BUPT Compilers Lab2 2023Fall

Overview

Welcome to the lab class! In this course, you will be completing the programming assignments. Lab 2 involves the use of regular expressions and Flex, providing you with experience in handling text, which is crucial in compilers. Regular expressions and pattern matching are fundamental concepts in lexical analysis, laying the foundation for building the lexer of subsequent compilers.

Lex/Flex Introduction

Lex/Flex's stage

Lexical Analyzer

Syntax Analyzer

Semantic Analyzer

Intermediate Code Generator

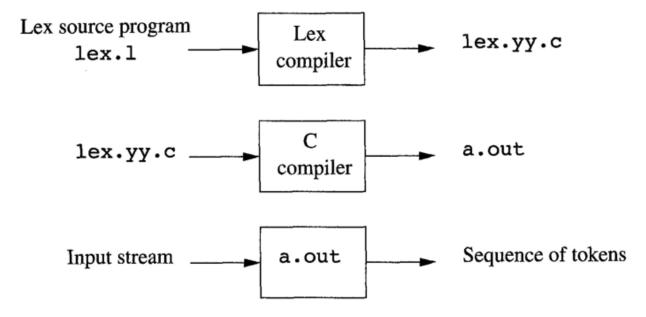
Machine-Independent Code Optimizer

Code Generator

Machine-Dependent Code Optimizer

The Lexical-Analyzer Generator Lex

- •Lex, or a more recent tool Flex, allows one to specify a lexical analyzer by specifying regexps to describe patterns for tokens
- •Often used with Yacc/Bison to create the frontend of compiler



The lex.l describes the lexical analyzer in the Lex language.

The a.out is a working lexical analyzer.

Structure of Lex Programs

A Lex program has three sections separated by %%

- Declaration (声明)
 - Variables, manifest constants (e.g., token names)
 - Regular definitions
- Translation rules (转换规则) in the form "Pattern {Action}"
 - o Each pattern (模式) is a regexp (may use the regular definitions of the declaration section)
 - o Actions (动作) are fragments of code, typically in C, which are executed when the pattern is matched
- Auxiliary functions section (辅助函数)
 - Additional functions that can be used in the actions

Lex Program Example

```
%{
                                                  Anything in between %{ and }%
    /* definitions of manifest constants
                                                 is copied directly to lex.yy.c.
    LT, LE, EQ, NE, GT, GE,
                                                 In the example, there is only a
    IF, THEN, ELSE, ID, NUMBER, RELOP */
                                                 comment, not real C code to
%}
                                                 define manifest constants
/* regular definitions */
delim
           [ \t\n]
                                                 Regular definitions that can be
           {delim}+
ws
                                                 used in translation rules
           [A-Za-z]
letter
digit
           [6-0]
id
           {letter}({letter}|{digit})*
number
           {digit}+(\.{digit}+)?(E[+-]?{digit}+)?
%%
                        Section separator
                                                  Continue to recognize
                                                  other tokens
{ws}
           {/* no action and no return */}
if
           {return(IF);}
then
           {return(THEN);}
                                                  Return token name to the parser
else
           {return(ELSE);}
{id}
           {yylval = (int) installID(); return(ID);}
{number}
           {yylval = (int) installNum(); return(NUMBER);}
"<"
           {yylval = LT; return(RELOP);}
"<="
           {yylval = LE; return(RELOP);}
"="
           {yylval = EQ; return(RELOP);}
                                                 Place the lexeme found in the
"<>"
           {yylval = NE; return(RELOP);}
                                                 symbol table
">"
           {yylval = GT; return(RELOP);}
">="
           {yylval = GE; return(RELOP);}
%%
       A global variable that stores a pointer to the symbol table entry for the lexeme.
       Can be used by the parser or a later component of the compiler.
```

- Everything in the auxiliary function section is copied directly to the file lex.yy.c
- Auxiliary functions may be used in actions in the translation rules

Regular Expression

Pattern	Regex	Description
Character classes	[0-9]	This means alternation of the characters in the range
		listed (in this case: 0 1 2 3 4 5 6 7 8 9). More than
		one range may be specified, e.g. [0-9A-Za-z] as well as
		specifying individual characters, as with [aeiou0-9].
Character exclusion	^	The first character in a character class may be ^ to in-
		dicate the complement of the set of characters specified.
		For example, [^0-9] matches any non-digit character.
Arbitrary character	12	Matches any single character except newline.
Selection	xly	Either x or y can be matched.
Single repetition	x?	0 or 1 occurrence of x.
Nonzero repetition	x+	x repeated one or more times; equivalent to xx*.
Specified repetition	$x\{n,m\}$	x repeated between n and m times.
Beginning of line	^x	Match x at beginning of line only.
End of line	x\$	Match x at end of line only.
Context-sensitivity	ab/cd	Match ab but only when followed by cd. The lookahead
		characters are left in the input stream to be read for the
		next token.
Literal strings	"x"	This means x even if x would normally have special
		meaning. Thus, "x*" may be used to match x followed
		by an asterisk. You can turn off the special meaning of
		just one character by preceding it with a backslash, .e.g.
		\. matches exactly the period character and nothing
		more.
Definitions	{name}	Replace with the earlier defined pattern called name.
		This kind of substitution allows you to reuse pattern
		pieces and define more readable patterns

For thoes unfamiliar with regex: https://regex101.com/

Coding

Running the wc program example

Make the wc target, run it and compare with system's wc.(see the code under lab2/wc)

The commands you may use:

```
make wc
./wc.out inferno3.txt
wc inferno3.txt
```

1. Provide a screenshot of the compilation and execution results. Below is an example.

```
root@04c56e0ced1b:/mnt/Workspace/lab2-yanggao017/wc# make wc
flex lex.l
gcc lex.yy.c -lfl -o wc.out
root@04c56e0ced1b:/mnt/Workspace/lab2-yanggao017/wc# ./wc.out inferno3.txt
162    1088    6525    inferno3.txt
root@04c56e0ced1b:/mnt/Workspace/lab2-yanggao017/wc# wc inferno3.txt
162    1074   6525    inferno3.txt
root@04c56e0ced1b:/mnt/Workspace/lab2-yanggao017/wc#
```

2. Explain why the output of running this wc program is different from the wc command on Linux systems.

Flex Exercises - identifiers

Make the identifiers target and run it. You will find that the line numbers in the output do not match the line numbers of the tokens. You need to solve it with Flex in the lab session(see the code under lab2/identifiers).

The commands you may use:

```
make idcount
./idcount.out ./test.c
```

1. Provide a screenshot of the compilation and execution results. Below is an example.

```
root@04c56e0ced1b:/mnt/Workspace/lab2-yanggao017/identifiers# make idcount
flex lex.l
gcc lex.yy.c -lfl -o idcount.out
root@04c56e0ced1b:/mnt/Workspace/lab2-yanggao017/identifiers# ./idcount.out ./test.c
line 1: int
line 1: main
line 3: int
line 3: a
line 4: int
line 4: BBA
line 4: a
line 5: int
line 5:
line 6: int
line 6: a
line 7: if
line 7: a0
line 7:
line 7: b0
line 8: else
line 8:
line 8: b0
line 9: while
line 9: b
line 9: b1
line 9: b0
line 9: b2
line 10: char
line 10: c
line 10: a
line 11: return
There are 27 occurrences of valid identifiers
```

Line numbers can start from either 0 or 1.

2. Explain the logic or principles of key parts of your code.

Flex Exercise - ipaddr

Validate IP Address. Solve it with Flex in the lab session (see the code under lab2/ipaddr) and use ip_test.py to verify the results. Try to pass them!

The commands you may use:

```
make ipaddr
python3 ip_test.py
```

1. Provide a screenshot of the compilation and execution results. Below is an example.

2. Explain the logic or principles of key parts of your code.

Report

Additionally, you will need to submit a pdf report(name_studentID.pdf) documenting your work for assignment. Please carefully follow the instructions outlined below:

- 1. Academic Integrity: Plagiarism or any form of cheating is strictly prohibited. Your work should be original, and any external sources should be appropriately cited.
- 2. Programming Assignments: Feel free to ask questions and seek assistance from the teaching assistant if needed.
- 3. Report:
 - Pdf type
 - Naming like name_studentID.pdf
 - Include any relevant diagrams, charts, or screenshots to enhance your explanations.
 - Make sure your report is well-structured, with appropriate headings and subheadings.
 - Place under lab2 folder.
- 4. Submission Guidelines:
 - Include your name, student ID, class number and container ID in the report's header. For Docker on Windows systems, you can view the container numbers in the containers of the Docker Desktop.
 - Commit the compressed package of the lab2 folder (lab2.zip)
- 5. Deadline:

October 8, 2023, 23:59

6. Submission Platform:

Teaching cloud platform

Report format

Name: xxx

Student ID: xxxxxxxxxx

Class Number: xxxxxxxxxx

Container ID: 04c56e0ced1b3944f2eeee027840f5210f54efecc49b3377166c9a7a32ff119

Your content