

1. Consider the following attribute grammar:

Grammar rule	Semantic rules
1) $S \rightarrow A B C$	$B.u = S.u$ $A.u = B.v + C.v$ $S.v = A.v$
2) $A \rightarrow a$	$A.v = 2 * A.u$
3) $B \rightarrow b$	$B.v = B.u$
4) $C \rightarrow c$	$C.v = 1$

- (a) Draw the parse tree for the string  $abc$  and draw the dependency graph for the associated attributes. Describe a correct order for the evaluation of the attributes. (15%)
- (b) Suppose that  $S.u$  is assigned the value 3 before attributes evaluation begins. What is the value of  $S.v$  when evaluation has finished? (5%)
- (c) Suppose the attribute equations are modified as follows:

Grammar rule	Semantic rules
1) $S \rightarrow A B C$	$B.u = S.u$ $C.u = A.v$ $A.u = B.v + C.v$ $S.v = A.v$
2) $A \rightarrow a$	$A.v = 2 * A.u$
3) $B \rightarrow b$	$B.v = B.u$
4) $C \rightarrow c$	$C.v = C.u - 2$

What value does  $S.v$  have after attribute evaluation, if  $S.u = 3$  before evaluation begins? (5%)

2. (a) Show that the following grammar is not LR(1): (10%)

$$A \rightarrow a A a \mid \epsilon$$

(note:  $\epsilon$  is empty)

(b) Is this grammar ambiguous? Why or why not? (5%)

(背面仍有題目,請繼續作答)

3. The following program is in a block structure language (e.g., PASCAL like):

```

procedure A;
  var x, y: integer;
  procedure B;
    var z: integer;
    procedure C;
      var x, u: integer;
      begin
        ...
      end;
    begin
      ...
    end;
  procedure D;
    var y: integer;
    begin
      ...
    end;
  begin
    ...
  end;
end;

```

If the static most closely nested scope rule is applied to the variable declaration, please answer the following questions:

- (a) What is the attribute should be recorded in symbol table, so that the above rule can be implemented? (5%)
  - (b) How to access a nonlocal variable? (5%)
4. What is Java Virtual Machine (JVM)? Why does JVM use a stack-based instruction set? (10%)
  5. List all possible components of a *thread*? What kinds of resources are shared by peer threads? (10%)
  6. The performance of the Round Robin scheduling depends heavily on the size of the time slice. Explain why? Should we shorten the time slice as much as possible? (10%)
  7. What is the cause of thrashing? How does the system detect thrashing? (10%)
  8. In what situations would using memory as a RAM disk be more useful than using it as a disk cache? (10%)