

November 2018: Parsers

Topic: Parsers

Marc Abel presents Parsers!

As you read this sentence, your mind identifies the words, punctuation, and the boundaries of the sentence. Good job – your internal parser is working well.

To write your own languages, you'll need a parser – whether it's a full-fledged Turing complete language, or just a tiny special-purpose Domain Specific Language (DSL). Even if you don't, insight into how code is parsed helps you know and love your programming language better.

November Meeting

When:

Thursday, November 15, 2018 @ 7:00pm

Where:

Wright State University
Russ Engineering Center, Room 348

Presentations/Topics:

R. Travis Rose will present “REP TEK: A Cyber Punk Game in Sc(R)ummVM (cross-platform game engine)”.

- Set in Ridley Scott & Westwood Studio's Blade Runner™ universe
- Fair use/creative commons licensing addressed
- Game theory motivation(s)
- Sample video keyframe analysis
- Overview of Sc(R)ummVM game engine utilizing C++/SDL
- Game tree analysis
- Remix+engine+embedded language idea(s)
- Etc.

T.Rose has a M.S. in Computer Science from Virginia Tech (VT), and a Bachelor's in Computer Science from Wright State (WSU). He has worked in industry at GE Aviation as a technical support specialist/systems analyst, and previously for the U.S. Government as a computer scientist at NIST. He has interests in computer graphics and computer animation, multi-lingual and cross-platform programming. Favorite topics include artificial intelligence, machine learning, data driven evaluation, data analysis, video+video gaming, and game theory.

