

# Lexical Analysis

## Lecture 3

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Slides based on slides designed by Prof. Alex Aiken

# Outline

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- Informal sketch of lexical analysis
  - Identifies tokens in input string
- Issues in lexical analysis
  - Lookahead
  - Ambiguities
- Specifying lexers (aka. scanners)
  - By regular expressions (aka. regex)
  - Examples of regular expressions

# Lexical Analysis

- What do we want to do? Example:

```
if (i == j)
    Z = 0;
else
    Z = 1;
```

- The input is just a string of characters:

```
\tif (i == j)\n\t\ttz = 0;\n\telse\n\t\ttz = 1;
```



- *Goal: Partition input string into substrings*
  - Where the substrings are called tokens

# What's a Token?

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- A syntactic category
  - In English:  
noun, verb, adjective, ...
  - In a programming language:  
Identifier, Integer, Keyword, Whitespace, ...

# Tokens

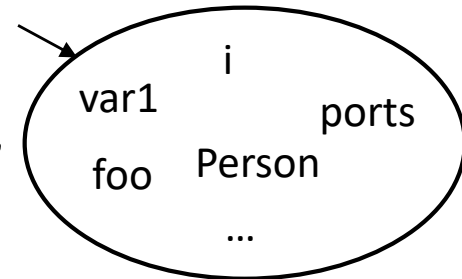
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- A token class corresponds to a set of strings

- Examples

- Identifier: *strings of letters or digits, starting with a letter*
- Integer: *a non-empty string of digits*
- Keyword: *“else” or “if” or “begin” or ...*
- Whitespace: *a non-empty sequence of blanks, newlines, and tabs*

Infinite set



# What are Tokens For?

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- Classify program substrings according to role
- Lexical analysis produces a stream of tokens
- ... which is input to the parser
- Parser relies on token distinctions
  - An identifier is treated differently than a keyword

# Designing a Lexical Analyzer: Step 1

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- Define a finite set of tokens
  - Tokens describe all items of interest
    - Identifiers, integers, keywords
  - Choice of tokens depends on
    - language
    - design of parser

# Example

- Recall
  - `\tif (i == j)\n\t\tz = 0;\n\telse\n\t\tz = 1;`
- Useful tokens for this expression:  
`Integer, Keyword, Relation, Identifier, Whitespace, (, ), =, ;`
- N.B., `(, ), =, ;` above are tokens, not characters



## Designing a Lexical Analyzer: Step 2

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- Describe which strings belong to each token
- Recall:
  - Identifier: *strings of letters or digits, starting with a letter*
  - Integer: *a non-empty string of digits*
  - Keyword: *“else” or “if” or “begin” or ...*
  - Whitespace: *a non-empty sequence of blanks, newlines, and tabs*

# Lexical Analyzer: Implementation

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- An implementation must do two things:
  1. Classify each substring as a token
  2. Return the value or *lexeme* (value) of the token
    - The lexeme is the actual substring
    - From the set of substrings that make up the token
- The lexer thus returns token-lexeme pairs

# Example

- Recall:

```
\tif (i == j)\n\t\ttz = 0;\n\telse\n\t\ttz = 1;
```

- Breakout:

```
printer.print("hello, world");
```

# Lexical Analyzer: Implementation

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- The lexer usually discards “uninteresting” tokens that don’t contribute to parsing.
- Examples: Whitespace, Comments

# True Crimes of Lexical Analysis

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- Is it as easy as it sounds?
- Not quite!
- Look at some history . . .

# Lexical Analysis in FORTRAN

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- FORTRAN rule: Whitespace is insignificant
- E.g., `VAR1` is the same as `VA R1`
- A terrible design!

# Example

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- Consider
  - DO 5 I = 1,25
  - DO 5 I = 1.25

## Lexical Analysis in FORTRAN (Cont.)

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- Two important points:
  1. The goal is to partition the string. This is implemented by reading left-to-right, recognizing one token at a time
  2. “Lookahead” may be required to decide where one token ends and the next token begins



# Lookahead

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- Even our simple example has lookahead issues
  - `i` vs. `if`
  - `=` vs. `==`
- Footnote: FORTRAN Whitespace rule motivated by inaccuracy of punch card operators

# Lexical Analysis in PL/I

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- PL/I keywords are not reserved

IF ELSE THEN THEN = ELSE; ELSE ELSE = THEN

## Lexical Analysis in PL/I (Cont.)

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- PL/I Declarations:

DECLARE (ARG1, . . . , ARGN)

- Can't tell whether DECLARE is a keyword or array reference until after the ).
  - Requires arbitrary lookahead!
- More on PL/I's quirks later in the course . . .

# Lexical Analysis in C++

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- Unfortunately, the problems continue today

- C++ template syntax:

Foo<Bar>

- C++ stream syntax:

cin >> var;

- But there is a conflict with nested templates:

Foo<Bar<Bazz>>

# Review

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- The goal of lexical analysis is to
  - Partition the input string into lexemes
  - Identify the token of each lexeme
- Left-to-right scan => lookahead sometimes required

# Next

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- We still need
  - A way to describe the lexemes of each token
  - A way to resolve ambiguities
    - Is `if` two variables `i` and `f`?
    - Is `==` two equal signs `=` `=`?

# Regular Languages

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- There are several formalisms for specifying tokens
- *Regular languages* are the most popular
  - Simple and useful theory
  - Easy to understand
  - Efficient implementations

# Languages

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Def. Let  $S$  be a set of characters. A *language over  $S$*  is a set of strings of characters drawn from  $S$



# Examples of Languages

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- Alphabet = English characters
  - Language = English sentences
  - Not every string of English characters is an English sentence
- Alphabet = ASCII
  - Language = C programs
  - Note: ASCII character set is different from English character set

# Notation

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- Languages are sets of strings.
- Need some notation for specifying which sets we want
- The standard notation for regular languages is *regular expressions*.

# Atomic Regular Expressions

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- Single character

$$'c' = \{ "c" \}$$

- Epsilon

$$\varepsilon = \{ "" \}$$

# Compound Regular Expressions

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- Union

$$A + B = \{s \mid s \in A \text{ or } s \in B\}$$

- Concatenation

$$AB = \{ab \mid a \in A \text{ and } b \in B\}$$

- Iteration

$$A^* = \bigcup_{i \geq 0} A^i \quad \text{where } A^i = A \dots i \text{ times } \dots A$$

# Regular Expressions

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- Def. The *regular expressions over  $S$*  are the smallest set of expressions including

$\varepsilon$

' $c$ '      where  $c \in \Sigma$

$A + B$     where  $A, B$  are rexp over  $\Sigma$

$AB$       "                      "                      "

$A^*$       where  $A$  is a rexp over  $\Sigma$

# Syntax vs. Semantics

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- To be careful, we should distinguish syntax and semantics.

$$L(\varepsilon) = \{\epsilon\}$$

$$L('c') = \{c\}$$

$$L(A + B) = L(A) \cup L(B)$$

$$L(AB) = \{ab \mid a \in L(A) \text{ and } b \in L(B)\}$$

$$L(A^*) = \bigcup_{i \geq 0} L(A^i)$$

# Segue

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- Regular expressions are simple, almost trivial
  - But they are useful!
- We can describe tokens in regular expressions. . .

## Example: Keyword

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Keyword: *“else” or “if” or “begin” or ...*

*‘else’ + ‘if’ + ‘begin’ + ...*

Note: *‘else’* abbreviates  
*‘e’ ’l’ ’s’ ’e’*



## Example: Integers

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Integer: *a non-empty string of digits*

digit = '0'+'1'+'2'+'3'+'4'+'5'+'6'+'7'+'8'+'9'

integer = digit digit<sup>\*</sup>

Abbreviation:  $A^+ = AA^*$

## Example: Identifier

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Identifier: *strings of letters or digits,  
starting with a letter*

letter = 'A' + ... + 'Z' + 'a' + ... +  
'z'

identifier = letter (letter + digit)\*

Breakout: is (letter\* + digit\*) the same as (letter + digit)\*?

## Example: Whitespace

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Whitespace: *a non-empty sequence of blanks, newlines, and tabs*

$$(' ' + '\n' + '\t')^+$$

## Example: Phone Numbers

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- Regular expressions are all around you!
- Consider (650)-723-3232

$\Sigma$  = digits  $\cup$  {-, (, )}

exchange = digit<sup>3</sup>

phone = digit<sup>4</sup>

area = digit<sup>3</sup>

phone\_number = '(' area ')' '-' exchange '-' phone

## Example: Email Addresses

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- Consider *anyone@cs.stanford.edu*

$$\Sigma = \text{letters} \cup \{., @\}$$

$$\text{name} = \text{letter}^+$$

$$\text{address} = \text{name '@' name '.' name '.' name}$$

## Example: Unsigned Pascal Numbers

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digit = '0' + '1' + '2' + '3' + '4' + '5' + '6' + '7' + '8' + '9'

digits = digit<sup>+</sup>

opt\_fraction = ('.' digits) +  $\varepsilon$

opt\_exponent = ('E' ('+' + '-' +  $\varepsilon$ ) digits) +  $\varepsilon$

num = digits opt\_fraction opt\_exponent

# Other Examples

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- File names
- Grep tool family

# Summary

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- Regular expressions describe many useful languages
- Regular languages are a language specification
  - We still need an implementation
- Next time: Given a string  $s$  and a rexp  $R$ , is

$$s \in L(R)?$$