2. Lexical Analysis

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ToC

Lexical Analysis

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

```
\tif (i==j)\n\t\tz=0;\n\telse\n\t\tz=1;
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Token, Pattern Lexeme

Token

A token is a pair consisting of a token name and an optional attribute value. The token names are the input symbols that the parser processes.

Pattern

A pattern is a description of the form that the lexemes of a token may take. In the case of a keyword as a token, the pattern is just the sequence of characters that form the keyword.

Lexeme

A lexeme is a sequence of characters in the source program that matches the pattern for a token and is identified by the lexical analyzer as an instance of that token.

Lexical Analysis

- Token Class (or Class)
  - In English: *Noun, Verb, Adjective, Adverb, Article, . . .*
  - In a programming language: *Identifier, Keywords, "(", ")", Numbers, . . .*

Lexical Analysis

- Token classes corresponds to sets of strings
- Identifier
  - strings of letter or digits starting with a letter
- Integer
  - a non-empty string of digits
- Keyword
  - "else", "if", "while", ...
- Whitespace
  - a non-empty sequence of blanks, newlines, and tabs

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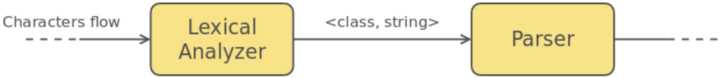
Lexical Analysis

Therefore the role of the lexical analyzer (Lexer) is:

- Classify program substring according to role (token class)
- communicate tokens to parser



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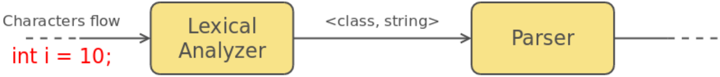

Lexical Analysis

Let's analyze these lines of code:

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

```
x=0;\n\twhile (x<10) {\n\tx++;\n}
```

Token Classes: Identifier, Integer, Keyword, Whitespace

Lexical Analysis

Therefore an implementation of a lexical analyzer must do two things:

- Recognize substrings corresponding to tokens
  - the lexemes
- Identify the token class for each lexemes

Lexical Analysis - Tricky problems

- FORTRAN rule: whitespace is insignificant
  - i.e. VA R1 is the same as VAR1

```
DO 5 I = 1,25

DO 5 I = 1.25
```

In FORTRAN the “5” refers to a label you will find in the following of the program code

Lexical Analysis - Tricky problems

1. The goal is to partition the string. This is implemented by reading left-to-right, recognizing one token at a time
2. "Lookahead" may be required to decide where one token ends and the next token begins

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

Lexical Analysis - Tricky problems

- PL/1 keywords are not reserved

```
IF ELSE THEN THEN = ELSE; ELSE ELSE = THEN
```

```
DECLARE(ARG1,...,ARGN)
```

Is `DECLARE` a keyword or an array reference?

Need for an unbounded lookahead

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Lexical Analysis - Tricky problems

- C++ template syntax:

```
Foo<Bar>
```

- C++ stream syntax:

```
cin >> var;
```

```
Foo<Bar<Barr>>
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ToC

Languages

Language

Let Σ be a set of characters generally referred as the *alphabet*. A language over Σ is a set of strings of characters drawn from Σ

Alphabet = English character $\Longrightarrow$ Language = English sentences
Alphabet = ASCII $\Longrightarrow$ Language = C programs

Given $\Sigma = \{a, b\}$ examples of simple languages are:

- $\mathcal{L}_1 = \{a, ab, aa\}$
- $\mathcal{L}_2 = \{b, ab, aabb\}$
- $\mathcal{L}_3 = \{\text{s}|\text{s has an equal number of } a \text{ and } b\}$
- ...

Grammar Definition

Grammar

A Grammar is given by a tuple $\mathcal{G} = \langle \mathcal{V}_\mathcal{T}, \mathcal{V}_\mathcal{N}, \mathcal{S}, \mathcal{P} \rangle$ where:

- $\mathcal{V}_\mathcal{T}$: finite and non empty set of terminal symbols (alphabet)
- $\mathcal{V}_\mathcal{N}$: finite set of non terminal symbols s.t. $\mathcal{V}_\mathcal{N} \cap \mathcal{V}_\mathcal{T} = \varnothing$
- $\mathcal{S}$: start symbol of the grammar s.t. $\mathcal{S} \in \mathcal{V}_\mathcal{N}$
- $\mathcal{P}$: is the set of productions s.t. $\mathcal{P} \subseteq (\mathcal{V}^* \cdot \mathcal{V}_\mathcal{N} \cdot \mathcal{V}^*) \times \mathcal{V}^*$ where $\mathcal{V}^* = \mathcal{V}_\mathcal{T} \cup \mathcal{V}_\mathcal{N}$

Derivations

Derivations

Given a grammar $\mathcal{G} = \langle \mathcal{V_T}, \mathcal{V_N}, \mathcal{S}, \mathcal{P} \rangle$ a derivation is a sequence of strings $\phi_1, \phi_2, ..., \phi_n$ s.t.
$\forall i \in [1, .., n].\phi_i \in \mathcal{V}^* \wedge \forall i \in [1, ..., n-1].\exists p \in \mathcal{P}.\phi_i \rightarrow^p \phi_{i+1}$.
We generally write $\phi_1 \rightarrow^* \phi_n$ to indicate that from ϕ_1 it is possible to derive ϕ_n repeatedly applying productions in $\mathcal{P}$

Generated Language

The language generated by a grammar $\mathcal{G} = \langle \mathcal{V_T}, \mathcal{V_N}, \mathcal{S}, \mathcal{P} \rangle$ corresponds to: $\mathcal{L}(\mathcal{G}) = \{\mathrm{x} | \mathrm{x} \in \mathcal{V}_T^* \wedge \mathcal{S} \rightarrow^* \mathrm{x}\}$

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Chomsky Hierarchy

A hierarchy of grammars can be defined imposing constraints on the structure of the productions in set $\mathcal{P}$ ($\alpha, \beta, \gamma \in \mathcal{V}^*, a \in \mathcal{V}_T, A, B \in \mathcal{V}_N$):

T0. Unrestricted Grammars:
- Production Schema: *no constraints*
- Recognizing Automaton: Turing Machines

T1. Context Sensitive Grammars:
- Production Schema: $\alpha A \beta \to \alpha \gamma \beta$
- Recognizing Automaton: Linear Bound Automaton (LBA)

T2. Context-Free Grammars:
- Production Schema: $A \to \gamma$
- Recognizing Automaton: Non-deterministic Push-down Automaton

T3. Regular Grammars:
- Production Schema: $A \to a$ or $A \to aB$
- Recognizing Automaton: Finite State Automaton

Meaning function $\mathscr{L}$

Meaning Function

Once you defined a way to describe the strings in a language it is important to define a meaning function L that maps syntax to semantics

- Why using a meaning function?
  - Makes clear what is syntax, what is semantics
  - Allows us to consider notation as a separate issue
  - Because expressions and meanings are not 1 to 1
    - consider the case of arabic number and roman numbers

Warning

It should never happen that the same syntactical structure has more meanings

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ToC

Languages

We need to define which is the set of strings in any token class. Therefore we need to choose the right mechanisms to describe such sets:

- Reducing at minimum the complexity needed to recognize lexemes
- Identifying effective and simple ways to describe the patterns

- Regular languages seem to be enough powerful to define all the lexemes in any token class
- Regular expressions are a suitable way to syntactically identify strings belonging to a regular language

Regular expressions

- Single character: 'c' = {"c"}
- Epsilon: ϵ = {" "}
- Union: A+B = $\{a|a \in A\} \cup \{b|b \in B\}$
- Concatenation: AB = $\{ab|a \in A \land b \in B\}$
- Iteration: A* = $\cup_{i \geq 0} A^i$

The regular expressions over Σ are the smallest set including ϵ, all the character 'c' in Σ and that is closed with respect to union, concatenation and iteration.

- Algebraic laws for RE:
  - + is commutative and associative
  - concatenation is associative
  - concatenation distributes over +
  - ϵ is the identity for concatenation
  - ϵ is guaranteed in a closure
  - the Kleene star is idempotent

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Exercise

Consider $\Sigma = \{0, 1\}$. What are the sets defined by the following REs?

- 1^*
- $(1 + 0)1$
- $0^* + 1^*$
- $(0 + 1)^*$

Exercise

Given the regular language identified by $(0 + 1)^*1(0 + 1)^*$ which are the regular expressions identifying the same language among the following one:

- $(01 + 11)^*(0 + 1)^*$
- $(0 + 1)^*(10 + 11 + 1)(0 + 1)^*$
- $(1 + 0)^*1(1 + 0)^*$
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Exercise

Choose the regular languages that are correct specifications of the following English-language description:

Twelve-hour times of the form “04:13PM”. Minutes should always be a two digit number, but hours may be a single digit

- $(0 + 1)?[0 - 9] : [0 - 5][0 - 9](AM + PM)$
- $((0 + \epsilon)[0 - 9] + 1[0 - 2]) : [0 - 5][0 - 9](AM + PM)$
- $(0^*[0 - 9] + 1[0 - 2]) : [0 - 5][0 - 9](AM + PM)$
- $(0?[0 - 9] + 1(0 + 1 + 2) : [0 - 5][0 - 9](a + P)M$

Regular expressions (syntax)
specify regular languages (semantics)

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Regular expressions (syntax)
specify regular languages (semantics)

Meaning function $\mathscr{L}$

- The meaning function L maps syntax to semantics

$$\mathscr{L}(e) = \mathscr{M} \text{ where } e \text{ is a RE and } \mathscr{M} \text{ is a set of strings}$$

Therefore:

- $\mathscr{L}(\epsilon) = \{\text{`` ''}\}$
- $\mathscr{L}('c') = \{\text{``}c\text{''}\}$
- $\mathscr{L}(A + B) = \mathscr{L}(A) \cup \mathscr{L}(B)$
- $\mathscr{L}(AB) = \{ab | a \in \mathscr{L}(A) \wedge b \in \mathscr{L}(B)\}$
- $\mathscr{L}(A^*) = \{\cup_{i \geq 0} \mathscr{L}(A^i)\}$

Regular definitions

For notational convention we give names to certain regular expressions. A regular definition, on the alphabet Σ is sequence of definition of the form:

- $d_1 \rightarrow r_1$
- $d_2 \rightarrow r_2$
- $\ldots$
- $d_n \rightarrow r_n$

So token of a language can be defined as:

- $letter \rightarrow a|b|...|z|A|B|...|Z$
  - compact syntax: $[a - zA - B]$
- $digit \rightarrow 0|1|...|9$
  - compact syntax: $[0 - 9]$
- $Identifier \rightarrow letter(letter|digit)*$
- $ExpNot \rightarrow digit(.digit^+E(+|-)digit^+)?$ $(Exponential\ Notation)$

Lexical Specification

- At least one: $A^+ \equiv AA^*$
- Union: $A|B \equiv A + B$
- Option: $A? \equiv A + \epsilon$
- Range: $'a' +' b' + ... +' z' \equiv [a - z]$
- Excluded range: complement of $[a - z] \equiv [^\wedge a - z]$

Lexical Specification

We want to derive a regular expression for all tokens of a language:

> $s \in \mathscr{L}(R)$ – where R is the RegExp resulting from the sum of the RegExp for all the different kinds ot token

How can we define it?

1. write a regexp for the lexemes of each token class (number, keyword, identifier,. . .)
2. Constructs R matching all lexemes for all tokens
3. Let input be $x_1 \ldots x_n$
   For $1 \leq i \leq n$ check if $x_1 \ldots x_i \in \mathscr{L}(R_j)$ for some j
4. if success then we know that $x_1 \ldots x_i \in \mathscr{L}(R_j)$ for some j
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LA matching rules

Suppose that at the same time for $i \neq j$:

- $x_1 \ldots x_i \in \mathscr{L}(R)$
- $x_1 \ldots x_j \in \mathscr{L}(R)$

Which is the match to consider?

longest match rule

Suppose that at the same time for $i \neq j \in [1..n]$ and $R = R_1 | R_2 | \ldots | R_n$:

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Errors: to manage errors put as last match in the list a rexp for all lexemes not in the language

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longest match rule

Suppose that at the same time for $i \neq j \in [1..n]$ and $R = R_1|R_2|...|R_n$:

- $x_1 ... x_k \in \mathscr{L}(R_i)$
- $x_1 ... x_k \in \mathscr{L}(R_j)$

Which is the match to consider?

first one listed rule

Errors: to manage errors put as last match in the list a rexp for all lexemes not in the language

Finite Automata

- Regular Expressions = specification
- Finite Automata = implementation

Finite Automaton

A Finite Automaton $\mathcal{A}$ is a tuple $\langle \mathcal{S}, \Sigma, \delta, s_0, \mathcal{F} \rangle$ where:

- $\mathcal{S}$ represents the set of states
- Σ represents a set of symbols (alphabet)
- δ represents the transition function ($\delta : \mathcal{S} \times \Sigma \to \ldots$)
- s_0 represents the start state ($s_0 \in \mathcal{S}$)
- $\mathcal{F}$ represents the set of accepting states ($\mathcal{F} \subseteq \mathcal{S}$)

In two flawors: Deterministic Finite Automata (DFA) and Non-Deterministic Finite Automata (NDFA)

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Acceptance of Strings for Finite Automaton

Derivations

A DFA goes from state s_i to state s_{i+1} consuming from the input the character a if $s_{i+1} = \delta(s_i, a)$. A DFA can go from state s_i to s_j consuming the string $a = a_1 a_2 ... a_n$ if there is a sequence of states $s_{i+1}, ..., s_{i+n-1}$ and $s_j = s_{i+n}$ s.t. $\forall k \in [1..n].s_{i+k} = \delta(s_{i+k-1}, a_k)$, then we write $s_i \rightarrow^a s_j$

Acceptance of Strings

A DFA accepts a strings a in the alphabet Σ if there is a derivation from s_0 to a state s_i consuming the string a (i.e. $s_0 \rightarrow^a s_i$) and $s_i \in \mathcal{F}$

Accepted Language

The language accepted by a FSA is constituted by all the strings for which there is a derivation ending in a state in $\mathcal{F}$.

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Finite Automata

DFA vs. NFA

Depending on the definition of δ we distinguish between:

- Deterministic Finite Automata (DFA) - $\delta : \mathcal{S} \times \Sigma \to \mathcal{S}$
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The transition relation δ can be represented in a table (transition table)

Overview of the graphical notation circle and edges (arrows)

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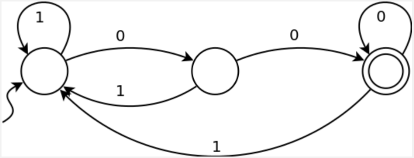
Exercise

Define the following automata:

- DFA for a single 1
- DFA for accepting any number of 1's followed by a single 0
- DFA for any sequence of a or b (possibly empty) followed by 'abb'

Exercise



Which regular expression corresponds to the automaton?

1. (0|1)*
2. (1*|0)(1|0)
3. 1*|(01)*|(001)*|(000*1)*
4. (0|1)*00

ϵ-moves

DFA, NFA and ϵ-moves

- DFA
  - one transition per input per state
  - no ϵ-moves
  - faster
- NFA
  - can have multiple transitions for one input in a given state
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  - smaller (exponentially)

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From regexp to NFA

Equivalent NFA for a regexp

The Thompson's algorithm permits to automatically derive a NFA from the specification of a regexp. It defines basic NFA for the basic regexp and rules to compose them:

1. for ϵ
2. for 'a'
3. for AB
4. for A|B
5. for A*

Now consider the regexp for (1|0)*1

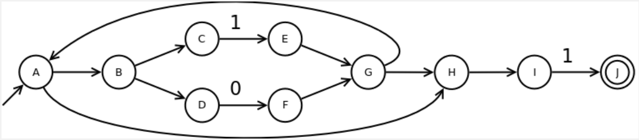
NFA to DFA

NFA 2 DFA

Given a NFA accepting a language $\mathscr{L}$ there exists a DFA accepting the same language

The derivation of a DFA from an NFA is based on the concept of $\epsilon -$ *closure*. The algorithm to make the transformation is based on:

- $\epsilon - closure(s)$ with $s \in \mathscr{S}$
- $\epsilon - closure(\mathscr{T})$ with $\mathscr{T} \subseteq \mathscr{S}$ i.e. $= \{\cup_{s \in \mathscr{T}} \epsilon - closure(s)\}$
- $move(\mathscr{T}, a)$ with $\mathscr{T} \subseteq \mathscr{S}$ and $a \in \mathscr{L}$



1. $(a|b)^* abb$

WiP