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| Team 10 |
| **Compiler Term-Project #1** |
| The implementation of a lexical analyzer |

|  |  |
| --- | --- |
| Date | May 9, 2020 |
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| Team | #10 |
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# LEXICAL SPECIFICATIONS

|  |
| --- |
| **Variable type**   * int fir a signed integer * char for a literal string * bool for a Boolean string * float for a floating-point umber   **Signed integer**   * A single zero digit * A non-empty sequence of digits, starting from a non-zero digit * A non-empty sequence of digits, starting from a minus sign symbol and a non-zero digit   **Literal string**   * Any combination of digits, English letters, and blanks, starting from and terminating with a symbol “   **Boolean string**: true and false  **Floating-point number**   * A sequence that meets the following conditions:  1. It starts with or without a negative sign symbol 2. . (a decimal point) appears only once 3. Scientific/exponential symbols like E are not allowed 4. Both left and right side of the decimal point must not be empty sequence 5. The left side of a decimal point must be a single digit 0 or a non-empty sequence starting from a non-zero digit 6. The right side of a decimal point must be a single digit 0 or a non-empty sequence terminating with a non-zero digit   **An identifier of variables and functions**   * A non-empty sequence of English letters, digits, and underscore symbols, starting from an English letter or a underscore symbol   **Keywords for special statements**   * if for if statement * else for else statement * while for while-loop statement * for for for-loop statement * return for return statement   **Arithmetic operators**: +, -, \*, and /  **Bitwise operator**: <<, >>, &, and |  **Assignment operator**: =  **Comparison operators**: <, >, ==, !=, <=, and >=  **A terminating symbol of statements**: ;  **A pair of symbols for defining area/scope of variables and functions**: { and }  **A pair of symbols for indicating a function/statement**: ( and )  **A symbol for separating input arguments in functions**: ,  **Whitespaces**: a non-empty sequence of \t, \n, and blanks |

# TOKENS

|  |  |
| --- | --- |
| Token | Lexeme |
| VARIABLE | int, float, char, bool |
| KEYWORD | if, else, while, for, return |
| LOGIC | true, false |
| ID | i, j, k, ab\_123, func1, func\_, \_\_func\_bar\_\_, …… |
| INTEGER | 0, 1, 22, 123, 56, -1, -22, -123, -56, …… |
| FLOAT | 0.5, 0.0, -10.0, 100.00001, ,,,,, |
| LITERAL | “Hello world”, “My student id is 12345678”, …… |
| OPERATOR | +, -, \*, /, <<, >>, &, | |
| COMPARISON | <, >, ==, !=, <=, >= |
| WHITESPACE | , \t, \n |
| BRACE | {, } |
| PAREN | (, ) |
| ASSIGN | = |
| TERM | ; |
| COMMA | , |

# REGULAR EXPRESSION

Alphabet (Σ)

* A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, +, -, \*, /, <, &, |, =, ;, , {, }, (, ), ., ,

Symbol

* zero = 0
* non-zero = 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
* letter = A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z | a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p | q | r | s | t | u | v | w | x | y | z

|  |  |
| --- | --- |
| Token | Regular Expression |
| ID |  |
| INTEGER |  |
| FLOAT |  |
| LITERAL |  |
| VARIABLE |  |
| KEYWORD |  |
| LOGIC |  |
| OPERATOR |  |
| COMPARISON |  |
| WHITESPACE |  |
| BRACE |  |
| PAREN |  |
| ASSIGN | = |
| TERM | ; |
| COMMA | , |

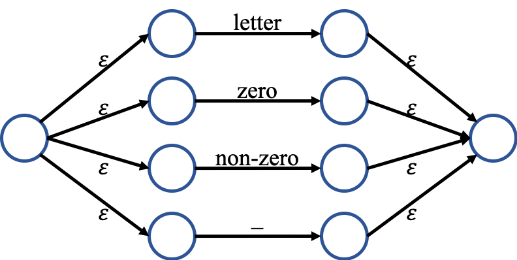
# NFA (Non-deterministic Finite Automata)

Our team implemented the NAF (Non-deterministic Finite Automata) with the McNaughton-Yamada-Thompson algorithm. We only handle 4 kinds of tokens, and the other tokens will be implemented as code without a transition table.

## 1. ID

장치이(가) 표시된 사진

자동 생성된 설명



검은색, 브러시이(가) 표시된 사진

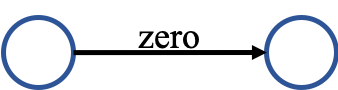
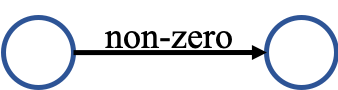
자동 생성된 설명

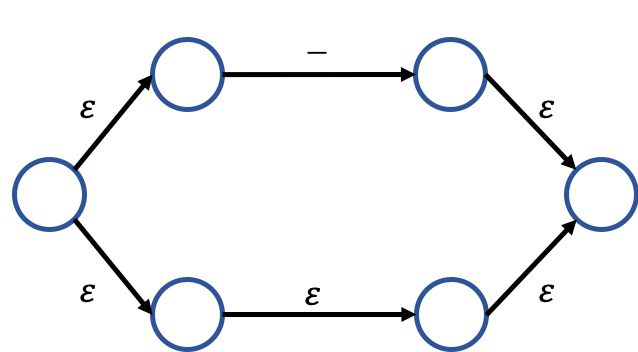
브러시이(가) 표시된 사진

자동 생성된 설명

## 2. INTEGER

* ,



장치이(가) 표시된 사진

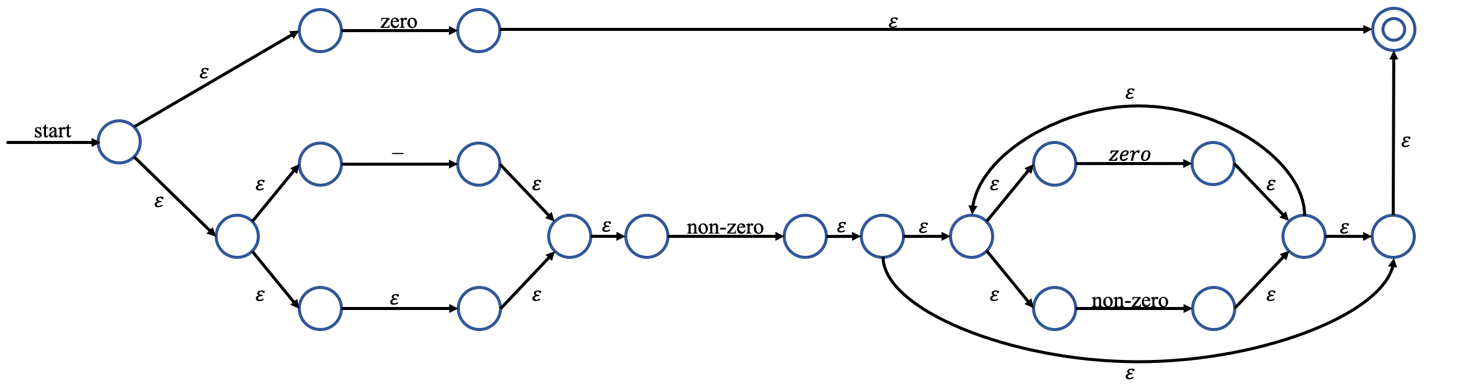
자동 생성된 설명

검은색이(가) 표시된 사진

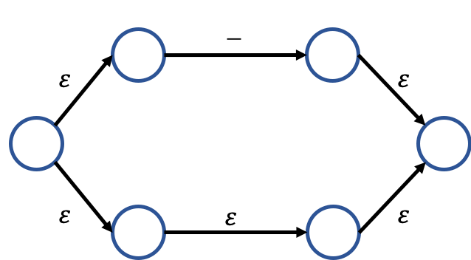
자동 생성된 설명

시계이(가) 표시된 사진

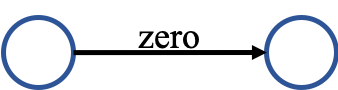
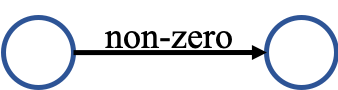
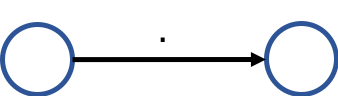
자동 생성된 설명



## 3. FLOAT



* , .

장치이(가) 표시된 사진

자동 생성된 설명

검은색이(가) 표시된 사진

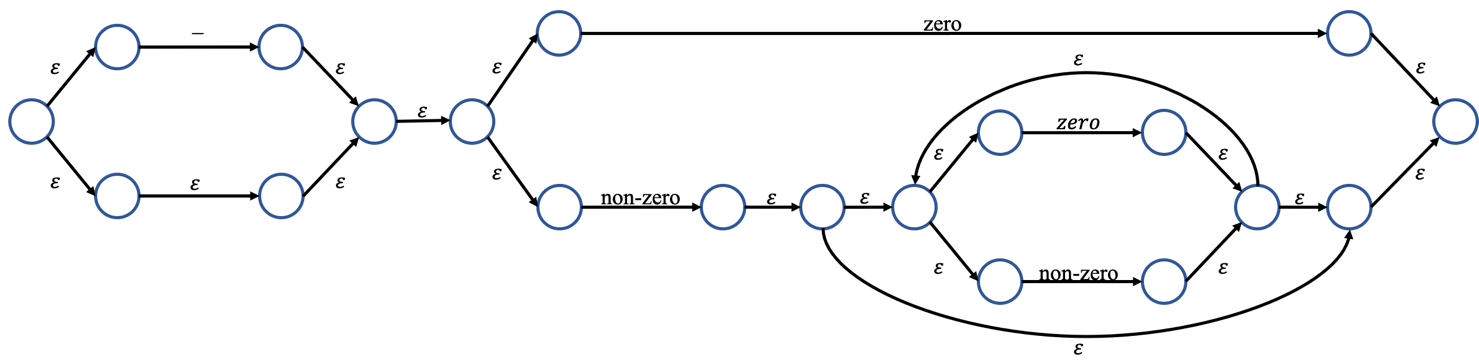
자동 생성된 설명

검은색, 보는, 앉아있는, 서있는이(가) 표시된 사진

자동 생성된 설명

검은색이(가) 표시된 사진

자동 생성된 설명



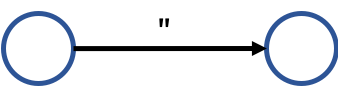
검은색, 보는, 대형, 앉아있는이(가) 표시된 사진

자동 생성된 설명

주방용품, 강판, 여과기, 컴퓨터이(가) 표시된 사진

자동 생성된 설명

## 4. LITERAL





브러시이(가) 표시된 사진

자동 생성된 설명

브러시이(가) 표시된 사진

자동 생성된 설명

# DFA (Deterministic Finite Automata)

We built DFA graph and transition table using subset (powerset) construction algorithm.

If you want to see the hand-writing paper, please check the appendix.

## 1. ID

모니터, 검은색, 화면, 텔레비전이(가) 표시된 사진

자동 생성된 설명

|  |
| --- |
| = {A, B, C} = T0 |
| = = {D, F, G, H, I, J, K, L, R} = T1  =  =  = = {E, F, G, H, I, J, K, L, R} = T2 |
| = = {M, Q, R, H, I, J, K, L} = T3  = = {N, Q, R, H, I, J, K, L} = T4  = = {O, Q, R, H, I, J, K, L} = T5  = = {P, Q, R, H, I, J, K, L} = T6 |
| = = T3  = T4  = = T5  = = T6 |
| = = T3  = T4  = = T5  = = T6 |
| = = T3  = T4  = = T5  = = T6 |
| = = T3  = T4  = = T5  = = T6 |
| = = T3  = T4  = = T5  = = T6 |

* Transition table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | letter | zero | non-zero | \_ |
| * T0 | T1 |  |  | T2 |
| *T1* | T3 | T4 | T5 | T6 |
| *T2* | T3 | T4 | T5 | T6 |
| *T3* | T3 | T4 | T5 | T6 |
| *T4* | T3 | T4 | T5 | T6 |
| *T5* | T3 | T4 | T5 | T6 |
| *T6* | T3 | T4 | T5 | T6 |

* DFA Graph

검은색, 옅은, 빨간색, 얼굴이(가) 표시된 사진

자동 생성된 설명

## 2. INTEGER

텔레비전, 화면, 모니터, 검은색이(가) 표시된 사진

자동 생성된 설명

|  |
| --- |
| = {A, B, C, D, E, G, H, I} = T0 |
| = = {F, H, I} = T1  = = {T, S} =T2  = = {J, K, L, M, N, R, S} =T3 |
| =  =  = = T3 |
| =  =  =  = |
| = {O, Q, L, M, N, R, S} = T4  = = {P, Q, L, M, N, R, S} = T5 |
| =  = T4  = = T5 |
| =  = T4  = = T5 |

* DFA Graph
* 실외, 잔디, 빨간색, 평야이(가) 표시된 사진

  자동 생성된 설명Transition table

|  |  |  |  |
| --- | --- | --- | --- |
|  | - | zero | non-zero |
| * T0 | T1 | T2 | T3 |
| T1 |  |  | T3 |
| *T2* |  |  |  |
| *T3* |  | T4 | T5 |
| *T4* |  | T4 | T5 |
| *T5* |  | T4 | T5 |

## 3. FLOAT

컴퓨터, 검은색, 옅은, 노트북이(가) 표시된 사진

자동 생성된 설명

|  |
| --- |
| = {1, 2, 3, 4, 6, 7, 8, 10} = T0 |
| = = {5, 6, 7, 8, 10} = T1  = = {9, 20, 21} =T2  = = {11, 12, 13, 14, 16, 19, 20, 21} =T3  = |
| =  = = T2  = = T3  = |
| =  =  =  = = {22, 23, 24, 30, 31, 32, 34, 37, 38} = T4 |
| =  = {13, 14, 15, 16, 18, 19, 20, 21} = T5  = {13, 14, 16, 17, 18, 19, 20, 21} = T6  = = T4 |
| =  = {25, 31, 32, 33, 34, 36, 37, 38, 40} = T7  = = {31, 32, 34, 35, 36, 37, 38, 39, 40} = T8  = |
| =  = T5  = = T6  = = T4 |
| =  = T5  = = T6  = = T4  = |

= {31, 32, 33, 34, 36, 37, 38} = T9

|  |
| --- |
| = = T8  = |
| =  = T9  = = T8  = |
| =  = T9  = = T8  = |

* Transition table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | - | zero | . | non-zero |
| * T0 | T1 | T2 |  | T3 |
| T1 |  | T2 |  | T3 |
| T2 |  |  | T4 |  |
| T3 |  | T5 | T4 | T6 |
| T4 |  | T7 |  | T8 |
| T5 |  | T5 | T4 | T6 |
| T6 |  | T5 | T4 | T6 |
| T7 |  | T9 |  | T8 |
| T8 |  | T9 |  | T8 |
| T9 |  | T9 |  | T8 |

* DFA Graph

검은색, 샷, 어두운, 잔디이(가) 표시된 사진

자동 생성된 설명

## 4. LITERAL

텔레비전, 화면, 검은색, 모니터이(가) 표시된 사진

자동 생성된 설명

|  |
| --- |
| = {A} = T0 |
| = = {B, C, D, E, F, G, H, N, O} = T1  =  =  =  = |
| = = {P} = T2  = = {I, M, N, O, D, E, F, G, H} = T3  = = {J, M, N, O, D, E, F, G, H} = T4  = = {K, M, N, O, D, E, F, G, H} = T5  = = {L, M, N, O, D, E, F, G, H} = T6 |
| =  =  =  =  = |
| = = T2  = = T3  = T4  = = T5  = = T6 |
| = = T2  = = T3  = T4  = = T5  = = T6 |
| = = T2  = = T3  = T4  = = T5  = = T6 |
| = = T2  = = T3  = T4  = = T5  = = T6 |

* Transition table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | “ | letter | zero | non-zero |  |
| * T0 | T1 |  |  |  |  |
| T1 | T2 | T3 | T4 | T5 | T6 |
| *T2* |  |  |  |  |  |
| T3 | T2 | T3 | T4 | T5 | T6 |
| T4 | T2 | T3 | T4 | T5 | T6 |
| T5 | T2 | T3 | T4 | T5 | T6 |
| T6 | T2 | T3 | T4 | T5 | T6 |

* DFA Graph

검은색, 빨간색, 잔디, 화면이(가) 표시된 사진

자동 생성된 설명

# TROUBLE & SOLUTION

## 1. Longest matching

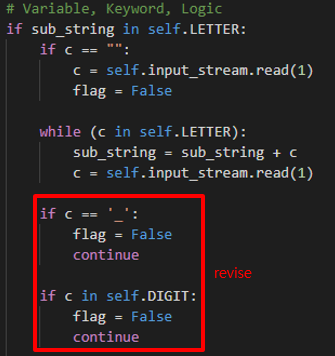
* Trouble

When we tested identifier that includes keyword and variable (e.g. if, while, int, char), longest matching didn’t work well.

|  |  |  |
| --- | --- | --- |
| Input | Expected result | Result |
| 검은색, 앉아있는, 화면, 전화이(가) 표시된 사진  자동 생성된 설명 | ……  VARIABLE int  ID int\_ABC  ASSIGN =  …… | ……    …… |

* Solution

We add more if condition in variable, keyword, logic part so that our program can do longest matching.



* Result

|  |  |  |
| --- | --- | --- |
| Input | Previous result | Revised result |
|  | ……    …… |  |

## 2. Period

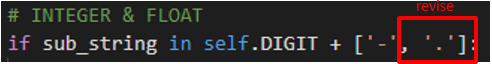
* Trouble

When we tested . (Period) without any prefix, our program is finished that line.

|  |  |  |
| --- | --- | --- |
| Input | Expected result | Result |
|  | Line2 error! | Program is finished unexpected. |

* Solution

At first, our program didn’t include the condition that what we did if the first substring is . (Period). So, we add . (Period) condition in our program.



* Result

|  |  |  |
| --- | --- | --- |
| Input | Previous result | Revised result |
|  | Program is finished unexpected. |  |

## 3. Error

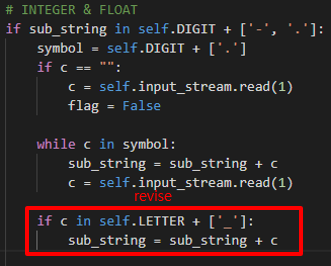
* Trouble

When we tested wrong inputs like 33abc, 3.3test, our program didn’t get the error.

|  |  |  |
| --- | --- | --- |
| Input | Expected result | Result |
| 어두운, 검은색, 시계, 오렌지이(가) 표시된 사진  자동 생성된 설명 | Line2 error! | ……    …… |

* Solution

We add more if condition in int, float part so that our program can do longest matching.



* Result

|  |  |  |
| --- | --- | --- |
| Input | Previous result | Revised result |
|  | ……    …… |  |

# IMPLEMENTATION

Before explaining our works, we will introduce the developing environment.

|  |
| --- |
| **Language**   * Python3 (version: 3.7.4)   **Operating System**   * macOS Catalina * Windows 10   **IDE (Integrated Development Environment)**   * Visual Studio Code (version: 1.45.0) * PyCharm (version: 3.9.4)   **Project Management**   * Git (version: 2.24.2) * Git-Hub[[1]](#endnote-1) |

We defined the four tokens: ID, INTEGER, FLOAT, LITERAL as function, and the others are defined as a list type variable. In addition, we defined five symbols; LETTER, SYMBOL, ZERO, NON\_ZERO and DIGIT to improve the productivity and readability.

## 1. Tokens, Alphabet

We defined the four tokens: ID, INTEGER, FLOAT, LITERAL as function, and the others are defined as a list type variable. In addition, we defined five symbols; LETTER, SYMBOL, ZERO, NON\_ZERO and DIGIT to improve the productivity and readability.

스크린샷이(가) 표시된 사진

자동 생성된 설명

▲ Part of code - Token and Alphabet

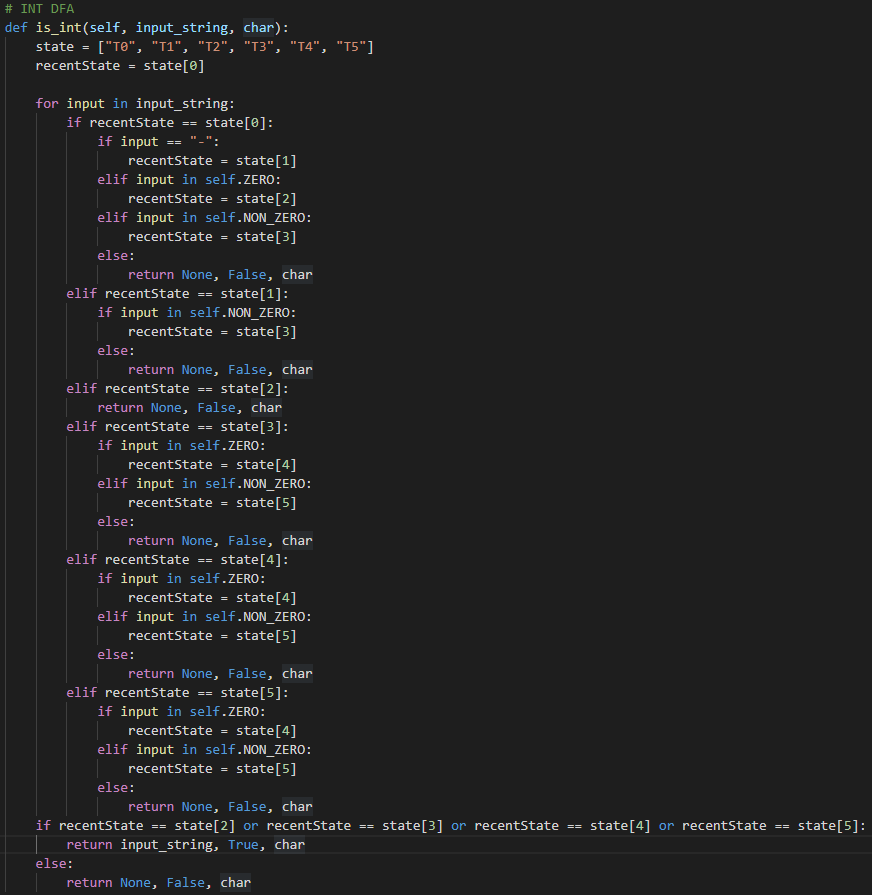
## 2. ID-DFA

스크린샷이(가) 표시된 사진

자동 생성된 설명

This part of code is for ID DFA that decides whether the input\_string is ID or not. This method has 7 states, and the start state is 0. In a for-loop, it works exactly the same as the ID DFA that was designed in the previous page. This method reads input\_string in order, and a recent state is changed by input\_string. If it is finished in the final states, which are 1 to 6, the input\_string will be accepted. Otherwise, the input\_string will be denied, and it means the input\_string isn’t ID.

## 3. INTEGER - DFA



▲ Data flow from a camera to a system, using the network

This part of code is for INT DFA that decides whether the input\_string is int or not. This method has 6 states, and the start state is T0. In a loop, it works exactly the same as the INT DFA that was designed in the previous page. This method reads input\_string in order, and a recent state is changed by input\_string. If it is finished in the final states, which are state2, state3, state4, and state5, the input\_string will be accepted. Otherwise, the input\_string will be denied, and it means input\_string isn’t int.

## 4. FLOAT - DFA

- We use the OpenCV for computer vision. After taking pictures of a chessboard, we recognize each cell of the grid pattern as coordinate. And then we determine if a chess piece on each coordinate using object recognition. Finally, we discern the difference with two pictures that previous and recent ones to recognize the movement of the chess piece.

▲ Recognize coordinate

▲ Flow of the computer vision

## 5. LITERAL - DFA

스크린샷이(가) 표시된 사진

자동 생성된 설명

▲ Recognize coordinate

This part of code is for LITERAL DFA that decides whether the input\_string is a string or not. This method has 7 states, and the start state is 0. In a for-loop, it works exactly the same as the LITERAL DFA that was designed in the previous page. This method reads input\_string in order, and a recent state is changed by input\_string. If it is finished in the final state, which is 2, the input\_string will be accepted. Otherwise, the input\_string will be denied, and it means input\_string isn’t a string.

## 6. Other Tokens

The software checks the other tokens following matching processing.

|  |  |
| --- | --- |
| * Variable, Keyword, Logic   텍스트, 스크린샷이(가) 표시된 사진  자동 생성된 설명   * ASSIGN, COMPARISON   스크린샷이(가) 표시된 사진  자동 생성된 설명 | * BRACE, PAREN, TERM, COMMA, OPERATOR, COMPARISON   텍스트, 스크린샷이(가) 표시된 사진  자동 생성된 설명 |

* Subtract

그리기이(가) 표시된 사진

자동 생성된 설명

## 7. Other - File I/O

* Read File

|  |  |
| --- | --- |
| 쥐고있는, 남자이(가) 표시된 사진  자동 생성된 설명 | 시계, 측정기, 검은색, 표지판이(가) 표시된 사진  자동 생성된 설명 |

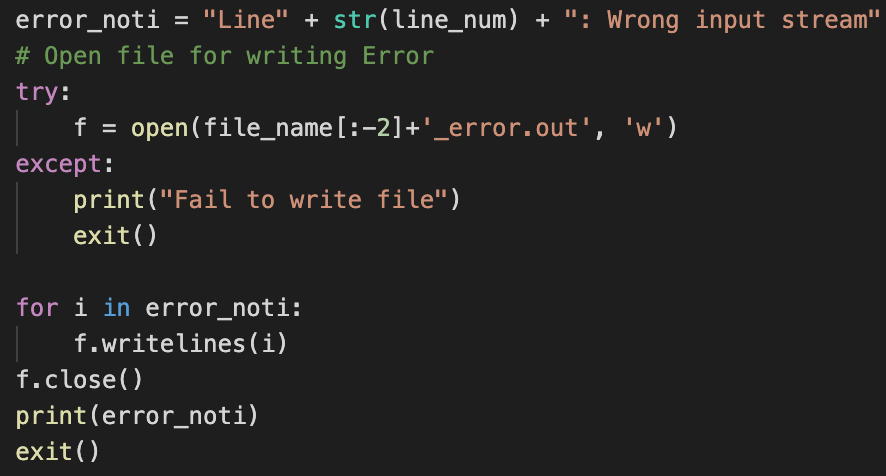
* Write File

텍스트이(가) 표시된 사진

자동 생성된 설명

* Error Case

If the code is written as out of correct grammar, the software returns the error message and creates the error message file as followed format FIEL\_NAME\_error.out. There are 5 points where check the error; each of them use the same code, so we attached a single picture.



s

# TEST CASES & RESULT

## 1. Correct Test Code - I

## 2. Correct Test Code - II

## 3. Error Test Code - I

# APPENDIX

## 1. NFA to DFA with transition table

* ID

텍스트, 지도이(가) 표시된 사진

자동 생성된 설명

* INTEGER

텍스트이(가) 표시된 사진

자동 생성된 설명

* FLOAT

텍스트이(가) 표시된 사진

자동 생성된 설명

텍스트이(가) 표시된 사진

자동 생성된 설명

지도, 그리기이(가) 표시된 사진

자동 생성된 설명

* LITERAL

텍스트이(가) 표시된 사진

자동 생성된 설명

1. [↑](#endnote-ref-1)