

The highest obtainable mark is 100, the minimum passing mark is 50

Q1/ A: (15 points)

Construct a deterministic finite automaton (DFA) for the following regular expression, knowing that the alphabet consists of the symbols a , b and c .

$$(a(b^*)c) \mid (ab(c^*))$$

B: (10 points)

```
struct element{double w; char x; double y; int z;}
```

For the above struct, show how its instances are represented in the memory of a 32-bit machine, state its size in bytes and its alignment, then suggest the best way to rearrange the above struct, so that it consumes less memory.

* * *

Q2/ A: (10 points)

Consider the following context-free grammar G_0 :

$$E \rightarrow E > E \mid E \& E \mid E = E \mid (E) \mid x$$

1. Assume that $(E \& E)$ has the highest priority, $(E > E)$ has the second-highest priority and $(E = E)$ has the lowest priority. Rewrite G_0 to an equivalent G_1 which expresses these properties. **(5 points)**
2. Assume that $(>$ and $\&)$ are left-associative and $(=)$ is right-associative. Rewrite G_1 to an equivalent grammar G_2 which expresses these properties. **(5 points)**

B: (20 points) For the following context-free grammar:

$$S \rightarrow aA\$ \mid B\$$$

$$A \rightarrow bB \mid a$$

$$B \rightarrow c \mid bAc$$

1. Find FIRST and FOLLOW sets for all non-terminals (variables) **(10 points)**
2. Construct LL(1) decision table. **(10 points)**

* * *

Q3: (20 points)

Translate the following function to assembly:

```
int fibonacci(int n){  
    if (n == 0)  
        return 0;  
    if (n == 1)  
        return 1;  
    else  
        return (fibonacci(n-1) + fibonacci(n-2));  
}
```

The target machine is a 32-bit RISC with 4-byte integers, a stack pointer register *SP*, a return address register *RA*, eight general purpose registers *R0* to *R7*, and the following instruction set:

goto label	
if reg < opnd goto label	(==, >=, etc)
move dst, opnd	assign opnd to dst
add dst, reg1, opnd2	assign reg1 plus opnd2 to dst
	ditto for sub, mul, and, or, leftshift, etc
load dst, (reg1 + opnd2)	read integer from memory at reg1+opnd2
store (reg1 + opnd1), opnd3	write integer (opnd3) to memory at reg1+opnd2
call label	set <i>RA</i> to next instruction then jump to label
return	jump to the address in <i>RA</i>

Each *dst* must be a register, and each *opnd* must be a register or an integer constant. The function call conventions are that parameter is passed in register *R0*, the return value is returned in *R1*, and a function call may destroy any general-purpose register and *RA*. The stack grows from high to low addresses, and *SP* should always point to the lowest word of the current stack frame.

Apart from the statements and expressions, include the code for setting up the stack frame, storing registers in the stack frame, and fetching registers from the stack frame.

* * *

Q 4: (25 points)

For the following intermediate code representation:

- Find the basic blocks (3 points)
- Draw the Control-Flow Graph (CFG) (2 points)
- Calculate the Liveness (LIVEIN and LIVEOUT) for each instruction (15 points)
- Allocate each of (a, b, d, e) temporary variables in three registers ($K = 3$). (5 points)

```

I1. L1: a := d + e
I2.     if a == d goto L2
I3.     d := a - b
I4.     return d
I5. L2: d := a + b
I6.     goto L1

```

Good Luck