

**3 Compiler Construction (TGG)**

- (a) Explain why some programming languages require automatic memory management (“garbage collection”) for program execution. [4 marks]
- (b) At a given point in the execution of a program, what can be considered as garbage? How can garbage be located in memory? [4 marks]
- (c) Suppose a programmer is implementing garbage collection using reference counting. Discuss whether or not they need to consider the possibility of a reference count overflowing when incremented. [4 marks]
- (d) Suppose we are writing a compiler for an ML-like language. We want to employ the equation

$$(\text{map } f) \circ (\text{map } g) = \text{map } (f \circ g)$$

as a left-to-right rewrite rule for optimisation. The symbol  $\circ$  represents function composition — for any value  $v$  the expression  $(f \circ g) v$  evaluates to the value of  $f(g v)$ .

Discuss the merits of this idea. Is it always correct? [8 marks]