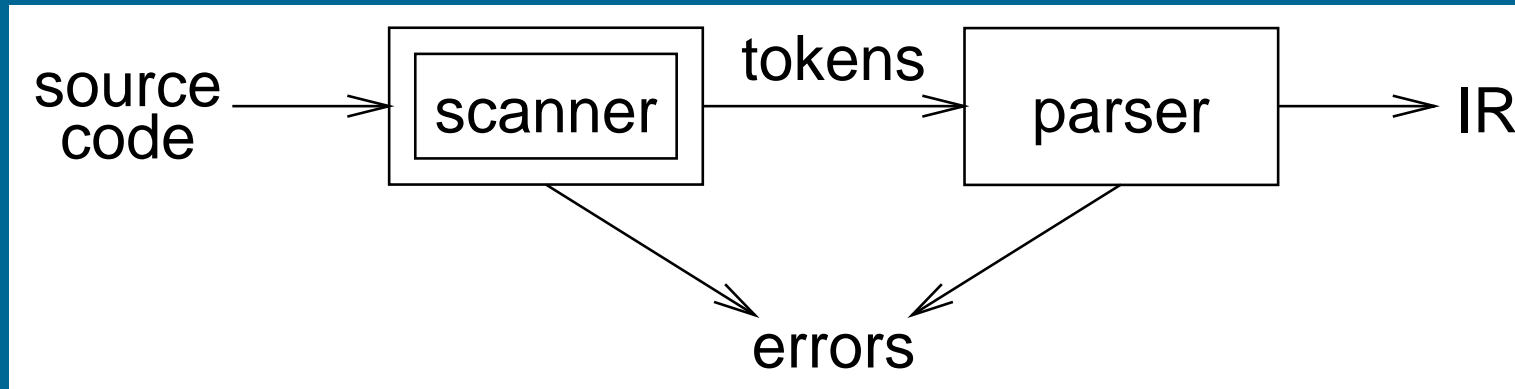


# Scanner



- maps characters into *tokens* – the basic unit of syntax

`x = x + y;`

becomes

`<id, x> = <id, x> + <id, y> ;`

- character string value for a *token* is a *lexeme*
- typical tokens: *number, id, +, -, \*, /, do, end*
- eliminates white space (*tabs, blanks, comments*)
- a key issue is speed
  - ⇒ use specialized recognizer (as opposed to `lex`)

Copyright ©2010 by Antony L. Hosking. Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and full citation on the first page. To copy otherwise, to republish, to post on servers, or to redistribute to lists, requires prior specific permission and/or fee. Request permission to publish from [hosking@cs.purdue.edu](mailto:hosking@cs.purdue.edu).

# Specifying patterns

---

*A scanner must recognize the units of syntax*

Some parts are easy:

*white space*

```
<WS> ::= <WS> ' '
        | <WS> '\t'
        | ' '
        | '\t'
```

*keywords and operators*

specified as literal patterns: `do`, `end`

*comments*

opening and closing delimiters: `/* ... */`

## Specifying patterns

---

*A scanner must recognize the units of syntax*

Other parts are much harder:

*identifiers*

alphabetic followed by  $k$  alphanumerics (., \$, &, ...)

*numbers*

integers: 0 or digit from 1-9 followed by digits from 0-9

decimals: integer ' .' digits from 0-9

reals: (integer or decimal) 'E' (+ or -) digits from 0-9

complex: '( ' real ' , ' real ')'

*We need a powerful notation to specify these patterns*

# Operations on languages

---

Operation	Definition
<i>union of <math>L</math> and <math>M</math></i> written $L \cup M$	$L \cup M = \{s \mid s \in L \text{ or } s \in M\}$
<i>concatenation of <math>L</math> and <math>M</math></i> written $LM$	$LM = \{st \mid s \in L \text{ and } t \in M\}$
<i>Kleene closure of <math>L</math></i> written $L^*$	$L^* = \bigcup_{i=0}^{\infty} L^i$
<i>positive closure of <math>L</math></i> written $L^+$	$L^+ = \bigcup_{i=1}^{\infty} L^i$

# Regular expressions

---

Patterns are often specified as *regular languages*

Notations used to describe a regular language (or a regular set) include both *regular expressions* and *regular grammars*

Regular expressions (*over an alphabet  $\Sigma$* ):

1.  $\varepsilon$  is a RE denoting the set  $\{\varepsilon\}$
2. if  $a \in \Sigma$ , then  $a$  is a RE denoting  $\{a\}$
3. if  $r$  and  $s$  are REs, denoting  $L(r)$  and  $L(s)$ , then:

$(r \mid s)$  is a RE denoting  $L(r) \cup L(s)$

$(rs)$  is a RE denoting  $L(r)L(s)$

$(r^*)$  is a RE denoting  $L(r)^*$

If we adopt a *precedence* for operators, the extra parentheses can go away. We assume *closure*, then *concatenation*, then *alternation* as the order of precedence.

# Examples

---

identifier

$letter \rightarrow (a | b | c | \dots | z | A | B | C | \dots | Z)$

$digit \rightarrow (0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9)$

$id \rightarrow letter ( letter | digit )^*$

numbers

$integer \rightarrow (+ | - | \epsilon) (0 | (1 | 2 | 3 | \dots | 9) digit^*)$

$decimal \rightarrow integer . ( digit )^*$

$real \rightarrow ( integer | decimal ) E (+ | -) digit^*$

$complex \rightarrow '( , real , real )'$

*Numbers can get much more complicated*

Most tokens in programming languages can be described with REs

We can use REs to build scanners automatically

# Algebraic properties of REs

---

Axiom	Description
$r s = s r$	$ $ is commutative
$r (s t) = (r s) t$	$ $ is associative
$(rs)t = r(st)$	concatenation is associative
$r(s t) = rs rt$ $(s t)r = sr tr$	concatenation distributes over $ $
$\varepsilon r = r$ $r\varepsilon = r$	$\varepsilon$ is the identity for concatenation
$r^* = (r \varepsilon)^*$	relation between $*$ and $\varepsilon$
$r^{**} = r^*$	$*$ is idempotent

# Examples

---

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

1.  $a|b$  denotes  $\{a, b\}$
2.  $(a|b)(a|b)$  denotes  $\{aa, ab, ba, bb\}$   
i.e.,  $(a|b)(a|b) = aa|ab|ba|bb$
3.  $a^*$  denotes  $\{\varepsilon, a, aa, aaa, \dots\}$
4.  $(a|b)^*$  denotes the set of all strings of  $a$ 's and  $b$ 's (including  $\varepsilon$ )  
i.e.,  $(a|b)^* = (a^*b^*)^*$
5.  $a|a^*b$  denotes  $\{a, b, ab, aab, aaab, aaaab, \dots\}$

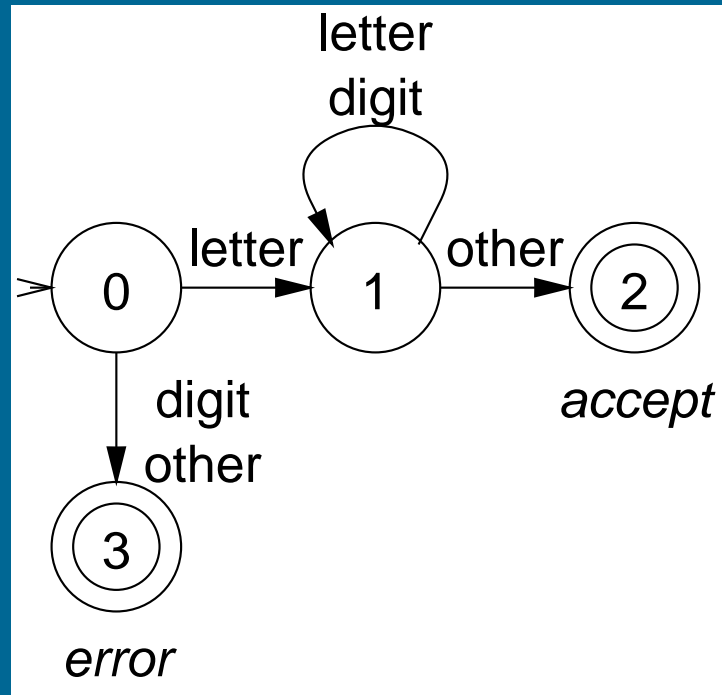


# Recognizers

From a regular expression we can construct a

*deterministic finite automaton (DFA)*

Recognizer for *identifier*:



*identifier*

*letter*  $\rightarrow (a | b | c | \dots | z | A | B | C | \dots | Z)$

*digit*  $\rightarrow (0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9)$

*id*  $\rightarrow letter ( letter | digit )^*$

## Code for the recognizer

---

```
char ← next_char();
state ← INITIAL_STATE;          /* 0 */
done ← false;
token_value ← "";              /* empty string */
while( not done ) {
    class ← char_class[char];
    state ← next_state[class,state];
    switch(state) {
        case BUILDING_ID_STATE:    /* 1 */
            token_value ← token_value + char;
            char ← next_char();
            break;
        case ACCEPT_STATE:
            token_type = IDENTIFIER; /* 2 */
            done = true;
            break;
        case ERROR_STATE:          /* 3 */
            token_type = ERROR;
            done = true;
            break;
    }
}
return token_type;
```

# Tables for the recognizer

---

Two tables control the recognizer

char_class:		<i>a-z</i>	<i>A-Z</i>	<i>0-9</i>	other
	value	letter	letter	digit	other

next_state:	class	0	1	2	3
	letter	1	1	—	—
	digit	3	1	—	—
	other	3	2	—	—

To change languages, we can just change tables

## Automatic construction

---

Scanner generators automatically construct code from RE-like descriptions

- construct a DFA
- use state minimization techniques
- emit code for the scanner  
(table driven or direct code )

*A key issue in automation is an interface to the parser*

`lex` is a scanner generator supplied with UNIX

- emits C code for scanner
- provides macro definitions for each token  
(used in the parser)

## Grammars for regular languages

---

Can we place a restriction on the *form* of a grammar to ensure that it describes a regular language?

Provable fact:

For any RE  $r$ ,  $\exists$  a grammar  $g$  such that  $L(r) = L(g)$

Grammars that generate regular sets are called *regular grammars*:

They have productions in one of 2 forms:

1.  $A \rightarrow aA$
2.  $A \rightarrow a$

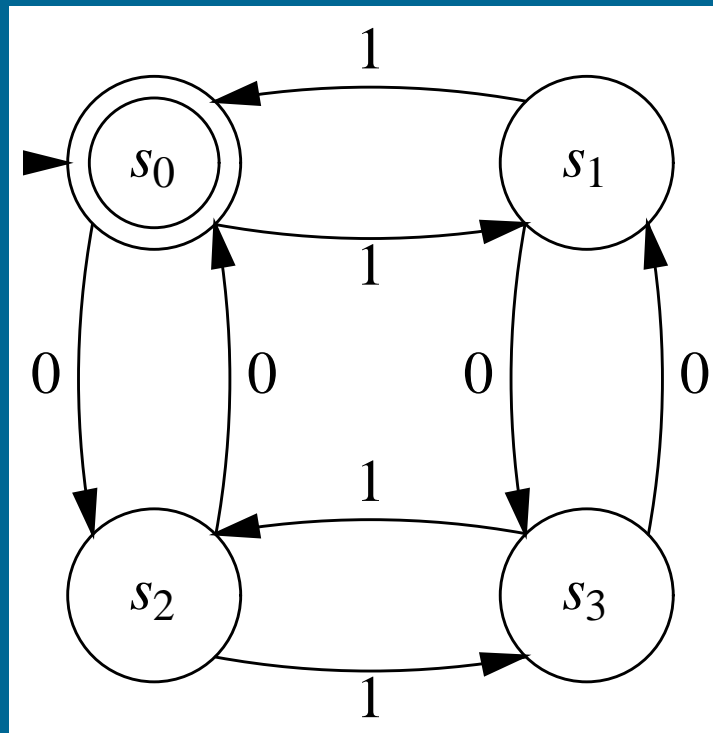
where  $A$  is any non-terminal and  $a$  is any terminal symbol

These are also called *type 3 grammars* (Chomsky)

## More regular languages

---

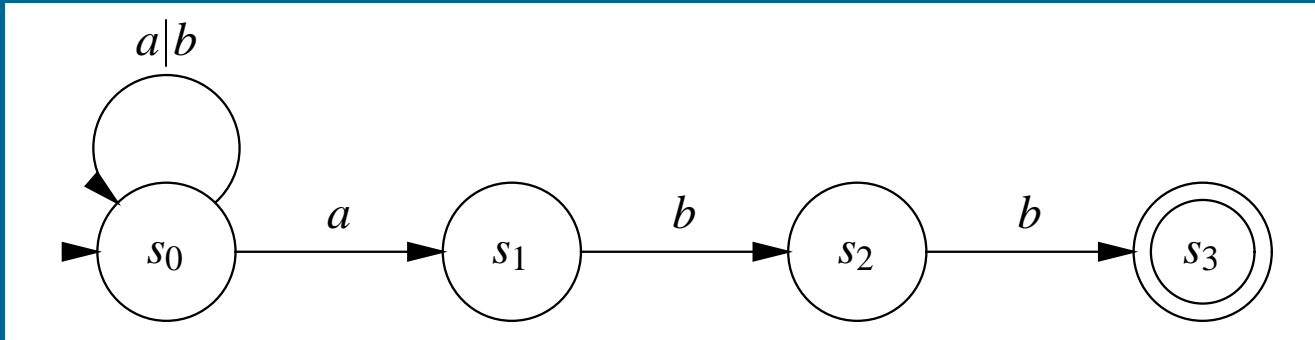
Example: the set of strings containing an even number of zeros and an even number of ones



The RE is  $(00 \mid 11)^*((01 \mid 10)(00 \mid 11)^*(01 \mid 10)(00 \mid 11)^*)^*$

# More regular expressions

What about the RE  $(a | b)^*abb$  ?



State  $s_0$  has multiple transitions on  $a$ !

⇒ *nondeterministic finite automaton*

	$a$	$b$
$s_0$	$\{s_0, s_1\}$	$\{s_0\}$
$s_1$	—	$\{s_2\}$
$s_2$	—	$\{s_3\}$

# Finite automata

---

A *non-deterministic finite automaton* (NFA) consists of:

1. a set of *states*  $S = \{s_0, \dots, s_n\}$
2. a set of input symbols  $\Sigma$  (the alphabet)
3. a transition function *move* mapping state-symbol pairs to sets of states
4. a distinguished *start state*  $s_0$
5. a set of distinguished *accepting* or *final* states  $F$

A *Deterministic Finite Automaton* (DFA) is a special case of an NFA:

1. no state has a  $\varepsilon$ -transition, and
2. for each state  $s$  and input symbol  $a$ , there is at most one edge labelled  $a$  leaving  $s$

A DFA *accepts*  $x$  iff.  $\exists$  a *unique* path through the transition graph from  $s_0$  to a final state such that the edges spell  $x$ .

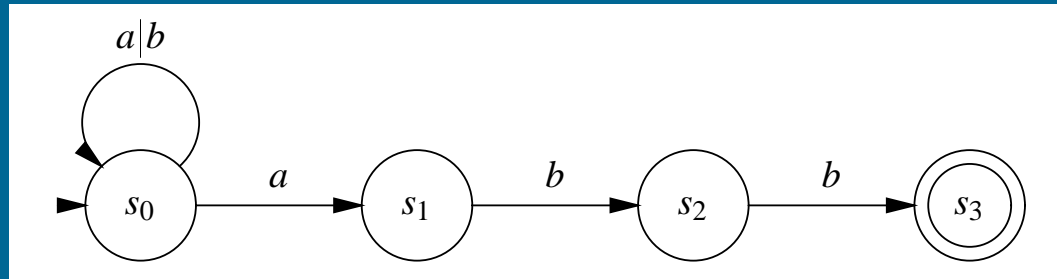


# DFAs and NFAs are equivalent

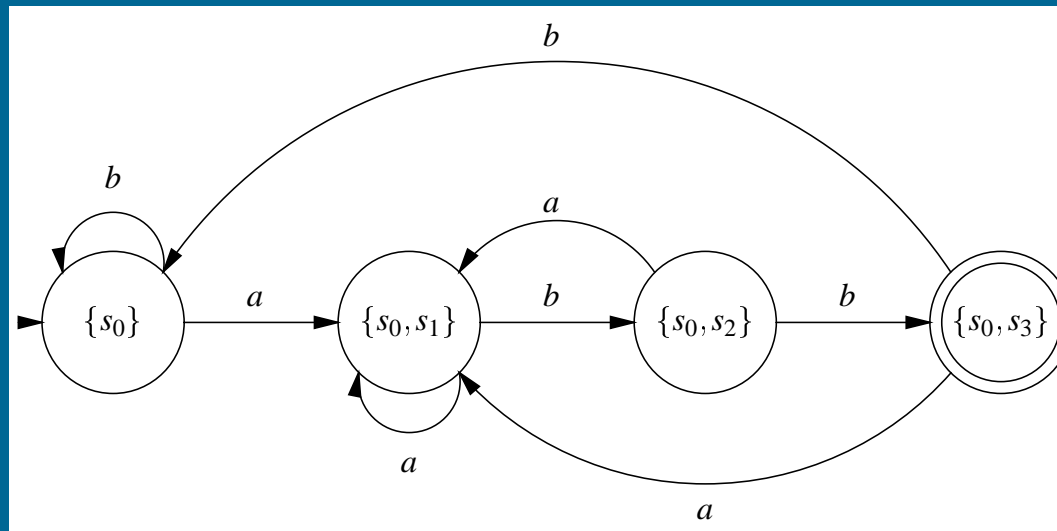
---

1. DFAs are clearly a subset of NFAs
2. Any NFA can be converted into a DFA, by simulating sets of simultaneous states:
  - each DFA state corresponds to a set of NFA states
  - possible exponential blowup

# NFA to DFA using the subset construction: example 1

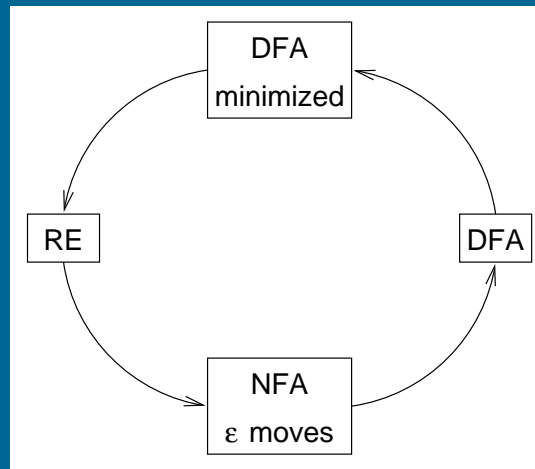


	$a$	$b$
$\{s_0\}$	$\{s_0, s_1\}$	$\{s_0\}$
$\{s_0, s_1\}$	$\{s_0, s_1\}$	$\{s_0, s_2\}$
$\{s_0, s_2\}$	$\{s_0, s_1\}$	$\{s_0, s_3\}$
$\{s_0, s_3\}$	$\{s_0, s_1\}$	$\{s_0\}$



# Constructing a DFA from a regular expression

---



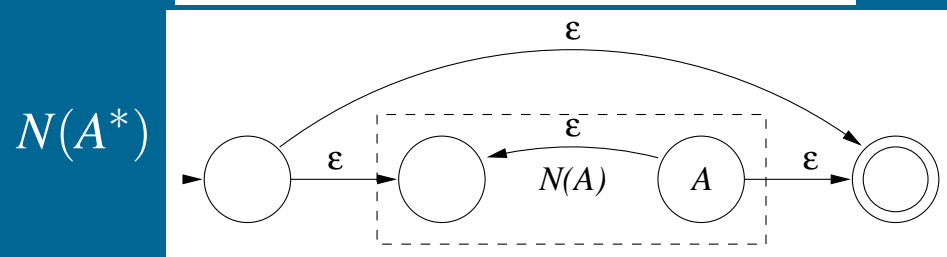
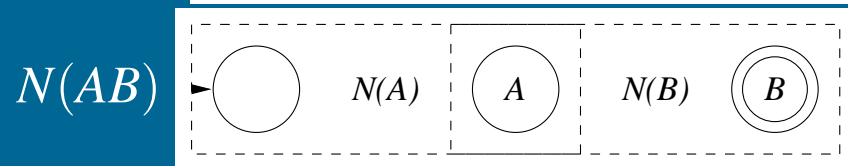
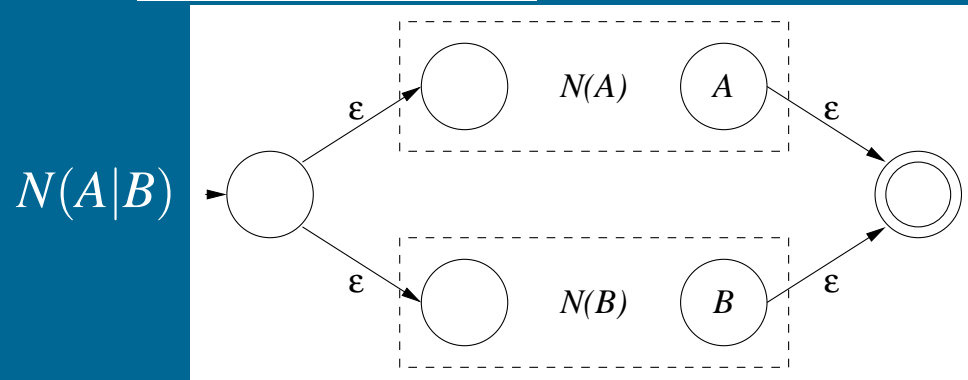
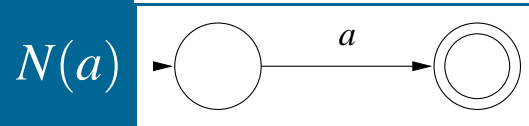
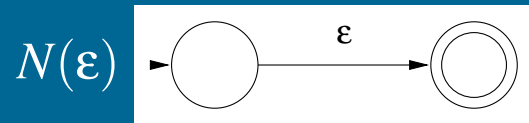
RE  $\rightarrow$  NFA w/ $\epsilon$  moves  
build NFA for each term  
connect them with  $\epsilon$  moves

NFA w/ $\epsilon$  moves to DFA  
construct the simulation  
the “subset” construction

DFA  $\rightarrow$  minimized DFA  
merge compatible states

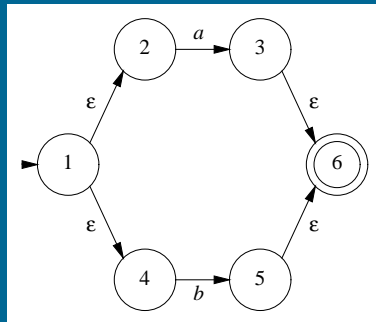
DFA  $\rightarrow$  RE  
construct  $R_{ij}^k = R_{ik}^{k-1} (R_{kk}^{k-1})^* R_{kj}^{k-1} \cup R_{ij}^{k-1}$

# RE to NFA

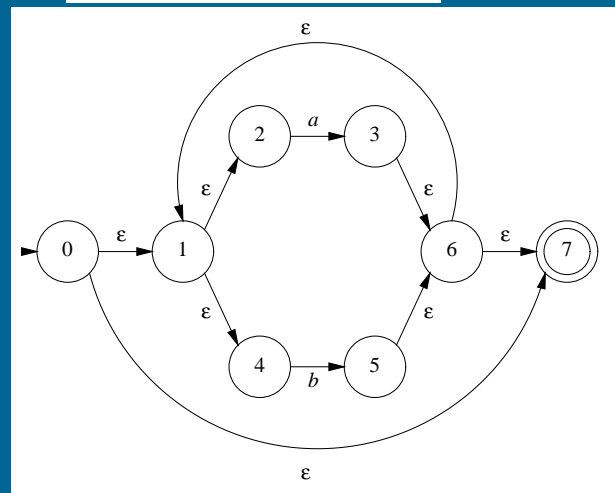


# RE to NFA: example

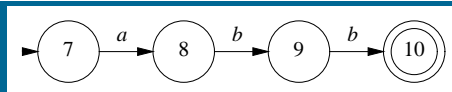
$a|b$



$(a|b)^*$



$abb$



# NFA to DFA: the subset construction

---

Input: NFA  $N$

Output: A DFA  $D$  with states  $Dstates$  and transitions  $Dtrans$  such that  $L(D) = L(N)$

Method: Let  $s$  be a state in  $N$  and  $T$  be a set of states, and using the following operations:

Operation	Definition
$\varepsilon$ -closure( $s$ )	set of NFA states reachable from NFA state $s$ on $\varepsilon$ -transitions alone
$\varepsilon$ -closure( $T$ )	set of NFA states reachable from some NFA state $s$ in $T$ on $\varepsilon$ -transitions alone
$move(T, a)$	set of NFA states to which there is a transition on input symbol $a$ from some NFA state $s$ in $T$

add state  $T = \varepsilon$ -closure( $s_0$ ) unmarked to  $Dstates$

**while**  $\exists$  unmarked state  $T$  in  $Dstates$

  mark  $T$

**for** each input symbol  $a$

$U = \varepsilon$ -closure( $move(T, a)$ )

**if**  $U \notin Dstates$  **then** add  $U$  to  $Dstates$  unmarked

$Dtrans[T, a] = U$

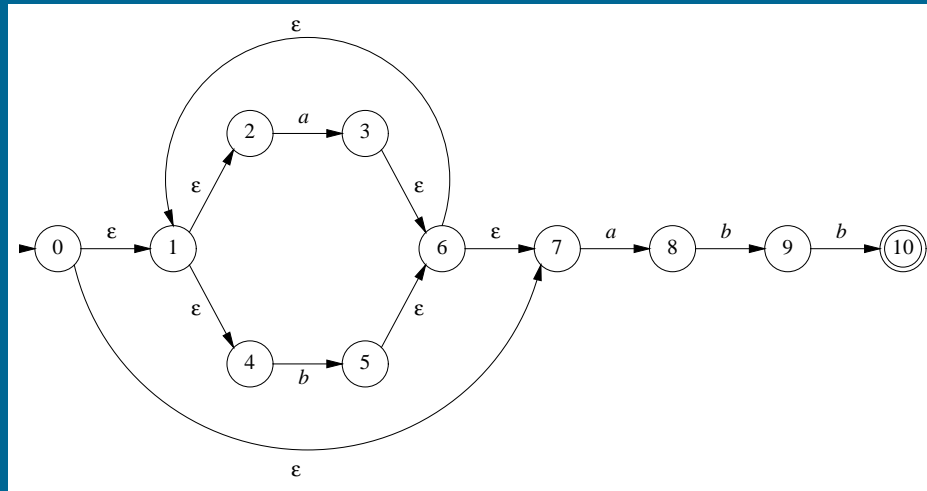
**endfor**

**endwhile**

$\varepsilon$ -closure( $s_0$ ) is the start state of  $D$

A state of  $D$  is final if it contains at least one final state in  $N$

# NFA to DFA using subset construction: example 2



$$A = \{0, 1, 2, 4, 7\}$$

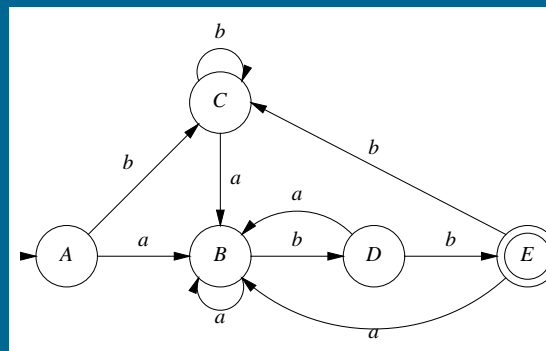
$$B = \{1, 2, 3, 4, 6, 7, 8\}$$

$$C = \{1, 2, 4, 5, 6, 7\}$$

$$D = \{1, 2, 4, 5, 6, 7, 9\}$$

$$E = \{1, 2, 4, 5, 6, 7, 10\}$$

	<i>a</i>	<i>b</i>
<i>A</i>	<i>B</i>	<i>C</i>
<i>B</i>	<i>B</i>	<i>D</i>
<i>C</i>	<i>B</i>	<i>C</i>
<i>D</i>	<i>B</i>	<i>E</i>
<i>E</i>	<i>B</i>	<i>C</i>



# Limits of regular languages

---

Not all languages are regular

One cannot construct DFAs to recognize these languages:

- $L = \{p^k q^k\}$
- $L = \{wcw^r \mid w \in \Sigma^*\}$

*Note: neither of these is a regular expression!  
(DFAs cannot count!)*



## So what is hard?

---

Language features that can cause problems:

### *reserved words*

PL/I had no reserved words

```
if then then then = else; else else = then;
```

### *insignificant blanks*

FORTRAN and Algol68 ignore blanks

```
do 10 i = 1,25
```

```
do 10 i = 1.25
```

### *string constants*

special characters in strings

```
newline, tab, quote, comment delimiter
```

### *finite closures*

some languages limit identifier lengths

adds states to count length

FORTRAN 66 → 6 characters

*These can be swept under the rug in the language design*

## How bad can it get?

---

```
1      INTEGERFUNCTIONA
2      PARAMETER(A=6,B=2)
3      IMPLICIT CHARACTER*(A-B)(A-B)
4      INTEGER FORMAT(10),IF(10),D09E1
5      100  FORMAT(4H)=(3)
6      200  FORMAT(4 )=(3)
7          D09E1=1
8          D09E1=1,2
9          IF(X)=1
10         IF(X)H=1
11         IF(X)300,200
12      300  CONTINUE
13         END
          C    this is a comment
          $ FILE(1)
14         END
```

Example due to Dr. F.K. Zadeck of IBM Corporation

# Scanning MiniJava

---

*White space:*

- ' ', '\t', '\n', '\r', '\f'

*Tokens:*

- Operators, keywords (straightforward)
- Identifiers (straightforward)
- Integers (straightforward)
- Strings (tricky for escapes)