

Questions can be answered in Dutch or English.

1. Explain the following terms briefly:

- a. symbol table
- b. dispatch table
- c. S-attributed grammar
- d. push-down automaton

2. A lexical analyser is constructed to recognise two patterns a and a\*b. It is given the input aaa\$ in which \$ signals the end of the input.

The lexical analyser will have to read to the end of the input to see that the input does not match the pattern a\*b. How can it still yield the first a of the input as the first recognised token?

3. An example of an  $LR(0)$  item is:

$$[A \rightarrow Bc \cdot De]$$

- a. Describe the meaning of the components.
- b. What additional information is kept in an  $LR(1)$  item ?

4. Given the transition table

	0	1	2	3	4	5
A	A					B
B	A					B
C	C				D	
D		E		F		
E			A			
F			B			

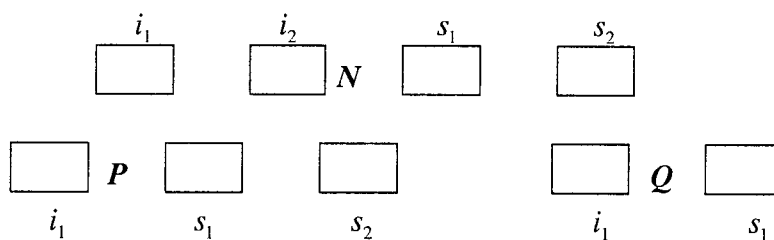
- a. Show how this matrix is compressed by the row displacement method.
- b. How is element [ C, 4 ] accessed ?
- c. How is the empty element at [ B, 4 ] accessed ?

5. Consider the attribute grammar rule

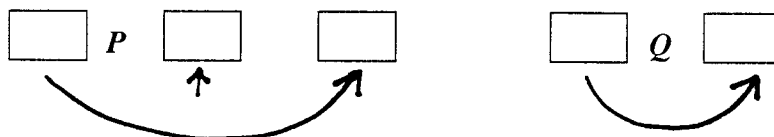
$$N(i_1, i_2, s_1, s_2) \rightarrow P(i_1, s_1, s_2) \ Q(i_1, s_1)$$

$$\left\{ \begin{array}{l} N \cdot s_1 : = P \cdot s_1 \ ; \\ N \cdot s_2 : = P \cdot s_2 \ ; \\ P \cdot i_1 : = N \cdot i_1 + Q \cdot s_1 \ ; \\ Q \cdot i_1 : = N \cdot i_2 \end{array} \right.$$

a. Draw the dependency graph for  $N$ , in the following shape:



b. Given the IS-graphs for  $P$  and  $Q$ ,



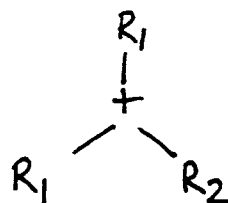
and given that the IS-graph of  $N$  is still empty, show how the new update of the IS-graph of  $N$  is constructed.

6. Given a machine with 3 machine instructions:

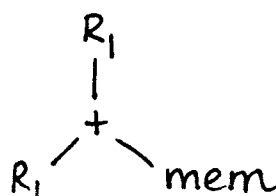
(1)  $R_1 : = \text{mem}$



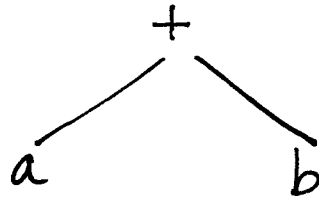
(2)  $R_1 : = R_1 + R_2$



(3)  $R_1 : = R_1 + \text{mem}$



where mem denotes the contents of a memory location, and given the input tree



to a bottom-up tree-rewriting code generator (BURS code generator).

- a. Show the sets the BURS code generator builds at the nodes of the input tree, and explain why it does so.
- b. Show the tree or trees that result from the rewriting process.

7. Given the two-dimensional array

$a[-2:2, -4:4]$

then the simplest way to calculate the address of element  $a[i, j]$  is to calculate the starting address of the  $i$ -th row and then find its  $j$ -th element. There is, however, a more efficient way. Which?

8. Explain reference-count garbage collection, and discuss advantages and disadvantages.

9. Pointers to objects in a parallel object oriented language are implemented as pairs of machine addresses and location addresses. When objects are allowed to migrate, this no longer works. Suggest a solution.

Assessment:

1a: 3	2: 8	3a: 6	4a: 8	5a: 4	6a: 7	7: 6	8: 9	9: 7	:
b: 3		b: 5	b: 3	b: 7	b: 5				
c: 3			c: 3						
d: $\frac{3}{12}$	$\frac{8}{8}$	$\frac{6}{11}$	$\frac{8}{14}$	$\frac{4}{11}$	$\frac{7}{12}$	$\frac{6}{6}$	$\frac{9}{9}$	$\frac{7}{7}$	