

2123  
B.E. (Information Technology)  
Seventh Semester  
PCIT-702: Compiler Design

Time allowed: 3 Hours

Max. Marks: 50

**NOTE:** Attempt five questions in all, including Question No. I which is compulsory and selecting two questions from each Section.

x-x-x

- I. Give short answers of the following:
- What do you mean by intermediate code? What are the advantages of generating it?
  - Write the rules for determining FIRST of grammar symbols in a given grammar?
  - What is loop unrolling and loop jamming?
  - Differentiate between parse tree and syntax tree.
  - What is symbol table? List various data structures used for storing symbol table.
- (2 marks each)

**Section-A**

- II. a. Describe in brief the structure of a compiler. Why the process of compilation is divided into various phases? (5, 5)  
b. What is lexical analyzer? What is its role? Describe how tokens are specified.
- III. a. What is left recursion? What are the problems that arise due to left recursion in the design of top-down parsers? Write an algorithm to remove left recursion from a given grammar. Eliminate the left recursion from the grammar:  
 $S \rightarrow (L)a$   
 $L \rightarrow L, S | S$   
b. Define handle. What are the issues involved in handle pruning? How is handle pruning implemented by operator precedence parser? (5, 5)
- IV. a. Construct LALR parsing table for the following grammar:  
 $S \rightarrow Aa|aAc|bBa$   
 $A \rightarrow d$   
 $B \rightarrow d$   
b. Describe in detail the error recovery techniques used for different parsers. (5, 5)

**Section-B**

- V. a. What are basic blocks? What are the steps to partition a sequence of three-address statements into list of basic blocks? (5, 5)  
b. Describe in detail various storage allocation strategies.
- VI. a. What are synthesized and inherited attributes? Describe in detail the bottom-up evaluation of S-attributed definitions. (5, 5)  
b. What are the issues that must be taken care off while designing a code generator?
- VII. Write short notes on:  
a. Peephole optimization  
b. Principle sources of code optimization (5, 5)

x-x-x