

Compiler Construction

Lecture # 06

Mr. Usman Wajid

usman.wajid@nu.edu.pk

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National University
of Computer & Emerging Sciences

Phases of Compilers: Lexical Analysis

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 - 1 Remove white space and comments
 - 2 Encode constants as tokens
 - 3 Recognize keywords
 - 4 Recognize and store identifier names in a global symbol table

- **Removal of White spaces & Comments**

- Most languages allow arbitrary amounts of white spaces to appear between tokens.
- Comments are ignored and treated as a white space
- if white space is eliminated by the lexical analyzer, the parser will never consider it

- **Reading Ahead:**
 - Before a token is decided, a lexical analyzer may need to read some more characters
 - Any input buffer is maintained for this purpose
 - Example, >=

- **Encode Constants:** Integer constants can be allowed either by,
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 - ② Or by incorporating the syntax of integer constants into the grammar. Example, Input 16+28+50 will be transformed into,
 $\langle 16 \rangle \langle + \rangle \langle 28 \rangle \langle + \rangle \langle 50 \rangle$
 - ③ Here, the terminal symbol has no attribute, so its tuple is simple $\langle + \rangle$

Lexical Analysis

Keywords

Most languages use fixed reserved words such as `for`, `do` and `if` etc. These reserved words are called keywords

Identifiers

User defined character strings are called identifiers. Grammars routinely treat identifiers as terminals to simplify the parser.

Example,

input: `count = count + increment;`

Terminal stream: `id = id + id`

Tokens, Patterns, & Lexemes

Tokens

It is a group of characters with logical meaning. It is a logical building block of a language. It consists of a token name and an optional attribute value.

Example, `<id,rate> <+>`

Pattern

It is a rule that describes the character that can be grouped into tokens. A regular expression maps input stream with patterns to identify the token

Example: Pattern/rule for **id** can be given by the regular expression:
`[A-Z, a-z][A - Z, a - z, 0 - 9]*`

Tokens, Patterns, & Lexemes

Lexeme

Each individual character stream that is mapped with a pattern and is recognized as a token.

Example: "int" is identified as a token keyword. here "int" is lexeme and keyword is token.

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Example: `float key =1.2;`

Lexeme	Token	Pattern
float	float	Float
key	id	$[A-Z, a-z][A-Z, a-z, 0-9]^*$
=	relop	$< > <= >= != ==$
1.2	num	Any numeric constant
;	;	;

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- **Example:** `fi (a == f(x))`
 - A lexical analyzer may validate `fi` as a valid lexeme pattern and recognize it as an id token
 - A syntax analyzer then needs to address the error in `fi` as a syntax error based on its position in the syntax tree

"Panic mode" Recovery

If a lexical analyzer is unable to proceed because none of the patterns for tokens matches any prefix of the remaining input, then it goes into "Panic mode" recovery

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Other possible actions can be,

- Insert a missing character into the remaining input
- replace character by another character
- transpose two adjacent characters

Lexical analysis: Input Buffering

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- The end of an identifier is determined by reading a space character after it
- reading only single > can be determined a single lexeme as there could be an = after it

Lexical analysis: Buffer Pointers

- two pointers to the input are maintained,
 - ① **lexemebegin pointer:** marks the beginning of the current lexeme, whose extent we are attempting to determine
 - ② **Forward Pointer:** that scans ahead until a pattern is found