Scanner

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Columbia University

* Course website: https://www.cs.columbia.edu/ rgu/courses/4115/spring2019

** These slides are borrowed from Prof. Edwards.

The Big Picture

The First Question

How do you represent one of many things?

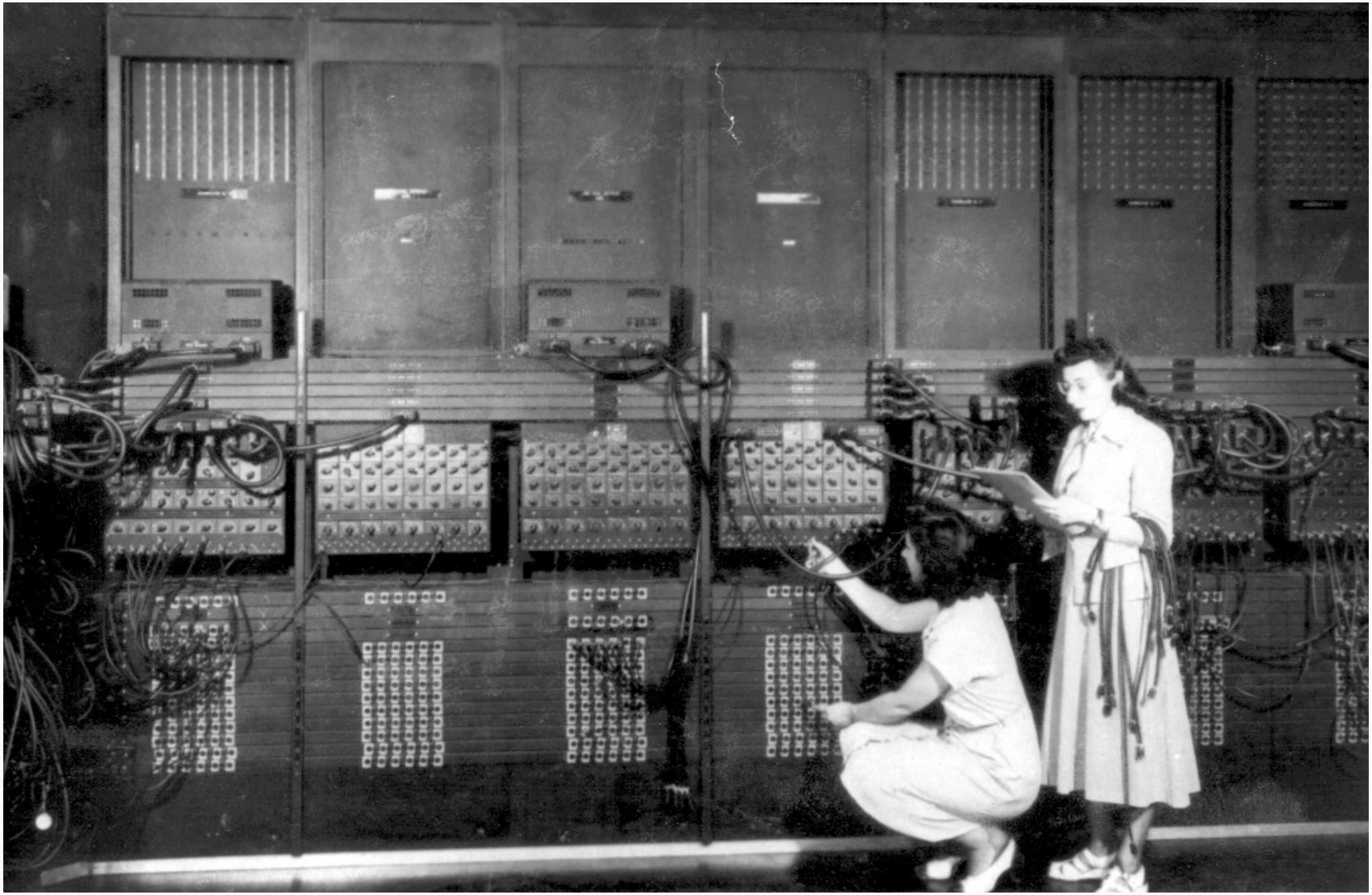
Compilers should accept many programs;
how do we describe which one we want?

Use continuously varying values?

Very efficient, but has serious noise issues

Edison Model B Home Cylinder phonograph, 1906

The ENIAC: Programming with Spaghetti



Have one symbol per thing?

Works nicely when there are only a few things

Sholes and Glidden Typewriter, E. Remington and Sons, 1874

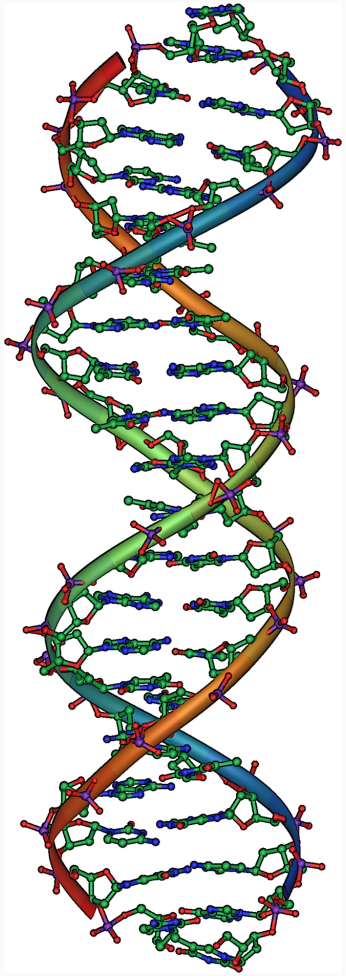
Have one symbol per thing?

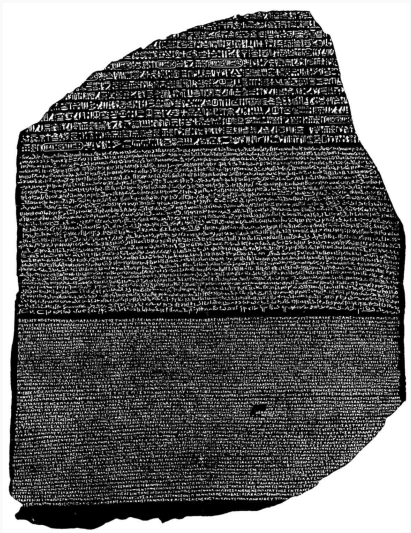
Not so good when there are many, many things

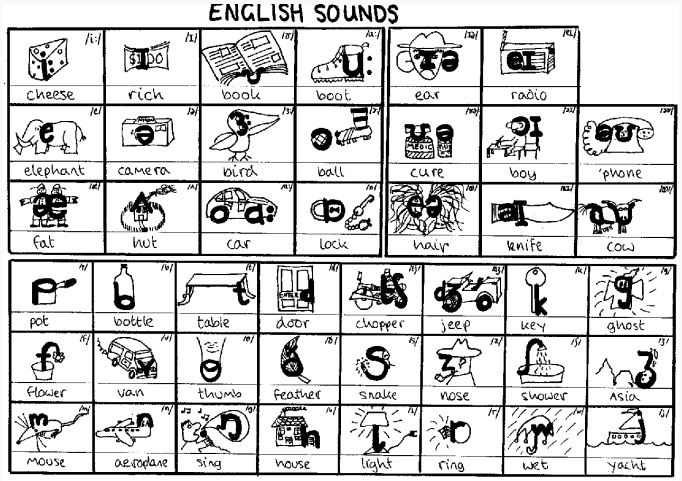
Nippon Typewriter SH-280, 2268 keys

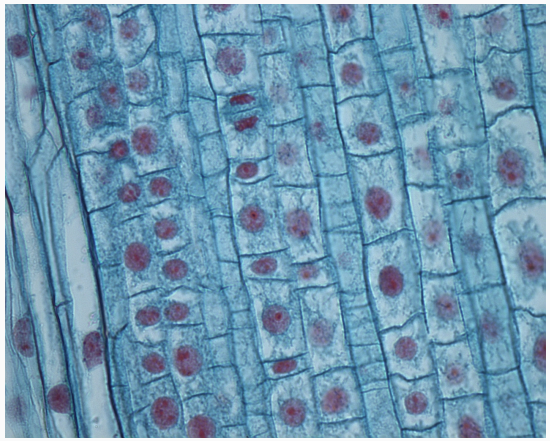
Solution: Use a Discrete Combinatorial System

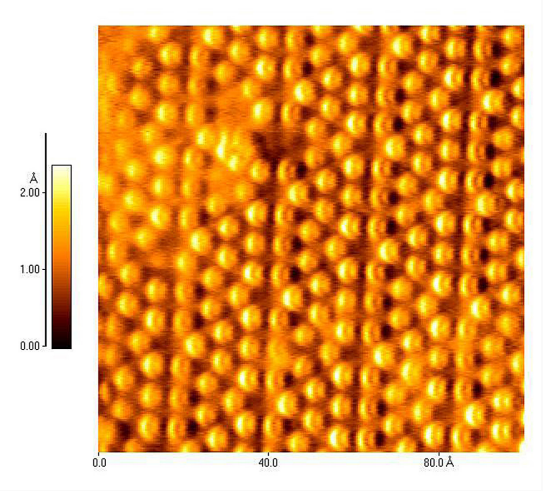
Use *combinations* of a *small number of things* to represent (exponentially) many different things.





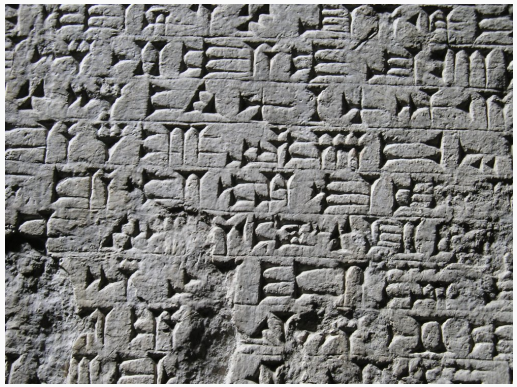




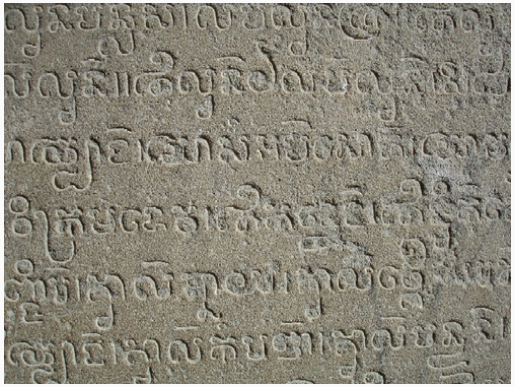


Every Human Writing System Does This

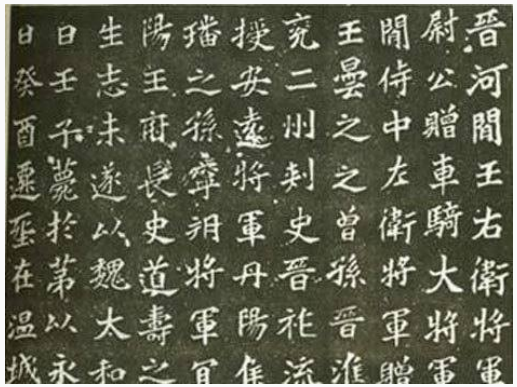
Hieroglyphics (24+)



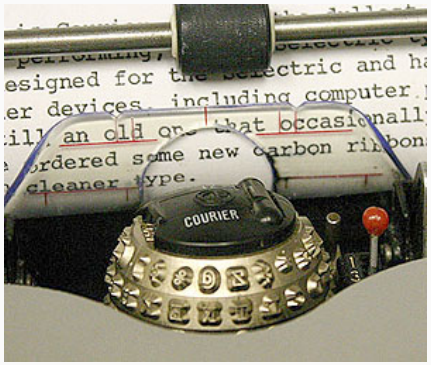
Cuneiform (1000 – 300)



Sanskrit (36)



Chinese (214 – 4000)



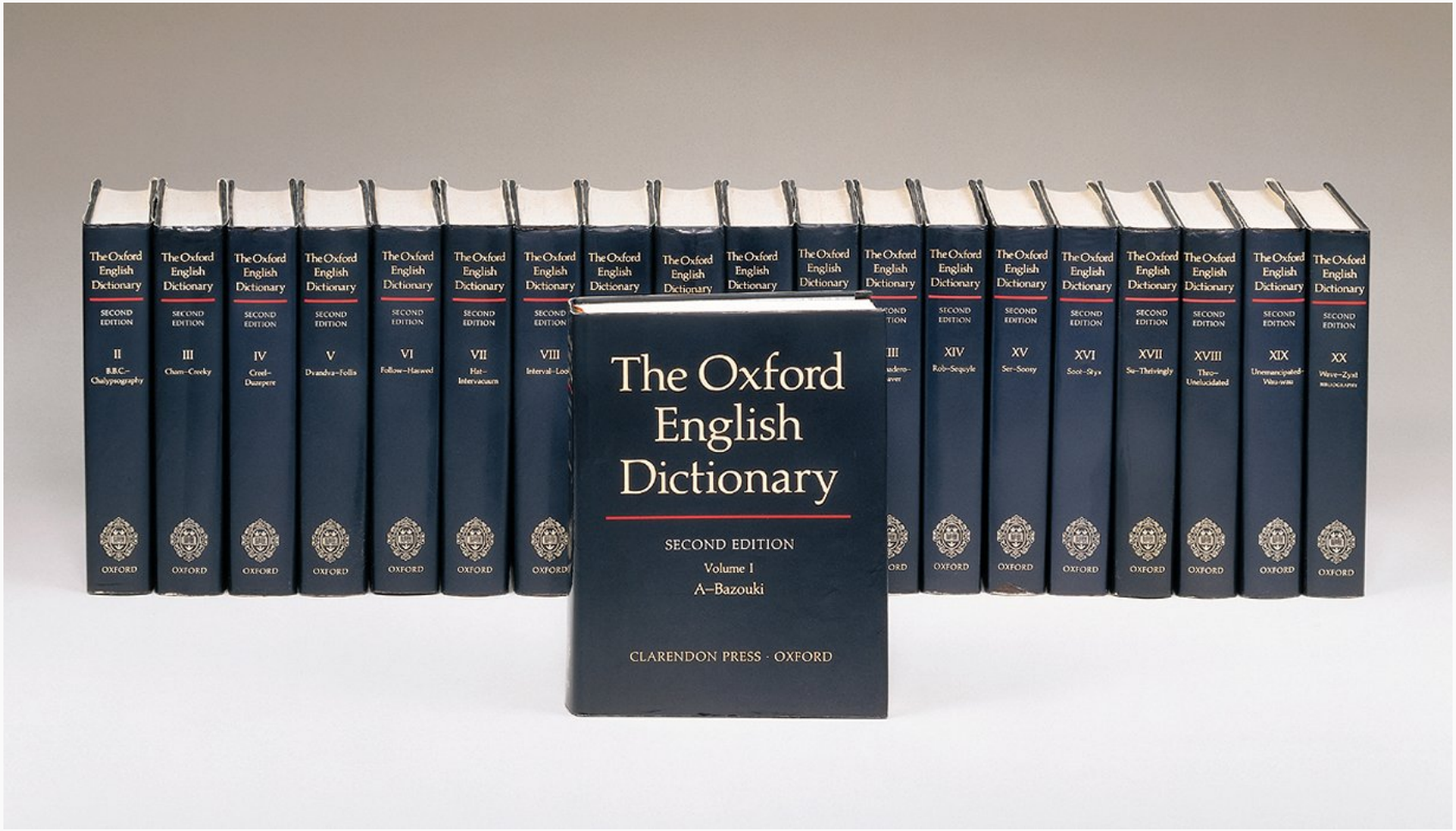
IBM Selectric (88–96)

The Second Question

How do you describe only certain combinations?

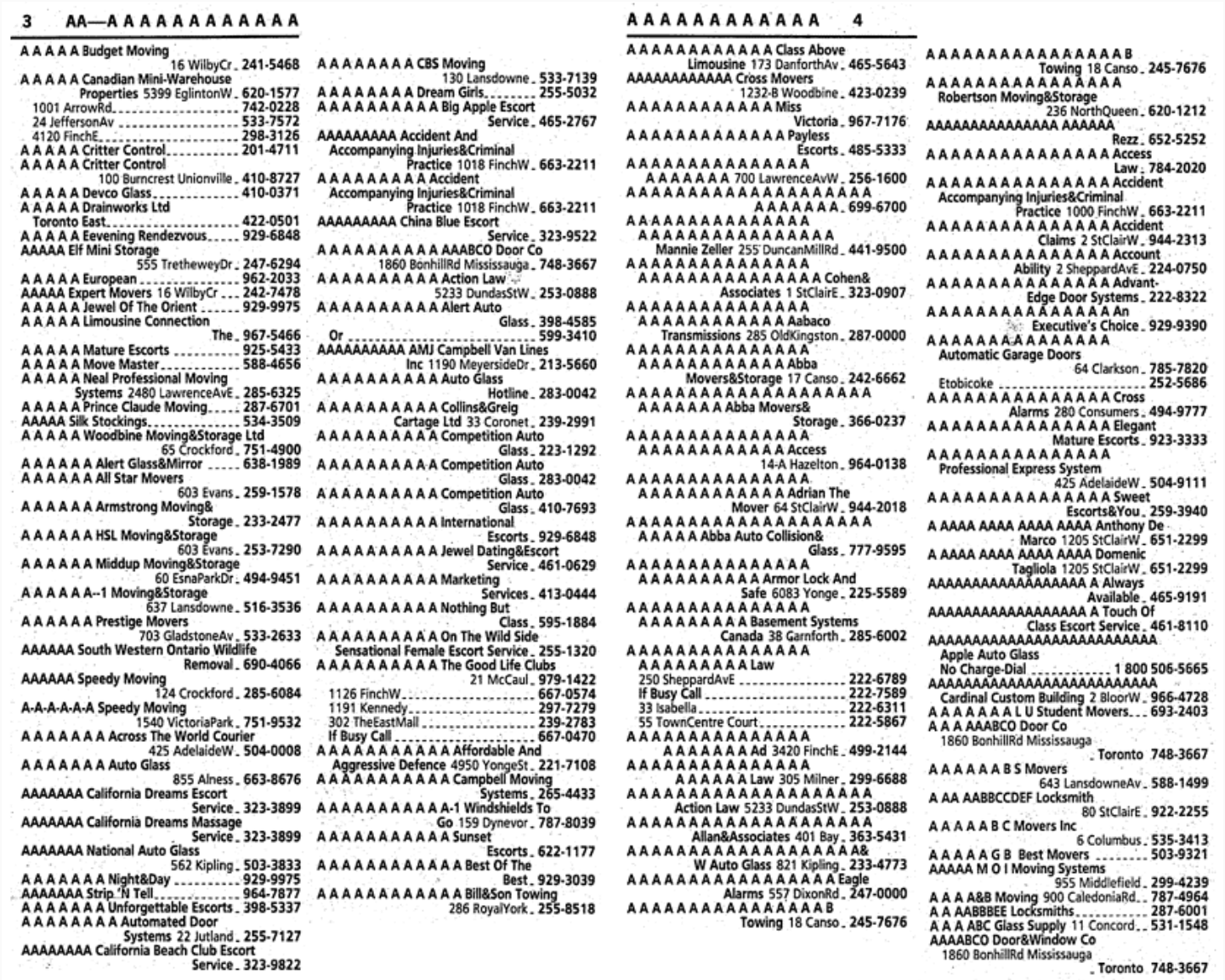
Compilers should only accept correct programs;
how should a compiler check that its input is correct?

Just List Them?



Gets annoying for large numbers of combinations

Just List Them?



3 AA—AAAAAAAAAAAA

AAAAA Budget Moving 16 WilbyCr . 241-5468
AAAAA Canadian Mini-Warehouse Properties 5399 EglintonW . 620-1577
1001 ArrowRd . 742-0228
24 JeffersonAv . 533-7572
4120 FinchE . 298-3126
AAAAA Critter Control . 201-4711
AAAAA Critter Control 100 Burncrest Unionville . 410-8727
AAAAA Devco Glass . 410-0371
AAAAA Drainworks Ltd Toronto East . 422-0501
AAAAA Eevening Rendezvous . 929-6848
AAAAA Elf Mini Storage 555 TretheweyDr . 247-6294
AAAAA European . 962-2033
AAAAA Expert Movers 16 WilbyCr . 242-7478
AAAAA Jewel Of The Orient . 929-9975
AAAAA Limousine Connection The . 967-5466
AAAAA Mature Escorts . 925-5433
AAAAA Move Master . 588-4656
AAAAA Neal Professional Moving Systems 2480 LawrenceAvE . 285-6325
AAAAA Prince Claude Moving . 287-6701
AAAAA Silk Stockings . 534-3509
AAAAA Woodbine Moving&Storage Ltd 65 Crockford . 751-4900
AAAAAA Alert Glass&Mirror . 638-1989
AAAAAA All Star Movers 603 Evans . 259-1578
AAAAAA Armstrong Moving& Storage . 233-2477
AAAAAA HSL Moving&Storage 603 Evans . 253-7290
AAAAAA Middup Moving&Storage 60 EsnaParkDr . 494-9451
AAAAAA--1 Moving&Storage 637 Lansdowne . 516-3536
AAAAAA Prestige Movers 703 GladstoneAv . 533-2633
AAAAAA South Western Ontario Wildlife Removal . 690-4066
AAAAAA Speedy Moving 124 Crockford . 285-6084
A-A-A-A-A-A Speedy Moving 1540 VictoriaPark . 751-9532
AAAAAAA Across The World Courier 425 AdelaideW . 504-0008
AAAAAAA Auto Glass 855 Alness . 663-8676
AAAAAAA California Dreams Escort Service . 323-3899
AAAAAAA California Dreams Massage Service . 323-3899
AAAAAAA National Auto Glass 562 Kipling . 503-3833
AAAAAAA Night&Day . 929-9975
AAAAAAA Strip 'N Tell . 964-7877
AAAAAAA Unforgettable Escorts . 398-5337
AAAAAAAA Automated Door Systems 22 Jutland . 255-7127
AAAAAAAA California Beach Club Escort Service . 323-9822
AAAAAAAA CBS Moving 130 Lansdowne . 533-7139
AAAAAAAA Dream Girls . 255-5032
AAAAAAAAA Big Apple Escort Service . 465-2767
AAAAAAAAA Accident And Accompanying Injuries&Criminal Practice 1018 FinchW . 663-2211
AAAAAAAAA Accident Accompanying Injuries&Criminal Practice 1018 FinchW . 663-2211
AAAAAAAAA China Blue Escort Service . 323-9522
AAAAAAAAAA AAABCO Door Co 1860 BonhillRd Mississauga . 748-3667
AAAAAAAAAA Action Law 5233 DundasStW . 253-0888
AAAAAAAAAA Alert Auto Glass . 398-4585
Or . 599-3410
AAAAAAAAAA AMJ Campbell Van Lines Inc 1190 MeyersideDr . 213-5660
AAAAAAAAAA Auto Glass Hotline . 283-0042
AAAAAAAAAA Collins&Greig Cartage Ltd 33 Coronet . 239-2991
AAAAAAAAAA Competition Auto Glass . 223-1292
AAAAAAAAAA Competition Auto Glass . 283-0042
AAAAAAAAAA Competition Auto Glass . 410-7693
AAAAAAAAAA International Escorts . 929-6848
AAAAAAAAAA Jewel Dating&Escort Service . 461-0629
AAAAAAAAAA Marketing Services . 413-0444
AAAAAAAAAA Nothing But Class . 595-1884
AAAAAAAAAA On The Wild Side Sensational Female Escort Service . 255-1320
AAAAAAAAAA The Good Life Clubs 21 McCaul . 979-1422
1126 FinchW . 667-0574
1191 Kennedy . 297-7279
302 TheEastMall . 239-2783
If Busy Call . 667-0470
AAAAAAAAAAA Affordable And Aggressive Defence 4950 YongeSt . 221-7108
AAAAAAAAAAA Campbell Moving Systems . 265-4433
AAAAAAAAAAA-1 Windshields To Go 159 Dynevor . 787-8039
AAAAAAAAAAA Sunset Escorts . 622-1177
AAAAAAAAAAAA Best Of The Best . 929-3039
AAAAAAAAAAAA Bill&Son Towing 286 RoyalYork . 255-8518

AAAAAAAAAAAA 4

AAAAAAAAAAAA Class Above Limousine 173 DanforthAv . 465-5643
AAAAAAAAAAA Cross Movers 1232-B Woodbine . 423-0239
AAAAAAAAAAAA Miss Victoria . 967-7176
AAAAAAAAAAAA Payless Escorts . 485-5333
AAAAAAAAAAAAAA AAAAAAA 700 LawrenceAvW . 256-1600
AAAAAAAAAAAAAAAAAAA AAAAAAA . 699-6700
AAAAAAAAAAAAAAA AAAAAAAAAAAAAAA Mannie Zeller 255 DuncanMillRd . 441-9500
AAAAAAAAAAAAAAA AAAAAAAAAAAAAAA Cohen& Associates 1 StClairE . 323-0907
AAAAAAAAAAAAAAA AAAAAAAAAAAAAAA Aabaco Transmissions 285 OldKingston . 287-0000
AAAAAAAAAAAAAAA AAAAAAAAAAAAAAA Abba Movers&Storage 17 Canso . 242-6662
AAAAAAAAAAAAAAAAAAAA AAAAAAA Abba Movers& Storage . 366-0237
AAAAAAAAAAAAAAA AAAAAAAAAAAAAAA Access 14-A Hazelton . 964-0138
AAAAAAAAAAAAAAA AAAAAAAAAAAAAAA Adrian The Mover 64 StClairW . 944-2018
AAAAAAAAAAAAAAAAAAAA AAAAA Abba Auto Collision& Glass . 777-9595
AAAAAAAAAAAAAAA AAAAAAAAAA Armor Lock And Safe 6083 Yonge . 225-5589
AAAAAAAAAAAAAAA AAAAAAAAA Basement Systems Canada 38 Garnforth . 285-6002
AAAAAAAAAAAAAAA AAAAAAAAA Law 250 SheppardAvE . 222-6789
If Busy Call . 222-7589
33 Isabella . 222-6311
55 TownCentre Court . 222-5867
AAAAAAAAAAAAAAA AAAAAAAAA Ad 3420 FinchE . 499-2144
AAAAAAAAAAAAAAA AAAAAA Law 305 Milner . 299-6688
AAAAAAAAAAAAAAAAAAAA Action Law 5233 DundasStW . 253-0888
AAAAAAAAAAAAAAAAAAAA Allan&Associates 401 Bay . 363-5431
AAAAAAAAAAAAAAAAAAAA& W Auto Glass 821 Kipling . 233-4773
AAAAAAAAAAAAAAAAAA Eagle Alarms 557 DixonRd . 247-0000
AAAAAAAAAAAAAAAAA B Towing 18 Canso . 245-7676
AAAAAAAAAAAAAAAA B Towing 18 Canso . 245-7676
AAAAAAAAAAAAAAA Robertson Moving&Storage 236 NorthQueen . 620-1212
AAAAAAAAAAAAAAA AAAAAA Rezz . 652-5252
AAAAAAAAAAAAAAAA Access Law . 784-2020
AAAAAAAAAAAAAAAA Accident Accompanying Injuries&Criminal Practice 1000 FinchW . 663-2211
AAAAAAAAAAAAAAAA Accident Claims 2 StClairW . 944-2313
AAAAAAAAAAAAAAAA Account Ability 2 SheppardAvE . 224-0750
AAAAAAAAAAAAAAAA Advant-Edge Door Systems . 222-8322
AAAAAAAAAAAAAAAA An Executive's Choice . 929-9390
AAAAAAAAAAAAAAA Automatic Garage Doors 64 Clarkson . 785-7820
Etobicoke . 252-5686
AAAAAAAAAAAAAAA Cross Alarms 280 Consumers . 494-9777
AAAAAAAAAAAAAAA Elegant Mature Escorts . 923-3333
AAAAAAAAAAAAAAA Professional Express System 425 AdelaideW . 504-9111
AAAAAAAAAAAAAAA Sweet Escorts&You . 259-3940
A AAAA AAAA AAAA AAAA Anthony De Marco 1205 StClairW . 651-2299
A AAAA AAAA AAAA AAAA Domenic Tagliola 1205 StClairW . 651-2299
AAAAAAAAAAAAAAAAA A Always Available . 465-9191
AAAAAAAAAAAAAAAAA A Touch Of Class Escort Service . 461-8110
AAAAAAAAAAAAAAAAAAAAAAAAA Apple Auto Glass No Charge-Dial . 1 800 506-5665
AAAAAAAAAAAAAAAAAAAAAAAAA Cardinal Custom Building 2 BloorW . 966-4728
A A A A A A A L U Student Movers . 693-2403
A A A AAABCO Door Co 1860 BonhillRd Mississauga . Toronto 748-3667
A A A A A A B S Movers 643 LansdowneAv . 588-1499
A AA AABBCCDEF Locksmith 80 StClairE . 922-2255
A A A A A B C Movers Inc 6 Columbus . 535-3413
A A A A A G B Best Movers . 503-9321
AAAAA M O I Moving Systems 955 Middlefield . 299-4239
A A A A&B Moving 900 CaledoniaRd . 787-4964
A A AABBBEE Locksmiths . 287-6001
A A A ABC Glass Supply 11 Concord . 531-1548
AAAABCO Door&Window Co 1860 BonhillRd Mississauga . Toronto 748-3667

Can be really redundant

Choices: CS Research Jargon Generator

Pick one from each column

an integrated	mobile	network
a parallel	functional	preprocessor
a virtual	programmable	compiler
an interactive	distributed	system
a responsive	logical	interface
a synchronized	digital	protocol
a balanced	concurrent	architecture
a virtual	knowledge-based	database
a meta-level	multimedia	algorithm

E.g., “a responsive knowledge-based preprocessor.”

http://www.cs.purdue.edu/homes/dec/essay.topic.generator.html

Rooter: A Methodology for the Typical Unif of Access Points and Redundancy

Jeremy Stribling, Daniel Aguayo and Maxwell Krohn

Abstract

Many physicists would agree that, had it not been for congestion control, the evaluation of web browsers might never have occurred. In fact, few hackers worldwide would disagree with the essential unification of voice-over-IP and public-private key pair. In order to solve this riddle, we confirm that SMPs can be made stochastic, cacheable, and interposable.

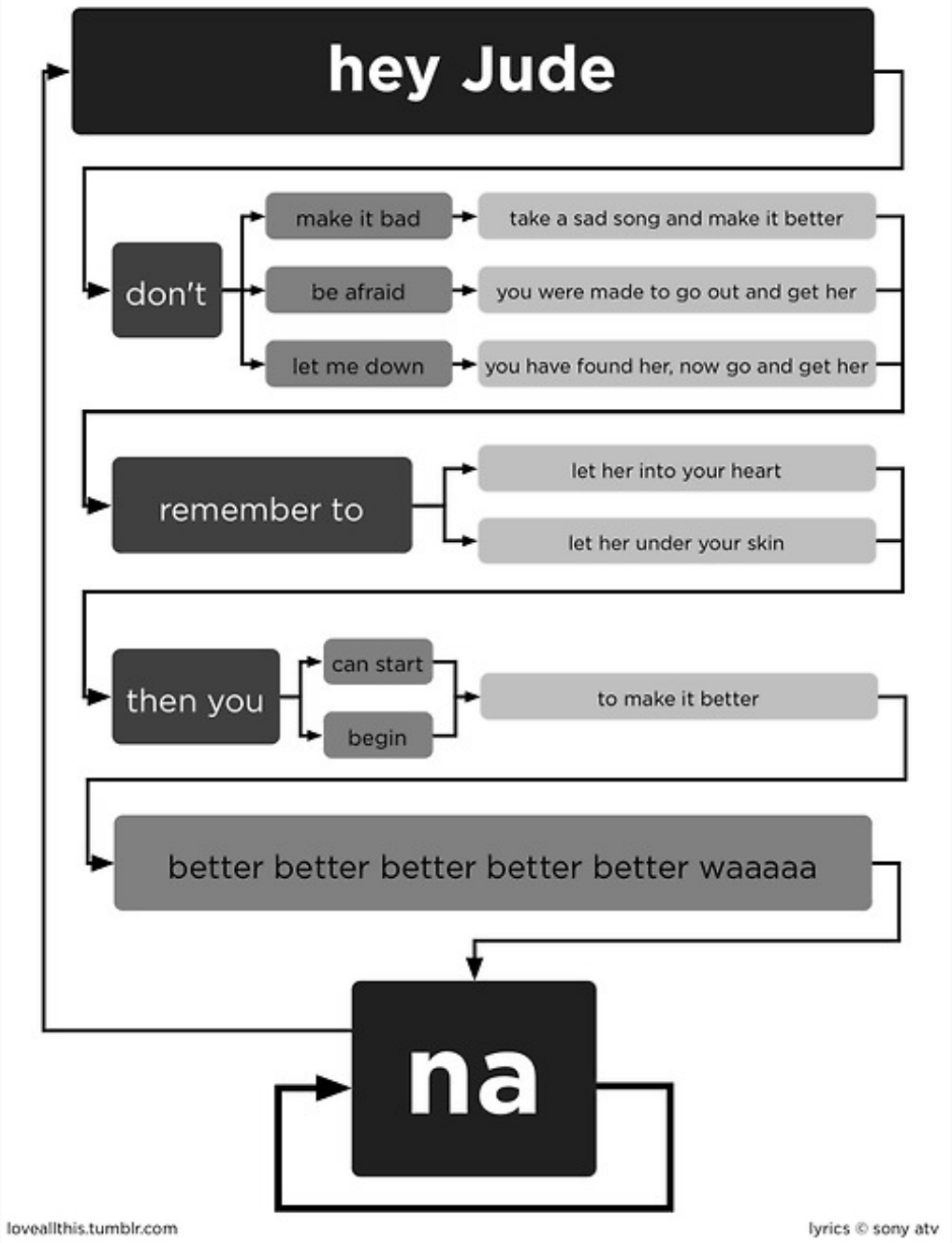
I. Introduction

Many scholars would agree that, had it not been for active networks, the simulation of Lamport clocks might never have occurred. The notion that end-users synchronize with the investigation of Markov models is rarely outdated. A theoretical grand challenge in theory is the important unification

The rest of this paper is organized as follo
we motivate the need for fiber-optic cables
work in context with the prior work in th
dress this obstacle, we disprove that even th
tauted autonomous algorithm for the constru
to-analog converters by Jones [10] is NP-c
oriented languages can be made signed, de
signed. Along these same lines, to accomplish
concentrate our efforts on showing that the fa
algorithm for the exploration of robots by Sa
$\Omega((n + \log n))$ time [22]. In the end, we con

II. Architecture

Our research is principled. Consider the ea
by Martin and Smith; our model is similar,



http://loveallthis.tumblr.com/post/506873221

How about more structured collections of things?

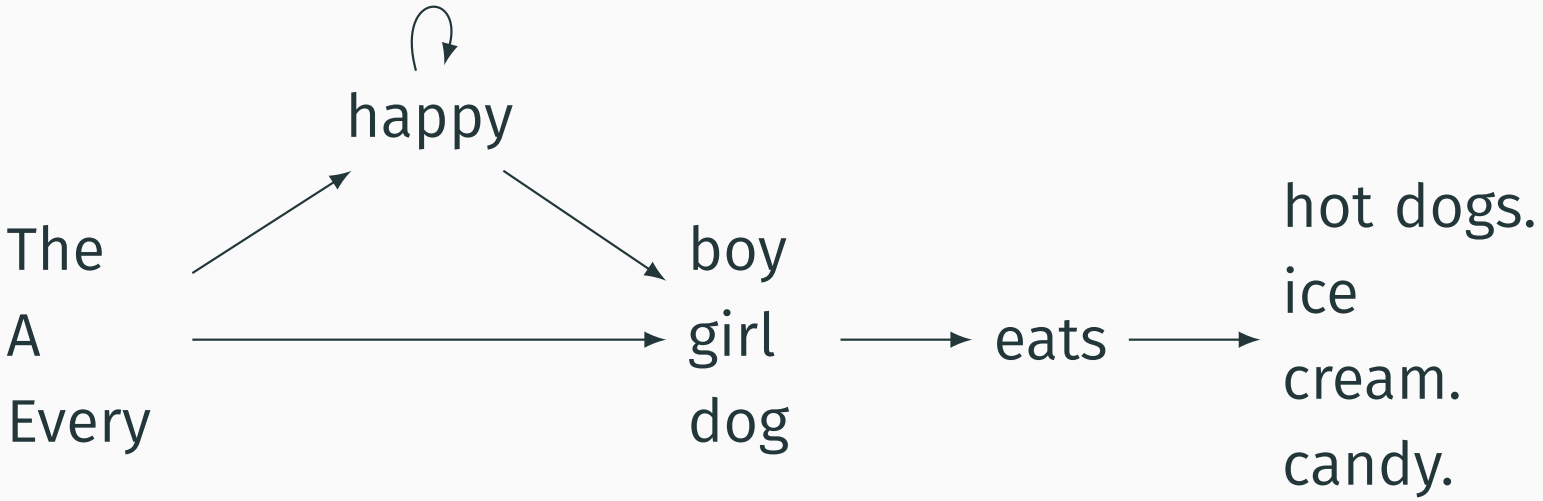
The boy eats hot dogs.

The dog eats ice cream.

Every happy girl eats candy.

A dog eats candy.

The happy happy dog eats hot dogs.



Pinker, *The Language Instinct*

Lexical Analysis

Lexical Analysis (Scanning)

Translate a stream of characters to a stream of tokens

$$\mathrm{f\ o\ o\ \sqcup = \sqcup\ a + \sqcup\ bar\ (\ 0\ ,\ \sqcup\ 42\ ,\ \sqcup\ q\ )\ ;}$$

ID EQUALS ID PLUS ID LPAREN NUM COMMA ID LPAREN SEMI

Token	Lexemes	Pattern
EQUALS	$=$	an equals sign
PLUS	$+$	a plus sign
ID	$\mathrm{a\ foo\ bar}$	letter followed by letters or digits
NUM	$0\ 42$	one or more digits

Lexical Analysis

Goal: simplify the job of the parser and reject some wrong programs, e.g.,

```
%#@$^#!@#%#$
```

is not a C program[†]

Scanners are usually much faster than parsers.

Discard as many irrelevant details as possible (e.g., whitespace, comments).

Parser does not care that the identifer is "supercalifragilisticexpialidocious."

Parser rules are only concerned with tokens.

[†] It is what you type when your head hits the keyboard

Describing Tokens

Alphabet: A finite set of symbols

Examples: $\{$ 0, 1 $\}$, $\{$ A, B, C, …, Z $\}$, ASCII, Unicode

String: A finite sequence of symbols from an alphabet

Examples: ϵ (the empty string), Ronghui, $\alpha\beta\gamma$

Language: A set of strings over an alphabet

Examples: $\emptyset$ (the empty language), $\{$ 1, 11, 111, 1111 $\}$, all English words, strings that start with a letter followed by any sequence of letters and digits

Operations on Languages

Let $L = \{\ \epsilon$, wo $\}$, $M = \{$ man, men $\}$

Concatenation: Strings from one followed by the other

$LM = \{$ man, men, woman, women $\}$

Union: All strings from each language

$L \cup M = \{\epsilon$, wo, man, men $\}$

Kleene Closure: Zero or more concatenations

$M^* = \{\epsilon\} \cup M \cup MM \cup MMM \cdots =$
$\{\epsilon$, man, men, manman, manmen, menman, menmen, manmanman, manmanmen, manmenman, $\ldots\}$

Regular Expressions over an Alphabet Σ

A standard way to express languages for tokens.

1. ϵ is a regular expression that denotes $\{\epsilon\}$
2. If $a \in \Sigma$, a is an RE that denotes $\{a\}$
3. If r and s denote languages $L(r)$ and $L(s)$,

$(r) \mid (s)$	denotes	$L(r) \cup L(s)$
$(r)(s)$		$\{tu : t \in L(r), u \in L(s)\}$
$(r)^*$		$\cup_{i=0}^{\infty} L(r)^i$
	where	$L(r)^0 = \{\epsilon\}$
	and	$L(r)^i = L(r)L(r)^{i-1}$

Regular Expression Examples

$\Sigma = \{a, b\}$

Regexp.	Language
$a \mid b$	$\{a, b\}$
$(a \mid b)(a \mid b)$	$\{aa, ab, ba, bb\}$
a^*	$\{\epsilon, a, aa, aaa, aaaa, \ldots\}$
$(a \mid b)^*$	$\{\epsilon, a, b, aa, ab, ba, bb, aaa, aab, aba, abb, \ldots\}$
$a \mid a^*b$	$\{a, b, ab, aab, aaab, aaaab, \ldots\}$

Specifying Tokens with REs

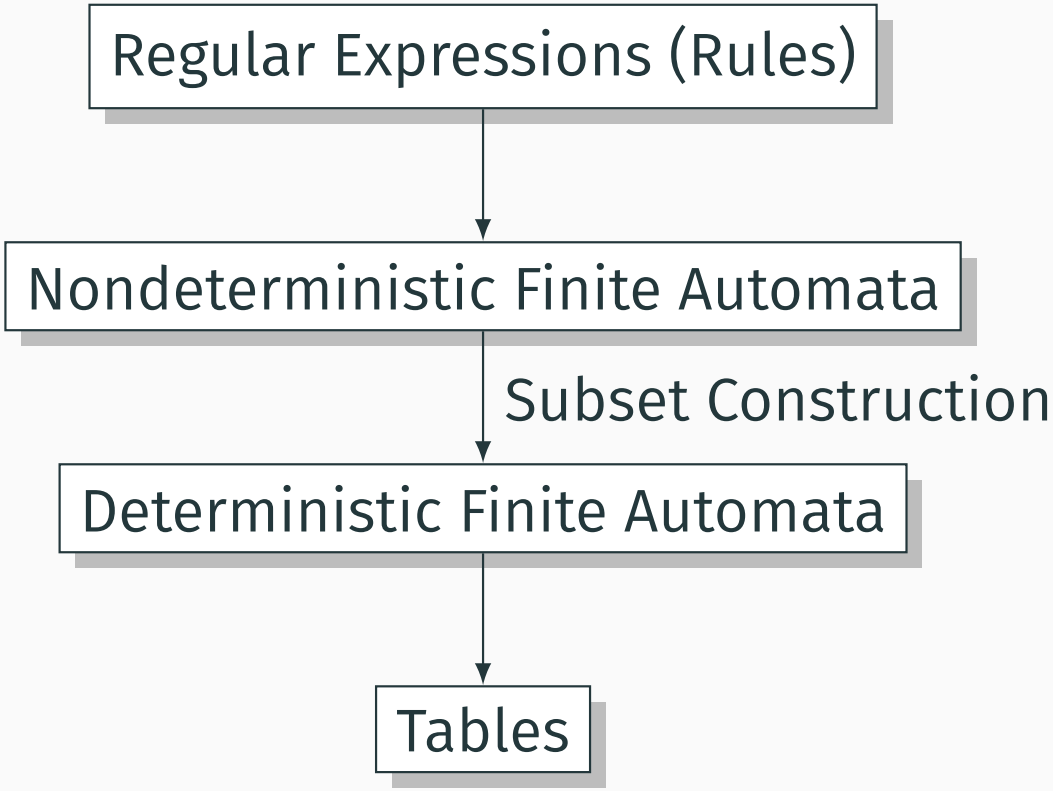
Typical choice: $\Sigma =$ ASCII characters, i.e.,
$\{\text{␣}, !, \text{"}, \#, \$, \ldots, 0, 1, \ldots, 9, \ldots, \mathrm{A}, \ldots, \mathrm{Z}, \ldots, \tilde{}\}$

letters: $\mathrm{A} \mid \mathrm{B} \mid \cdots \mid \mathrm{Z} \mid \mathrm{a} \mid \cdots \mid \mathrm{z}$

digits: $0 \mid 1 \mid \cdots \mid 9$

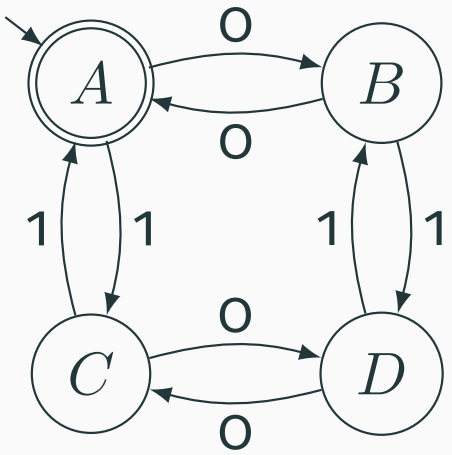
identifier: **letter** (**letter** $\mid$ **digit**)*

Implementing Scanners Automatically



Nondeterministic Finite Automata

"All strings containing an even number of 0's and 1's"



1. Set of states

   S : $\{$ (A) (B) (C) (D) $\}$
2. Set of input symbols $\Sigma : \{0, 1\}$
3. Transition function

   $\sigma : S \times \Sigma_\epsilon \to 2^S$

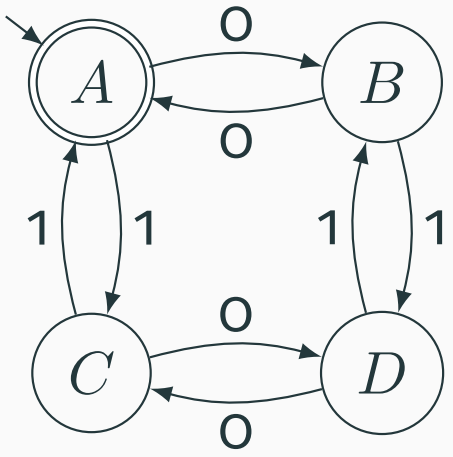
state	ϵ	0	1
A	$\emptyset$	$\{B\}$	$\{C\}$
B	$\emptyset$	$\{A\}$	$\{D\}$
C	$\emptyset$	$\{D\}$	$\{A\}$
D	$\emptyset$	$\{C\}$	$\{B\}$

4. Start state s_0 : (A)
5. Set of accepting states

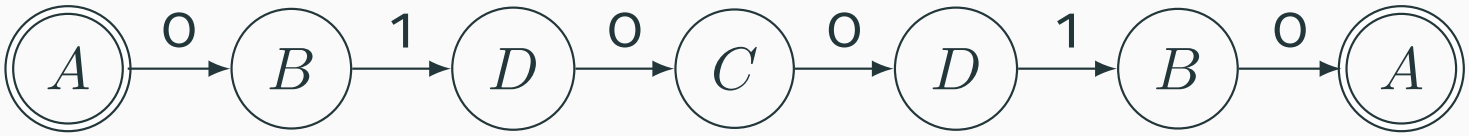
   F : $\{$ (A) $\}$

The Language induced by an NFA

An NFA accepts an input string x iff there is a path from the start state to an accepting state that "spells out" x.



Show that the string "0100101" is accepted.

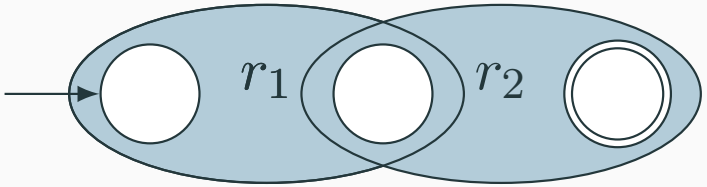


Translating REs into NFAs (Thompson's algorithm)

a

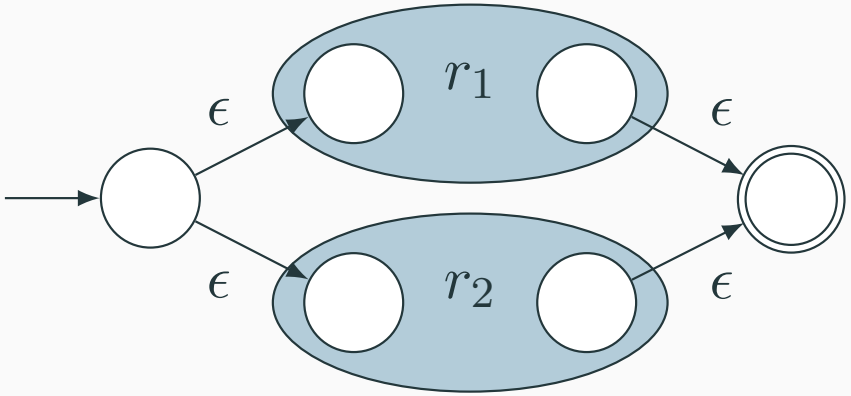
Symbol

$r_1 r_2$



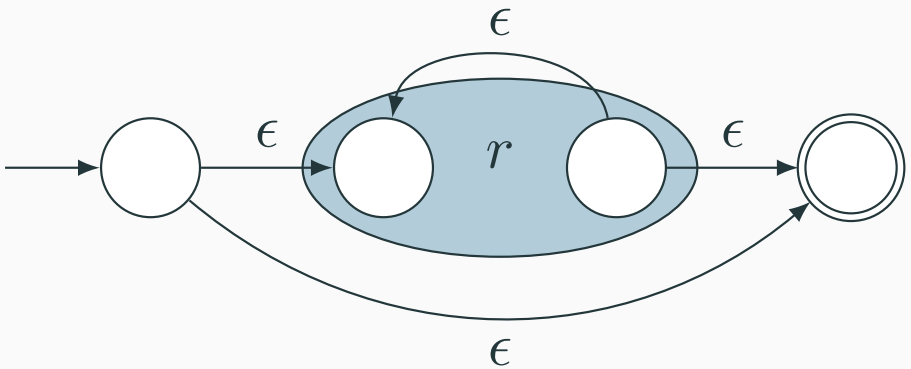
Sequence

$r_1 \mid r_2$



Choice

$(r)^*$

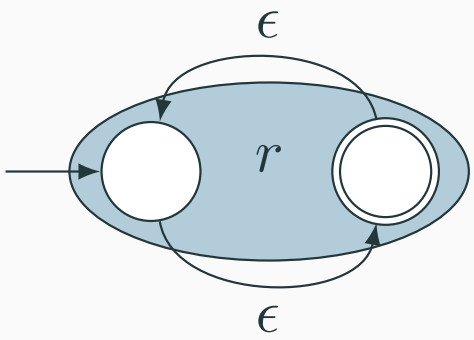


Kleene Closure

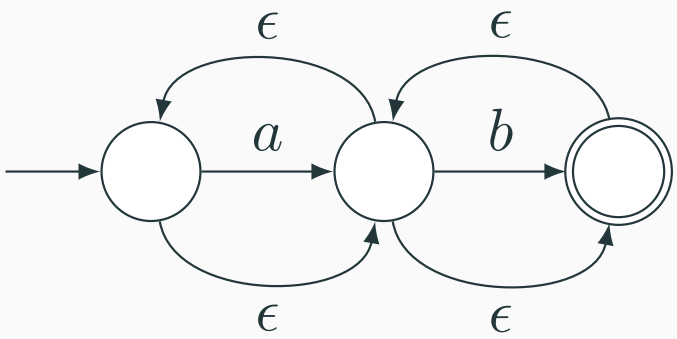
Why So Many Extra States and Transitions?

Invariant: Single start state; single end state; at most two outgoing arcs from any state: helpful for simulation.

What if we used this simpler rule for Kleene Closure?



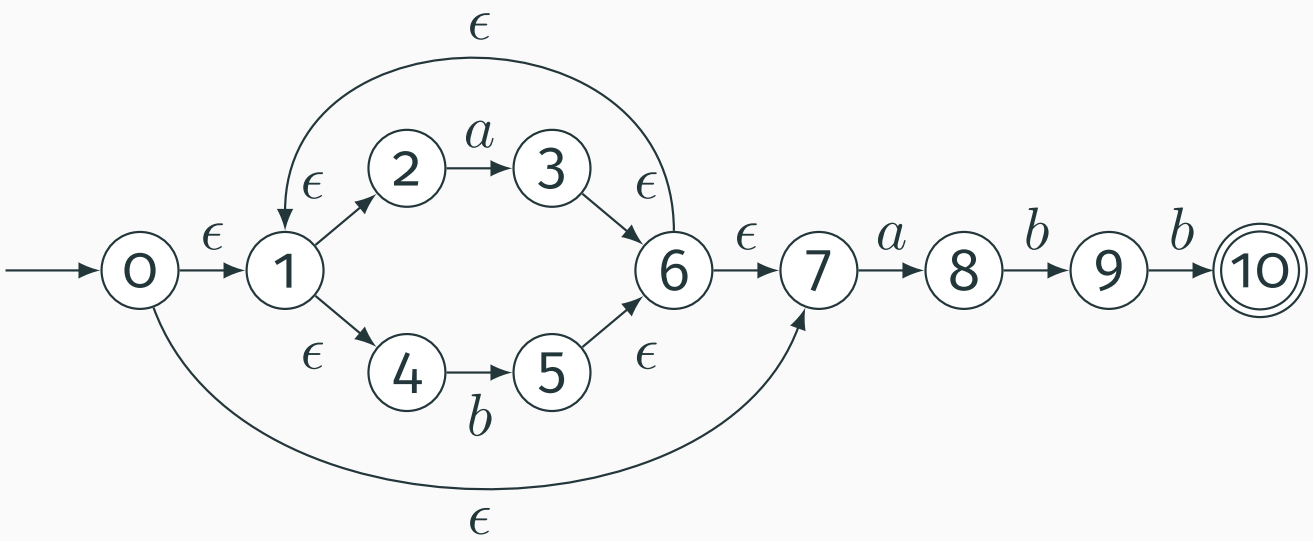
Now consider a^*b^* with this rule:



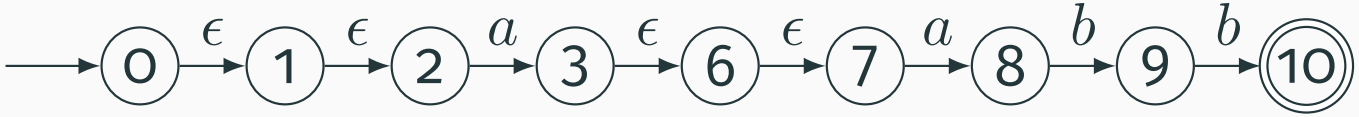
Is this right?

Translating REs into NFAs

Example: Translate $(a \mid b)^* abb$ into an NFA. Answer:



Show that the string "$aabb$" is accepted. Answer:



Simulating NFAs

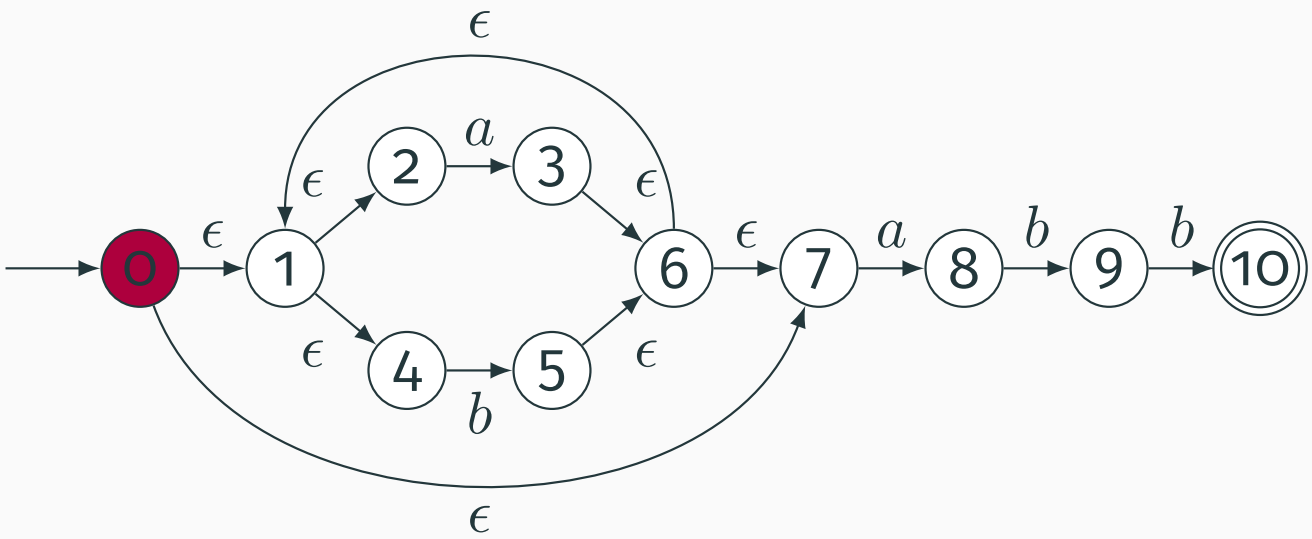
Problem: you must follow the "right" arcs to show that a string is accepted. How do you know which arc is right?

Solution: follow them all and sort it out later.

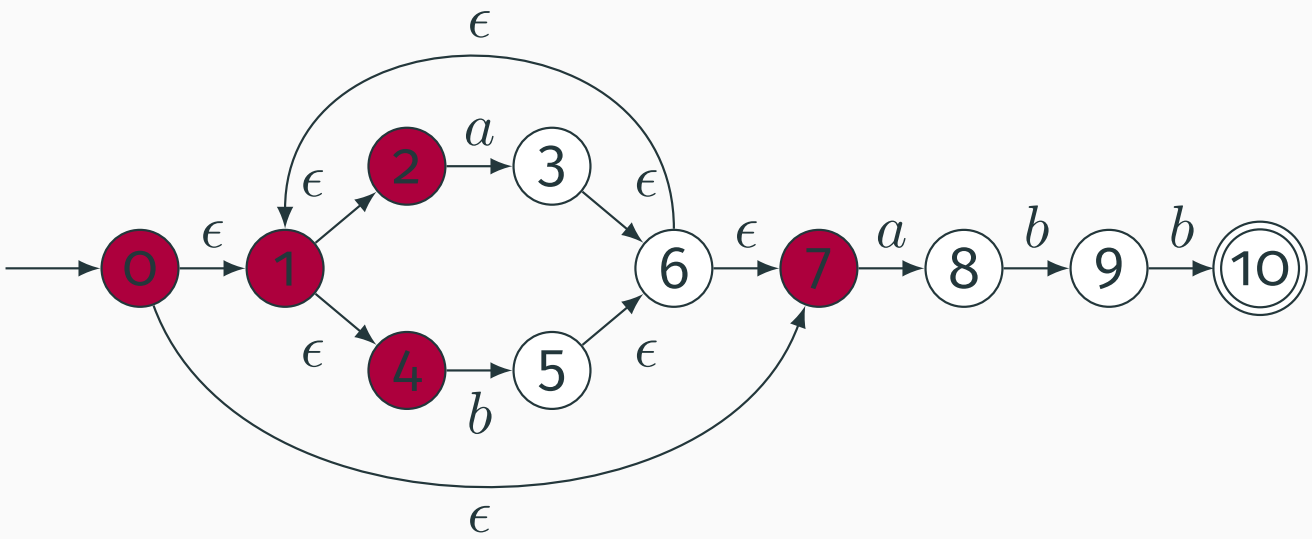
"Two-stack" NFA simulation algorithm:

1. Initial states: the ϵ-closure of the start state
2. For each character c,
    - New states: follow all transitions labeled c
    - Form the ϵ-closure of the current states
3. Accept if any final state is accepting

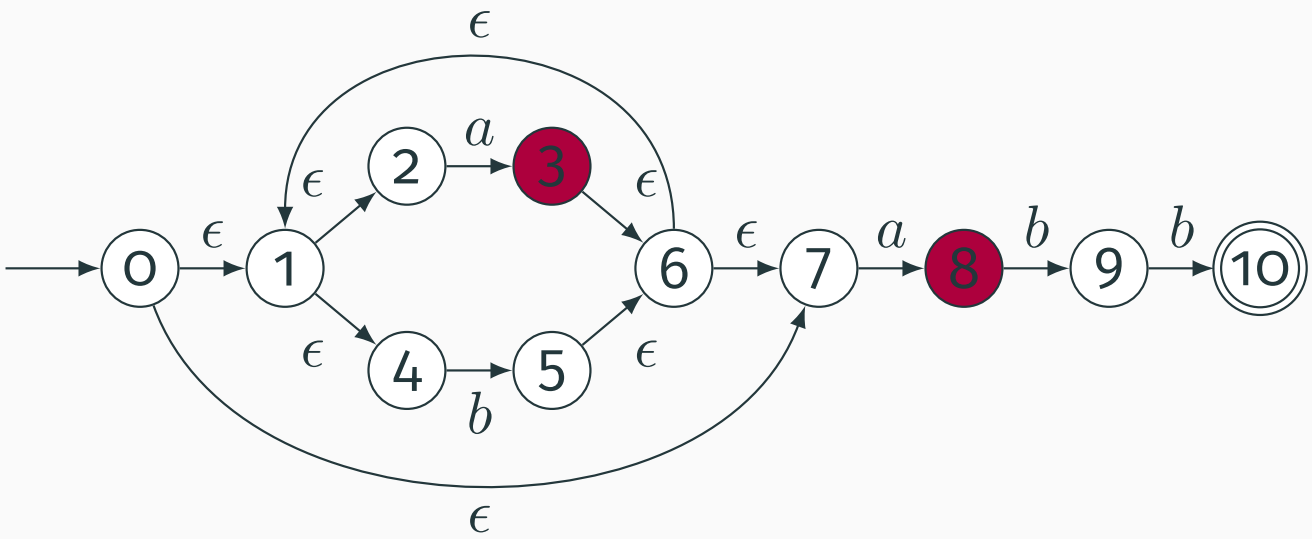
Simulating an NFA: $\cdot aabb$, Start



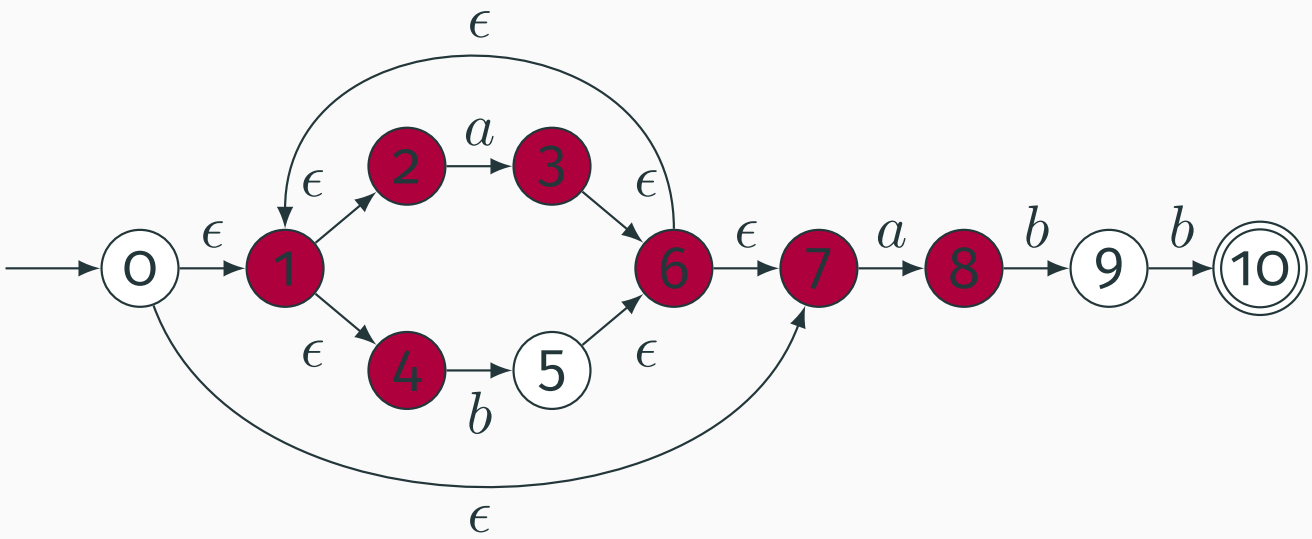
Simulating an NFA: $\cdot aabb$, ϵ-closure



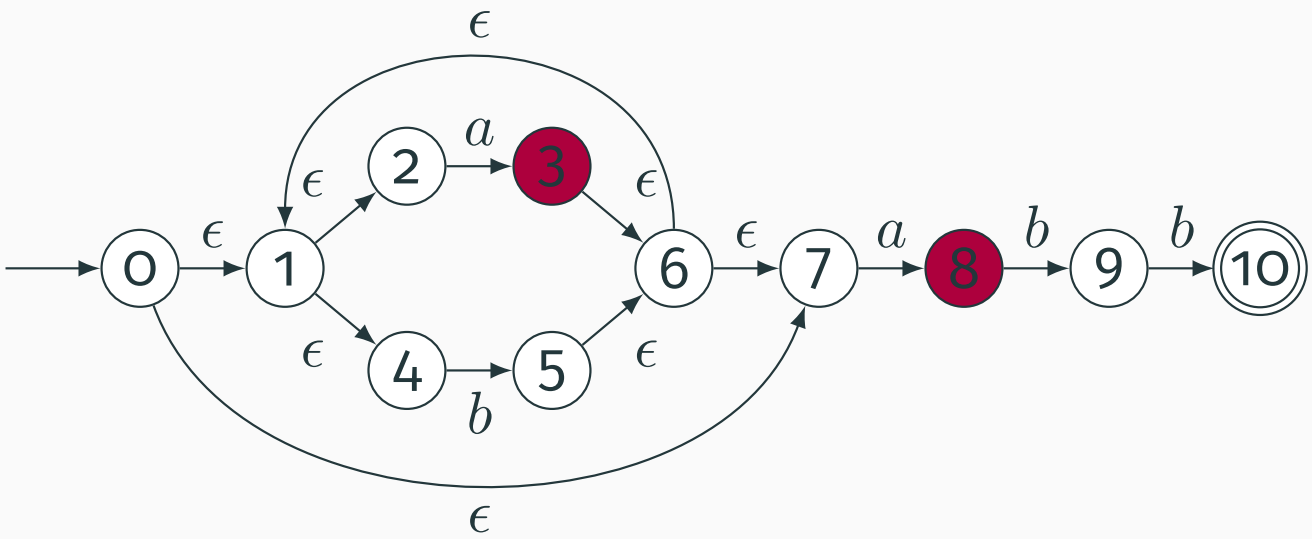
Simulating an NFA: $a{\cdot}abb$



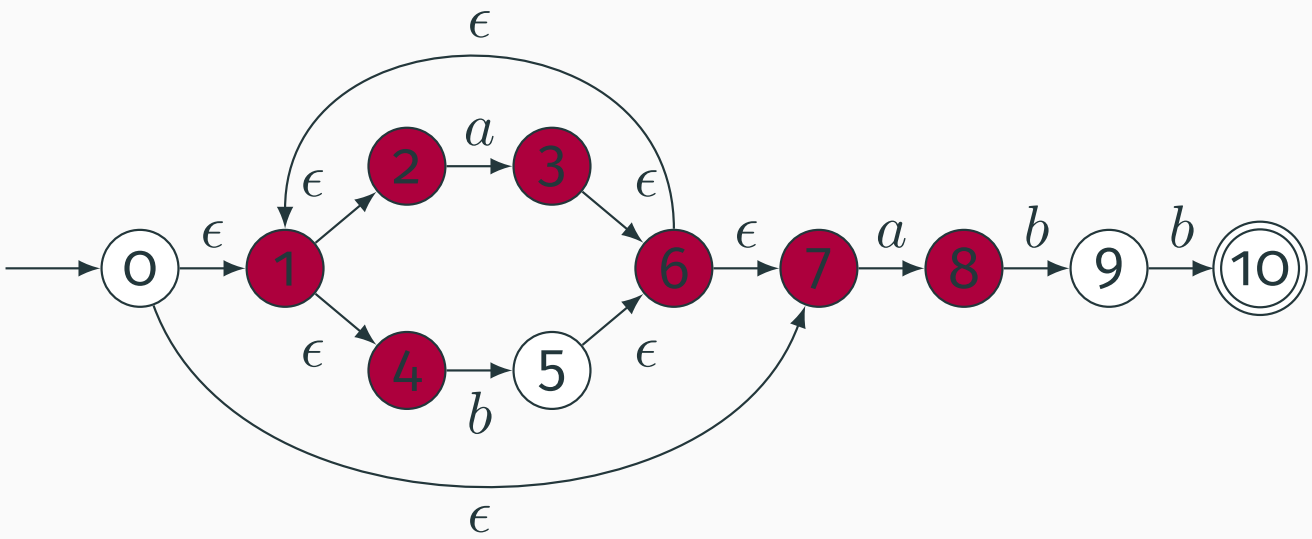
Simulating an NFA: $a{\cdot}abb$, ϵ-closure



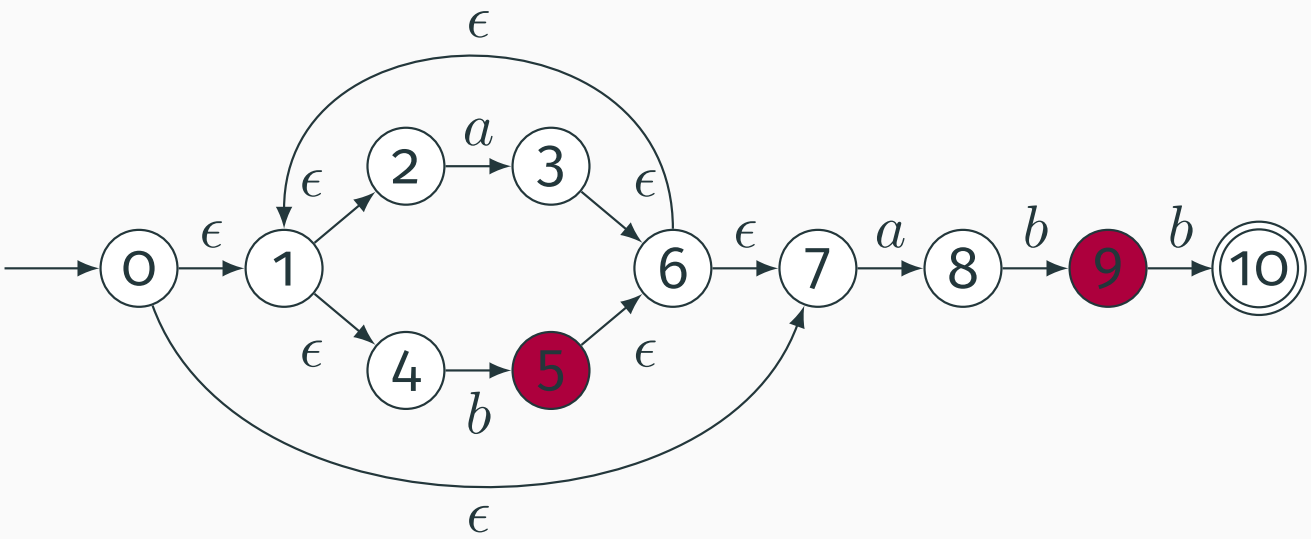
Simulating an NFA: $aa{\cdot}bb$



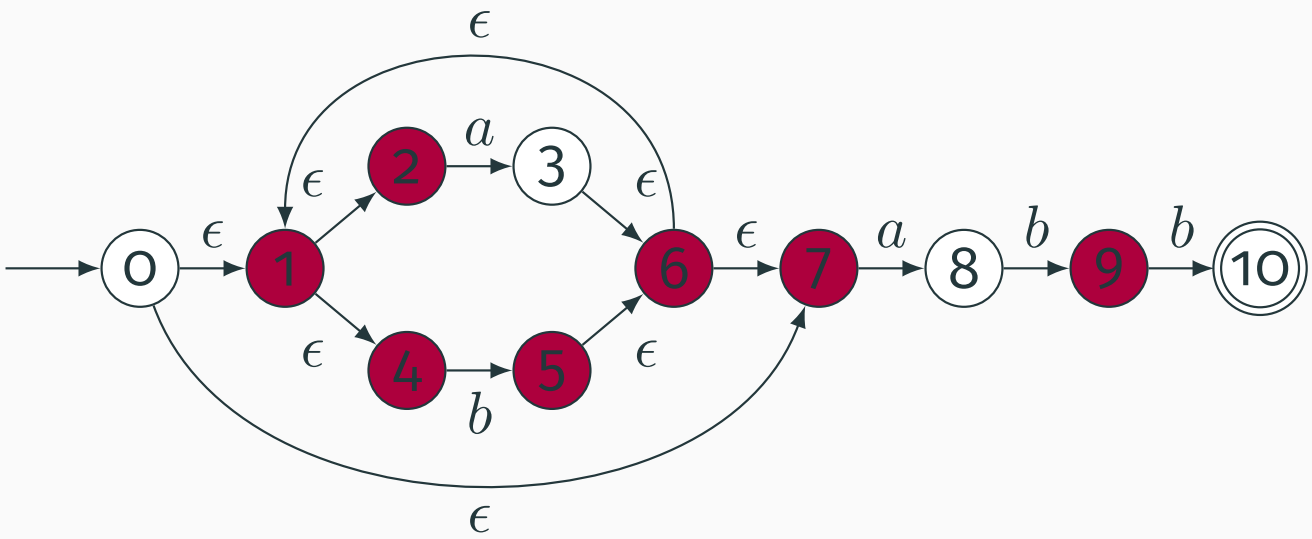
Simulating an NFA: $aa{\cdot}bb$, ϵ-closure



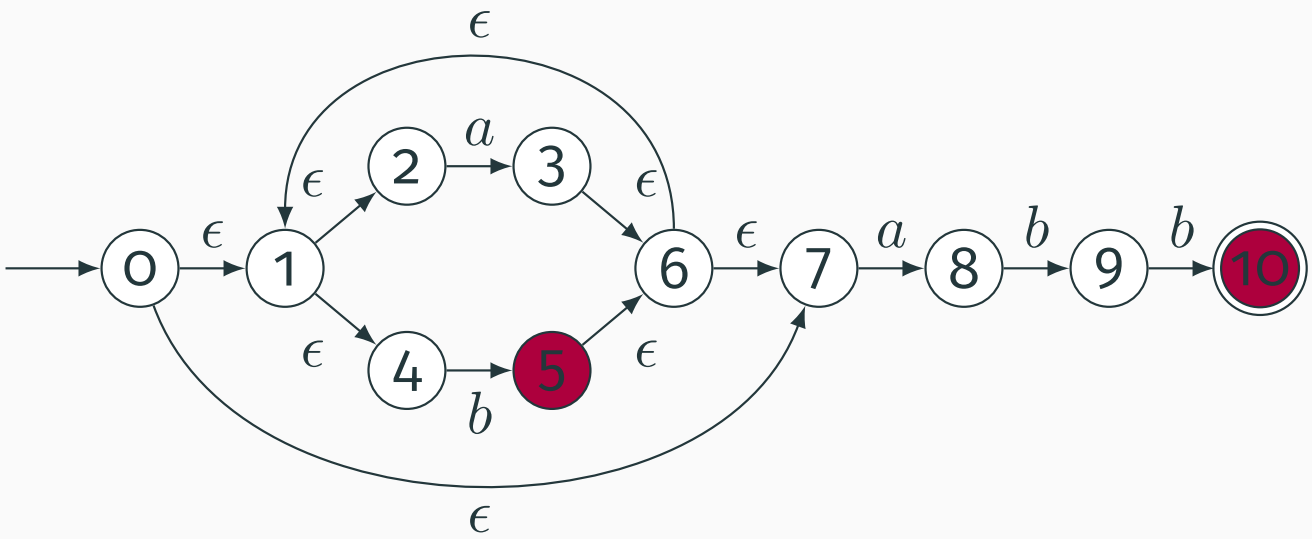
Simulating an NFA: $aab{\cdot}b$



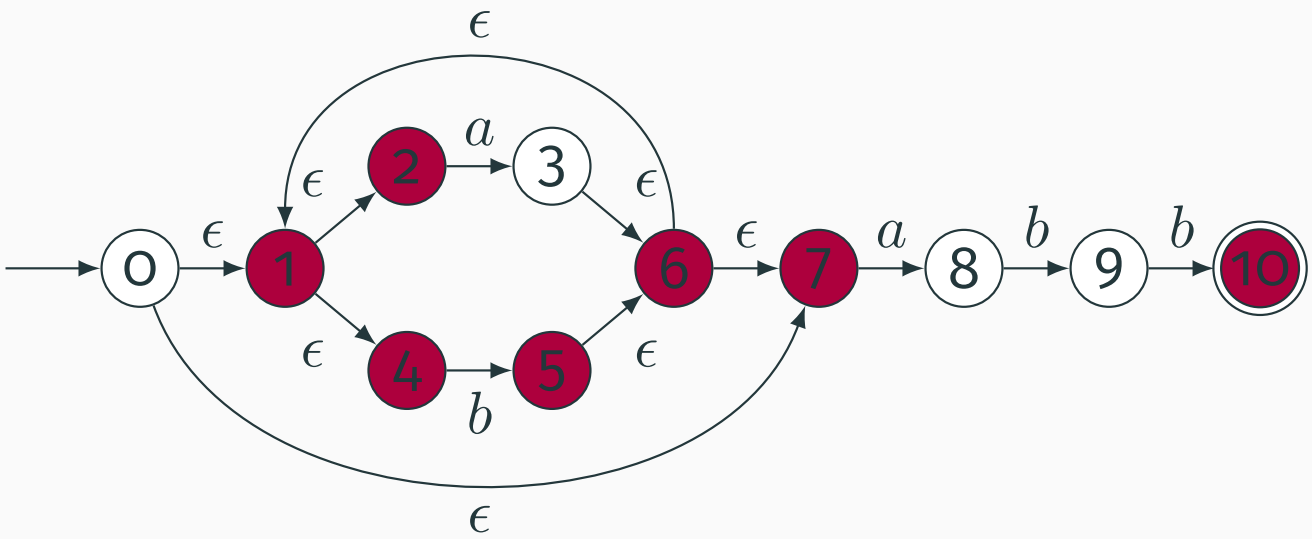
Simulating an NFA: $aab{\cdot}b$, ϵ-closure



Simulating an NFA: $aabb\cdot$



Simulating an NFA: $aabb\cdot$, Done



Deterministic Finite Automata

Restricted form of NFAs:

- No state has a transition on ϵ
- For each state s and symbol a, there is at most one edge labeled a leaving s.

Differs subtly from the definition used in COMS W3261 (Sipser, *Introduction to the Theory of Computation*)

Very easy to check acceptance: simulate by maintaining current state. Accept if you end up on an accepting state. Reject if you end on a non-accepting state or if there is no transition from the current state for the next symbol.

Deterministic Finite Automata

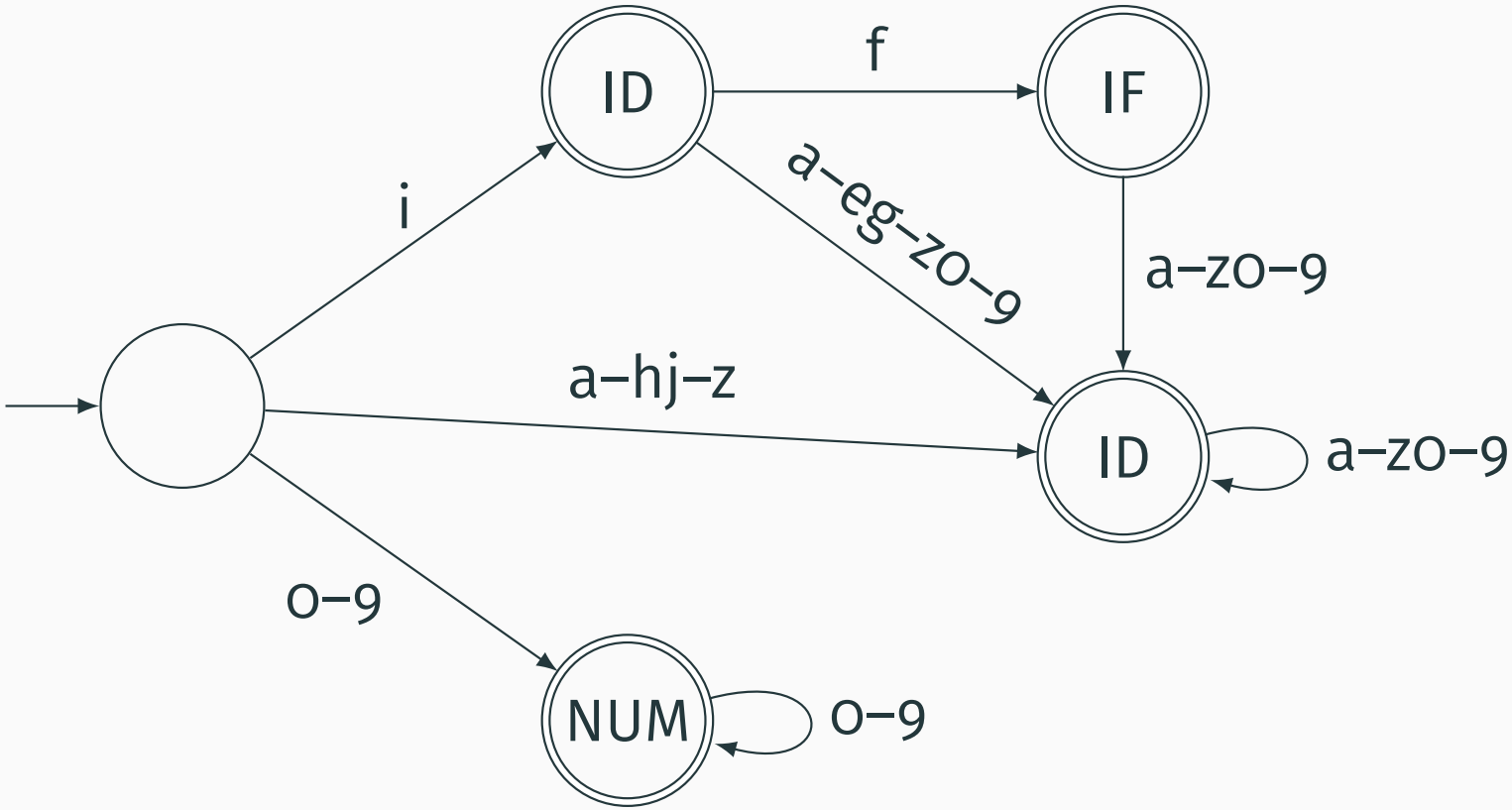
```
{
    type token = ELSE | ELSEIF
}

rule token =
  parse "else"    { ELSE }
      | "elseif" { ELSEIF }
```

Deterministic Finite Automata

```
{ type token = IF | ID of string | NUM of string }

rule token =
  parse "if"                                          { IF }
      | ['a'-'z'] ['a'-'z' '0'-'9']* as lit           { ID(lit) }
      | ['0'-'9']+                    as num          { NUM(num) }
```



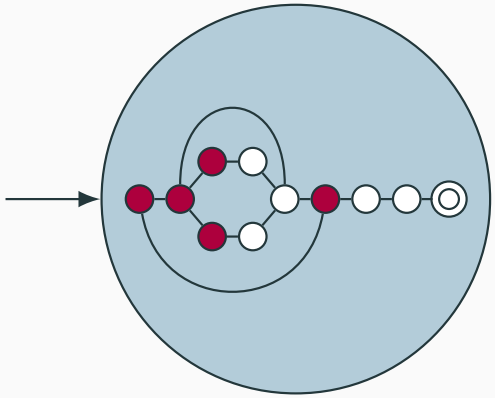
Building a DFA from an NFA

Subset construction algorithm

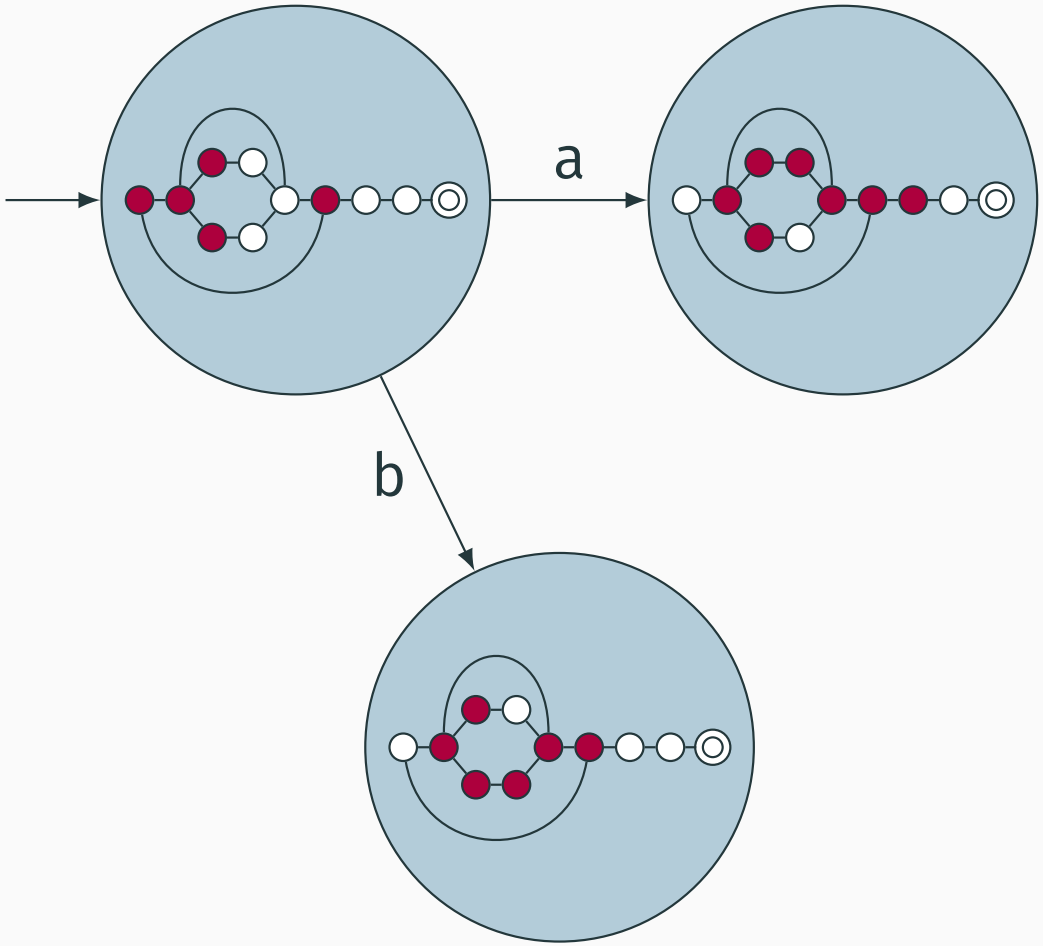
Simulate the NFA for all possible inputs and track the states that appear.

Each unique state during simulation becomes a state in the DFA.

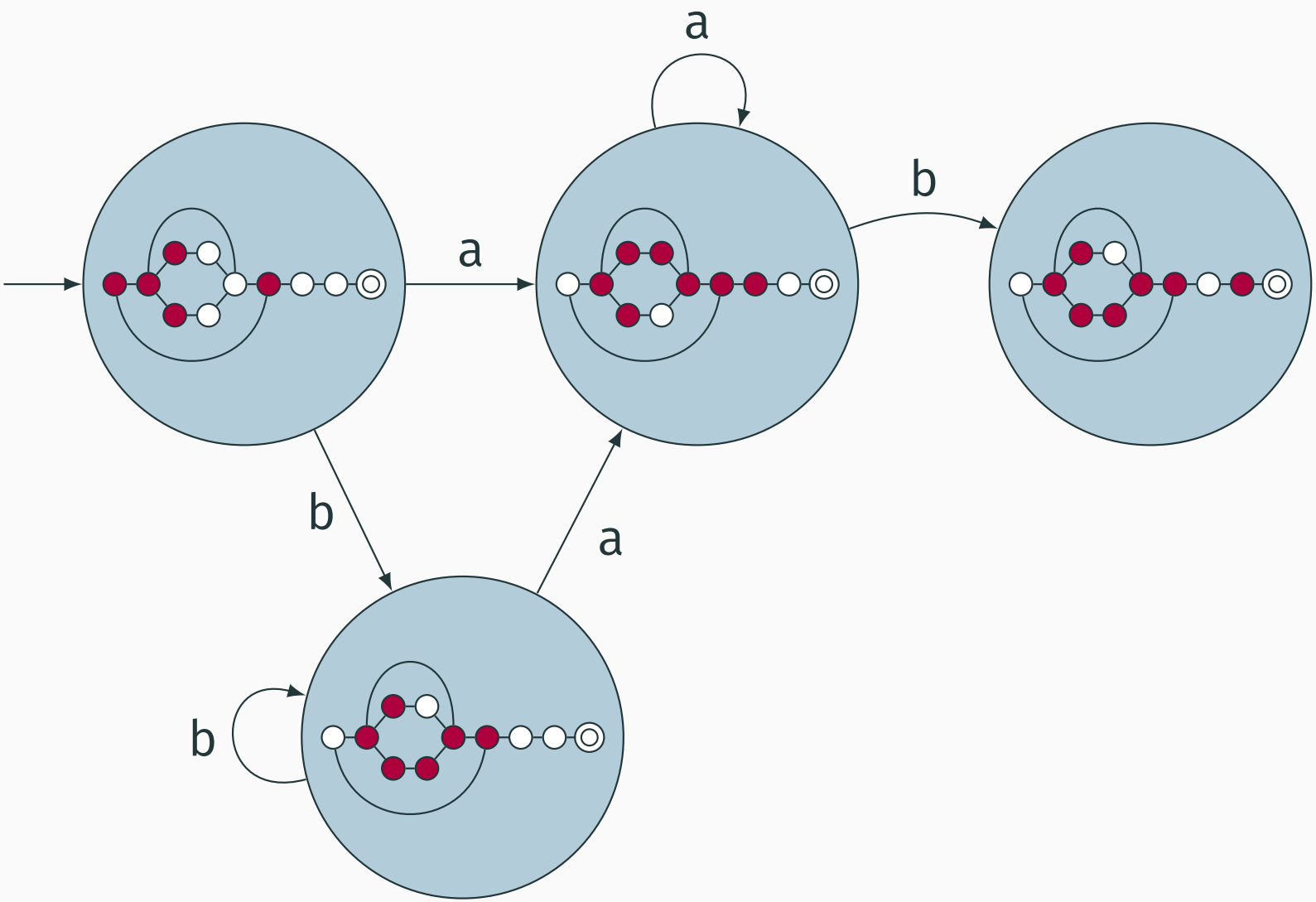
Subset construction for $(a \mid b)^*abb$



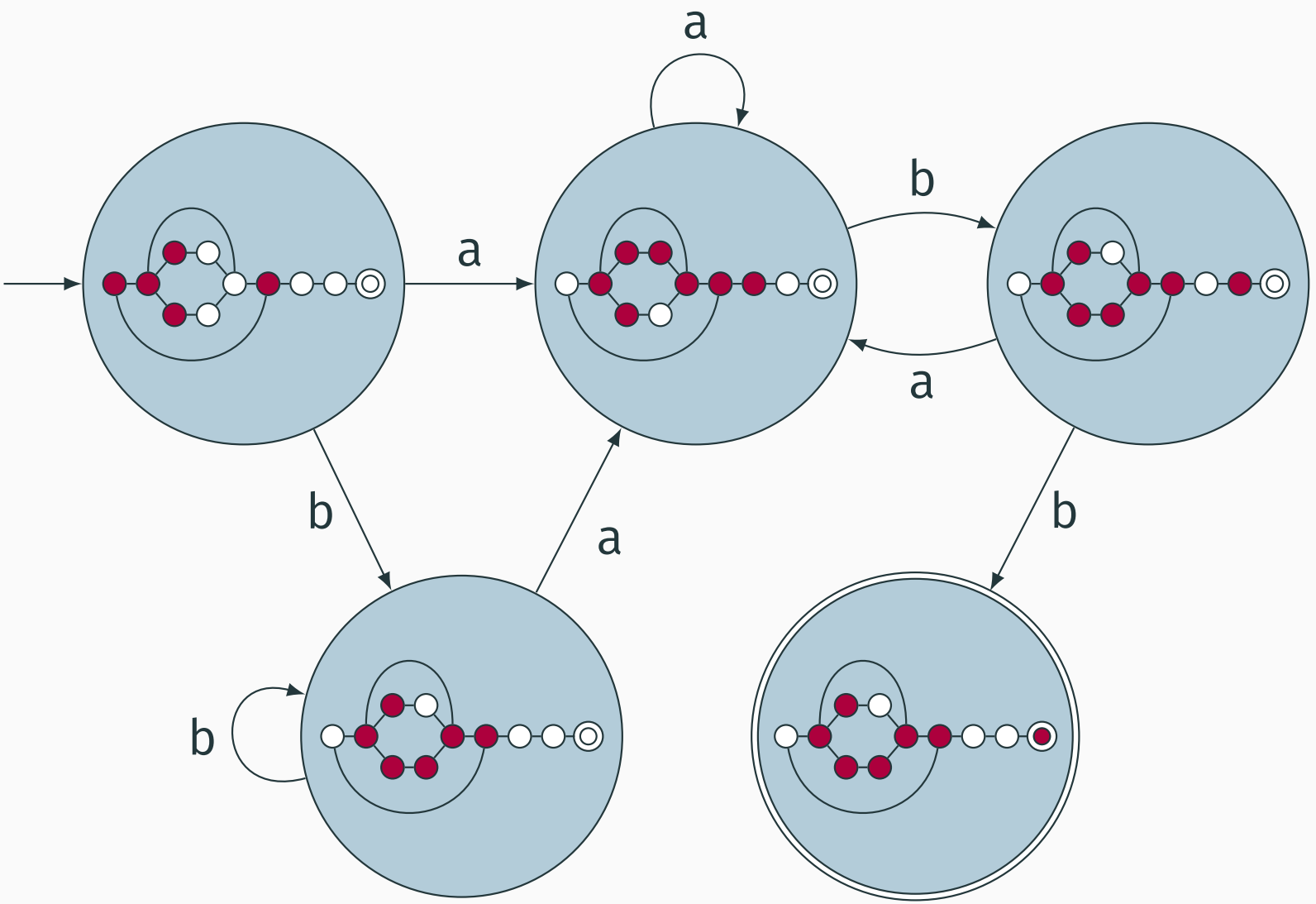
Subset construction for $(a \mid b)^*abb$



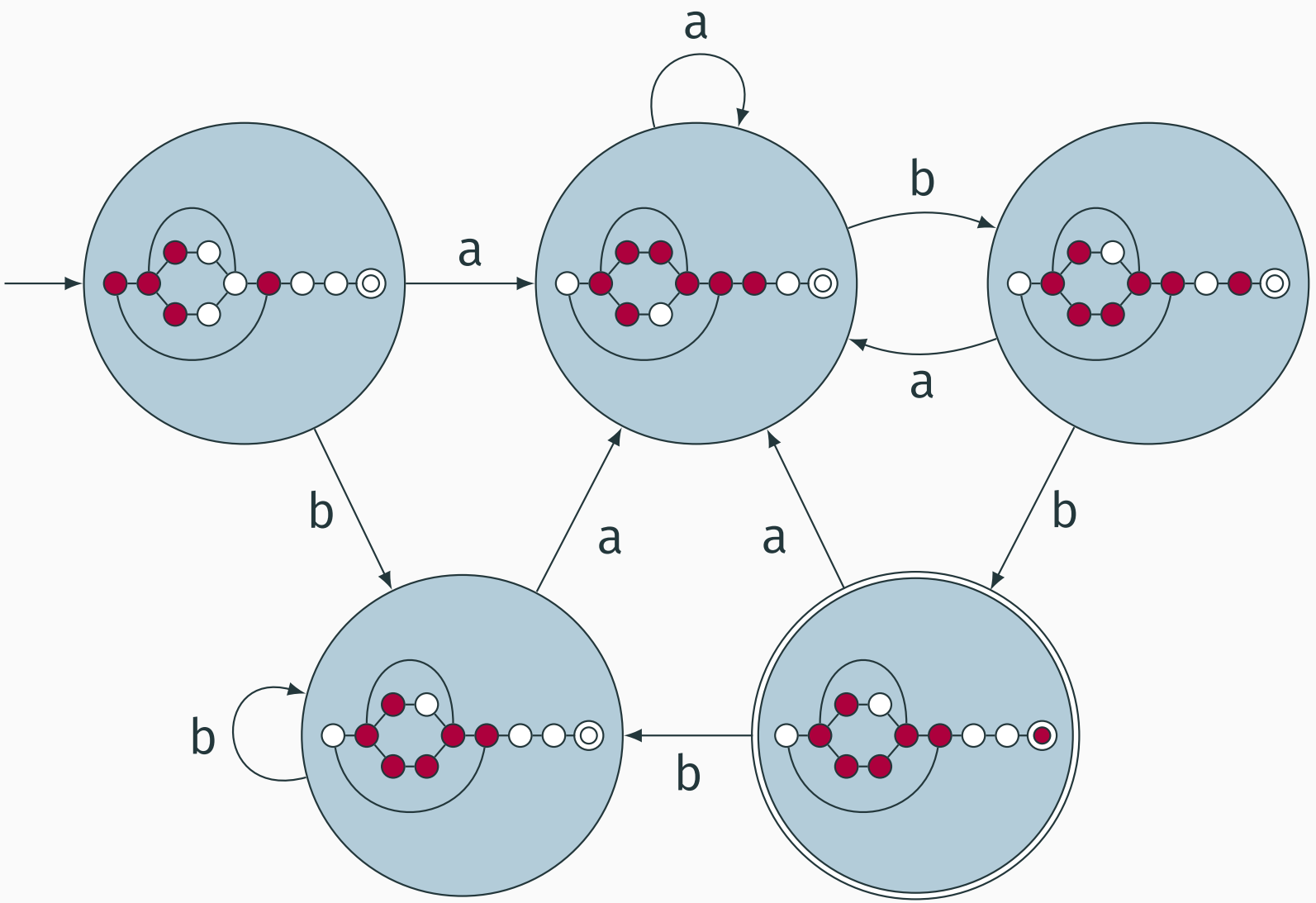
Subset construction for $(a \mid b)^*abb$



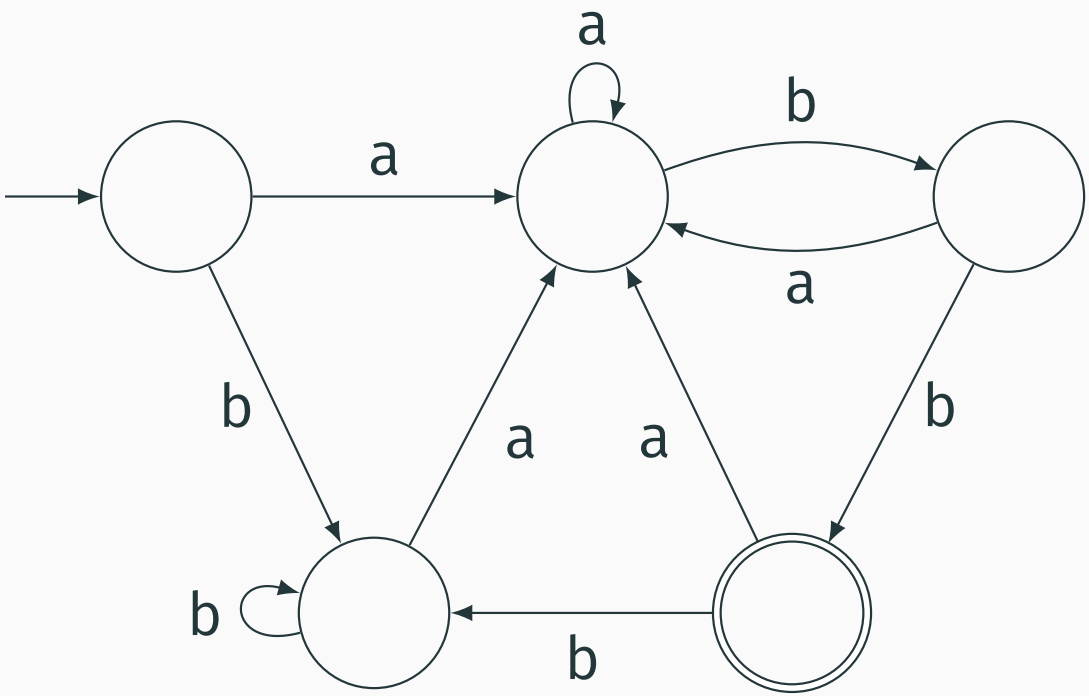
Subset construction for $(a \mid b)^*abb$



Subset construction for $(a \mid b)^*abb$

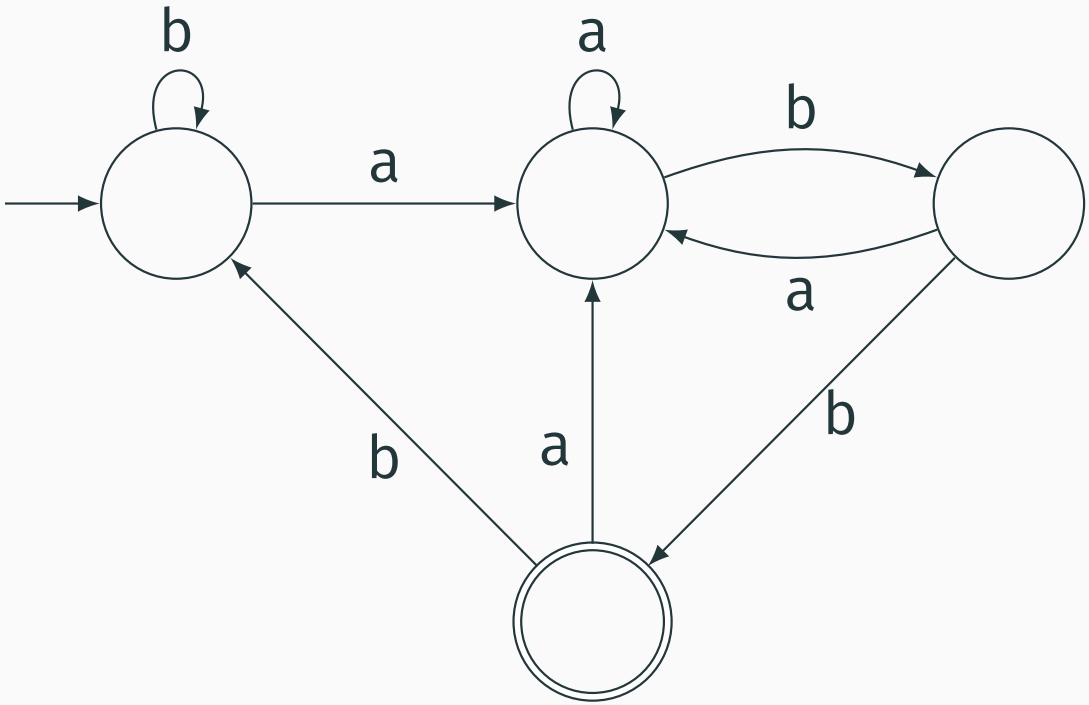


Result of subset construction for $(a \mid b)^*abb$



Is this minimal?

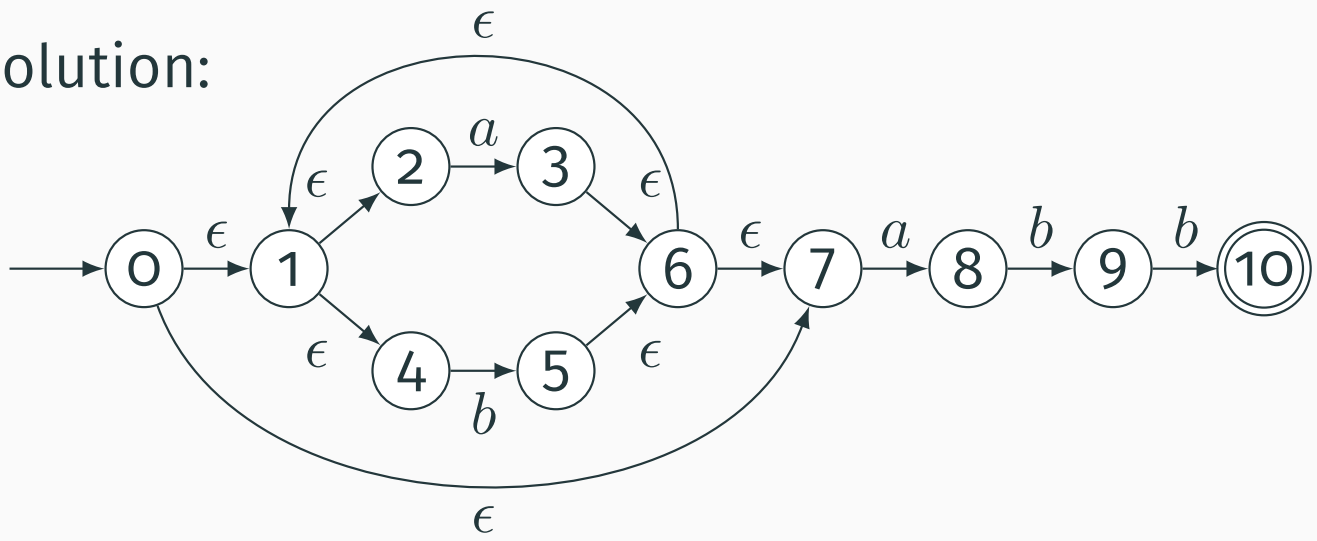
Minimized result for $(a \mid b)^*abb$



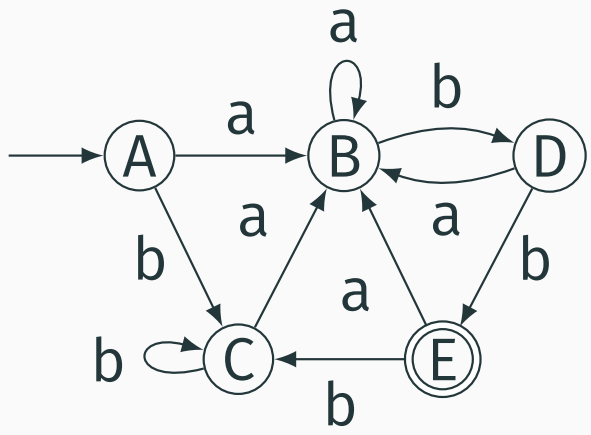
Transition Table Used In the Dragon Book

Problem: Translate $(a \mid b)^* abb$ into an NFA and perform subset construction to produce a DFA.

Solution:



NFA State	DFA State	a	b
{0,1,2,4,7}	A	B	C
{1,2,3,4,6,7,8}	B	B	D
{1,2,4,5,6,7}	C	B	C
{1,2,4,5,6,7,9}	D	B	E
{1,2,4,5,6,7,10}	E	B	C



Subset Construction

An DFA can be exponentially larger than the corresponding NFA.

n states versus 2^n

Tools often try to strike a balance between the two representations.

Lexical Analysis with Ocamllex

Constructing Scanners with Ocamllex

An example:

scanner.mll

```
{ open Parser }

rule token =
  parse [' ' '\t' '\r' '\n'] { token lexbuf }
      | '+'                  { PLUS }
      | '-'                  { MINUS }
      | '*'                  { TIMES }
      | '/'                  { DIVIDE }
      | ['0'-'9']+ as lit    { LITERAL(int_of_string lit) }
      | eof                  { EOF }
```

Ocamllex Specifications

```
{
  (* Header: verbatim OCaml code; mandatory *)
}

(* Definitions: optional *)
let ident = regexp
let ...

(* Rules: mandatory *)
rule entrypoint1 [arg1 ... argn] =
  parse pattern1 { action (* OCaml code *) }
      | ...
      | patternn { action }
and entrypoint2 [arg1 ... argn]} =
  ...
and ...

{
  (* Trailer: verbatim OCaml code; optional *)
}
```

Patterns (In Order of Decreasing Precedence)

Pattern	Meaning
'c'	A single character
_	Any character (underline)
eof	The end-of-file
"foo"	A literal string
['1' '5' 'a'-'z']	"1," "5," or any lowercase letter
[^ '0'-'9']	Any character except a digit
(*pattern*)	Grouping
identifier	A pattern defined in the let section
pattern *	Zero or more *patterns*
pattern +	One or more *patterns*
pattern ?	Zero or one *patterns*
$pattern_1$ $pattern_2$	$pattern_1$ followed by $pattern_2$
$pattern_1$ | $pattern_2$	Either $pattern_1$ or $pattern_2$
pattern as *id*	Bind the matched pattern to variable *id*

An Example

```
{ type token = PLUS | IF | ID of string | NUM of int }

let letter = ['a'-'z' 'A'-'Z']
let digit = ['0'-'9']

rule token =
 parse [' ' '\n' '\t'] { token lexbuf } (* Ignore whitespace

      | '+' { PLUS }                    (* A symbol *)

      | "if" { IF }                     (* A keyword *)
                                        (* Identifiers *)
      | letter (letter | digit | '_')* as id { ID(id) }
                                        (* Numeric literals
      | digit+ as lit { NUM(int_of_string lit) }

      | "/*" { comment lexbuf }         (* C-style comments

and comment =
  parse "*/" { token lexbuf } (* Return to normal scanning *
      | _ { comment lexbuf }  (* Ignore other characters )
```

Free-Format Languages

Typical style arising from scanner/parser division

Program text is a series of tokens possibly separated by whitespace and comments, which are both ignored.

- keywords (if while)
- punctuation (, (+)
- identifiers (foo bar)
- numbers (10 -3.14159e+32)
- strings ("A String")

Free-Format Languages

Java C C++ C# Algol Pascal

Some deviate a little (e.g., C and C++ have a separate preprocessor)

But not all languages are free-format.

Python

The Python scripting language groups with indentation

```
i = 0
while i < 10:
    i = i + 1
    print i     # Prints 1, 2, ..., 10

i = 0
while i < 10:
    i = i + 1
print i         # Just prints 10
```

This is succinct, but can be error-prone.

How do you wrap a conditional around instructions?

Syntax and Language Design

Does syntax matter? Yes and no

More important is a language's *semantics*—its meaning.

The syntax is aesthetic, but can be a religious issue.

But aesthetics matter to people, and can be critical.

Verbosity does matter: smaller is usually better.

Too small can be problematic: APL is a succinct language with its own character set.

There are no APL programs, only puzzles.

Syntax and Language Design

Some syntax is error-prone. Classic FORTRAN example:

```
DO 5 I = 1,25   ! Loop header (for i = 1 to 25)
DO 5 I = 1.25   ! Assignment to variable DO5I
```

Trying too hard to reuse existing syntax in C++:

```
vector< vector<int> > foo;
vector<vector<int>> foo; // Syntax error
```

C distinguishes $>$ and $>>$ as different operators.

Bjarne Stroustrup tells me they have finally fixed this.