

# Ph.D. Qualification Exam 2019

## Compiler Construction

1. Given the *ac* code segment, please write the corresponding Java assembly code using Jasmin Instructions, which are listed in Table 1 for your reference. In addition, the tokens defined in *ac* are listed in Table 2 to help you understand the *ac* code. (20pt)

***ac* code: f a f b i c a=1.8 c=9 b=9.9\*a+c\*3.2+1 a=b p a**

Table 1. List of Java assembly instructions.

Instruction	Functionality
<i>iadd</i> ∙ <i>fadd</i>	add operation
<i>isub</i> ∙ <i>fsub</i>	subtract operation
<i>imul</i> ∙ <i>fmul</i>	multiple operation
<i>idiv</i> ∙ <i>fdiv</i>	divide operation
<i>ldc</i>	load constant into stack; e.g., ldc 3
<i>istore</i> ∙ <i>fstore</i>	store local variable
<i>iload</i> ∙ <i>fload</i>	load local variable
<i>getstatic</i> ∙ <i>putstatic</i>	Field manipulation instructions
<i>invokevirtual</i> ∙ <i>invokestatic</i> ∙ <i>invokespecial</i>	invoke methods
<i>swap</i>	exchange stack contents

Table 2. The tokens defined in *ac* language.

Terminal	Regular Expression
<i>floatdcl</i>	"f"
<i>intdcl</i>	"i"
<i>print</i>	"p"
<i>assign</i>	"="
<i>plus</i>	"+"
<i>minus</i>	"_"
<i>multiply</i>	"*"
<i>div</i>	"/"
<i>inum</i>	[0 - 9] <sup>+</sup>
<i>fnum</i>	[0 - 9] <sup>+</sup> . [0 - 9] <sup>+</sup>
<i>blank</i>	(" " ) <sup>+</sup>
<i>id</i>	[a - e]   [g - h]   [j - o]   [q - z]

```
.class public main
.super java/lang/Object
.method public static main([Ljava/lang/String;)V
.limit stack 10 /* Define your storage size. */
.limit locals 3 /* Define your local space number. */

/* ... (Answer) Java assembly code for the ac program ... */

.end method
```

Note:

- 1) We assume that local variable 0, 1, and 2 in the assembly code refer to the *ac* variable *a*, *b*, and *c*, respectively. Your answer (assembly code) should follow the assumption; **otherwise, it will be considered as wrong answer.**
- 2) A valid Java assembly program should include the code for the execution environment setup as above. You are excepted to answer WITHOUT listing the environment setup code.

2. Given the context-free grammar  $G$ , an LL(1) grammar where  $X$  is start symbol, please write down the FIRST and FOLLOW sets for the non-terminals. In addition, please construct the parse table. Examples of your answers are listed as below. (20pt)

Context-free grammar,  $G$ .

```

1 | X -> Yz
2 |   | a
3 | Y -> bZ
4 |   | λ
5 | Z -> λ

```

Example of your FIRST and FOLLOW sets.

Non-terminals	FIRST()	FOLLOW()
X		
Y		
Z		

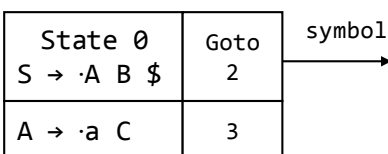
Example of your parse table.

Non-terminals /Terminals	a	b	z
X			
Y			
Z			

3. We know that a grammar, which is LL(1), may not be an LR(0) grammar sometimes. To determine if a grammar could be handled by the LR(0) parsing method, the common approach is to:
- 1) build the transition diagram (i.e., characteristic finite-state machine, CFSM), and
  - 2) examine if there is any conflicts within each state of the diagram.
- We say that a grammar is not LR(0), if there is a **shift/reduce** or **reduce/reduce** conflict within a table entry. Otherwise, the grammar is LR(0).

Here, we consider the LL(1) grammar,  $G$ , from above again. You are ask to determine if  $G$  is LR(0) or not (i.e., a **Yes** or **No** answer) by building the transition diagram. If  $G$  is not LR(0), please indicate the exact conflict of the conflicting state. (20pt)

Example of a transition diagram node.



Note: reducible states are **double-boxed** nodes.

4. Given the code segment, *K*, please draw their Control Flow Graphs (CFG). Note that code segment *K* is high-level (C-like) code. (20pt)

Code segment, *K*

```
while (...) {  
    k = 2;  
    if (...) {  
        a = k + 2;  
        x = 5;  
    } else {  
        a = k * 2;  
        x = 8;  
    }  
    k = a;  
    while (...) {  
        b = 2;  
        x = a + k;  
        y = a * b;  
        k++;  
    }  
    print(a + x);  
}  
print(a + k);
```

5. We have learnt several compiler optimization techniques, which transform the code into a more efficient form. Now, we consider the five optimization schemes: constant propagation, constant folding, copy propagation, loop unrolling, and unreachable code elimination. Please apply them to the four code segments, V, W, X, and Y. (20pt)

Note:

- 1) One optimization technique should be applied to exactly a code segment; for example, if constant propagation were applied to code segment W, it will not be applied to another code segment.
- 2) Be advised that you should follow the example below to give your answer.

Code segment, V

```
n = 10
c = 2
for (i = 0; i < n; i++) {
    s = s+i*c;
}
```

Code segment, W

```
X = 1.9 * 2.5;
Y = 2.25 * 2.25;
Z = 8.7 * 8.7;
```

Code segment, X

```
x = y;
if (x > 1) {
    s = x * f(x - 1);
}
```

Code segment, Y

```
if (a < c && false) {
    printf("I like compiler so much.\n");
    printf("I want to attend this exam again next year\n");
    printf("☺☺☺\n");
} else {
    printf("I would like to pass this exam this time.\n")
}
```

Example of your answer for code transformation.

Code segment, A applies common subexpression elimination.

a = b + c;	→	a = b + c;
c = b + c;		c = a;
d = b + c;		d = b + c;