

CSC 416/565: DESIGN AND CONSTRUCTION OF COMPILERS

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Spring 2023

LAST WEEK

Overview of a Compiler:

- Front End
- Back End

TODAY

- Role of the Lexer (also called Scanner)
- Topics: Lexical Analysis, Lexical Tokens
- Regular Expressions
- Lexical specification using regular expressions

“To translate a program from one language into another, a compiler must pull it apart and understand its structure and meaning, then put it back together in a different way.”

Front End

Lexical Analysis:
break input
into tokens

Syntactic Analysis:
parse phrase
structure of source
code

**Semantic
Analysis:** check
program's
meaning?

Lexical Analysis

Lexical Analyzer (LA)

Input: stream of characters

Output: stream of "tokens" (recognize in the source code all names/identifiers, keywords, punctuation marks)

- Usually will discard any white space and comments between the tokens.
- LA is not very complicated
- Formalisms and tools useful in *lexing* phase can also be used in *parsing* phase.

Lexical Analyzer (LA)

Goal: Divide up code into tokens

1. Place “dividers” between different tokens
2. Recognize the token type or class of each token

```
if (i == j)
    z = 0;
else
    z = 1;
```

```
\tif (i == j)\n\t\tz = 0;\n\telse\n\t\tz = 1;
```

Token Classes

Each token class correspond to a set of strings.

Examples:

- **ID**
class description: *strings of letters or digits starting with a letter*
examples: foo n14
- **NUM** *non-empty string of digits*
73 0 00 082

Other classes are by themselves, (*singletons*):

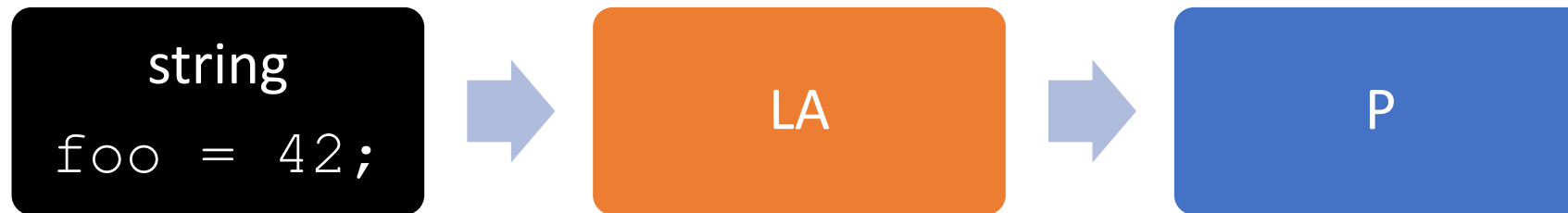
- **IF** if
- **LPAREN** (

Also defining the token class:

- **WHITESPACE** *a non-empty sequence of blanks, newlines, and tabs*

Dataflow

- Will classify program substrings according to their token type/class.
- Communicate tokens to parser.



General Form of Token: `<class, string>`

- String part is often called a lexeme.
- *Examples of tokens with their lexemes:*

`<Id, "foo">`

`<Op, "=">`

`<Int, "42">`

How to Implement Lexical Analysis?

- *Goal:* partition the source program (a very long string) into its token substrings
- *Idea:* recognize one token at a time
- *Implementation:* read string left-to-right
- *How:* eventually will use a finite automaton

Example

```
\tif (i == j) \n\t\ttz = 0; \n\telse \n\t\ttz = 1;
```

Defined Token Classes:

Operators

Whitespace

Keywords

Identifiers

Numbers

... and some singleton classes: $(\quad)$; $=$

Example

```
\tif (i == j) \n\t\ttz = 0; \n\telse \n\t\ttz = 1;
```

Lookahead may be required to decide where one token ends and the next token begins.

Q: Where is lookahead necessary?

Ideally lookahead is not too costly from a computational perspective.

- But still would like to *minimize* the amount of lookahead required.
- Depending on the language specification (what language you are compiling for), minimizing lookahead may be easier or more difficult.

FORTRAN Example

```
sum = 0
do 5 i = 1,25
    sum = sum + i
    write(*,*) 'i = ', i
    write(*,*) 'sum = ', sum
5 continue // loop back
```

- do loop is a strange looking instruction!
- *Meaning:* iterate using the counting variable until the label 5 is reached.
- Loops 25 times, from 1 to 25, stepping by 1.
- BUT, whitespace is insignificant in FORTRAN (like Java). Could revise program by eliminating whitespace and it would be exactly the same.
- do5i=1,25 This instruction is also perfectly valid.

do 5 i = 1,25

vs.

do 5 i = 1.25

- Very different meanings! What's the problem?

Loop

Assignment statement w/ variable and float “do5i = 1.25”

Regular Languages

- used to specify the **lexical structure** of programming languages
- lexical structure: set of **token classes**/types
- each token class contains some set of strings
- will use regular languages to specify which set of strings belongs to a token class

Formalisms

- A formal language has an alphabet Σ (sigma): a set of characters.
- Language is a set of strings drawn from that alphabet.
- To define regular languages, we generally use regular expressions.
 - each regular expression denotes a *set*

Regular Expressions are built *recursively* out of smaller regular expressions

Two “base case” building rules:

1. Singular Character

Example: 'd' = { "d" }

The regular expression that is the single character d denotes the *language* containing one string, which is the single character d.

Recall: A language is a set of strings. (A string is a finite sequence of symbols; the symbols are from a finite alphabet.)

Regular Expressions are built *recursively* out of smaller regular expressions

Two “base case” building rules:

2. Epsilon

Example: $\epsilon = \{""\}$

Represents the language that contains a single string, the *empty string*.

Side note: This is not the empty language, which is the empty set of strings.

$\epsilon \neq \emptyset$

Regular Expressions are built *recursively* out of smaller regular expressions

Three “induction” building rules:

3. Union / Alternation

Example: $A|B = \{a \mid a \in A\} \cup \{b \mid b \in B\}$

- "regex A pipe regex B"

Corresponds to the *union* of the languages in A and B.

- The set of strings, each string a that is in the language of A, union with each string b that is in the language of B.

Regular Expressions are built *recursively* out of smaller regular expressions

Three “induction” building rules:

4. Concatenation

Just like string concatenation.

Example: $A \cdot B = \{ ab \mid a \in A \wedge b \in B \}$

Given two languages (or regular expressions denoting the languages), A and B , the concatenation is equal to all the strings where a is drawn from A and b is drawn from B .

- *Cross-product operation:* choose string from A , and choose string from B , in all possible ways.

Regular Expressions are built *recursively* out of smaller regular expressions

Three “induction” building rules:

5. Repetition / Iteration

Example: $M^* = \bigcup_{i \geq 0} A^i$

(Pronounced "M star".) Also known as the Kleene closure.

Equal to the **union** of $i \geq 0$, of A^i (to the i^{th} power).

- $A^i \rightarrow A$ concatenated with itself i times. $\begin{matrix} A \dots A \\ i \text{ times} \end{matrix}$
- Possible that $i = 0, A^0 = \varepsilon$: language of the empty string.
- Empty strings are always an element of the Kleene closure.

- These 5 cases define the construction of regular expressions over some given alphabet Σ .

Examples

$$\Sigma = \{0,1\}$$

- 1^*
- $(1|0) \cdot 1$
- $0^* | 1^*$
- $(0|1)^*$

More Examples in [Appel]

Multiple regular expressions can denote the same set.

Not necessarily only one unique way to write a language.

Example: $(1 \mid 0) \cdot 1 = (0 \mid 1) \cdot 1$

These two regular languages are equivalent.

$\Sigma=\{0,1\}$

Regular Language: $(0|1)^* \cdot 1 \cdot (0|1)^*$

Another Example

Which of the below *languages* are *equivalent*?

- A. $(1|0)^* \cdot 1 \cdot (1|0)^*$
- B. $(0|1)^* \cdot (1 \cdot 0|1 \cdot 1|1) \cdot (0|1)^*$
- C. $(0 \cdot 1|1 \cdot 1)^* \cdot (0|1)^*$
- D. $(0|1)^* \cdot (0|1) \cdot (0|1)^*$

Backtracking to Formal Languages

- A formal language has an alphabet Σ .
- Language is a set of strings drawn from that alphabet.
- *Example:* $\Sigma = \text{ASCII}$
- **C language:** set of all strings that constitute legal C programs.
 - infinite, but well defined
- **Language of C reserved words:** set of all alphabetic strings that cannot be used as identifiers.

Writing Regular Expressions for Token Classes

Example: Regular Expressions for Keyboards

```
if  
else  
public
```

`i" . "f" | "e" . "l" . "s" . "e" | "p" . "u" ...`

Inconvenient Notation

Some Abbreviations:

- No dot operator: "i" · "f" $\equiv$ "if"
- Range: [abcd] $\equiv$ (a | b | c | d) $\equiv$ [a-d]
- [b-gM-Qkr] $\equiv$ [bcdefgMNOPQkr]
- Zero or one: $M? \equiv (M \mid \epsilon)$
- One or more (Positive Closure): $M^+ \equiv (MM^*)$
 - *Side Notes:* These extensions do not extend the power of regular expressions.
 - Operators ? and + not really necessary.
 - Only need Kleene closure, alternation, concatenation, ...

More Regex Examples for Token Classes

- **ID** - identifier: sequence of letters or digits starting w/ a letter.
- **INT** - integer: a *non-empty* string of digits.
- **REAL** - w/ decimal pt.: (example values: 3.14529, 4., .12)
- **WHITESPACE** - a non-empty sequence of blanks, newlines, and tabs

Lexical Specification

Lexical specification: defines the (1) token classes and their (2) regular languages.

- **Lexical specifications should be complete.**
- We want to always match some initial substring of the input.
- Usually will include rule that matches any single character.
- What if nothing matches?

Example

```
if
[a-z][a-z0-9]*
[0-9]+
([0-9]+"."[0-9]*) | ([0-9]*"."[0-9]+)
("--"[a-z]*"\n") | (" " | "\n" | "\t")+
.
```

```
IF
ID
NUM
REAL
no token, just whitespace
error
```

Notice that rules are ambiguous.

Which rule/regex should match `if8`?

Disambiguation

- Used by lexing tools: *Lex*, *JavaCC*, *SableCC*, among others...
1. Longest match: the next token will be the longest prefix that can match any regex.
 2. Rule priority: if there is a tie, the highest regex takes precedence. (So, order of rules does matter.)

Next Step

... an *implementation* so that we can use regular expressions to match lexical tokens on the source code.

Practice Problem Using Longest Match and Rule Priority

$\Sigma=\{a,b,c\}$

Given the string: `abbbaacc`

What tokenization will the following lexical specifications produce?

Token	Class	Regex
=====		
	A	c^*
	B	b^+
	C	ab
	D	ac^*

Lexical Specification A

Token	Class	Regex
=====		
	A	b^+
	B	ab^*
	C	ac^*

Lexical Specification B