1 Course Staff

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2 Lectures and Tutorials

<table>
<thead>
<tr>
<th>Lectures</th>
<th>Days</th>
<th>Time</th>
<th>Location</th>
<th>Lecturer</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEC 001</td>
<td>Tue. &amp; Thur.</td>
<td>10:00–11:20pm</td>
<td>MC 4020</td>
<td>Lukas Fleischer</td>
</tr>
<tr>
<td>LEC 002</td>
<td>Tue. &amp; Thur.</td>
<td>10:00–11:20pm</td>
<td>RCH 211</td>
<td>Mark Petrick</td>
</tr>
<tr>
<td>LEC 003</td>
<td>Tue. &amp; Thur.</td>
<td>8:30–9:50pm</td>
<td>RCH 211</td>
<td>Mark Petrick</td>
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<table>
<thead>
<tr>
<th>Tutorials</th>
<th>Days</th>
<th>Time</th>
<th>Location</th>
<th>Lecturer</th>
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<tbody>
<tr>
<td>TUT 101</td>
<td>Wednesday</td>
<td>8:30–10:20pm</td>
<td>PHY 150</td>
<td></td>
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<tr>
<td>TUT 102</td>
<td>Wednesday</td>
<td>11:30–12:20pm</td>
<td>PHY 150</td>
<td></td>
</tr>
<tr>
<td>TUT 103</td>
<td>Wednesday</td>
<td>1:30–2:20pm</td>
<td>PHY 150</td>
<td></td>
</tr>
<tr>
<td>TUT 104</td>
<td>Wednesday</td>
<td>10:30–11:20pm</td>
<td>PHY 150</td>
<td></td>
</tr>
<tr>
<td>TUT 105</td>
<td>Wednesday</td>
<td>2:30–3:20pm</td>
<td>PHY 150</td>
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</tbody>
</table>

In the first week of the term, there will be no tutorial.

3 Course Description

This course presents the relationship between high-level languages and the computer architecture that underlies their implementation, including basic machine architecture, assemblers, specification and translation of programming languages, linkers and loaders, block-structured languages, parameter passing mechanisms, and comparison of programming languages.

Prerequisites: (CS 138 or 246) or (a grade of 85% or higher in one of CS 136 or 146); Computer Science and BMath (Data Science) students only. Antirequisites: CS 230, ECE 351.

Course Web Site: [http://www.student.cs.uwaterloo.ca/~cs241](http://www.student.cs.uwaterloo.ca/~cs241) lists the course syllabus, assignment specifications and resource material.
3.1 Course Objectives

At the end of the course, students should be able to

- Write short machine- and assembly-language programs to perform simple data manipulation
- Write a basic assembler supporting labels
- Give formal specifications for regular languages, including regular expressions and bubble diagrams
- Write a scanner capable of dealing with a typical high-level programming language (given the specification)
- Give a grammar for a context-free language and, given a grammar, produce a derivation for a given string in the language
- Write a parser for an LR(1) language given a low-level representation of the LR-parsing automaton (e.g., as derived from an automatic parser generator)
- Write a simple code generator for an imperative language, i.e., one doing little or no optimization
- Apply appropriate design decisions when programming in C/C++ based on a detailed understanding of the way memory is used by a running C/C++ program

Note: When writing programs, students must be able to design, code, debug, test, and successfully run the programs.

3.2 Overview of Topics Covered

Machine architecture and assembly language

Assemblers, linkers, and loaders
Mnemonic op-codes, pseudo-ops, symbolic constants and addresses, literals. Assembler algorithm, linker and loader algorithms

Regular languages and scanning
Architecture of a compiler. Syntax vs. semantics. Introduction to formal languages. Regular languages, regular expressions and finite state machines.

Context-free languages and parsing
Context-free grammars, derivations, derivation trees, ambiguous grammars. Introduction to top-down and bottom-up parsing, LL(1) and LR(1) grammars. Tool-based parser generation.

Semantic Analysis and Code generation
Constructing parse trees. Type-checking and scope. Code generation.

Memory Management/Topics of Interest
Implications of stack versus heap allocation. Dynamic Memory Allocation. Automatic Garbage Collection. Other topics to be introduced at the instructor’s discretion.
### 3.3 Course Schedule

The assignment of topics to weeks may vary slightly from this schedule. If you miss a lecture, it is your responsibility to get the material you missed from a friend or classmate.

<table>
<thead>
<tr>
<th>Week</th>
<th>Lecture Dates</th>
<th>Topics</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>May 7, 9</td>
<td>Introduction / Machine Language</td>
<td>No assignment due</td>
</tr>
<tr>
<td>II</td>
<td>May 14, 16</td>
<td>Machine Language</td>
<td>Assignment 1 due Fri, May 17</td>
</tr>
<tr>
<td>III</td>
<td>May 21, 23</td>
<td>Assembly Language</td>
<td>Assignment 2 due Fri, May 24</td>
</tr>
<tr>
<td>IV</td>
<td>May 28, 30</td>
<td>Assemblers</td>
<td>Assignment 3 due Fri, May 31</td>
</tr>
<tr>
<td>V</td>
<td>June 4, 6</td>
<td>Regular Languages (RL)</td>
<td>Assignment 4 due Fri, June 7</td>
</tr>
<tr>
<td>VI</td>
<td>June 11, 13</td>
<td>RL/ Context-free Grammars</td>
<td>Assignment 5 due Fri, June 14</td>
</tr>
<tr>
<td>VII</td>
<td>June 18, 20</td>
<td>Context-free Grammars</td>
<td>Assignment 6 due Fri, June 21</td>
</tr>
<tr>
<td>VIII</td>
<td>June 25, 27</td>
<td>Parsing</td>
<td>Midterm: Wed, June 26, 4:30–6:20pm</td>
</tr>
<tr>
<td>IX</td>
<td>July 4, 9</td>
<td>Context-Sensitive Analysis</td>
<td>Assignment 7 due Fri, July 5</td>
</tr>
<tr>
<td>X</td>
<td>July 11, 16</td>
<td>Code Generation, Optimization</td>
<td>Assignment 8 due Fri, July 12</td>
</tr>
<tr>
<td>XI</td>
<td>July 18, 23</td>
<td>Memory Management</td>
<td>Assignment 9 due Fri, July 19</td>
</tr>
<tr>
<td>XII</td>
<td>July 25, 30</td>
<td>Linking and Loading</td>
<td>Assignment 10 due Fri, July 26</td>
</tr>
</tbody>
</table>

### 4 Evaluation Structure

Normally Computed Grade = (Final% × 50%) + (Midterm% × 25%) + (Assignments% × 25%)

Weighted Exam = (Midterm% + 2 × Final%) / 3

The Weighted Exam mark should be 50% or more in order to pass the course. If not, then the final course grade is the lesser of (normally computed grade, Weighted Exam mark).

#### 4.1 Assignments

There will be ten assignments. For most students, the course material can only be learned well by carefully working through each assignment. Real-time feedback on the correctness of your work is provided by the Marmoset submission and testing server, [https://marmoset.student.cs.uwaterloo.ca](https://marmoset.student.cs.uwaterloo.ca). All assignments must be submitted electronically to Marmoset and results are normally quickly available.

We recommend that you start working on the assignments early. Use Marmoset to assess your progress (and grade) after convincing yourself of correctness using your own self-designed tests. By the time you submit to Marmoset, you should be convinced by your own thorough testing that your program is perfect. (Hint: the test suites and automated testing that you were introduced to in CS 246 would also work very well in CS 241. Consider using them here.) A link to the Marmoset system and instructions for using it may also be found on the course web page.

#### 4.2 Late and Missed Assignments

Marmoset will accept submissions until 11:55pm on the last day of classes. However, to receive full credit, a submission must be received before 5pm on the due date. No late assignments will be accepted for Assignment 1 and 2. For Assignments 3–10, there will be a late penalty of -25% for any additional marks gained for submissions that are up to 24 hours late and a late penalty of -50% for any marks gained (after the first 24 hours) until 11:55 pm five days after the due date; i.e. if the assignment is due on Friday, you have until the following Wednesday at 11:55 pm to submit your assignment. If there is a hand-marking
component on the assignment, only “on-time” submissions will be graded for handmarking. Late assignments are only graded for the correctness component. Your current mark for an assignment will never decrease as a result of submitting late.

You must notify the instructor of any severe, long-lasting problem that prevents you from completing an assignment and submit the current version of the Verification of Illness form. The weight of your other assignments will be increased to cover the missed assignment.

### 4.3 Hand-Marking and Code Reviews

From time to time, we may choose to hand-mark an assignment question, in addition to the regular marking performed by Marmoset. The purpose of hand-marking is to review your submission and help you write better code. Although we may assign a few marks to hand-marking, its real purpose is to hopefully give you specific ways to help you improve the quality of your code. We may also, on occasion, solicit volunteers to have their code reviewed live during tutorials. Hand-marking will only be graded for “on-time” assignments.

### 4.4 Exams

**Midterm Exam:** The midterm exam is on Wednesday, June 26, 2019 from 4:30pm to 6:20pm. Rooms will be announced later.

**Final Exam:** There will be a 2.-hour final exam held during the examination period which will be scheduled through the Registrar’s Office.

### 4.5 No Makeup Arrangements for Midterm or Final

There will be no deferred or makeup for the midterm or final exam. Under extenuating circumstances that are pre-approved, where a student is unable to write the midterm, the instructor will assign a higher weight to the final exam. To be considered for this option you must submit the current version of the Verification of Illness form. If a student misses the final exam, with a valid, documented reason, they will either receive a DNW or INC depending on their performance in the rest of the course.

### 4.6 Regrading Request for Midterm

Requests for regrading will be accepted up to 14 days after students have the opportunity to view their midterm. Details of how to request a regrade will be posted in Piazza after the midterm has been marked.

### 5 Discussion Forum

CS 241 will be using Piazza to make announcements and answer questions about course material and the assignments. **You are expected to check the forum regularly,** at least once per day. Important course information will appear in pinned posts. Any information that appears in a pinned post is considered to be disseminated and we will assume that you have read it.

#### 5.1 Rules for using Piazza

a. When asking about a particular problem on an assignment, make sure to use the appropriate folder based on the assignment and questions number.
b. Before posting a question, read all relevant existing posts. Your question might already have been answered.

c. You may post private questions which are only visible to instructors. Note that students can show up anonymous to other students but not to instructors.

d. Do not post any questions asking for hints or help with failing Marmoset release test cases. In order to pass these test cases you should be rereading the assignment question, consulting the reference material and creating your own test cases. The instructors and staff for CS241 will never give any hints for Marmoset release test cases, and students are strictly forbidden from doing so as well.

6 Submitting Assignments and Receiving Results: Marmoset

Use Marmoset to submit and test your CS241 assignments.

a. If your submitted program does not compile or run successfully on its own, your submission will receive a result of “did not compile” and the detailed test results will contain something similar to the error message you get if you ran your program yourself. In this case, your submission will not be tested with any of the tests.

b. If your submitted program runs successfully on its own, it will be tested with all of the public tests.

c. If it fails any public test, the detailed test results will display an error message for that public test. In this case, your submission will not be tested with any of the release tests.

d. If it passes all of the public tests, you will have the option to see information for the release tests. If you do so, you will use up one of your “release tokens” for that question. Normally, for every assignment question, you will be initially given 3 release tokens. If you use up one or more of them, one release token will regenerate once every 12 hours, until you have 3 release tokens again. Start your work early if you want to have more chances to see the results of the release tests. If the deadline will expire before your token regenerates, you can still submit, though you will not be able to tell how your submission did on the tests.

e. Marmoset automatically tests each submission with all of the release tests, in some order specified by the course staff. If your submission fails a release test and you use a token to see the results, you will only see that test and one more test in the detailed test results. If your submission passes all the release tests, you will not see any release tests in the detailed test results, but you will be credited with full marks for that question.

f. If you fail a release test, you may get a very small amount of information about what went wrong. You will not be given details of the test case that you failed. Again, do not ask about or speculate about the test cases on Piazza. The correct action when failing a release test is to re-examine your own test suite and redesign it to find the error in your code or your assumptions.

g. You can continue to submit and see the result of release tests after the deadline has passed. It’s a good idea to finish questions on which you ran out of time, to make sure that you’ve done all the learning.

h. Release tokens are provided as a courtesy to supplement your own testing. They are not something to which you are entitled. Release tokens can go away at any time, either as a result of Marmoset malfunctioning, or deliberately (for example, in response to widespread abuse). Loss of release tokens will not be considered grounds for assignment due date extensions.
6.1 Marmoset downtime

If Marmoset fails to accept submissions for more than two of the six hours immediately prior to the deadline, or is down at the deadline, a 12-hour extension will be granted. For an extension to be granted, Marmoset must fail to accept submissions; failure or delay in displaying results is not grounds for extension. It is bad practice, and risky, to rely on Marmoset as your primary means of testing. The failure must be due to a problem with Marmoset or a widespread network failure. Your home connection is your own responsibility.

7 Group Work and the Limits of Acceptable Collaboration

Students are required to know what constitutes academic integrity. For details, see University of Waterloo’s [Office of Academic Integrity website](http://www.ouwaterloo.ca). The three most common academic offenses that CS241 students in previous terms have committed are as follows.

1. **Excessive collaboration:** Using a classmate’s assignment as the basis or as a reference for your own or allowing someone else to do this with your assignment.

2. **Use of another student’s previous assignment, test, solution:** You may not work off of, or refer to in any way, a copy of an assignment a student submitted in a previous term.

3. **Submission of another student’s assignment to Marmoset:** It is a good practice to simply not share your computer with other students in the class. If you must do so, you must be extremely careful to protect your work so that you avoid anyone submitting your work and conversely, you avoid submitting someone else’s work to Marmoset. By submitting to Marmoset, you are stating that the submission is your own work.

All assignments in CS241 are to be done individually. You are welcome to discuss general ideas regarding assignments with other students in the class, but no code-level sharing is permitted. You may not view someone else’s code, nor share your code with someone else, either in person or via electronic communication. When code is shared, *both* parties have committed an academic offence.

Marmoset tokens cannot be shared; it is an offence to “borrow” someone else’s Marmoset account for the purpose of using extra release tokens for testing, or for any other purpose.

If you have taken this course before, it is okay to base this term’s assignments on your past assignments but you must continue to develop and refine your solution; i.e. you cannot simply submit a copy of the old assignment. We want to see that you are still spending time and effort to improve your work. It is an offence to submit for credit anything that has previously been submitted for credit in the same or any other course, unless permission is explicitly granted to do so.

Although each assignment is worth only about 2.5% of your final grade, the penalty for an offence under Policy 71 is a grade of 0 on the assignment and an *additional* 5% deduction from your course grade.

7.1 Use of MOSS

MOSS (Measure of Software Similarities) is used in CS241 as a mean of comparing students’ assignments in order to support academic integrity.
8 Intellectual Property

Students should be aware that this course contains the intellectual property of their instructor, TA, and the University of Waterloo. Intellectual property includes items such as:

- Lecture content, spoken and written (and any audio/video recording thereof);
- Lecture handouts, presentations, and other materials prepared for the course (e.g., PowerPoint slides);
- Questions or solution sets from various types of assessments (e.g., assignments, quizzes, tests, final exams); and
- Work protected by copyright (e.g., any work authored by the instructor or TA or used by the instructor or TA with permission of the copyright owner).

Course materials and the intellectual property contained therein, are used to enhance a student’s educational experience. However, sharing this intellectual property without the intellectual property owner’s permission is a violation of intellectual property rights. For this reason, it is necessary to ask the instructor, TA and/or the University of Waterloo for permission before uploading and sharing the intellectual property of others online (e.g., to an online repository).

Please alert the instructor if you become aware of intellectual property belonging to others (past or present) circulating, either through the student body or online. The intellectual property rights owner deserves to know (and may have already given their consent).

9 University-wide Policies

Academic integrity: In order to maintain a culture of academic integrity, members of the University of Waterloo community are expected to promote honesty, trust, fairness, respect and responsibility. [Check the Office of Academic Integrity for more information.]

Grievance: A student who believes that a decision affecting some aspect of his/her university life has been unfair or unreasonable may have grounds for initiating a grievance. Read Policy 70, Student Petitions and Grievances, Section 4. When in doubt, please be certain to contact the departments administrative assistant who will provide further assistance.

Discipline: A student is expected to know what constitutes academic integrity to avoid committing an academic offence, and to take responsibility for his/her actions. [Check the Office of Academic Integrity for more information.] A student who is unsure whether an action constitutes an offence, or who needs help in learning how to avoid offences (e.g., plagiarism, cheating) or about rules for group work/collaboration should seek guidance from the course instructor, academic advisor, or the undergraduate associate dean. For information on categories of offences and types of penalties, students should refer to Policy 71, Student Discipline. For typical penalties, check Guidelines for the Assessment of Penalties.

Appeals: A decision made or penalty imposed under Policy 70, Student Petitions and Grievances (other than a petition) or Policy 71, Student Discipline may be appealed if there is a ground. A student who believes he/she has a ground for an appeal should refer to Policy 72, Student Appeals.

Note for students with disabilities: AccessAbility Services located in Needles Hall, Room 1401, collaborates with all academic departments to arrange appropriate accommodations for students with disabilities without compromising the academic integrity of the curriculum. If you require academic accommodations
to lessen the impact of your disability, please register with AccessAbility Services at the beginning of each academic term.