

Slides

Writing Interpreters and Compilers for the Raspberry Pi Using Python

Second Edition

Source program

```
a = 2 + 3 + 5
```

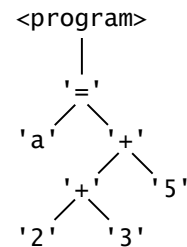
Postfix

```
a 2 3 + 5 + =
```

Python Bytecode

```
co_names = ['a']  
co_consts = [2, 3, 5]  
co_code = [100, 0, 100, 1, 23, 100, 2, 23, 90, 0]
```

Abstract Syntax Tree



Assembler code

```
.global main  
.text  
main:  push {lr}  
  
@ a = 2 + 3 + 5  
      mov r4, #10  
  
      mov r0, #0  
      pop {pc}
```

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1 Basic Concepts

sample.py

```
print('hello')
```

sample.c

```
#include <stdio.h>
int main(void)
{
    printf("hello\n");
    return 0;
}
```

Figure 1.1

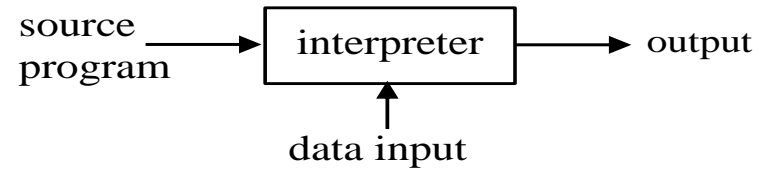


Figure 1.2

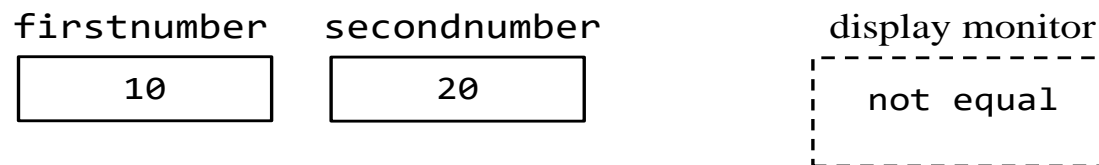
What happens when a pure interpreter interprets

1. Tokenize: break up into meaningful units
2. Parse: determine structure and identify components
3. Execute

Let's interpret:

```
1 firstnumber = 10
2 secondnumber = 20
3 if firstnumber == secondnumber:
4     print('equal')
5     print('good')
6 else:
7     print('not equal')
```

Figure 1.3



Newline is a token in Python

```
x = 1 + 2 + 3
```



newline character is here

```
x = 1      // C++ statement  
    + 2  
    + 3;
```

Indents and dedents are tokens in Python

```
if x == y: ← indent marks the start of the code block
    print('1')
    print('2') ← dedent marks the end of the code block
print('done')
```

```
if x == y: ← indent marks the start of the code block
    print('1') ← dedent marks the end of the code block
print('2')
print('done')
```

```

1 firstnumber = 10
2 secondnumber = 20
3 if firstnumber == secondnumber:
4     print('equal')
5     print('good')
6 else:
7     print('not equal')

```

Figure 1.3

1) firstnumber	14) NEWLINE	} Code block for if part
2) =	15) INDENT	
3) 10	16) print	
4) NEWLINE	17) (
	18) equal	
	19))	
5) secondnumber	20) NEWLINE	
6) =		
7) 20	21) print	
8) NEWLINE	22) (
	23) good	} Code block for else part
9) if	24))	
10) firstnumber	25) NEWLINE	
11) ==	25) DEDENT	
12) secondnumber		
13) :	27) else	
	28) :	
	29) NEWLINE	
	30) INDENT	
	31) print	
	32) (
	33) not equal	
	34))	
	35) NEWLINE	
	36) DEDENT	
	37) EOF	

Figure 1.4

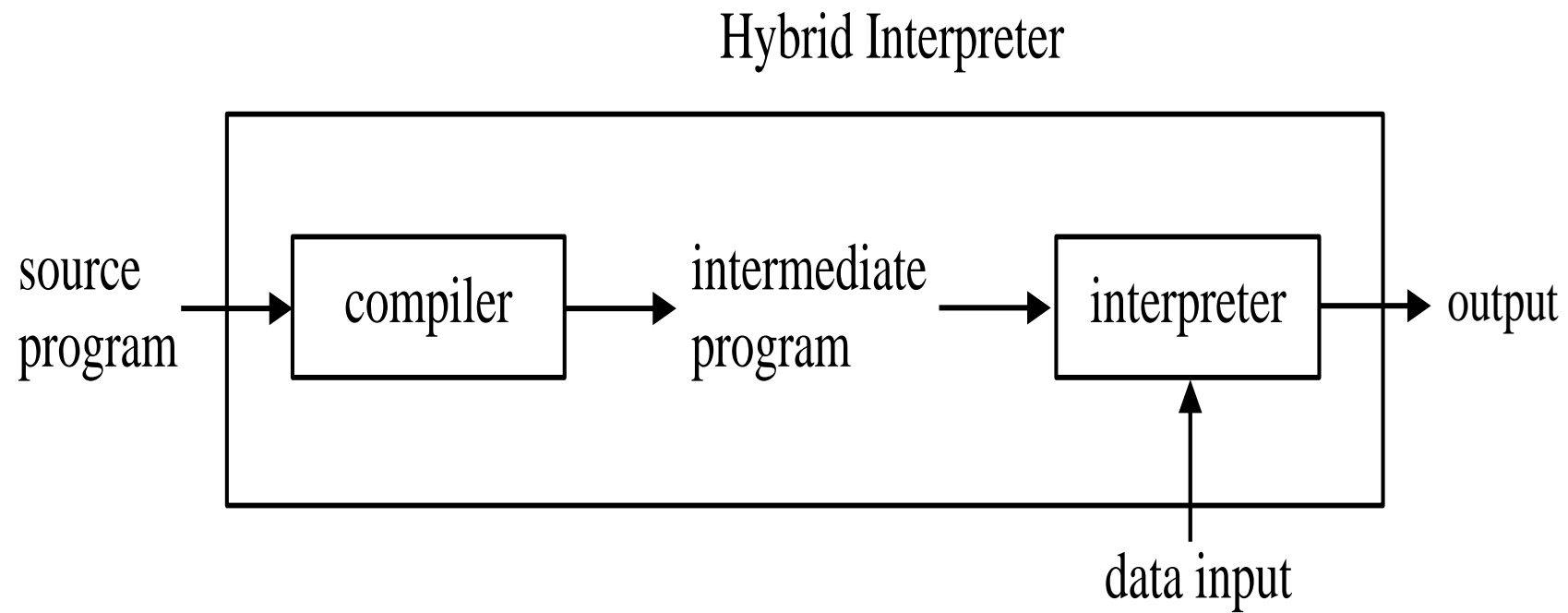


Figure 1.5

Advantages of Interpreters over Compilers

- Immediate execution—no user-observable compile or link steps
- Portability
- Easier to implement—do not need to know machine architecture to write an interpreter
- Easy to produce error messages meaningful to end user

But slow!