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Question Paper Code: 36021

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2017

Sixth Semester

Computer Science and Engineering

01UCS601 - PRINCIPLES OF COMPILER DESIGN

(Regulation 2013)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - $(10 \times 2 = 20 \text{ Marks})$

- 1. What are the contents present in a symbol table?
- 2. Distinguish between compiler and interpreter.
- 3. What are the possible error recovery actions in lexical analyzer?
- 4. What is the use of an error handler?
- 5. What is the significance of look-ahead symbols in LR (1) items? When do they loose their significance?
- 6. Write the drawbacks of shift-reduce parser.
- 7. Illustrate why every S-attributed definition is L-attributed.
- 8. What is annotated parse tree?
- 9. What is flow graph?
- 10. What is peephole optimization?

PART - B ($5 \times 16 = 80$ Marks)

11. (a) With a neat sketch, discuss the phases of a compiler. (16)

- (b) Why is it necessary to study the theory behind the design of compiler? Discuss in detail the cousins of compilers. (16)
- 12. (a) Convert the given regular expression (a | b)* abb (a | b)* into NFA using Thompson construction and then convert to minimized DFA. (16)

Or

- (b) Design a Lexical analyzer generator. Also write the sample code which includes declaration, translation rules and auxiliary procedures. (16)
- 13. (a) Construct a predictive parsing table for the following grammar:
 - $S \rightarrow a \mid \uparrow \mid (T)$
 - $T \rightarrow T, S \mid S$

Explain the behavior of the parser in the following sentences:

- (i) (a, (a, a))
- (ii) $((a, a), \uparrow, (a), a)$. (16)

Or

- (b) Consider the following grammar and construct a SLR parsing table for the same E -> E + T T -> T * F T -> F F -> (E)F -> id (16)
- 14. (a) Write the syntax directed definition for generating 3-address code for an assignment statement. (16)

Or

- (b) Discuss the various storage allocation strategies and their merits and demerits. (16)
- 15. (a) Explain the common sub expression elimination, copy propagation, and transformation for moving loop invariant computations in detail. (16)

Or

(b) Explain the code optimization techniques using examples. (16)