

# Interpreter

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# Overview

## **Motivation**

## **Steering demo**

- Interpret a language consisting of simple steering commands

## **Calculator demo**

- Add support for compound expressions

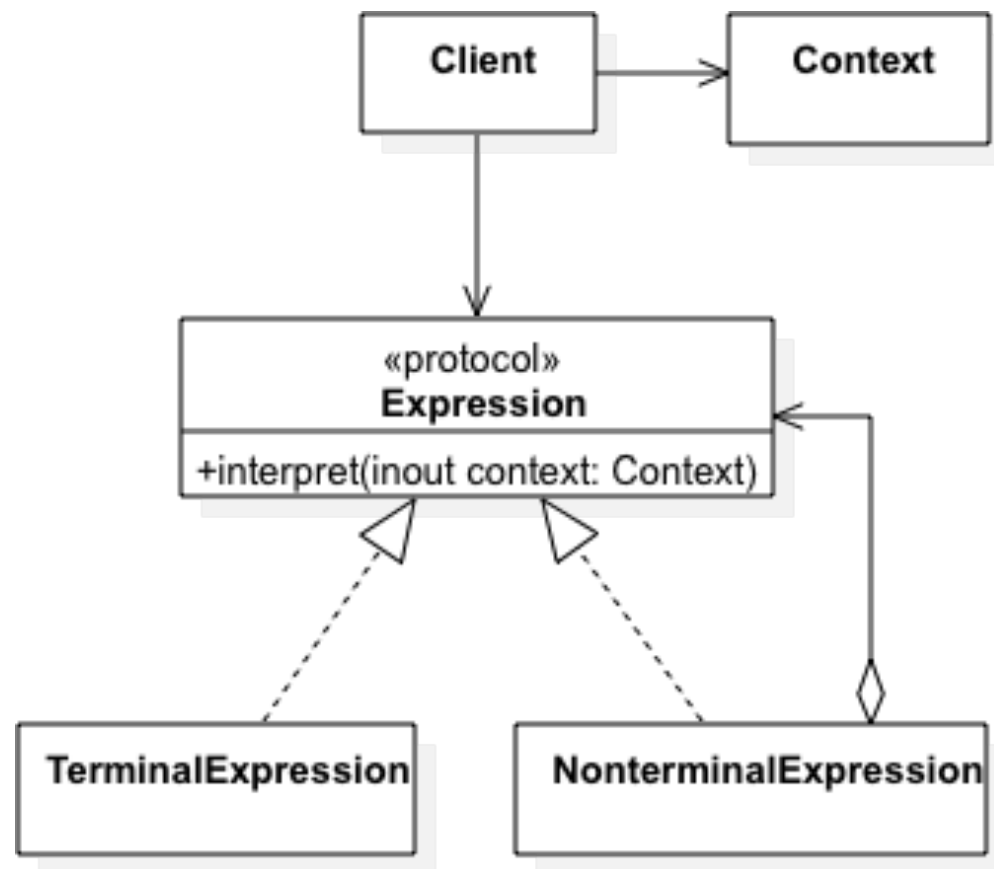
# Motivation



## Define language rules and interpreter

- Create a simple language for frequently occurring problems
- Define the “grammar”
- Map each sentence to a type
- Evaluate the sentences

# Interpreter Structure



## Expression protocol

- Defines the `interpret(context:)` method

## Context

- Encapsulates global interpreter state

## TerminalExpression

- A terminal symbol in the grammar

## NonterminalExpression

- A compound symbol in the grammar

## Client

- Builds the syntax tree.  
Invokes the `interpret()` method

# Interpreter

Defines a simple language and an object representation of the language grammar along with an interpreter to evaluate the grammar.

# Driving Directions

Head North and go one mile. Turn left and proceed three miles.  
Take a right at the intersection and go two miles.

# Define Grammar

“headNorth”

**Head North** and go one mile. Turn left and proceed three miles.  
Take a right at the intersection and go two miles.

# Define Grammar

“headNorth”

“move”

**Head North** and **go** one mile. Turn left and proceed three miles.  
Take a right at the intersection and go two miles.



# Define Grammar

“headNorth”

“move”

**Head North** and **go one mile**. Turn left and proceed three miles.  
Take a right at the intersection and go two miles.

# Define Grammar

“headNorth”

“move”

“headWest”

**Head North** and **go one mile**. **Turn left** and proceed three miles.  
Take a right at the intersection and go two miles.

# Define Grammar

“headNorth”

“move”

“headWest”

“move”

**Head North** and **go one mile**. **Turn left** and **proceed** three miles.  
Take a right at the intersection and go two miles.

# Define Grammar

“headNorth”

“move”

“headWest”

“move”

“move”

“move”

**Head North** and **go one mile**. **Turn left** and **proceed three miles**.  
Take a right at the intersection and go two miles.

# Define Grammar

“headNorth”

“move”

“headWest”

“move”

“move”

“move”

**Head North** and **go one mile**. **Turn left** and **proceed three miles**.  
**Take a right** at the intersection and go two miles.

“headNorth”

# Define Grammar

“headNorth”

“move”

“headWest”

“move”

“move”

“move”

**Head North** and **go one mile**. **Turn left** and **proceed three miles**.  
**Take a right** at the intersection and **go** two miles.

“headNorth”

“move”

# Define Grammar

“headNorth”

“move”

“headWest”

“move”

“move”

“move”

**Head North** and **go one mile**. **Turn left** and **proceed three miles**.  
**Take a right** at the intersection and **go two miles**.

“headNorth”

“move”

“move”

# Define Grammar

“headNorth move headWest move move move headNorth move move”

**Head North** and **go one mile**. **Turn left** and **proceed three miles**.  
**Take a right** at the intersection and **go two miles**.



# Map Rules to Swift Types

“move”



Move

“headNorth”



North

# Map Rules to Swift Types

“move”



Move

“headNorth”



North

“headSouth”



South

“headEast”



East

“headWest”



West

# Demo

## **Steering demo**

- Interpret a language consisting of simple steering commands

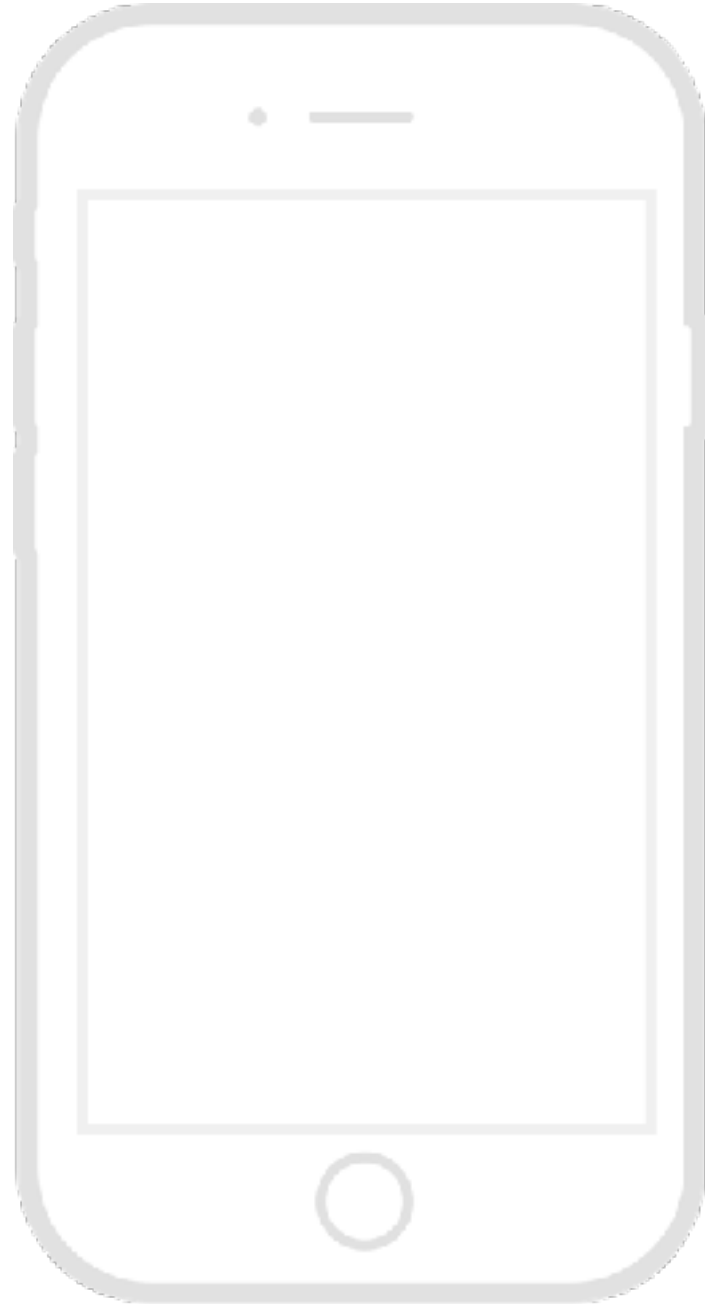
The context represents a  
global Interpreter state.

# Pose

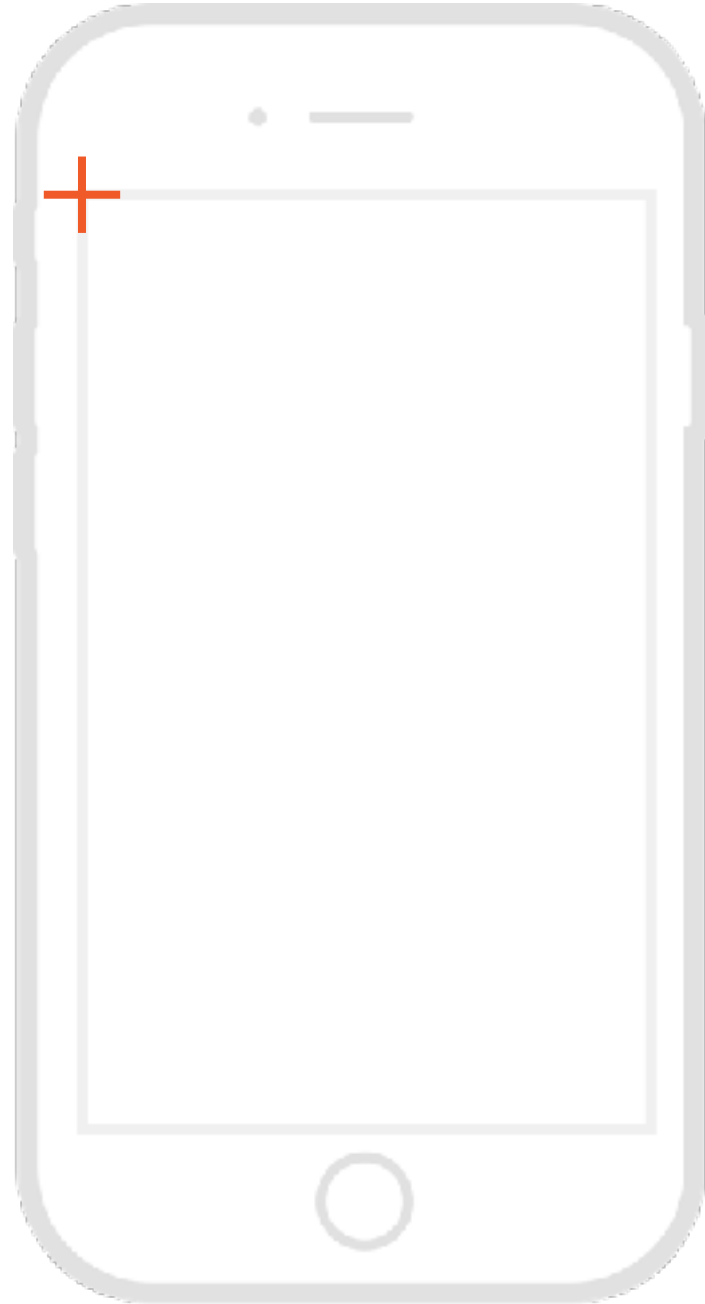
(computer vision/robotics)

The combination of position and orientation.

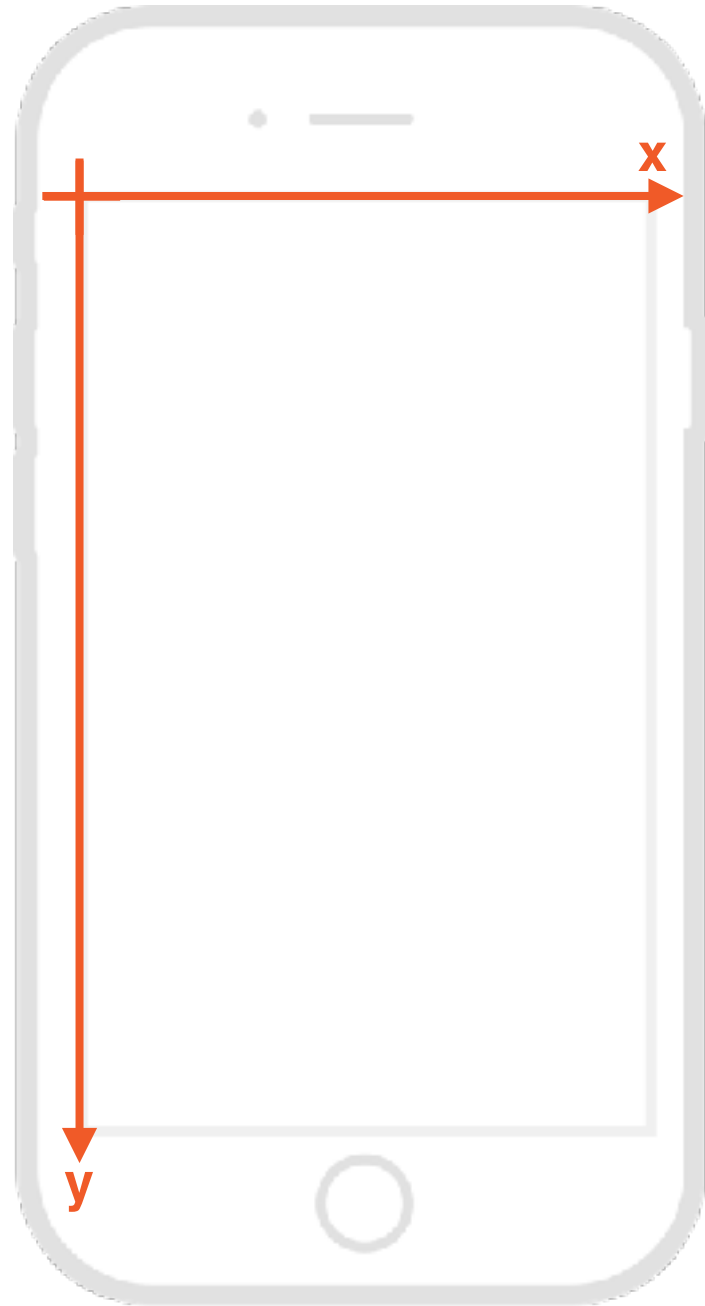
# iOS Coordinate System



# iOS Coordinate System



# iOS Coordinate System





# iOS Coordinate System



# Directions



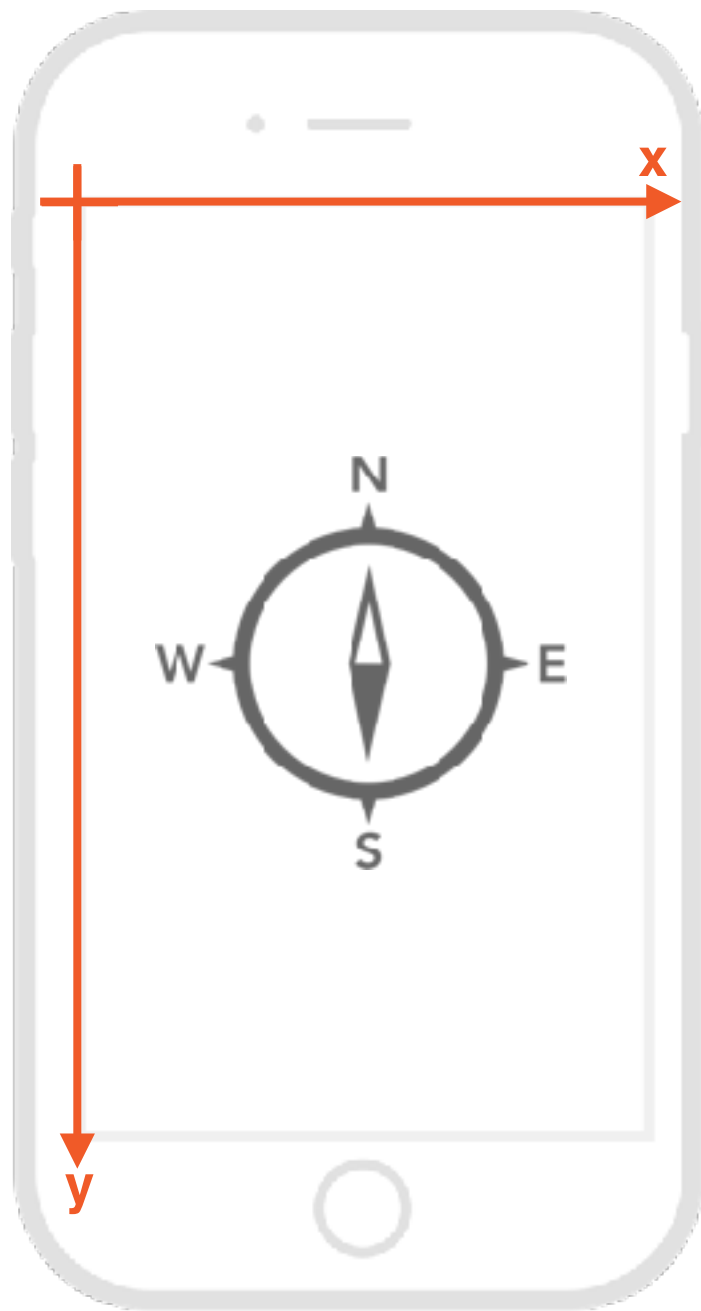
North:  $x = 0, y = -1$

South:  $x = 0, y = 1$

East:  $x = 1, y = 0$

West:  $x = -1, y = 0$

# Directions



North:  $(0, -1)$

South:  $(0, 1)$

East:  $(1, 0)$

West:  $(-1, 0)$

# Demo

## **Calculator demo**

- Add support for compound expressions

# Nonterminal expression

An expression that contains other expressions.

# Define Grammar

**"1 plus 3 minus 7 plus 11 minus 8"**

# Evaluate

“1 plus 3 minus 7 plus 11 minus 8”

# Evaluate

1 plus 3 minus 7 plus 11 minus 8



# Expressions

Number + Number - Number + Number - Number  
1 plus 3 minus 7 plus 11 minus 8

# Expressions

**1 plus 3 minus 7 plus 11 minus 8.**

# Summary

## **The Interpreter design pattern:**

- Creates a simple language
- Defines the grammar
- Maps grammar sentences to types
- Interprets the grammar

## **Pitfalls**

- Don't use for complex grammar