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	Autore	Candilis, Georges <1913-1995>
	Titolo	Planen und bauen fur die freizeit = = Recherches sur l'architecture des loisirs = = Planning and design for leisure / Georges Candilis.
	Pubbl/distr/stampa	Stuttgart : K.Kramer, copyr. 1972
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2.	Record Nr.	UNISA996465560103316
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	Soggetti	Programming languages (Electronic computers) Software engineering Architecture, Computer Mathematical logic Artificial intelligence Programming Languages, Compilers, Interpreters Software Engineering/Programming and Operating Systems Computer System Implementation Software Engineering Mathematical Logic and Formal Languages Artificial Intelligence

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Nota di contenuto	Recursive ascent-descent parsers -- Application development with the FNC-2 attribute grammar system -- Compilation for instruction parallel processors -- A generator for production quality compilers -- Rie and Jun: Towards the generation of all compiler phases -- STARLET: An affix-based compiler compiler designed as a logic programming system -- PAGODE: A back end generator using attribute abstract syntaxes and term rewritings -- A tool box for compiler construction -- Tools and techniques of annotated programming -- A compiler with scheduling for a specialized synchronous multiprocessor system -- Using an LALR compiler compiler to generate incremental parsers -- Generating efficient code from continuation semantics -- Optimizing directly executable LR parsers -- SYS/3 — A software development tool -- An attributed ELL(1)-parser generator -- A hybrid top-down parsing technique -- Computer-aided building of a compiler: An example -- Specification and implementation of a tree-abiding interface for Ada -- Towards a multilingual natural language understanding interface -- Mixed dialogue control defined by an attribute grammar -- Mate - A metasystem with concurrent attribute evaluation -- A practical implementation of DCGs -- Algorithmic debugging for imperative languages with side-effects.
Sommario/riassunto	Advances and problems in the field of compiler compilers are considered in this volume, which presents the proceedings of the third in a series of biannual workshops on compiler compilers. Selected papers address the topics of requirements, properties, and theoretical aspects of compiler compilers as well as tools and metatools for software engineering. The 23 papers cover a wide spectrum in the field of compiler compilers, ranging from overviews of new compiler compilers for generating quality compilers to special problems of code generation and optimization. Aspects of compilers for parallel systems and knowledge-based development tools are also discussed.