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1. Introduction

See Chapter 2, Section 2.1, Section 2.1.1, Figure 2.1, Table 1.3, and Listing 1.1.

1.1. Stages of Compilation

a

Figure 1.1: Steps of compilation.

a

Figure 1.2: Steps of compilation. (altered)

1.2. The rush Programming Language

```
fn fib(n: int) -> int {}
```

Listing 1.1: Generating Fibonacci numbers using rush.

1.2.1. Features

Table 1.1: Lines of code of the project's components in commit '`f8b9b9a`'.

Table 1.2: Most important features of the rush programming language.

Table 1.3: Data types in the rush programming language.

2. Analyzing the Source

2.1. Lexical and Syntactical Analysis

2.1.1. Formal Syntactical Definition by a Grammer

```
fn main() {}
```

Listing 2.1: Grammar for basic arithmetic in EBNF notation.

2.1.2. Grouping Characters Into Tokens

```
fn main() {}
```

Listing 2.2: The rush '`Lexer`' struct definition.

Table 2.1: Advancing window of a lexer.

```rust
fn main() {}
```

Listing 2.3: Simplified '`Token`' struct definition.

2.1.3. Constructing a Tree

a

Figure 2.1: Abstract syntax tree for '`1+2**3`'.

Table 2.2: Mapping from EBNF grammar to Rust type definitions.

Operator Precedence

```rust
fn main() {}
```

Listing 2.4: Example language a traditional LL(1) parser cannot parse.

a

Figure 2.2: Abstract syntax tree for '`1+2**3`' using Pratt parsing.

```rust
fn main() {}
```

Listing 2.5: Pratt-parser: Implementation for token precedences.

```rust
fn main() {}
```

Listing 2.6: Pratt-parser: Implementation for expressions.

```
fn main() {}
```

Listing 2.7: Pratt-parser: Implementation for grouped expressions.

```
fn main() {}
```

Listing 2.8: Pratt-parser: Implementation for infix-expressions.

a

Figure 2.3: Token precedences for the input '`(1+2*3)/4**5`'.

Parser Generators

2.2. Semantic Analysis

2.2.1. Defining the Semantics of a Programming Language

2.2.2. The Semantic Analyzer

```
fn main() {}
```

Listing 2.9: A rush program which adds two integers.

Implementation

```
fn main() {}
```

Listing 2.10: Fields of the '`Analyzer`' struct.

```
fn main() {}
```

Listing 2.11: Output when compiling an invalid rush program.

```
fn main() {}
```

Listing 2.12: Analyzer: Validation of the '`main`' function's signature.

```
fn main() {}
```

Listing 2.13: Analyzer: The ‘`let_stmt`’ method.

```rust
fn main() {}
```

Listing 2.14: Analyzer: Analysis of expressions during semantic analysis.

```rust
fn main() {}
```

Listing 2.15: Analyzer: Obtaining the type of expressions.

```
fn main() {}
```

Listing 2.16: Analyzer: Validation of argument type compatibility.

```
fn main() {}
```

Listing 2.17: Analyzer: Determining whether an expression is constant.

Early Optimizations

```
fn main() {}
```

Listing 2.18: Redundant '`while`' loop inside a rush program.

```
fn main() {}
```

Listing 2.19: Analyzer: Loop optimization.

a

Figure 2.4: How semantic analysis affects the abstract syntax tree.

3. Interpreting the Program

3.1. Tree-Walking Interpreters

```
fn main() {}
```

Listing 3.1: Tree-walking interpreter: Type definitions.

3.1.1. Implementation

```
fn main() {}
```

Listing 3.2: Tree-walking interpreter: ‘`Value`’ and ‘`InterruptKind`’ definitions.

3.1.2. How the Interpreter Executes a Program

a

Figure 3.1: Call stack at the point of processing the ‘`return`’ statement.

```rust
fn main() {}
```

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```rust
fn main() {}
```

Listing 3.4: Tree-walking interpreter: Calling of functions.

```
fn main() {}
```
Listing 3.5: Example rush program.

3.1.3. Supporting Pointers

3.2. Using a Virtual Machine

3.2.1. Defining a Virtual Machine

```
fn main() {}
```

Listing 3.6: Struct definition of the VM.

3.2.2. Register-Based and Stack-Based Machines

3.2.3. The rush Virtual Machine

```
fn main() {}
```

Listing 3.7: Minimal pointer example in rush.

a

Figure 3.2: Linear memory of the rush VM.

```
fn main() {}
```

Listing 3.8: VM instructions for the minimal pointer example.

3.2.4. How the Virtual Machine Executes a rush Program

```
fn main() {}
```

Listing 3.9: A recursive rush program.

```
fn main() {}
```

Listing 3.10: Struct definition of a '`CallFrame`'.

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Figure 3.3: Example call stack of the rush VM.

```
fn main() {}
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Listing 3.11: VM instructions matching the AST in Figure 3.4.

3.2.5. Fetch-Decode-Execute Cycle of the VM

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fn main() {}
```

Listing 3.12: The ‘run’ method of the rush VM.

```
fn main() {}
```

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3.2.6. Comparing the VM to the Tree-Walking Interpreter

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4.1. How a Compiler Translates the AST

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4.2. The Compiler Targeting the rush VM

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4.3.1. WebAssembly Modules

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Structure of a Compiled rush Program

4.4.3. The rush Compiler Using LLVM

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4.5. Transpilers

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5.1. Low-Level Programming Concepts

5.1.1. Sections of an ELF File

5.1.2. Assemblers and Assembly Language

a

Figure 5.1: Level of abstraction provided by assembly.

5.1.3. Registers

a

Figure 5.2: Relationship between registers, memory, and the CPU.

5.1.4. Using Memory: The Stack

Alignment

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5.1.5. Calling Conventions

5.1.6. Referencing Variables Using Pointers

5.2. RISC-V: Compiling to a RISC Architecture

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5.2.1. Register Layout

5.2.2. Memory Access Through the Stack

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5.2.3. Calling Convention

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5.2.6. Supporting Pointers

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Struct Fields

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Let Statements

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Loops

5.3. x86_64: Compiling to a CISC Architecture

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Struct Fields

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