### 編譯器設計 lex A Lexical Analyzer Generator

### lex: A Tool for Creating Lexical Analyzers

- Lexical analyzers tokenize input streams.
- Regular expressions define tokens.
- Tokens are the terminals of a language.

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## Lex source program Lex lex.yy.c lex.yy.c C compiler a.out input a.out tokens

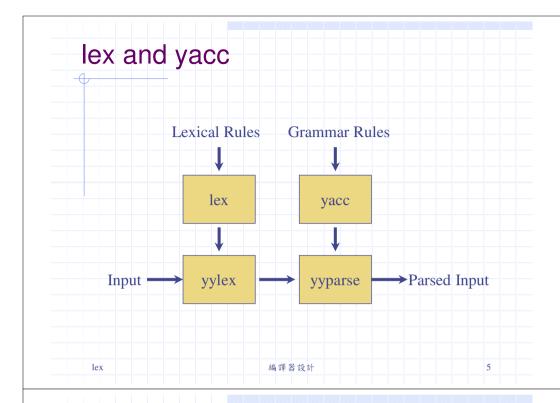
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#### lex Internals

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- Converts regular expressions into NFAs.
- NFAs are implemented as table driven state machines.

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#### General Format of lex Source

- Input specification file is in 3 parts
  - Declarations: Definitions

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- Transition Rules: Token Descriptions and actions
- Auxiliary Procedures: User-Written code
- Three parts are separated by %%
- Tips: In the first part we define patterns, in the third part we define actions, in the second part we put them together.

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#### General Format of lex Source

- The first and second part must exist, but may be empty, the third part and the second %% are optional.
- A minimum lex program:
  %%
  - It only copies the input to the output unchanged.
- Another trivial example:

%% [\+].d

 $[ \t]+\$;$ 

It deletes from the input all blanks or tabs at the ends of lines.

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#### A lex Source File Example

```
%{
    /*
    * Example lex source file
    * This first section contains necessary
    * C declarations and includes
    * to use throughout the lex specifications.
    */
    #include <stdio.h>
    %}
    bin_digit [01]
```

#### A lex Source File Example

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#### Running lex

- To run lex on a source file, use the command: lex source.l
- This produces the file lex.yy.c which is the C source for the lexical analyzer.
- ◆ To compile this, use: cc -o scanner -O lex.yy.c -II

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#### Different Versions Of lex

- ◆ AT&T -- lex http://www.combo.org/lex\_yacc\_page/lex.html
- GNU -- flex http://www.gnu.org/manual/flex-2.5.4/flex.html
- Find a Win32 version of flex:

http://www.cygwin.com/

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#### lex.yy.c : What it produces

```
# define YYTYPE unsigned char
  struct yywork { YYTYPE verify, advance; } yycrank[] = {
          0,0,
                 1,3,
                         0,0,
          0.0.
                 0.0.
                         0.0.
  struct yysvf yysvec[] = {
                 0,
  yycrank+-1,
                                 yyvstop+1,
  vvcrank+-3.
                 yysvec+1,
                                 vvvstop+3.
                                 vyvstop+5,
  yycrank+0,
  unsigned char vvmatch[] = {
  00 ,01 ,01 ,01 ,01 ,01 ,01 ,01 ,
  01 ,01 ,012 ,01 ,01 ,01 ,01 ,01 ,
                                                       14
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```

#### **Token Definitions**

- Elementary Operations
  - single characters
    - except "\.\$^[]-?\*+|()/{}%<>
  - concatenation (put characters together)
  - alternation (a|b|c)
    - [ab] == a|b
    - [a-k] == a|b|c|...|i|j|k
    - [a-z0-9] == any letter or digit
    - [^a] == any character but a

#### **Token Definitions**

- Elementary Operations (cont.)
  - NOTE: . matches any character except the newline
  - \* -- Kleene Closure
  - + -- Positive Closure
- Examples:

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- **[**0-9]+"."[0-9]+
  - note: without the quotes it could be any character
- [\t]+ -- is whitespace
  - (except CR).
  - Yes there is a space inside the box before the \t

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#### **Token Definitions**

- Special Characters:
  - -- matches any single character (except newline)
  - " and \ -- quote the part as text
  - \t -- tab
  - \n -- newline
  - \b -- backspace
  - -- double quote
  - // -- /
  - ? -- this means the preceding was optional
    - ab? == a|ab
    - (ab)? == ab|€

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#### **Token Definitions**

- Special Characters (cont.)
  - means at the beginning of the line (unless it is inside of a [])
  - \$ means at the end of the line, same as /\n
  - [^] means anything except
    - \"[^\"]\*\" is a double quoted string
  - {n,m} means m through n occurrences
    - a{1,3} is a or aa or aaa
  - {definition} means translation from definition
  - matches only if followed by right part of /
    - 0/1 means the 0 of 01 but not 02 or 03 or ...
  - ( ) grouping

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#### **Definitions**



**REG EXPR** 

digs

[0-9]+

integer

{digs}

plain\_real

{digs}"."{digs}

expreal

{digs}"."{digs}[Ee][+-]?{digs}

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real

{plainreal}|{expreal}

#### **Definitions**

- The definitions can also contain variables and other declarations used by the code generated by lex.
  - These usually go at the start of this section, marked by %{ at the beginning and %} at the end or the line which begins with a blank or tab.
  - Includes usually go here.
  - It is usually convenient to maintain a line counter so that error messages can be keyed to the lines in which the errors are found.

%{
int linecount = 1;
%}

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#### **Transition Rules**

- The code copied into the generated lex program are the same as the definitions section
- The unmatched token is using a default action that ECHO from the input to the output
- A null statement; will ignore the input
- An action character | indicates that the action for this rule is the action for the next rule

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#### **Tokens and Actions**

Example:

{real} return FLOAT;
begin return BEGIN;
{newline} linecount++;
{integer} {

printf("I found an integer\n");
return INTEGER;

}

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#### **Tokens and Actions**

- identifiers used by lex and yacc begin with yy
  - yytext -- a string containing the lexeme
  - yyleng -- the length of the lexeme
  - yylval -- holds the lexical value of the token.

#### Example:

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```
finteger} {
    printf("I found an integer\n");
    sscanf(yytext, "%d", &yylval);
    return INTEGER;
```

■ C++ Comments -- // .....

//.\*

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#### Lex library function calls

yylex()

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- default main() contains a return yylex();
- yywarp()
  - called by lexical analyzer if end of the input file
- yyless(n)
  - n characters in yytext are retained
- yymore()

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 the next input expression recognized is to be tacked on to the end of this input

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#### Lex I/O Functions

- ◆ c = input()
  - reads another character
- unput(c)
  - puts a character back to be read again a moment later
- output(c)
  - writes a character on an output device

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States

- lex allows the user to explicitly declare multiple states
  - %s COMMENT
- Default states is INITIAL or 0
- Actions for a matched string may be different states
- ◆ BEGIN is used to change state

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#### User Written Code

- The actions associated with any given token are normally specified using statements in C. But occasionally the actions are complicated enough that it is better to describe them with a function call, and define the function elsewhere.
- Definitions of this sort go in the last section of the lex input.

#### **Ambiguous Source Rules**

- ♦ If 2 rules match the same pattern, lex will use the first rule.
- lex always chooses the longest matching substring for its tokens.
- ◆ To override the choice, use action REJECT ex: she {s++; REJECT;} he {h++; REJECT;}

.|\n;

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#### More Example 1

#### More Example 2

#### Using yacc with lex

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yacc will call yylex() to get the token from the input so that each lex rule should end with: return(token);

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where the appropriate token value is returned.

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An easy way is placing the line: #include "lex.yy.c" in the last section of yacc input.

#### **Special Notes**

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lex on different machines is not created equal.

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Manual page has more advanced topics for the specified lex version.

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◆ Try things early. If you get stuck, ask!

# Reference Books Iex & yacc ,2/e by John R.Levine, Tony Mason & Doug Brown, O'Reilly Mastering Regular Expressions, by Jeffrey E.F. Friedl, O'Reilly

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