

Diagramas de Tumbas



Referencia:

[WATT] pp. 28-48

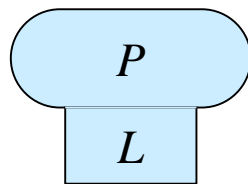
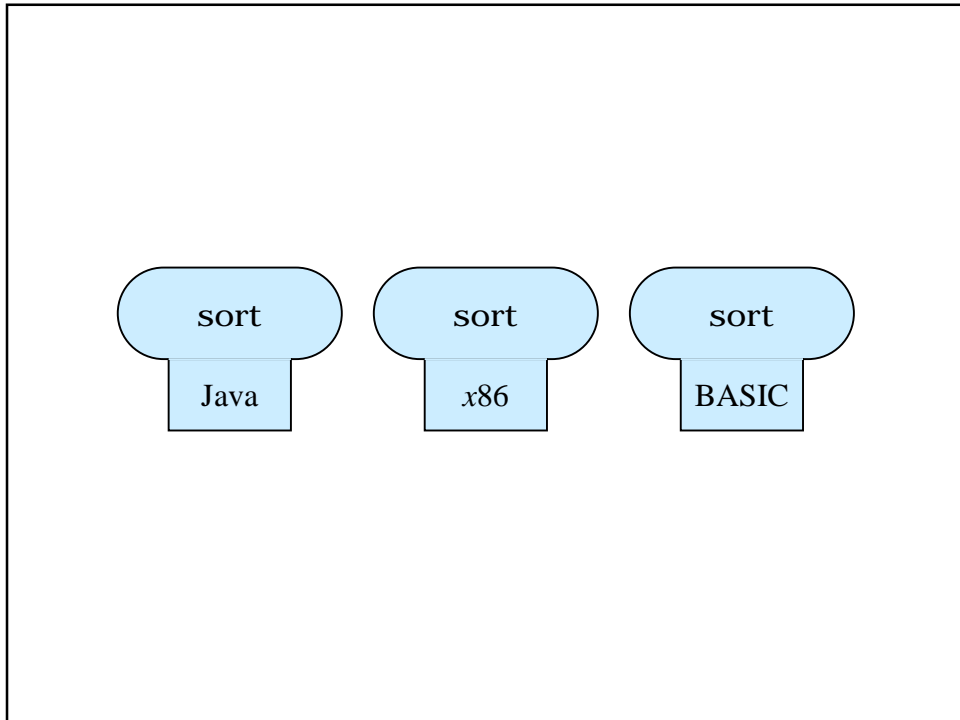
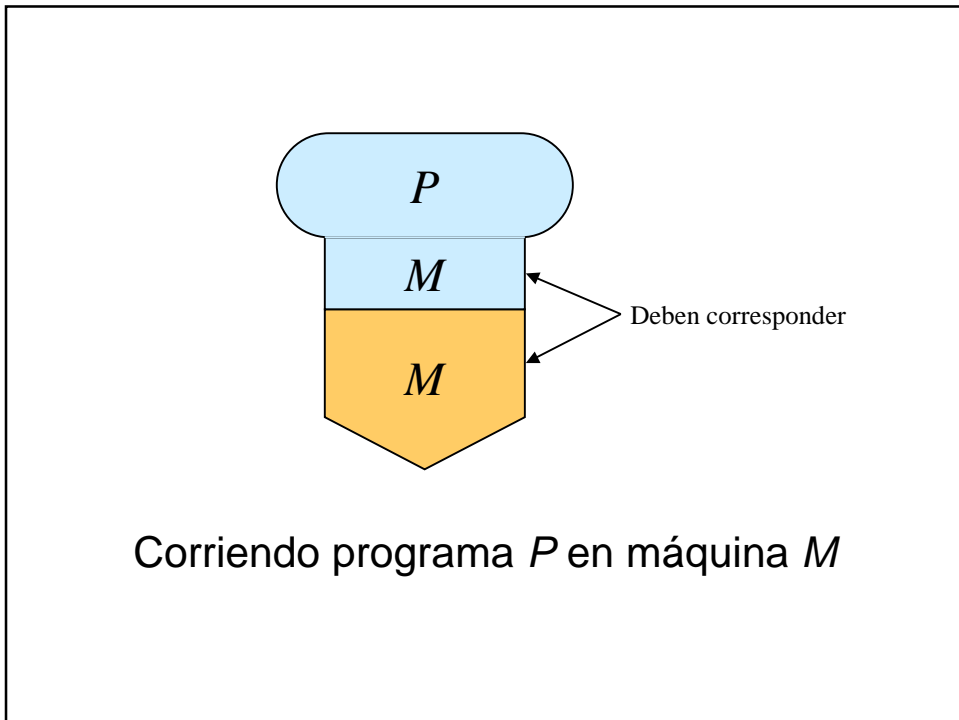
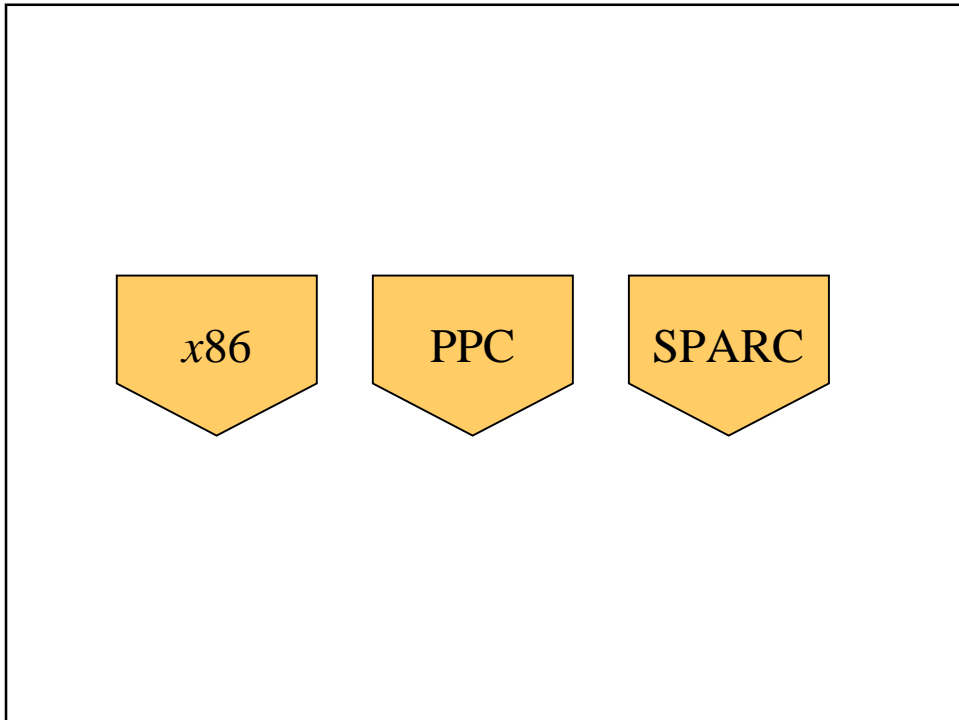
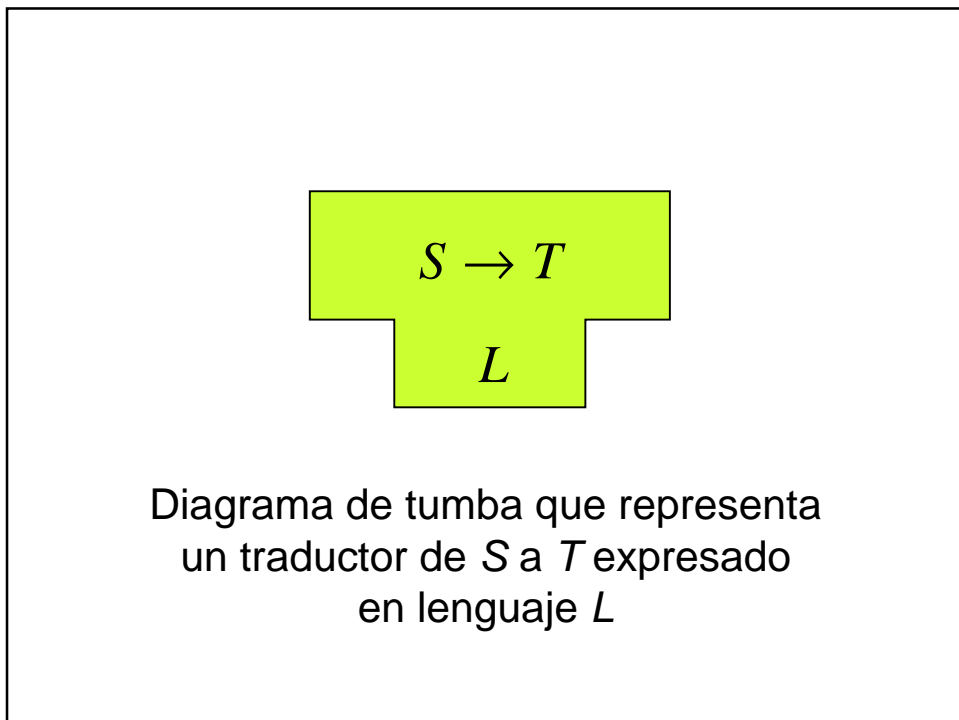
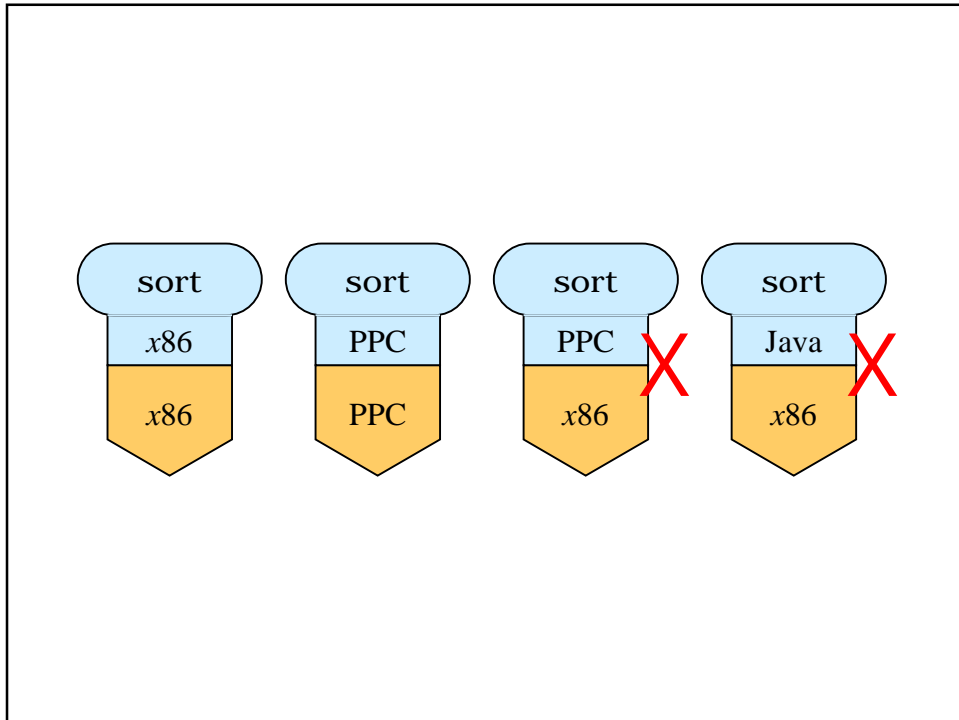
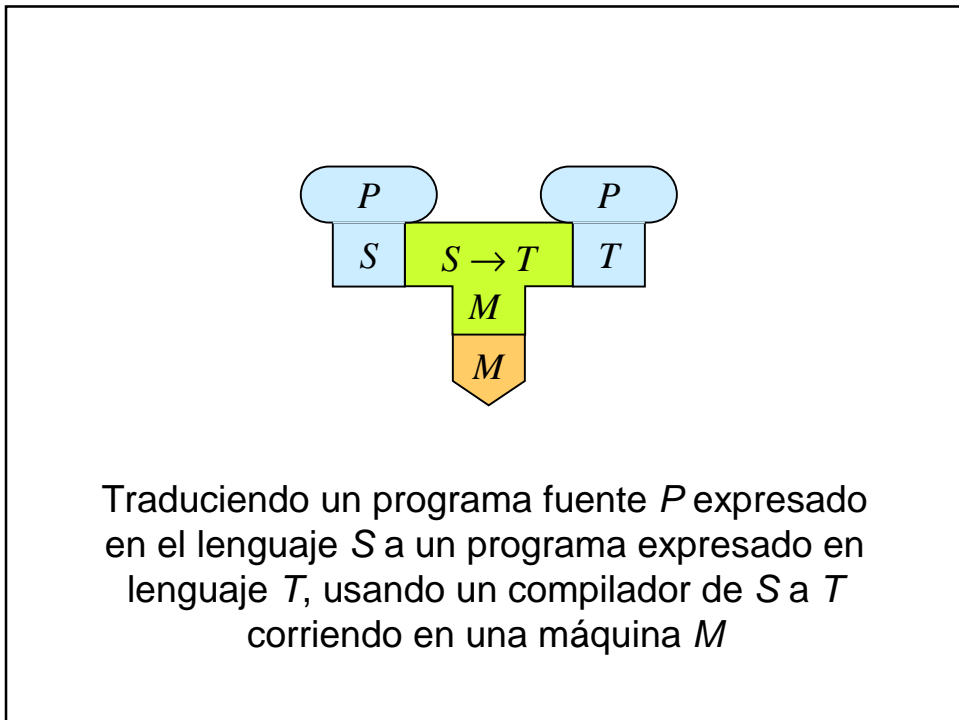
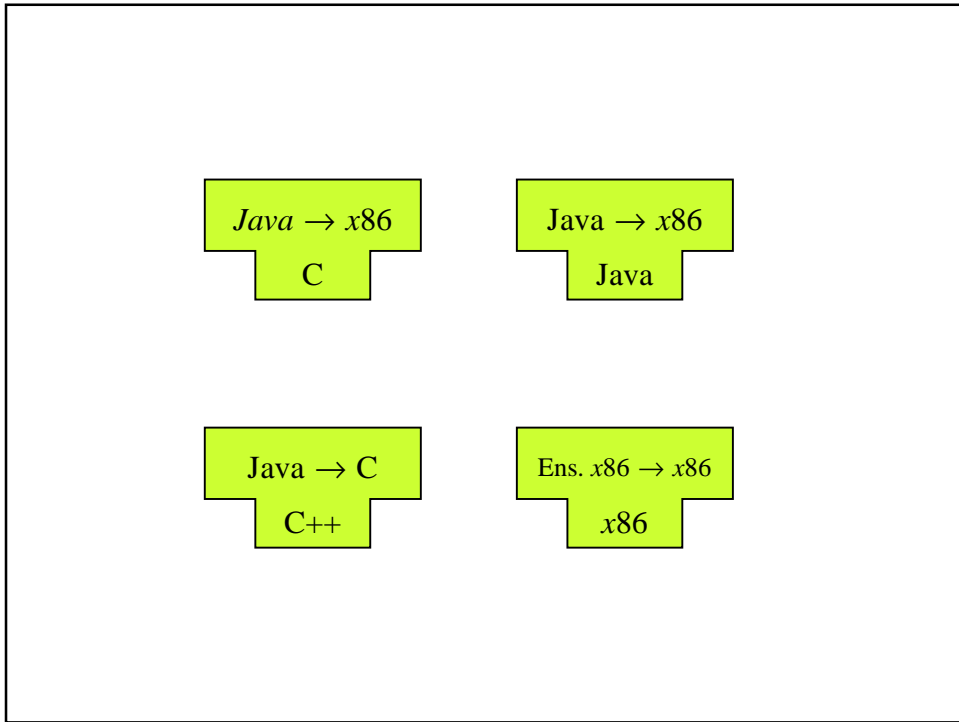


Diagrama de tumba que representa un programa P expresado en el lenguaje L

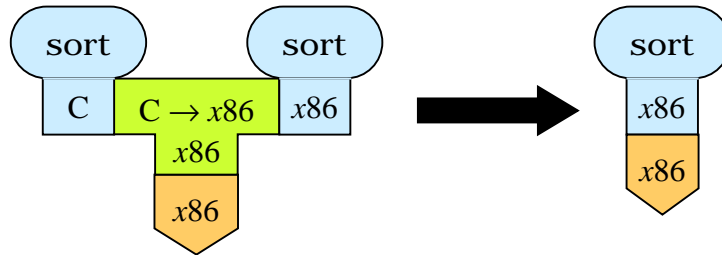




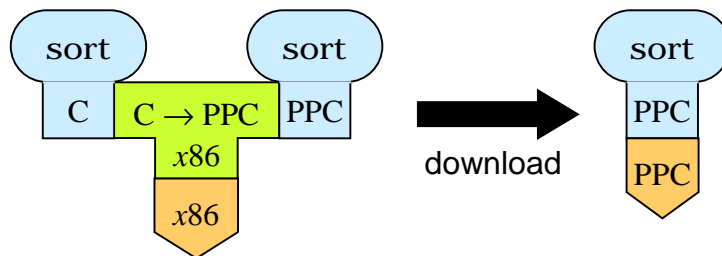




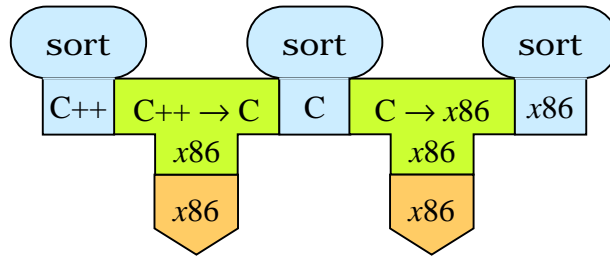
Compilación



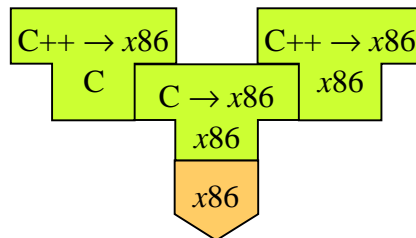
Compilación Cruzada



Compilación de Dos Etapas



Compilando un Compilador



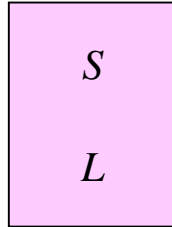
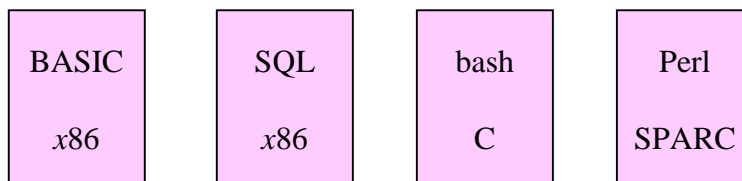
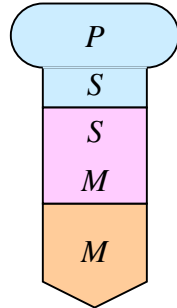
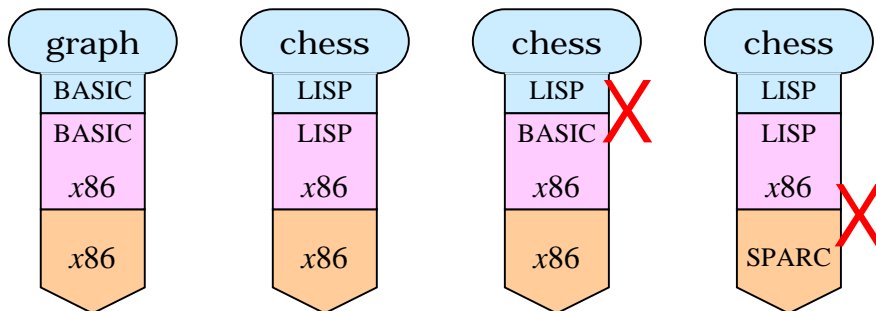


Diagrama de tumba que representa
un intérprete del lenguaje *S*
expresado en lenguaje *L*





Interpretando un programa P expresado en el lenguaje S , usando un intérprete de S corriendo en la máquina M

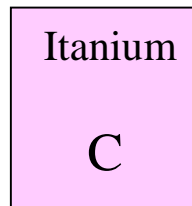


Emulación de Hardware

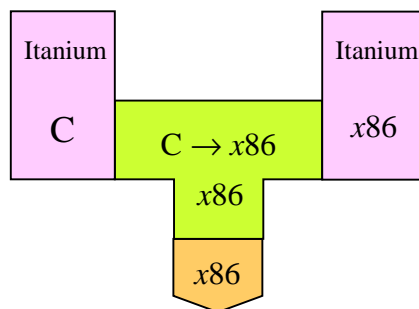
Se desea:



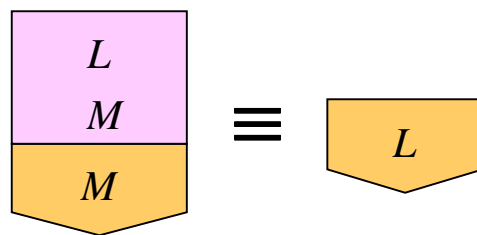
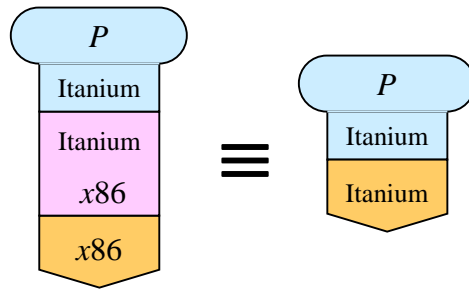
Se tiene:



Emulación de Hardware (...)



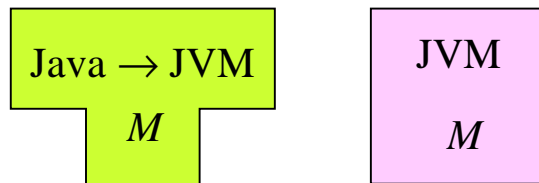
Emulación de Hardware (...)



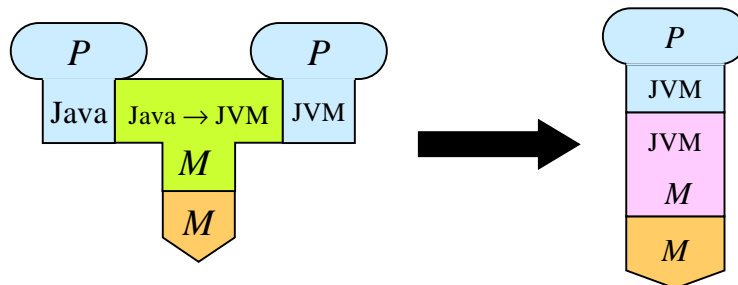
Una máquina abstracta
es funcionalmente equivalente
a una máquina real

Compiladores Interpretativos

Componentes del Java SDK:

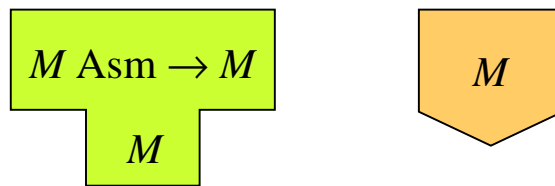


Compiladores Interpretativos (...)



Ejercicio: "bootstrap" completo

Escribir un compilador de lenguaje C para una máquina M a partir de los siguientes componentes:



Ejercicio: Medio "bootstrap"

Portar un compilador de lenguaje C de una máquina origen HM a una máquina destino TM a partir de los siguientes componentes:

