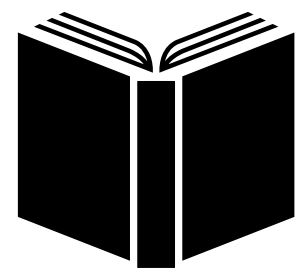


# **Abstract Syntax Trees**

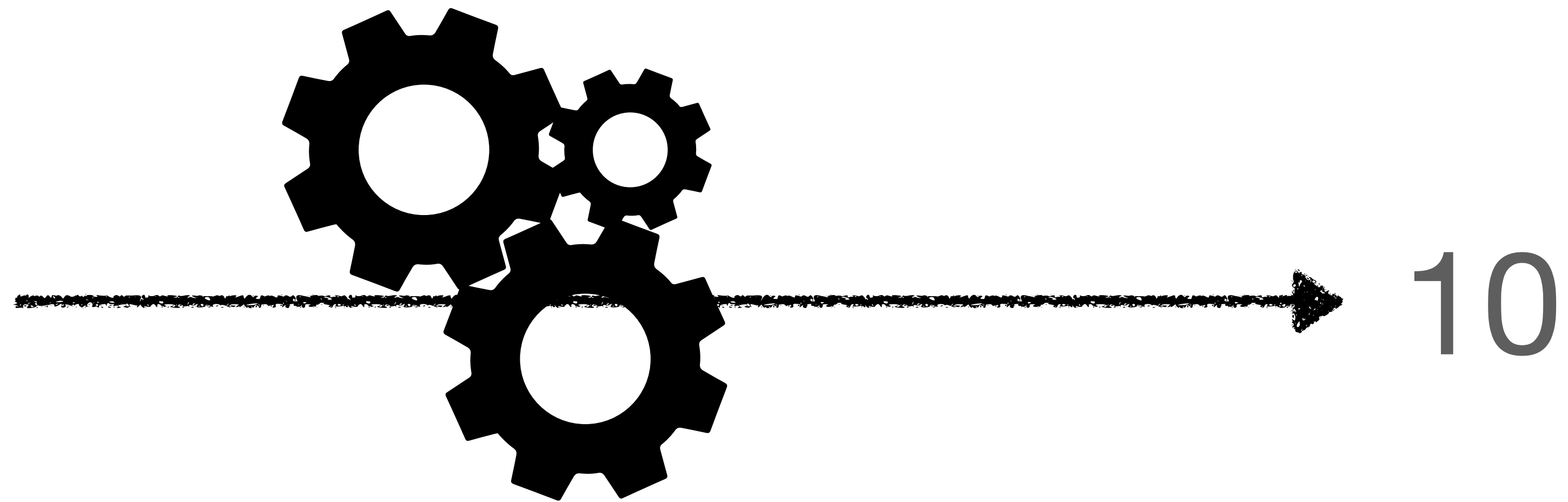
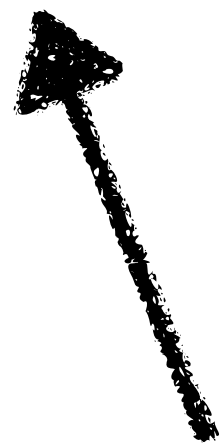
**And code representations**

# Executing Code

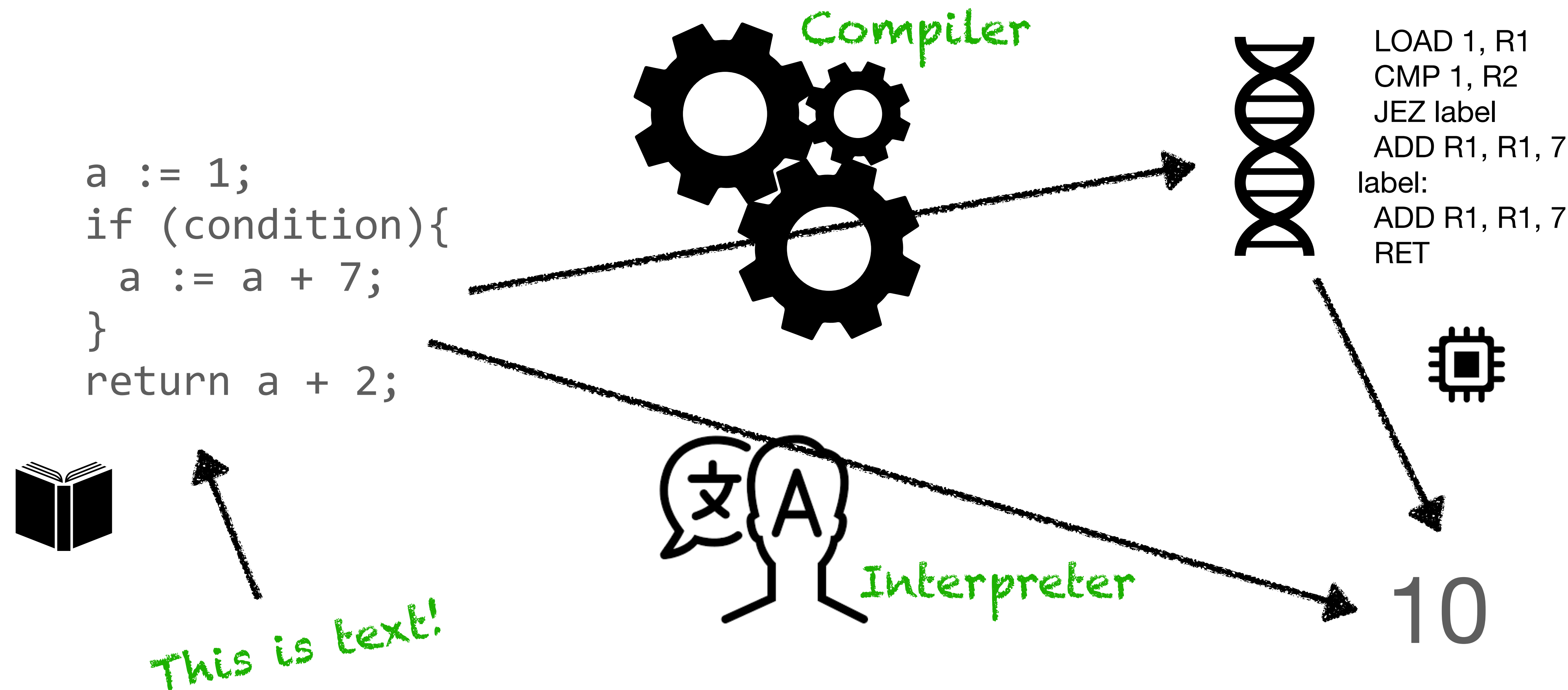
```
a := 1;  
if (condition){  
  a := a + 7;  
}  
return a + 2;
```



*This is text!*



# Compilers vs Interpreters

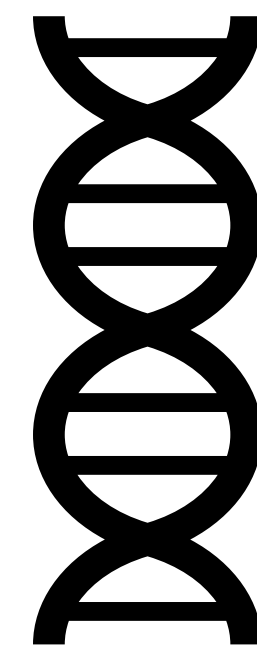
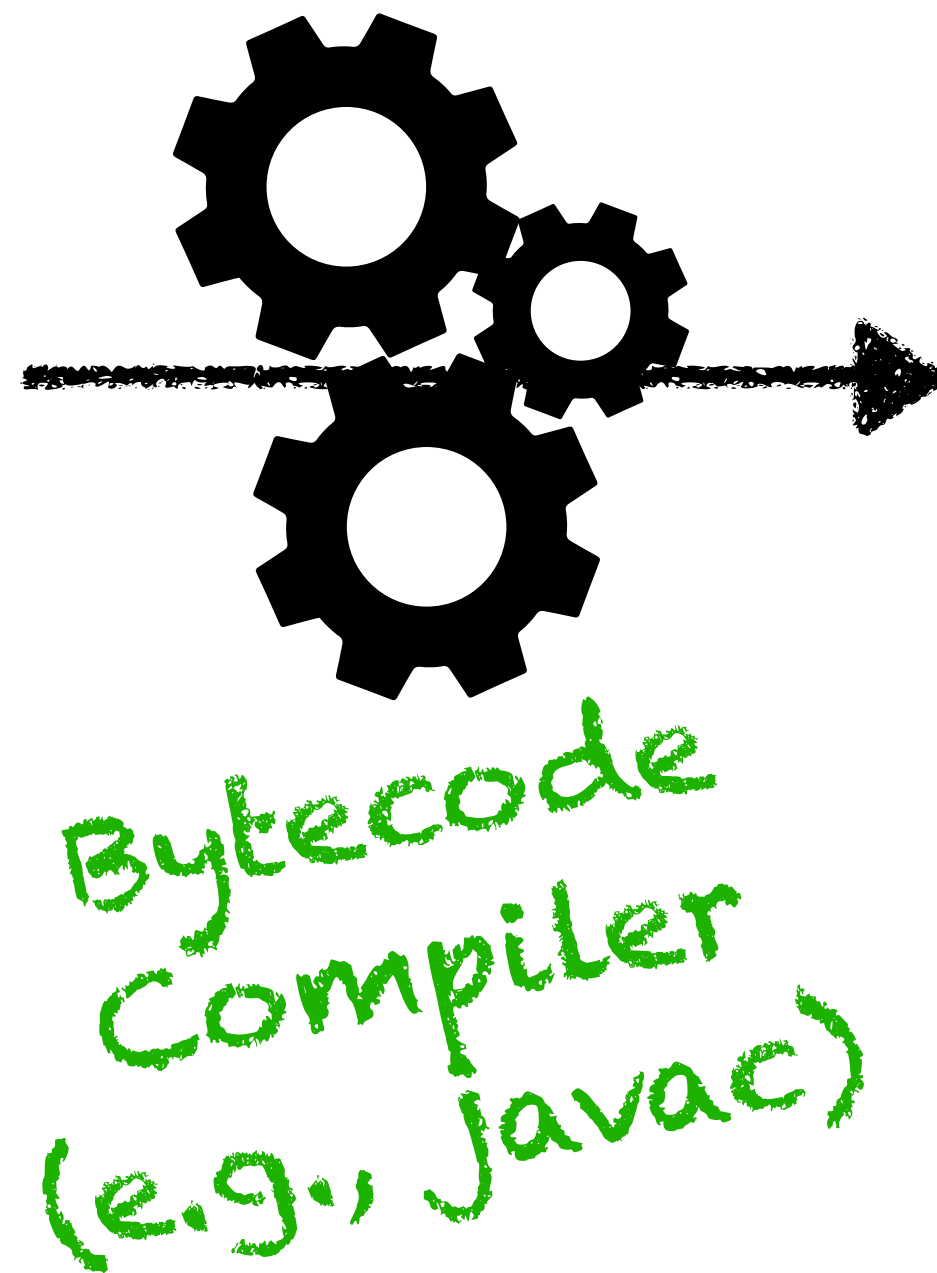


# Modern Languages

Use both compilers AND interpreters!

Virtual Machine

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



Virtual Machine  
bytecode

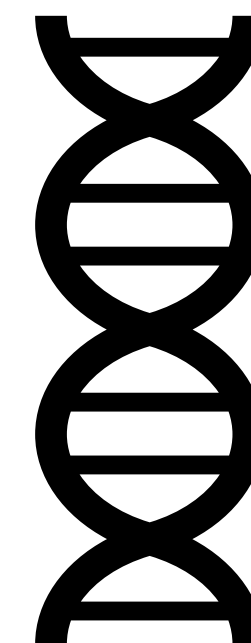
(looks like machine code)

Bytecode  
Interpreter

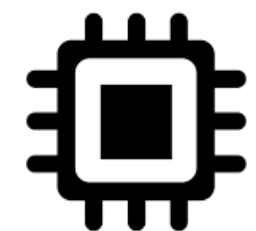


10

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)

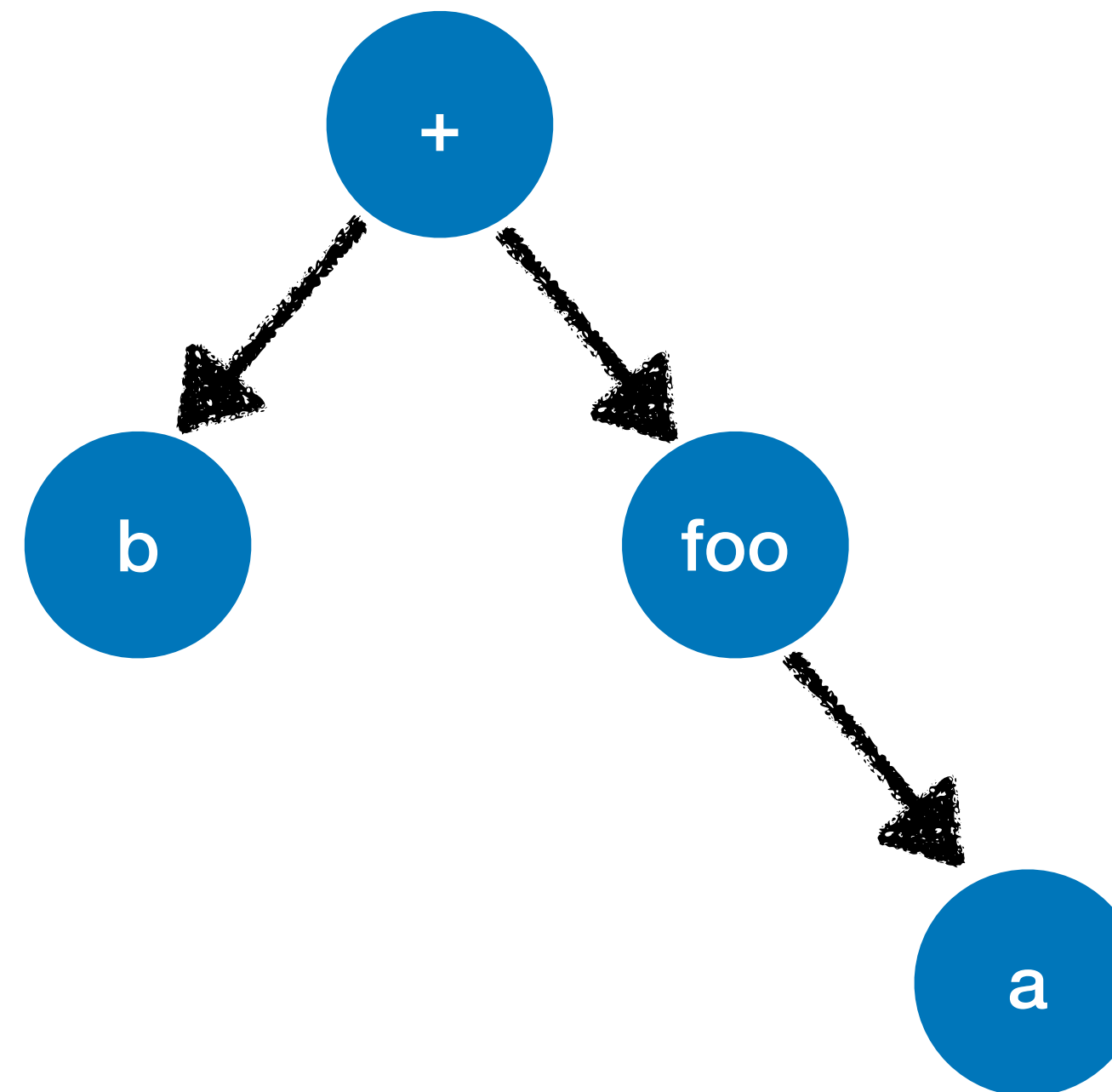
# Data structures to represent code

- Lists

`b + foo(a);`

<b>LOAD R1, b</b>
<b>MOV R2, R1</b>
<b>LOAD R1, a</b>
<b>CALL FOO</b>
<b>ADD R1, R1, b</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”

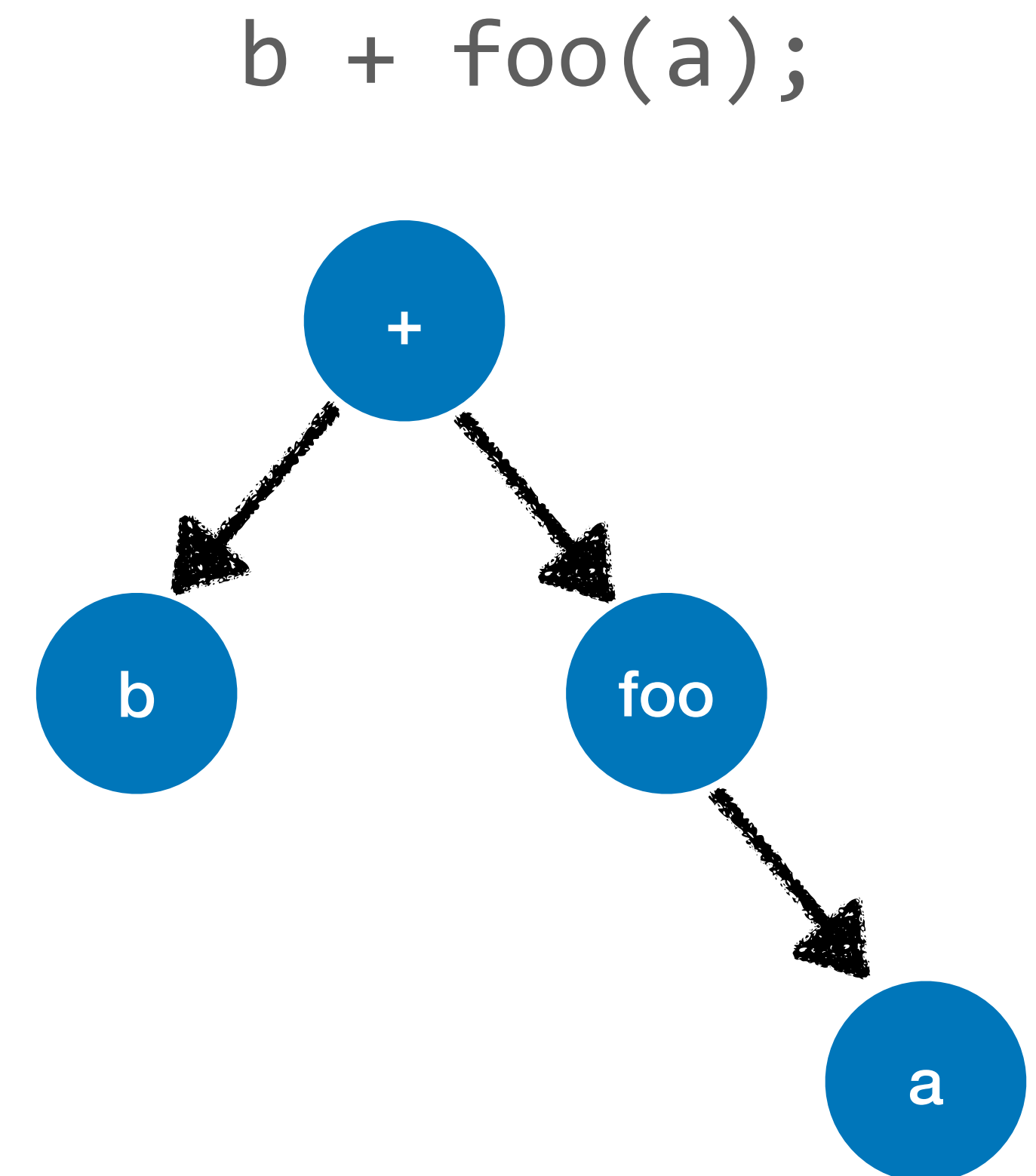
`b + foo(a);`

<b>LOAD R1, b</b>
<b>MOV R2, R1</b>
<b>LOAD R1, a</b>
<b>CALL foo</b>
<b>ADD R1, R1, b</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!





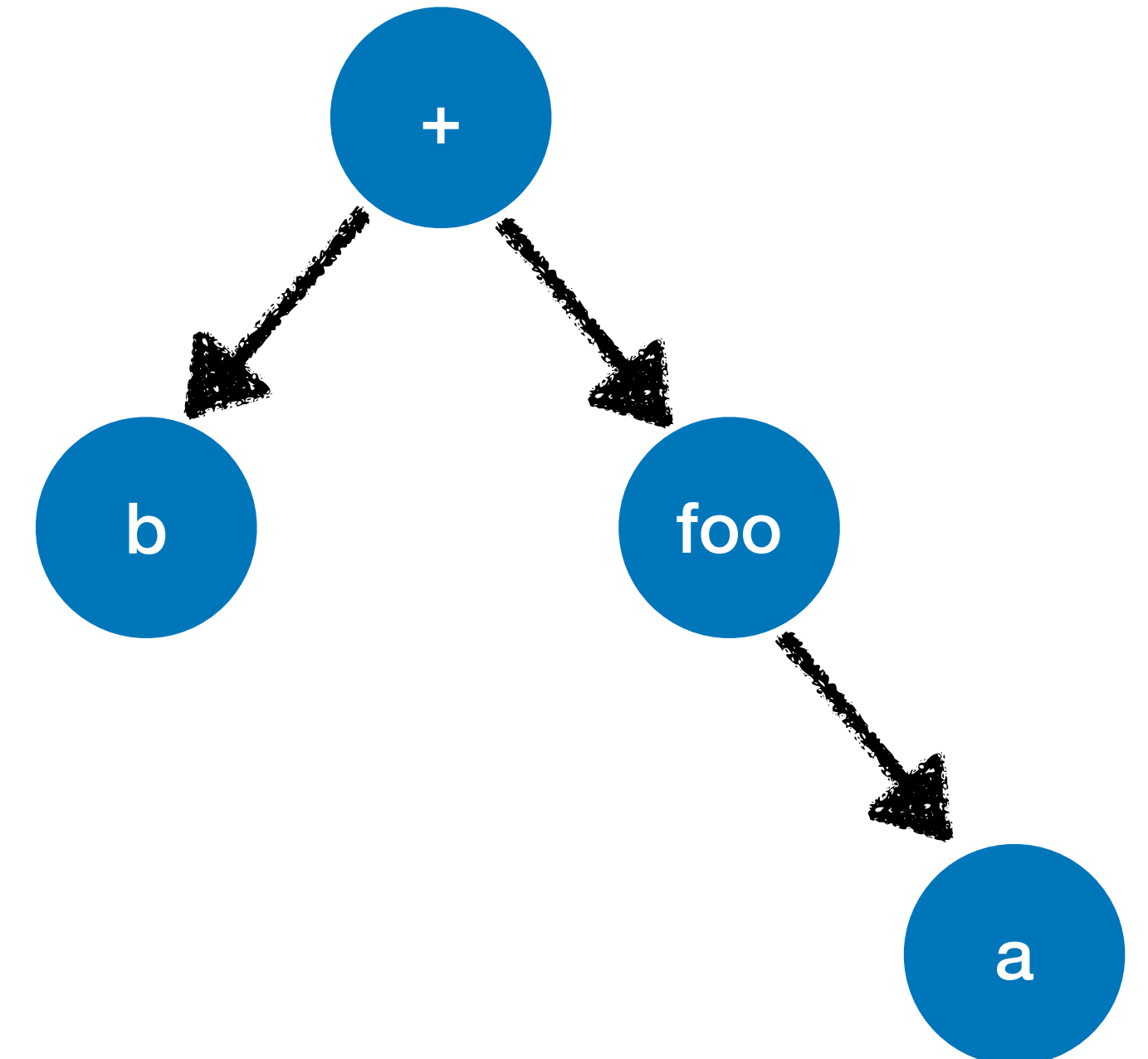
# Abstract Syntax Trees (ASTs)

- 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));

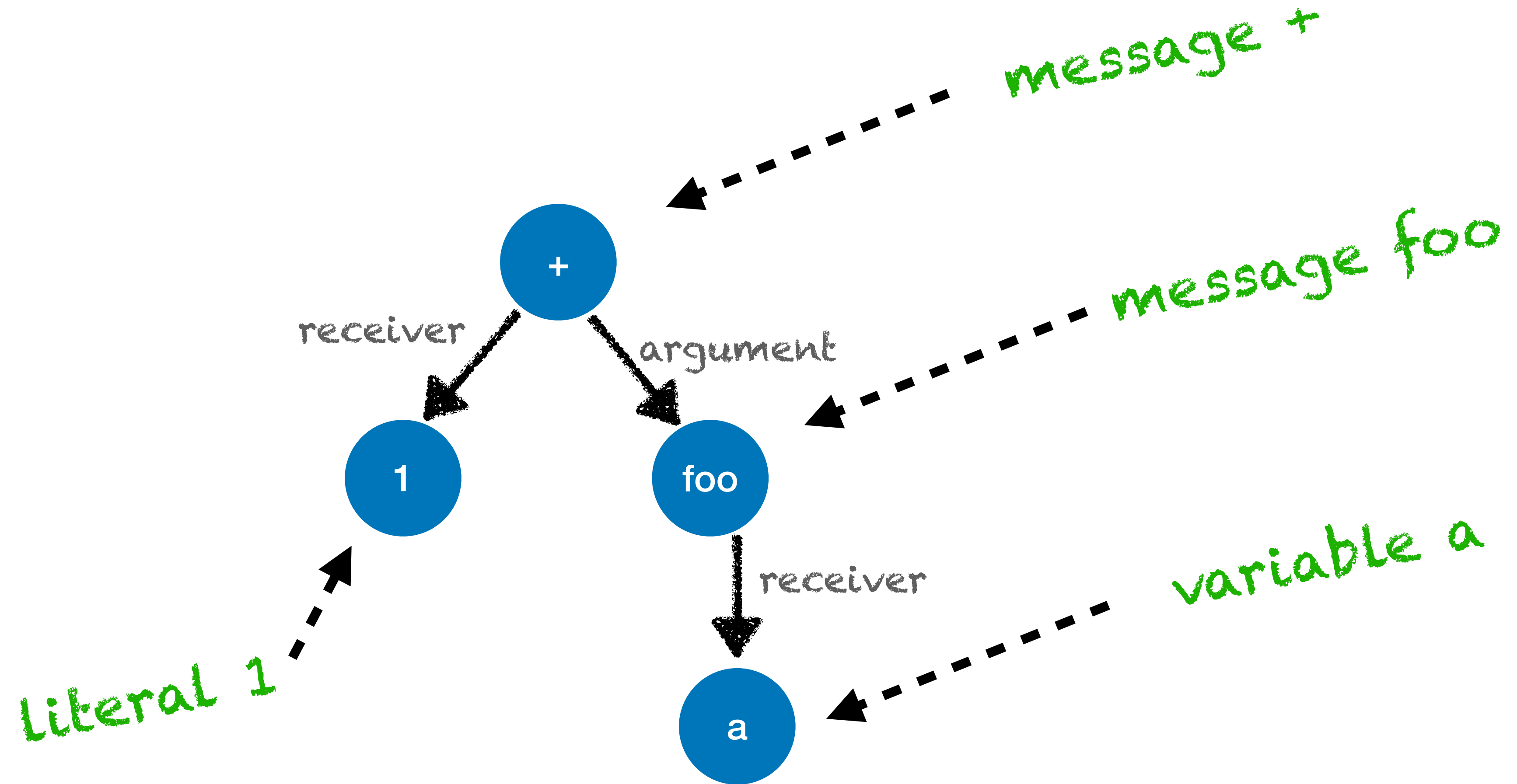
b +  
foo(a)



# Pharo AST's

## Example

1 + a foo

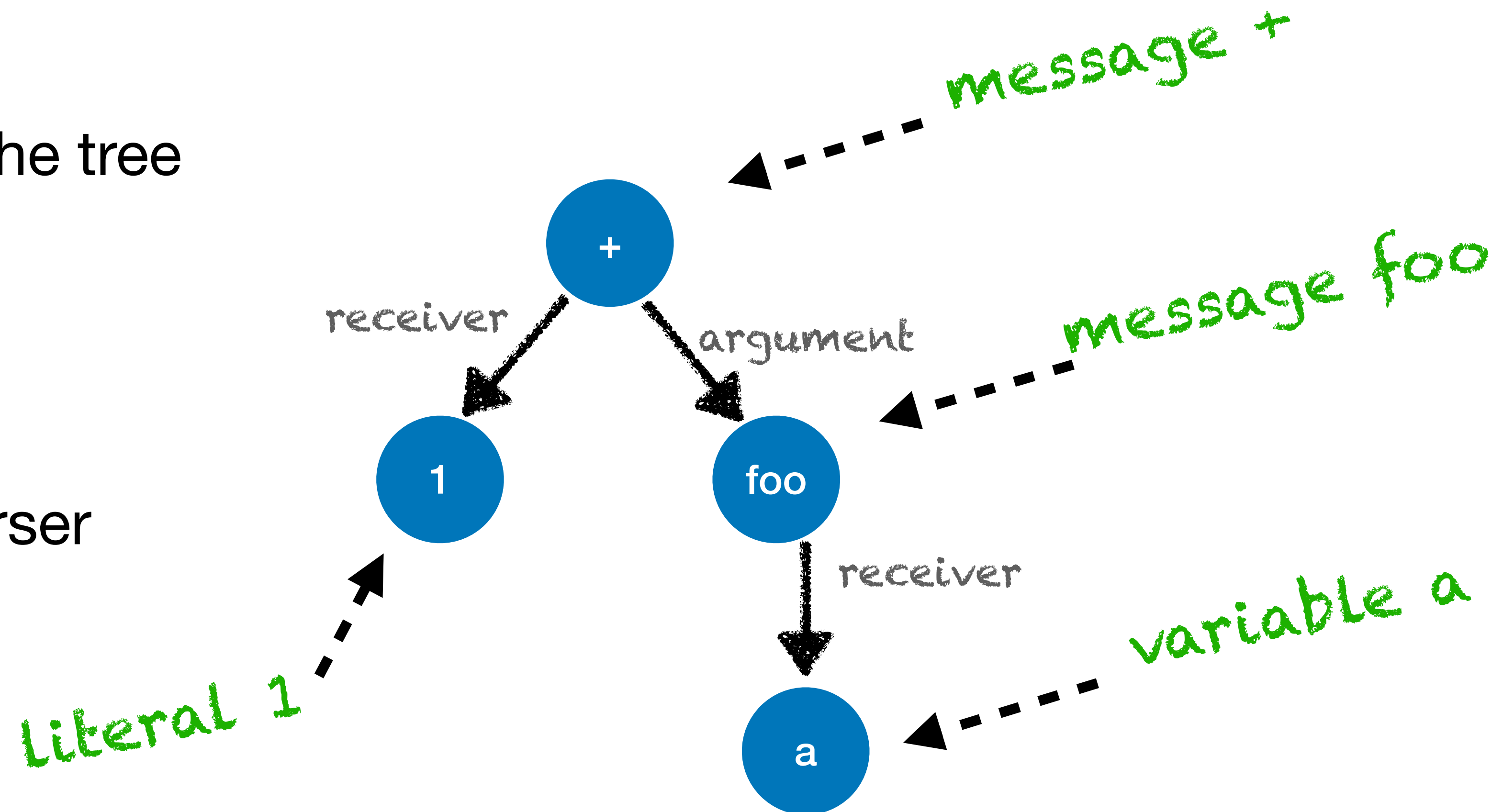


# Pharo AST's

## 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

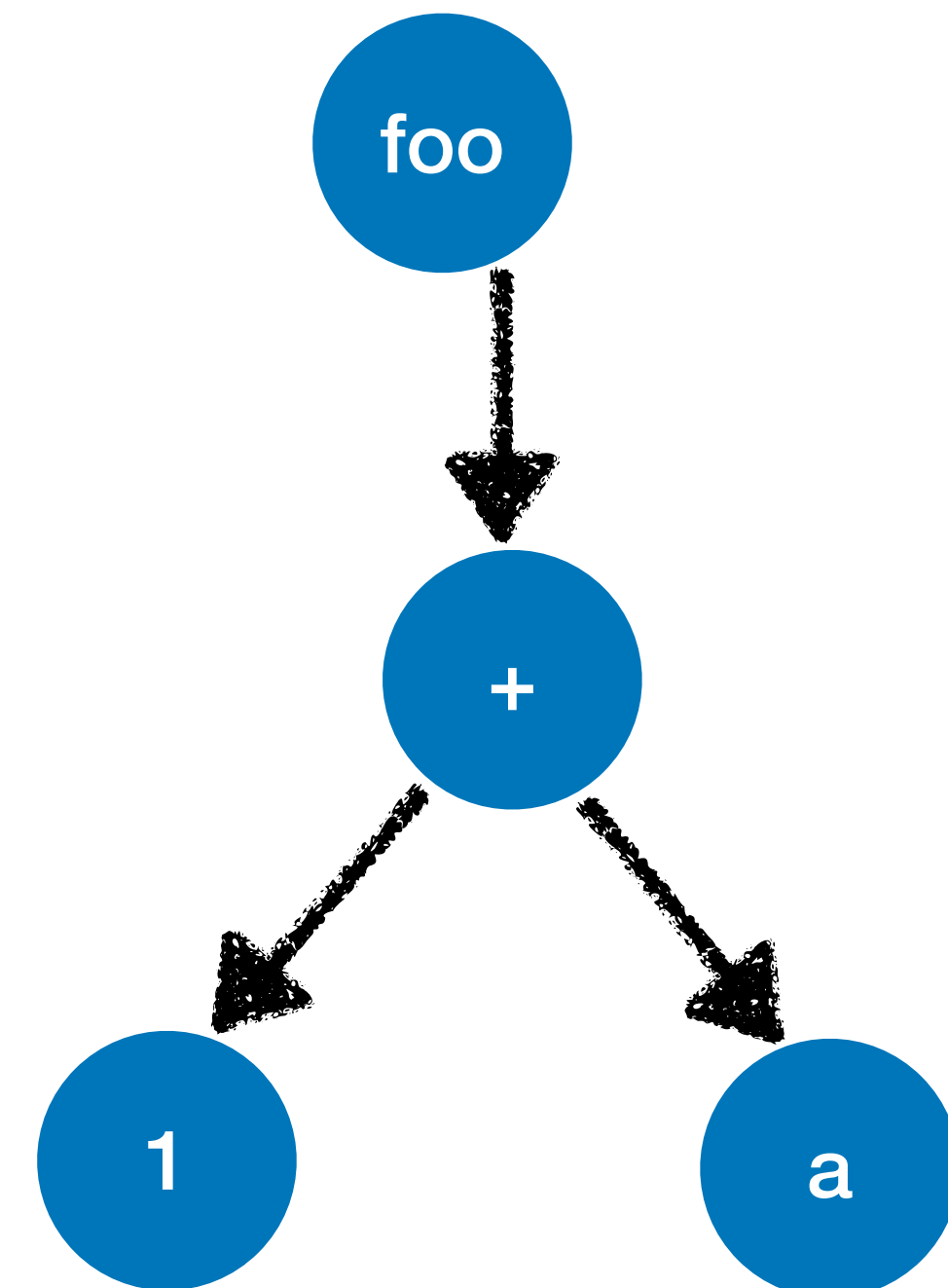


# Pharo AST's

## Precedence is in the tree, example 2

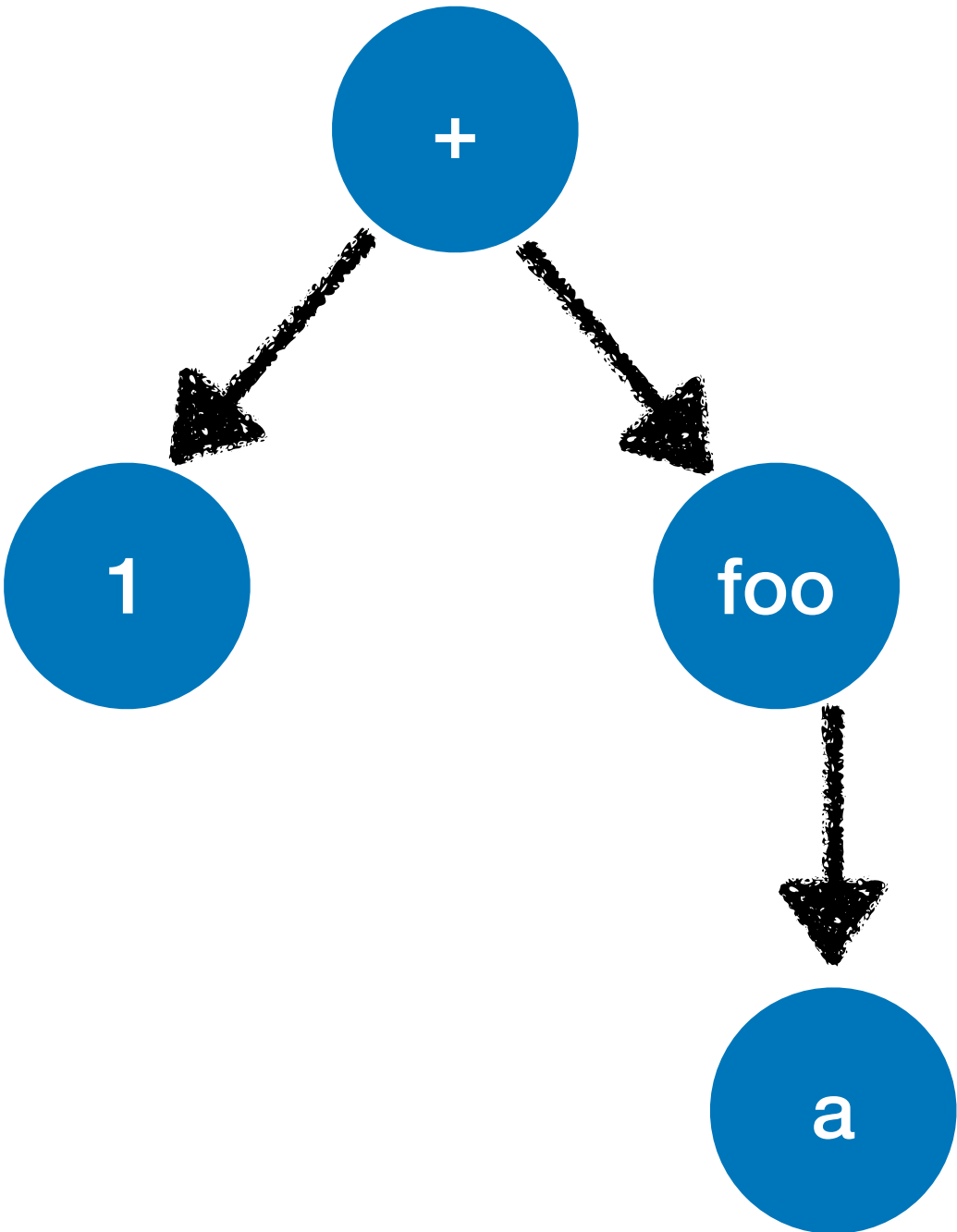
- Executed first => lower in the tree
- Parenthesis < unary < binary < keyword
- Thus parenthesis is lower
- Already resolved by the parser

(1           

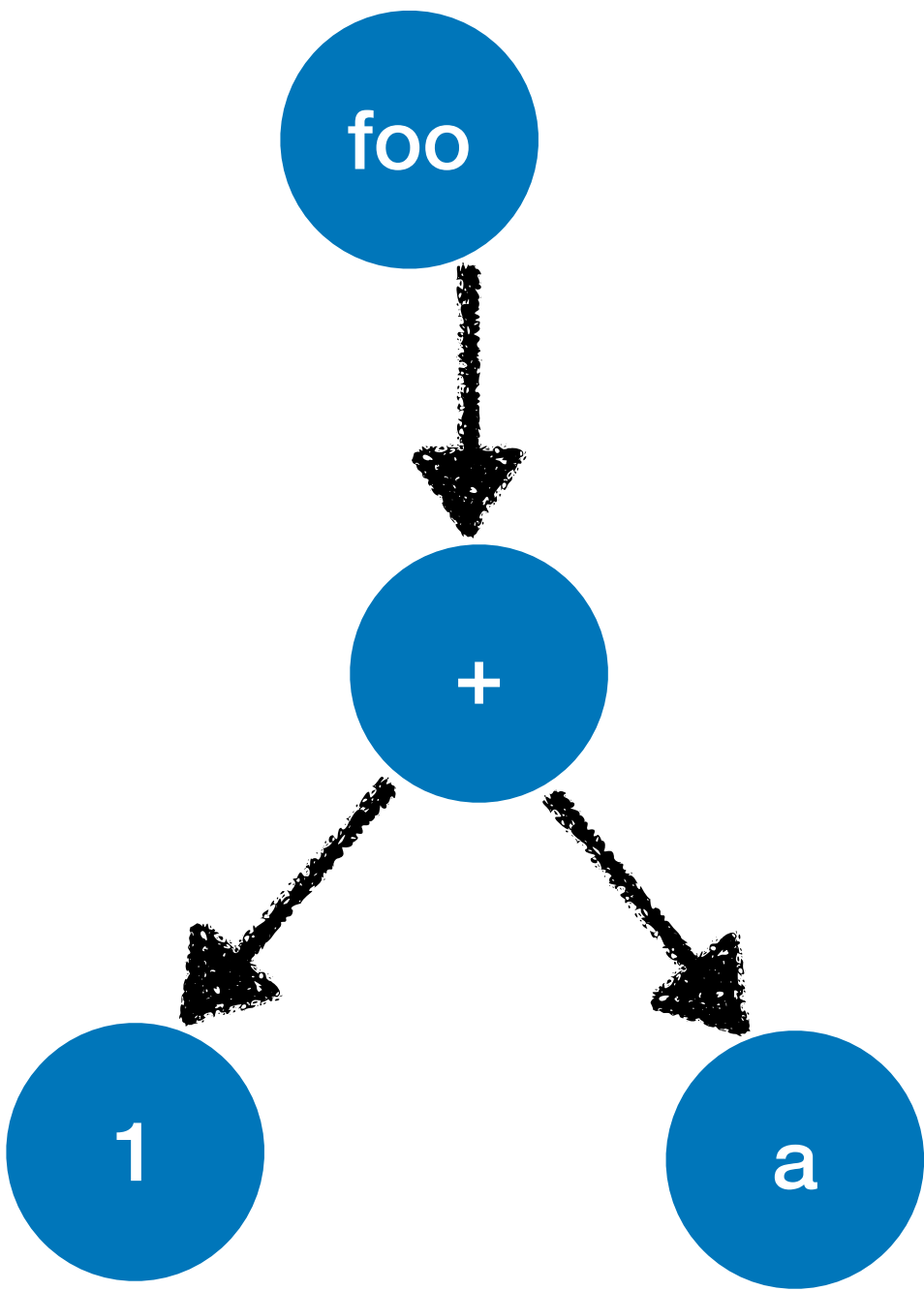


# Comparing Precedence

1 + a foo



(1 + a) foo



# Hierarchy of Pharo AST nodes

OCNode

OCProgramNode

OCCommentNode

OCMethodNode

OCPragmaNode

OCReturnNode

OCSequenceNode

OCValueNode

OCAnnotationMarkNode

OCArrayNode

OCAssignmentNode

OCBlockNode

OCCascadeNode

OCLiteralNode

OCLiteralArrayNode

OCLiteralValueNode

OCMessageNode

OCSelectorNode

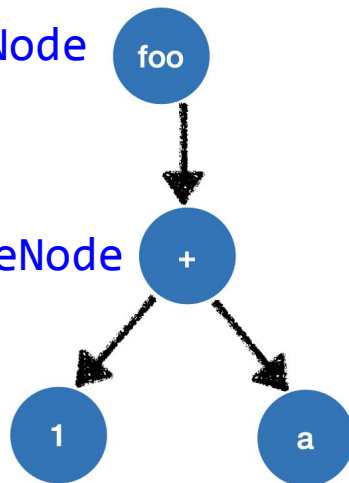
OCVariableNode

OCMessageNode

OCMessageNode

OCLiteralValueNode

OCVariableNode



# Parse Pharo code to retrieve AST

To parse an expression

```
OCParser parseExpression: '1 asString'
```

To parse a method

```
OCParser parseMethod: 'myMethod ^self'
```

**Note:** In Pharo 11 we use RBParser instead of OCParser (Pharo 12+)

And RBNode instead of OCNode

# 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

