

In the name of Allah

How CPython Compiler Works

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Overview

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- Which steps does CPython takes to compile your source code?
- Why these steps?
- How they are done?

Diagram

- -----
| Decoding -> Tokenizing -> Parsing -> AST | -> Compiling |

- Front-end: Decoding, Tokenizing, Parsing and AST
- Back-end: Compiling

Explanation

- We've got a front-end and a back-end part in this process.
- Front-end: getting down to the AST
- Back-end: to get the generated AST and compile it down to something
- Good example is [PyPy](#) which is a front-end for Python
- Ease of writing the code
- A better view to the process

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Decoding - “Bytes” to “Text”

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- Translate bytes from disk to actual text

Encoding Declaration

- As of [PEP 263](#), you can specify the encoding of your Python module (basically a module is a text file which python code is written into) at the very top line of the file something like:

Encoding Declaration (Cont'd)

Declaration:

```
1      #!/usr/bin/python
2      # -*- coding: <encoding name> -*-
```

e.g.

```
1      #!/usr/bin/python
2      # -*- coding: ascii -*-
3
4      import math
5      print(math.sin(math.radians(90)))  # 1.0
```

Encoding Declaration (Cont'd)

Which gets compiled like this:

```
1      re.compile("coding[:=]\s*([-\\w.]+)")
```

Default Encoding and Non-ASCII Characters

- From [PEP 3120](#) UTF-8 is considered as the default encoding, and along with this with [PEP 3131](#)
- Python supports Non-ASCII identifiers also, this means that you can use french or german alphabet (with accent) in your variable names, like:

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Default Encoding and Non-ASCII Characters (Cont'd)

```
1     löwis = 'Löwis'  
2     print(löwis)
```

Tokenizing - “Text” to “Words”

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- Take the text and break it up into words

Tokenizing - “Text” to “Words” (Cont’d)

- At this point we have our text, but we’ve got just a bunch of characters following each other
- NOW we do *tokenizing*
which the term *token* is just a fancy word for words.

Tokenizing - “Text” to “Words” (Cont’d)

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Tokenizing - “Text” to “Words” (Cont’d)

How do we know to break the word? For instance in english language, its based on a space, but for programs it does not make sence.

i.e. there's is no diffrenece between:

```
1      print((lambda x: x*2 - 1)(2))  # 3
```

and

```
1      print((lambda      x: x * 2-      1)(2))  # 3
```

these should be tokenized like:

Tokenizing - “Text” to “Words” (Cont’d)

```
1      import shlex
2      print(list(shlex.shlex(
3          'print((lambda x: x*2 - 1)(2))    # 3'
4      )))
5
6      print(list(shlex.shlex(
7          'print((lambda      x: x * 2-      1)(2))    # 3'
8      ))))
```

as

```
1      ['print', '(', '(', 'lambda', 'x', ':', 'x',
2      '*', '2', '-', '1', ')', '(', '2', ')', ')']
```

tokenize library

```
$ echo 'print((lambda x: x*2-1)(2)) # 3' | python -m tokenize -
1,0-1,5:      NAME      'print'
1,5-1,6:      LPAR      '('
1,6-1,7:      LPAR      '('
1,7-1,13:     NAME      'lambda'
1,17-1,18:    NAME      'x'
1,18-1,19:    COLON     ':'
1,20-1,21:    NAME      'x'
1,22-1,23:    STAR      '*'
1,24-1,25:    NUMBER    '2'
1,25-1,26:    MINUS     '-'
1,30-1,31:    NUMBER    '1'
1,31-1,32:    RPAR      ')'
```

1,32-1,33:	LPAR	' ('
1,33-1,34:	NUMBER	' 2 '
1,34-1,35:	RPAR	') '
1,35-1,36:	RPAR	') '
1,38-1,41:	COMMENT	' # 3 '
1,41-1,42:	NEWLINE	' \n '
2,0-2,0:	ENDMARKER	' '

Parsing - “Words” to “Sentence”

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- Take the words and make sentences out of them

Abstract Syntax Tree - “Sentence” to “Semantics”

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- Take the sentences and figures out what the heck you are saying

Compiling - “Semantics” to “Bytecode”

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- Take the AST and generates the bytecode to be executed