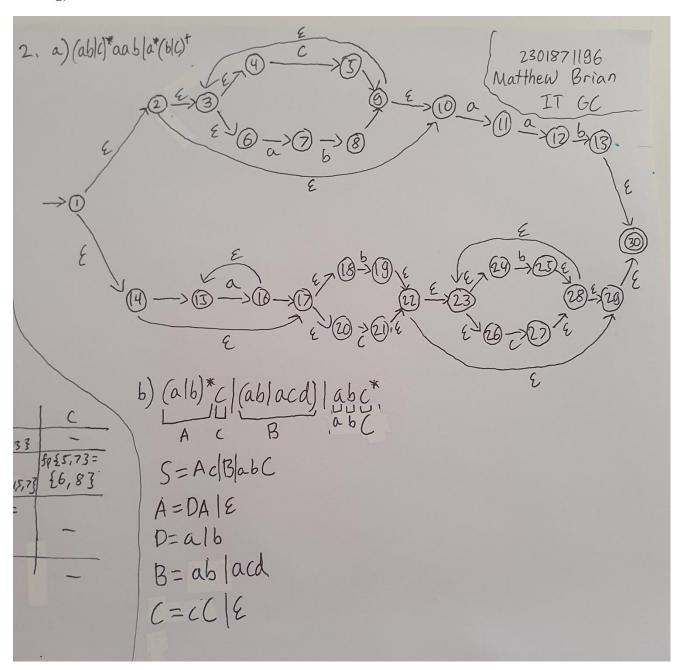
Matthew Brian

IT GC

Compilation Techniques

1.





3.

4.

Group State 0 1 Group State 0 1 A B(GI) C(GI) Group 1 B E*(G2) A(GI) C F*(G2) D*(G2) Group 2 E* D*(G2) F* D*(G2) - F* D*(G2) -	Group State 0 1 Group 1 A B(G2) ((G3) Group 2 B E(G4) A(G1) Group 3 C F*(G4) D*(G4) Group 4 E* D*(G4) F* P*(G4) - F* F*(G4) -
Group State () (65) Group 1 A B(62) C(65) Group 2 B E*(65) A(61) Group 3 C F*(65) D*(64) Group 4 D* B(62) E*(64) Group 5 F* D*(64) -	A I B E F O VIII

c) stack	Input Buffer	output
AS	adacce\$	A -> a ED
DED\$	ødacce\$	pop a
ED\$	dacce \$	E > dB
XBP\$	da cce \$	pop d
BDJ	acces '	B>aE
KEDS	acce \$	pop a
ED\$	cces	{INVALID}