

1 Compiler Construction (jdy22)

(a) Describe the inputs and outputs of a lexer and parser. [2 marks]

(b) Here are three grammars for languages with branching, sequencing and variables:

Grammar 1:  $E \rightarrow \text{if } E \text{ then } E \text{ else } E$   
 $E \rightarrow E \text{ then } E \text{ end}$   
 $E \rightarrow \text{id}$

Grammar 2:  $E \rightarrow \text{if } E \text{ then } E \text{ else } E \text{ end}$   
 $E \rightarrow E \text{ then } E \text{ end}$   
 $E \rightarrow \text{id}$

Grammar 3:  $E \rightarrow \text{if } E \text{ then } E \text{ else } E$   
 $E \rightarrow \text{do } E \text{ then } E$   
 $E \rightarrow \text{id}$

(i) For each grammar, state whether it is ambiguous, giving an example if it is. [3 marks]

(ii) For each grammar, state whether it is in LL(1), giving a reason if it is not. [3 marks]

(c) Explain the roles of the ACTION and GOTO tables in the LR parsing algorithm, describing the entries and indexes for each table. [4 marks]

(d) Compilers sometimes simplify expressions to make type checking easier or to generate more efficient code. Here are two potential Slang simplifications:

expression	simplifies to	expression
$\text{if true then } e_1 \text{ else } e_2$	$\rightarrow$	$e_1$
$(\text{fun } (x:t) \rightarrow e_1) e_2$	$\rightarrow$	$\{e_2/x\}e_1$ (substitution)

A simplification  $e_1 \rightarrow e_2$  is *correct for type checking* if  $e_1$  and  $e_2$  have the same type (or are both ill-typed), and *correct for optimization* if  $e_1$  and  $e_2$  have equivalent behaviour.

(i) For each simplification, explain under what circumstances it is correct for type checking. [4 marks]

(ii) For each simplification, explain under what circumstances it is correct for optimization. [4 marks]