

PYTHON INSPIRED MACHINES

PIM

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- Meta Program

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- Support Modules

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INTRODUCTION:

C++ programming language is very powerful and is widely used by industry. It provides facilities for low level memory manipulation.

Python is a widely used high level, general purpose, interpreted, dynamic programming language.

Python Inspire Machines (PIM) translate Python-like source code into C++ executable files.

EXAMPLE:

Python	C++
<pre>class box: def __init__(self, w, h, l): self.width = w self.height = h self.length = l def __str__(self): return "this is a box" def volume(self): return self.width * self.height * self.length if __name__ == '__main__': b = box(1,2,3) print b print b.volume()</pre>	<pre>#include <iostream> #include <string> using namespace std; class box { public: box(double w, double h, double l) : width(w), height(h), length(l) {} double width; double height; double length; double volume(){return width * height * length;} string output(){return "this is a box";} }; int main() { box b = box(1, 2, 3); cout << b.output() << endl; cout << b.volume() << endl; return 0; }</pre>

BENEFITS OF PIM:

Speed: Developer can write the program on Python which is relatively easy and fast to write and PIM translated into C++.

Security: In Python the developer has to supply the source code, but in C++ the application can be deployed using binary code.

Academia: Student with Python background can implement a code in python and converted to C++.

RELATED WORK:

Cython: converts Python to C.

“Yet Another Compiler Compiler” (YACC) to generate the initial parse tree.

“Toy Parser Generator” (TPG): which is used in this project to parse Python code.

APPROACH:

- Our task is to implement a translator that is able to convert a subset of Python to C++.
- At the start of implementation, we wanted to focus on:
 - Lists
 - Dictionaries
 - Object oriented-ness.

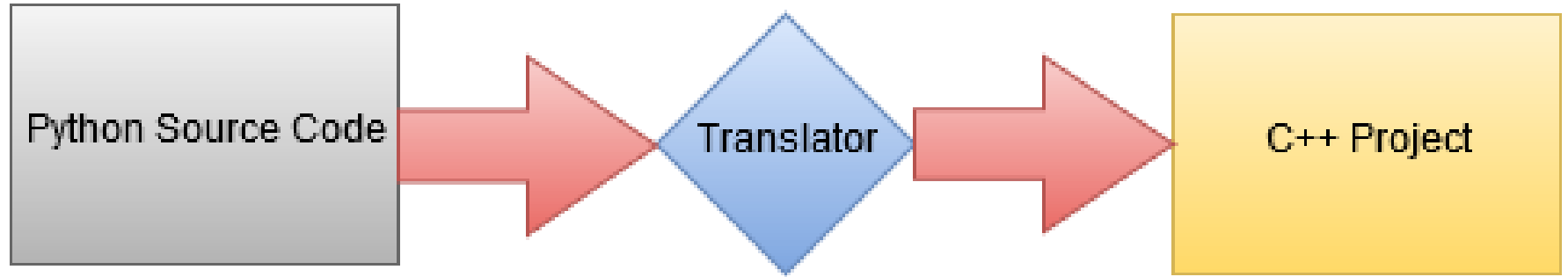
APPROACH:

Initially, we wanted Split up the program into two components:

- Parsing phase: where the program takes Python code and parse it into XML-like format.
- C++ build phase: the program takes XML file and makes it into C++ code.

But we decide NOT TO FOLLOW THIS APPROACH

INITIAL APPROACH:



DESIGN:

To implement our Python to C++ translator we had split our tasks into

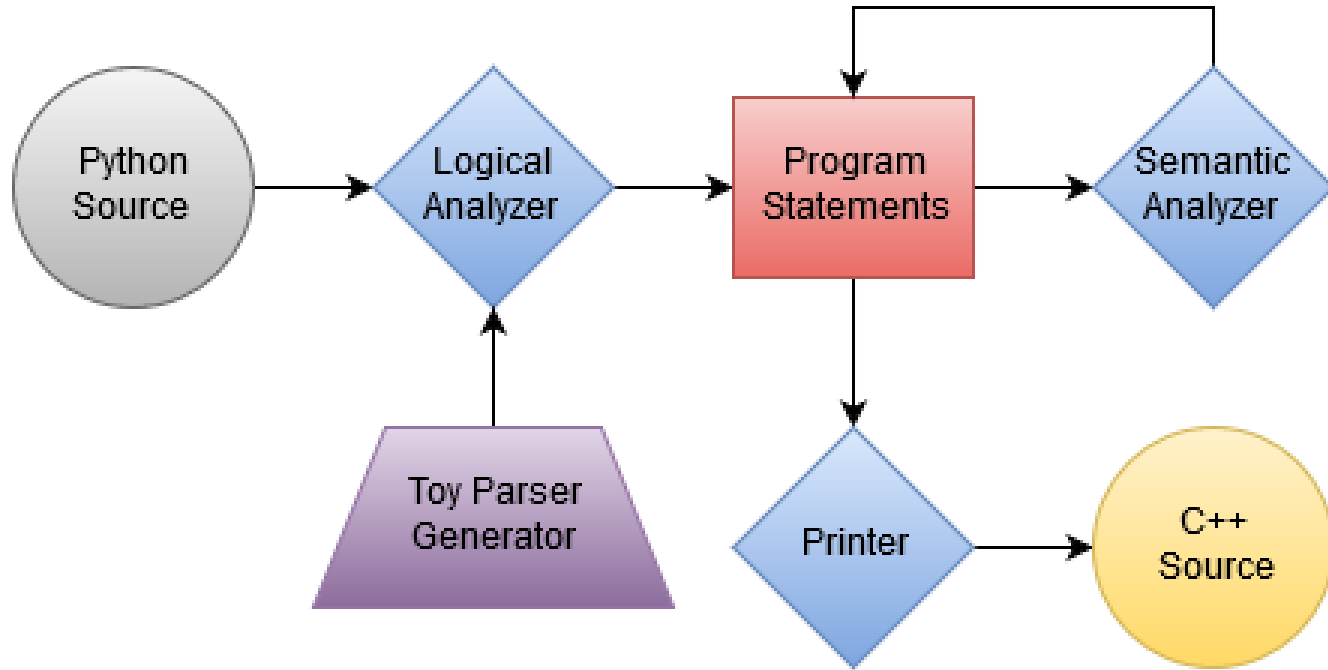
- A. Meta Program

- B. Logical Parser

- C. Support Modules

- D. Top Program

FINAL DESIGN:



A. META PROGRAM:

The module describes what programs, variables, and statements are.

The program consists of a list of nodes where each node can be specialized.

Statement nodes are specialized. In general a statement is an operation string, and a list of arguments.

B. LOGICAL PARSER:

Python-like code needs to be parsed into a program object.

Using Toy Parser Generator, we created a module that handles extracting one line of source code into one statement object.

GRAMMAR RULES:

separator	spaces	:	'\s+'
token	natural	:	'\d+'
token	string	:	'\"[a-zA-Z0-9_\s]*\"'
token	output	:	'print'
token	assign	:	'='
token	append	:	'<<'
token	var	:	'[a-zA-Z_]+'
token	type	:	'\\${a-zA-Z_}+'
token	add	:	'[+-]'

START	->	LIST PRINT ASSIGN APPEND
PRINT	->	output EXPR
LIST	->	var assign type '\[\]'
APPEND	->	var append EXPR
ASSIGN	->	var assign EXPR var '[' natural '\]' assign EXPR
EXPR	->	EXPR (',' EXPR) *
EXPR	->	natural string var '[' natural '\]' var

C. SUPPORT MODULES

There are two other python files now:

Meta

Logic

A bridge module wraps some of the functionality from the Meta Module so the Logical Parser can use it easier.

It reads a source file and prints the corresponding C++ statements line by line.

D. TOP PROGRAM

Linux bash script.

The program takes two terminal arguments.

The path of the source Python[ish] code.

The directory to create the C++ project in.

This entity creates the new user specified directory and copies three files.

Template

List header

Makefile.

FUTURE WORK:

The translator can be further developed to convert code from Python to C instead of C++.

Each class in an object oriented language can be broken down into two different structures.

One structure would actually hold the class data such as a box's dimensions.

Another structure would point to the class functions such as constructing, printing, and calculating a box's volume.

DEMO

<https://youtu.be/te1EnfRlYDE>

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