



CSCI 742 - Compiler Construction

Lecture 4
Manual Construction of Lexers
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Lexical Analysis

Input:

```
i f ( x = = 0 ) x = x + 1 ;
```

Output:

IF , LPAREN , ID(x) , EQUALS , INTLIT(0) , RPAREN , ID(x) ,
EQSIGN , ID(x) , PLUS , INTLIT(1) , SEMICOLON

Two approaches to construct lexical analyzers:

1. Manual construction: use first character to decide on token class
(This lecture)
2. Automatic construction: conversion of regular expressions to automata
 - Tools like JFlex are lexer generators for Java

Interfaces for Lexer

- In practice, a lexer reads characters and generate tokens on demand
- It work with streams instead of sequences, with procedures like
 - `current` returns current element in stream
 - `next` advance the current element
- Lexer operates on a character input stream and returns a token output stream

Lexer input and Output

```
class CharStream {
String fileName;
FileReader reader = new
FileReader(fileName);
BufferedReader file = new
BufferedReader(reader);
char current = ' ';
Boolean eof = false;
void next() throws
Exception {
if (eof)
throw
EndOfInput("reading");
int c = file.read();
eof = (c == -1);
current = (char) c;
}
```

Stream of Characters:
CharStream.next()

i
f
(
X
=
=
0
)
X
=
X
+
1
;

lexer

if
(
x
==
0
)
x
=
x
+
1
;

```
// representation of a token
public class Token {
public static final int EOF = 0;
public static final int ID = 1;//x
public static final int INT = 2;
public static final int LPAREN = 3;
public static final int RPAREN = 4;
public static final int SCOLON = 5;
public static final int WHILE = 6;
public static final int AssignEQ = 7;
public static final int CompareEQ = 8;
public static final int MUL = 9;
public static final int DIV = 10;
public static final int PLUS = 11;
public static final int LEQ = 12;
public static final int IF = 13;
// ...
}
```

Stream of Tokens:
Lexer.next()

```
class Lexer {
CharStream ch;
Token current;
void next() {
/*lexer code goes here*/
}
```

Recognizing Identifiers and Keywords

```
char c = ch.current();
if (Character.isLetter(c)) {
    StringBuffer b = new
        StringBuffer();
    while (Character.isLetter(c)
        || Character.isDigit(c)) {
        b.append(c);
        ch.next();
    }
}
if (keywords.containsKey(b.toString())) {
    token.kind = ID;
    token.id = b;
}
else token.kind = KW;
```

- regular expression for identifiers:
letter (letter|digit)*
- Keywords look like identifiers but are reserved as keywords in language definition
- keywords: A constant Map from strings to keyword tokens
- if identifier is not in map, then it is ordinary identifier

Recognizing Identifiers and Keywords

```
char c = ch.current();
if (Character.isDigit(c)) {
    int k = 0;
    while (Character.isDigit(c)) {
        k = 10*k +
            Character.getNumericValue(c);
        ch.next();
    }
    token.kind = INT;
    token.value = k;
}
```

- regular expression for integers:
digit digit*

Deciding which Token is Coming

- How do we know the class of the token we are supposed to analyze (string, integer, identifier, ...)?
- Manual construction: use lookahead (next symbol in stream) to decide on token class
- compute $\text{FIRST}(e)$ - symbols with which e can start
- check in which $\text{FIRST}(e)$ current token is
- If $L \subseteq \Sigma^*$ is a language, then $\text{FIRST}(L)$ is set of all alphabet symbols that start some word in L

$$\text{FIRST}(L) = \{a \in \Sigma \mid \exists v \in \Sigma^* . (a.v) \in L\}$$

FIRST of Some Languages

- $\text{FIRST}(\{ab, bb, a\}) = \{a, b\}$
- $\text{FIRST}(\{a, ab\}) = \{a\}$
- $\text{FIRST}(\{bbbbbbbbb\}) = \{b\}$
- $\text{FIRST}(\{a\}) = \{a\}$
- $\text{FIRST}(\{\}) = \{\}$
- $\text{FIRST}(\{\epsilon\}) = \{\}$
- $\text{FIRST}(\{\epsilon, ba\}) = \{b\}$

FIRST of a Regular Expression

- Given regular expression e , how to compute $\text{FIRST}(e)$?
 - Use automata (will discuss later)
 - Rules that directly compute them
(also work for grammars, we will see them for parsing)

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 - $\text{FIRST}(ab^*) = \{a\}$
 - $\text{FIRST}(ab^*|c) = \{a, c\}$
 - $\text{FIRST}(a * b * c) = \{a, b, c\}$
 - $\text{FIRST}((cb|a * c^*)d * e) =$

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FIRST of Regular Expression

FIRST: $\text{RegExp} \rightarrow \Sigma$, $\text{FIRST}(e) \subseteq \Sigma$

Define recursively:

- $\text{FIRST}(\emptyset) = \emptyset$
- $\text{FIRST}(\epsilon) = \emptyset$
- $\text{FIRST}(a) = \{a\}$
- $\text{FIRST}(e_1|e_2) = \text{FIRST}(e_1) \cup \text{FIRST}(e_2)$
- $\text{FIRST}(e^*) = \text{FIRST}(e)$
- $\text{FIRST}(e_1.e_2) = \text{FIRST}(e_1) \cup \text{FIRST}(e_2)$, if nullable(e_1)
 $\text{FIRST}(e_1)$, otherwise

We need the notion of nullable(e):

whether ϵ belongs to the regular language

Can regular expr contain empty word? nullable(L) means $\epsilon \in L$
nullable: $\text{RegExp} \rightarrow \{\text{true}, \text{false}\}$

Define recursively:

- nullable(\emptyset) = false
- nullable(ϵ) = true
- nullable(a) = false
- nullable($e_1 \mid e_2$) = nullable(e_1) \vee nullable(e_2)
- nullable(e^*) = true
- nullable($e_1.e_2$) = nullable(e_1) \wedge nullable(e_2)

From RE to Programs

- Converting Well-Behaved Regular Expression into Programs

Regular Expression	Code
a	if (current=a) next else error
$r_1.r_2$	(code for r_1) ; (code for r_2)
$(r_1 \mid r_2)$	if (current in FIRST(r_1)) code for r_1
when $\text{FIRST}(r_1) \cap \text{FIRST}(r_2) = \emptyset$	else code for r_2
r^*	while (current in FIRST(r)) code for r

Subtleties in General Case

- Sometimes $\text{FIRST}(e_1)$ and $\text{FIRST}(e_2)$ overlap for two different token classes
- Must remember where we were and go back, or work on recognizing multiple tokens at the same time
- Example: comment begins with division sign, so we should not decide on division token when checking for comment

Skipping Comments

```
if (ch.current() == '/') {
    ch.next();
    if (ch.current() == '/') {
        while (!isEOL && !isEOF) {
            ch.next();
        }
    } else{
        token.kind = DIV
    }
}
```