EECS665 Compiler Construction
General Information – Fall 2017

Class Information: As below:

    Lectures:
    Room: LEEP2 G415, Time: MWF 3:00PM – 3:50PM
    Lab:
    Room: Eaton 1005B, Time: T 8:00AM – 9:50AM, **OR**
    Room: Eaton 1005B, Time: R 8:00AM – 9:50AM, **OR**
    Room: Eaton 1005B, Time: T 11:00AM – 12:50PM, **OR**
    Room: Eaton 1005B, Time: F 4:00PM – 5:50PM
    Prerequisites: EECS368 (Programming Language Paradigms), EECS448 (Software Engineering I), EECS510 (Introduction to the Theory of Computing)

Instructor: Prasad Kulkarni
    Office: 2030 Eaton (Ph: 785-864-8819)
    Office Hours: MF 9:30AM – 10:30AM or by appointment
    Email: prasadk@ku.edu
    Other Location: 136 Nichols (Ph: 785-864-7322)

Teaching Assistants:

Name	Kurt Slagle	April Wade
Office	Eaton 3025	Eaton 3025
Office Hours	WF 1:00PM - 3:00PM	WR 11:00AM - 12:30PM
Email	kslagle@ku.edu	t982w485@ku.edu

Texts: Aho, Lam, Sethi, and Ullman. Compilers: Principles, Techniques, and Tools (2nd Edition).

Class Homepage: The class home page is at http://www.ittc.ku.edu/∼kulkarni/teaching/eecs665/. The page will contain a variety of information, which will include the syllabus, schedule, slides, and assignments.

Grading: Grades will be based on your scores over three exams (12.5%, 12.5%, and 15%, respectively), including the final, in-class quizzes (10% total), two programming projects (12.5% each), and lab evaluations (25% total). Keep all graded material to provide evidence of grades. A final comprehensive exam may be given in place of the third exam.

This class will use fractional grading. Here is how I tentatively plan to associate grades with percentage scores in the class:

A	>90%		
B+	87.5-90%	B	>80%
C+	77.5-80%	C	>70%
D	>=60%	F	<60%

Slides: There is a lot of material to cover in this class. Lecturing from slides will allow me to cover the material at a more rapid pace. I will be presenting slides that I have developed and slides of figures and tables from the text. Slides and additional material that I have developed for the class will be made available from the class homepage prior to their presentation.

Attendance and Punctuality: Roll is not taken, but you are responsible for all material presented in class. Exams and due dates will be scheduled in advance. A grade of zero will be recorded for missed exams and late assignments unless prior arrangements are made. Assignments turned in after the due date, but by the beginning of the next scheduled class will be penalized 10%. Assignments will not be accepted that are more than one class period late.

Cheating: Students are encouraged to discuss programs in general and to help one another find bugs in existing programs. Copying anothers code or writing code for someone else is cheating. Keep listings to provide evidence of creative development. Please review your student handbook for additional details on what constitutes academic misconduct.

Quizes: There will be an in-class quiz every/most Mondays. Overall, I expect that we will have at least 10 such quizes. I will only consider your top 8 quiz grades to determine your final grade in the quizes. Thus, each quiz is worth 1.25% towards your final class grade.

Programming Assignments: There will be two major programming projects (in addition to smaller lab assignments). These are to gain a better understanding of important compiler concepts, write portions of the various phases of a compiler, and practice programming. Though successive phases will build on previous phases, inability to successfully complete a particular assignment or phase is no reason to panic. Executables or code for previous phases will be provided.

Please advise the instructor of this class at your earliest convenience (minimum of five working days) if you have a disability that will require a reasonable accommodation for any of the activities in the course schedule.