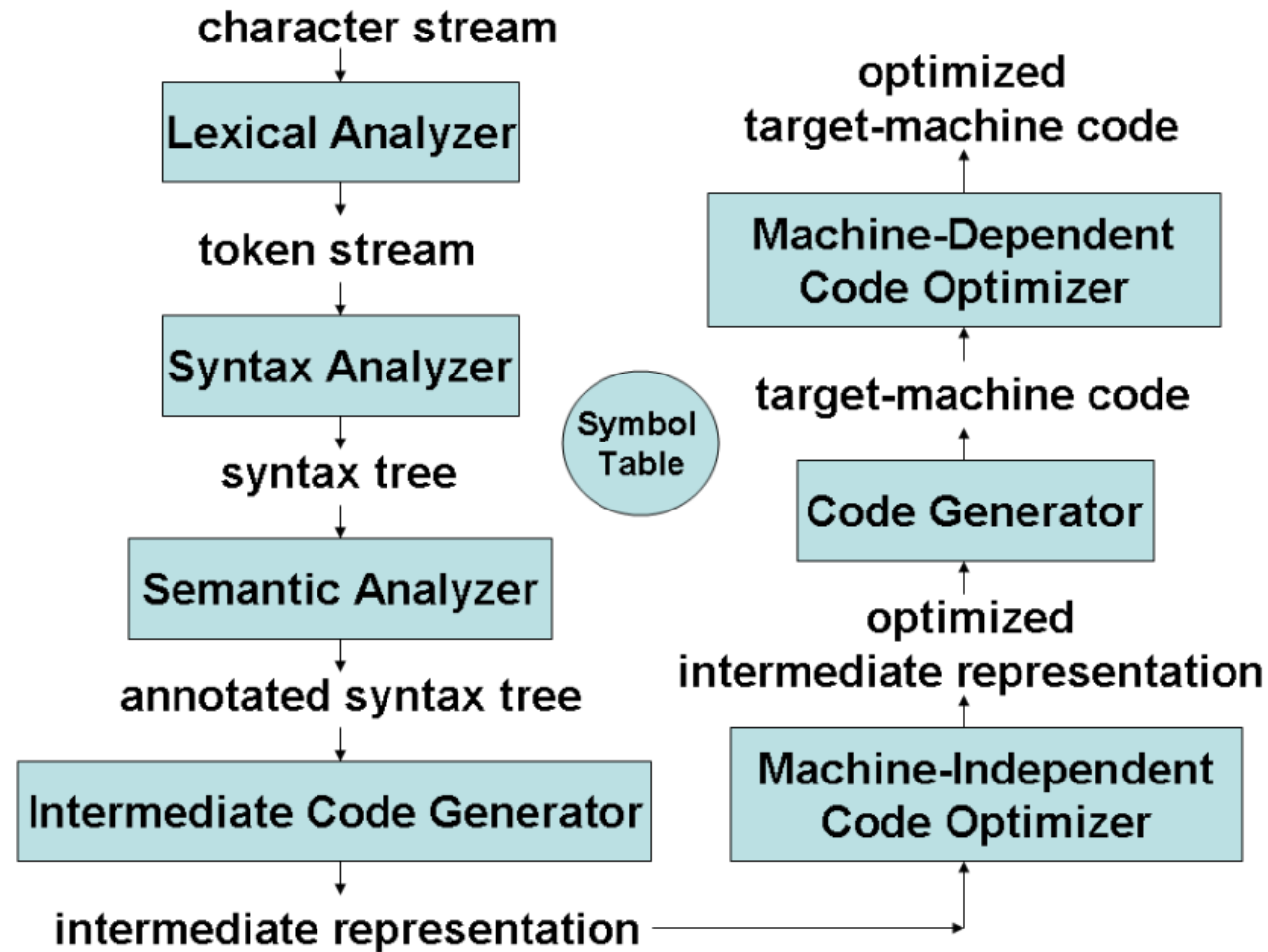


Lexical Analysis- Part 2

Recap (1)- Compiler Overview



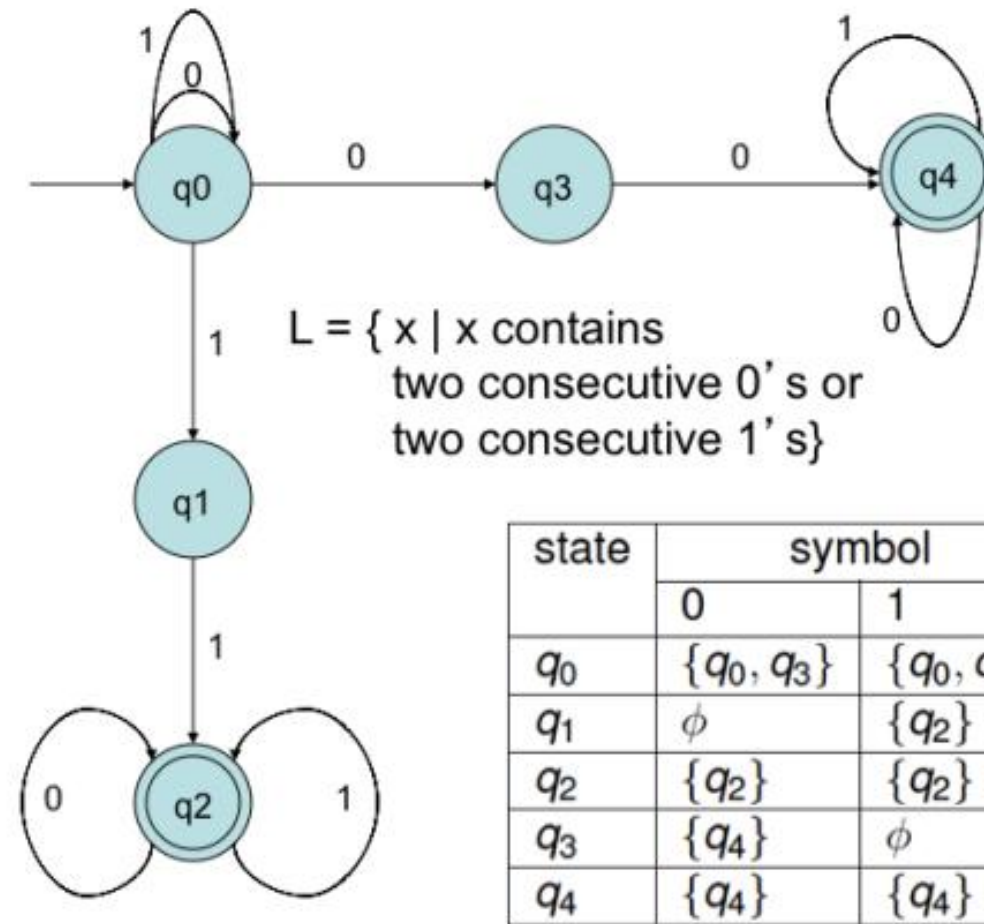
Recap (2) – Lexical Analysis

- What is lexical analysis?
 - Why should LA be separated from syntax analysis?
 - Tokens, patterns, and lexemes
 - Difficulties in lexical analysis
-
- **Specification of tokens** - regular expressions and regular definitions
 - **Recognition of tokens** - finite automata and transition diagrams
 - **LEX** - A Lexical Analyzer Generator

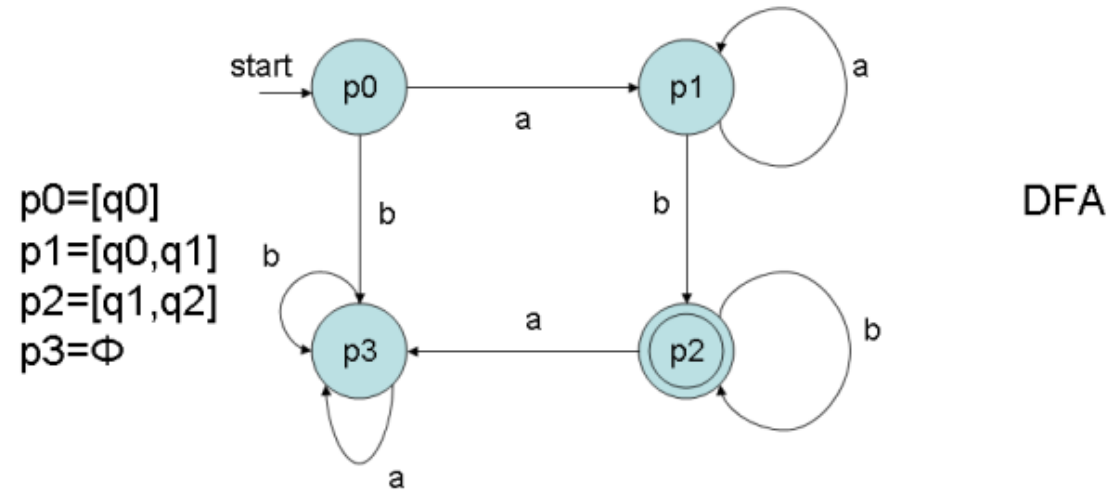
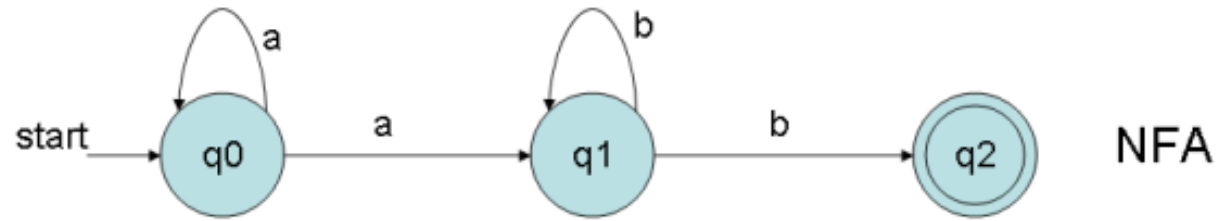
Non-deterministic Finite Automata

- Finite automata that allow 0, 1 or more transitions from a state on a given symbol
- An NFA is a 5-tuple (similar to DFA), but the transition function δ is different
 - $\delta(q, a)$ = the set of all states p , such that there is a transition labelled a from q to p
 - $\delta : Q \times \Sigma \rightarrow 2^Q$
- A string is accepted by an NFA if **there exists** a sequence of transitions corresponding to the string, that leads from the start state to some final state
- Every NFA can be converted to an equivalent DFA, that accepts the same language as the NFA

Non-deterministic Finite Automata - Example



Example: An NFA and its equivalent DFA



Example of NFA to DFA conversion

- The start state of the DFA would correspond to the set $\{q_0\}$ and will be represented by $[q_0]$
- Starting from $\delta([q_0], a)$, the **new states of the DFA are constructed on demand**
- Each subset of NFA states is a possible DFA state
- All the states of the DFA containing some final state as a member would be final states of the DFA
- For the NFA presented before (whose equivalent DFA was also presented)
 - $\delta([q_0], a) = [q_0, q_1]$, $\delta([q_0], b) = \phi$
 - $\delta([q_0, q_1], a) = [q_0, q_1]$, $\delta([q_0, q_1], b) = [q_1, q_2]$
 - $\delta(\phi, a) = \phi$, $\delta(\phi, b) = \phi$
 - $\delta([q_1, q_2], a) = \phi$, $\delta([q_1, q_2], b) = [q_1, q_2]$
 - $[q_1, q_2]$ is the final state
- In the worst case, the converted DFA may have 2^n states, where n is the no. of states of the NFA

Regular Expressions

- Let Σ be an *alphabet*. The **REs** over Σ and the languages they denote (or generate) are defined
 1. ϕ is an RE. $L(\phi) = \phi$
 2. ε is an RE. $L(\varepsilon) = \{\varepsilon\}$
 3. For each $a \in \Sigma$, a is an RE. $L(a) = \{a\}$
 4. If r and s are REs denoting the languages R and S , respectively
 1. (rs) is an RE *(denotes concatenation)*
 2. $(r + s)$ is an RE, *(denotes either r or s)*
 3. (r^*) is an RE *(denotes zero or more occurrences of r)*

Regular Expressions: Examples

(Give corresponding RE)

1. $L = \{\text{if, then, else, while, do, begin, end}\}$
2. $L = \text{set of all strings of 0's and 1's, beginning with 1 and not having two consecutive 0's}$
3. $L = \{w \mid w \in \{a, b\}^* \wedge w \text{ ends with } a\}$
4. $L = \text{set of all strings over } \{a, b, c\} \text{ that do not have the substring } ac$

Regular Expressions: Examples

1. $L = \{\text{if, then, else, while, do, begin, end}\}$

$r = \text{if} + \text{then} + \text{else} + \text{while} + \text{do} + \text{begin} + \text{end}$

2. $L =$ set of all strings of 0's and 1's, beginning with 1 and not having two consecutive 0's

$r = (1+10)^*$

3. $L = \{w \mid w \in \{a, b\}^* \wedge w \text{ ends with } a\}$

$r = (a + b)^*a$

4. $L =$ set of all strings over $\{a, b, c\}$ that do not have the substring ac

$r = c^*(a + bc^*)^*$

Regular Languages

- The language accepted by an FSA is the set of all strings accepted by it (regular language).
- It can be shown that for every regular expression, an FSA can be constructed and vice-versa

Regular Definitions

- A regular definition is a sequence of "equations" of the form

$$d_1 = r_1; d_2 = r_2; \dots; d_n = r_n,$$

where each d_i is a distinct name,

and each r_i is a regular expression over the symbols $\Sigma \cup \{d_1, d_2, \dots, d_{i-1}\}$

Example (Identifiers and Integers)

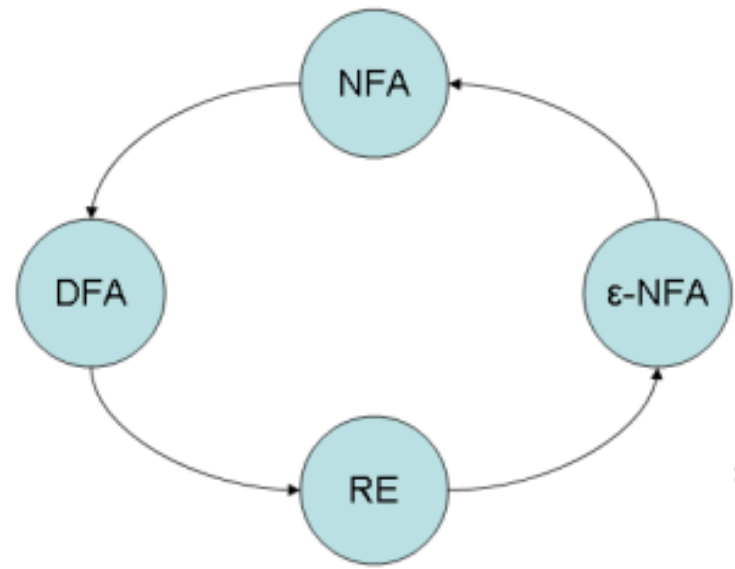
letter = a + b + c + d + e;

digit = 0 + 1 + 2 + 3 + 4;

identifier = letter(letter + digit)*;

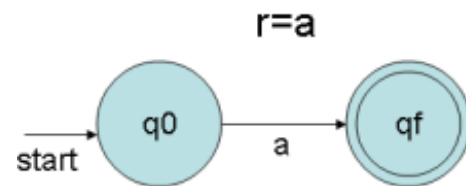
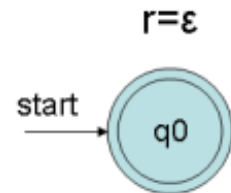
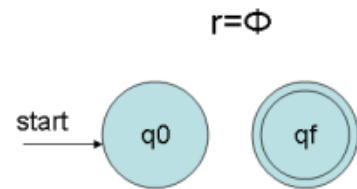
number = digit digit*

From RE to Automaton

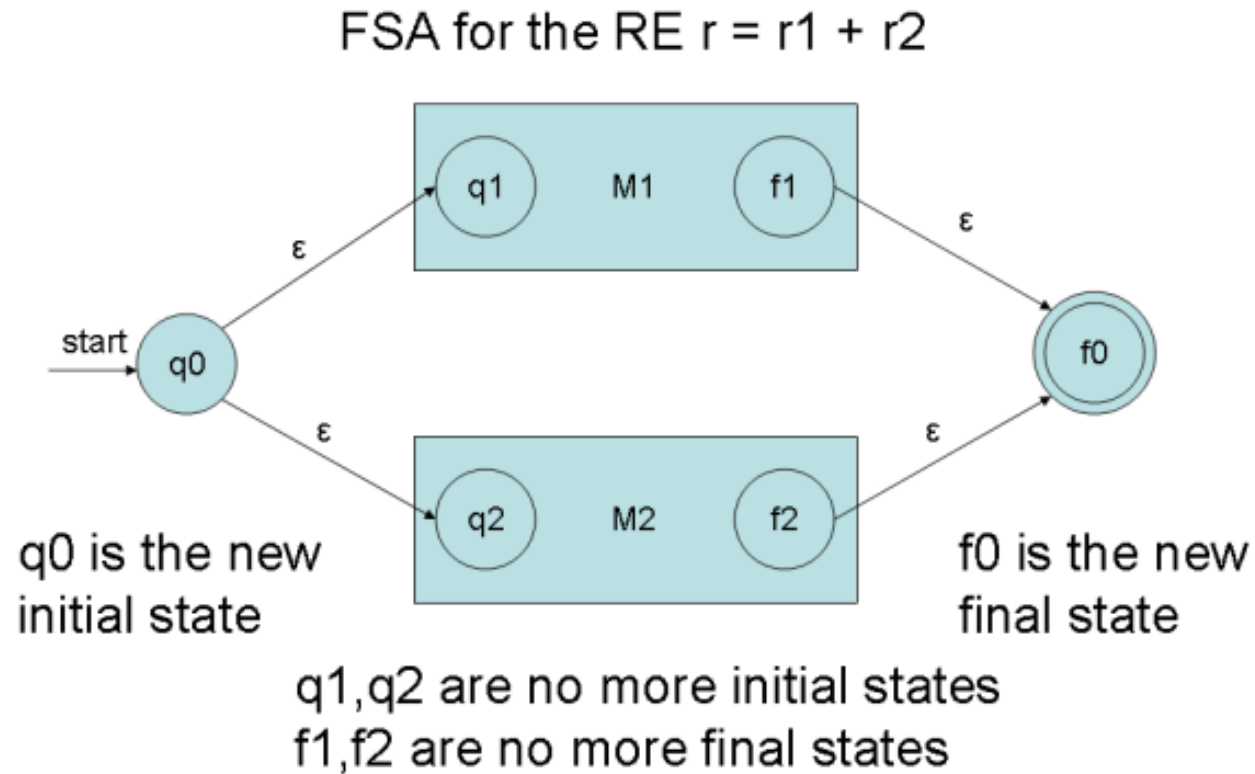


RE to NFA (Thompson's construction)

- NFA pattern for each symbol and operator

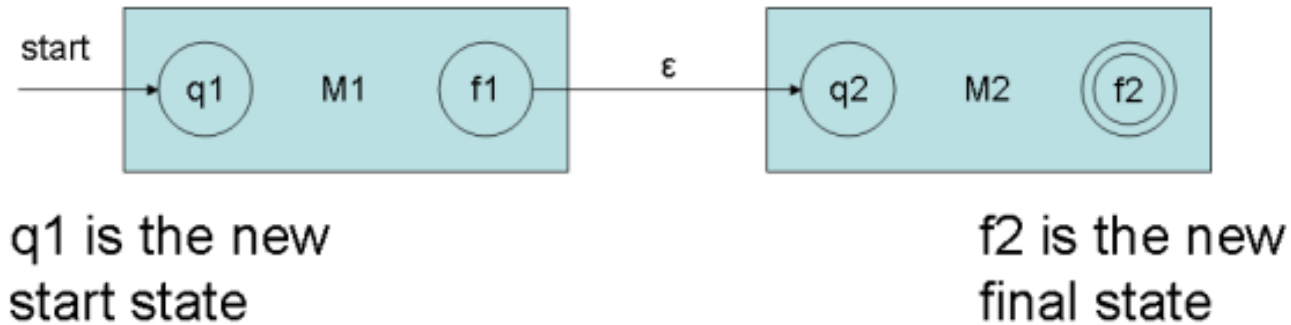


NFA pattern for $R = r_1 + r_2$



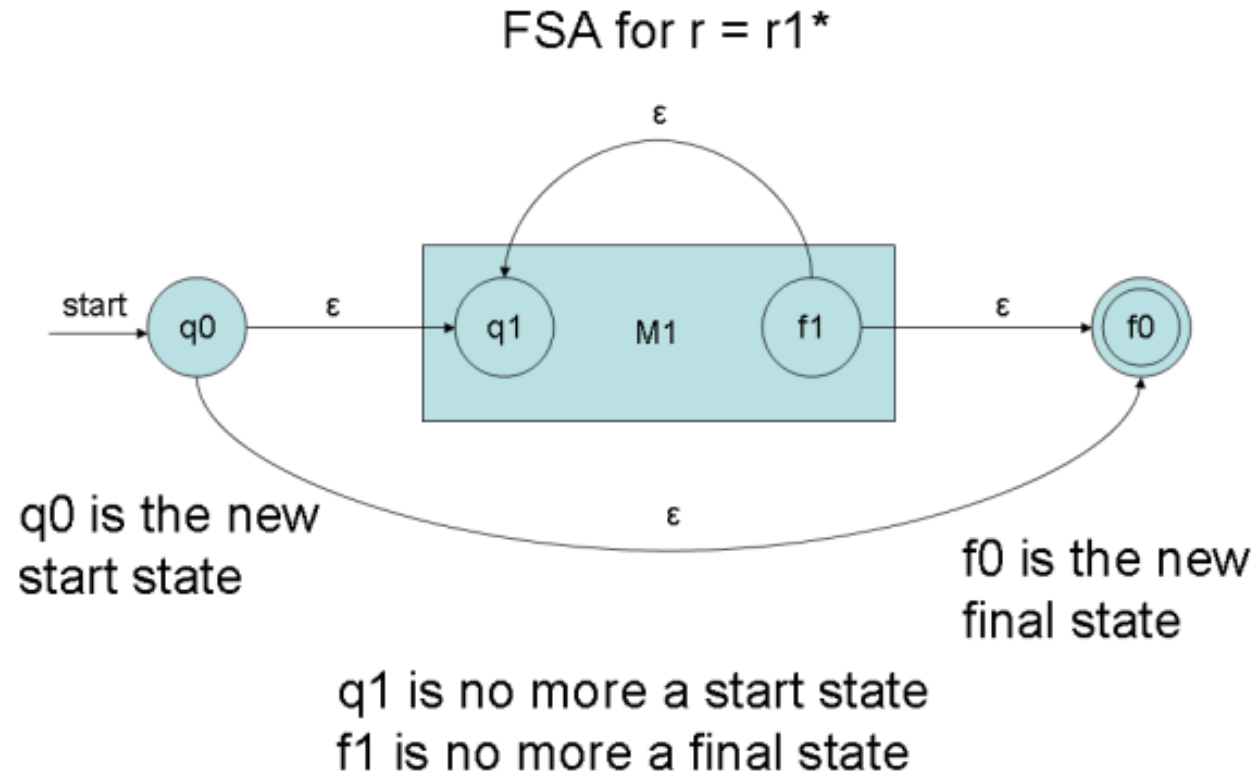
NFA pattern for $R = r_1 r_2$

FSA for RE $r = r_1 r_2$



f1 is no more a final state
q2 is no more a start state

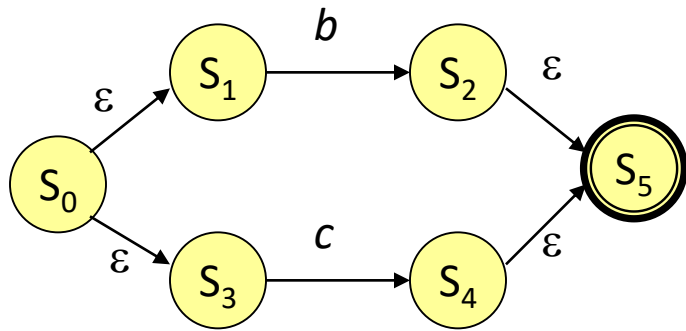
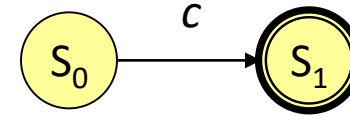
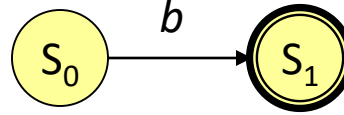
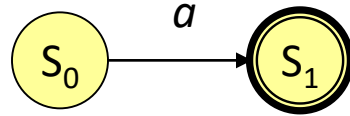
Pattern for $R = r_1^*$



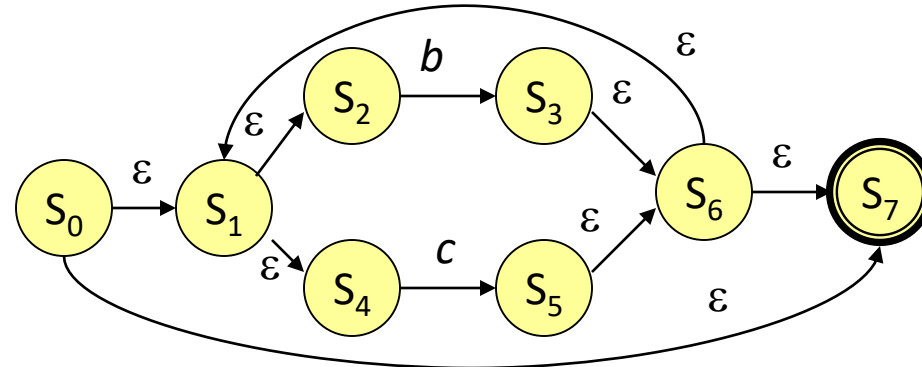
Example: Construct the NFA of $a(b/c)^*$

Example: Construct the NFA of $a(b/c)^*$

First: NFAs
for a, b, c

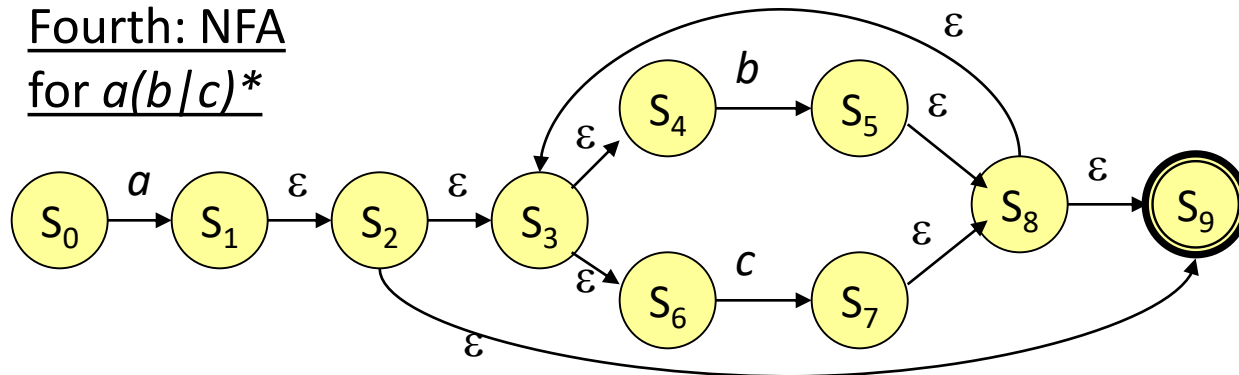


Second: NFA for b/c



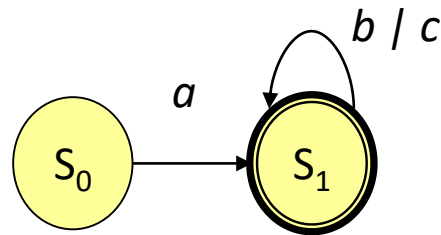
Third: NFA for $(b/c)^*$

Fourth: NFA
for $a(b/c)^*$



NFA pattern for each symbol and/or operator: join them in precedence order

NFA of $a(b/c)^*$



Of course, a human would design a simpler one...
But, we can **automate** production of the complex one...

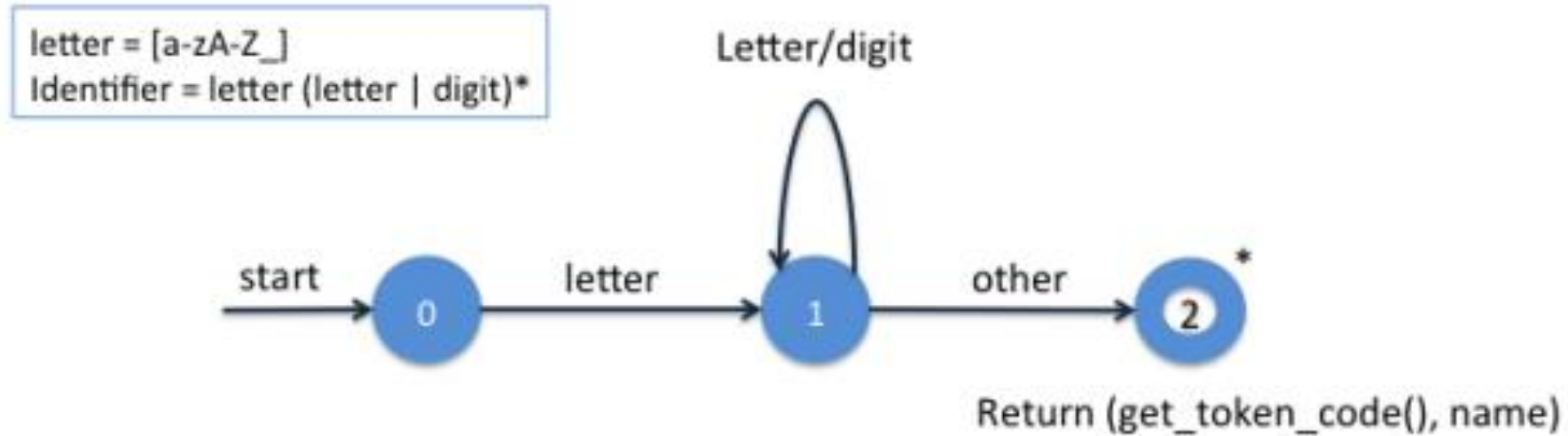
Transition Diagrams

- Conversion of patterns into stylized flow-charts called “**transition diagrams**” (**intermediate step in the construction of a lexical analyzer**).
- Let us see how to perform **conversion of regular-expression patterns to transition diagrams** by hand.

Transition Diagrams

- Transition diagrams are **generalized DFAs** with the following differences
 - **Edge Labels**: Edges may be labelled by a **symbol**, *a set of symbols*, or a *regular definition*
 - **Retracting States**: Some accepting states may be indicated as **retracting states**, indicating that the **lexeme does not include the symbol that brought us to the accepting state**
 - **Actions**: Each **accepting state** has an **action** attached to it, which is executed when that state is reached. Typically, such an action returns a token and its attribute value

Transition Diagram for identifier and reserved words



- “*” indicates retraction state
- **get_token_code():**
 - searches a table if the name is a reserved word and returns its integer code.
 - If not a reserved word, it returns integer code of IDENTIFIER token, with **name** containing the string of characters forming the token.
 - name not relevant for reserved words

Example: A Grammar for Branching Statements

stmt → **if** *expr* **then** *stmt*
 | **if** *expr* **then** *stmt* **else** *stmt*
 | ϵ
expr → *term* **relop** *term*
 | *term*
term → **id**
 | **number**

Grammar fragment
describing a simple form of
branching statements and
conditional expressions

digit → [0-9]
digits → *digit*⁺
number → *digits* (. *digits*)? (E [+-]? *digits*)?
letter → [A-Za-z]
id → *letter* (*letter* | *digit*)^{*}
if → **if**
then → **then**
else → **else**
relop → < | > | <= | >= | = | <>

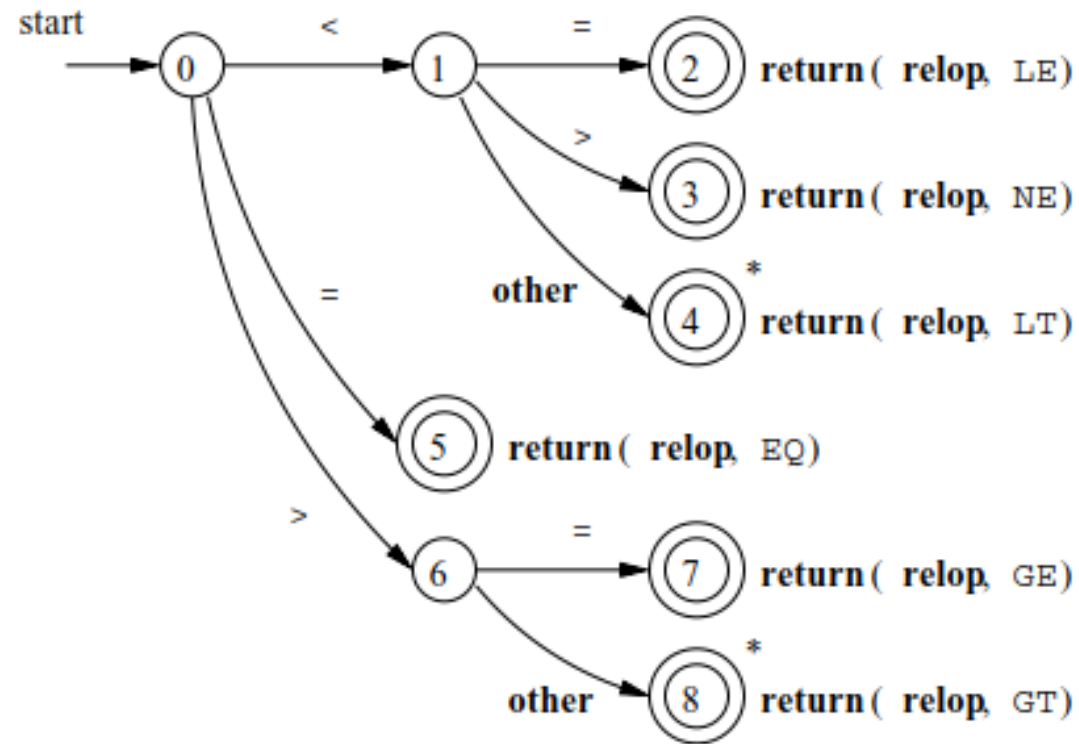
Patterns for tokens

Transition diagram for **relop**

relop -> < | > | <= | >= | = | <>

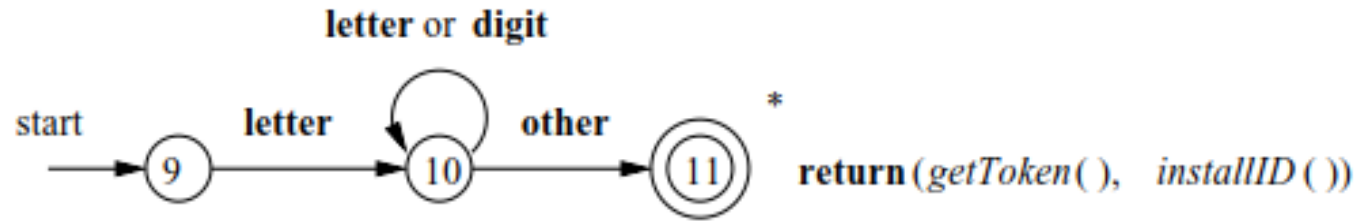
Transition diagram for **relop**

relop -> < | > | <= | >= | = | <>



Transition diagram for identifiers (and keywords)

id -> letter (letter | digit)*



Two approaches to handle reserved keywords that look like identifiers

Approach 1:

- Reserved words in a table initially
- *getToken()*: examines symbol table, returns what token the lexeme found represents
- *installID()*: if **ID**, places it in the symbol table, returns pointer to the symbol table entry

Transition diagram for identifiers (and keywords)

Two approaches to handle reserved keywords that look like identifiers



Approach 2:

- Create a separate transition diagram for each keyword
- States representing situation after each successive letter, followed by a test for a non-letter or non-digit.
- Check for non-letter or non-digit is necessary (e.g., consider “*then*nextvalue”, **ID** that has “*then*” as a prefix)
- **Prioritize reserved-words** when a lexeme matches *both* **ID** and pattern for a reserved word.

Transition diagram for unsigned numbers

digit -> [0-9]

digits -> *digit*⁺

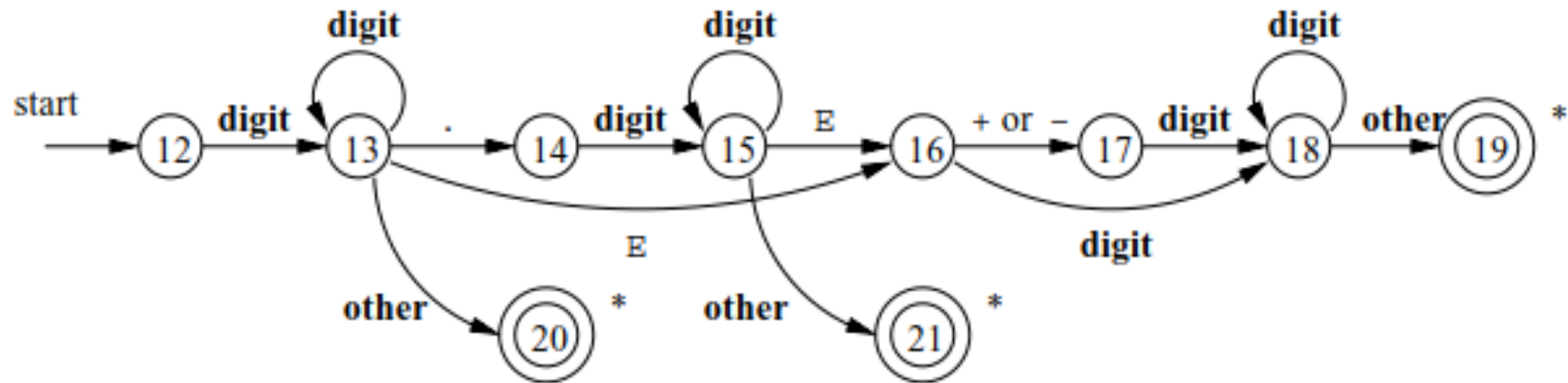
number -> digits (.*digits*)? (E [+*-*] *digits*)?

Transition diagram for unsigned numbers

digit -> [0-9]

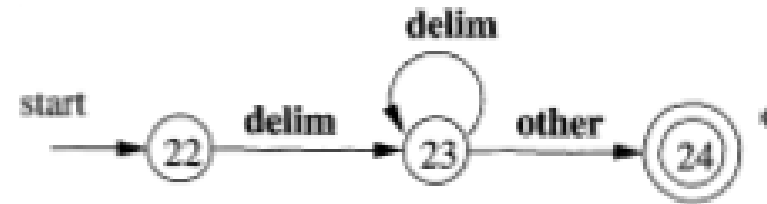
digits -> digit⁺

number -> digits (. digits)? (E [+ -] digits)?



Stripping out white spaces

$ws \rightarrow (\text{blank} \mid \text{tab} \mid \text{newline})^+$



Lexical Analyzer Implementation from Transition Diagrams

- Different ways of using a collection of transition diagrams to build a lexical analyzer.
- In a **transition diagram**,
 - each state represented by a piece of code
 - Variable *state* holding information about the current state
 - *switch* based on the value of state

Lexical Analyzer implementation from Transition Diagrams

- What *fail()* does depends on the global error recovery strategy
- Resetting of *forward* pointer to *lexemeBegin*
 - *Allow another transition diagram to be applied from the **beginning of un-consumed** input*
- Change value of *state* to the start-state of another transition diagram that checks for another token
- If all transition diagrams are explored, *fail()* can initiate **error-correction phase**

Lexical Analyzer implementation from Transition Diagrams (Entire lexical analyzer)

- **Sequential** arrangement of transition diagrams to be tried
 - Function *fail()* resets pointer and starts the next transition diagram
- Run various transition diagrams in **parallel** feeding next input char to all of them
 - Resolving issues (lexeme match Vs. being able to consume more input)
 - **Take longest prefix** of the input that matches any pattern
- **Combine** all the transition diagrams into one
 - Allow to read input until there is no possible next state
 - Combining is easy for the considered running example (merging all initial states)
 - Combining is not trivial in general.

Lexical Analyzer Generator (Lex/flex)