

CZ3007 Compiler Techniques 2018/2019 Semester 1

Solver: Tan Pei Ting Stella

Email Address: [TA0004LA@e.ntu.edu.sg](mailto:TA0004LA@e.ntu.edu.sg)

1ai.

Input: A stream of characters

Lexer to parser: A stream of tokens

Parser to semantic analyzer: An abstract syntax tree

Semantic analyser to code generator: An abstract syntax tree of the program

1aii.

Input: Source program + Data input

Output: Output of program + Error messages

1b.

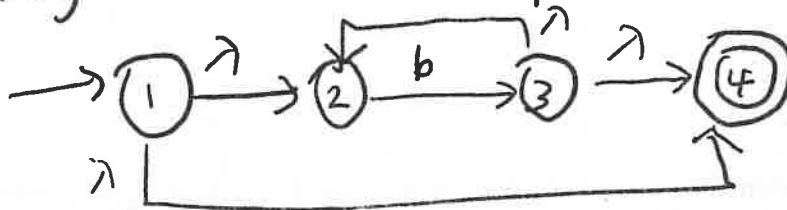
$(0 \mid [1-9] ([0-9]?)^2 ('?[0-9]^3)^*) ' ' ([0-9][0-9]?)$

1c.

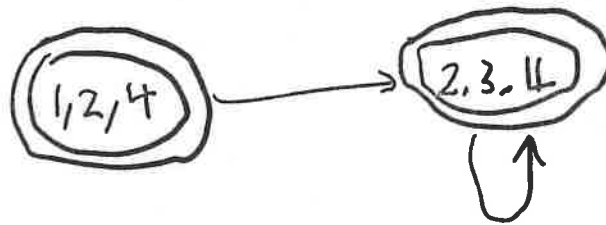
McNaughton-Yamada-Thompson method is used to construct NFAs from regular expressions.

Subset construction algorithm is used to transform an NFA to a DFA.

McNaughton-Yamada-Thompson



Subset construction algorithm



2a.

LinearP -> ObjectiveFunction ConstraintList

ConstraintList -> Constraint ConstraintList

ObjectiveFunction -> Keyword Expression

Keyword -> MAXIMIZE

| MINIMIZE

Expression -> Expression AddOp Term

| Term

AddOp -> PLUS

| MINUS

Term -> ID

| INTLITERAL MUL ID

Constraint -> Expression CompOp INTLITERAL

CompOp -> EQEQ

| LEQ

| GEQ

2bi.

predict(p1) = {MINUS}

predict(p2) = {ID}

predict(p3) = {MINUS}

predict(p4) = {RPAREN}

predict(p5) = {ID}

predict(p6) = {ID}

Expr -> Var ExprTail

| ExprTail

ExprTail -> MINUS Expr

|  $\lambda$

LL(1) requires a unique combination of a nonterminal and a lookahead symbol to decide which rule to use. If there is a common prefix, the LL(1) would not know which rule to use based on the first symbols, hence there will be an error.

2bii.

0

Expr  $\rightarrow$   $\cdot$  MINUS Expr  
 Expr  $\rightarrow$   $\cdot$  Var ExprTail  
 ExprTail  $\rightarrow$  MINUS Expr  
 ExprTail  $\rightarrow$   $\cdot$   $\lambda$

Var  $\rightarrow$   $\cdot$  ID LPAREN Expr RPAREN  
 Var  $\rightarrow$   $\cdot$  ID

MINUS  
 $\rightarrow$

1

Expr  $\rightarrow$  MINUS  $\cdot$  Expr  
 ExprTail  $\rightarrow$  MINUS  $\cdot$  Expr

$\downarrow$  ID

2

Var  $\rightarrow$  ID  $\cdot$  LPAREN Expr RPAREN  
 Var  $\rightarrow$  ID  $\cdot$

State 1: No conflict, shift-shift

State 2: Shift-reduce conflict

The contents of the itemFollow set determines the columns of the parse table and also which action to take for each stage.

3ai.

1. The semantic rules cannot be expressed with context-free grammars
2. Separation of concerns
3. To make the compiler easier to understand, extend and maintain

3aii.

Abstract grammar  $\rightarrow$  Java classes

Attribute grammar  $\rightarrow$  Java methods

3aiii.

1. Duplicate variable declaration
2. Undeclared variable
3. Inconsistent types in assignment
4. Inconsistent types in operand
5. Variable name not allowed
6. Array index out of range

3bi.

```
Box = HORIZONTAL NUM.w NUM.h Box.l Box.r { : return new HBox(w, h, new  
Box(l), new Box(r)) :}  
| ATOMIC NUM.w NUM.h { : return new ABox(w, h) :}
```

3bii.

```
public void HBox.dimensioncheck() {  
    if (getLeft().xpos() != xpos()) return error;  
    if (getRight().xpost() != xpos() + getLeft().width()) return error;  
    getChild().dimentsioncheck();  
}
```

4a.

- (i) False, having n IR allows the compiler to break up the code generation process into simpler components
- (ii) False, the JVM stack frames have limited size, which should only store variables needed in the function that is running
- (iii) False,  $a + b > 2$  has 2 operators and hence it is not in the 3-address representation

4b.

```
l0:    $i0 = n + 1;  
       if x > $i0 goto l1;  
       $i1 = y + 1;  
       $i2 = y * $i1;  
       y = y + $i2;  
       if y > n goto l1;  
       x = x + 1;  
       goto l0;
```

l1:

4c.

```
l0:    load x  
       load n  
       load 1  
       add  
       ifgt l1  
       load y  
       load 1  
       add  
       load y  
       mul  
       load y  
       add  
       store y (note: do not remove store/load y here as the updated y value will be  
       used in the next loop)  
       load y  
       load n
```

```

ifgt l1
load x
load 1
add
store x
load 1
load 0
ifgt l0

```

l1:

4d.

An interference graph is a graph containing one node for each local variable and undirected edges for variables that are live at the same time at some point in the program.

### Interference Graph Examples

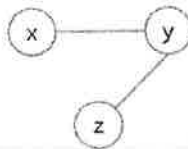
Program:

```

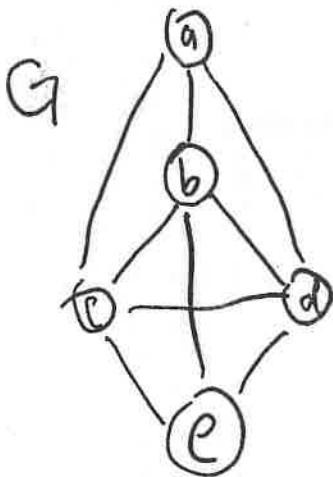
x = 23
y = 42
z = x + y
y = y + z

```

Interference graph:

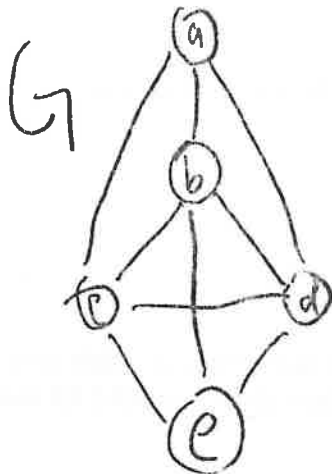


So x and z can be allocated the same register, but not x and y, or y and z



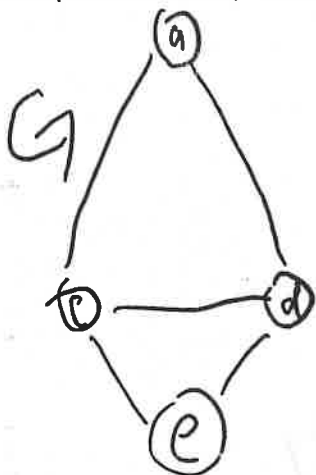
Stack: empty

Remove nodes with less than 3 neighbours and push onto stack



Stack: empty

Choose spill candidate, remove and push onto stack: b is spill candidate

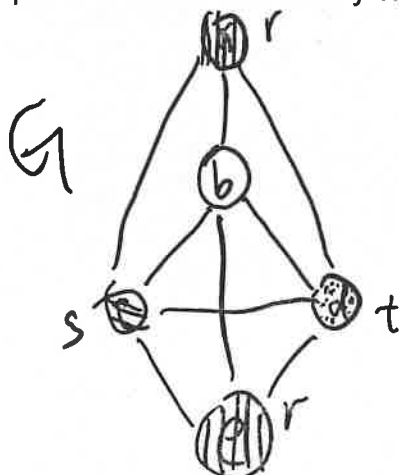


Stack: b\*

Remove nodes with less than 3 neighbours and push onto stack

Stack: b\*, a, c, d, e

Pop nodes from stack one by one



It is possible to allocate 3 registers r, s and t, but there is register spilling. Hence G is 3-colourable.

5a.

- (i) Incorrect, as hardware usage can be limited, eg. Mobile phone cannot store many cores.
- (ii) Incorrect, there can be many predecessors in a CFG
- (iii) Correct, as if it is live after any predecessor nodes, it means the variable will be read in or after the current node, hence it must be live before the current node.
- (iv) Correct
  - ▶ Available Expressions is a *forward-must* analysis: whether an expression is available after a node depends on whether it is available before the node (but not vice versa), and an expression is available before a node if it is available after every predecessor node

5b.

#### Correctness Conditions

- ▶ There are two conditions that need to hold before we can eliminate a common subexpression:
  - : The expression must have been computed previously on every possible execution path, not just on one
  - : None of the variables involved in computing the expression may have been updated in the meantime
- ▶ Hence, we cannot eliminate subexpressions in this example:
  - $x = y + z$
  - $y = y + 1$
  - $r = y + z$
- ▶ Nor in this:
  - if  $z > 0$  goto 1
  - $x = y + z$
  - 1:  $r = y + z$

5c.

$in_L(1) = out_L(1)$   
 $in_L(2) = out_L(2) \cup \{y\}$   
 $in_L(3) = out_L(3) \cup \{x, z\}$   
 $in_L(4) = out_L(4) \cup \{x\}$   
 $in_L(5) = out_L(5) \cup \{z\}$   
 $in_L(6) = out_L(6) \cup \{y, z\}$   
 $in_L(7) = out_L(7) \cup \{x\}$   
 $in_L(8) = out_L(8)$

$out_L(1) = in_L(2)$   
 $out_L(2) = in_L(3)$   
 $out_L(3) = in_L(4) \cup in_L(7)$   
 $out_L(4) = in_L(5)$   
 $out_L(5) = in_L(6)$   
 $out_L(6) = in_L(3)$   
 $out_L(7) = in_L(8)$   
 $out_L(8) = \emptyset$

5d.

$$\text{in}_L(1) = \text{in}_L(2)$$

$$\text{in}_L(2) = \text{in}_L(3) \setminus z \cup \{y\}$$

$$\text{in}_L(3) = \text{in}_L(4) \cup \text{in}_L(7) \cup \{x, z\}$$

$$\text{in}_L(4) = \text{in}_L(5) \cup \{x\}$$

$$\text{in}_L(5) = \text{in}_L(6) \cup \{z\}$$

$$\text{in}_L(6) = \text{in}_L(3) \cup \{y, z\}$$

$$\text{in}_L(7) = \text{in}_L(8) \cup \{x\}$$

$$\text{in}_L(8) = \emptyset$$

	0	1	2	3	4	5
in <sub>L</sub> (1)	∅	∅	y	x,y	x,y	x,y
in <sub>L</sub> (2)	∅	y	x,y	x,y	x,y	x,y
in <sub>L</sub> (3)	∅	x,z	x,z	x,z	x,y,z	x,y,z
in <sub>L</sub> (4)	∅	x	x,z	x,y,z	x,y,z	x,y,z
in <sub>L</sub> (5)	∅	z	y,z	x,y,z	x,y,z	x,y,z
in <sub>L</sub> (6)	∅	y,z	x,y,z	x,y,z	x,y,z	x,y,z
in <sub>L</sub> (7)	∅	x	x	x	x	x
in <sub>L</sub> (8)	∅	∅	∅	∅	∅	∅