Compiler Design Lexical Analysis Summary

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Tokens

- Lexical analyzer
 - scans the source programs
 - produces as output sequence of tokens
- Tokens
 - name
 - lexical value



Lexemes

sequence of input characters that the token represents



Buffering

- goals
 - to scan ahead on the input
 - to see where the next lexeme ends
 - to accelerate the process of scanning the input
- techniques
 - using a pair of buffer cyclically
 - ending each buffer content with a sentinel which warns of its end



Patterns

- description of token structure
- sequences of characters which can form the lexemes corresponding to the token
- language
 - set of words, strings of characters that match a given pattern

Regular Expressions

- expressions used to describe patterns
- built from
 - single characters
 - operators
 - union
 - concatenation
 - Kleene closure or any-number of

Regular Definitions

- complex collections of languages
- patterns that describe the tokens of a programming language
- sequence of statements that each define one variable to stand for regular expressions
- regular expression for one variable can use previously defined variables in its regular expression

Extended Regular-Expression Notation

- a number of additional operators
- short-hands in regular expressions
- to make easier to express patterns
- operators
 - + one or more of
 - ? zero or one of
 - character classes
 - the union of strings each consisting of one of the characters



- expresses the behavior of the lexical analyzer
- states
 - representing something about the history of the characters seen during the current search
- arrows or transitions
 - from one state to another
 - indicates the possible next input characters that cause the lexical analyzer to make that change of state



Finite Automata

- formalization of transition diagrams
- include a start state
- one or more accepting states
- set of states
- input characters
- transitions among states
- accepting states
 - indicate that the lexeme for some token has been found
- can make transitions on
 - empty input
 - characters input

Deterministic Finite Automata

- special kind of finite automata
- has exactly one transition
 - out of each state
 - for each input symbol
- transitions on empty input are not allowed
- is easily simulated
- makes good implementation of a lexical analyzer
- similar to a transition diagram

Nondeterministic Finite Automata

- automata which are not DFA
- easier to design than DFA's
- possible architecture for lexical analyzer
 - to tabulate all the states
 - that NFA's for each of the possible patterns can be in
 - as we scan the input characters

Conversion Among Patterns Representation

- to convert any RE into NFA about the same size
- recognizing the same language
- any NFA can be converted to DFA for the same pattern
 - in the worst case the size of the automaton can grow exponentially
 - never encountered in common programming languages
- to convert NFA and DFA into RE



Lex

- patterns for tokens
 - regular expression notation
- lex and flex
 - family of software systems
 - lexical-analyzer generators
 - converts regular expressions into lexical analyzer ~ DFA

Minimization of Finite Automata

- for every DFA there is a minimum-state
 DFA accepting the same language
- the minimum-language DFA is unique except state naming



Bibliography

 Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman – Compilers, Principles, Techniques and Tools, Second Edition, 2007