

Lecture 3: January 13th, 2020

*Lecturer: Ondřej Lhoták**Notes By: Harsh Mistry*

3.1 Analysis Continued

3.1.1 DFA Recognition

- input: sequence of symbols w_1, w_2, \dots, w_n , DFA $\langle \Sigma, Q, q_0, A \rangle$
 - $q := q_0$
 - for each i from 1 to S
 - * $q := \delta(q, w_i)$
 - return $q \in A$

3.1.2 Maximal Munch Scanning Pseudo Code

- Input: sequence of symbols w and a DFA which defines language L of valid tokens
- Output: A sequence of **tokens** that each exist in L and concatenate to form w
- Types of Tokens
 - Kind (Id, Num, If, While, etc)
 - Lexeme (Substring of w)
- General Algorithm for any language L
 - While there is still input
 1. Find the longest prefix of rest of input that is in L
 2. If no non-empty prefix exists in L , then throw *ERROR*
- Algorithm with DFA for any language L
 - Loop while there is still input
 1. Run DFA on rest of input until DFA gets stuck
 2. Backtrack to last-seen accepting state
 3. If no states were accepting, then throw *ERROR*
 4. Output token
 - * Lexeme = prefix of rest of input and kind determined by DFA state
 5. Set DFA back to start state

3.1.2.1 Java/Joos Maximal Munch Quirks

- $L = \{-, --, \dots\}$
- $w = a - -b$
 - Scanner would accept this, but the parser would reject it
 - Scanner would scan it as $a, --, b$, but if it were scanned as $a, -, -, b$ the parser would accept this.
 - $a, -, -, b$ is not valid in java though, so Joos still needs the $--$ token in order reject the decrement operator