

Connect to the wifi and grab this repo:

Wi-Fiに接続し、このリポジトリをクローンしてください：

[https://github.com/
damncabbage/js-compiler-
workshop](https://github.com/damncabbage/js-compiler-workshop)

Building a Small Compiler in JavaScript



Rob Howard
@damncabbage
<http://robhoward.id.au>













What are Compilers?





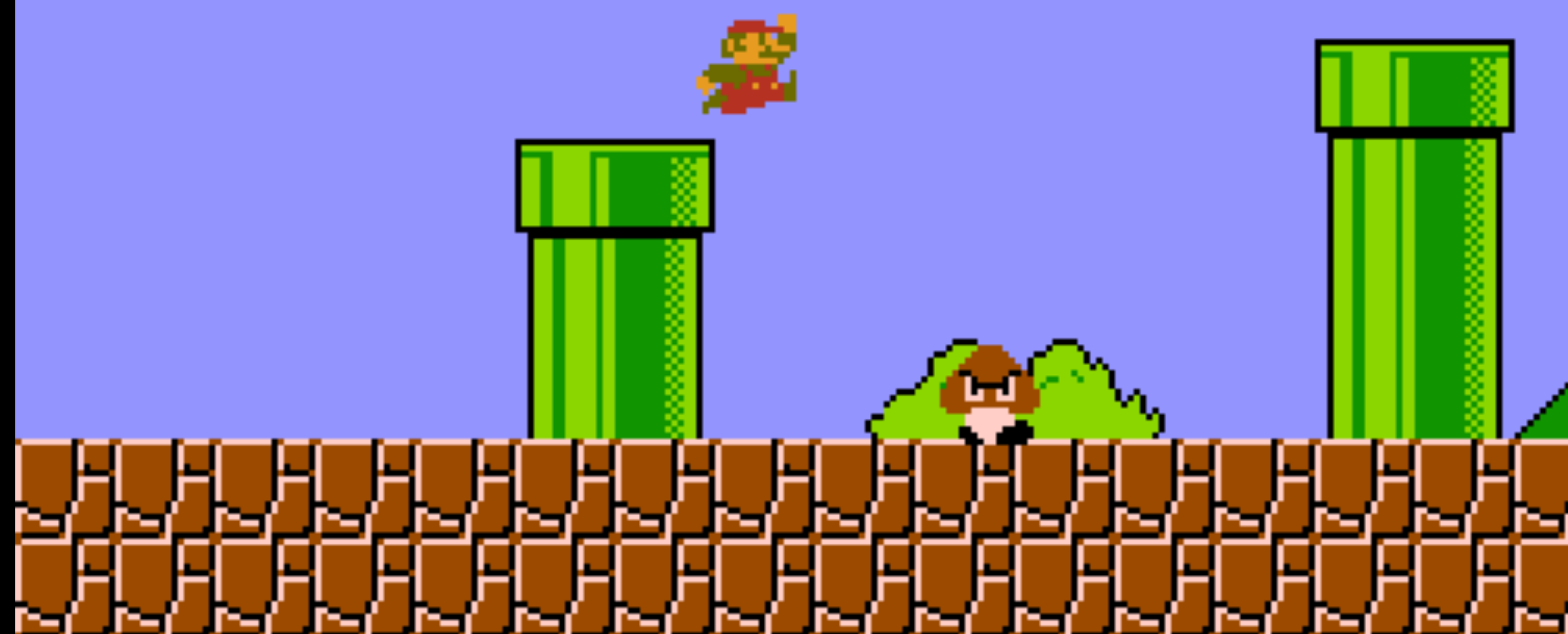
**“Compilers” are a
fuzzy categorisation
of Programs**

MARIO
000100



WORLD
1-1

TIME
390







Input →

Compiler

→ **Output**

Text → **Compiler** → **Program**

```
graph LR; Text --> Compiler; Compiler --> Program;
```


C → **clang + llvm** → **.exe**

Elm

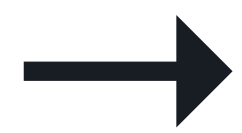


elm



JS

ES2018



Babel



ES5



But Also

PNG →

ImageMagick

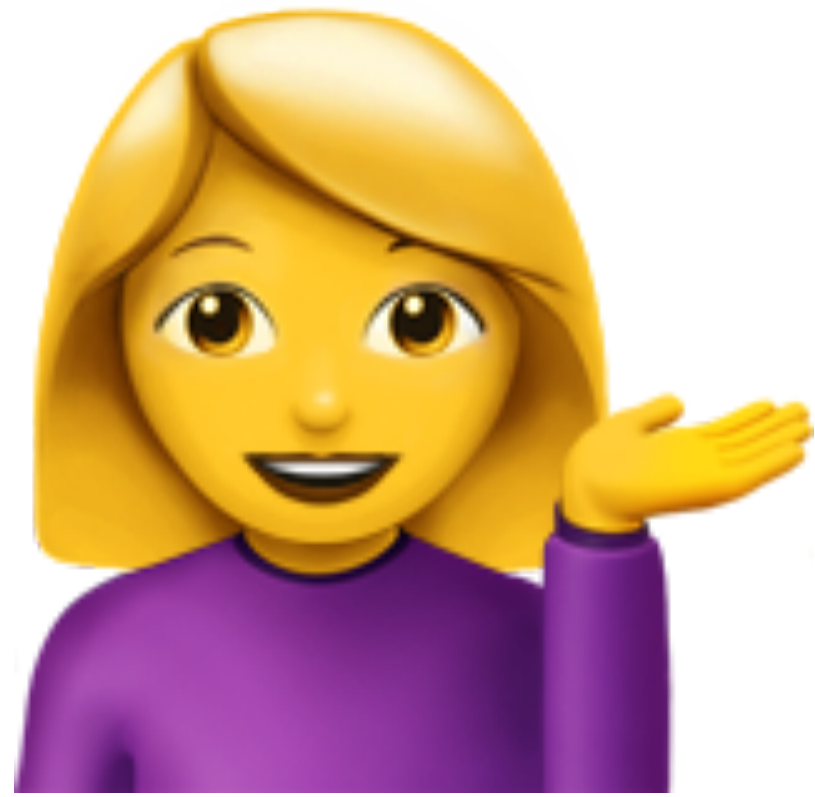
→ JPEG

PDF →

Pandoc

→ HTML

Programming Languages






```
x = add(1, 2);
```


x = add(1, 2); "Tokens" 構文素

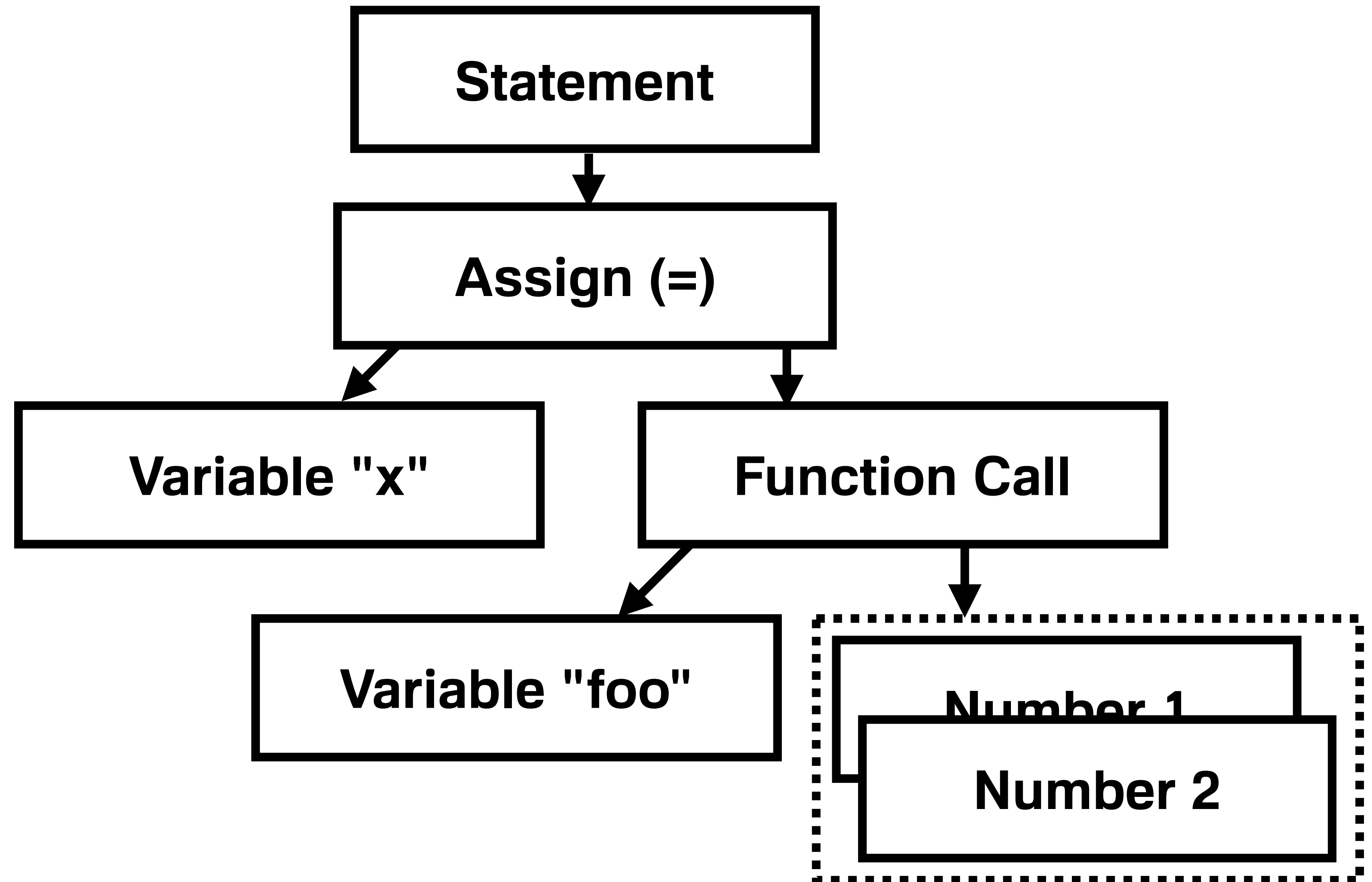
- A variable called "x", "x"と呼ばれる変数
- An Equals symbol, 等号
- A variable called "add", "add"と呼ばれる変数
- An Open Parenthesis symbol, 開いている括弧記号
- A literal number "1", 1の定数式
- A Comma symbol, コンマ記号
- A literal number "2", 2の定数式
- A Close Parenthesis symbol, 閉じ括弧記号
- A statement terminator symbol. 文終了記号

x = add(1, 2);

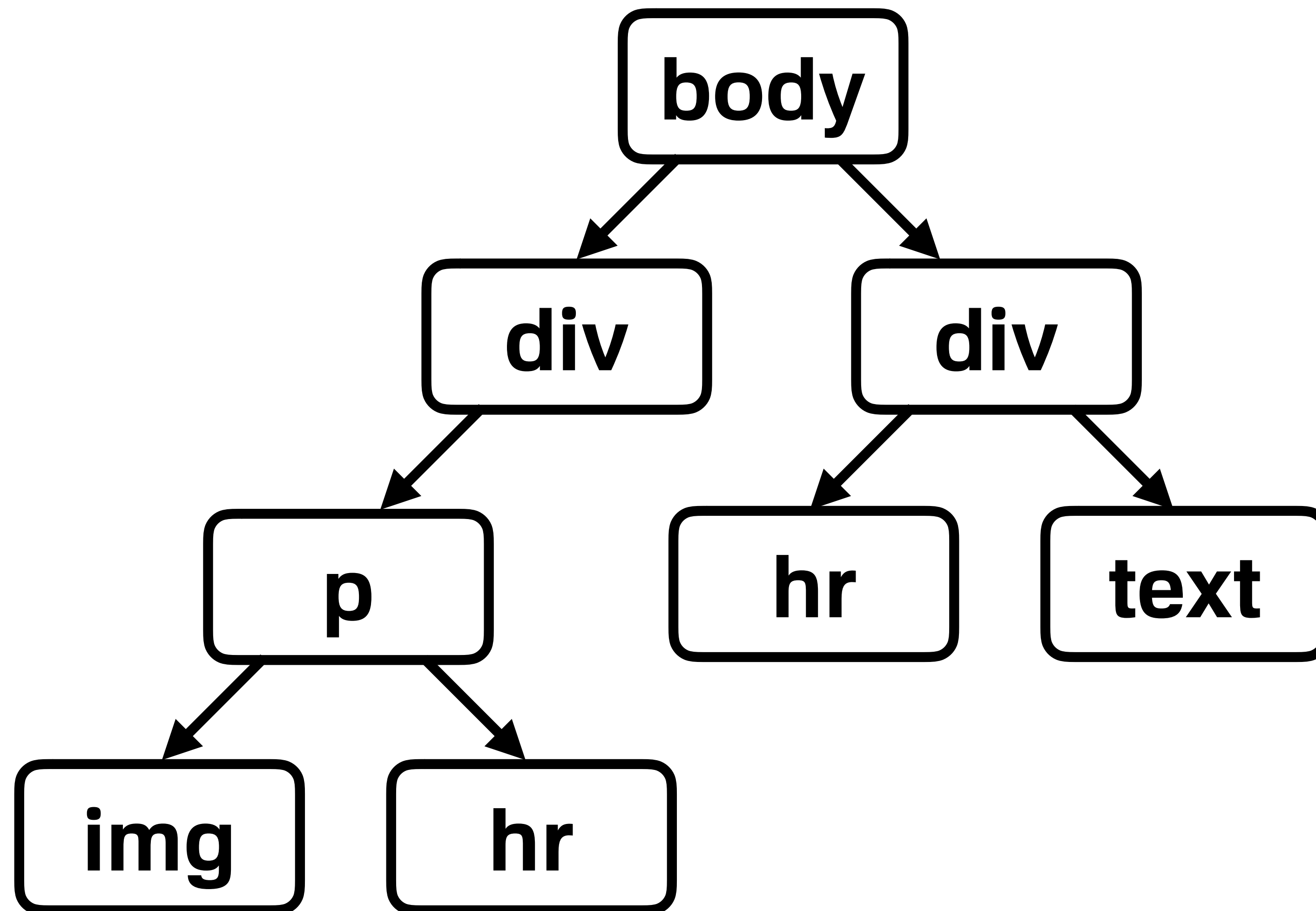
"Grammar" 文法

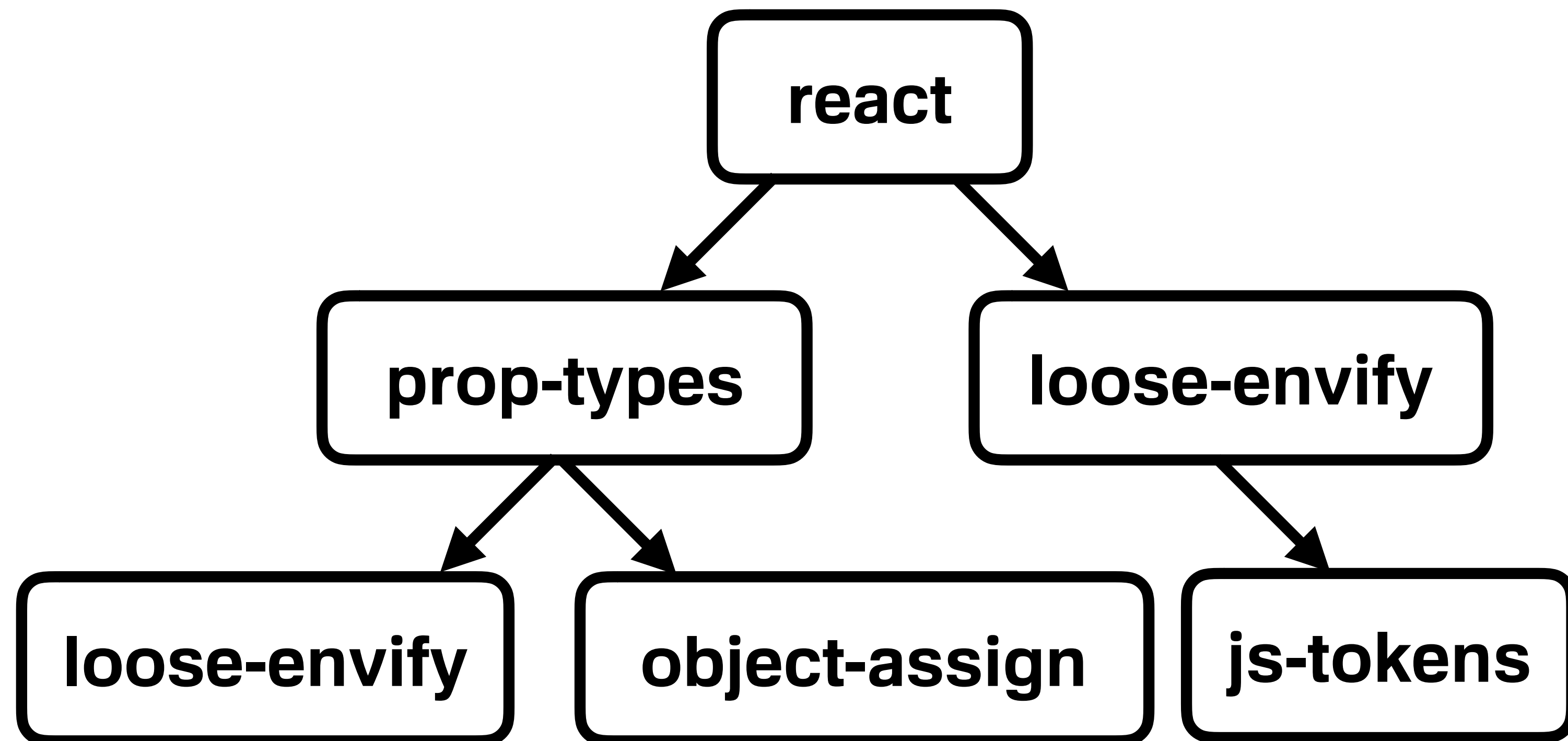
statement = (*assignment* | *expression*) ';'
assignment = *identifier* '=' *expression*
expression = (*number* | *identifier* | *funcCall*)
number = ('0' | '1' | '2' | '3' | ...)
identifier = ('a' | 'b' | ...) *identifier*?
funcCall = *identifier* '(' *funcArgs*? ') '
funcArgs = *expression* *funcArgTail*?
funcArgTail = ',' *funcArgs*

`x = add(1, 2);` **"Syntax Tree" (AST) 抽象構文木**









Parts of a Compiler

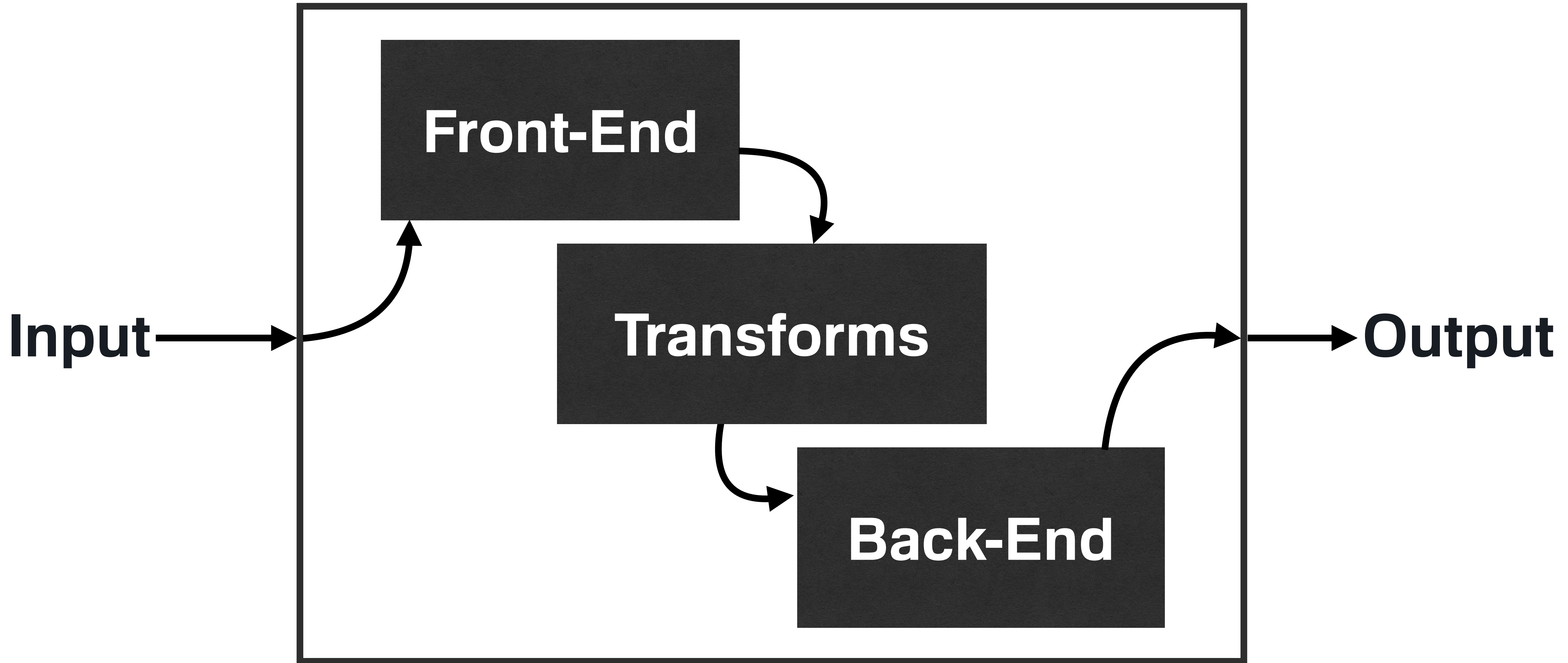
Input

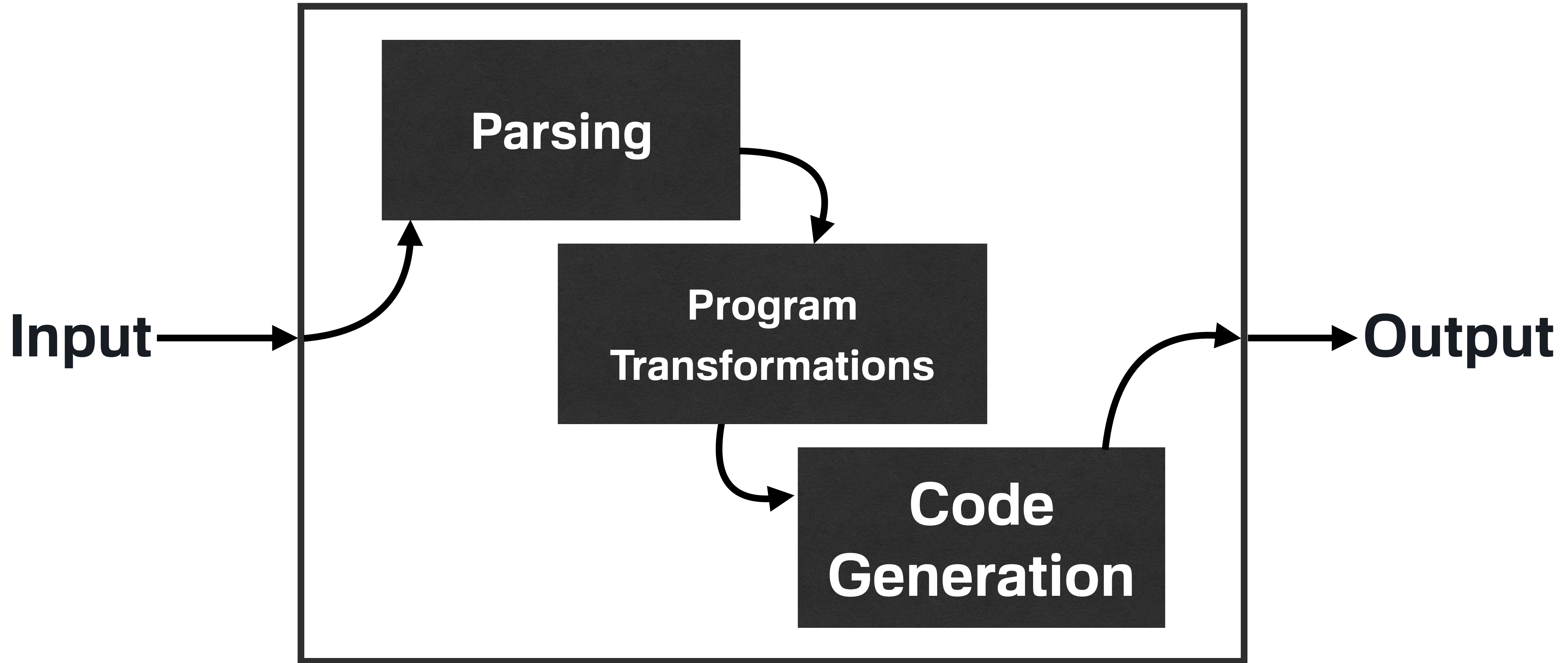


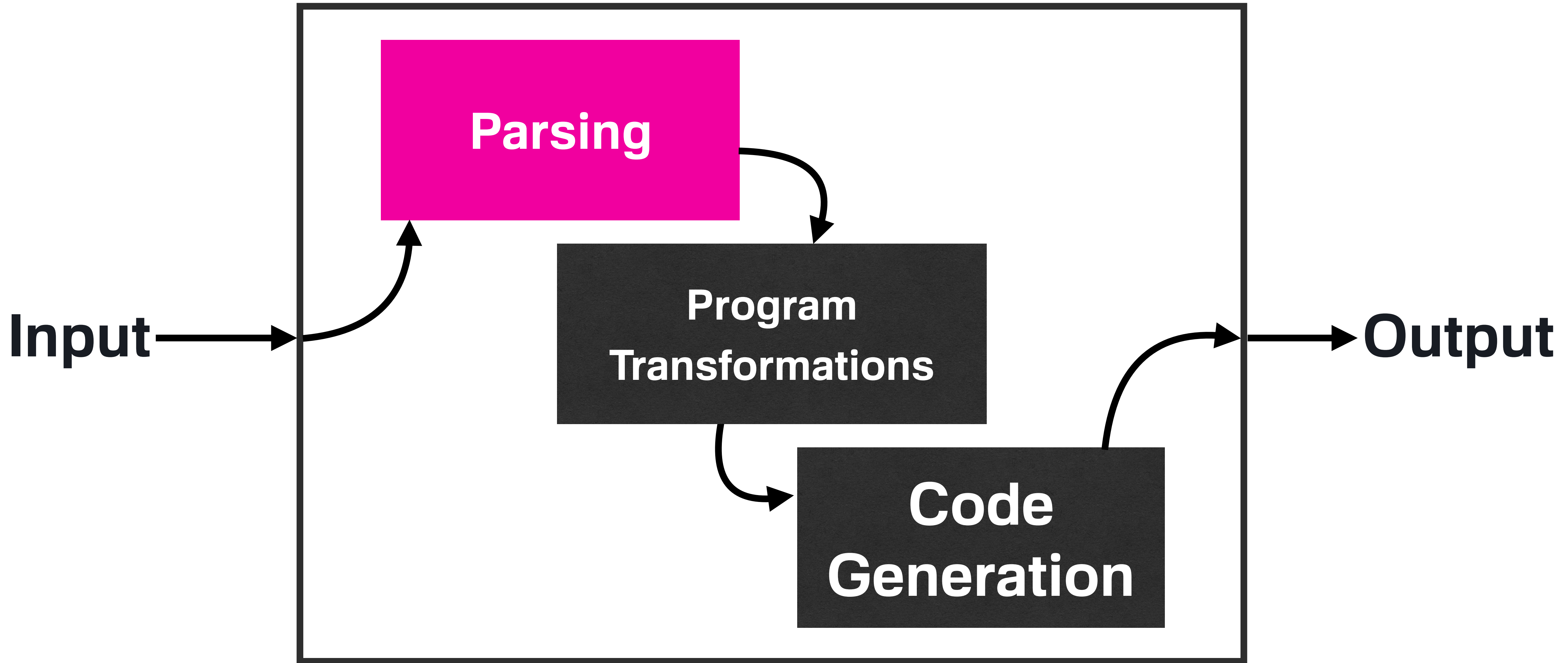
Compiler



Output







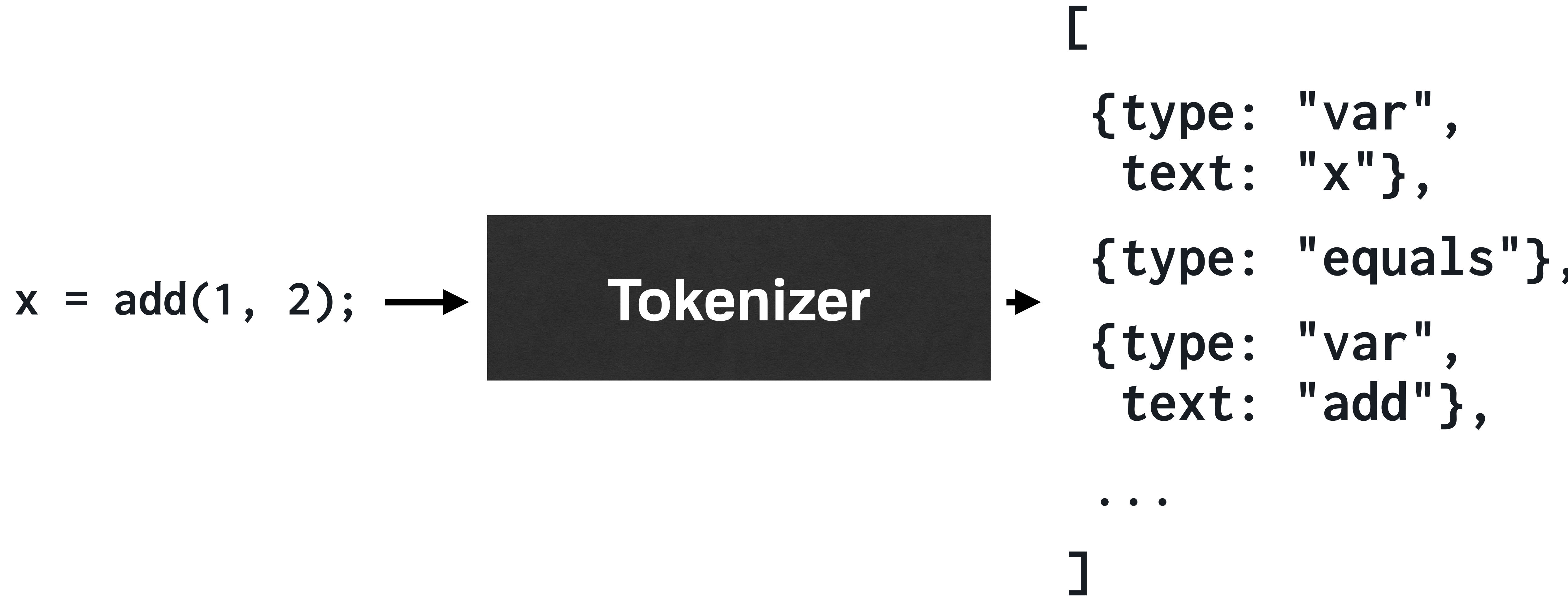


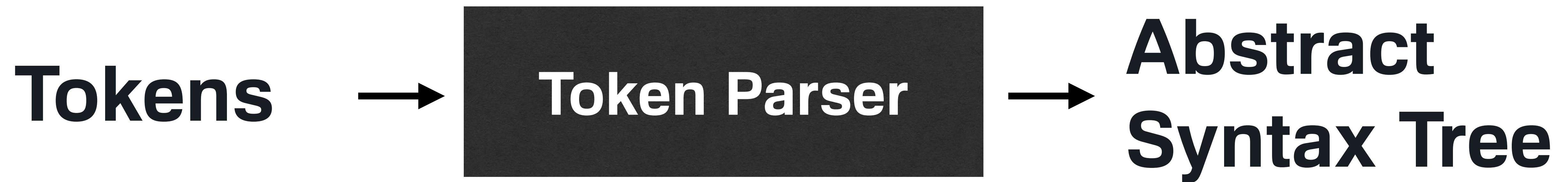
x = add(1 , 2); →

Tokenizer

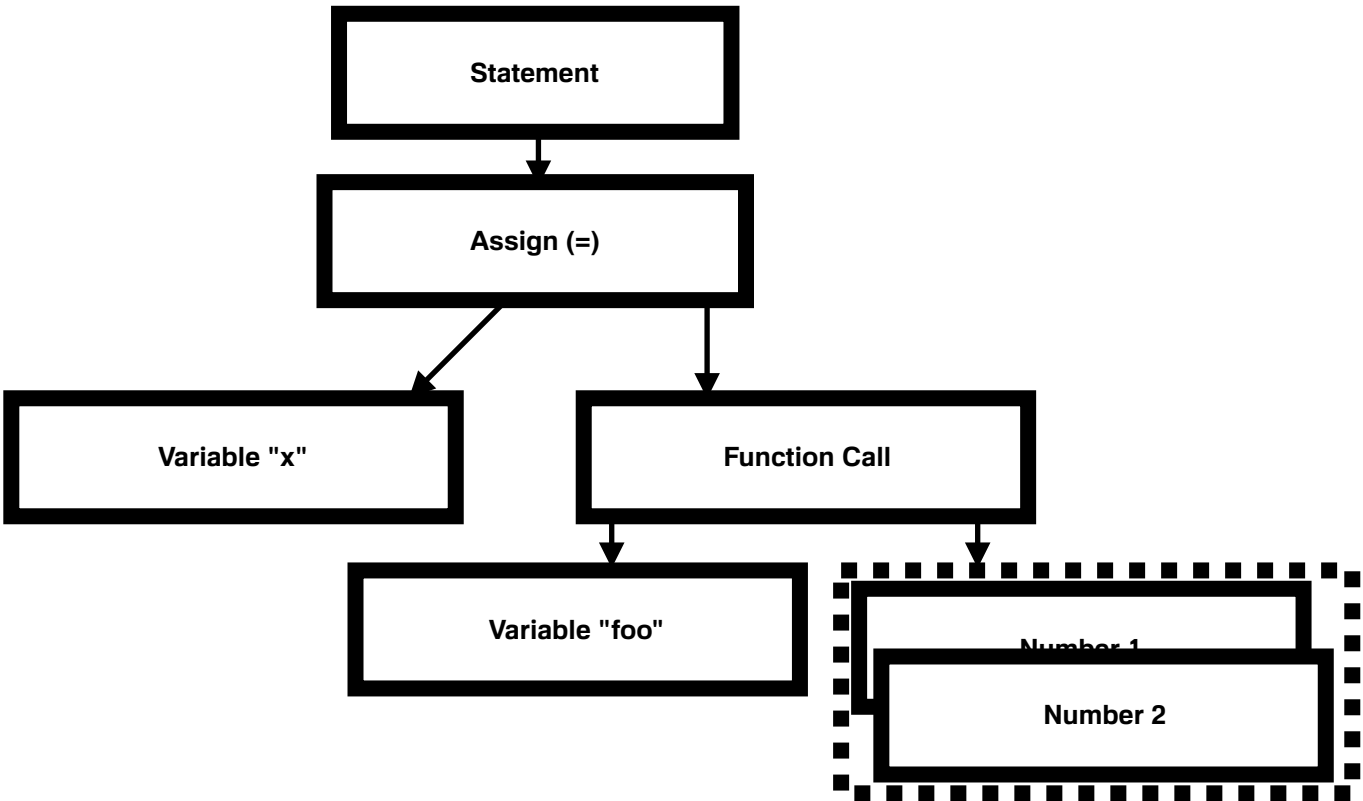
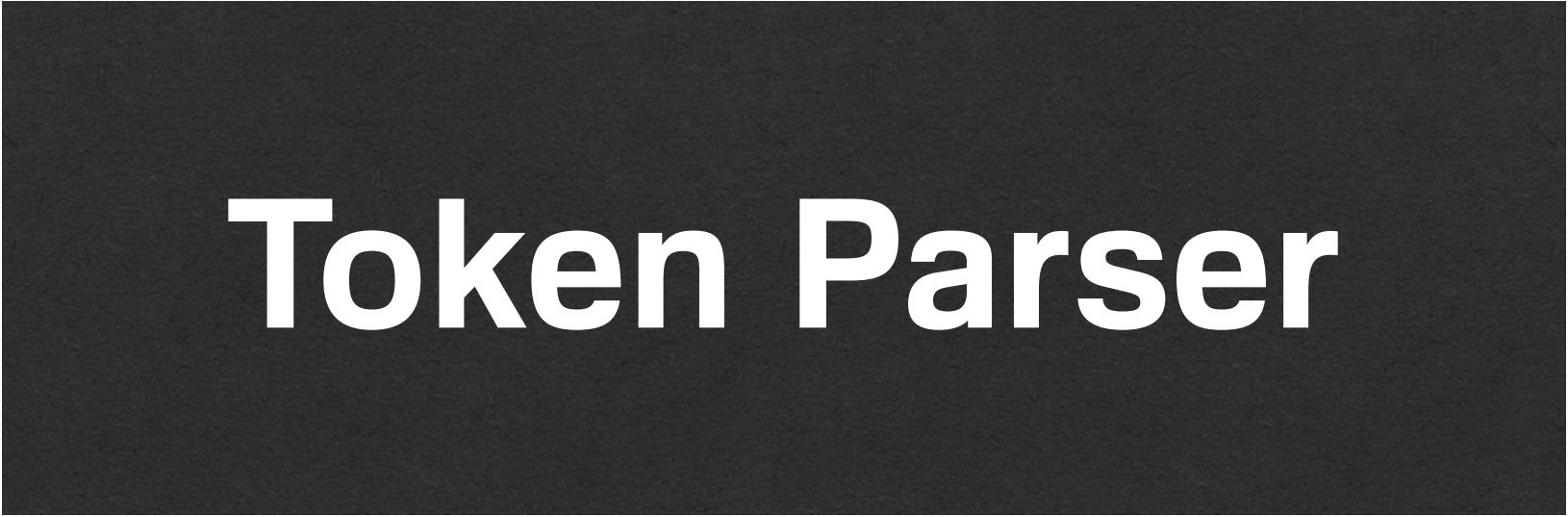


- **A variable called "x",**
- **An Equals symbol,**
- **A variable called "add",**
- **An Open Parenthesis symbol,**
- **A literal number "1",**
- **A Comma symbol,**
- **A literal number "2",**
- **A Close Parenthesis symbol,**
- **A statement terminator symbol.**

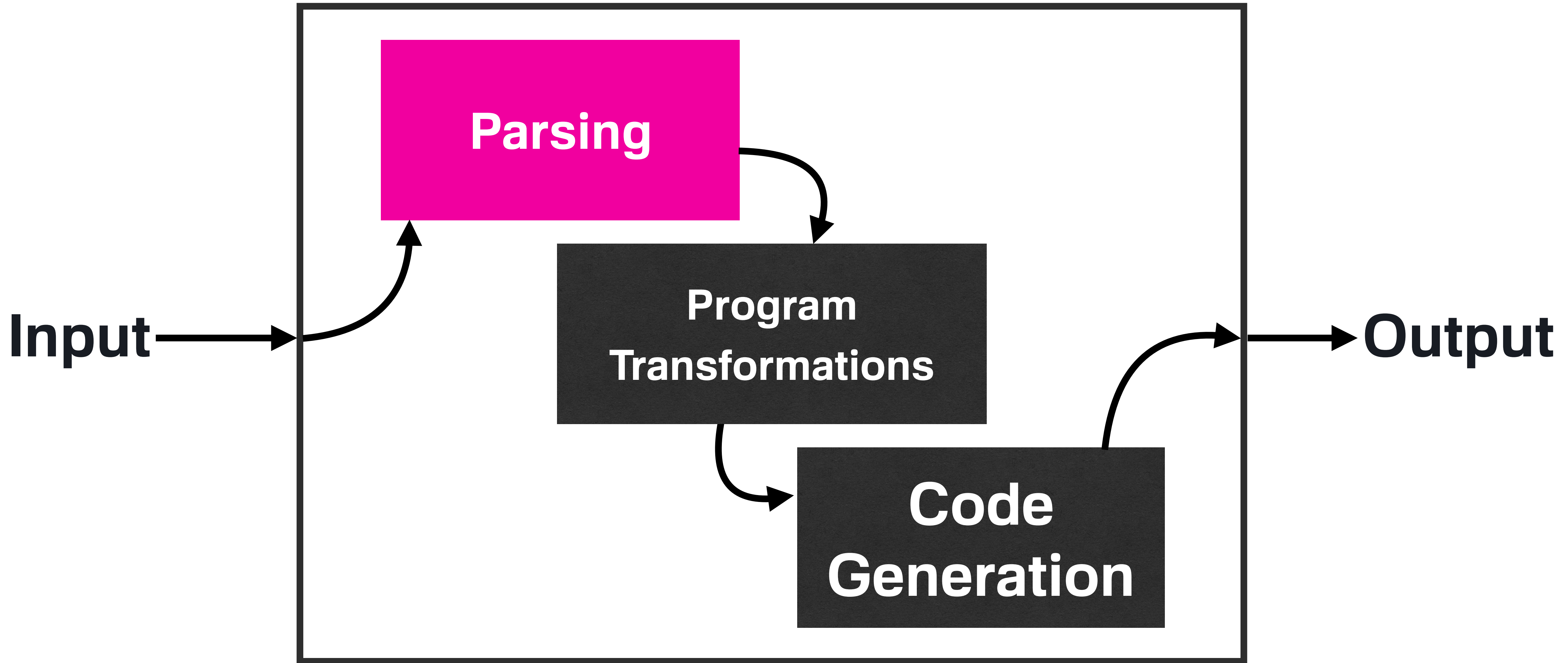


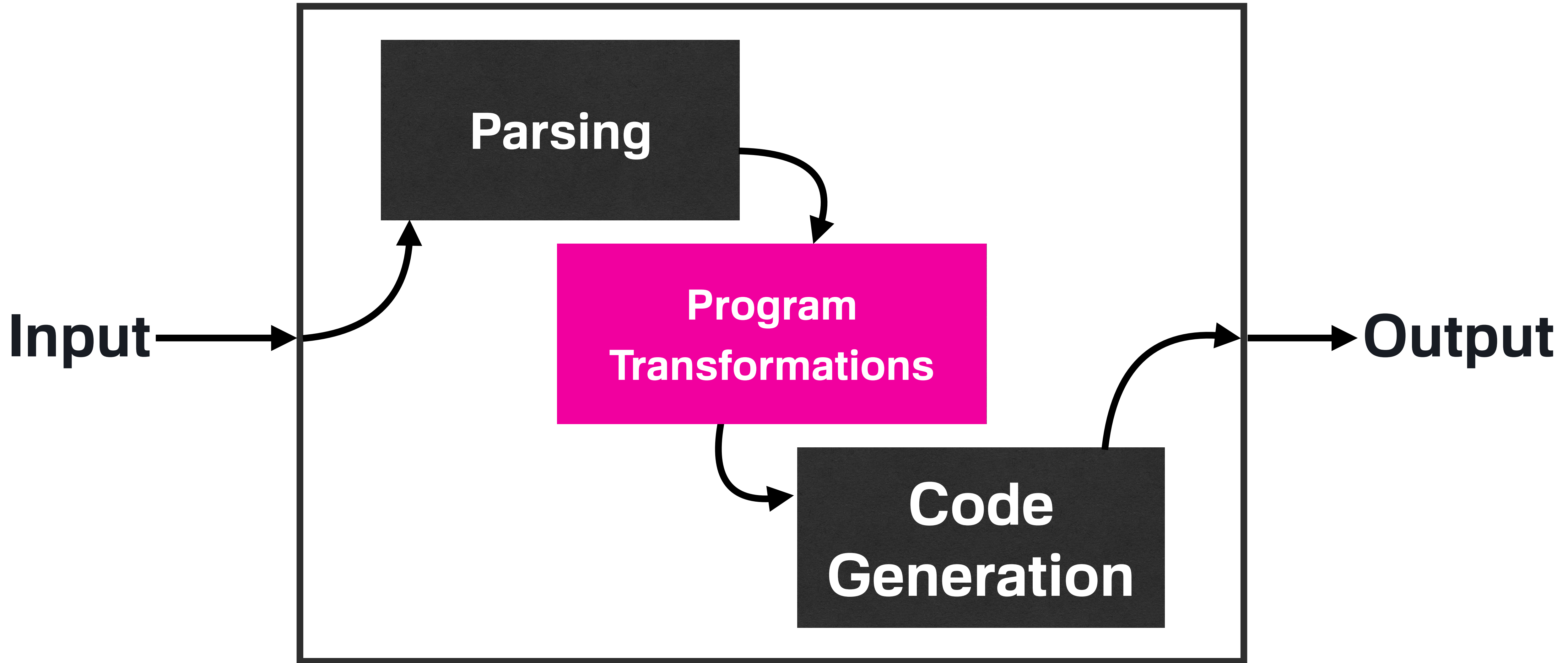


- A variable called "x",
- An Equals symbol,
- A variable called "add",
- An Open Parenthesis symbol,
- A literal number "1",
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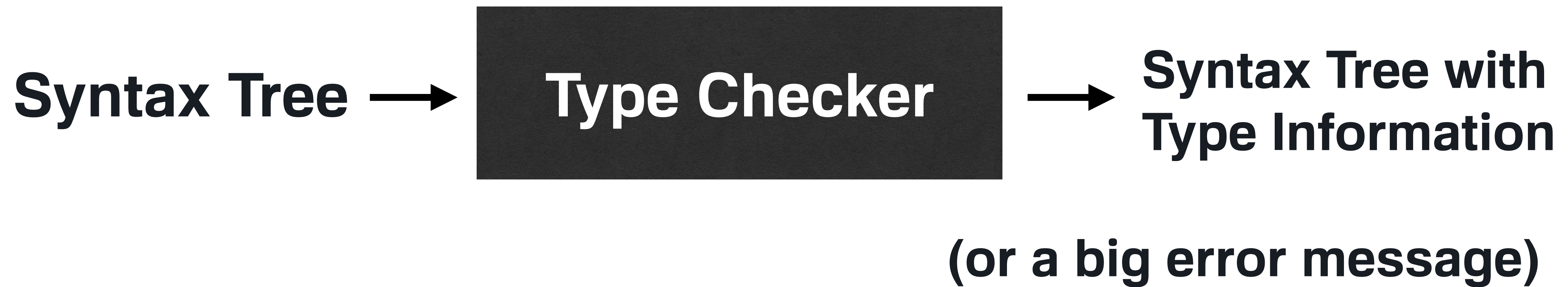


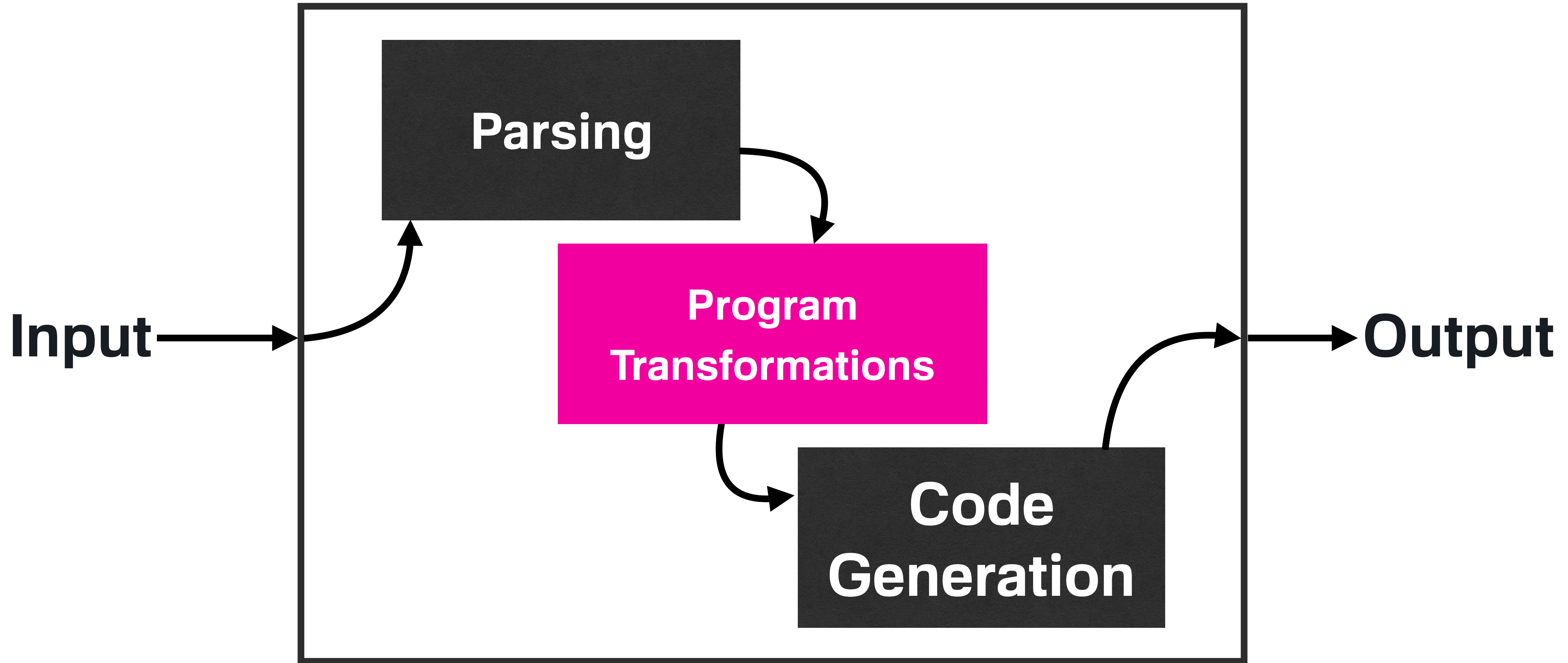
a + 5 + 5 →

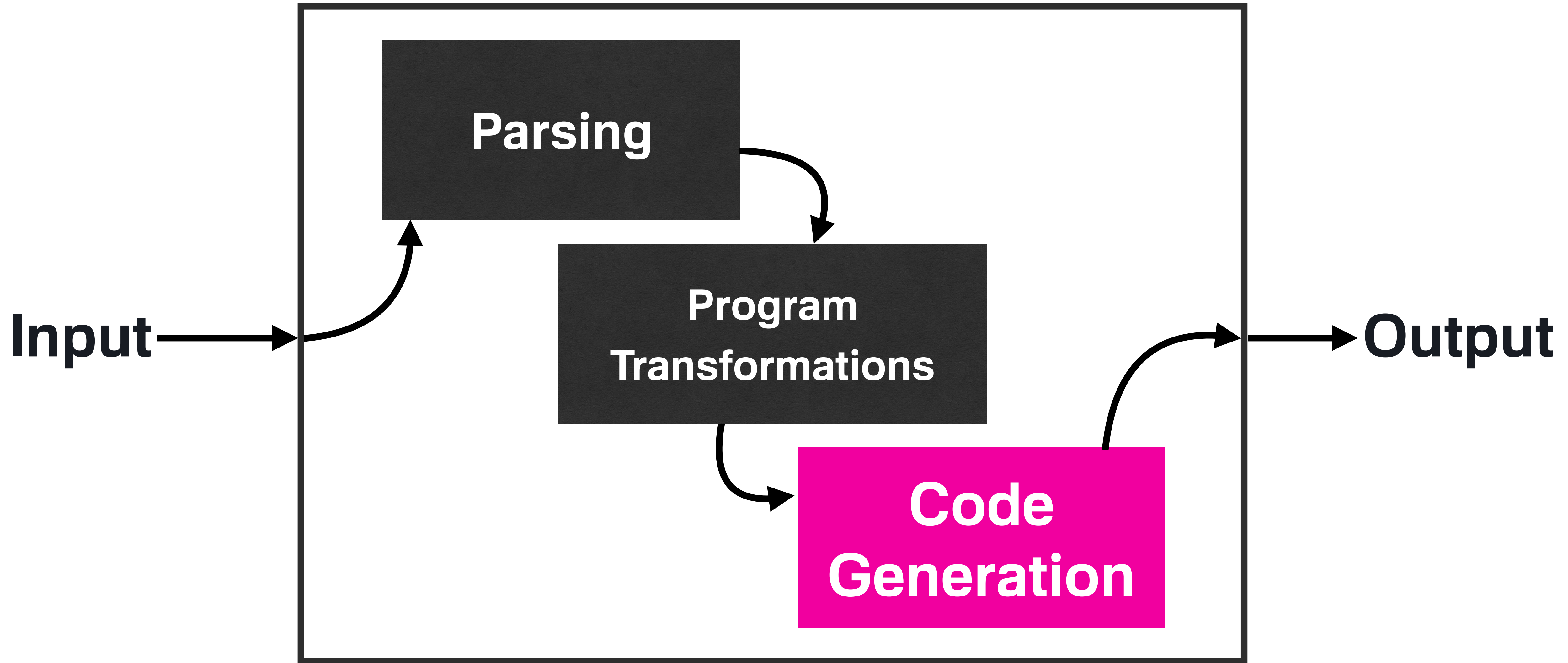
Optimiser

→ a + 10





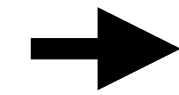




**Abstract
Syntax Tree**



Code Generator

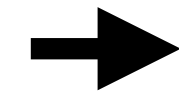


JS

**Abstract
Syntax Tree**



Code Generator

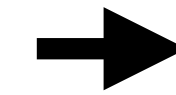


C

**Abstract
Syntax Tree**



Code Generator

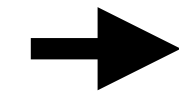


ELF Binary

**Abstract
Syntax Tree**



Code Generator



LLVM IR

"Runtime"

- In-built core or "primitive" library functions, eg. `+`, `process.env`, etc.
- A run-loop or other thing that makes the code "go".



why



**Some Things are
Actual Compilers**

Sass

TypeScript

Elm's Compiler

(elm, née elm-make)

Some Things Look Like Compilers

File Converters

styled-components



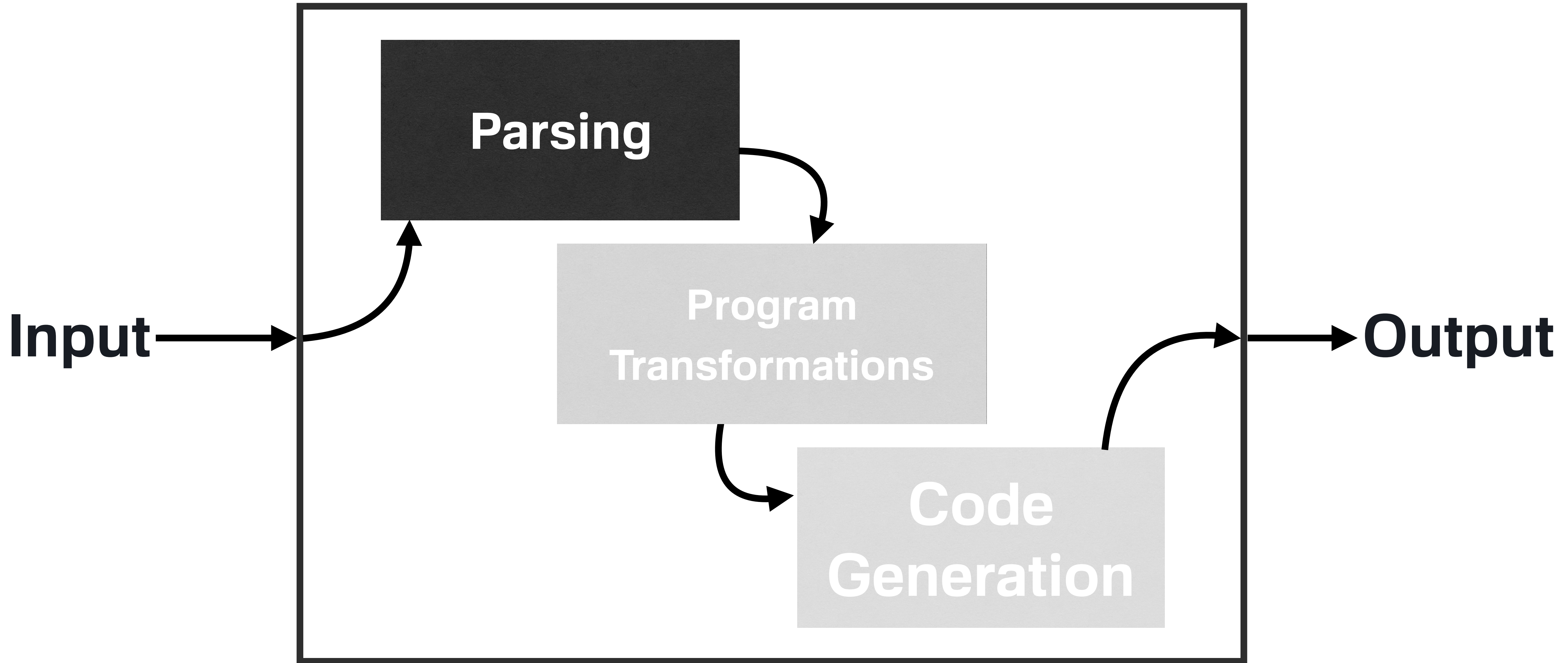
Facebook's Prepack



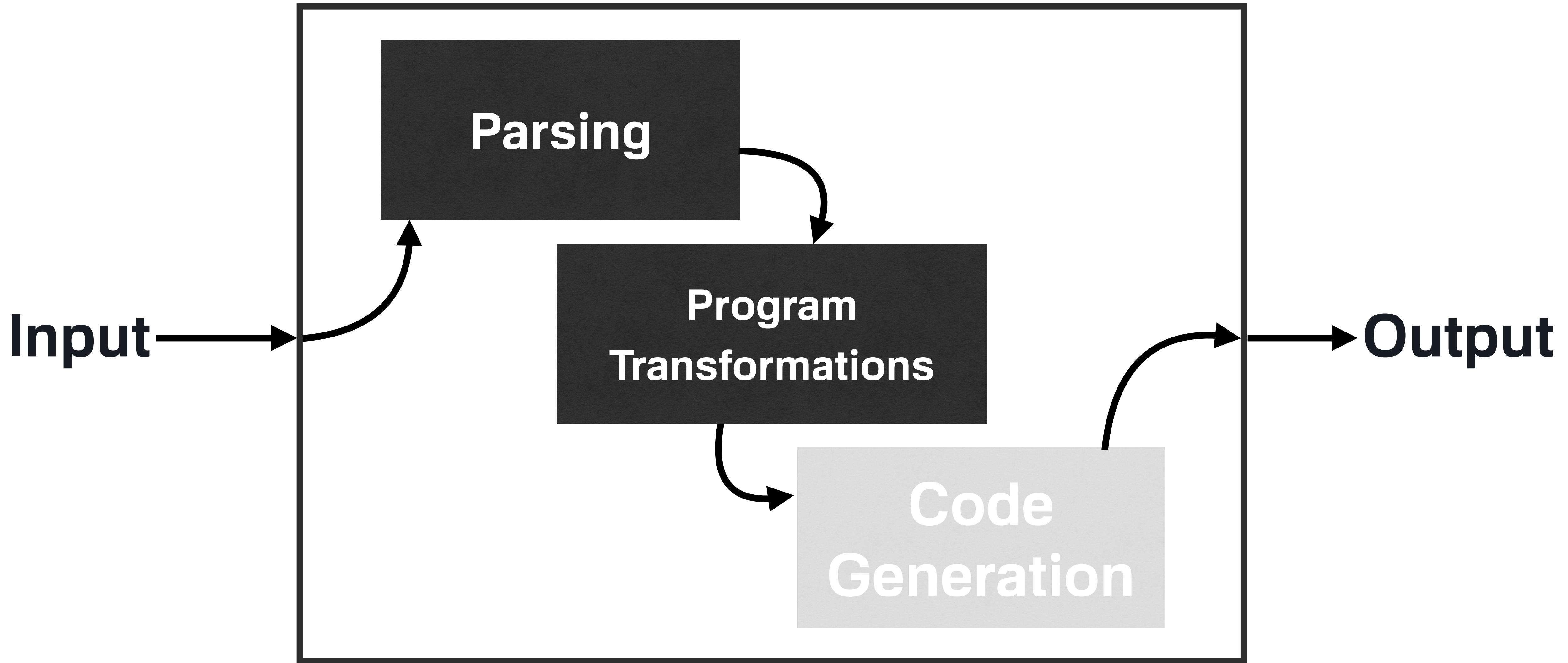
Some Things are Pieces of Compilers

Input Validation

(eg. from JSON)



Facebook's Flow



... and learning about
some things is fun



A group of people are gathered in a workshop or meeting room. They are seated around a large table, looking at documents or devices. The room has a warm, orange-toned lighting. The word "Workshop:" is overlaid in large, bold, white text across the center of the image.

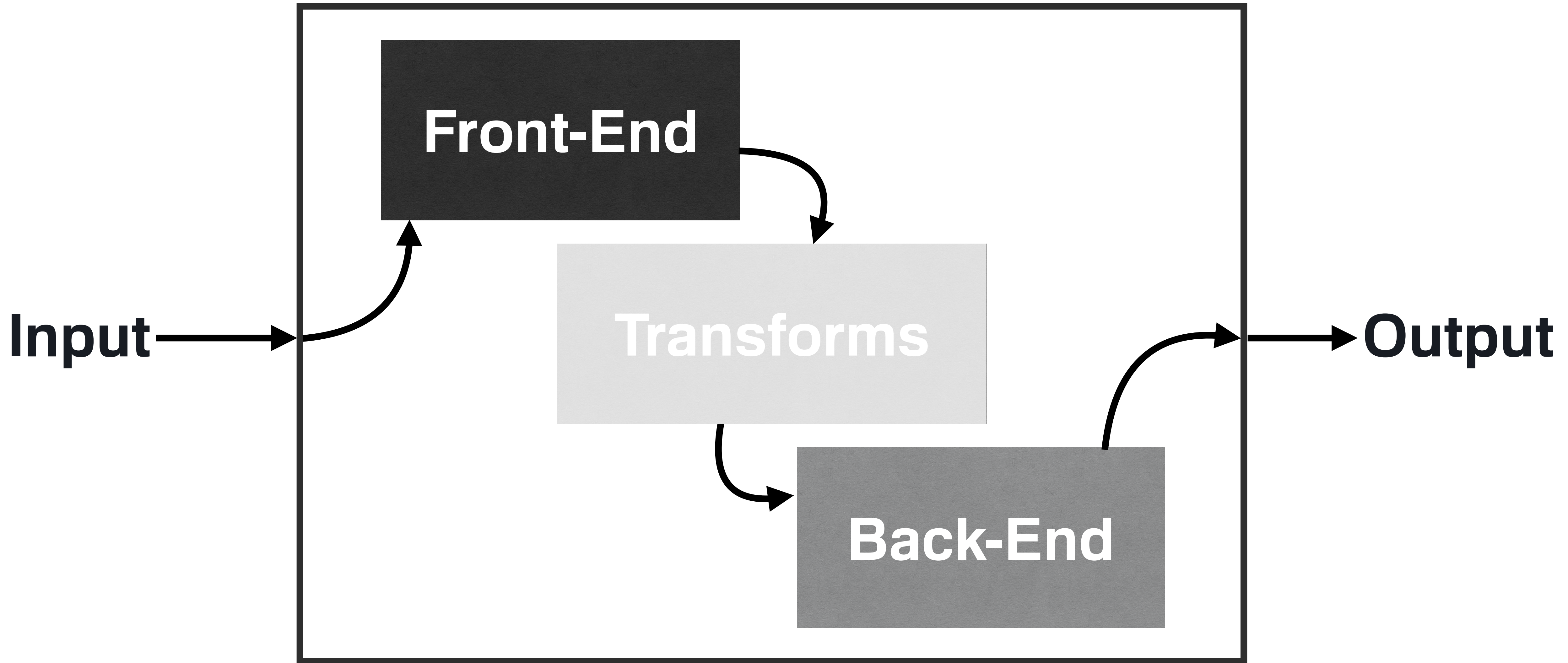
Workshop:

A Tiny Language


```
let x = 1;  
add(x, 1);
```

```
let x = 1;  
add(x, add(1, 2));
```

```
let foo = 7;  
let x = 1;  
add(foo, add(1, 2));
```

1

2

??

4

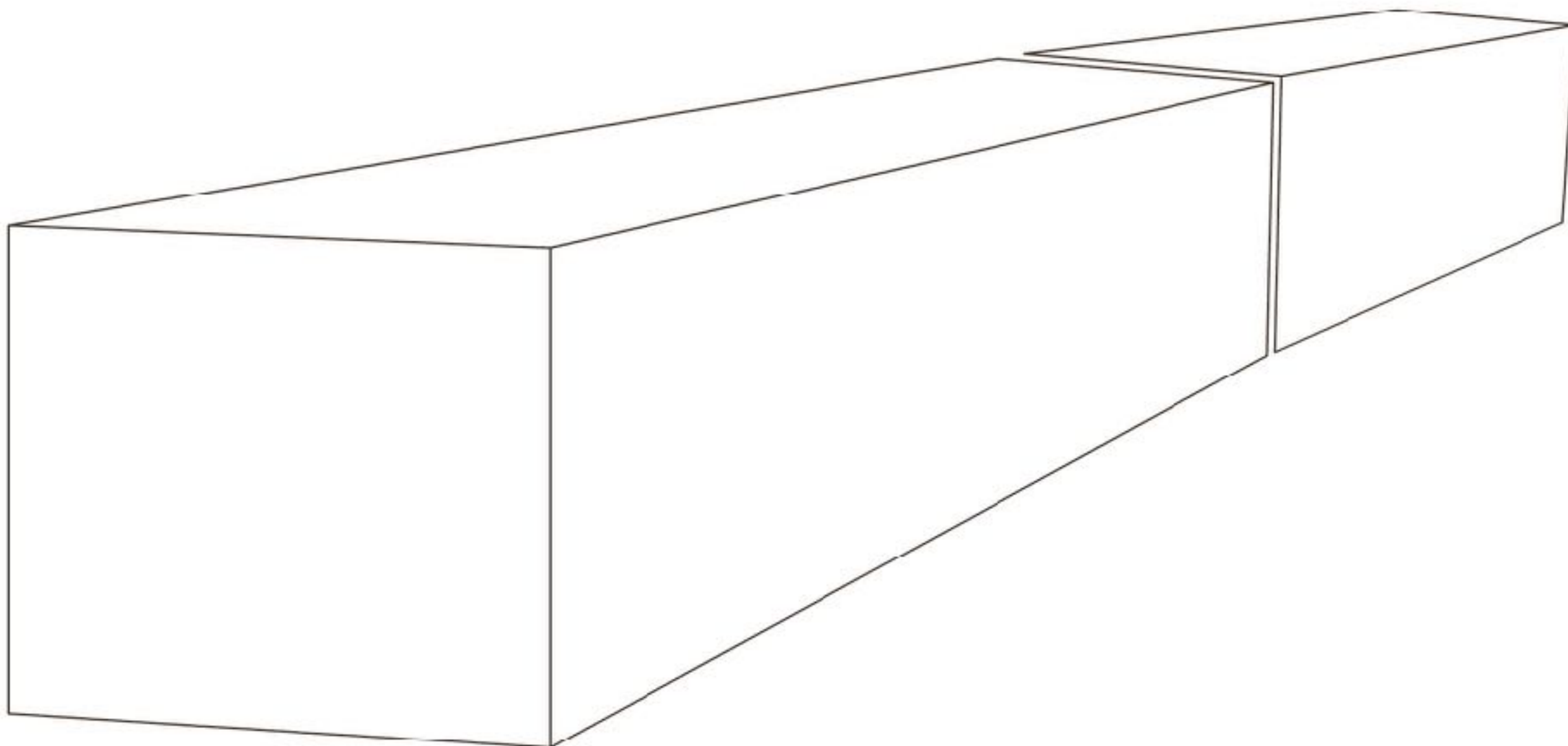
5

What's the missing number???

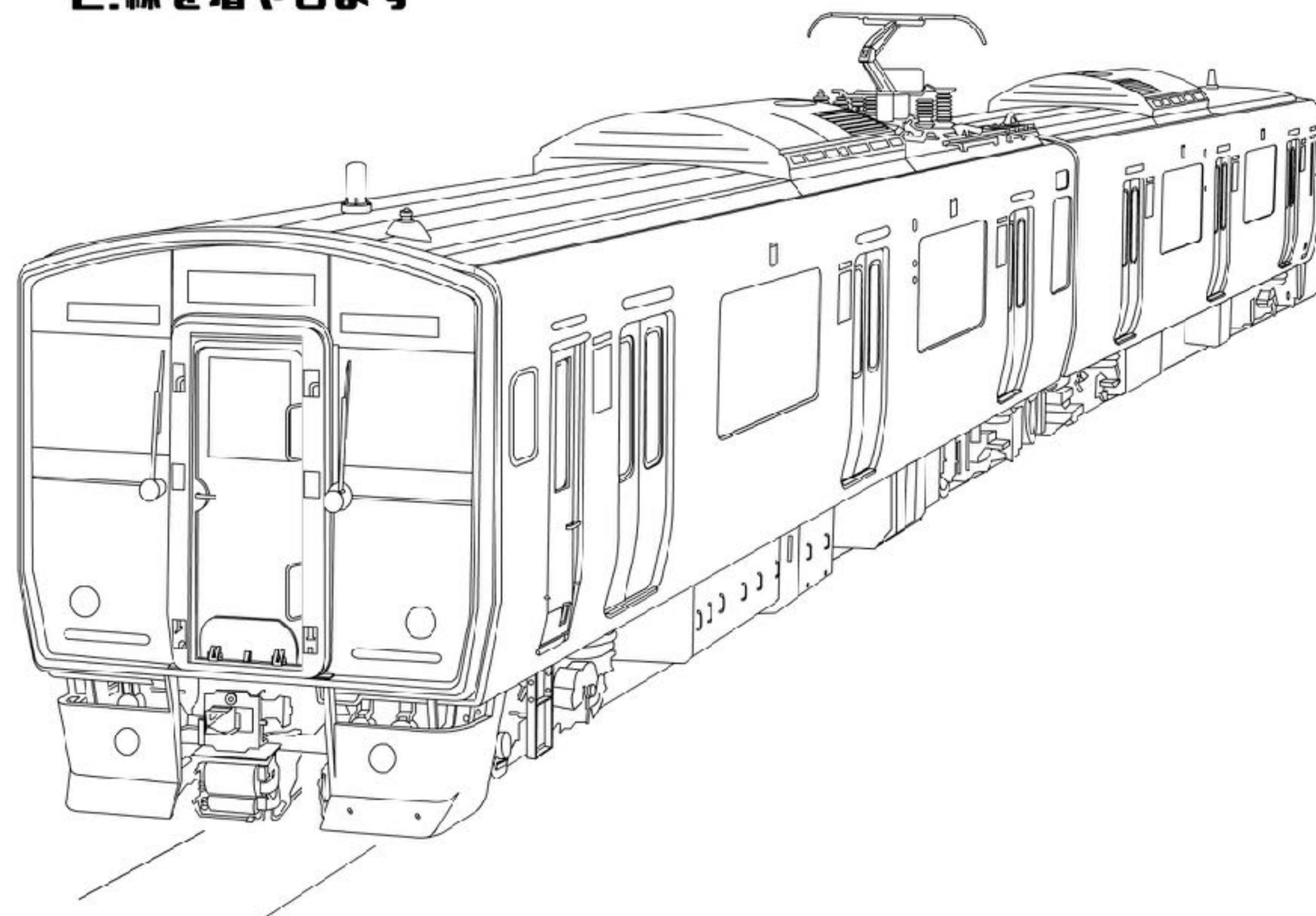
数を推測して下さい!!!

電車の描きかた

1. 箱を2つかきます



2. 線を増やします



Building a Small Compiler in JavaScript



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<http://robhoward.id.au>

Things To Read

- *Crafting Interpreters*, Bob Nystrom
<http://www.craftinginterpreters.com/contents.html>
(Free online)
- *Engineering a Compiler*, Cooper & Torczon
<https://www.amazon.com/dp/012088478X>
- *Modern Compiler Design*, Grune et al
https://dickgrune.com/Books/MCD_2nd_Edition/