(乙組)

Part I. Operating Systems (50%)

- 1. (10%) Compare in implementation the main differences between a system call and a subroutine call.
- 2. (15%) Explain the implementation of semaphores in multiprocessor environment.
- 3. (10%) What is a virtual memory system? To implement a virtual memory system some software and hardware support are required. Describe the <u>hardware</u> support required.
- 4. (15%) In Unix, a buffer-caching system is included in the I/O system to improve the efficiency. Describe the functions and implementation of the buffer-caching system.

Part II. Compilers (50%)

- 1. (10%) A grammar G is LL(1) if and only if whenever A -> α | β are two distinct productions of G the following three conditions hold.
 - (1). For no terminal a do both α and β derive strings beginning with a.
 - (2). At most one of α and β can derive empty string.
- (3). If $\beta \stackrel{*}{\Longrightarrow} \epsilon$ (empty string), then α does not derive any string beginning with a terminal in FOLLOW(A).

For each of these conditions explain the reasons.

- 2. (10%) Variable-length data refers to dynamically-allocated data. Explain in compilation the approach used for handling variable-length arrays (such as variable-length arrays in Ada)?
- 3. (15%) The two grammars given below are equal in terms of describing the declaration syntax of types real and integer of programming language.

(Grammar A)

(Grammar B)

(乙組)

- (a) To parse the string 'var x,y,z: real;' by a LR parser derived from Grammar A show the sequence of the productions reduced.
- (b) In syntax-directed translation scheme, the semantic rules (actions) associated with the productions of each grammar should enter the declared type into the symbol-table entry for each variable. In terms of syntax-directed translation scheme for bottom-up parsing which one of the above grammars is improper? Why?
- 4. Answer the following questions.
- (a) (8%) Do some grammars have more reduce/reduce conflicts in their LALR parsing table than in their LR(1) parsing table? why or why not?
- (b) (7%) What is a <u>display</u>?