CS 516: COMPILERS

Lecture 9

Topics

- Lexing
- OCaml Lexer
- Principled Lexing

Materials

lec09.zip

Announcements

START NOW!!

Announcements

- HW4: LLVM lite
 - Goal: "Backend" compiler from LLVMlite —> X86lite
 - **Due**: In 10 days Thursday, March 2nd at 11:59:59pm
 - **Teams**: Teams of 2. Only one group member needs to submit

START NOW!!

Announcements

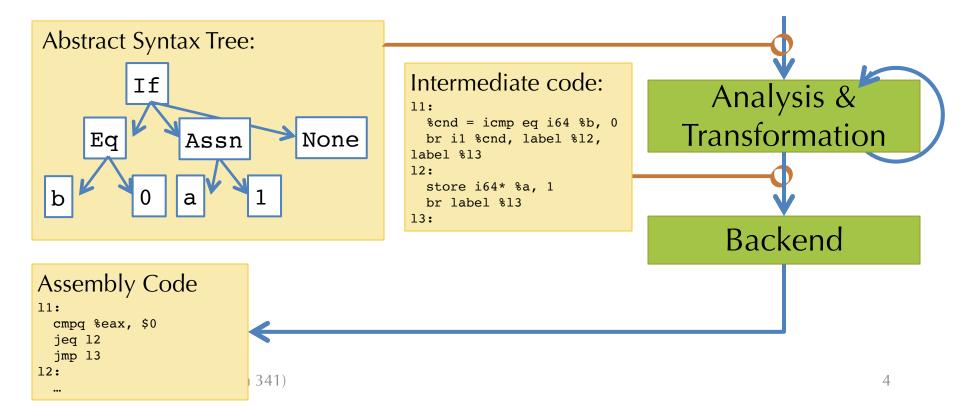
- HW4: LLVM lite
 - Goal: "Backend" compiler from LLVMlite —> X86lite
 - Due: In 10 days Thursday, March 2nd at 11:59:59pm
 - **Teams**: Teams of 2. Only one group member needs to submit

START NOW!!

- Next week (Feb 28): Quiz
 - Covers lec05-lec08 (IR, LLVM, Structured Data)
 - Roughly 30 minutes long, closed book.

Lexical analysis, tokens, regular expressions, automata

LEXING

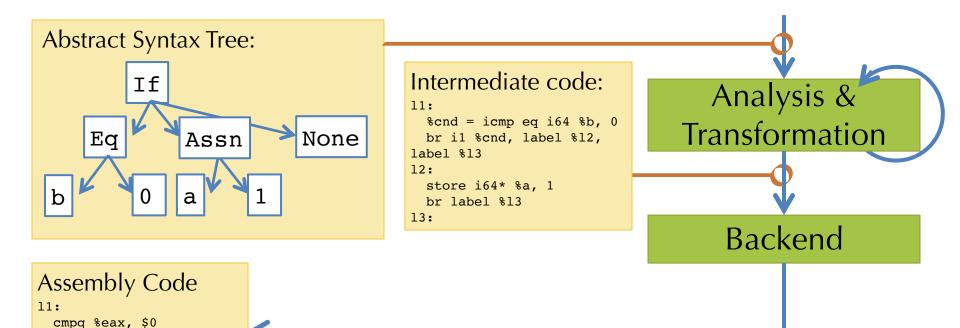


```
Source Code
(Character stream)
if (b == 0) { a = 1; }
```

jeq 12 jmp 13

341)

12:



Source Code (Character stream) if (b == 0) { a = 1; }

Token stream:

if

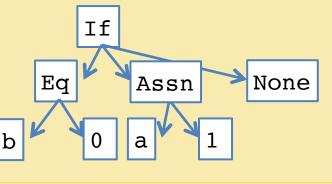
b

a

Parsing

Lexical Analysis

Abstract Syntax Tree:



Intermediate code:

11: %cnd = icmp eq i64 %b, 0 br i1 %cnd, label %12, label %13 12: store i64* %a, 1 br label %13 13:

Analysis & **Transformation**

Backend

Assembly Code

11: cmpq %eax, \$0 jeq 12 jmp 13 12:

341)

Today: Lexing

```
Source Code
(Character stream)
if (b == 0) { a = 1; }
```

Token stream:

if

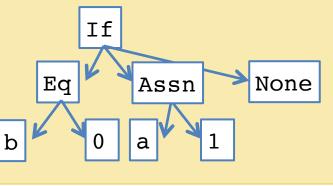
b

a

Parsing

Lexical Analysis

Abstract Syntax Tree:



Intermediate code:

11: %cnd = icmp eq i64 %b, 0 br i1 %cnd, label %12, label %13 12: store i64* %a, 1 br label %13 13:

Analysis & **Transformation**

Backend

Assembly Code

11: cmpq %eax, \$0 jeq 12 jmp 13 12:

341)

4

if (b == 0) { a = 0 ; }

• Change the character stream "if (b == 0) a = 0;" into tokens:
if (b == 0) { a = 0; " into tokens:

```
IF; LPAREN; Ident("b"); EQEQ; Int(0); RPAREN; LBRACE;
Ident("a"); EQ; Int(0); SEMI; RBRACE
```

• Change the *character stream* "if (b == 0) a = 0;" into *tokens*:

```
if ( b == 0 ) { a = 0 ; }
```

```
IF; LPAREN; Ident("b"); EQEQ; Int(0); RPAREN; LBRACE;
Ident("a"); EQ; Int(0); SEMI; RBRACE
```

- Token: data type that represents indivisible "chunks" of text:
 - Identifiers: a y11 elsex _100
 - Keywords: if else while
 - Integers: 2 200 -500 5L
 - Floating point: 2.0 .02 1e5
 - Symbols: + * ` { } () ++ << >> >>>
 - Strings: "x" "He said, \"Are you?\""
 - Comments: (* CS516: HW 1 ... *) /* foo */ // bar

Change the character stream "if (b == 0) a = 0;" into tokens:

```
if ( b == 0 ) { a = 0 ; }
```

```
IF; LPAREN; Ident("b"); EQEQ; Int(0); RPAREN; LBRACE;
Ident("a"); EQ; Int(0); SEMI; RBRACE
```

- Token: data type that represents indivisible "chunks" of text:
 - Identifiers: a y11 elsex _100
 - Keywords: if else while
 - Integers: 2 200 -500 5L
 - Floating point: 2.0 .02 1e5
 - Symbols: + * ` { } () ++ << >> >>>
 - Strings: "x" "He said, \"Are you?\""
 - Comments: (* CS516: HW 1 ... *) /* foo */ // bar
- Often delimited by *whitespace* (' ', \t, etc.)
 - In some languages (e.g. Python or Haskell) whitespace is significant

How hard can it be? handlex0.ml and handlex.ml

DEMO: HANDLEX

Lexing By Hand

- How hard can it be?
 - Tedious and painful!

Lexing By Hand

- How hard can it be?
 - Tedious and painful!

- Problems:
 - Precisely define tokens
 - Matching tokens simultaneously
 - Reading too much input (need look ahead)
 - Error handling
 - Hard to compose/interleave tokenizer code
 - Hard to maintain

PRINCIPLED SOLUTION TO LEXING

Regular expressions precisely describe sets of strings.

- Regular expressions precisely describe sets of strings.
- A regular expression R has one of the following forms:

 – ε Epsilon stands for the empty string 	g
-------------------------------------------------------------	---

$$-R_1 \mid R_2$$
 Alternatives, stands for choice of R_1 or R_2

$$-R_1R_2$$
 Concatenation, stands for R_1 followed by R_2

R*
 Kleene star, stands for zero or more repetitions of R

- Regular expressions precisely describe sets of strings.
- A regular expression R has one of the following forms:
 - ϵ Epsilon stands for the empty string
 - 'a'
 An ordinary character stands for itself
 - $-R_1 \mid R_2$ Alternatives, stands for choice of R_1 or R_2
 - $-R_1R_2$ Concatenation, stands for R_1 followed by R_2
 - R*
 Kleene star, stands for zero or more repetitions of R
- Useful extensions:
 - "foo"Strings, equivalent to 'f''o''o'
 - R+ One or more repetitions of R, equivalent to RR*
 - R? Zero or one occurrences of R, equivalent to $(\varepsilon | R)$
 - ['a'-'z'] One of a or b or c or ... z, equivalent to (a|b|...|z)
 - [^'0'-'9'] Any character except 0 through 9
 - R as x
 Name the string matched by R as x

Example Regular Expressions

- Recognize the keyword "if": "if"
- Recognize a digit: ['0'-'9']
- Recognize an integer literal: '-'?['0'-'9']+
- Recognize an identifier:
 (['a'-'z'] | ['A'-'Z']) (['0'-'9'] | '_'| ['a'-'z'] | ['A'-'Z']) *

In practice, it's useful to be able to name regular expressions:

```
let lowercase = ['a'-'z']
let uppercase = ['A'-'Z']
let character = uppercase | lowercase
```

How to Match?

- Consider the input string: ifx = 0
 - Could lex as: if x = 0 or as: if x = 0
- Regular expressions alone are ambiguous, need a rule for choosing between the options above
- Most languages choose "longest match"
 - So the 2nd option above will be picked
 - Note that only the first option is "correct" for parsing purposes
- Conflicts: arise due to two tokens whose regular expressions have a shared prefix
 - Ties broken by giving some matches higher priority
 - Example: keywords have priority over identifiers
 - Usually specified by order the rules appear in the lex input file

Lexer Generators

- Reads a list of regular expressions: $R_1, ..., R_n$, one per token.
- Each token has an attached "action" A_i (just a piece of code to run when the regular expression is matched):

- Generates scanning code that:
 - 1. Decides whether the input is of the form $(R_1 | ... | R_n) *$
 - 2. Whenever the scanner matches a (longest) token, it runs the associated action

lexlex.mll

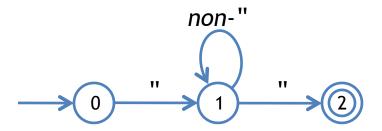
DEMO: OCAMLLEX

Implementation Strategies

- Most Tools: lex, ocamllex, flex, etc.:
 - Table-based
 - Deterministic Finite Automata (DFA)
 - Goal: Efficient, compact representation, high performance
- There are other approaches (eg based on Brzozowski derivatives)

Finite Automata

- Consider the regular expression: '"'[^'"']*'"'
- An automaton (DFA) can be represented as:
 - A graph:

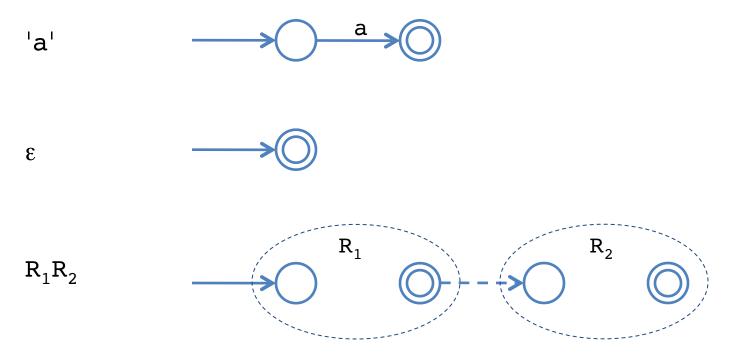


A transition table:

	Ш	Non-"
0	1	ERROR
1	2	1
2	ERROR	ERROR

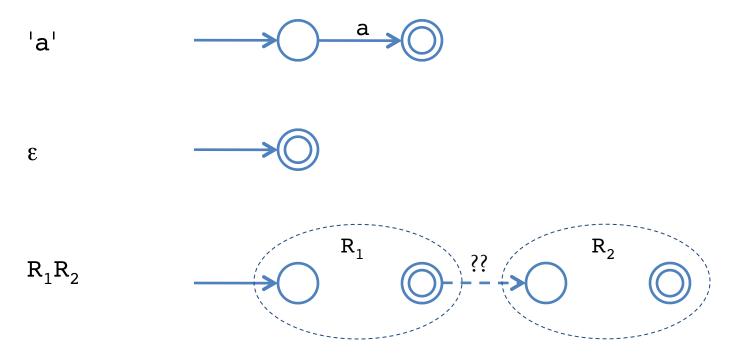
RE to Finite Automaton?

- Can we build a finite automaton for every regular expression?
 - Yes! Recall CS 334 for the complete theory...
- Strategy: consider every possible regular expression (by induction on the structure of the regular expressions):



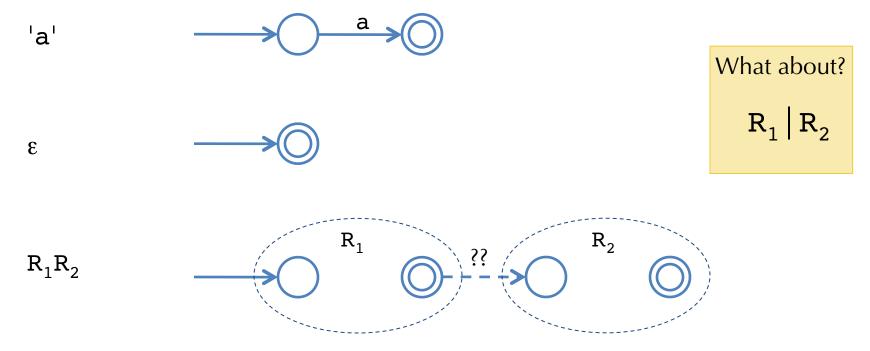
RE to Finite Automaton?

- Can we build a finite automaton for every regular expression?
 - Yes! Recall CS 334 for the complete theory...
- Strategy: consider every possible regular expression (by induction on the structure of the regular expressions):



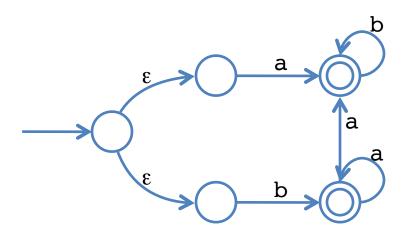
RE to Finite Automaton?

- Can we build a finite automaton for every regular expression?
 - Yes! Recall CS 334 for the complete theory...
- Strategy: consider every possible regular expression (by induction on the structure of the regular expressions):



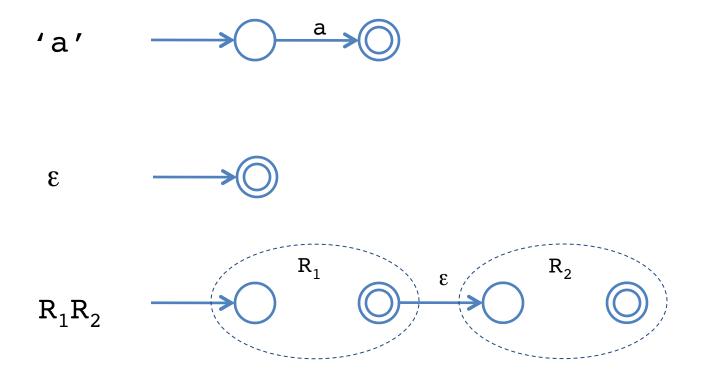
Nondeterministic Finite Automata

- A finite set of states, a start state, and accepting state(s)
- Transition arrows connecting states
 - Labeled by input symbols
 - Or ε (which does not consume input)
- Nondeterministic: two arrows leaving the same state may have the same label



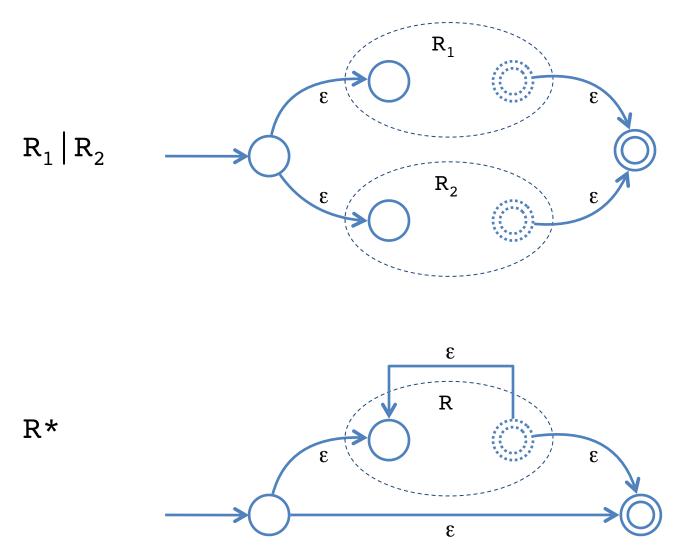
RE to NFA?

- Converting regular expressions to NFAs is easy.
- Assume each NFA has one start state, unique accept state



RE to NFA (cont'd)

Sums and Kleene star are easy with NFAs



DFA versus NFA

DFA:

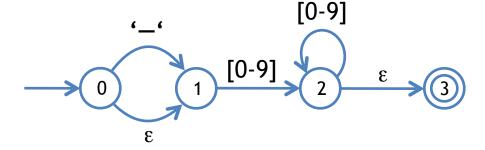
- Action of the automaton for each input is fully determined
- Automaton accepts if the input is consumed upon reaching an accepting state
- Obvious table-based implementation

NFA:

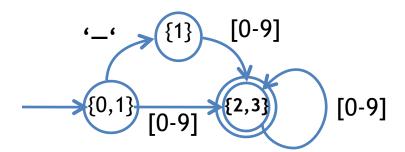
- Automaton potentially has a choice at every step
- Automaton accepts an input string if there exists a way to reach an accepting state
- Less obvious how to implement efficiently

NFA to DFA conversion (Intuition)

- Idea: Run all possible executions of the NFA "in parallel"
- Keep track of a set of possible states: "finite fingers"
- Consider: -?[0-9]+
- NFA representation:



DFA representation:



Summary of Lexer Generator Behavior

- Take each regular expression R_i and it's action A_i
- Compute the **NFA** formed by $(R_1 \mid R_2 \mid ... \mid R_n)$
 - Remember the actions associated with the accepting states of the R_i
- Compute the **DFA** for this big NFA
 - There may be multiple accept states (why?)
 - A single accept state may correspond to one or more actions (why?)
- Compute the minimal equivalent DFA
 - There is a standard algorithm due to Myhill & Nerode
- Produce the transition table
- Implement longest match:
 - Start from initial state
 - Follow transitions, remember last accept state entered (if any)
 - Accept input until no transition is possible (i.e. next state is "ERROR")
 - Perform the highest-priority action associated with the last accept state; if no accept state there is a lexing error

Lexer Generators in Practice

- Many existing implementations: lex, Flex, Jlex, ocamllex, ...
 - For example ocamllex program
 - see lexlex.mll, olex.mll, piglatin.mll on course website
- Error reporting:
 - Associate line number/character position with tokens
 - Use a rule to recognize '\n' and increment the line number
 - The lexer generator itself usually provides character position info.
- Sometimes useful to treat comments specially
 - Nested comments: keep track of nesting depth
- Lexer generators are usually designed to work closely with parser generators...

lexlex.mll, olex.mll, piglatin.mll

DEMO: OCAMLLEX