Lexical Analysis



Matthew Might
University of Utah
matt.might.net



Derivatives

flex



Matthew Might
University of Utah
matt.might.net

www.hacknightslc.com

Next week: Racket

Today

- Derivatives of regular expressions
- How to match regular expressions
- How to lexically analyze indentation

1964

Derivatives of Regular Expressions

Janusz A. Brzozowski

Princeton University, Princeton, New Jerseyt

Abstract. Kleene's regular expressions, which can be used for describing sequential circuits, were defined using three operators (union, concatenation and iterate) on sets of sequences. Word descriptions of problems can be more easily put in the regular expression language if the language is enriched by the inclusion of other logical operations. However, in the problem of converting the regular expression description to a state diagram, the existing methods either cannot handle expressions with additional operators, or are made quite complicated by the presence of such operators. In this paper the notion of a derivative of a regular expression is introduced and the properties of derivatives are discussed. This leads, in a very natural way, to the construction of a state diagram from a regular expression containing any number of logical operators.

Remember: L is a set of strings.

1. Filter:

Keep every string starting with c.

2. Chop:

Remove c from the start of each.



frak bar

$D_c L = \{w : cw \in L\}$

 $cw \in L \text{ iff } w \in D_c(L).$

Recognition algorithm

- Derive with respect to each character.
- Does the derived language contain ε ?

foo = (foo)*

$$oo \in D_{f}(foo)*$$

ε (foo)*

```
class RegEx:

def isNullable(self): raise Exception()

def derive(self,c): raise Exception()

def matches(self, string):
   if (len(string) == 0):
     return self.isNullable()
   else:
     return self.derive(string[0]).matches(string[1:])
```

Deriving atomic languages

$\epsilon = \{ \parallel \parallel \}$ $c \equiv \{c\}$

```
class Blank(RegEx):
  pass
class Empty(RegEx):
  pass
class Primitive(RegEx):
  def __init__(self,c): self.c = c
empty = Empty()
blank = Blank()
```

 $D_c\emptyset =$

class Empty(RegEx):
 def derive(self,c): return empty

$$D_c(\epsilon) =$$

class Blank(RegEx):

def derive(self,c): return empty

 $D_c\{c\} = \epsilon$

```
class Primitive(RegEx):
   def derive(self,c):
       if self.c == c:
           return blank
       else:
           return empty
```

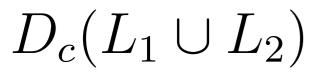
Deriving regular languages

$L_1 \cup L_2$

L₁ · L₂

 L_1^{\star}

```
class Choice(RegEx):
 def __init__(self,this,that):
    self.this = this
    self.that = that
class Repetition(RegEx):
 def __init__(self,base):
    self.base = base
class Sequence(RegEx):
 def __init__(self,left,right):
    self.left = left
    self.right = right
```



$$D_c(L^{\star}) =$$

Concatenation?

$$D_c(L_1 \cdot L_2) = (D_c L_1 \cdot L_2)$$

Needs nullability

$\delta(L) = \epsilon \text{ if } \epsilon \in L$ $\delta(L) = \emptyset \text{ if } \epsilon \not\in L$

$$D_c(L_1 \cdot L_2) =$$

To recognize?

Need nullability

Need to compute nullability

$$\delta(\epsilon) = \epsilon$$

$$\delta(c) = \emptyset$$

$$\delta(\emptyset) = \emptyset$$

```
class Blank(RegEx):
  def isNullable(self): return True
class Empty(RegEx):
 def isNullable(self): return False
class Primitive(RegEx):
  def isNullable(self): return False
```

$$\delta(L_1 \cup L_2) = \delta(L_1) \cup \delta(L_2)$$
$$\delta(L_1 \cdot L_2) = \delta(L_1) \cdot \delta(L_2)$$
$$\delta(L_1^*) = \epsilon$$

```
class Choice(RegEx):
 def isNullable(self):
    return self.this.isNullable() or self.that.isNullable()
class Repetition(RegEx):
 def isNullable(self): return True
class Sequence(RegEx):
 def isNullable(self):
    return self.left.isNullable() and self.right.isNullable()
```

Code

But, there's more!

$$D_c(L_1 \cap L_2) =$$

$$D_c(L_1 - L_2) =$$

$$D_c(\overline{L}) =$$

What about nullability?

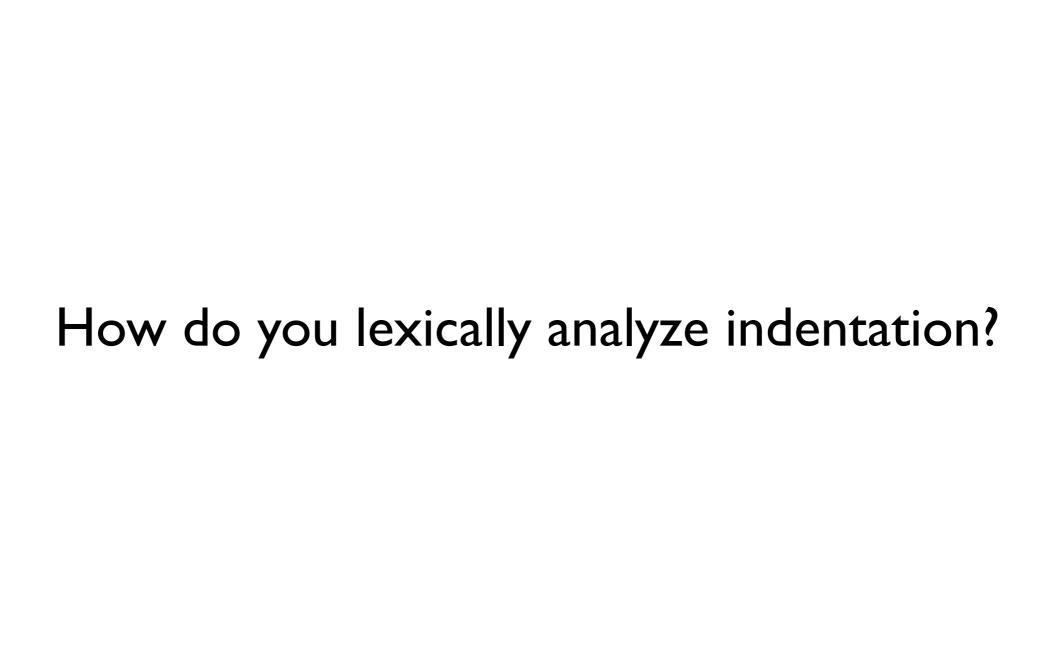
$$\delta(L_1 \cap L_2) =$$

$$\delta(L_1 - L_2) =$$

$$\delta(\overline{L}) =$$

Code

Lexing Python



Off-side rule

```
foo
bar
baz
qux
quux
```

```
foo { bar baz { qux } } quux
```

```
foo
  bar
  baz
quux
```

```
foo { bar baz { qux } } quux
```