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# Topic 2: Lexing and Flexing

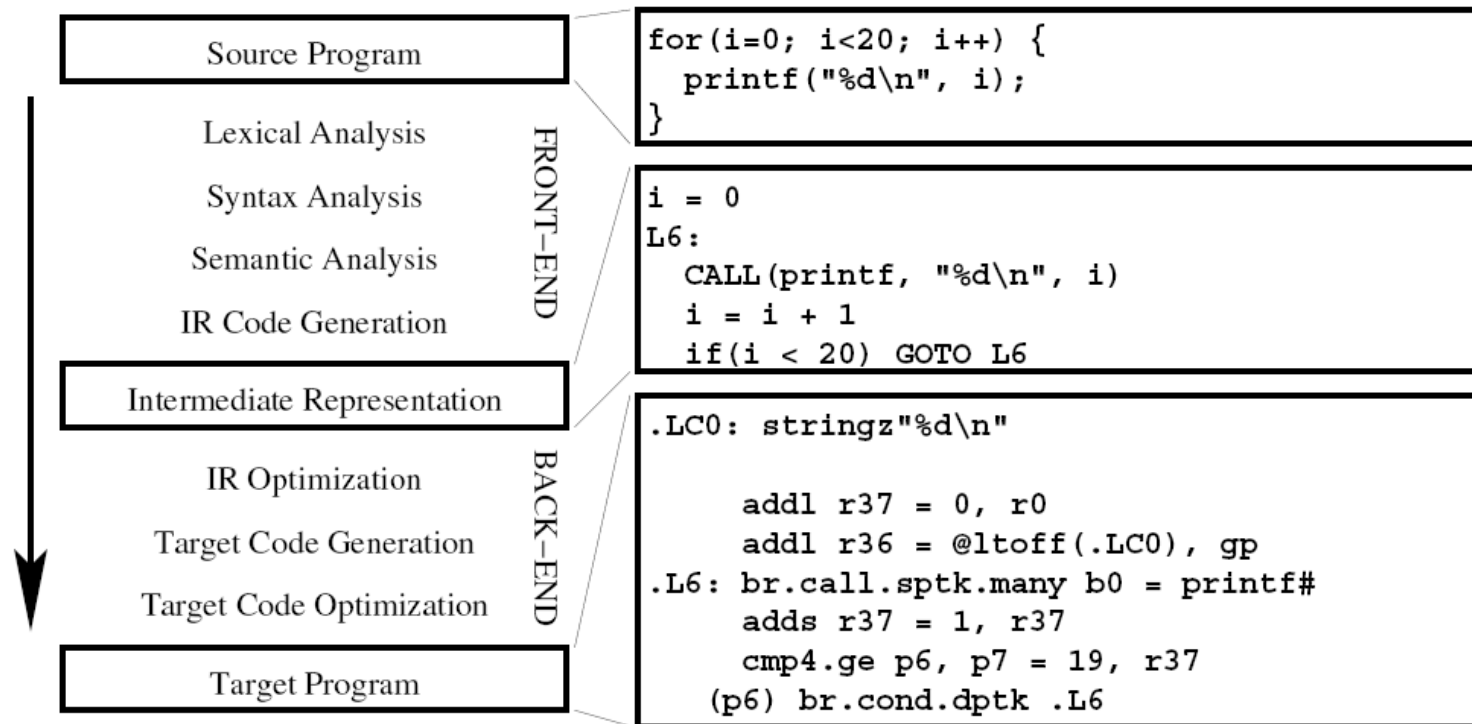
COS 320

Compiling Techniques

Princeton University  
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# The Compiler



- Lexical Analysis: Break into tokens (think words, punctuation)
- Syntax Analysis: Parse phrase structure (think document, paragraphs, sentences)
- Semantic Analysis: Calculate meaning

# Lexical Analysis

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- Lexical Analysis: Breaks stream of ASCII characters (source) into tokens
- Token: Sequence of characters treated as a unit
- Each token has a *token type*:

|               |                   |               |          |
|---------------|-------------------|---------------|----------|
| <i>ID</i>     | foo, x, listCount | <i>NUM</i>    | 50, -100 |
| <i>REAL</i>   | 10.45, 3.14, -2.1 | <i>IF</i>     | if       |
| <i>SEMI</i>   | ;                 | <i>ASSIGN</i> | =        |
| <i>LPAREN</i> | (                 | <i>RPAREN</i> | )        |

- Some tokens have associated semantic information:

|       |                     |
|-------|---------------------|
| foo   | <i>ID</i> (foo)     |
| -100  | <i>NUM</i> (-100)   |
| 10.45 | <i>REAL</i> (10.45) |

- White space and comments often discarded.

# Lexical Analysis Example

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```
x = ( y + 4.0 ) ;
```

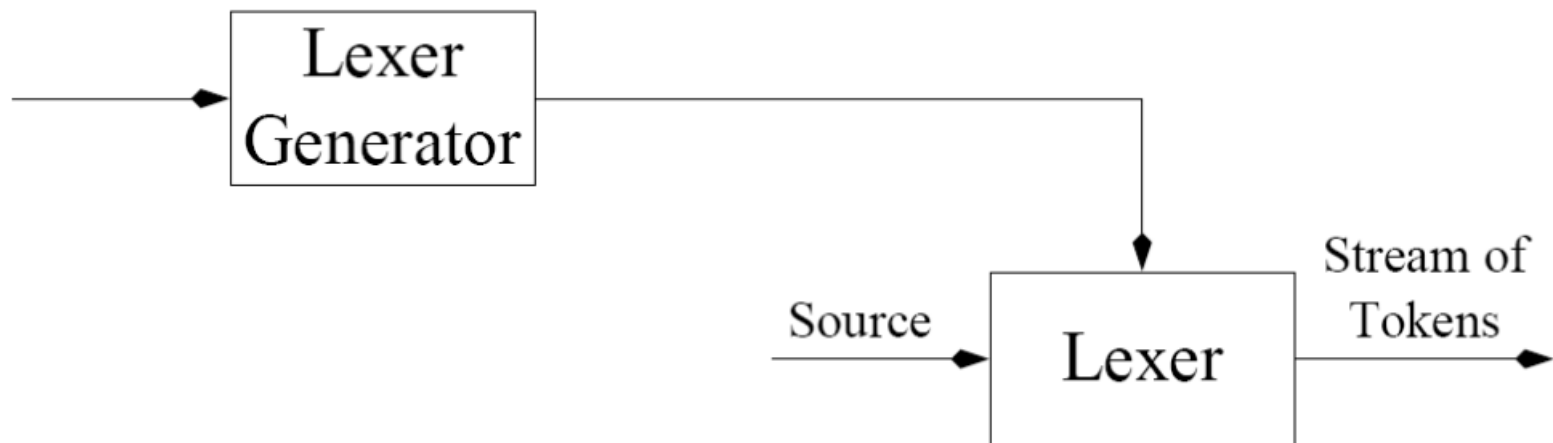
# Implementing a Lexer

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The first phase of a compiler is called the **Lexical Analyzer** or **Lexer**.

## Implementation Options:

1. Write Lexer from scratch.
2. Use Lexical Analyzer Generator.



**How do we describe the source language tokens to the Lexer Generator?**

Using another language of course!

Yeah, but how do we describe the tokens in that language?

# Regular Expressions

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## Some Definitions:

- Alphabet - a collection of *symbols* (ASCII is an alphabet)
- String - finite sequence of *symbols* taken from finite *alphabet*
- Language - set of *strings*
- Examples:
  - ML Language - set of all strings representing correct ML programs (INFINITE).
  - Language of ML keywords - set of all strings which are ML keywords (FINITE).
  - Language of ML tokens - set of all strings which map to ML tokens (INFINITE).

## Regular Expressions (REs)

- REs specify languages (possibly infinite) using finite descriptions.
- REs are good for specifying the language of a language's tokens.

They are also good at specifying a language that can specify the language of a language's tokens.

# Regular Expressions

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## Construction

### Base Cases:

- Symbol: for each symbol  $a$  in alphabet,  $a$  is a RE denoting language containing only the string  $a$ .
- Epsilon ( $\epsilon$ ): a language containing only the *empty string*

### Inductive Cases: (assume $M$ and $N$ are regular expressions)

- Alternation ( $M \mid N$ ): a RE denoting strings in  $M$  or  $N$ .

$$a \mid b \rightarrow \{a, b\}$$

- Concatenation ( $MN$ ): a RE denoting strings in  $M$  concatenated with those in  $N$ .

$$(a \mid b)(a \mid c) \rightarrow \{aa, ac, ba, bc\}$$

- Kleen closure ( $M^*$ ): a RE denoting strings formed by concatenating zero or more strings, all of which are in  $M$ .

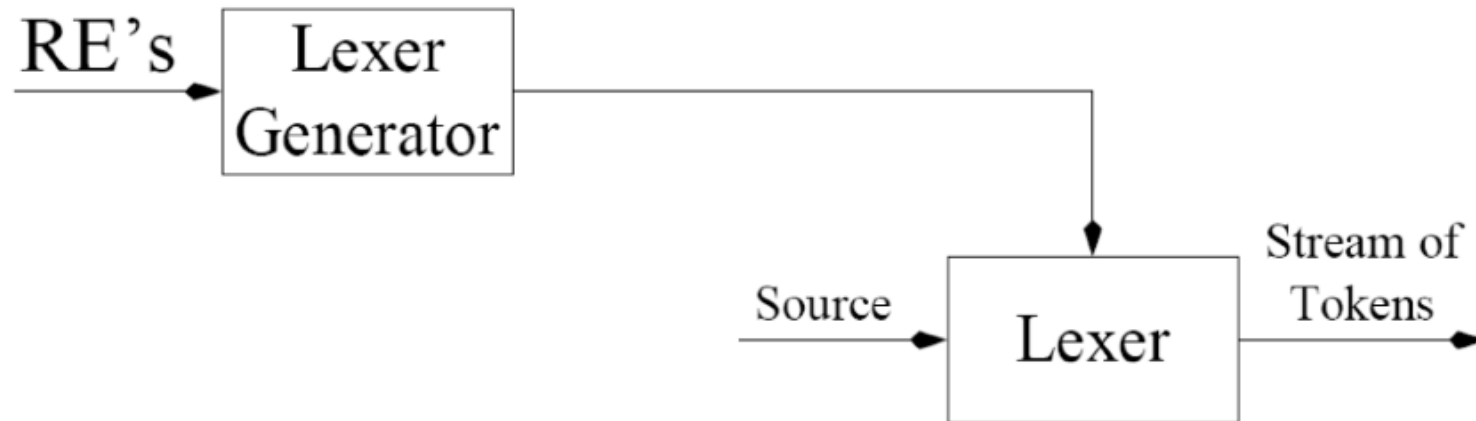
$$(a \mid b)^* \rightarrow \{\epsilon, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

# Regular Expression Examples

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# Finite Automata

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## Finite Automata

**Finite Automaton:** a computational model of a machine with limited memory

**A finite automaton has:**

- Finite number of *states*
- Set of *edges*, each directed from one state to another, labeled with a single symbol
- A *start* state
- One or more *final* states

# Finite Automata

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- Language recognized by FA is set of strings it accepts.
- Accept or Reject
  - Start in *start* state
  - An edge is traversed for each symbol in input string.
  - After  $n$  transitions for  $n$ -symbol string, if in *final* state, ACCEPT
  - If in non-final state or no valid edge was found during traversal, REJECT

# Finite Automata Examples

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# Classes of Finite Automata

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## **Deterministic Finite Automata (DFA)**

- Edges leaving a node are uniquely labeled.

## **Non-deterministic Finite Automata (NFA)**

- Two or more edges leaving a node can be identically labeled.
- An edge can be labeled with  $\epsilon$ .

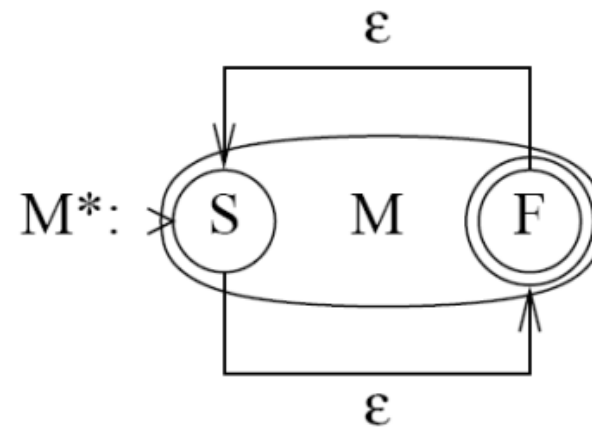
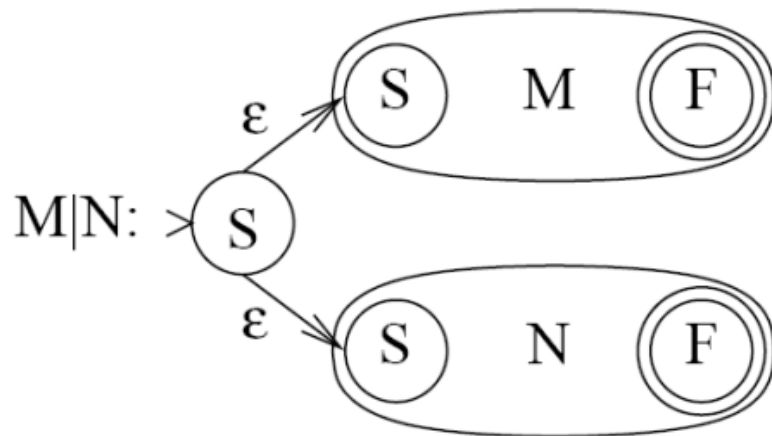
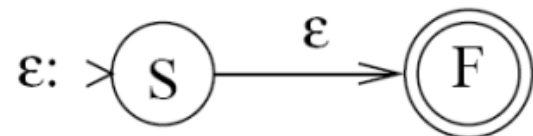
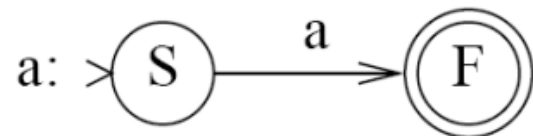
## **Implementing Lexer:**

- $RE \rightarrow NFA \rightarrow DFA$

# NFA Example

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# RE to NFA Rules



# RE to NFA Example

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# NFA to DFA Conversion

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**Idea: Avoid guessing by trying all possibilities simultaneously.**

## Basic Functions

- $edge(s, a)$  = All NFA states reachable from state  $s$  by traversing label  $a$ .
- $closure(S)$  = All reachable NFA states from  $s \in S$  by traversing label  $\epsilon$ .  
$$closure(S) = S \cup (\cup_{s \in S} edge(s, \epsilon))$$
- $DFAedge(D, a)$  = All reachable NFA states from  $s \in D$  by traversing  $a$  and  $\epsilon$  edges.

$$DFAedge(D, a) = closure(\cup_{s \in D} edge(s, a))$$

# NFA to DFA Example

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# DFA Representation

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## **Coding the DFA: The Transition Matrix and Finality Array**

# The Longest Token

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**Lexer must find longest matching token.**

ifz8            ID not IF, ID

iff            IFF not IF, ID

- Save most recent final state and position in stream
- Update when new final state found

# Other Useful Techniques

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Read Chapters 1 and 2.

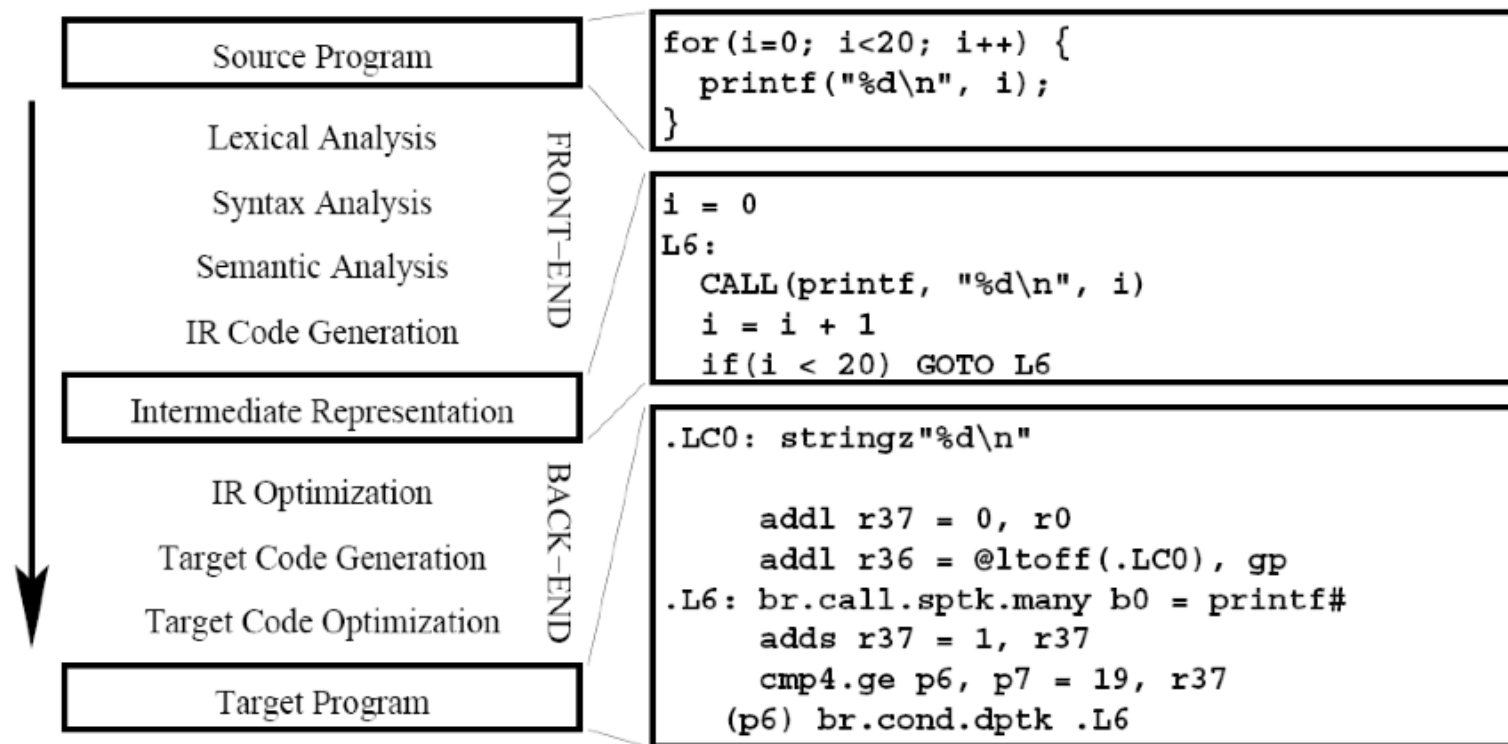
## **Equivalent states:**

- Eliminate redundant states, smaller FA.
- Do Exercise 2.6 (hand in optional).

## **FA $\rightarrow$ RE:**

- Useful to confirm correct RE  $\rightarrow$  FA.
- GNFA's!
- See: *Introduction to the Theory of Computation* by Michael Sipser

# The Compiler



- Lexical Analysis: Break into tokens (think words, punctuation)
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- Semantic Analysis: Calculate meaning

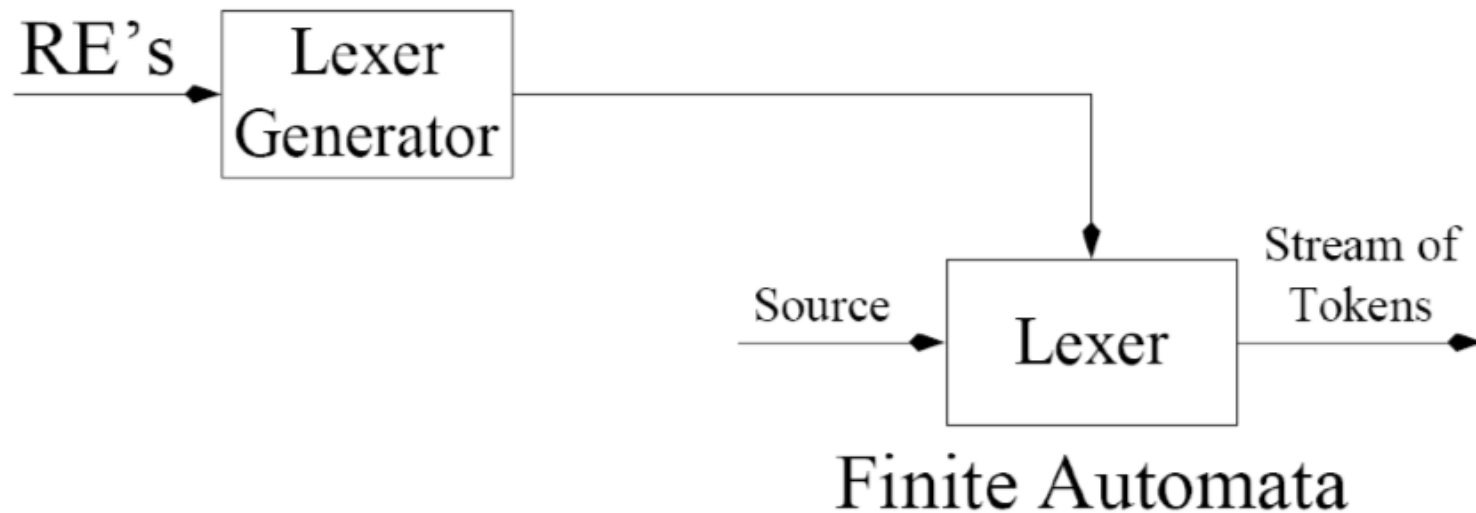
# ML Lex, Lex, Flex, ...

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The first phase of a compiler is called the **Lexical Analyzer** or **Lexer**.

## Implementation Options:

1. Write Lexer from scratch.
2. Use Lexical Analyzer Generator.



- **ml-lex** is a lexical analyzer generator for ML.
- **lex** and **flex** are lexical analyzer generators for C.

# ML Lex

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- Input to **ml-lex** is a set of *rules* specifying a lexical analyzer.
- Output from **ml-lex** is a lexical analyzer in ML.
- A *rule* consists of a pattern and an *action*:
  - *Pattern* is a *regular expression*.
  - *Action* is a fragment of ordinary *ML code*. (Typically returns a token type to calling function.)
- Examples:

```
if => (print("Found token IF"));  
[0-9]+ => (print("Found token NUM"));
```
- General Idea: When prefix of input matches a pattern, the action is executed.

# Lexical Specification

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- Lexical specification consists of 3 parts:

User Declarations

%%

ML-LEX Definitions

%%

Rules

- User Declarations:
  - User can define various values that are available to the *action* fragments.
  - Two values **must** be defined in this section:
    - `type lexresult`
      - type of the value returned by each rule action.
    - `fun eof()`
      - called by lexer when end of input stream reached.

# Lexical Specification

---

- Lexical specification consists of 3 parts:

User Declarations

%%

ML-LEX Definitions

%%

Rules

- ML-Lex Definitions:

- User can define regular expression abbreviations:

DIGITS = [0-9] + ;

LETTER = [a-zA-Z] ;

- Define *start states* to permit multiple lexers to run together.

%s STATE1 STATE2 STATE3 ;

# Lexical Specification

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- Lexical specification consists of 3 parts:

User Declarations

%%

ML-LEX Definitions

%%

Rules

- Rules:

`<start_state_list> regular_expression => (action_code);`

- A *rule* consists of a pattern and an *action*:

- *Pattern* is a *regular expression*.

- *Action* is a fragment of ordinary *ML code*. (Typically returns a token type to calling function.)

- Rules may be prefixed with a list of start states (defined in ML-LEX Definition).

# Rule Patterns

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| symbol   | matches                                                       |
|----------|---------------------------------------------------------------|
| a        | individual character “a” (not for reserved chars ?,*,+,[,{} ) |
| \{       | reserved character {                                          |
| [abc]    | a   b   c                                                     |
| [a-zA-Z] | lowercase and capital letters                                 |
| .        | any character except new line                                 |
| \n       | newline                                                       |
| \t       | tab                                                           |
| “abc?”   | abc? taken literally (reserved chars as well)                 |
| {LETTER} | Use abbreviation LETTER defined in ML-LEX Definitions         |
| a*       | 0 or more a’s                                                 |
| a+       | 1 or more a’s                                                 |
| a?       | 0 or 1 a                                                      |
| a b      | a or b                                                        |

```
if | iff => (print ("Found token IF or IFF")) ;  
[0-9]+ => (print ("Found token NUM")) ;
```

# Rule Actions

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- Actions can use various values defined in User Declarations section.
- Two values always available:

`type lexresult`

- type of the value returned by each rule action.

`fun eof()`

- called by lexer when end of input stream reached.

- Several special variables also available to action fragments.
  - `yytext` - input substring matched by regular expression.
  - `yypos` - file position of beginning of matched string.
  - `continue()` - recursively calls lexing engine.

# Start States

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- *Start states* permit multiple lexical analyzers to run together.
- Rules prefixed with a start state is matched only when lexer is in that state.
- States are entered with YYBEGIN.
- Example:

```
%%
```

```
%S COMMENT
```

```
%%
```

```
<INITIAL> if => (print("Token IF"));
```

```
<INITIAL> [a-z]+ => (print("Token ID"));
```

```
<INITIAL> "(" => (YYBEGIN COMMENT; continue());
```

```
<COMMENT> "*" => (YYBEGIN INITIAL; continue());
```

```
<COMMENT> "\n" | "." => (continue());
```

# Rule Matching and Start States

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`<start_state_list> regular_expression => (action_code);`

- Regular expression matched only if lexer is in one of the start states in start state list.
- If no start state list specified, the rule matches in all states.
- Lexer begins in predefined start state: INITIAL

**If multiple rules match in current start state, use Rule Disambiguation.**

# Rule Disambiguation

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- *Longest match* - longest initial substring of input that matches regular expression is taken as next token.

`if8` matches `ID('if8')`, not `IF()` and `NUM(8)`.

- *Rule priority* - for a particular substring which matches more than one regular expression with equal length, choose first regular expression in rules section.

If we want `if` to match `IF()`, not `ID('if')`, put keyword regular expression before identifier regular expression.

# Example

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```
(* -*- ml -*- *)
type lexresult = string
fun eof() = (print("End-of-file\n"); "EOF")

%%

INT=[1-9] [0-9] *;

%s COMMENT;

%%

<INITIAL>"/*"           => (YYBEGIN COMMENT; continue());
<COMMENT>"*/"           => (YYBEGIN INITIAL; continue());
<COMMENT>"\n" | .       => (continue());

<INITIAL>if             => (print("Token IF\n");"IF");
<INITIAL>then           => (print("Token THEN\n");"THEN");
<INITIAL>{INT}          => (print("Token INT(" ^ yytext ^ ")\n");"INT");
<INITIAL>" " | "\n" | "\t" => (continue());
<INITIAL>.<             => (print("ERR: '" ^ yytext ^ "'.\n");"ERR");
```

# Example in Action

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```
% cat x.txt

if 999 then 0999
/* This is a comment 099 if */
if 12 then 12

% sml
Standard ML of New Jersey, Version 109.33, November 21, 1997 [CM; ...]
- CM.make();
[.....]
val it = () : unit
- MyLexer.tokenize("x.txt");

Token IF
Token INT(999)
Token THEN
ERR: '0' .
Token INT(999)
Token IF
Token INT(12)
Token THEN
Token INT(12)
End-of-file
val it = () : unit
```

# From Assignment

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The below is a very simple example of a flex input file.

```
%{
/* Headers; this part will be copied into lex.yy.c */
#include <stdio.h>
#include <stdlib.h>
void mycode();
%}

/* Definitions */
letter      [A-Za-z]
digit       [0-9]

%%

/* Rules (pattern / action) */
({letter})({letter}|{digit})*    printf("WORD\n");
({digit})+                       { printf("NUMBER\n"); mycode(); }

%%

/* Optional user codes; this part will be copied into lex.yy.c */
void mycode() {
    printf("lex example\n");
}
```