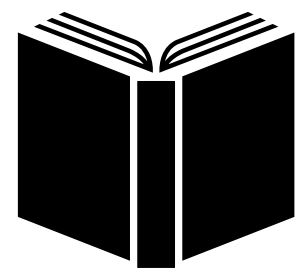


Abstract Syntax Trees

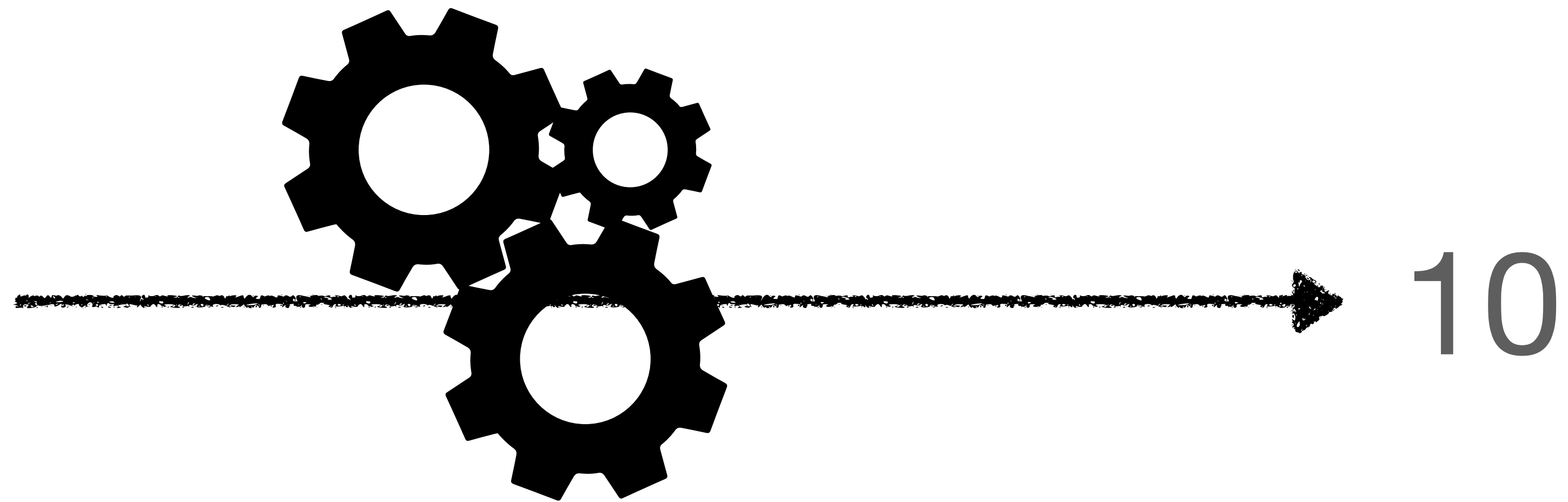
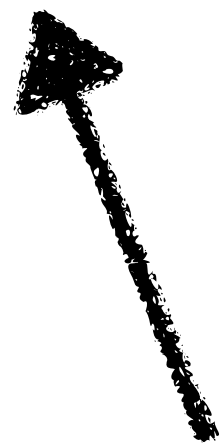
And code representations

Executing Code

```
a := 1;  
if (condition){  
  a := a + 7;  
}  
return a + 2;
```



This is text!

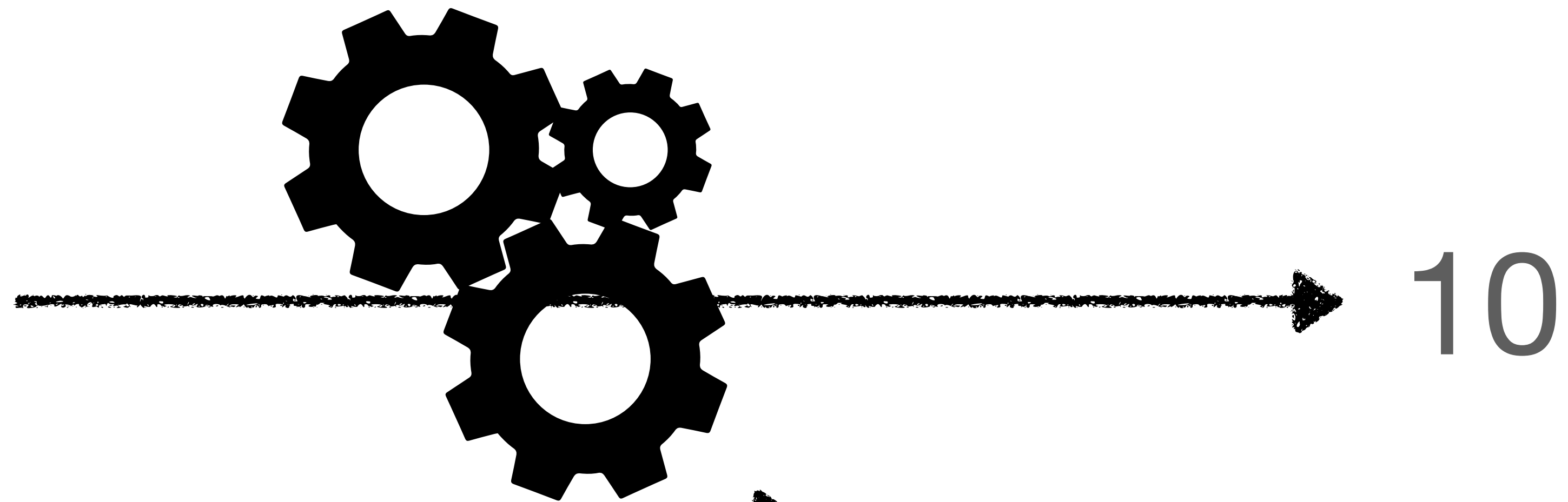


Executing Code

```
a := 1;  
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}  
return a + 2;
```

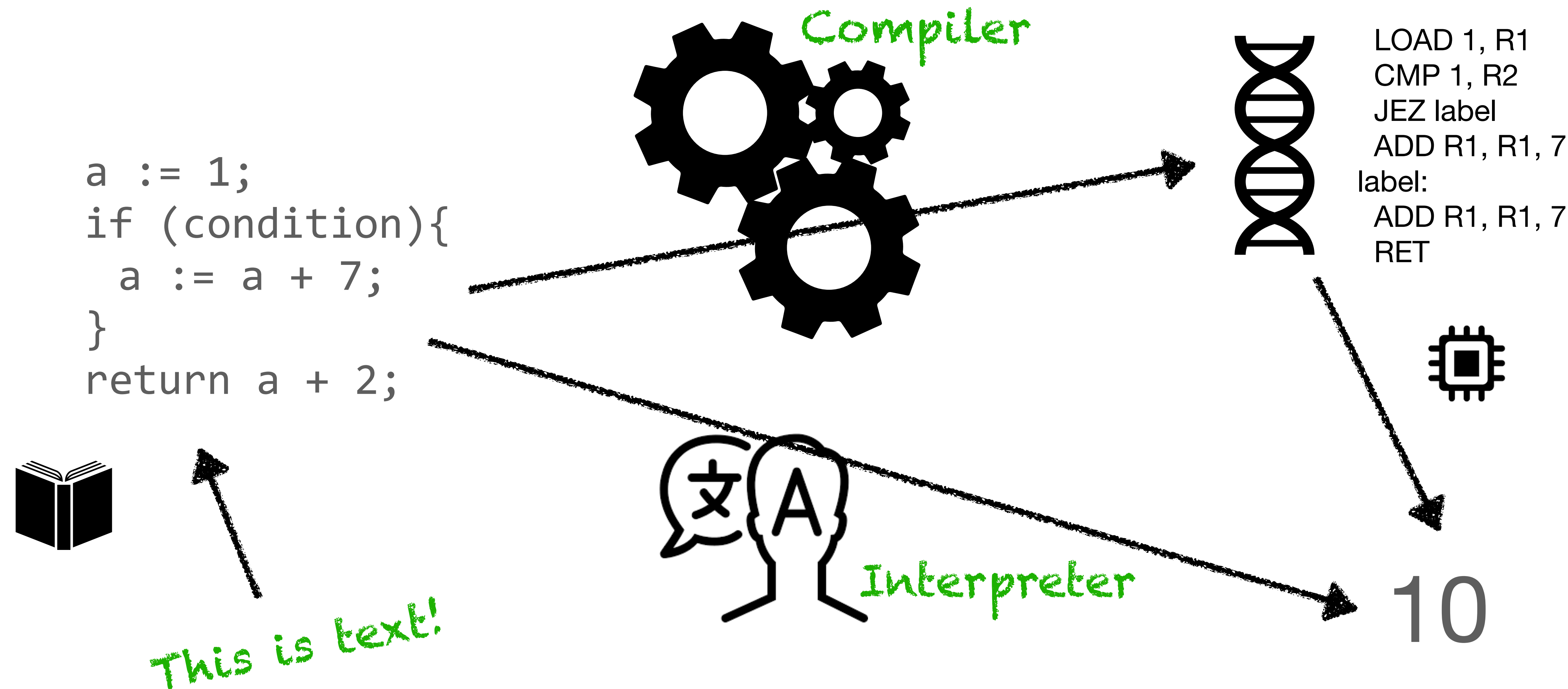


This is text!



???????

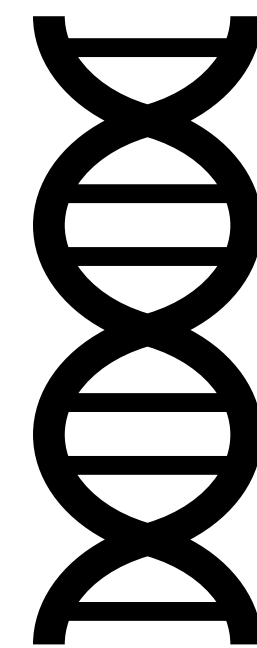
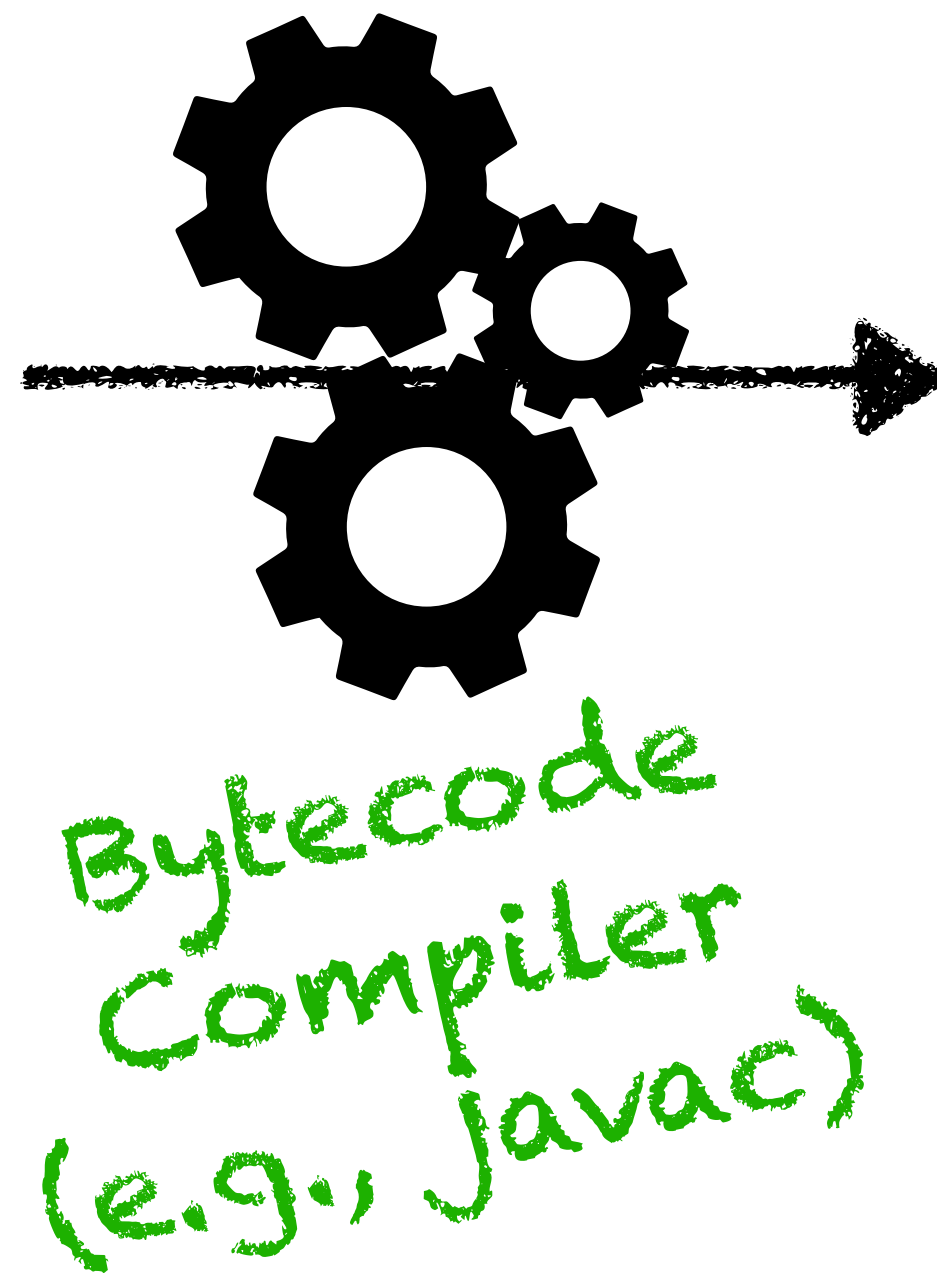
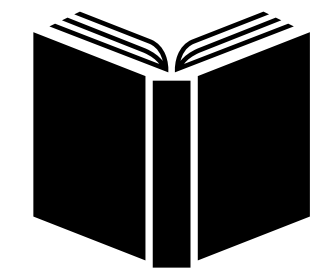
Compilers vs Interpreters



Modern Languages

Use both compilers AND interpreters!

```
a := 1;  
if (condition){  
    a := a + 7;  
}  
return a + 2;
```



Virtual Machine
bytecode

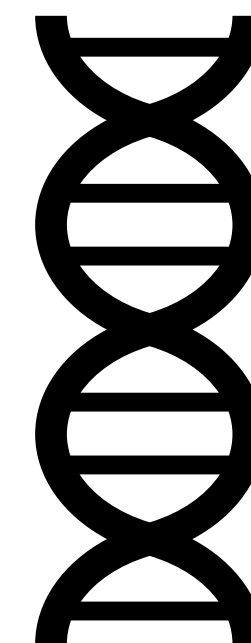
(looks like machine code)

Bytecode
Interpreter

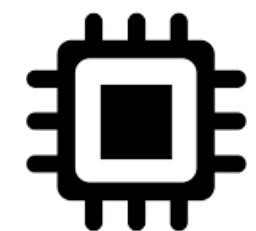


10

Machine Code
Compiler



Machine code



Basics of Interpreters and Compilers

- Interpreters and compilers ****are programs****
- They take data as input (the program to execute)
- They manipulate it using some data structures
- They output the result (if an interpreter) or code (if a compiler)

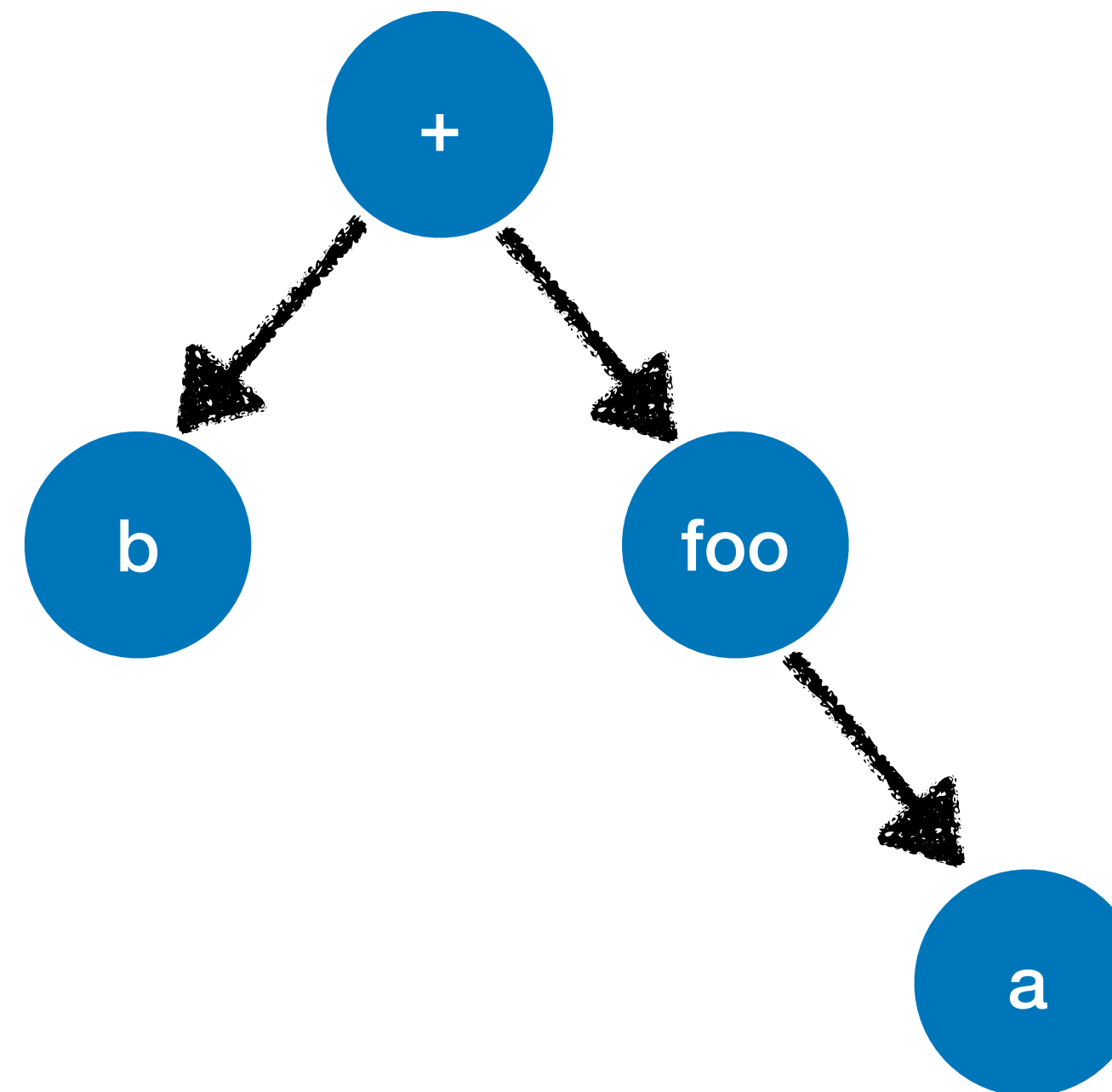
Data structures to represent code

- Lists

`b + foo(a);`

LOAD R1, b
MOV R2, R1
LOAD R1, a
CALL FOO
ADD R1, R1, b

- Trees



There are also DAGs,
but they are for an advanced course
(or an internship ;))

Data structures to represent code

Lists

- Closer to “machine” code
- Simple to manipulate
- Relations between instructions become implicit
 - e.g., how many arguments does foo have?
 - e.g., Answer => sometimes, we need to see foo’s code
 - These become “conventions”

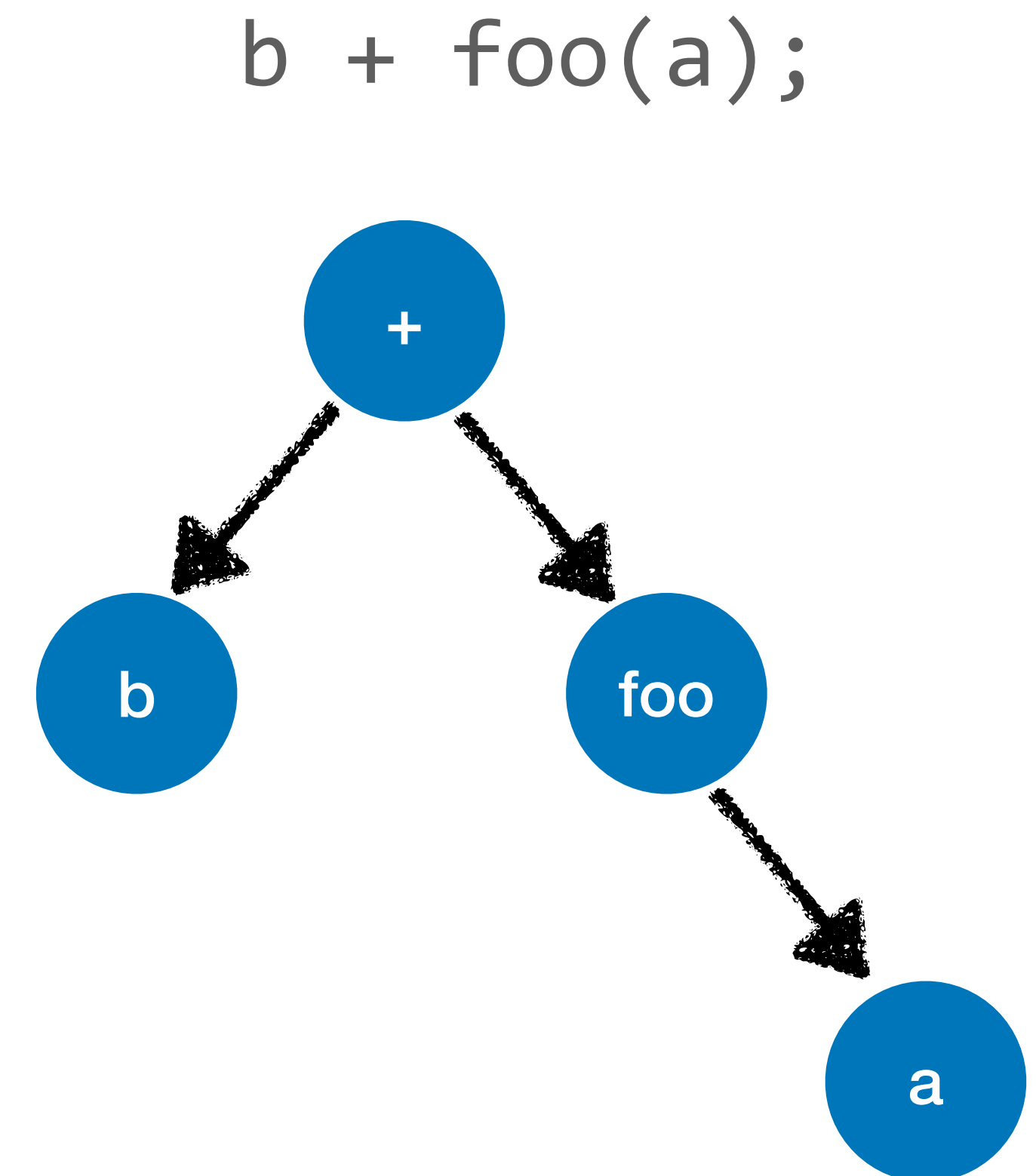
`b + foo(a);`

LOAD R1, b
MOV R2, R1
LOAD R1, a
CALL foo
ADD R1, R1, b

Data structures to represent code

Trees

- Closer to source code
- Often produced by a parser
- Relations are explicit
 - e.g., how many arguments does foo have?
 - e.g., Answer => look at foo's children!



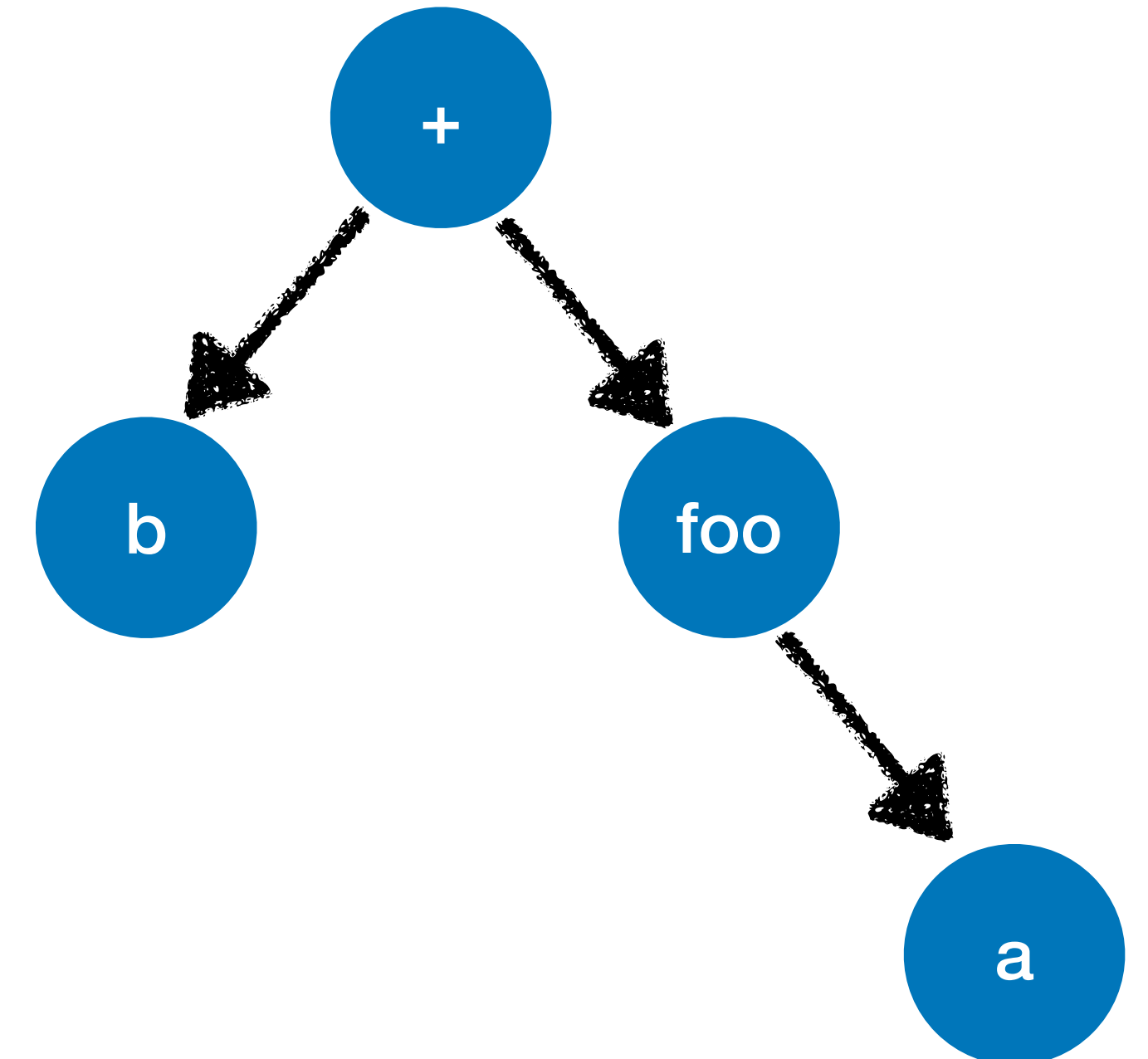
Abstract Syntax Trees (ASTs)

- Trees representing code
- Abstract, because they do not represent ALL elements in the grammar
 - i.e., parentheses, statement finalisers, indentation are **not** in the tree

b + foo(a);

b + (foo(a));

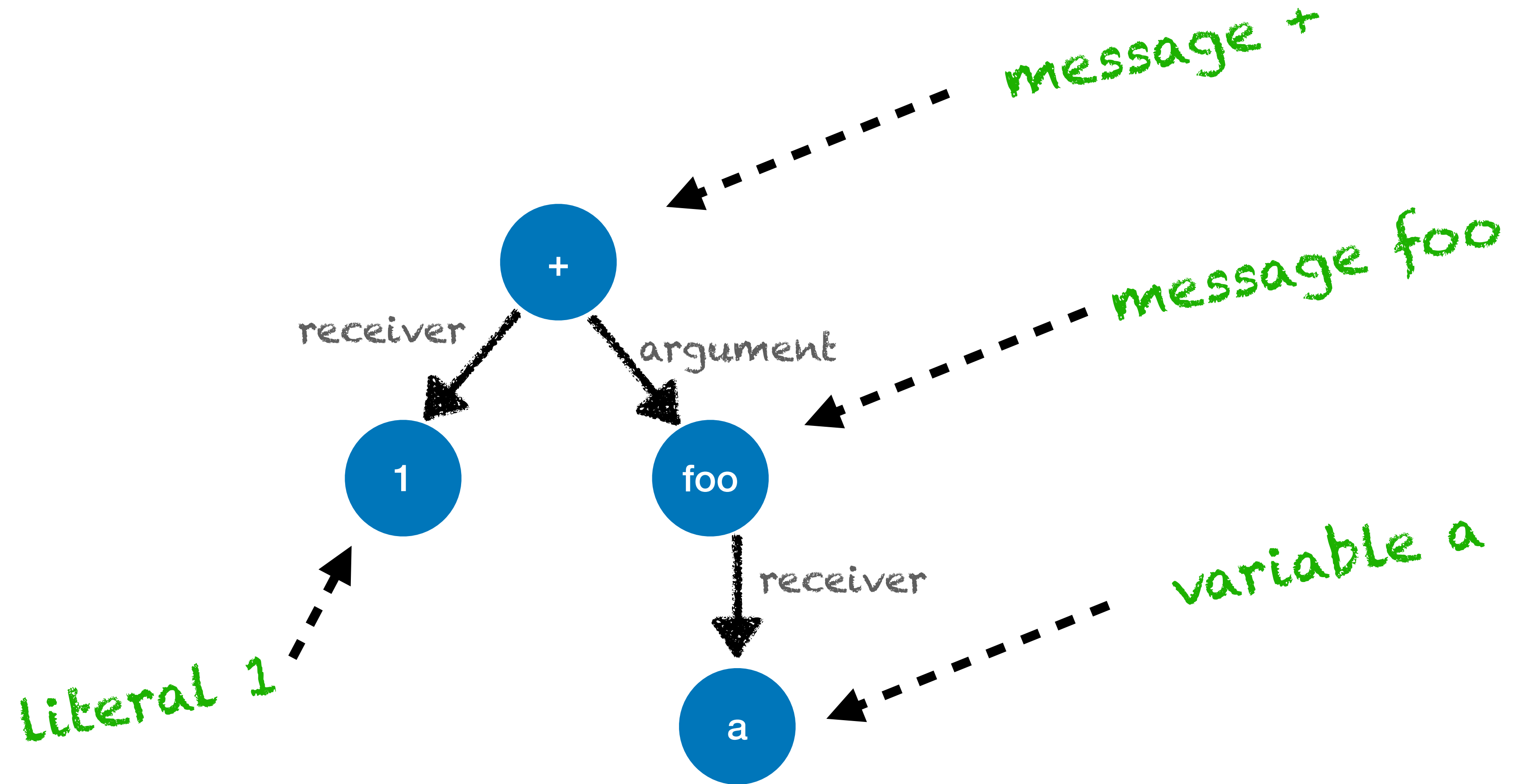
b +
foo(a)



Pharo AST's

Example

1 + a foo

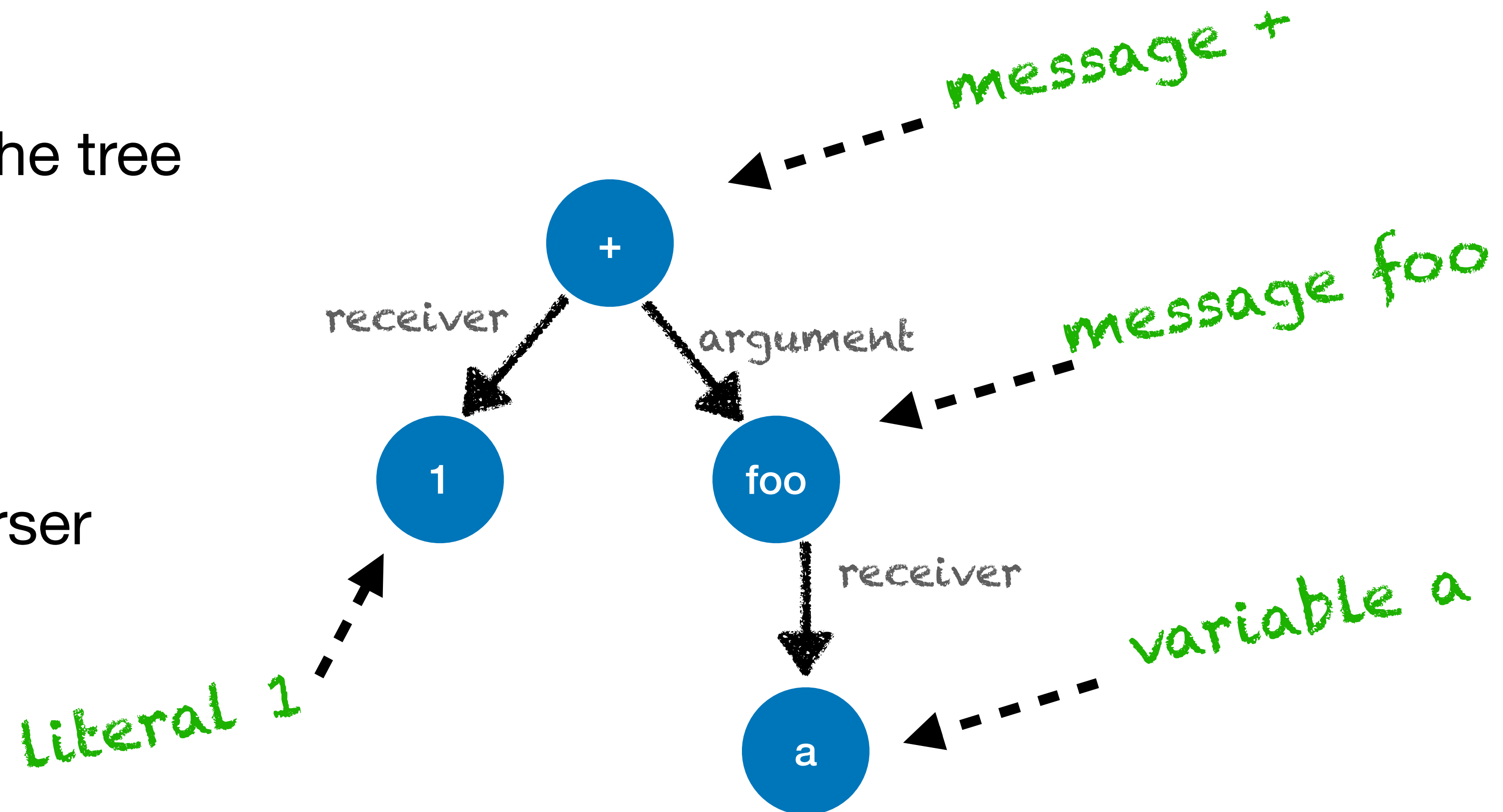


Pharo AST's

Precedence is in the tree!

- Executed first => lower in the tree
- Unary < binary < keyword
- Thus unary is lower
- Already resolved by the parser

1 + a foo

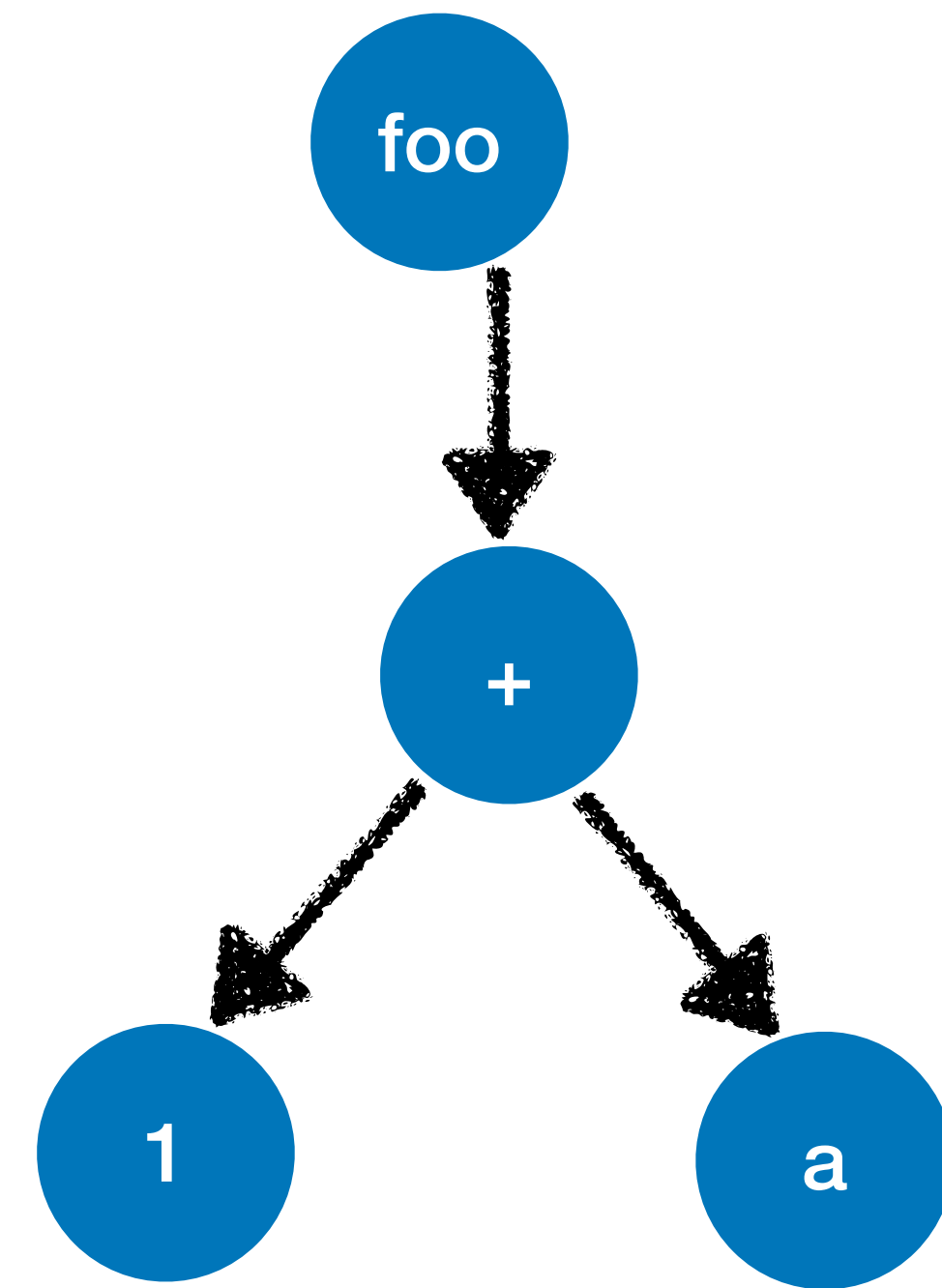


Pharo AST's

Precedence is in the tree, example 2

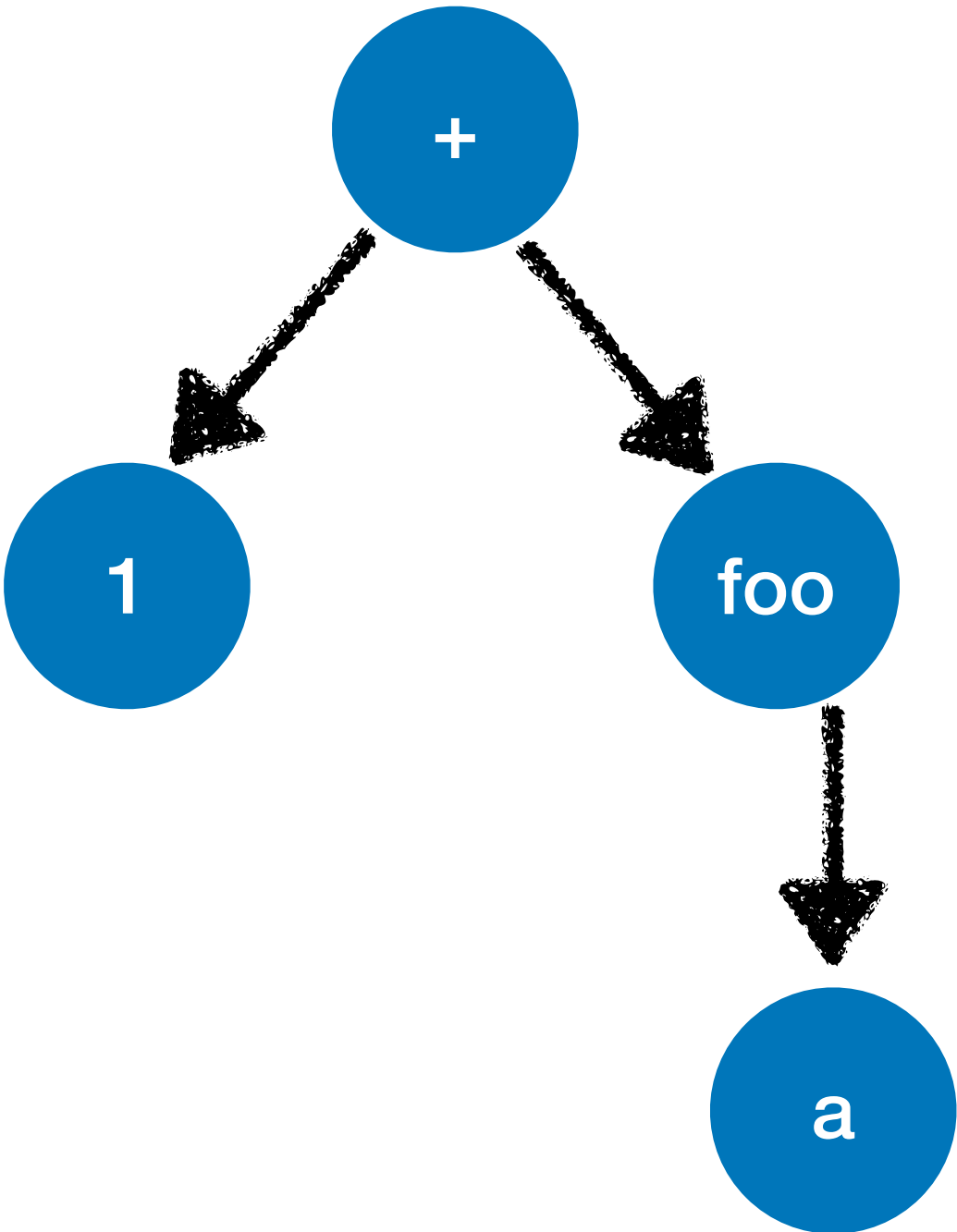
- Executed first => lower in the tree
- Parenthesis < unary < binary < keyword
- Thus parenthesis is lower
- Already resolved by the parser

(1 + a) foo

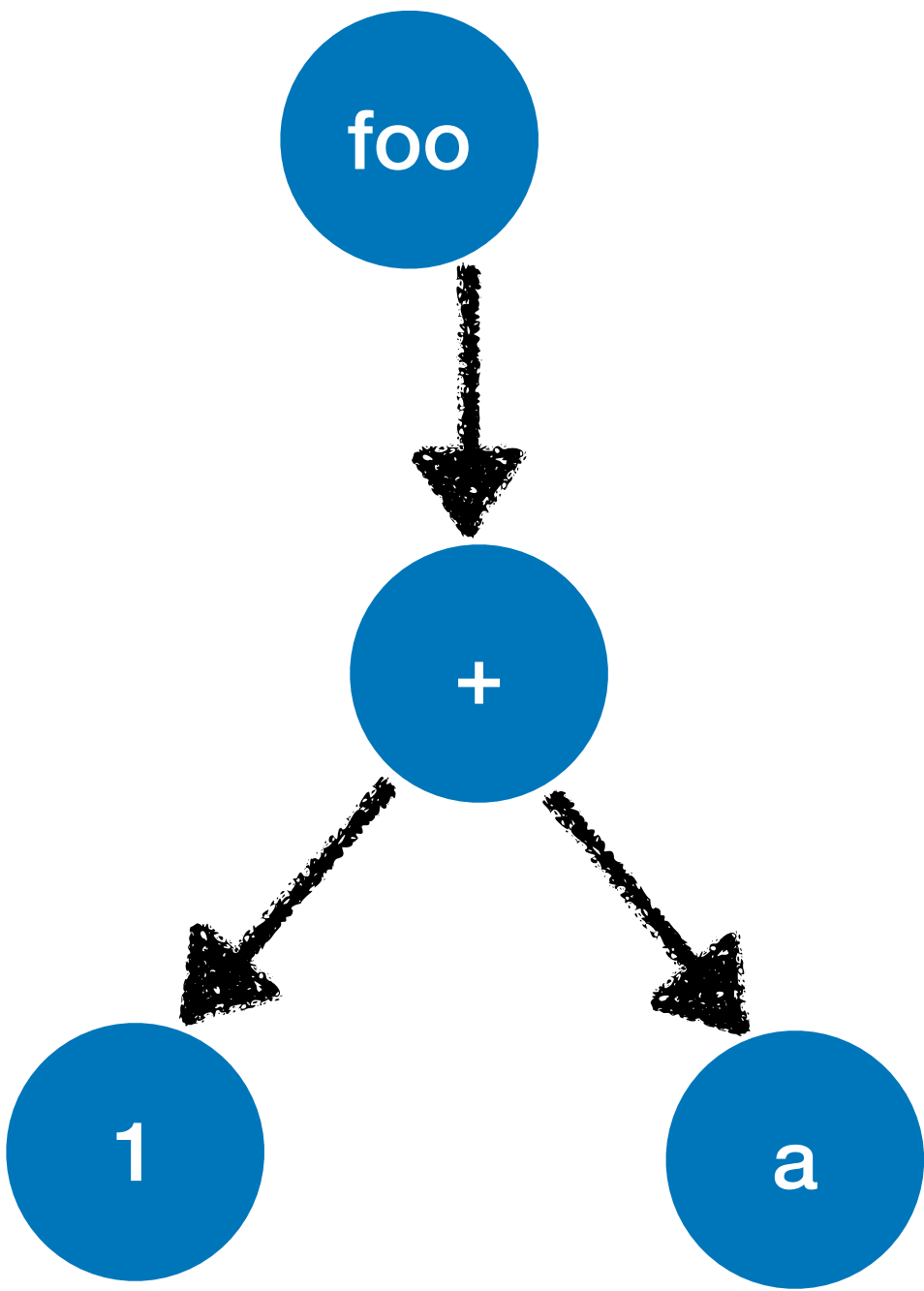


Comparing Precedence

1 + a foo



(1 + a) foo



Conclusion

- Code can have many representations (with plus and cons)
- ASTs are trees representing code
 - Each node is a syntactic element
 - Relation between nodes show dependencies
 - Precedence is explicit in the tree
=> the lower in the tree, the higher the precedence

