

# Lexical Analysis

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# Grammar

G is a grammar, which consists of a set of production rules. It is used to generate the strings of a language.

$G = \{ V, T, P, S \}$

V = Variable (Represented with capital letter)

T = Terminal (Represented with small letter)

P = Production Rule

S = Start symbol

$S \rightarrow aSb / \epsilon$

$\epsilon, aSb, aaSbb, aaaSbbb$

$\epsilon, ab, aabb, aaabbb$

$\epsilon, ab, a^2b^2, \dots, a^n b^n$

$n \geq$

0

# DFA

- In DFA, for each input symbol, one can determine the state to which the machine will move. Hence, it is called Deterministic Automaton.
- As it has a finite number of states, the machine is called Deterministic Finite Machine or Deterministic Finite Automaton.

# Formal Definition of a DFA

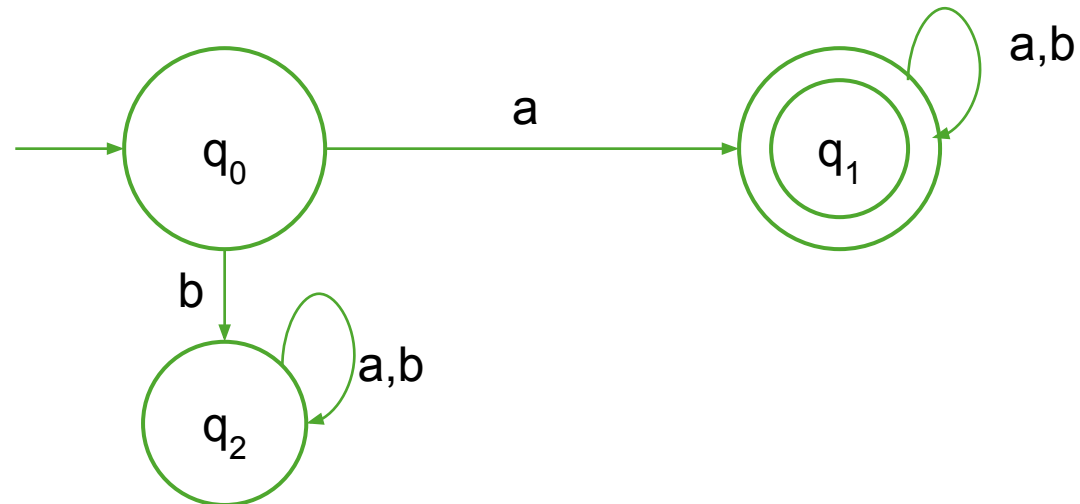
- A DFA can be represented by a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$  where –
  - $Q$  is a finite set of states.
  - $\Sigma$  is a finite set of symbols called the alphabet.
  - $\delta$  is the transition function where  $\delta: Q \times \Sigma \rightarrow Q$
  - $q_0$  is the initial state from where any input is processed ( $q_0 \in Q$ ).
  - $F$  is a set of final state/states of  $Q$  ( $F \subseteq Q$ ).

# Graphical Representation of a DFA

- A DFA is represented by digraphs called state diagram.
- The vertices represent the states.
- The arcs labeled with an input alphabet show the transitions.
- The initial state is denoted by an empty single incoming arc.
- The final state is indicated by double circles.

# Example

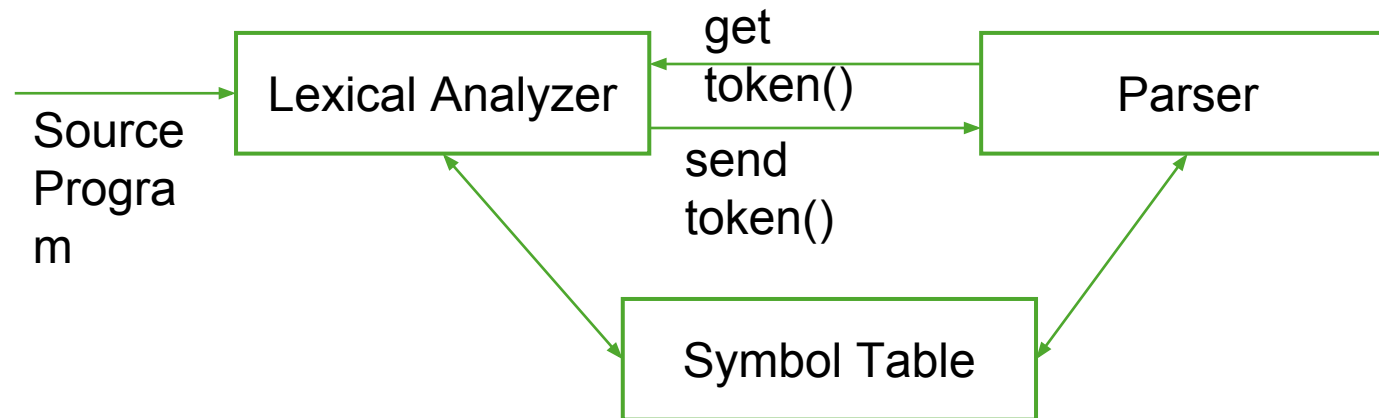
- **Make a DFA where all strings start with a.**
- You have two alphabets (a,b)
  - { a, aa, aaa, ab, ba }



# Lexical Analyzer

- Lexical analyzer divides the given program into meaningful words which is known as tokens.
- Tokens are normally identifiers, separator, keywords, operators, constant and special symbol.
- The program which did this is called lexer, tokenizer, scanner.
- Lexical analyzer eliminates comments, white space character. (blank, Tab)
- It helps in giving error message such as exceeding length by providing row no and column no.

# Lexical Analyzer





# Lexical Analyzer

- Lexical analyzer uses DFA to do tokenization.
- While doing tokenization lexical analyzer always gives importance to longest matching.

# Counting no of tokens (Ex: 1)

```
1
2 ▾ int main() { //5
3     // Write C code here. //0
4     int a=20,b=30; //9
5     if(a<b). // 6
6         {return b;} //5
7     else //1
8         {return a;} //5
9
10 } //1
```

Total tokens =  
32

# Counting no of tokens (Ex: 2)

```
1
2 ▾ int main() { //5
3     // Write C code here. //0
4     int i=10; //5
5     printf("i=%d, &i=%x",i,&i); //10
6
7 } //1
```

Total tokens = 21

# Counting no of tokens (Ex: 3)

```
1
2 ▾ int main() { //5
3     // Write C code here. //0
4     int i; //3
5     for(i=0;i<5;i++)//13
6 ▾ { //1
7         int i=102; //5
8         printf("%d the value of i: ",i); //7
9         i++;//3
10    }//1
11    return 0;//3
12
13 } //1
```

Total tokens = 42

# Counting no of tokens (Ex: 4)

```
1
2  main )( } //4
3      // Write C code here. //0
4      x=a+b*c; //8
5      int x,a,b,c;//9
6      y=x+a; //6
7
8  } //1
```

Total tokens = 28

# Counting no of tokens (Ex: 5)

```
1  main() //3
2  { //1
3      int x==10,y<=20; //9
4      printf("%d %d %d",x); //7
5  } //1
```

Total tokens = 21

# Counting no of tokens (Ex: 6)

```
1  main() //3
2  { //1
3      char *c="string"; //6
4      float b=100.74; //5
5      char d='e'; //5
6      int f=200; //5
7      in t f=200; //6
8      in /* comment */t f=200; //6
9      ch ar d='e'; //6
10     ch/*comment*/ar d='e';//6
11 }
```

Total tokens = 50

# Counting no of tokens (Ex: 7)

main.c

```
1  main() //3
2  { //1
3      a=b+++---+++=; //11
4      x===y /*abcd**/*abcd*/; //9
5      int **p; //5
6      printf("%d %d",a,b); //9
7  } //1
```

Total tokens = 39



# Errors Detected in Lexical analysis

- Numeric literals that are too long. (int a=1234567891011121314151617181920)
- Long identifiers
- Ill-formed numeric literals. (int a= \$123)
- Input characters that are not in the source language.

# Error Recovery

- **Delete:** Unknown characters are deleted. Also known as panic mode recovery. Example:
  - ‘Charr’ corrected as ‘char’ deleting r.
- **Insert:** An extraa or missing charactered is inserted to form a meaningful token.Example:
  - ‘cha’ corrected as ‘char’ inserting ‘r’
- **Transpose:** Based on certain rules we can transpose two characters. Example:
  - ‘Whiel’ can be corrected to ‘while’

# Error Recovery

- **Replace:** Based on replacing one character by another.  
Example:
  - 'chrr' can be corrected as 'char' by replacing 'r' with 'a'.