

450 COMPILERS

COMPUTER SCIENCE

News

- How fast can we make interpreted Python?
 - <http://arxiv.org/pdf/1306.6047v2.pdf>

Administrivia

- Lab 03
 - Due Thursday
- Lab 04
 - Will be available on Thursday

Review

- Design of Lexical Analyzer
 - Defined by a finite set of tokens
- Tokens
 - Ex. Integer, Keyword, Identifier, Whitespace
- Implementation of Lexical Analyzer
 - Recognize tokens
 - Returns value of tokens
- Regular Expressions

Example

- Recall
- `\tif(i == j)\n\t\t\tz = 0;\n\telse\n\t\t\tz=1;`

Example: Integers

- Integer: a non-empty strings of digits
 - Digit = '0' + '1' + '2' + ...
 - Integer = digit digit*

Example: Identifier

- Letter = 'A' + .. + 'Z' + 'a' + .. 'z'
- Identifier = letter(letter + digit)*

Example: Whitespace

- Whitespace: a non-empty sequence of blanks, newlines, and tabs
- (' ' + '\n' + '\t'

Example: Phone Numbers

- Consider (650)-732-3232
- $\Sigma = \text{digits} \cup \{-, (,)\}$
- $\text{Exchange} = \text{digit}^3$
- $\text{Phone} = \text{digit}^4$
- $\text{Area} = \text{digit}^3$
- $\text{Phone_number} = \text{'(' area ')-' exchange '-' phone}$

Example: Email Addresses

- Consider anyone@cs.csub.edu
- $\Sigma = \text{letters} \cup \{., @\}$
- Name = letter+
- Address = name '@' name '.' name '.' name

Example

- C code ex.
- `int i = '3';`
- `*nptr = pow(2,i) + j++; /* stuff stuff */`

Finite Automata

- Finite-state machine (FSM) or finite-state automaton (FSA)
 - A mathematical model of computation used to design both computer programs and sequential logic circuits
- Singular: automaton

Finite Automata

- Regular expressions = specification
- Finite automata = implementation
- A finite automaton consists of
 - An input alphabet
 - A set of states
 - A start state
 - A set of accepting states
 - A set of transitions

Finite Automata

- Transition

$$s_1 \xrightarrow{a} s_2$$

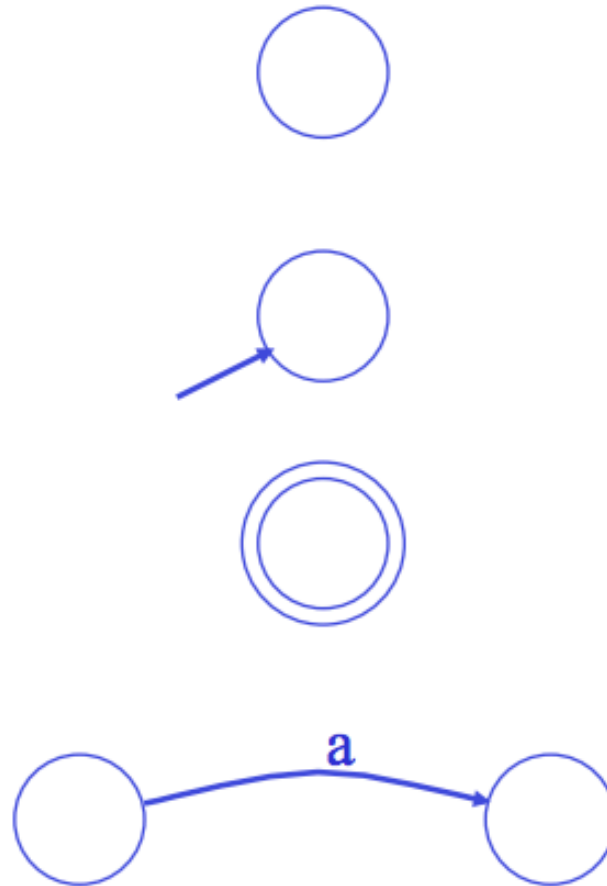
- Is read

In state s_1 on input “a” go to state s_2

- If end of input and in accepting state => accept
- Otherwise => reject

Finite Automata

- A state
- The start state
- An accepting state
- A transition



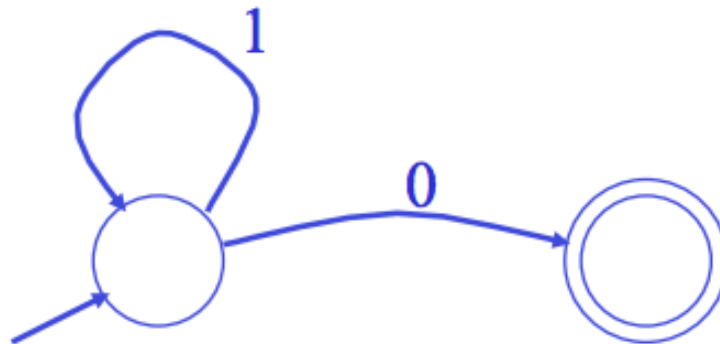
Simple Example

- A finite automaton that accepts only “1”



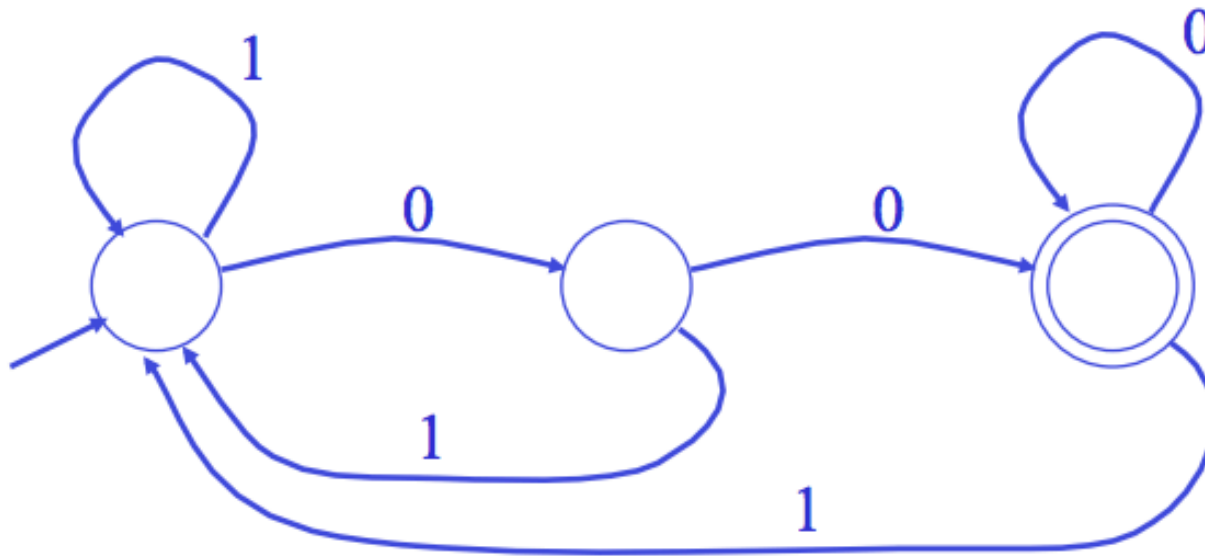
Another Simple Example

- A finite automaton accepting any number of 1's followed by a single 0
- Alphabet: {0,1}



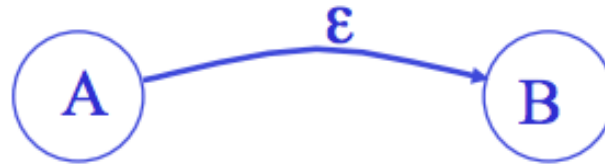
And Another Example

- Alphabet $\{0,1\}$
- What language does this recognize?



Epsilon Moves

- Another kind of transition: ϵ -moves



- Machine can move from state **A** to state **B** without reading input