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Vellore Institute of Technology

(Deemed to be University under section 3 of UGC Act, 1956)

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING
CONTINUOUS ASSESSMENT TEST - II
FALL SEMESTER 2024-2025

REG.NO.:

SLOT: C1+TC1

Programme Name & Branch : B.Tech CSE
Course Code and Course Name :BCSE307L Compiler Design
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Class Number(s) : VL2024250101542, VL2024250101548, VL2024250101555, VL2024250101587, VL2024250101605, VL2024250101612, VL2024250101623, VL2024250101633, VL2024250101641, VL2024250101651, VL2024250101660, VL2024250101669, VL2024250101673, VL2024250101676, VL2024250101684, VL2024250101725, VL2024250101734, VL2024250101740, VL2024250101746, VL2024250107999
Date of Examination : 15-Oct-2024
Exam Duration : 90 minutes **Maximum Marks: 50**

General instruction(s):

Q. No	Question	M	CO	BL
1.	<p>The grammar given below is used to parse all possible expressions in C that involve(only) variables of pointer datatype(ignoring the semi-colon).</p> <p><i>program</i> → <i>expression</i> <i>assignment</i> <i>assignment</i> → <i>expression</i> = <i>expression</i> <i>expression</i> → <i>identifier</i> <i>*expression</i> (Assume that identifier is a terminal symbol)</p> <p>Check whether the above grammar is SLR(1). If yes, then parse the following: <i>*ptr1 = ptr2</i></p>	10		



① $P \rightarrow E/A$
 $A \rightarrow E = E$
 $E \rightarrow id/*E$

Augmented Grammar:

$(I_0, \Rightarrow) I_0$ $P \rightarrow \cdot P$ 1. $P \rightarrow \cdot E$ 2. $P \rightarrow \cdot A$	$(I_2, \Rightarrow) I_6$ $A \rightarrow E = \cdot E$ $E \rightarrow \cdot id$ $E \rightarrow \cdot *E$
$(I_0, P) I_1$ $P \rightarrow P \cdot$	$(I_5, E) I_7$ $E \rightarrow * \cdot E$
$(I_0, E) I_2$ $P \rightarrow E \cdot$ $A \rightarrow E = E$	$(I_5, id) I_4$ $E \rightarrow id \cdot$
$(I_0, A) I_3$ $P \rightarrow A \cdot$	$(I_5, *) I_5$ $E \rightarrow * \cdot E$ $E \rightarrow \cdot id$ $E \rightarrow \cdot *E$
$(I_0, id) I_4$ $E \rightarrow id \cdot$	$(I_6, E) I_8$ $A \rightarrow E = E \cdot$
$(I_0, *) I_5$ $E \rightarrow * \cdot E$ $E \rightarrow \cdot id$ $E \rightarrow \cdot *E$	$(I_6, id) I_4$ $E \rightarrow id \cdot$
	$(I_6, *) I_5$ $E \rightarrow * \cdot E$ $E \rightarrow \cdot id$ $E \rightarrow \cdot *E$

Follow(P) = { \$ }
Follow(P) = { \$ }
Follow(E) = { \$, = }
Follow(A) = { \$ }

$I_1: P \rightarrow P$
 $I_2: P \rightarrow E \Rightarrow \{ \$ \} R_1$
 $I_3: P \rightarrow A \Rightarrow \{ \$ \} R_2$
 $I_4: E \rightarrow id \Rightarrow \{ =, \$ \} R_4$
 $I_7: E \rightarrow *E \Rightarrow \{ =, \$ \} R_5$
 $I_8: A \rightarrow E = E \Rightarrow \{ \$ \} R_3$

	ACTION			GOTO			
	id	*	=	\$	P	E	A
0	S4	S5			1	2	3
1				ACCEPT			
2			S6	R1			
3				R2			
4			R4	R4			
5	S4	S5				7	
6	S4	S5				8	
7			R5	R5			
8				R3			

The given grammar is a SLR(1) grammar.



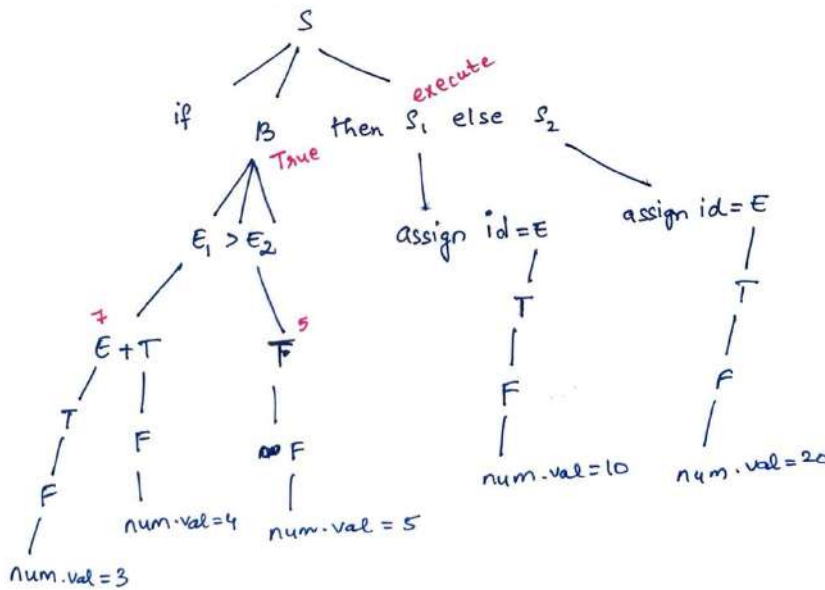
STACK	INPUT	ACTION
0	*ptr1 = ptr2 \$	S5
0 * 5	ptr1 = ptr2 \$	S4
0 * 5 ptr1 4	= ptr2 \$	R4 (E → id)
0 * 5 E 7	= ptr2 \$	R5 (E → *E)
0 E 2	= ptr2 \$	S6
0 E 2 = 6	ptr2 \$	S4
0 E 2 = 6 ptr2	\$	R4 (E → id)
0 E 2 = 6 E \$	\$	R3 (A → E = E)
0 A 3	\$	R2 (P → A)
0 P 1	\$	ACCEPT

The given input is accepted by the SLR(1) parser.

2.	<p>Consider the following grammar for Boolean expressions and if-else statements:</p> <p>$S \rightarrow \text{if } B \text{ then } S1 \text{ else } S2$ $S \rightarrow \text{assign id} = E$ $B \rightarrow E == E \mid E > E$ $E \rightarrow E + T \mid E - T \mid T$ $T \rightarrow T * F \mid T / F \mid F$ $F \rightarrow (E) \mid \text{num}$</p> <p>Write a SDD that evaluates arithmetic expressions(E,T,F). Evaluates Boolean expressions(B) . Given the below input, construct the annotated parse tree showing how your SDD evaluates the Boolean expression and simulates the conditional assignment: if (3 + 4) > 5 then assign x = 10 else assign x = 20</p>	10	
----	---	----	--



$E \rightarrow E + T \{ E.val = E_1.val + T.val \}$
 $E \rightarrow E - T \{ E.val = E_1.val - T.val \}$
 $T \rightarrow T * F \{ T.val = T_1.val * F.val \}$
 $T \rightarrow T / F \{ T.val = T_1.val / F.val \}$
 $F \rightarrow (E) \{ F.val = E.val \}$
 $F \rightarrow num \{ F.val = num.lexval \}$
 $B \rightarrow E_1 == E_2 \{ E_1.val == E_2.val \}$
 $B \rightarrow E_1 > E_2 \{ E_1.val > E_2.val \}$
 $S \rightarrow \text{if } B \text{ then } S_1 \text{ else } S_2 :$
 $\{ \text{if } (B.val == \text{True}) \text{ then } S_1.\text{execute}$
 $\quad \text{else } S_2.\text{execute} \}$
 $S \rightarrow \text{assign id} = E \text{ (id.val = E.val)}$



3. Consider the following C like code that involves pointers and dynamic memory allocation.

```

int* allocateAndFillArray(int size) {
    int* arr = (int*) malloc(size * sizeof(int));
    for (int i = 0; i < size; i++) {
        arr[i] = i * 2;
    }
    return arr;
}

```

```

int main() {
    int n = 5;
    int* p = allocateAndFillArray(n);
}

```

5



```

int sum = 0;
for (int i = 0; i < n; i++) {
    sum += p[i];
}
return sum;
}

```

Generate the three-address code(TAC) for the above code. Assume that the TAC has an instruction alloc(n) that performs the malloc().

Function: allocate And Fill Array

```

t1 = size * 4
arr = alloc(t1) → allocate memory for array.
i = 0
L1: if i >= size Goto L2
t2 = i * 2
t3 = arr + i
*t3 = t2
i = i + 1
Goto L1
L2: return arr → Return the pointer to the array.

```

Function: main

```

n = 5
p = Call allocate And Fill Array(n)
sum = 0
i = 0
L3: if i >= n Goto L4
t4 = p + i
t5 = *t4
sum = sum + t5
i = i + 1
Goto L3
L4: return sum.

```

4. Consider the following C program, that transposes a 3 x 3 matrix and sums the diagonal elements:

```

for (int i = 0; i < 3; i++) {
    for (int j = 0; j < 3; j++) {
        transpose[j][i] = arr[i][j];
    }
}

```

10



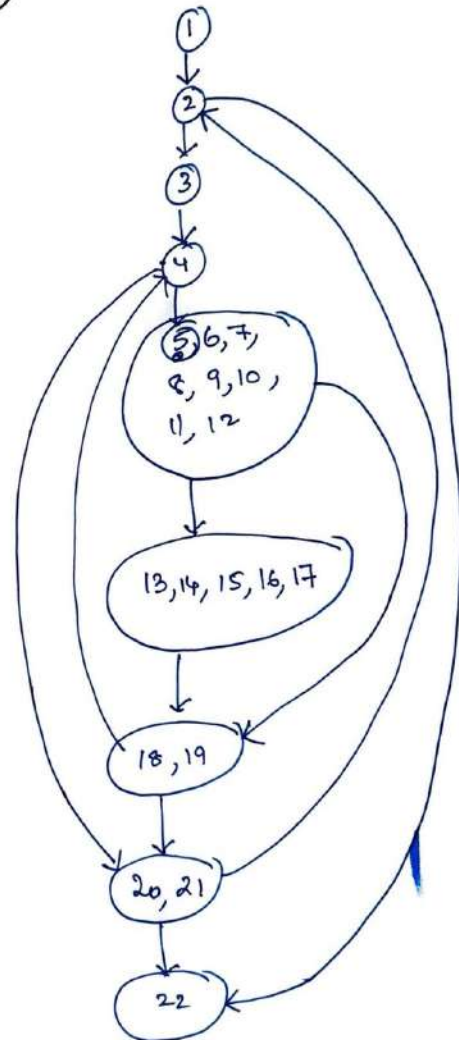
```

if (i == j) {
    sum = sum + transpose[i][j];
}
}
}

```

Convert the above code into three-address code and partition the same into basic blocks. Construct the flow graph for the basic blocks, showing control flow between them.

1. $i = 0$ (Leader)
2. L1: if $i \geq 3$ GOTO L6 (Leader)
3. $j = 0$ (Leader)
4. L2: if $j \geq 3$ GOTO L5 (Leader)
5. $t1 = 3 * i$ (Leader)
6. $t2 = t1 + j$
7. $t3 = 4 * t2$
8. $t4 = 3 * j$
9. $t5 = t4 + i$
10. $t6 = 4 * t5$
11. $transpose[t6] = arr[t3]$
12. if $i \neq j$ GOTO L3
13. $t7 = 3 * i$ (Leader)
14. $t8 = t7 + j$
15. $t9 = 4 * t8$
16. $t10 = transpose[t9]$
17. $sum = sum + t10$
18. L3: $j = j + 1$ (Leader)
19. GOTO L2
20. L5: $i = i + 1$ (Leader)
21. GOTO L1
22. L6: NOP (Leader)



5. a. Consider the following C code, that uses a switch-case statement to compute different operations based on a input value.



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<pre>int result; int x = 5; switch(x) { case 1: result = x + 1; break; case 2: result = x * 2; break; case 3: result = x - 3; break; default: result = x; }</pre> <p>Write semantic actions to generate intermediate code for the above switch-case statement. Show the annotated parse tree for the switch case statement.</p>			
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Translation of Switch statement:

The three address code, for the given code is:

```

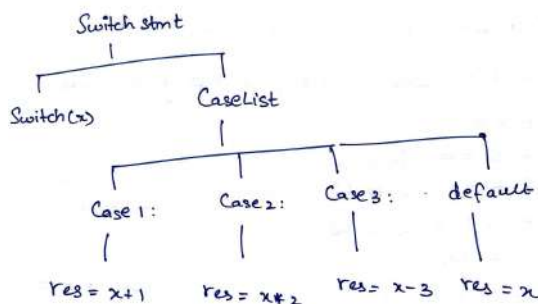
t1 = 5
if t1 == 1 GOTO L1
if t1 == 2 GOTO L2
if t1 == 3 GOTO L3
GOTO L4
L1: t2 = t1 + 1
    GOTO L5
L2: t2 = t2 * 2
    GOTO L5
L3: t2 = t1 - 3
    GOTO L5
L4: t2 = t1
L5: NOP
  
```

Code to evaluate x into t
goto test

```

L1:
  result = t + 1
  goto next
L2:
  result = t * 2
  goto next
L3:
  result = t - 3
  goto next
L4:
  result = t
  goto next.
test:
  if t == 1 goto L1
  if t == 2 goto L2
  if t == 3 goto L3
  goto L4.
next:
  
```

(Both forms can be accepted)



b. Consider the assembly code generated by a compiler. Apply peephole optimization to optimize the code.

1. MOV R1, R2



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2. MOV R2, R1			
3. ADD R3, #0			
4. JMP L1			
5. MOV R4, #5			
6. L1: MUL R5, #1			
7. MOV R6, #0			
8. ADD R6, R7			
9. CMP R8, R9			
10. JNE L2			
11. JMP L3			
12. L2: JMP L3			
13. L3: NOP			



1. MOV R1, R2 : $R_1 \leftarrow R_2$
2. MOV R2, R1 : $R_2 \leftarrow R_1$ (Redundent instruction) ①
3. ADD R3, #0 : $R_3 \leftarrow R_3 + 0$ (Algebraic Simplification) ②
4. JHP L1
5. MOV R4, #5 } unreachable code ④
6. L1: MUL R5, #1 : $R_5 \leftarrow R_5 \times 1$ (Algebraic Simplification) ②
7. MOV R6, #0 : $R_6 \leftarrow 0$
8. ADD R6, R7 : $R_6 \leftarrow R_6 + R_7$ (instead use MOV-machine idiom), ③
9. CMP R8, R9
10. JNE L2
11. JHP L3
12. L2: JHPL3 → flow of control optimization. ⑤
13. L3: NOP

↓
Optimized Code

```

Mov R1, R2
JHP L1
L1: Mov R6, R7
CMP R8, R9
JNE L2
L2: NOP
```

- ① Redundent instruction removal
- ② Algebraic Simplification
- ③ Use machine idioms
- ④ Unreachable code removal
- ⑤ Flow of Control optimization.
