May 2017

Total No. of Questions : 10]

SEAT No. :

P3106

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[5154]-672

B.E.(Computer Engineering)

PRINCIPLES OF MODERN COMPILER DESIGN

(2012 Pattern) (Semester-I) (410442)

Time : 2½ Hours] *[Max. Marks : 70*

Instructions to the candidates:

1) *Neat diagrams must be drawn wherever necessary.*
2) *figures to the right indicate full marks.*

Q1) a) Write down the regular expression for the following [4]

i) Comment in C.

ii) Floating point number.

b) Write a Syntax directed translation scheme for Boolean Expression. [6]

OR

Q2) a) Consider the statement: [4]

X[i, j]:=Y[i+j,k]+z.

The maximum dimensions of X are [d1,d2] and of Y are [d3,d4].

Generate three address code.

b) What are synthesized and inherited attributes? What are Marker Non terminal symbols? Give example. [6]

Q3) a) Write a short note on I/P buffering used in Lexical Analyzer. [4]

b) Check whether the following grammar LL(1) or not. [6]

$E \rightarrow TE'$

$E' \rightarrow *TE'/\in$

$T \rightarrow FT'$

$T' \rightarrow ^T/\in$

$F \rightarrow (E)/id$

P.T.O.

OR

Q4) a) What is need of Semantic Analysis? Explain the position of Type Checker with diagram. **[4]**

b) Show that the following grammar is not SLR (1) **[6]**

$S \rightarrow Aa\ Ab|B\ b\ Ba$

$A \rightarrow \in$

$B \rightarrow \in$

Q5) a) Write a note on application of Directed Acyclic Graph (DAG) in code generation. **[6]**

b) Write an algorithm for copy propogation. **[6]**

c) Write a short note on Data flow equations and iterative data flow analysis. **[6]**

OR

Q6) a) Describe in detail about a simple code generator with the appropriate algorithm. **[6]**

b) Discuss about the following: **[6]**

i) Dead-code Elimination and

ii) Code motion.

c) Show the steps involved on generating the code for the expression: **[6]**

(x+y)/(p+q)

Q7) a) Discuss source language issues related to Object Oriented languages. **[6]**

b) Explain code generation for control flow statements. **[6]**

c) Explain Polymorphic typing with respect to Functional languages. **[4]**

OR

Q8) a) Explain following related to Haskell program. **[6]**

i) Offside rule.

ii) Lists.

b) Explain following with respect to Functional languages. [6]

i) Referential transparency.

ii) Lazy evaluation.

c) What is activaton record? Explain possible structure of an activation record? [4]

Q9) a) Discuss the issues in Tuple Space implementation. [6]

b) Write short notes on [6]

i) JIT

ii) nmake

c) Explain following shared variable models [4]

i) Locks

ii) Monitors

OR

*Q10)*a) Explain cross compilation using XMLVM. [6]

b) Discuss following with respect to Parallel object oriented languages. [6]

i) Object location

ii) Object migration

c) What is interpreter? Explain JVM interpreter. [4]

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