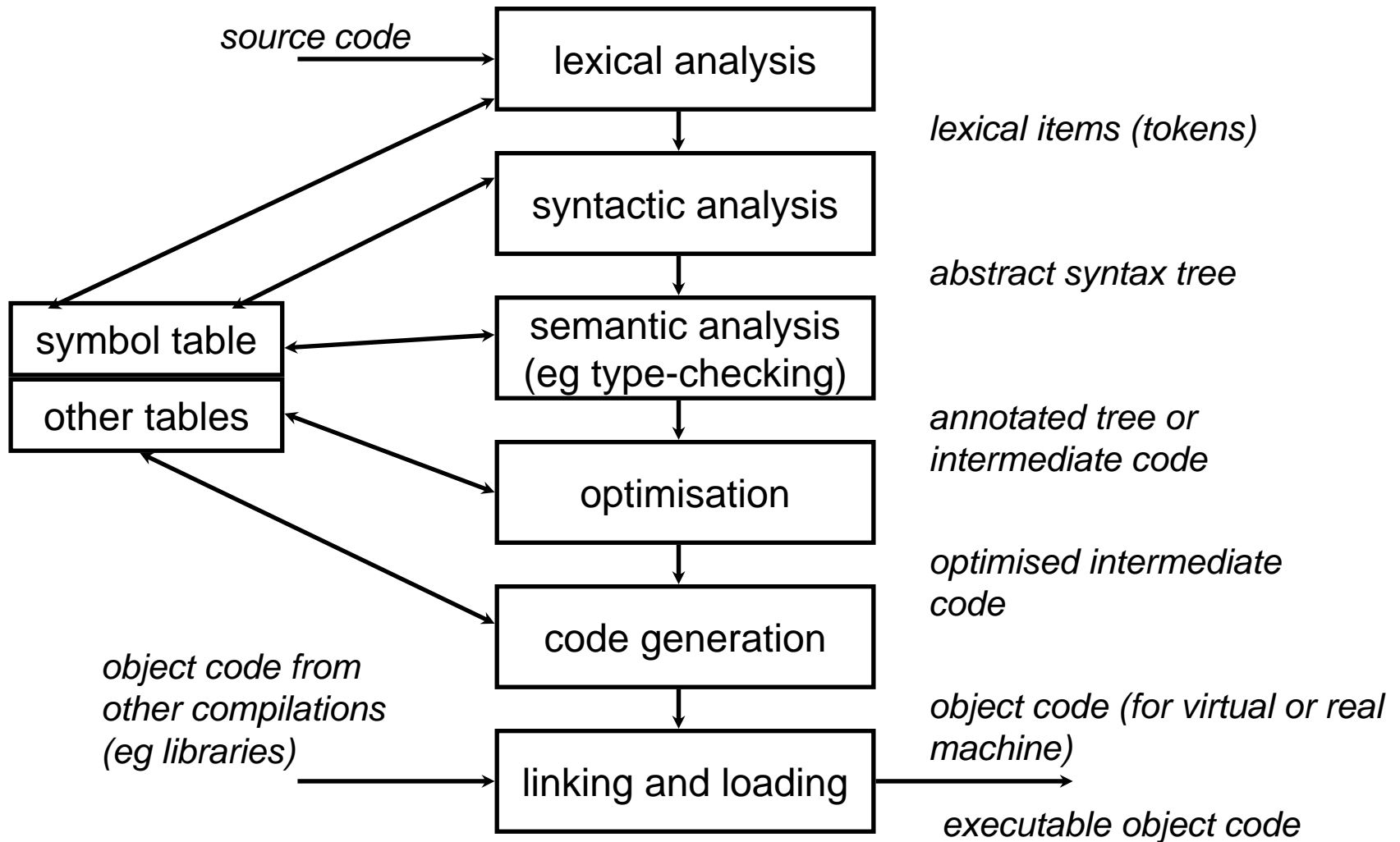


# Session Plan

- Session 2: ***Language processing & lexical analysis***
  - language processing
    - » what is lexical analysis
    - » what is syntax analysis
  - lexical syntax (token) examples
  - lexical syntax (token) definition
    - » regular expressions
  - implementation
  - tools

# Language processing



# Lexical analysis

Straightline example program:

```
a := 5+3;  
b := (print(a, a-1), 10*a);  
print (b)
```

Lexical analysis converts text stream into a token stream, where tokens are the most basic symbols (words and punctuation):

a	:=	5	+	3	;	b	:=	(	print	(	a	,	a	-	1	)	,	10	*	a	)	;	...
---	----	---	---	---	---	---	----	---	-------	---	---	---	---	---	---	---	---	----	---	---	---	---	-----

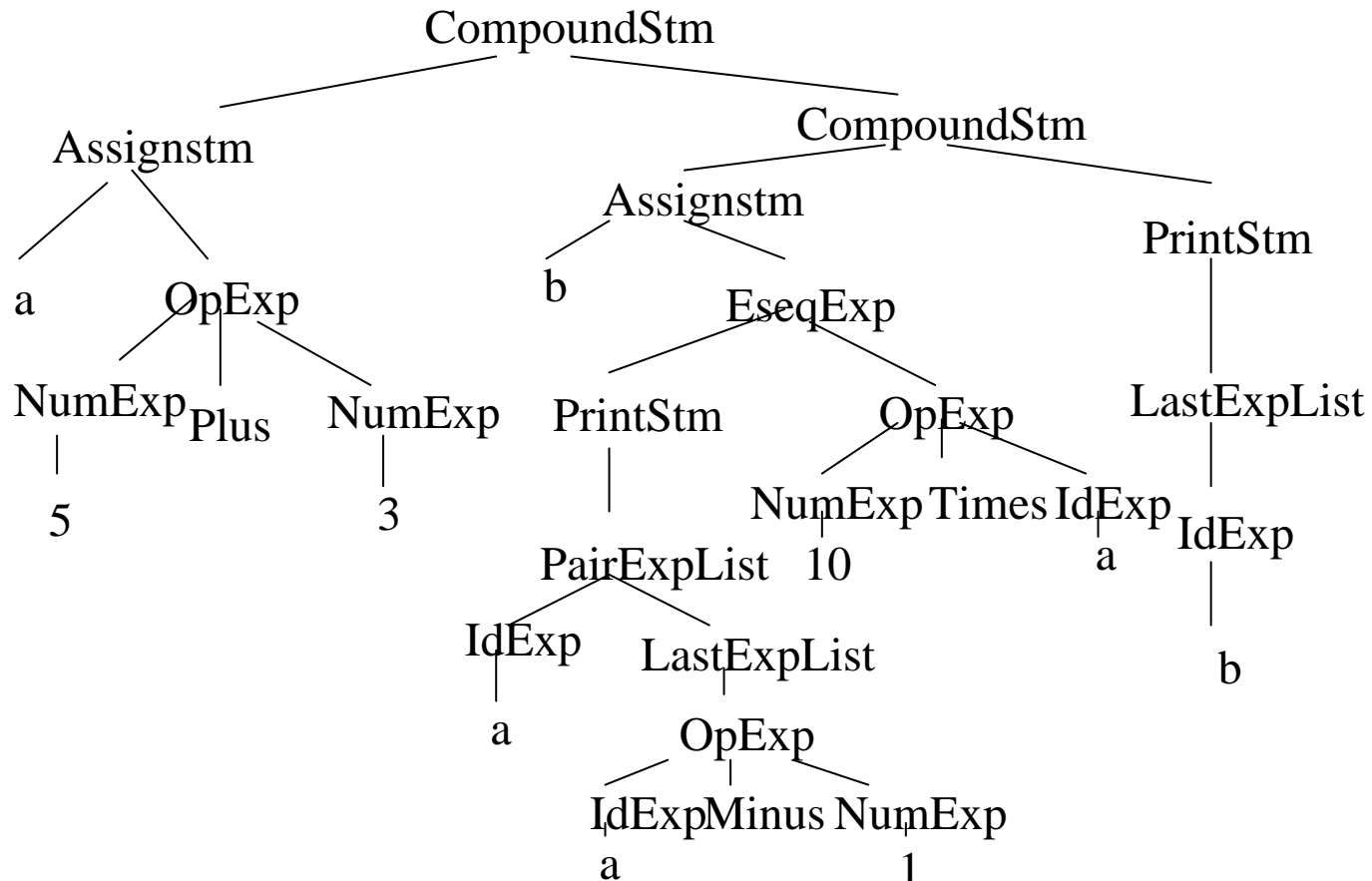
Each box is a lexical item or token. A possible representation:

ID(a) ASSIGN NUM(5) PLUS NUM(3) SEMI ID(b) ASSIGN LEFTPAREN  
KEYPRINT LEFTPAREN ID(a) COMMA ID(a) MINUS NUM(1)  
RIGHTPAREN COMMA NUM(10) TIMES ID(a) RIGHTPAREN SEMI ...

---

# Syntax analysis

Converts a token stream into a useful abstract representation (here an abstract syntax tree):



# Lexical tokens

<u>Type</u>	<u>Examples</u>
ID	foo    n14    last
NUM	73    0    00    515    082
REAL	66.1   .5    10.    1e67   5.5e-10
IF	if
COMMA	,
LPAREN	(
ASSIGN	:=

- Some tokens eg ID NUM REAL have *semantic values* attached to them, eg ID(n14), NUM(515)
- Reserved words: Tokens e.g. IF VOID RETURN constructed from alphanumeric characters, cannot be used as identifiers

## **Example informal specification: Identifiers in C or Java**

An identifier is a sequence of letters and digits; the first character must be a letter. The underscore \_ counts as a letter. Upper- and lowercase letters are different. If the input stream has been divided into tokens up to a given character, the next token is taken to include the longest string of characters that could possibly constitute a token. Blanks, tabs, newlines and comments are ignored except as they serve to separate tokens. Some white space is required to separate otherwise adjacent identifiers, keywords and symbols.

# Formal specifications of tokens

- Approach:
  - Specify lexical tokens using the formal language of regular expressions
  - Implement lexical analysers (lexers) using deterministic finite automata (DFA)
  - fortunately, there are automatic conversion tools...
- Languages
  - A *language* is a set of *strings*
  - A string is a finite sequence of *symbols*
  - Symbols are taken from a finite *alphabet*

# Regular expressions

- **Symbol:** for each symbol **a** in the alphabet of the language, the regular expression (regex) **a** denotes the language containing just the string **a**
- **Alternation:** Given 2 regular expressions **M** and **N** then **M | N** is a new regex. A string is in  $\text{lang}(M|N)$  if it is  $\text{lang}(M)$  or  $\text{lang}(N)$ . The  $\text{lang}(\mathbf{a|b}) = \{a,b\}$  contains the 2 strings **a** and **b**.
- **Concatenation:** Given 2 regexes **M** and **N** then **M•N** is a new regex. A string is in  $\text{lang}(M\bullet N)$  if it is the concatenation of 2 strings  $\alpha$  and  $\beta$  s.t.  $\alpha$  in  $\text{lang}(M)$  and  $\beta$  in  $\text{lang}(N)$ . Thus regex  $(\mathbf{a|b})\bullet\mathbf{a} = \{aa,ba\}$  defines the language containing the 2 strings **aa** and **ba**



# Regular expressions

- **Epsilon:** The regex  $\varepsilon$  represents the language whose only string is the empty string. Thus  $(a \bullet b) | \varepsilon$  represents the language  $\{ "", "ab" \}$
- **Repetition:** Kleene closure of  $M$  is  $M^*$   
String in  $M^*$  if it is the concatenation of  $\geq 0$  strings, all in  $M$ . Thus  $((a|b) \bullet a)^*$  represents the infinite set  $\{ "", "aa", "ba", "aaaa", "baaaa", "aaba", "baba", "aaaaaa", \dots \}$

# Examples

- $(0|1)^* \bullet 0$
- $b^*(abb^*)^*(a|\varepsilon)$
- $(a|b)^*aa(a|b)^*$
- Conventions: omit  $\bullet$  and  $\varepsilon$ , assume Kleene closure binds tighter than  $\bullet$  binds tighter than  $|$
- $ab | c$  means  $(a \bullet b)|c$
- $(a |)$  means  $(a|\varepsilon)$

# Abbreviations (extensions)

- $[abcd]$  means  $(a \mid b \mid c \mid d)$
  - $[b-g]$  means  $[bcdefg]$
  - $[\wedge b-g]$  or  $\sim[b-g]$  means everything *but*  $[bcdefg]$
  - $[b-gM-Qkr]$  means  $[bcdefgMNO PQkr]$
  - $M?$  means  $(M \mid \varepsilon)$
  - $M+$  means  $M(M)^*$
- 
- NB: a lexical specification should be *complete*.

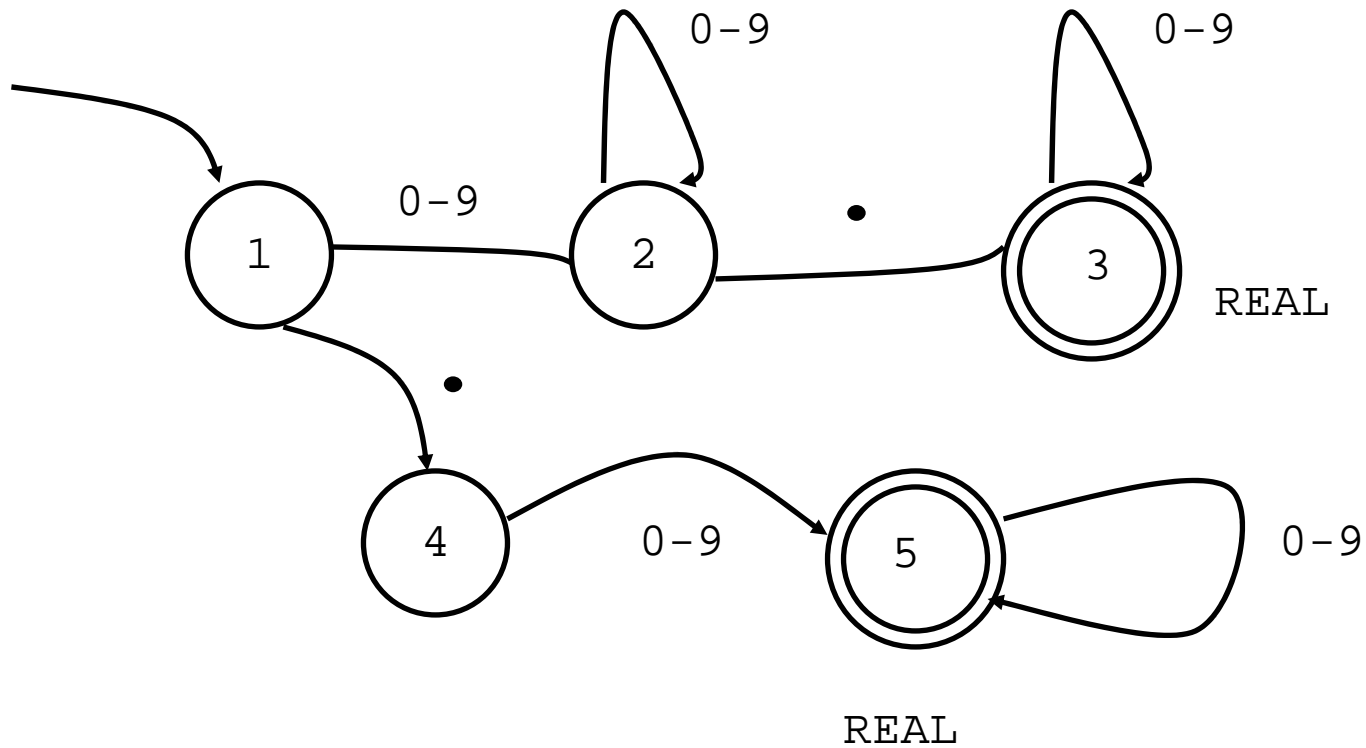
# Regular expression summary

$a$ or <code>"a"</code>	ordinary character, stands for itself
$\varepsilon$	the empty string
	another way to write the empty string
$M \mid N$	alternation
$M \bullet N$	concatenation (often written simply as $MN$ )
$M^*$	repetition (zero or more times)
$M^+$	repetition (one or more times)
$M?$	Optional, zero or one occurrence of $M$
$[a-zA-Z]$	Character set alternation
<code>"a"- "z" "A"- "Z"</code>	Character set alternation (JavaCC form)
$\cdot$ or <code>~[]</code>	Any single character ( <code>~[]</code> is JavaCC form)
<code>"\n" "\t" "\""</code>	newline, tab, double quote (quoted special characters)
<code>"a . + *"</code>	quotation, string stands for itself (ie in this case <code>a . + *</code> )

# Regular expressions for some tokens

<code>( " "   "\n"   "\t" )</code>	<i>no token; whitespace; ignore</i>
<code>if</code>	IF
<code>[a-z][a-z0-9]*</code>	ID
<code>[0-9]+</code>	NUM
<code>( [0-9]+ "." [0-9]* )   ( [0-9]* "." [0-9]+ )</code>	REAL
<code>( "--" [a-z]* "\n" )</code>	<i>comment starting --; ignore</i>
<code>.</code>	<i>error</i>

# Finite automaton



(From Appel Figure 2.3)

# Finite automaton implementation

```
method Token lex() { // example automaton for REAL only
    int state = 1; String text = ""; char ch;
    while (true) {
        ch = nextchar(); // Get the next input character
        text = text + ch; // Collect the text of the token
        if (state == 1)
            if (ch >= '0' && ch <= '9') state = 2;
            else if (ch == '.') state = 4;
            else lexerror(ch);
        else if (state == 2)
            if (ch >= '0' && ch <= '9') state = 2;
            else if (ch == '.') state = 3;
            else lexerror(ch);
    }
    ...// see next slide
}
```

---

# Finite automaton implementation (continued)

...// continued from previous slide

```
    else if (state == 3)
        if (ch >= '0' && ch <= '9') state = 3;
        else return new Token(REAL,new Double(text));
    else if (state == 4)
        if (ch >= '0' && ch <= '9') state = 5;
        else lexerror(ch)
    else if (state == 5)
        if ch >= '0' && ch <= '9') state = 5;
        else return new Token(REAL,new Double(text));
    else error ("Illegal state: shouldn't happen");
}
}
```

---



# JavaCC compiler-compiler

- Fortunately, tools can produce finite automata programs from regular expressions...

JavaCC lexical specification  
(regular expressions and some action code)



JavaCC tool



text



Java program recognising regular  
expressions and executing code

tokens



# JavaCC token regular expressions

- characters and strings must be quoted, eg:
  - “,” “int” “while” “\n” “\”hello\””
- character lists [...] provide a shorthand for |, eg:
  - [“a”-“z”] matches “a” through “z”, [“a”, “e”, “i”, “o”, “u”] matches any single vowel, ~[“a”, “e”, “i”, “o”, “u”] any non-vowel, ~[] any character
- repetition with + and \*, eg:
  - [“a”-“z”, “A”-“Z”]+ matches one or more letters
  - [“a”-“z”]( [“0”-“9”] ) \* matches a letter followed by zero or more digits
- shorthand with ? provides for optional expr, eg:
  - (“+”|“-”)?( [“0”-“9”] ) + matches signed and unsigned integers
- tokens can be named
  - TOKEN : { < IDENTIFIER: <LETTER> (<LETTER>|<DIGIT>)\* > }
  - TOKEN : { < LETTER: [ “a”-“z”, “A”-“Z” ] > | < DIGIT: [ “0”-“9” ] > }
  - now <IDENTIFIER> can be used later in defining syntax

# JavaCC lexical analysis example

```
/* file MyParser.jj */
```

```
PARSER_BEGIN(MyParser)
  class MyParser {
PARSER_END(MyParser)
```

# means can use **only** in  
TOKEN definitions

```
TOKEN : {
  < IF: "if" >
  |
  < #DIGIT: ["0"-"9"] >
  |
  < ID: ["a"-"z"] (["a"-"z"] | <DIGIT>)* >
  |
  < NUM: (<DIGIT>)+ >
  |
  < REAL: ( (<DIGIT>)+ "." (<DIGIT>)* ) |
            ( (<DIGIT>)* "." (<DIGIT>)+ ) >
}
```

```
SKIP : {
  < "--" (["a"-"z"])* ("\\n" | "\\r" | "\\r\\n") >
  |
  " " | "\\t" | "\\n" | "\\r"
}
```

# JavaCC lexical analysis example

```
void Start() :
{Token t;}
{ ( ( t=<IF> | t=<ID> | t=<NUM> | t=<REAL> )
    { System.out.println("token found: "
        + tokenImage[t.kind]
        + "(" + t.image + ")"); }
    )* <EOF>
} /* end of file MyParser.jj */
```

---

```
/* file Main.java */
class Main {
    public static void main(String args[]) throws
        ParseException {
        ...
        MyParser parser = new MyParser(System.in);
        parser.Start();
    }
}
```

---

# JavaCC introduction

- generates a combined lexical analyser and parser (a Java class)...here I've called the class MyParser
- this session we're learning about lexical analysis
  - JavaCC does this and it is the focus of our first example – we'll see more about complete JavaCC-generated parsers later
  - all you need to know now is that it also generates a Java method to recognize the things we've labelled under 'Start()'
  - to make it work,
    - » create an object...MyParser parser = new MyParser(*inputstream*)
    - » and then call the method...parser.Start()
- a class Token is also generated
  - field image is the string matched for the token
  - field kind can be used to index array tokenImage to see the token type

# What you should do now...

- read chapter 2
  - don't worry too much about finite automata stuff
  - you really do need to know all about regular expressions
  - think about how to represent real numbers with exponents using regular expressions