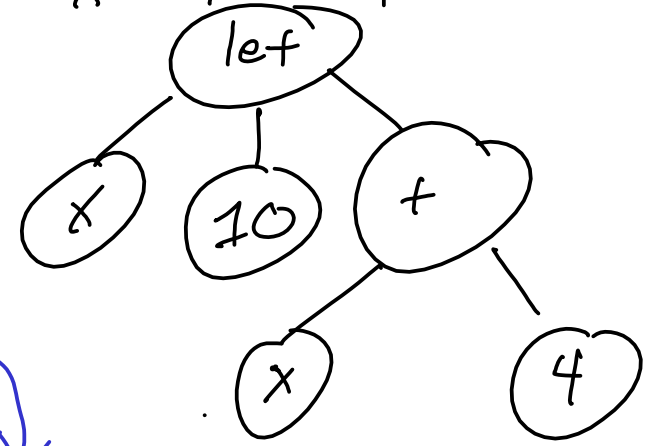


Parsing & ASTs

let x = 10 in x + 4



let x = 10 in x + 4

EBNF

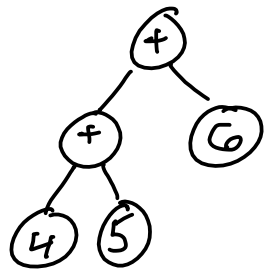
$\langle \text{expr} \rangle ::= \text{let } \langle \text{ident} \rangle = \langle \text{expr} \rangle \text{ in } \langle \text{expr} \rangle$
| $\langle \text{integer} \rangle$
| $\langle \text{expr} \rangle + \langle \text{expr} \rangle$
| $\langle \text{ident} \rangle$
| $(\langle \text{expr} \rangle)$

type expr =
| ELet of string * expr * expr
| EInt of int
| EPlus of expr * expr
| EVar of string

concrete syntax

abstract syntax

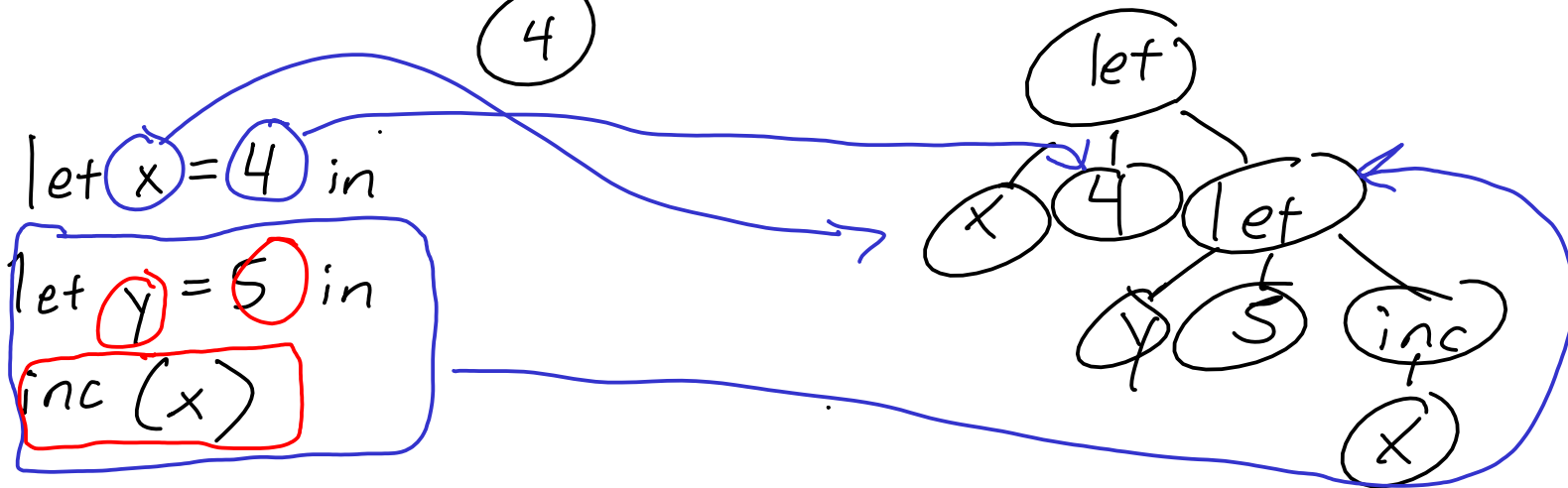
(4+5)+6



Adder

$\langle \text{expr} \rangle ::= \langle \text{integer} \rangle$
| $\text{inc}(\langle \text{expr} \rangle)$
| $\text{dec}(\langle \text{expr} \rangle)$
| $\text{let } \langle \text{identifier} \rangle = \langle \text{expr} \rangle \text{ in } \langle \text{expr} \rangle$
| $\langle \text{identifier} \rangle$.
| $(\langle \text{expr} \rangle)$

$\text{inc}(4) \longrightarrow \text{inc} \longrightarrow \text{asm} \longrightarrow \dots$
4



x86

Intel syntax

mov eax, 4

mov eax, 4

add eax, 1

[X Mov (
X Register (EAX),
X Constant (4))

;

X Add (
X Register (EAX),
X Constant (1))

]

let compile (e : expr) : instruction list =

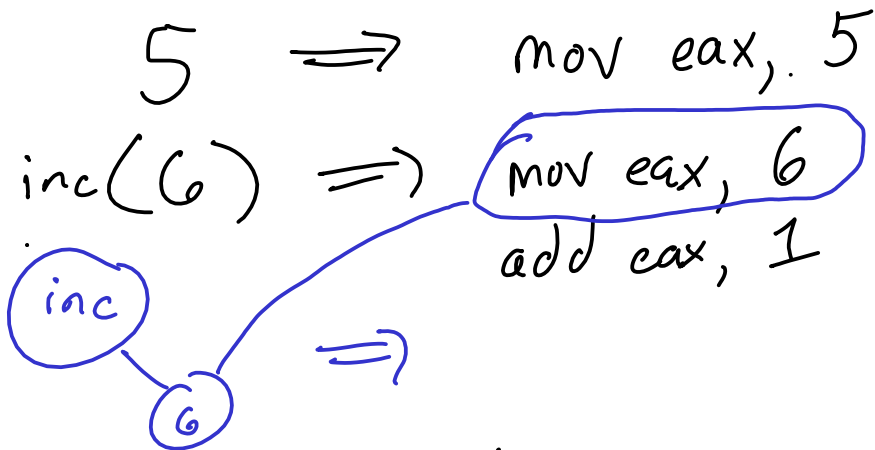
...

type arg =
| XRegister of register

type instruction =
| XMov of arg * arg

Adder Compilation

eax: return values



let rec compile (e :: expr) : instruction list =

match e with

| EInt n \rightarrow [XMov (XRegister EAX, XConstant n)]

| EInc e2 \rightarrow

let instr = compile e2 in

instr @ [XAdd (XRegister EAX, XConstant 1)]