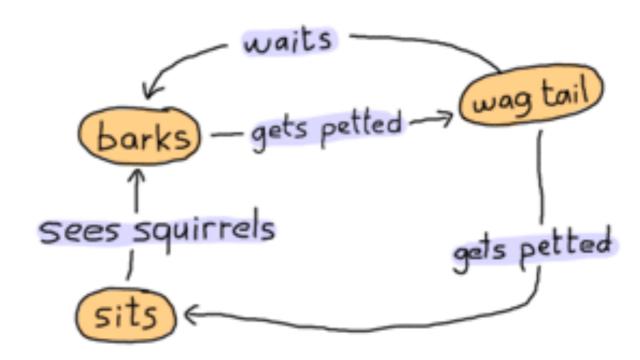
Announcements

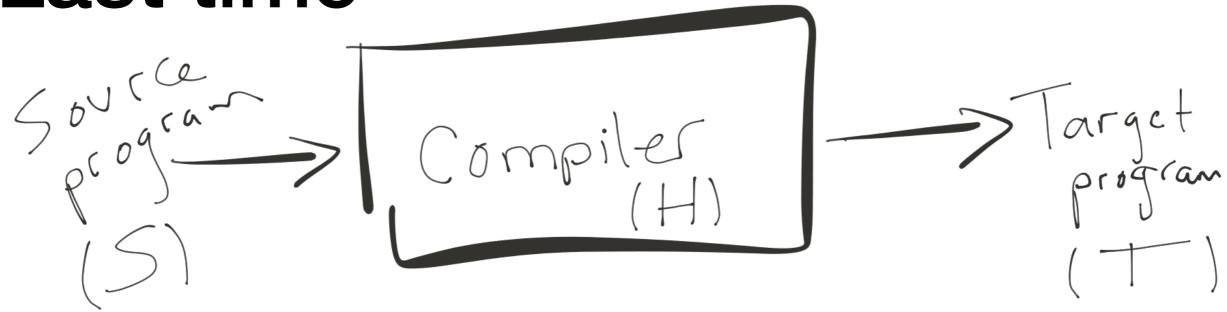
P1 part 1 due next TuesdayP1 part 2 due next Friday

Finite-state machines

CS 536



Last time



A compiler is a

recognizer of language *S* (Source) a translator from *S* to *T* (Target) a program in language *H* (Host)

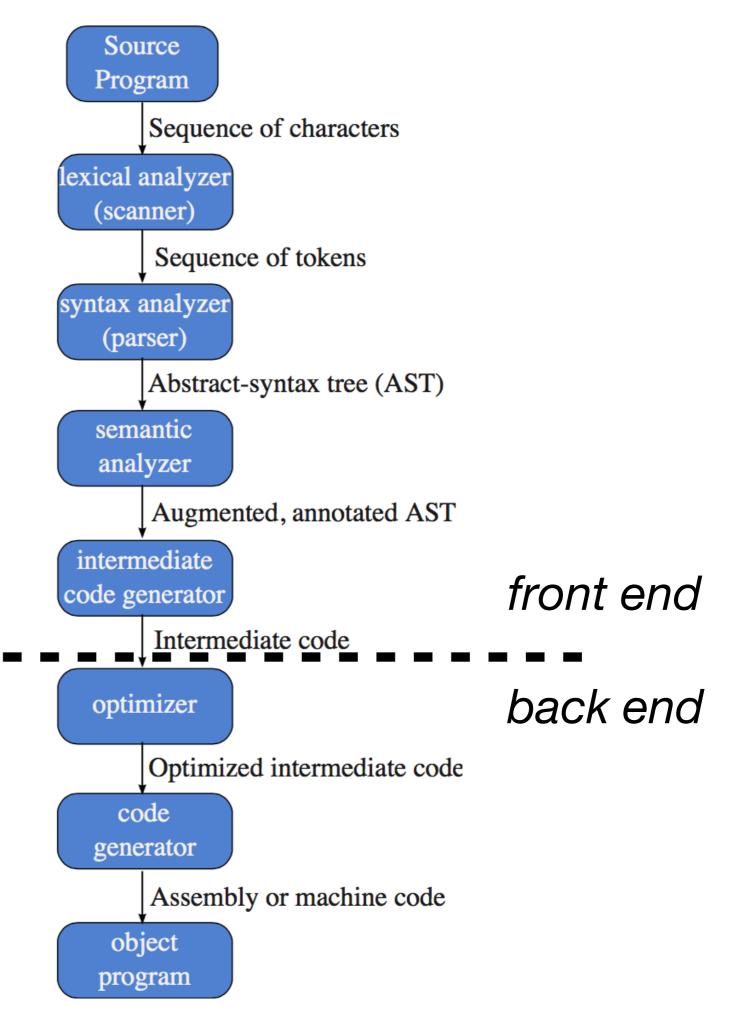
For example, gcc: S is C, T is x86, H is C

Last time

Why do we need a compiler?

- Processors can execute only binaries (machine-code/assembly programs)
- Writing assembly programs will make you want to reconsider your life choices
- Write programs in a nice(ish) high-level language like Java; compile to binaries

Last time



The scanner

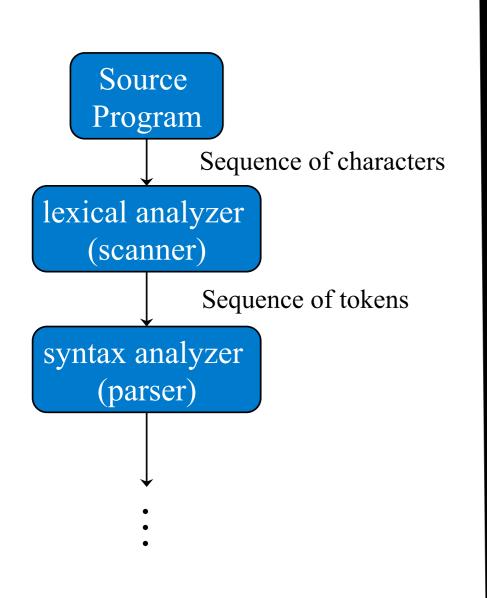
Translates sequence of chars into sequence of tokens

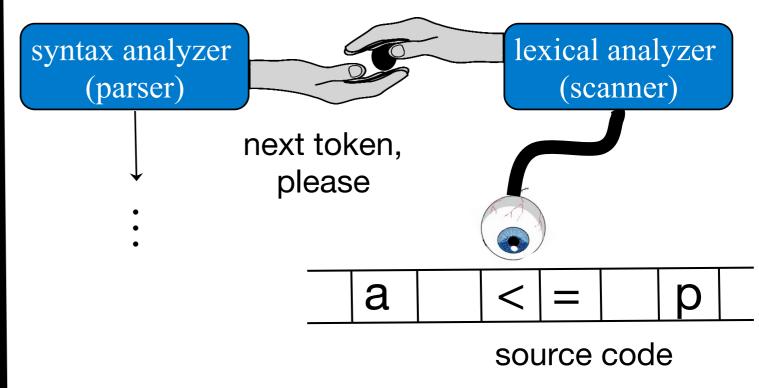
Each time scanner is called it should:

find longest sequence of chars corresponding to a token

return that token

Special linkage between scanner and parser in most compilers





Conceptual organization

Scanner generator

Generates a scanner!!!

Needs one regular expression for each token

Needs regular expressions for things to ignore comments, whitespace, etc.

To understand how it works, we need FSMs finite state machines

FSMs: Finite State Machines

Aka finite automata

Input: string (seq of chars)

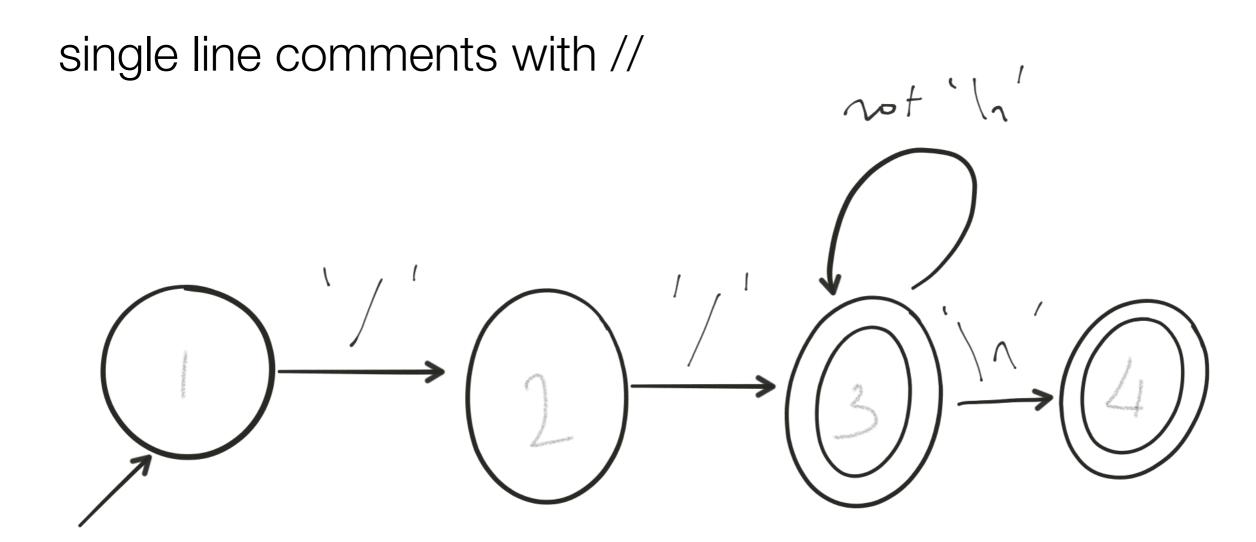
Output: accept / reject

i.e., input is legal in language

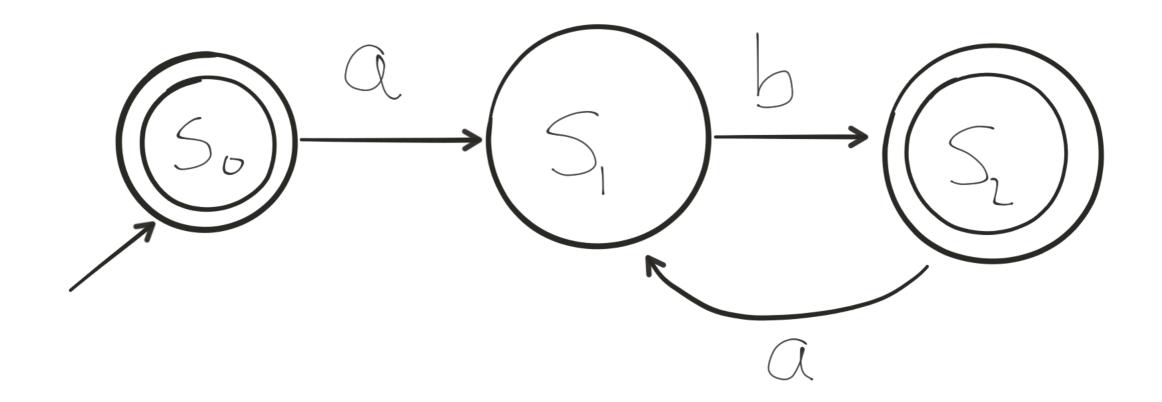
FSMs

Represent regular languages
Good enough for tokens in PLs

Example 1



Example 2



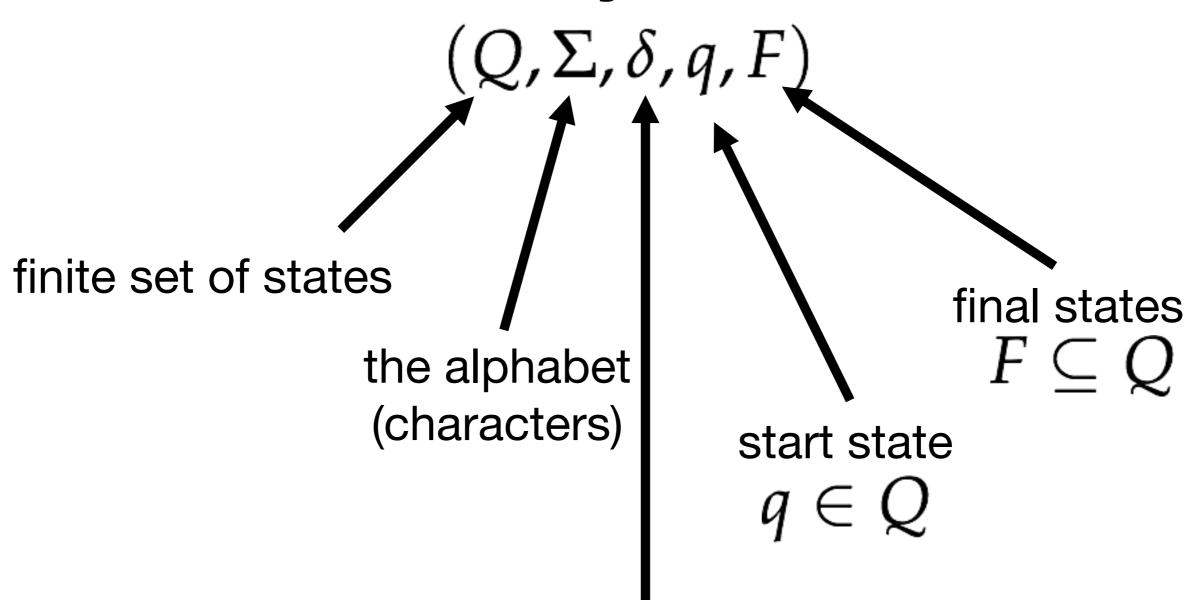
What language does this accept?

Can you find an equivalent, but smaller, FSM?

How an FSM works

```
curr_state = start_state
let in_ch = current input char
repeat
 if there is edge out of curr_state with
label in ch into next state
   cur state = next_state
   in_ch = next char of input
 o/w stuck // error condition
until stuck or input string is consumed
string is accepted iff entire string is
consumed and final states.contains(cur state)
```

FSMs, formally



transition function

$$\delta: Q \times \Sigma \to Q$$

FSMs, formally

$$(Q, \Sigma, \delta, q, F)$$

FSM accepts string

$$x_1 x_2 x_3 \dots x_n \iff \delta(\dots \delta(\delta(q, x_1), x_2), x_3) \dots, x_n) \in F$$

The language of FSM M is the set of all words it accepts, denoted L(M)

FSM example, formally

$$(Q, \Sigma, \delta, q, F)$$

$$Q=\{s_0,s_1\}$$
 a b c $\Sigma=\{a,b,c\}$ so so $S=\{a,b,c\}$ a b $C=\{a,b,c\}$ so $S=\{a,b,c\}$

$$\delta = s_0, a \rightarrow s_1$$

 $s_1, b \rightarrow s_0$

anything else, machine is stuck

Coding an FSM

```
curr_state = start_state
done = false
while (!done)
ch = nextChar()
next = transition[curr_state][ch]
if (next == error || ch == E0F)
  done = true
else
  curr_state = next
return final states.contains(curr state) &&
       next!=error
```

FSM types: DFA & NFA

Deterministic

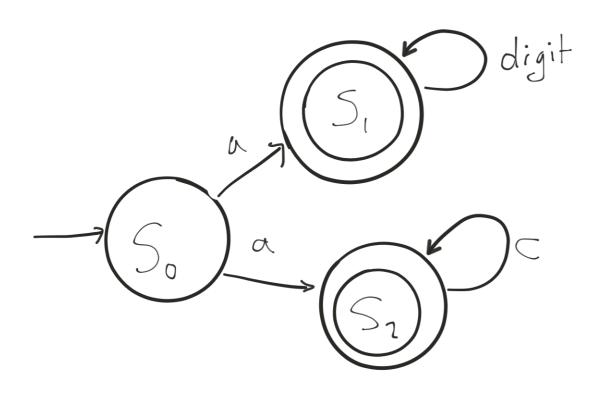
no state has > 1 outgoing edge with same label

Nondeterministic

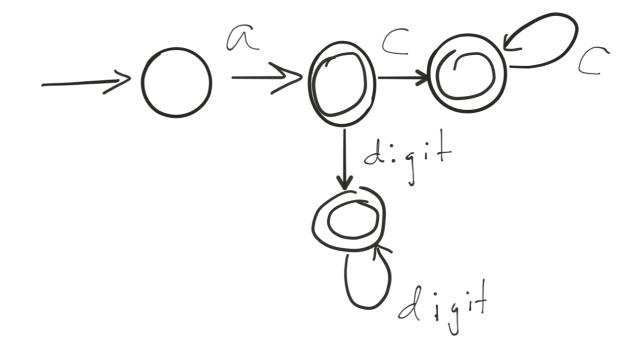
states may have multiple outgoing edges with same label edges may be labelled with special symbol ϵ (empty string)

ε-transitions can happen without reading input

NFA example

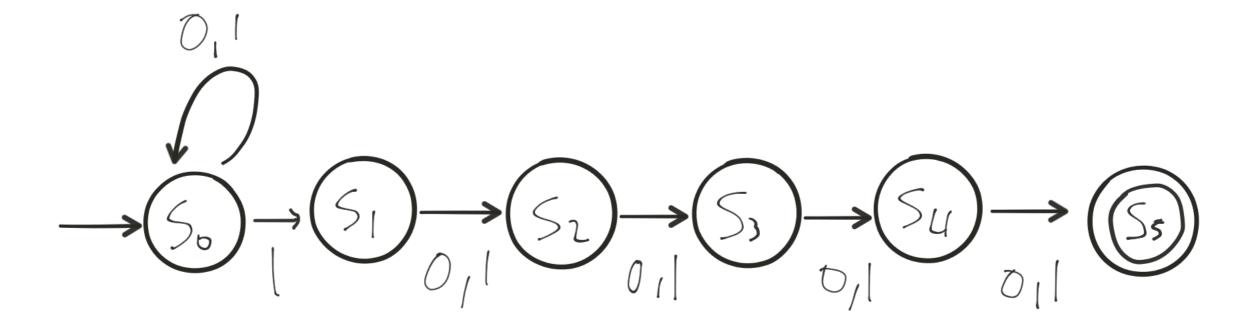


Equivalent DFA



Why NFA?

Much more compact



What does this accept?

An equivalent DFA needs 2^5 states

Extra example

Hex literals

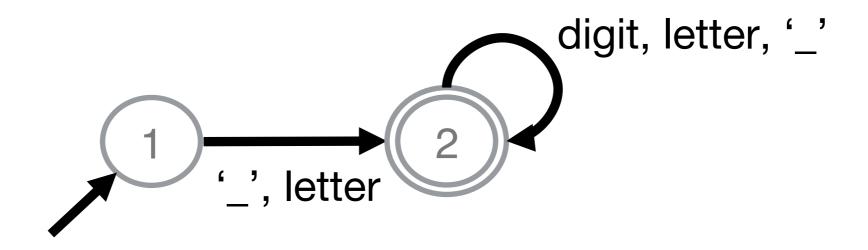
must start with 0x or 0X followed by at least one hex digit (0-9,a-f,A-F) can optionally have long specifier (I,L) at the end

Extra example

A C/C++ identifier is a sequence of one or more letters, digits, or underscores. It cannot start with a digit.

Extra Example - Part 1

A C/C++ identifier is a sequence of one or more letters, digits, or underscores. It cannot start with a digit.



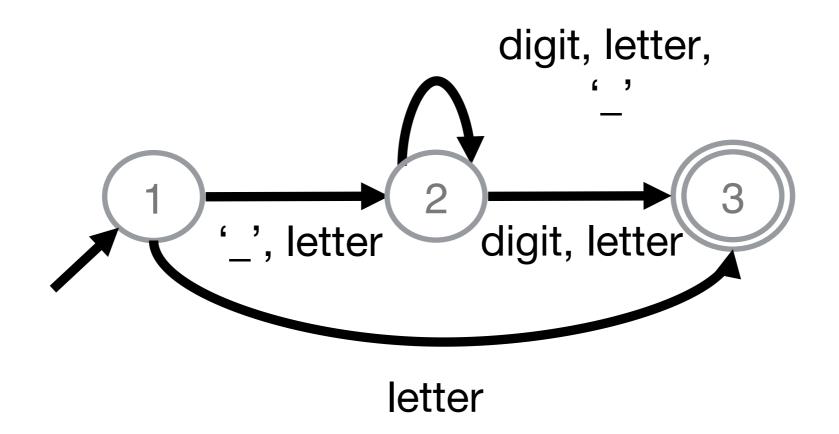
Extra example

A C/C++ identifier is a sequence of one or more letters, digits, or underscores. It cannot start with a digit.

What if you wanted to add the restriction that it can't end with an underscore?

Extra Example - Part 2

What if you wanted to add the restriction that it can't end with an underscore?



Recap

The scanner reads stream of characters and finds tokens

Tokens are defined using regular expressions, which are finite-state machines

Finite-state machines can be non-deterministic

Next time: understand connection between deterministic and non-deterministic FSMs

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