

**COMPILER DESIGN**  
(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

**PART – A**  
(Compulsory Question)

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- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) List the two types of assemblers
  - (b) Give the four levels of Chomsky Hierarchy for Formal Languages.
  - (c) Formally define CFG.
  - (d) Explain in brief about Role of Parser.
  - (e) Discuss the types of Intermediate Code.
  - (f) List the five categories of representation of Three address statements.
  - (g) What are the typical places where optimization techniques can be implemented?
  - (h) Illustrate the principal sources of optimization techniques.
  - (i) What are the possible transformations that are applied to peephole optimization?
  - (j) Pick the odd one out:
    - (i) DAG should have directed edges
    - (ii) Nodes in DAG can have multiple predecessors
    - (iii) A node in a path in a DAG may repeat
    - (iv) Nodes in DAG can have multiple successors.

**PART – B**  
(Answer all five units, 5 X 10 = 50 Marks)

**UNIT – I**

- 2 Explain the different stages of compiler design.
- OR**
- 3 Give an algorithm to convert regular expression to epsilon NFA.

**UNIT – II**

- 4 Describe the steps for Predictive Parser.
- OR**
- 5 Discuss the limitations of top-down parser.

**UNIT – III**

- 6 Describe Polish Notation with an example.
- OR**
- 7 Explain the process of generating three address codes.

**UNIT – IV**

- 8 Describe the process of Dead Code Elimination.
- OR**
- 9 Explain Loop-invariant computations.

**UNIT – V**

- 10 Describe the various types of machine architectures.
- OR**

- 11 Give the directed acyclic Graph Representation of Basic Blocks.

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