

# Compiler Design

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# Lexical Analysis

- Purpose of Lexical Analysis
- Challenges
- Recap of Formal languages & Automata theory (?)

# Lexical Analysis

- Sentences consist of string of tokens
  - For example, number, identifier, keyword, string
- Sequences of characters in a token is a lexeme
- Task: Identify Tokens and corresponding Lexemes

# Example

- Input character stream : `a = b + c ;`
- Lexemes : `< a > < = > < b > < + > < c > < ; >`
- Token Stream :  
`<id, 1> <=> <id, 2> <+> <id, 3> <;>`

`a` -> identifier

`=` -> Assignment operator

`b` -> identifier

`+` -> operator

`c` -> identifier

`;` -> Terminating symbol

# Lexical Analysis

- Discard whatever does not contribute –
  - white spaces (blanks, tabs, newlines)
  - comments
- Looking ahead –
  - How to recognize `>` and `>=` ?

# Looking ahead

- Input buffer is maintained from where characters can be read
- Pointer is maintained to keep track of how much is processed
- If needed characters can be pushed back. Usually by moving the pointer back

# Keywords & Identifiers

- Keywords and identifiers are formed by following almost same set of rules.
- Problem : how to distinguish?
- Maintain set of reserved words (Keywords)
- Once we encounter an identifier, check the collection for any match.

# A tricky problem

- In case of FORTRAN 90
- DO 5 I = 1.25
  - Here 'DO5I' is actually an identifier and assigned with value 1.25
- DO 5 I = 1, 25
  - Here 'DO' stands for keyword 'DO' for looping.



# Problem (Worst case)

- `fi (a == 5) { ...`
- Lexical analyzer will not be able to locate that 'fi' is a misspelling of keyword 'if'
- Who will take care of it ?

# How to Recognize Tokens?

- Regular languages are very efficient in describing programming language tokens
- Why Regular Languages ?
  - They are easy to understand (?)
  - Well defined theory
  - Efficient implementations available

# Formal Languages (Recap)

- An **alphabet** is a finite, nonempty set of symbols. Conventionally, we use the symbol ' $\Sigma$ ' for an alphabet.
  - Example:
  - $\Sigma = \{0, 1\}$
  - $\Sigma = \{a, b, \dots, z\}$

# Formal Languages (Recap)

- A **string** is a finite sequence of symbols chosen from some alphabet.
  - Example
  - For example, 01101 is a string from the binary alphabet  $\Sigma = \{0, 1\}$
- **Length** is the number of positions for symbols in the string. For instance, 01101 has length 5.

# Formal Languages (Recap)

- If  $\Sigma$  is an alphabet, We define  $\Sigma^k$  to be the set of strings of length  $k$ , each of whose symbols is in  $\Sigma$ 
  - $\Sigma^0 = \{\epsilon\}$ , regardless of  $\Sigma$
  - $\Sigma^1 = \{0, 1\}$ ,  $\Sigma = \{0, 1\}$
  - $\Sigma^2 = \{00, 01, 10, 11\}$ ,  $\Sigma = \{0, 1\}$
- Set of all strings over  $\Sigma$  is denoted by  $\Sigma^*$ 
  - $\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \Sigma^2 \dots$

# Formal Languages (Recap)

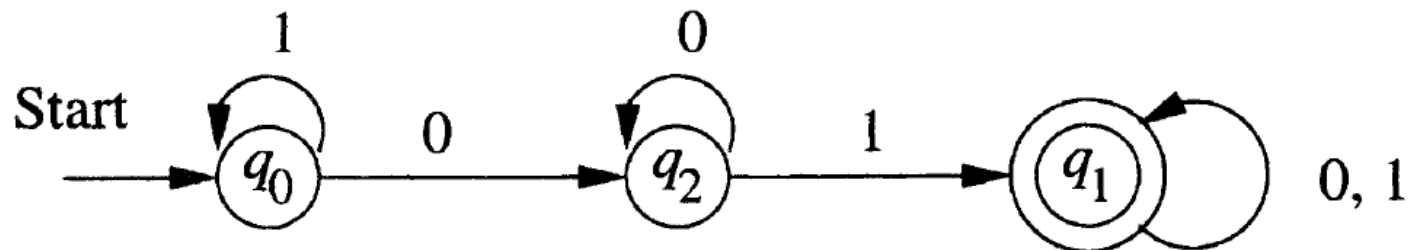
- A set of strings all of which are chosen from some  $\Sigma^*$  where  $\Sigma$  is a particular alphabet, is called a language.

# Formal Languages (Recap)

- Regular Language
  - Regular Grammar (Generated)
  - Regular Expression (Represented)
  - Finite Automata (Accepted)
- Context-free Language
  - Context-free Grammar (Generated)

# Deterministic Finite Automata

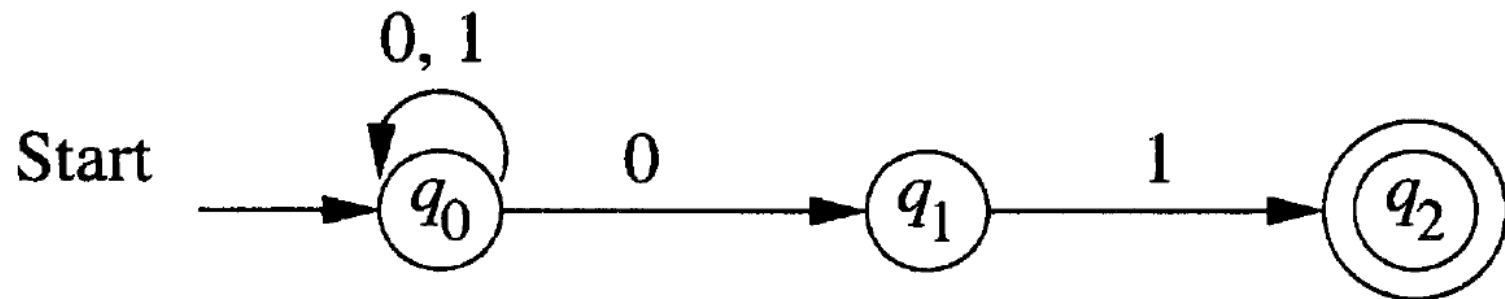
- The term "deterministic" refers to the fact that on each input there is one and only one state to which the automaton can transit from its current state.





# Non-Deterministic Finite Automata

- A "nondeterministic" finite automaton (NFA) has the power to be in several states at once.



# NFA to DFA conversion

- Every NFA can be converted to an equivalent DFA

<i>State</i>	<i>a</i>	<i>b</i>
$\rightarrow q_0$	$q_0, q_1$	$q_0$
$q_1$	$\varphi$	$q_2$
$* q_2$	$\varphi$	$\varphi$

# NFA to DFA conversion

- Once a new state is found, we need to find the transitions for that state.

<i>State</i>	<i>a</i>	<i>b</i>
$\rightarrow q_0$	$\{q_0, q_1\}$	$q_0$

# NFA to DFA conversion

<i>State</i>	<i>a</i>	<i>b</i>
$\rightarrow q_0$	$\{q_0, q_1\}$	$q_0$
$\{q_0, q_1\}$	$\{q_0, q_1\}$	$\{q_0, q_2\}$

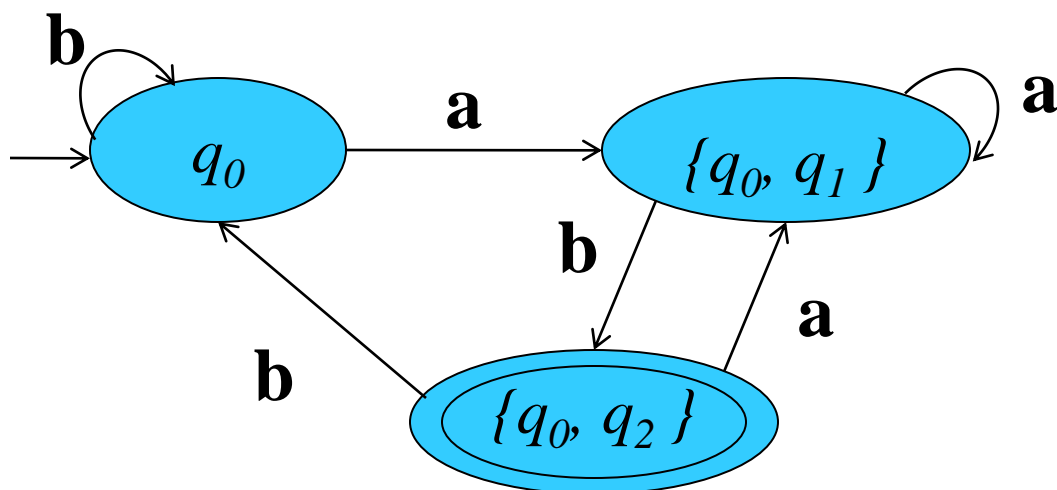
# NFA to DFA conversion

- We stop here, as no new state is left to be covered.

<i>State</i>	<i>a</i>	<i>b</i>
$\rightarrow q_0$	$\{q_0, q_1\}$	$q_0$
$\{q_0, q_1\}$	$\{q_0, q_1\}$	$\{q_0, q_2\}$
$\{q_0, q_2\}$	$\{q_0, q_1\}$	$q_0$

# NFA to DFA conversion

<i>State</i>	<i>a</i>	<i>b</i>
$\rightarrow q_0$	$\{q_0, q_1\}$	$q_0$
$\{q_0, q_1\}$	$\{q_0, q_1\}$	$\{q_0, q_2\}$
$* \{q_0, q_2\}$	$\{q_0, q_1\}$	$q_0$



# Regular Expression

- Algebraic representation of Regular Languages
- Basic operators –

Union	+
Concatenation (dot)	.
Closure (Star or Kleen Star)	*

# Regular Expression

Language	Regular Expression
$L = \{\epsilon\}$	$\epsilon$
$L = \{a\}$	$a$
$L = \{a, b\}$	$a + b$
$L = \{ab\}$	$a.b$ (or simply $ab$ )
$L = \{\epsilon, a, aa, aaa, \dots\}$	$a^*$



# Regular Expression

- Find the regular expression for all strings over  $\Sigma = \{a, b\}$  such that the length is 2

The strings are –  $\{aa, ab, ba, bb\}$

The regular expression could be –

$$= aa+ab+ba+bb$$

$$= a.(a+b) + b.(a+b)$$

$$= (a+b).(a+b)$$

# Regular Expression

- Find the regular expression for all strings over  $\Sigma = \{a, b\}$  such that the length is **at least 2**

The strings are –  $\{aa, ab, ba, bb, aaa, aab, \dots\}$

Solution –  $(a+b)(a+b)(a+b)^*$

Note: The concatenation (dot) operator is omitted.

# Grammar

- There are four components of a Grammar
  - Set of non-terminals (V)
  - Set of terminals (T)
  - Set of production rules (P)
  - Start symbol (S)
- Production rules are of the form –  
Head  $\rightarrow$  Body
- When production rules are applied, the ‘head’ is replaced by the ‘body’ of the production rule.

# Regular Grammar

- Grammar having production rules of the following form are called Regular Grammar;

$$S \rightarrow a$$

$$S \rightarrow aB$$

$$S \rightarrow Ba$$

where,  $S, B \in V, a \in T$

# Context-free Grammar

- Grammar having production rules of the following form are called Context-free Grammar;

$$A \rightarrow \alpha$$

Where,  $A \in V, \alpha \in (V \cup T)^*$

# Derivation

- Consider the following grammar;  
 $S \rightarrow S S + \mid S S * \mid a$ . Derive the string 'aa+'?

$S \rightarrow S S +$  using rule (i)  
 $\rightarrow a S +$  using rule (iii)  
 $\rightarrow a a +$  using rule (iii)

# Leftmost / Rightmost derivation

- Consider the following grammar;  
 $S \rightarrow S S + \mid S S * \mid a$ . Show the leftmost derivation the string 'aa+'?

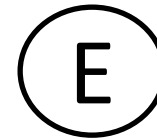
$S \rightarrow \boxed{S} S +$  using rule (i)  
 $\rightarrow \boxed{a} \boxed{S} +$  using rule (iii)  
 $\rightarrow a \boxed{a} +$  using rule (iii)

# Parse Tree

$$E \rightarrow E + E$$

$$E \rightarrow E * E$$

$$E \rightarrow id$$



Derive string  $id + id * id$

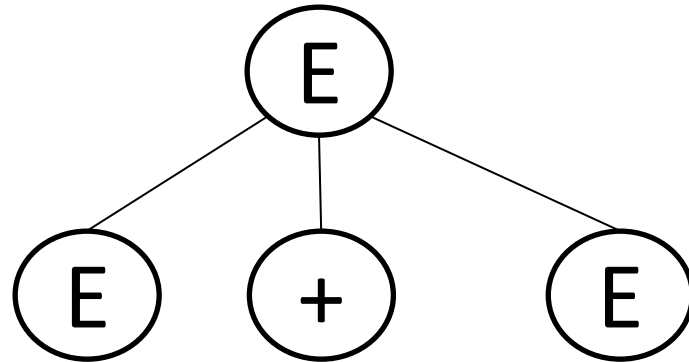


# Parse Tree

$$E \rightarrow E + E$$

$$E \rightarrow E * E$$

$$E \rightarrow id$$



Derive string  $id + id * id$

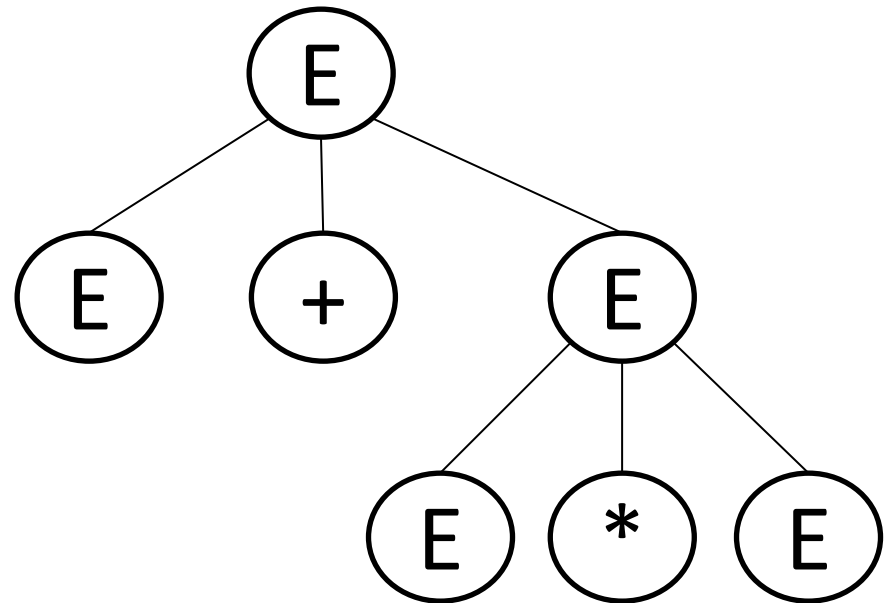
# Parse Tree

$$E \rightarrow E + E$$

$$E \rightarrow E * E$$

$$E \rightarrow id$$

Derive string  $id + id * id$



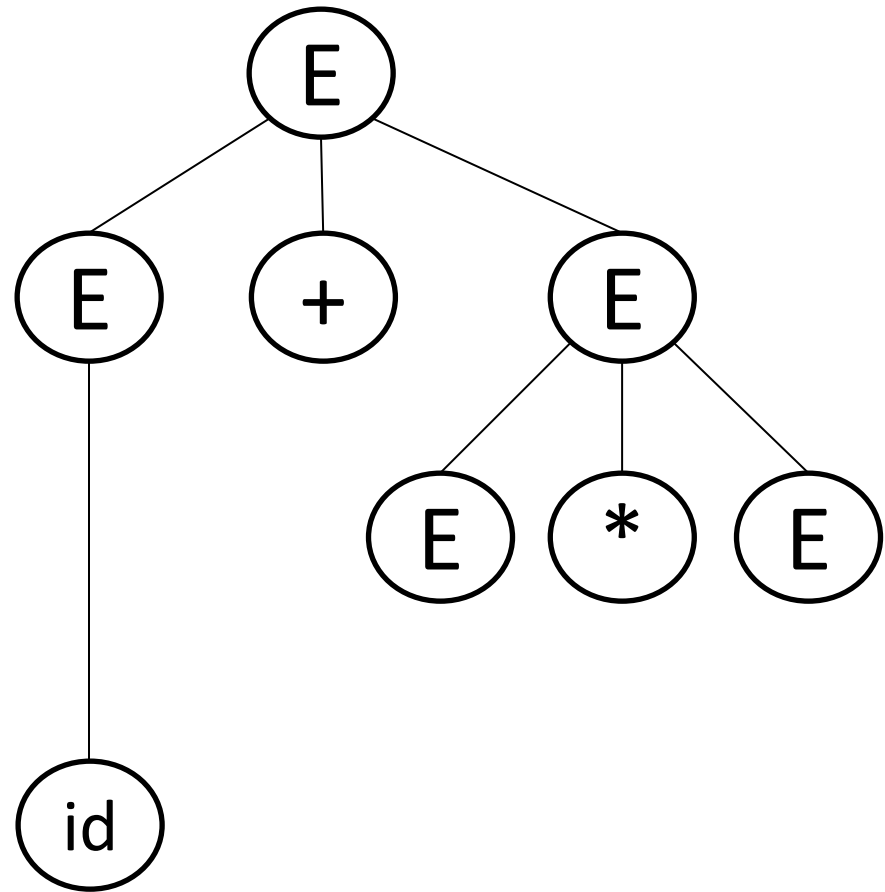
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$$E \rightarrow id$$

Derive string  $id + id * id$



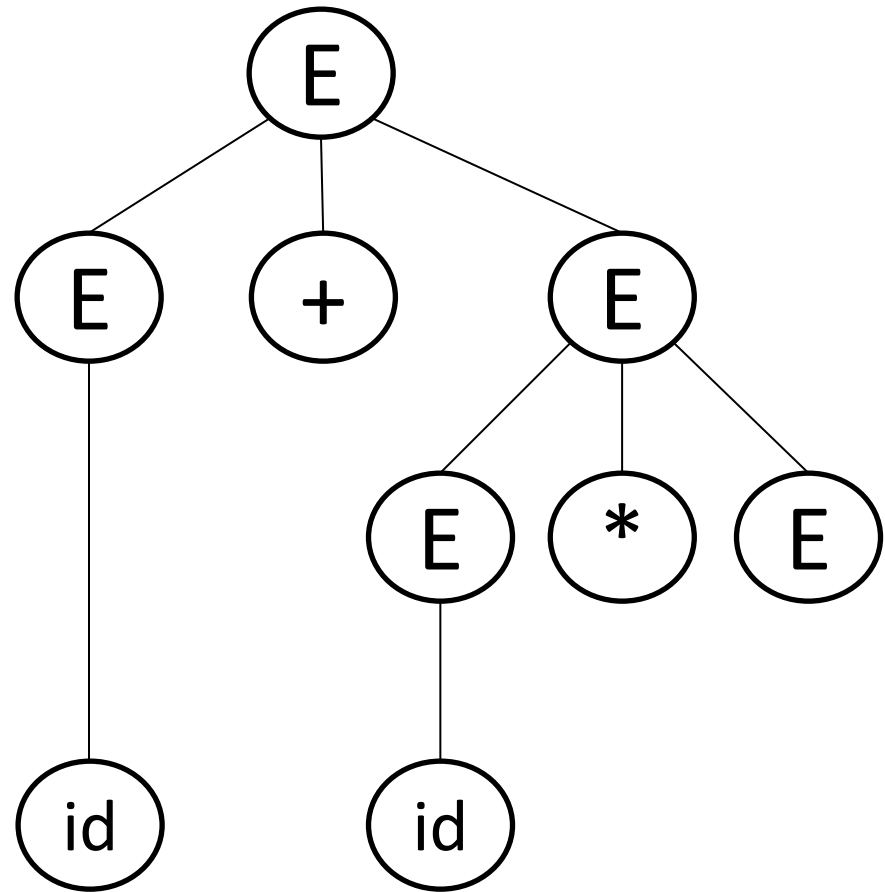
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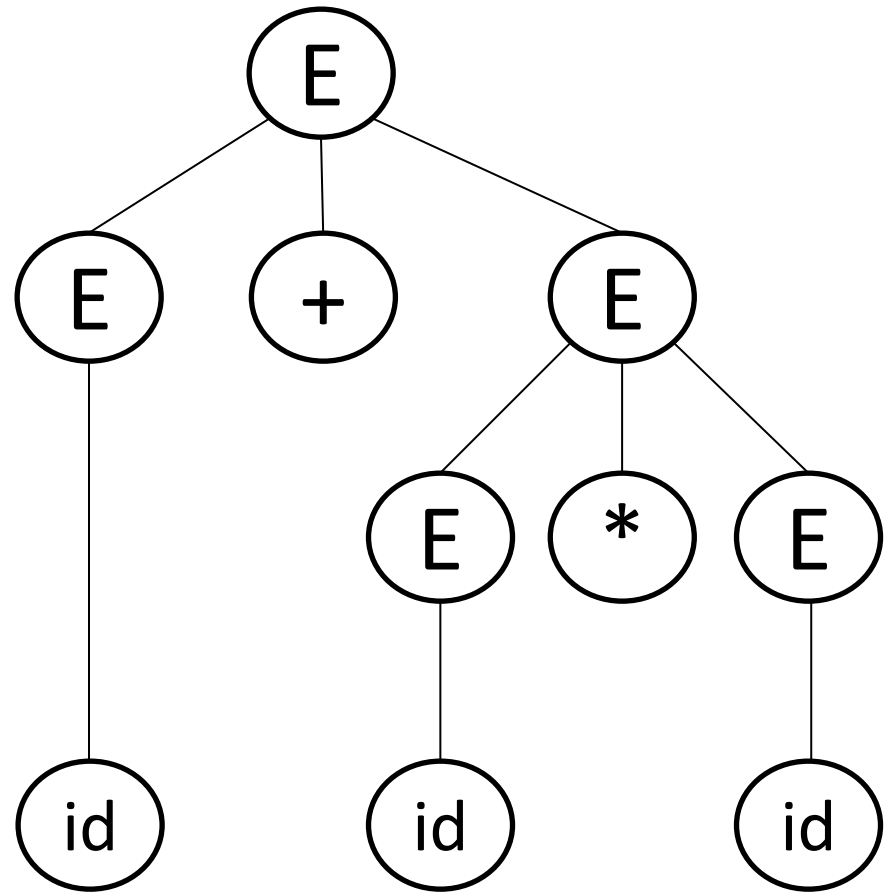
# Parse Tree

$$E \rightarrow E + E$$

$$E \rightarrow E * E$$

$$E \rightarrow id$$

Derive string  $id + id * id$



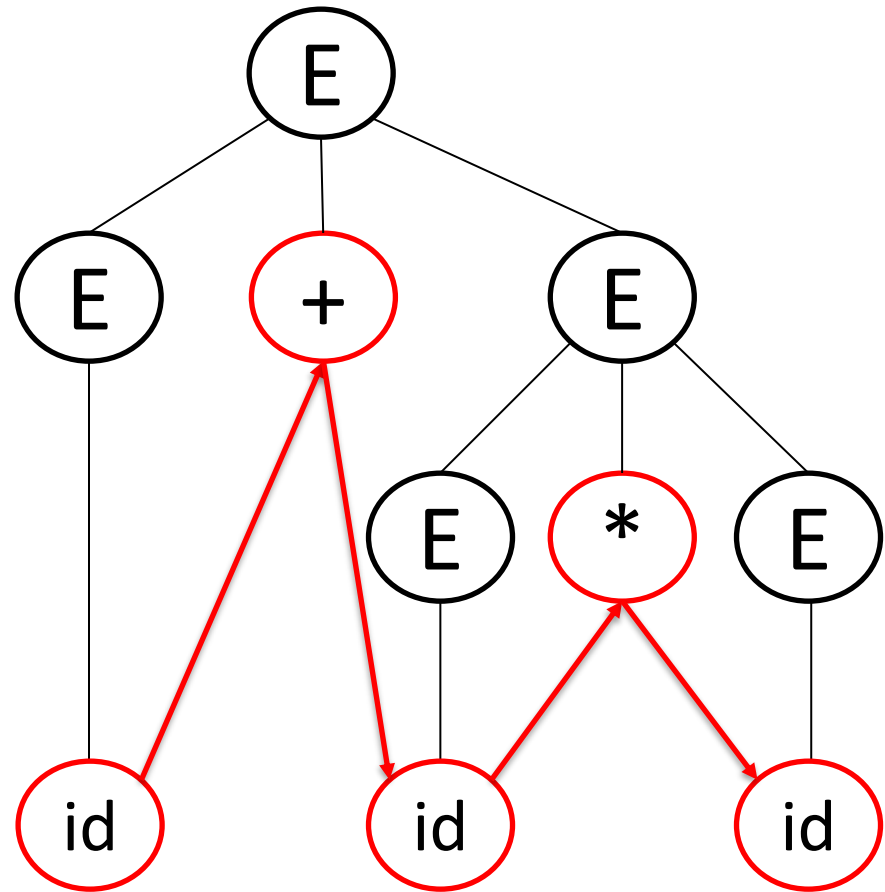
# Parse Tree

$$E \rightarrow E + E$$

$$E \rightarrow E * E$$

$$E \rightarrow id$$

Derive string  $id + id * id$



# Ambiguity of Grammar

- For same string, if there exists two different parse trees, the grammar is said to be ambiguous.

