

# Compiling Techniques

## Lecture 3: Introduction to Lexical Analysis

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# Overview

- \* Tutorials
- \* The Big Picture
- \* Regular Expressions
- \* DFAs and NFAs
- \* Automating Scanner Construction

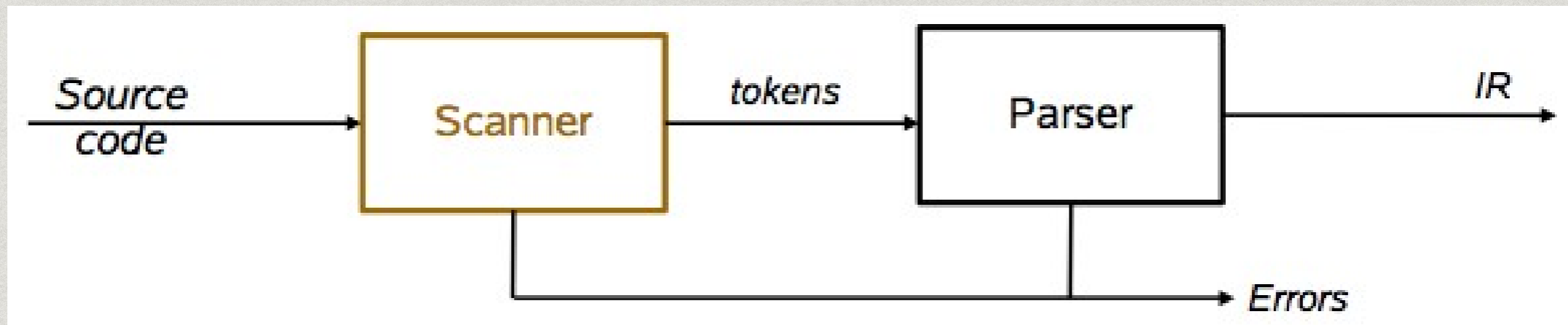


# Tutorials

- \* Monday 1:10pm - AT 4.07 (Christophe Dubach)  
Monday 1:10pm - AT 4.14A (Björn Franke)  
Thursday 1:10pm - AT 4.07 (Christophe Dubach)
- \* Tutorials start next week
- \* Group allocation on course website
- \* Online Forum: <https://piazza.com/>
  - \* **action:** enrol today!



# Scanner



- \* Maps character stream into words—the basic unit of syntax
- \* Produces pairs — a word & its part of speech
  - \*  $x=x+y;$  becomes  $\langle \text{id},x \rangle = \langle \text{id},x \rangle + \langle \text{id},y \rangle;$
  - \* word  $\cong$  lexeme, part of speech  $\cong$  token type
  - \* In casual speech, we call the pair a token
- \* Typical tokens include number, identifier, +, -, new, while, if
- \* Scanner eliminates white space (including comments)
- \* Speed is important

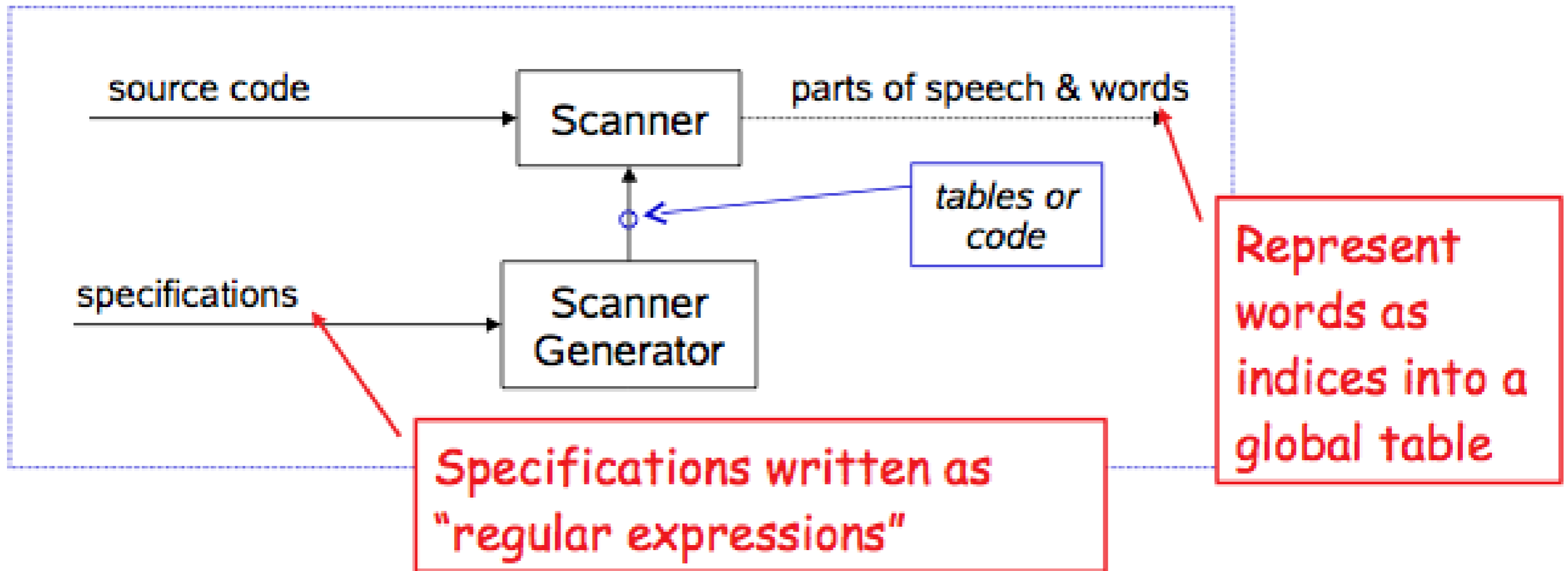


# The Big Picture

- \* Why study lexical analysis?
  - \* We want to avoid writing scanners by hand
  - \* We want to harness the theory from other classes
- \* Goals:
  - \* To simplify specification & implementation of scanners
  - \* To understand the underlying techniques and technologies



# The Big Picture





# Regular Expressions

- \* Lexical patterns form a regular language
  - \* Any finite language is regular
  - \* Regular expressions (REs) describe regular languages
- \* Regular Expression (over alphabet  $\Sigma$ )
  - \*  $\epsilon$  is a RE denoting the set  $\{\epsilon\}$
  - \* If  $\mathbf{a}$  is in  $\Sigma$ , then  $\mathbf{a}$  is a RE denoting  $\{\mathbf{a}\}$
  - \* If  $\mathbf{x}$  and  $\mathbf{y}$  are REs denoting  $L(\mathbf{x})$  and  $L(\mathbf{y})$  then
    - \*  $\mathbf{x|y}$  is an RE denoting  $L(\mathbf{x}) \cup L(\mathbf{y})$
    - \*  $\mathbf{xy}$  is an RE denoting  $L(\mathbf{x})L(\mathbf{y})$
    - \*  $\mathbf{x}^*$  is an RE denoting  $L(\mathbf{x})^*$
- \* Precedence is closure, then concatenation, then alternation



# Set Operations

<b>Operation</b>	<b>Definition</b>
<i>Union of L and M</i> <i>Written <math>L \cup M</math></i>	$L \cup M = \{s \mid s \in L \text{ or } s \in M\}$
<i>Concatenation of L and M</i> <i>Written <math>LM</math></i>	$LM = \{st \mid s \in L \text{ and } t \in M\}$
<i>Kleene closure of L</i> <i>Written <math>L^*</math></i>	$L^* = \bigcup_{0 \leq i < \infty} L^i$
<i>Positive Closure of L</i> <i>Written <math>L^+</math></i>	$L^+ = \bigcup_{1 \leq i < \infty} L^i$



# Example

## Identifiers:

*Letter* → (a|b|c| ... |z|A|B|C| ... |Z)

*Digit* → (0|1|2| ... |9)

*Identifier* → *Letter* ( *Letter* | *Digit* )\*

## Numbers:

*Integer* → ( + | - | ε ) ( 0 | ( 1 | 2 | 3 | ... | 9 ) ( *Digit* )\* )

*Decimal* → *Integer* . *Digit*\*

*Real* → ( *Integer* | *Decimal* ) E ( + | - | ε ) *Digit*\*

*Complex* → ( *Real* . *Real* )

NUMBERS CAN GET MORE COMPLICATED!



# Scanners & Regular Expressions

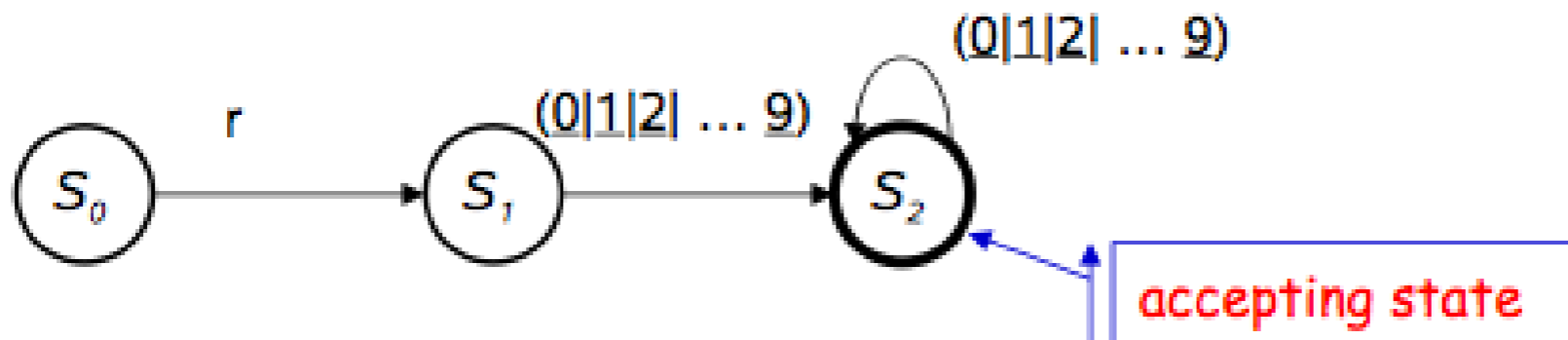
- \* *Regular expressions can be used to specify the words to be translated to parts of speech by a lexical analyser*
- \* Using results from automata theory and theory of algorithms, we can automatically build recognisers from regular expressions
  - \* Some of you may have seen this construction for string pattern matching
- \* We study REs and associated theory to **automate scanner construction!**



# Example

- \* Consider the problem of recognising register names
  - \* Register  $\rightarrow r (0|1|2| \dots | 9) (0|1|2| \dots | 9)^*$
  - \* Allows registers of arbitrary number
  - \* Requires at least one digit

RE corresponds to a recogniser (or DFA, Deterministic Finite Automaton)



Recognizer for *Register*

*Transitions on other inputs go to an error state,  $s_e$*



# Example (continued)

- \* DFA operation
  - \* Start in state  $s_0$  & take transitions on each input character
  - \* DFA accepts a word  $x$  iff  $x$  leaves it in a final state ( $s_2$ )
- \* So,
  - \* **r17** takes it through  $s_0, s_1, s_2$  and accepts
  - \* **r** takes it through  $s_0, s_1$  and fails
  - \* **a** takes it straight to failure



# Example (continued)

- \* To be useful, recogniser must turn into code

```
Char ← next character
State ← s0

while (Char ≠ EOF)
    State ← δ(State,Char)
    Char ← next character

if (State is a final state)
    then report success
else report failure
```

*Skeleton recognizer*

$\delta$	$r$	0,1,2,3,4, 5,6,7,8,9	All others
$s_0$	$s_1$	$s_e$	$s_e$
$s_1$	$s_e$	$s_2$	$s_e$
$s_2$	$s_e$	$s_2$	$s_e$
$s_e$	$s_e$	$s_e$	$s_e$

*Table encoding RE*



# Example (continued)

- \* To be useful, recogniser must turn into code

```
Char ← next character
State ← s0

while (Char ≠ EOF)
    State ← δ(State,Char)
    perform specified action
    Char ← next character

if (State is a final state)
    then report success
else report failure
```

*Skeleton recognizer*

$\delta$	r	0,1,2,3,4, 5,6,7,8,9	All others
s <sub>0</sub>	s <sub>1</sub> <i>start</i>	s <sub>e</sub> <i>error</i>	s <sub>e</sub> <i>error</i>
s <sub>1</sub>	s <sub>e</sub> <i>error</i>	s <sub>2</sub> <i>add</i>	s <sub>e</sub> <i>error</i>
s <sub>2</sub>	s <sub>e</sub> <i>error</i>	s <sub>2</sub> <i>add</i>	s <sub>e</sub> <i>error</i>
s <sub>e</sub>	s <sub>e</sub> <i>error</i>	s <sub>e</sub> <i>error</i>	s <sub>e</sub> <i>error</i>

*Table encoding RE*



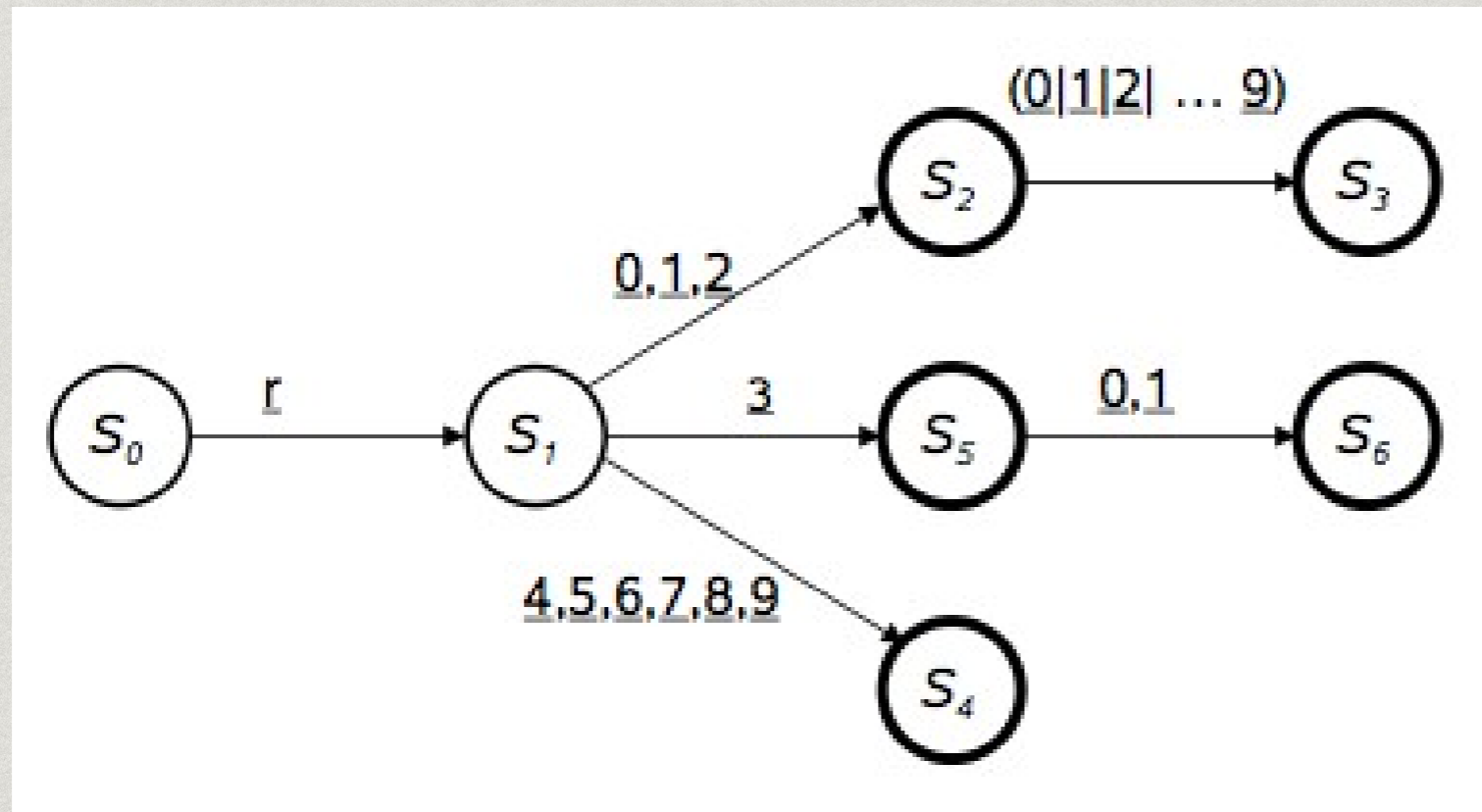
# Extended Example

- \* What if we need a tighter specification?
- \*  $r \text{ Digit Digit}^*$  allows arbitrary numbers
  - \* Accepts  $r00000$
  - \* Accepts  $r99999$
  - \* What if we want to limit it to  $r0$  through  $r31$ ?
- \* Write a tighter regular expression
  - \* Register  $\rightarrow r ( (0|1|2) (\text{Digit} | \epsilon) | (4|5|6|7|8|9) | (3|30|31) )$
  - \* Register  $\rightarrow r0|r1|r2| \dots |r31|r00|r01|r02| \dots |r09$
- \* Produces a more complex DFA
  - \* Has more states
  - \* Same cost per transition
  - \* Same basic implementation



# Extended Example (continued)

- \* The DFA for Register  $\rightarrow r ( (0|1|2) (\text{Digit} | \varepsilon) | (4|5|6|7|8|9) | (3|30|31) )$



- \* Accepts a more constrained set of registers
- \* Same set of actions, more states



# Extended Example (continued)

$\delta$	r	0,1	2	3	4-9	All others
$s_0$	$s_1$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$
$s_1$	$s_e$	$s_2$	$s_2$	$s_5$	$s_4$	$s_e$
$s_2$	$s_e$	$s_3$	$s_3$	$s_3$	$s_3$	$s_e$
$s_3$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$
$s_4$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$
$s_5$	$s_e$	$s_6$	$s_e$	$s_e$	$s_e$	$s_e$
$s_6$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$
$s_e$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$	$s_e$

RUNS IN THE  
SAME SKELETON  
RECOGNISER!

*Table encoding RE for the tighter register specification*



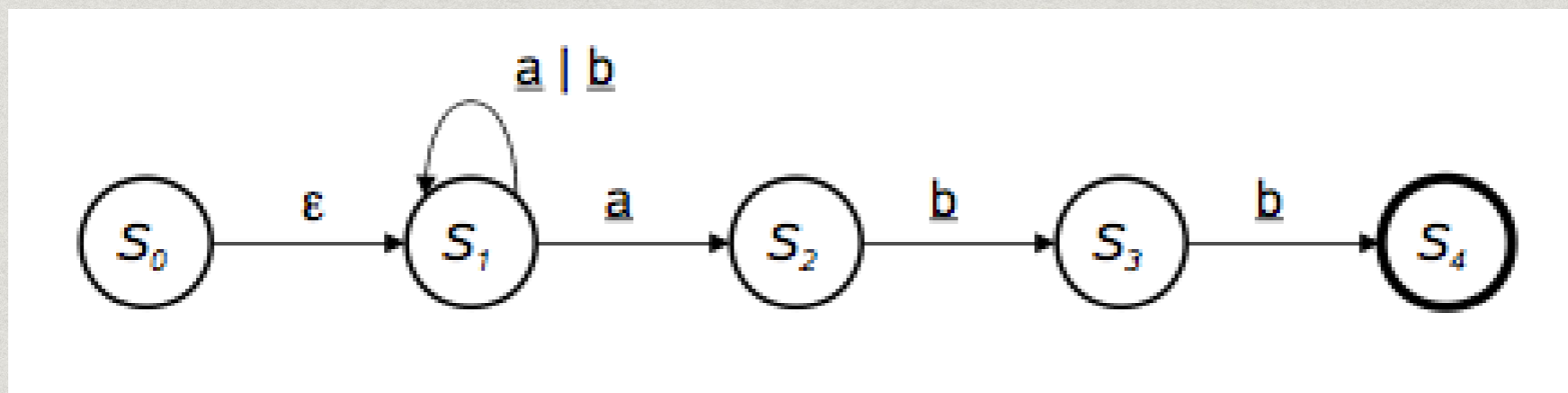
# Goal

- \* We will show how to construct a finite state automaton to recognise any RE
- \* Overview:
  - \* Direct construction of a **nondeterministic finite automaton (NFA)** to recognise a given RE
    - \* Requires  $\epsilon$ -transitions to combine regular subexpressions
  - \* Construct a **deterministic finite automaton (DFA)** to simulate the NFA
    - \* Use a set-of-states construction
  - \* **Minimise** the number of states
    - \* Hopcroft state minimisation algorithm
  - \* **Generate** the scanner code
    - \* Additional specifications needed for details



# Non-Deterministic Finite Automata

- \* Each RE corresponds to a deterministic finite automaton (DFA)
- \* May be hard to directly construct the right DFA
- \* What about an RE such as  **$(a|b)^*abb$** ?



- \* This is a little different
  - \* S0 has a transition on  $\epsilon$
  - \* S1 has two transitions on **a**
  - \* This is a **non-deterministic finite automaton (NFA)**



# Non-Deterministic Finite Automata

- \* An NFA accepts a string  $x$  iff  $\exists$  a path through the transition graph from  $s_0$  to a final state such that the edge labels spell  $x$
- \* Transitions on  $\epsilon$  consume no input
- \* To “run” the NFA, start in  $s_0$  and guess the right transition at each step
  - \* Always guess correctly
  - \* If some sequence of correct guesses accepts  $x$  then accept
- \* Why study NFAs?
  - \* They are the key to automating the RE $\rightarrow$ DFA construction
  - \* We can paste together NFAs with  $\epsilon$ -transitions





# Relationship between NFAs and DFAs

- \* DFA is a special case of an NFA
  - \* DFA has no  $\epsilon$  transitions
  - \* DFA's transition function is single-valued
  - \* Same rules will work
- \* DFA can be simulated with an NFA
  - \* Obviously
- \* NFA can be simulated with a DFA
  - \* Less obvious
  - \* Simulate sets of possible states
  - \* Possible exponential blowup in the state space
  - \* Still, one state per character in the input stream



# Automating Scanner Construction

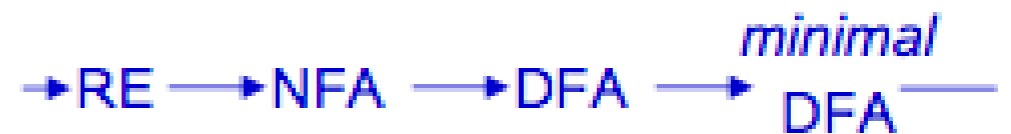
- \* To convert a specification into code:
  1. Write down the RE for the input language
  2. Build a big NFA
  3. Build the DFA that simulates the NFA
  4. Systematically shrink the DFA
  5. Turn it into code
- \* Scanner generators
  - \* Lex and Flex work along these lines
  - \* Algorithms are well-known and well-understood
  - \* Key issue is interface to parser (define all parts of speech)
  - \* You could build one in a weekend!



# Automating Scanner Construction

- \* RE  $\rightarrow$  NFA (Thompson's construction)
  - \* Build an NFA for each term
  - \* Combine them with  $\epsilon$ -moves
- \* NFA  $\rightarrow$  DFA (subset construction)
  - \* Build the simulation
- \* DFA  $\rightarrow$  Minimal DFA
  - \* Hopcroft's algorithm
- \* DFA  $\rightarrow$  RE (Not part of the scanner construction)
  - \* All pairs, all paths problem

## The Cycle of Constructions





# Preview

- \* Constructing a Scanner from Regular Expressions