

Q1

A1

Lexical analyser:

a : identifier

[: left bracket

index : identifier

] : right bracket

= : assignment

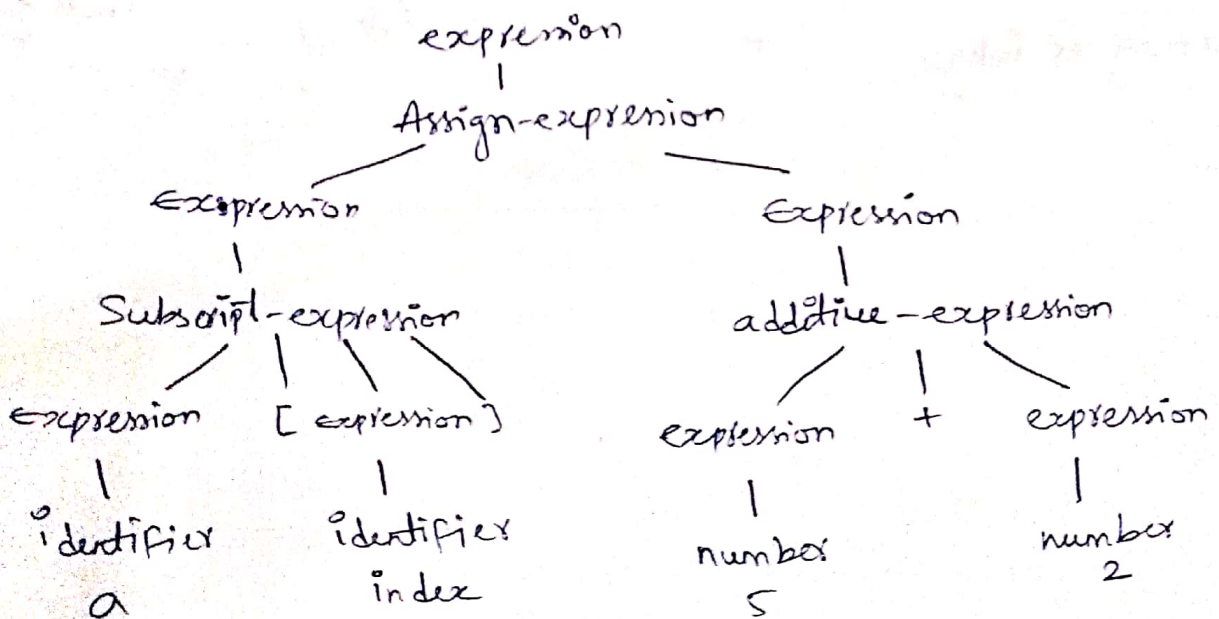
5 : number

+ : plus sign

2 : number

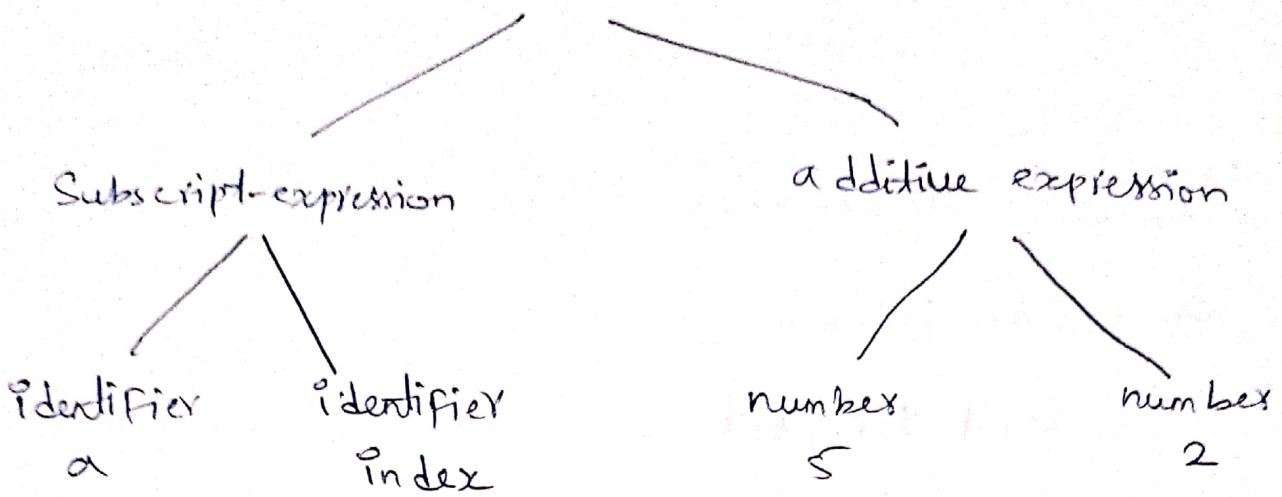


Syntax analysis: Parse-tree



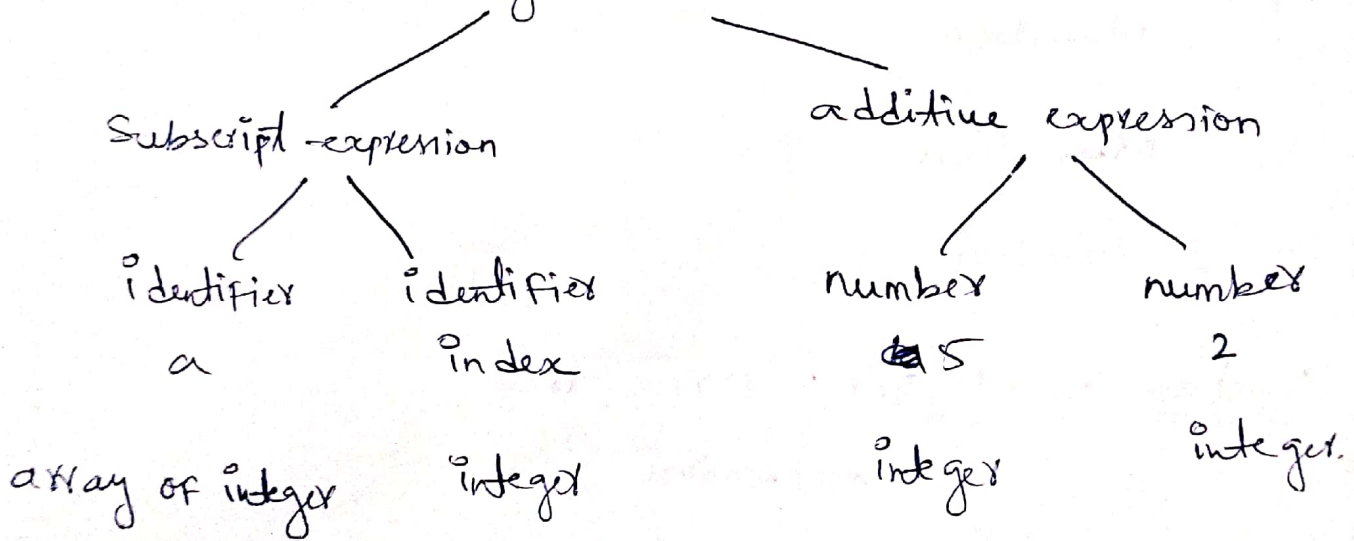
Syntax tree

Assignment-expression

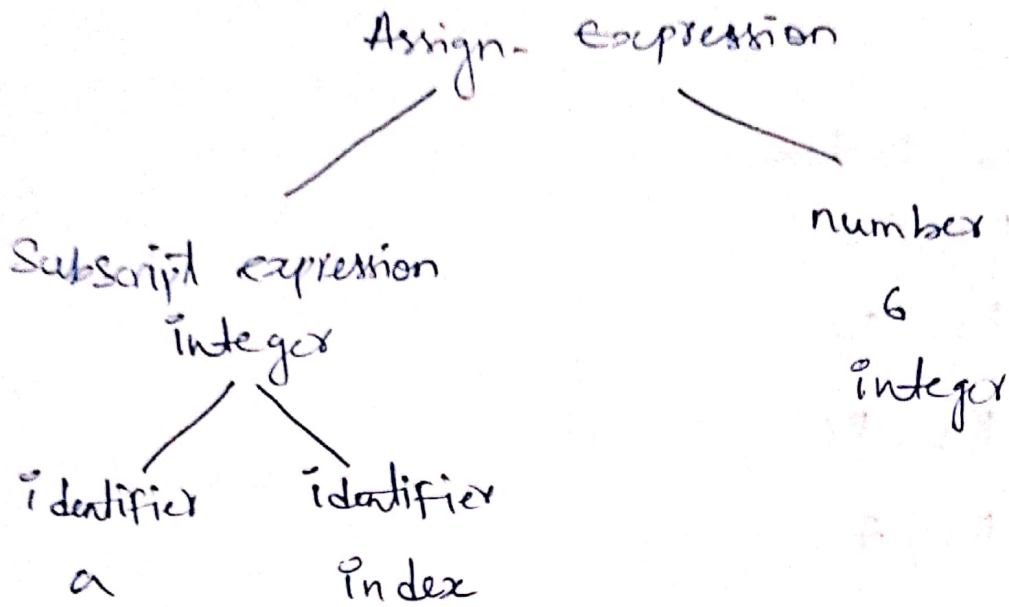


Semantic Analyzer

Assign-expression



Optimisation of Annotated Tree



Optimisation of intermediate code:

```
t = 5 + 2  
a[index] = t
```

```
t = 7  
a[index] = t
```

```
a[index] = 7
```


Code generation

a[index] = 7

↓

MOV R0, index

MOV R0, 2

MOV R1, &a

ADD R1, R0

MOV R1, 7

Target code optimizer

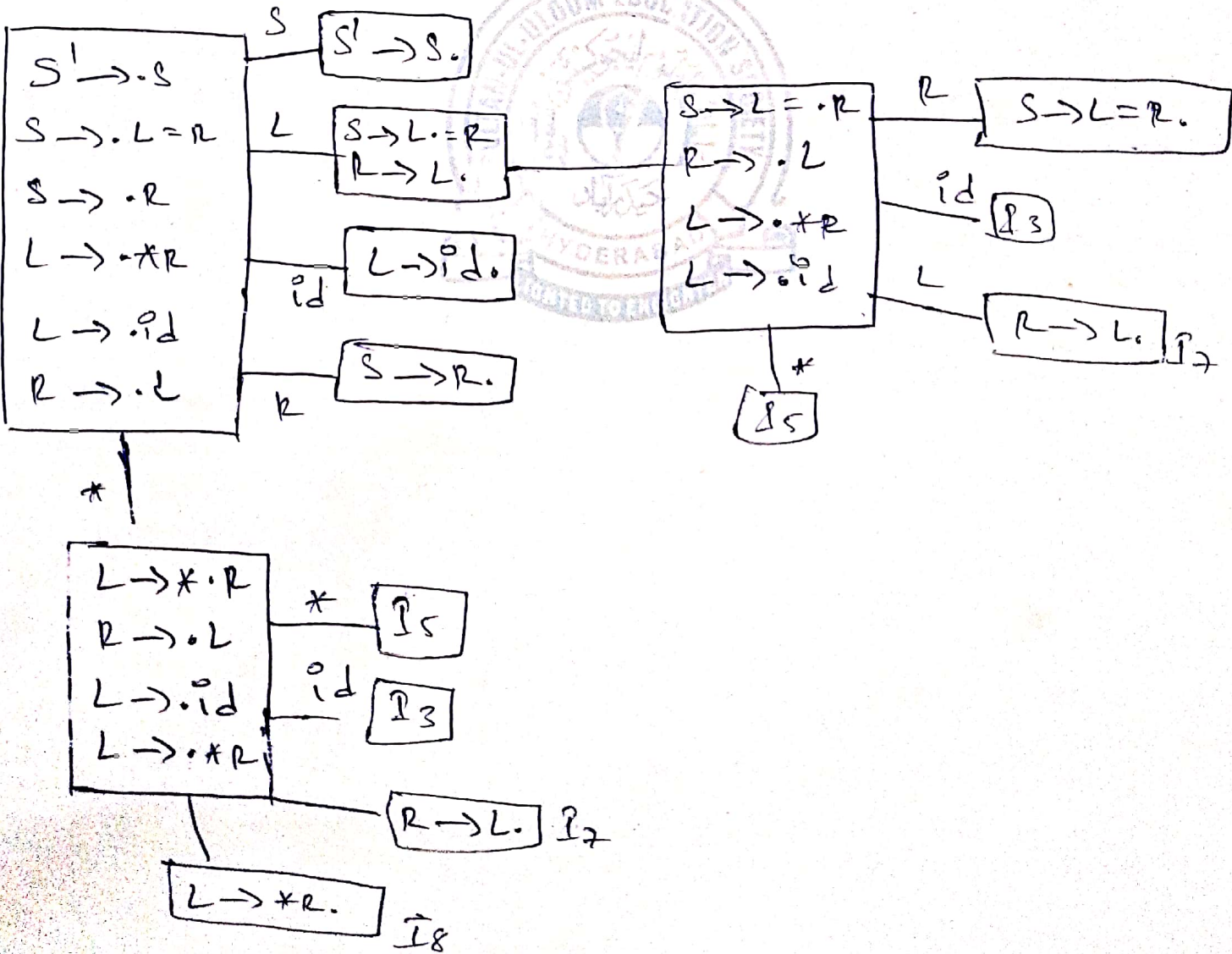
MOV R1, index

SHL R0

MOV &a[R1], 7

Augmented Grammar

- $S' \rightarrow \cdot S$
- $S \rightarrow \cdot L = R$
- $S \rightarrow \cdot R$
- $L \rightarrow \cdot * R$
- $L \rightarrow \cdot id$
- $R \rightarrow \cdot L$



Follow (S') = { \$ }

Follow (S) = { \$ }

Follow (L) = { \$, = }

Follow (R) = { \$, = }

State	Action				go to		
	id	=	x	\$	S	L	R
0	S ₃		SS		1	2	4
1				accept			
2		S ₁ /S ₂ (R→L)					
3		S(L→id)		S(L→L)			
4				S(S→R)			
5	S ₃		SS			7	8
6	S ₃		SS			7	9
7							
8		S(R→L)		S(R→L)			
9		S(L→R)		S(L→R)			
				S(S→LR)			

the shift/reduce conflict on state 2 when
look ahead is an =

∴ the grammar is not SLR.

Q3 Find out First & Follow for the following grammar

$S \rightarrow ACB \mid B \mid Cd$

$A \rightarrow e \mid \epsilon$

$B \rightarrow g \mid d$

$C \rightarrow d \mid e \mid \epsilon$

First [S] = d e g ϵ

First [A] = e ϵ

First [C] = d e ϵ

First [B] = d g

Follow [S] = $\{\epsilon\}$

Follow [A] = $\{d, e, g, \epsilon\}$

Follow [C] = $\{d, g, \epsilon\}$

Follow [B] = $\{e, \epsilon\}$

Q4 Differentiate between static run time environment & stack based run time environment

Static RTB	Stack RTB
1) Does not make data structure & object dynamically	1) Makes data structures & object dynamically
2) Does not support recursive procedure	2) Support recursive procedure
3) At compile time the data object name are fixed	3) index & regular pointer the memory addressing
4) This strategy is easy & simple in implementing	4) slower than static allocation
5) Allocation of all data objects is performed at compile time	5) allocation of data object is performed at run time

Production

$$L \rightarrow E_n$$

$$E \rightarrow E_1 + T$$

$$E \rightarrow T$$

$$T \rightarrow T_1 * F$$

$$T \rightarrow f$$

$$f \rightarrow (\epsilon)$$

$$f \rightarrow \text{digit}$$

Semantics

$$L.\text{val} = E.\text{val}$$

$$E.\text{val} = E_1.\text{val} + T.\text{val}$$

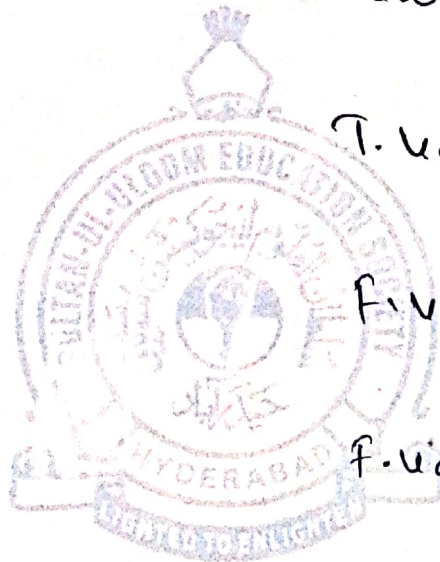
$$E.\text{val} = T.\text{val}$$

$$T.\text{val} = T_1.\text{val} * F.\text{val}$$

$$T.\text{val} = f.\text{val}$$

$$f.\text{val} = \epsilon.\text{val}$$

$$f.\text{val} = \text{digit}.\text{lexical}$$



Q6 Translate the assignment statement $a[i] = b * c - b * d$ into quadruples, triples and indirect triples

A) Converting to three address code

$$T_1 = b * c$$

$$T_2 = b * d$$

$$T_3 = T_1 - T_2$$

$$a[i] = T_3$$

quadruple:

	OP	A ₁ x y ₁	A ₂ x y ₂	Result
(0)	*	b	c	T ₁
(1)	*	b	d	T ₂
(2)	-	T ₁	T ₂	T ₃
(3)	=	T ₃		a[i]

triple:

	OP	a x y ₁	a x y ₂
(0)	*	b	c
(1)	*	b	d
(2)	-	(0)	(1)
(3)	=	(2)	

Introspect to,iple:

201 (0)

202 (1)

203 (2)

204 (3)

Q7) Write a short note on Basic block & explain its construction

The basic block is a straight line code sequence with no in & out branches except at the beginning and end. It is a set of statements that always run one after the other sequentially without any halt.

A compiler first converts the source code of any programming language into an intermediate code. It is then converted into basic block. After partitioning an intermediate code into basic blocks, the flow of control among basic block is represented by a flow graph.

