# Compiling Techniques

Lecture 4: Automatic Lexer Generation (EaC§2.4)

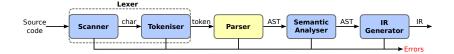
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## **Automatic Lexer Generation**



- Starting from a collection of regular expressions (RE) we automatically generate a Lexer.
- We use finite state automata (FSA) for the construction

#### Definition: finite state automata

A finite state automata is defined by:

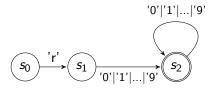
- S, a finite set of states
- $\bullet$   $\Sigma$ , an alphabet, or character set used by the recogniser
- $\delta(s,c)$ , a transition function (takes a state and a character and returns new state)
- s<sub>0</sub>, the initial or start state
- $S_F$ , a set of final states (a stream of characters is accepted iif the automata ends up in a final state)

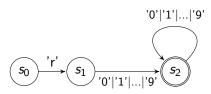
# Finite State Automata for Regular Expression

## Example: register names

```
\mbox{register} \; ::= \; \mbox{'r'} \; \left( \; \mbox{'0'} \; | \; \mbox{'1'} \; | \; \mbox{...} \; | \; \mbox{'9'} \; \right) \; \; \left( \; \mbox{'0'} \; | \; \mbox{'1'} \; | \; \mbox{...} \; | \; \mbox{'9'} \; \right)^*
```

The RE (Regular Expression) corresponds to a recogniser (or finite state automata):





Finite State Automata (FSA) operation:

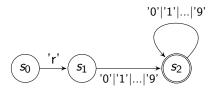
- Start in state s<sub>0</sub> and take transitions on each input character
- The FSA accepts a word x iff x leaves it in a final state  $(s_2)$

### Examples:

- **r17** takes it through  $s_0, s_1, s_2$  and accepts
- $\mathbf{r}$  takes it through  $s_0, s_1$  and fails
- a starts in s<sub>0</sub> and leads straight to failure

# Table encoding and skeleton code

To be useful a recogniser must be turned into code



### Table encoding RE

δ	'r'	'0' '1'  '9'	others
<i>s</i> <sub>0</sub>	<i>s</i> <sub>1</sub>	error	error
<i>s</i> <sub>1</sub>	error	<i>s</i> <sub>2</sub>	error
<b>s</b> <sub>2</sub>	error	<i>s</i> <sub>2</sub>	error

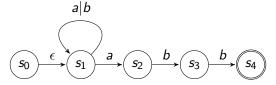
## Skeleton recogniser

```
c = next character state = s_0 while (c \neq EOF) state = \delta(state, c) c = next character if (state final) return success else return error
```

#### **Deterministic Finite Automaton**

Each RE corresponds to a Deterministic Finite Automaton (DFA). However, it might be hard to construct directly.

What about an RE such as (a|b)\*abb?



This is a little different:

- $s_0$  has a transition on  $\epsilon$ , which can be followed without consuming an input character
- s<sub>1</sub> has two transitions on a
- This is a Non-determinisitic Finite Automaton (NFA)

# Non-deterministic vs deterministic finite automata

## Deterministic finite state automata (DFA):

- All edges leaving the same node have distinct labels
- There is no  $\epsilon$  transition

## Non-deterministic finite state automata (NFA):

- Can have multiple edges with the same label leaving from the same node
- Can have ε transition
- This means we might have to backtrack

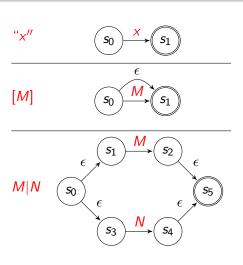
## **Automatic Lexer Generation**

It is possible to systematically generate a lexer for any regular expression.

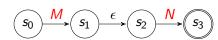
This can be done in three steps:

- $\bullet \ \ \mathsf{regular} \ \mathsf{expression} \ (\mathsf{RE}) \to \mathsf{non-deterministic} \ \mathsf{finite} \ \mathsf{automata}$   $(\mathsf{NFA})$
- NFA → deterministic finite automata (DFA)
- **3** DFA  $\rightarrow$  generated lexer

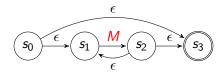
# 1st step: RE → NFA (Ken Thompson, CACM, 1968)



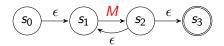
#### M N



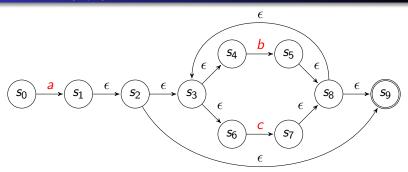
#### **M**\*



 $M^+$ 



# Example: $a(b|c)^*$



A human would do:  $s_0$   $\xrightarrow{a}$   $s_1$ 

# Step 2: NFA $\rightarrow$ DFA

Executing a non-deterministic finite automata requires backtracking, which is inefficient. To overcome this, we need to construct a DFA from the NFA.

#### The main idea:

- We build a DFA which has one state for each set of states the NFA could end up in.
- A set of state is final in the DFA if it contains the final state from the NFA.
- Since the number of states in the NFA is finite (n), the number of possible sets of states is also finite (maximum 2<sup>n</sup>, hint: state encoded as binary vectors).

Assuming the state of the NFA are labelled  $s_i$  and the states of the DFA we are building are labelled  $q_i$ .

We have two key functions:

- reachable( $s_i$ ,  $\alpha$ ) returns the set of states reachable from  $s_i$  by consuming character  $\alpha$
- $\epsilon$ -closure( $s_i$ ) returns the set of states reachable from  $s_i$  by  $\epsilon$  (e.g. without consuming a character)

# The Subset Construction algorithm (Fixed point iteration)

```
q_0 = \epsilon\text{-}closure(s_0); \ Q = \{q_0\}; \ \text{add} \ q_0 \ \text{to WorkList} while (WorkList not empty) remove q from WorkList for each \alpha \in \Sigma subset = \epsilon\text{-}closure(reachable(q,\alpha)) \delta(q,\alpha) = subset if (subset \notin Q) then add subset to Q and to WorkList
```

### The algorithm (in English)

- Start from start state  $s_0$  of the NFA, compute its  $\epsilon$ -closure
- ullet Build subset from all states reachable from  $q_0$  for character lpha
- ullet Add this subset to the transition table/function  $\delta$
- If the subset has not been seen before, add it to the worklist
- Iterate until no new subset are created

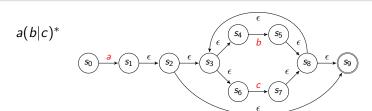
#### Informal proof of termination

- Q contains no duplicates (test before adding)
- similarly we will never add twice the same subset to the worklist
- bounded number of states; maximum 2<sup>n</sup> subsets, where n is number of state in NFA
- $\Rightarrow$  the loop halts

#### End result

- S contains all the reachable NFA states
- It tries each symbol in each s<sub>i</sub>
- It builds every possible NFA configuration
- $\Rightarrow$  Q and  $\delta$  form the DFA

# $NFA \rightarrow DFA$



		$\epsilon$ -closure(reachable( $q, \alpha$ ))		
	NFA states	a	b	С
$q_0$	<i>s</i> <sub>0</sub>	$q_1$	none	none
$q_1$	$s_1, s_2, s_3,$	none	<b>q</b> <sub>2</sub>	<b>q</b> 3
	s <sub>4</sub> , s <sub>6</sub> , s <sub>9</sub>			
$q_2$	<i>S</i> <sub>5</sub> , <i>S</i> <sub>8</sub> , <i>S</i> <sub>9</sub> , <i>S</i> <sub>3</sub> , <i>S</i> <sub>4</sub> , <i>S</i> <sub>6</sub>	none	<b>q</b> <sub>2</sub>	<i>q</i> <sub>3</sub>
	s <sub>3</sub> , s <sub>4</sub> , s <sub>6</sub>			
<b>q</b> 3	<i>S</i> <sub>7</sub> , <i>S</i> <sub>8</sub> , <i>S</i> <sub>9</sub> , <i>S</i> <sub>3</sub> , <i>S</i> <sub>4</sub> , <i>S</i> <sub>6</sub>	none	<b>q</b> <sub>2</sub>	<b>q</b> <sub>3</sub>
	s <sub>3</sub> , s <sub>4</sub> , s <sub>6</sub>			

# Resulting DFA for $a(b|c)^*$

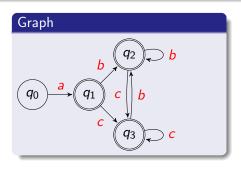


Table encoding							
	а	b	С				
$q_0$	$q_1$	error	error				
$q_1$	error	$q_2$	<b>q</b> <sub>3</sub>				
<b>q</b> 2	error	<b>q</b> <sub>2</sub>	<b>q</b> 3				
<b>q</b> 3	error	<b>q</b> <sub>2</sub>	<b>q</b> 3				

- Smaller than the NFA
- All transitions are deterministic (no need to backtrack!)
- Could be even smaller (see EaC§2.4.4 Hopcroft's Algorithm for minimal DFA)
- Can generate the lexer using skeleton recogniser seen earlier

# What can be so hard?

### Poor language design can complicate lexing

- PL/I does not have reserved words (keywords):
  if (cond) then then = else; else else = then
- In Fortran & Algol68 blanks (whitespaces) are insignificant: do 10 i = 1,25  $\cong$  do 10 i = 1,25 (loop, 10 is statement label) do 10 i = 1.25  $\cong$  do10i = 1.25 (assignment)
- In C,C++,Java string constants can have special characters: newline, tab, quote, comment delimiters, . . .

# **Building Lexer**

### The important point:

- All this technology lets us automate lexer construction
- Implementer writes down regular expressions
- Lexer generator builds NFA, DFA and then writes out code
- This reliable process produces fast and robust lexers

### For most modern language features, this works:

- As a language designer you should think twice before introducing a feature that defeats a DFA-based lexer
- The ones we have seen (e.g. insignificant blanks, non-reserved keywords) have not proven particularly useful or long lasting

## Next lecture

### Parsing:

- Context-Free Grammars
- Dealing with ambiguity
- Recursive descent parser