

B5: Programming Language Processing

CS1101S: Programming Methodology

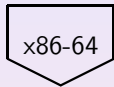
Martin Henz

September 10, 2021

- 1 T-Diagrams
- 2 Interpreters
- 3 Compilers
- 4 Combinations
- 5 Programming the LEGO Bricks

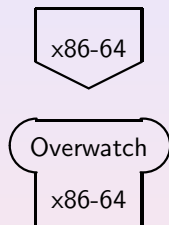
- 1 T-Diagrams
 - Program on PC
 - App on iPhone
- 2 Interpreters
- 3 Compilers
- 4 Combinations
- 5 Programming the LEGO Bricks

T-Diagrams



x86-64 Processor

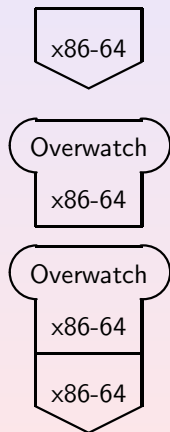
T-Diagrams



x86-64 Processor

Program “Overwatch” (x86-64 code)

T-Diagrams



x86-64 Processor

Program “Overwatch” (x86-64 code)

“Overwatch”
running on x86-64

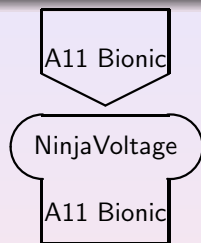
Running an app on iPhone X



A11 Bionic

A11 Bionic, the processor of iPhone X

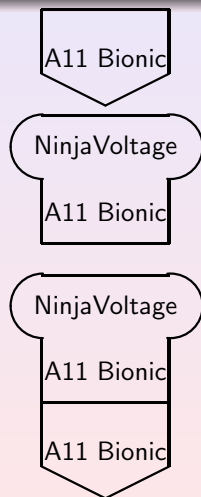
Running an app on iPhone X



A11 Bionic, the processor of iPhone X

Program “NinjaVoltage” (A11 build)

Running an app on iPhone X



A11 Bionic, the processor of iPhone X

Program "NinjaVoltage" (A11 build)

"NinjaVoltage"
running on
A11 Bionic

1 T-Diagrams

2 Interpreters

- T-Diagram of interpreter
- Chrome as interpreter
- Elixir interpreter
- Hardware emulation
- Stepper as interpreter

3 Compilers

4 Combinations

5 Programming the LEGO Bricks

Interpreter

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- The interpreter's *target language* is the language in which the programs are written which the interpreter can execute

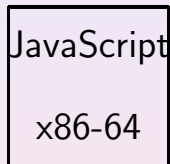
Interpreter

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Teaser for Lecture 11

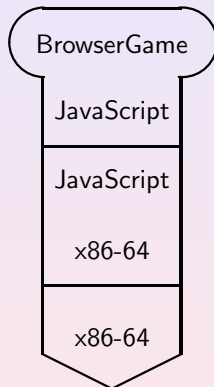
The evaluator (interpreter), which determines the meaning of statements in a language, is just another program.
(“Most fundamental idea in programming”)

Interpreters



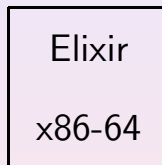
Chrome browser for PC,
seen as interpreter for JavaScript,
written in x86-64 machine code

“Normal” Way of Running JavaScript on Chrome



The browser acts as
an interpreter for JavaScript.

Another example: Elixir



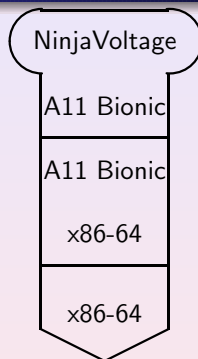
Interpreter for Elixir,
written in x86-64 machine code

Running Elixir on Server



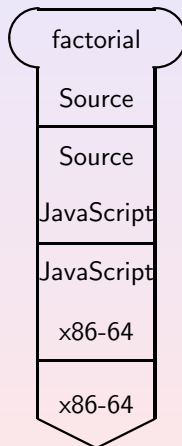
Elixir program “assessment”
running on x86-64
using interpretation

Hardware Emulation



“NinjaVoltage” app
running on a PC
using hardware emulator

Running Source §2 in Source Academy using Stepper



Source Academy stepper:
layer between your programs
and Chrome's native JavaScript

- 1 T-Diagrams
- 2 Interpreters
- 3 Compilers**
 - T-Diagram of compiler
 - Compiling Source Academy
 - Compiling a compiler
 - Compiling an interpreter
- 4 Combinations
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Compilers

Definition

A compiler is a program that translates from one language (the *from-language*) to another language (the *to-language*).

Compilers

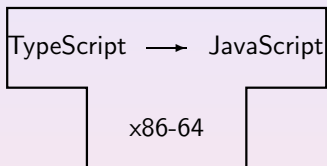
Definition

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Teaser for Lecture L12C

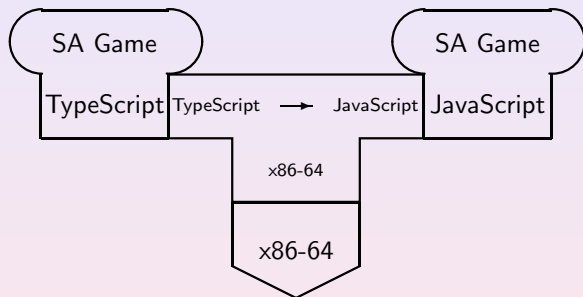
A compiler, which translates programs from one language to another, is just another program.
(“Second most fundamental idea in programming”)

T-Diagram of Compiler



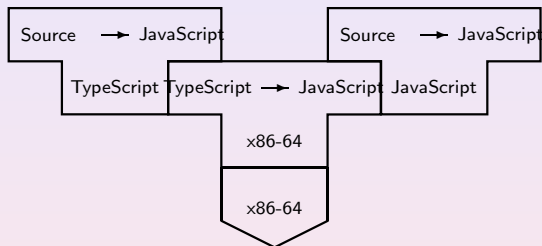
TypeScript-to-JavaScript compiler
written in x86-64 machine code

Compiling a program (SA Game of Source Academy)



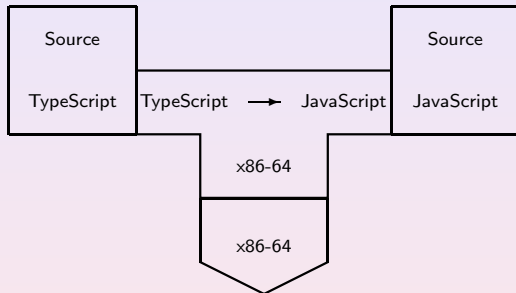
Compiling “SA Game”
from TypeScript to JavaScript

Compiling our Source Compiler



Compiling
Source-to-JavaScript compiler
from TypeScript to JavaScript

Compiling the Stepper



Compiling stepper tool
from TypeScript to JavaScript

1 T-Diagrams

2 Interpreters

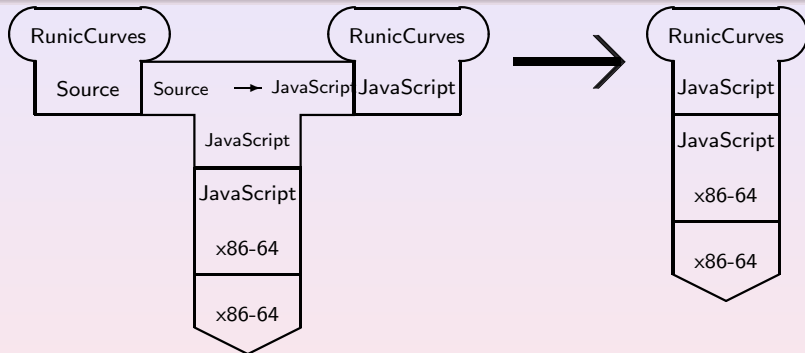
3 Compilers

4 Combinations

- Typical Source Academy session
- Typical execution of JavaScript
- Excursion: making these slides
- Excursion: SICP JS textbook

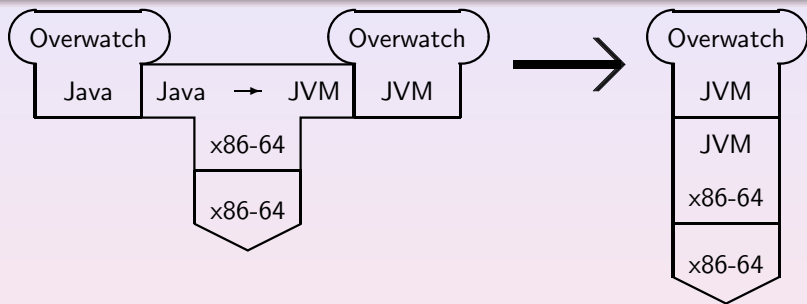
5 Programming the LEGO Bricks

A typical Source Academy session



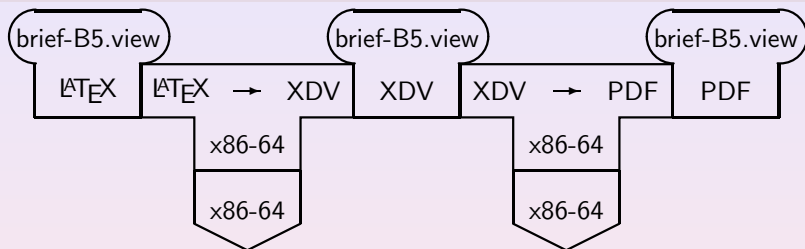
Compiling “RunicCurves” from Source to JavaScript in browser, and then running JavaScript program in browser.

Typical Execution of Java Programs



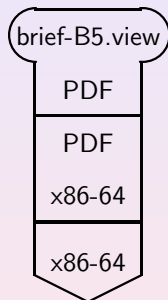
Compiling “Overwatch” from
Java to JVM code, and running
the JVM code on a JVM
running on an x86-64

Excursion: Making these Slides



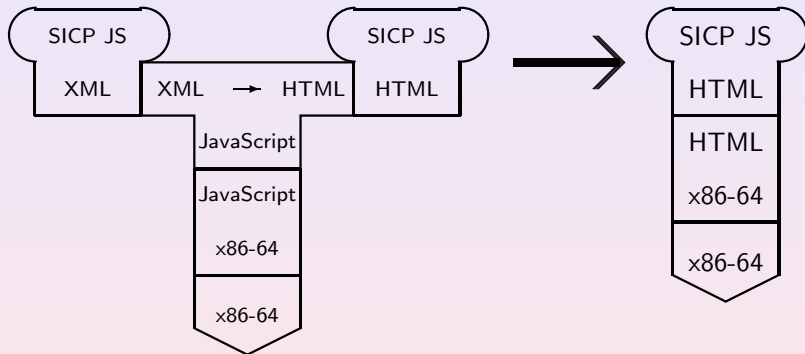
Compiling these slides
using the XeTeX *tool chain*
from \LaTeX to XDV
to PDF on x86-64

Excursion: Viewing these Slides with Acrobat Reader



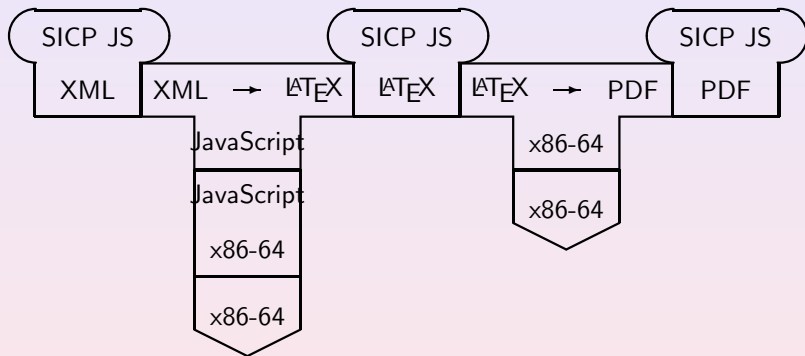
Viewing the slides on a PC

Excursion: Web edition of SICP JS



Compiling SICP JS textbook
from XML to HTML, then
Viewing textbook with browser

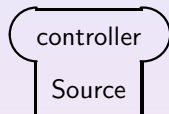
Excursion: PDF edition of SICP JS



Compiling SICP JS
from XML to PDF via L^AT_EX

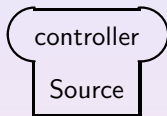
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 - Problem
 - SVML
 - SVML on EV3
 - Compiling SVML emulator

Programming Lego Mindstorms with Source



Program “controller”
(written in Source)

Programming Lego Mindstorms with Source

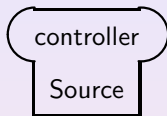


Program “controller”
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Lego Mindstorms EV3
(ARM5 processor)
running EV3dev,
an operating system
based on Debian Linux

Programming Lego Mindstorms with Source



Program "controller"
(written in Source)

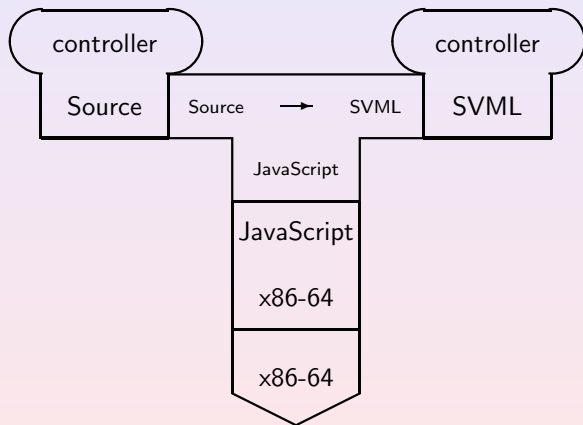


Lego Mindstorms EV3
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Now what?

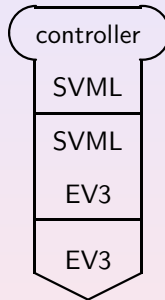
How to run Source on EV3?

SVML to the rescue!



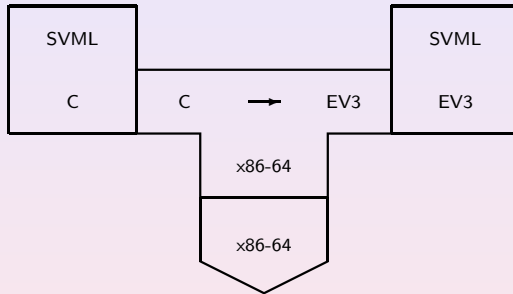
Compiling “controller”
from Source to SVML

SVML on EV3



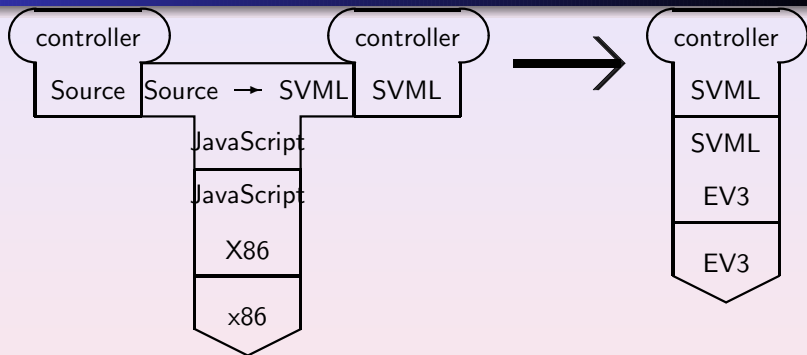
Running SVML program
on EV3 brick

Compiling SVML Emulator



Compiling SVML emulator
from C to EV3

Overview: Source for Robotics



Compiling “controller”
from Source to SVML on a PC,
and then running the SVML
program on the EV3 brick.

Summary

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- Components:
programs, compilers, interpreters, machines

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programs, compilers, interpreters, machines
- T-diagrams
- Combination of interpretation and compilation (tool chains) are common
- Source Academy is making use of
Source interpreter and
Source-to-JavaScript compiler,
both written in TypeScript,
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and running on Chrome browser
- Robotics in CS1101S is making use of
SVML interpreter and a
Source-to-SVML compiler