Meeting 2: P0, Abstract Syntax Trees, x86 Assembly

Today

- Briefly: Course summary
- Project-based course questions (i.e., how to succeed in 4555)
- Syllabus questions
- Chapter 1 questions
- Homework 1 preview
- PPL crash course (i.e., working with abstract syntax)

Questions

1. What is the input language for P HUI (P0)?
2. What is the input language for P HUI (P0)?
3. Discard?
4. Flatten ASTs to x86
5. Exp to flatten exp
6. Environment Memory
Compiler
- Figure design on your own
  compiler prep - to next
  abstract syntax
  (tree)
  target language
  (x86)
  console syntax

Source language
- (Python)
  → parser
  → abstract syntax
  (tree)
  → optim
  → x86

HW 1
Parser
HW 1
Python library
HW 2
(Pi)
\( P_0 \leq P_1 \leq P_2 \leq P_3 \leq P_4 \)

\( P_0 \) — `input()`, `print`, `+`, `-`, `assignement` (variables)

Implementation: Python

Language