

Lexical Analysis (Scanning)

Lecture Four

Lexical Analyzer (Part 4)

- ❑ Minimizing DFA (Hopcroft's Algorithm)

- ❑ Scanner Implementation

1. Code by hand

- a. Using Doubly nested case

- b. Using transition table

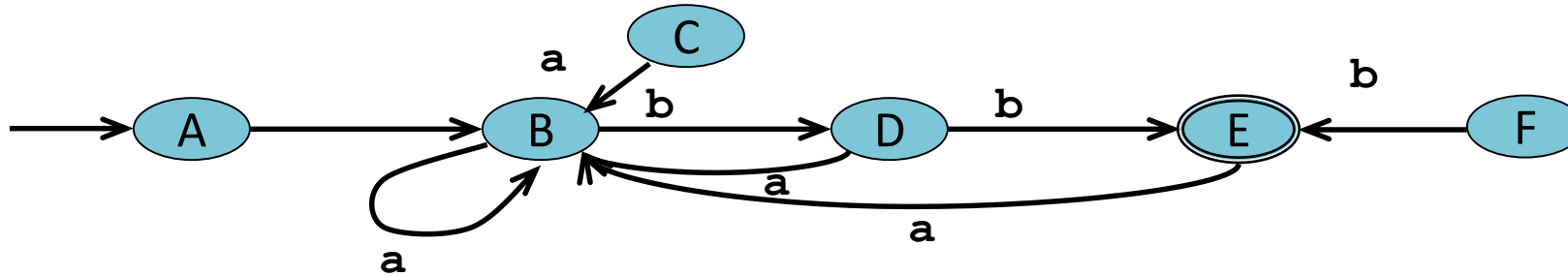
2. Lex Scanner Generator

Minimizing DFA Hopcroft's Algorithm

Minimizing DFA

1. Remove unreachable states

(unreachable from start state using any input symbol)



Unreachable States \rightarrow C, F

Minimizing DFA(Continued)

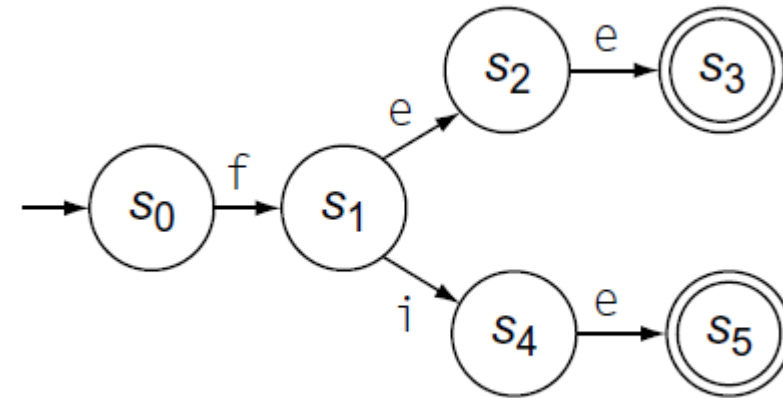
2. Merge Equivalent States

Two DFA states, S_i, S_j are equivalent, have the same behavior in response to all input characters(go to the same partition).

- partition states into 2 partition
 - Final states
 - Non final states
- Explore each partition on every input. Split non-equivalent states.
- Repeat until there is no possible partition.

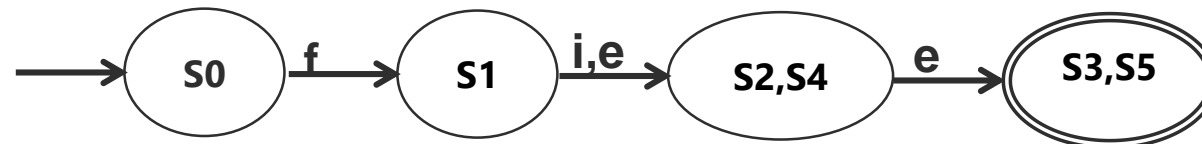
Minimizing DFA (Continued)

DFA State	e	i	f
s0	-	-	s1
s1	s2	s4	-
s2	s3	-	-
*s3	-	-	-
s4	s5	-	-
*s5	-	-	-



(a) DFA for "fee | fie"

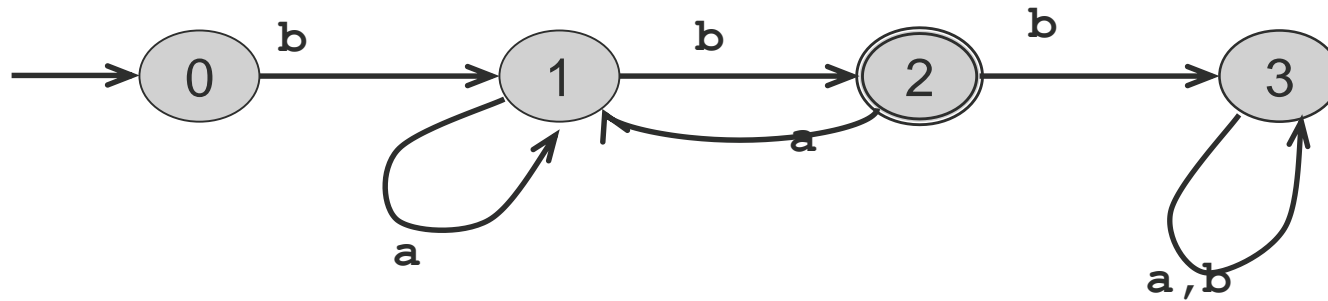
Partitions	Set	input	action
{s0,s1,s2,s4}{s3,s5}	{s3,s5}	all	none
{s0,s1,s2,s4}{s3,s5}	{s0,s1,s2,s4}	e	split {s2, s4}
{s2,s4}{s0,s1}{s3,s5}	{s0,s1}	e	Split s1
{s0}{s1} {s2,s4}{s3,s5}	all	all	none



Minimizing DFA (Continued)

3- Remove dead states

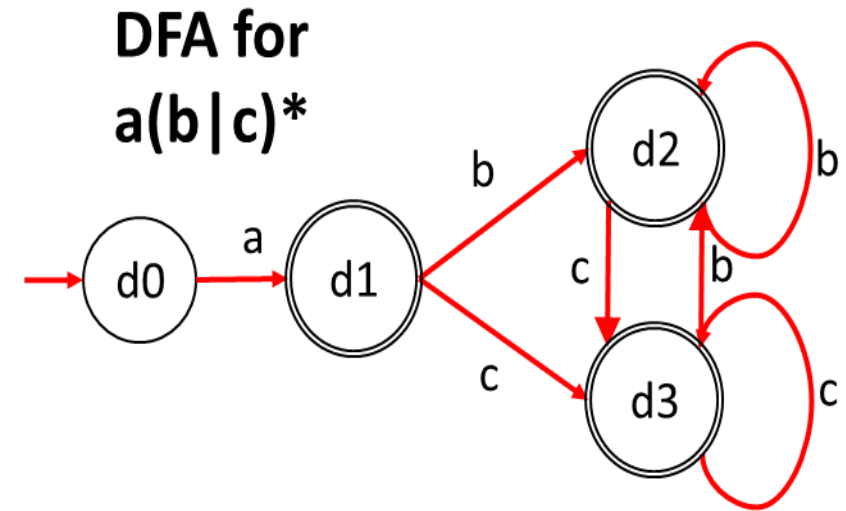
(non final states whose transition on every input terminate on itself.



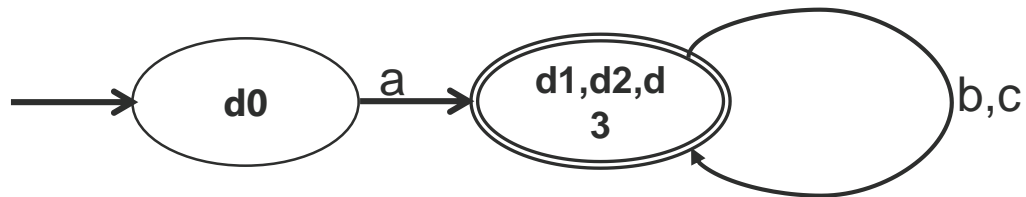
Dead State $\rightarrow 3$

Minimizing DFA (Continued)

DFA State	a	b	c
d0	d1	-	-
*d1	-	d2	d3
*d2	-	d2	d3
*d3	-	d2	d3



Partitions	Set	input	action
$\{d0\}\{d1,d2,d3\}$	$\{d1,d2,d3\}$	all	none



Scanner Implementation

Implementation of DFA

- There are several ways to translate a DFA into code

- Using doubly nested case analysis

Use a variable to maintain the current state and write the transitions as a doubly nested case statement inside a loop, where the first case statement tests the current state and the nested one tests the input character, given the state.

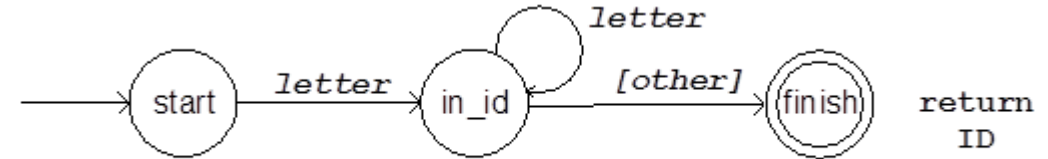
- Using the transition table (Table driven)

Express the DFA as a data structure and then write a “generic” code that will take its action from the data structure. A simple data structure that is adequate for this purpose is a two-dimensional array, indexed by state and input character, that expresses the values of the transition function

Implementation of DFA (Continued)

- Using doubly nested case analysis

```
state = start;
getchar(input);
while (state != finish && state != error)
    switch (state) {
        case start: if (isalpha(input)) {
                        advance(input); state = in_id;}
                    else state = error; break;
        case in_id: if (!isalpha(input))
                        state = finish;
                    else advance(input); break;
        default: break;
    }
if (state == finish) return ID;
else return ERROR;
```



Implementation of DFA (Continued)

- Using the transition table (Table driven)

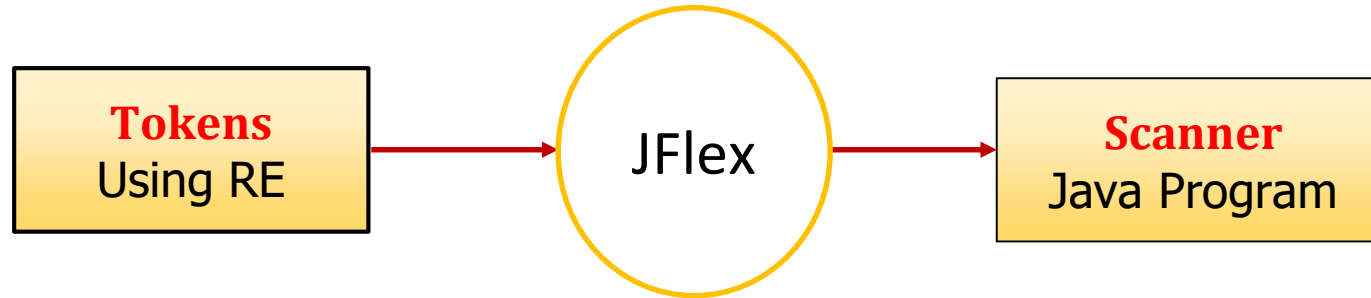
```
i=0;  
state =0;  
while (input[i])  
{  
    state=DFA[state,input[i++]];  
}
```

Lex Scanner Generator

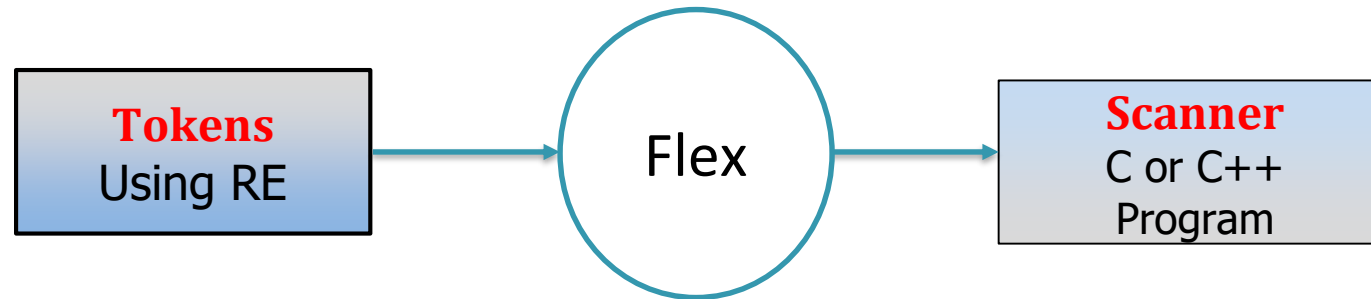
Scanner Implementation(2)

- using Scanner Generator

- (1)



- (2)



Flex

- The most popular version of LEX is called FLEX (Fast LEX)
- Steps

Specification of
A scanner (RE) → **FLEX** → Lex.yy.c

Lex.yy.c → **C Compiler** → Lex.yy.exe

Scanner

Source Program → **Lex.yy.exe** → Tokens

FLEX input file

Definitions (optional)

%%

Rules

%%

Functions

FLEX input file

■ Definitions

- Any code external to any function should be enclosed in the delimiters % { and % }
- Names for regular expressions

■ Rules

- This section contains a sequence of regular expressions followed by the C code that is to be executed when the corresponding regular expression is matched

■ Functions

- This section contains the C code for functions used.

FLEX program(1)

```
%{  
// a Lex program that adds line numbers  
// to lines of stdin, printing to stdout  
#include <stdio.h>  
int lineno = 1;  
%}  
line.*\n  
%%  
{line} { printf("%5d %s",lineno++,yytext); }  
%%  
int main()  
{ yylex(); return 0; }
```

FLEX program(2)

```
%{ // Selects only lines that end
    // or begin with the letter 'a'
#include <stdio.h>
%}
ends_with_a .*a\n
begins_with_a a.*\n
%%
{ends_with_a} ECHO;
{begins_with_a} ECHO;
.*\n ;
%%
int main()
{ yylex(); return 0; }
```

FLEX internal names

Lex internal name	Meaning/Use
<code>lex.yy.c</code> or <code>lexyy.c</code>	Lex output file name
<code>yylex</code>	Lex scanning routine
<code>yytext</code>	string matched on current action
<code>yylen</code>	length of <code>yytext</code>
<code>yyin</code>	Lex input file (default: <code>stdin</code>)
<code>yyout</code>	Lex output file (default: <code>stdout</code>)
<code>input</code>	Lex buffered input routine
<code>ECHO</code>	Lex default action (print <code>yytext</code> to <code>yyout</code>)