

Syntactic Structure & Lexical Analysis

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Language Description



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<code>nonzero_digit</code>	→	<code>1 2 3 4... 9</code>
<code>digit</code>	→	<code>0 nonzero_digit</code>
<code>natural_number</code>	→	<code>nonzero_digit*</code>



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- ▶ The string of symbols (or *words*) in a programming language could be: delimiter, expressions, commands, functions, procedures and programs.
- ▶ ASCII set is one such alphabet for programming languages.



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- ▶ Non-tokens: Whitespaces, comments, preprocessor directives, macros etc.

Syntax: Exercise



```
fun gcd(a:int , b:int): int =  
    if b = 0 then a  
    else gcd(b, a mod b)
```

- ▶ Keywords:
- ▶ Identifiers:
- ▶ Constants:
- ▶ Operators:



- ▶ Reads as input a stream of symbols and identifies *tokens* from the *lexemes*.
- ▶ In the process it removes comments and whitespaces.
- ▶ May keep meta information for error reporting (such as line number in the file etc.)
- ▶ Eg: $b * b - 4 * a * c$ is represented by a token sequence
 $\text{name}_b * \text{name}_b - \text{number}_4 * \text{name}_a * \text{name}_c$
- ▶ Tokens are constructed from individual characters using just three kinds of formal rules

Scanning: Regular expressions



- ▶ Rules for token generation: *concatenation*, *alternation*, *repetition* (or Kleene closure)
 - ▶ **Concatenation:** Given two strings x and y , then $x.y$ or simply xy is a concatenation of the two strings. One can apply similar ideas to sets of strings.
 - ▶ **Alternation:** Given two x and y , $x|y$ is the set of strings specified by x and y .
 - ▶ **Repetition:** For any string x , we may use concatenation to create a string y with as many repetitions of y as we want. Eg:
 $x^0 = ""$, $x^3 = x.x.x$, $x^* = \{x^n | n \geq 0\}$.



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- ▶ Example: $[A - Z a - z][A - Z a - z 0 - 9]^*$



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- ▶ **Alternation:** Given any two regular expressions r and s , $r|s$ is the set union of the languages specified by the individual expressions r and s respectively, i.e. $\mathcal{L}(r|s) = \mathcal{L}(r) \cup \mathcal{L}(s)$.

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 - ▶ $\epsilon | r.r^*, r^* = (r^*)^*, r^+ = r.r^*$



Scanning: Recognising Tokens

- ▶ Identification of tokens is usually done by a *Deterministic Finite-state automaton* (DFA).
- ▶ A DFA is specified through a transition graph as shown below and represented as a tuple $\langle Q, \Sigma, \delta, q_0, F \rangle$.



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 - ▶ Strings are read in the process of a single left-to-right scan.
 - ▶ At each step, *at most* one symbol is allowed to be read.
 - ▶ The entire strings has to be read before the machine can accept/reject it.



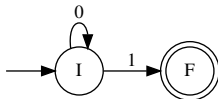
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Language to represent Graphs: Dot

```
digraph G{
/* defaults */
    fontsize=12;
    ratio=compress;
    rankdir=LR;
/* Bounding box */
    size="4,4";

/* Node Definitions */
    I [shape=circle , peripheries=1];
    F [shape=circle , peripheries=2];
    "" [shape=plaintext];

/* Graph defn */
    "" --> I
    I --> I [label="0"];
    I --> F [label="1"];
}
```

```
$ dot -Tps dfa.dot > dfa.ps
```


Strengths/Power and Limitations of DFAs



- ▶ L is a regular language iff there is a regular expression r such that $L(r) = L$ iff there is a DFA M such that $L(M) = L$.
 - ▶ DFAs as scanners: DFAs recognize patterns hidden within strings representing keywords, numbers, etc.

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- ▶ DFAs are simply inadequate to capture some common occurring patterns, eg: a language of all and only those strings that contain equal number of 0's and 1's.
- ▶ Question: Is the language $L = \{(^n)^n | n \geq 0\}$ regular?



Algorithm 1: Recognizer using DFA

Require: A string $w \in A^*$.

Ensure: Boolean

```
1:  $S := q_0$ 
2:  $a := \text{nextChar}(w)$ 
3: while  $a \neq \text{endOfString}$  do
4:    $S := S \cup \delta_S(a)$ 
5:    $a := \text{nextChar}(w)$ 
6: end while
7: return  $S \cap F \neq \emptyset$ 
```

Where $\delta_S(a) = \{q' | \exists q \in S : q \xrightarrow{a} q'\}$



An example Lexer

See `exlexer.l`.

- ▶ `lex exlexer.l`. This will produce the file `lex.yy.c`
- ▶ `gcc lex.yy.c`. This will produce the executable `a.out`
- ▶ Run the executable against a list of strings.

