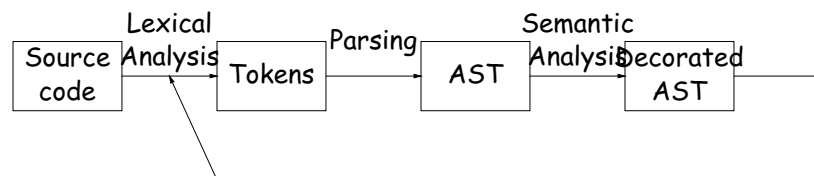


Lecture 2: Lexical Analysis

- Register yourself electronically using the “account/teams/grades” link on the class home page.
- Please register yourself in this course on Piazza (see home page).
- Homework #1 is now available on the class website. Due Thursday at midnight (don't worry—it's short).
- Reminder: start forming teams of 2-4 people and register them.

Review: Front End Compiler Structure



We are here

- A sequence of translations that each:
 - Filter out errors
 - Remove or put aside extraneous information
 - Make data more conveniently accessible.
- Strategy: find tools that partially automate this procedure.
- For lexical analysis: convert description that uses patterns (extended regular expressions) into program.

Tokens

- Token consists of *syntactic category* (like “noun” or “adjective”) plus *semantic information* (like a particular name).
- Parsing (the “customer”) only needs syntactic category:
 - “Joe went to the store” and “Harry went to the beach” have same grammatical structure.
- For programming, semantic information might be text of identifier or numeral.
- Example from Notes:

```
if(i== j)
    z = 0; /* No work needed */
else
    z= 1;
```

⇒

```
IF, LPAR, ID("i"), EQUALS,
ID("j"), RPAR, ID("z"),
ASSIGN, INTLIT("0"), SEMI,
ELSE, ID("z"), ASSIGN,
INTLIT("1"), SEMI
```

Classical Regular Expressions

- Regular expressions denote formal languages, which are sets of strings (of symbols from some alphabet).
- Appropriate since internal structure not all that complex yet.
- Expression R denotes language $L(R)$:
 - $L(\epsilon) = L("") = \{""\}$.
 - If c is a character, $L(c) = \{ "c" \}$.
 - If R_1, R_2 are r.e.s, $L(R_1R_2) = \{x_1x_2 | x_1 \in L(R_1), x_2 \in L(R_2)\}$.
 - $L(R_1|R_2) = L(R_1) \cup L(R_2)$.
 - $L(R^*) = L(\epsilon) \cup L(R) \cup L(RR) \cup \dots$.
 - $L((R)) = L(R)$.
- Precedence is '*' (highest), concatenation, union (lowest). Parentheses also provide grouping.

Abbreviations

- Character lists, such as `[abcf-mxy]` in Java, Perl, or Python.
- Negative character lists, such as `[^aeiou]`.
- Character classes such as `.` (dot), `\d`, `\s` in Java, Perl, Python.
- $L(R^+) = L(RR^*)$.
- $L(R?) = L(\epsilon|R)$.

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Extensions

- "Capture" parenthesized expressions:
 - After `m = re.match(r'\s*(\d+)\s*,\s*(\d+)\s', '12,34')`, have `m.group(1) == '12'`, `m.group(2) == '34'`.
- Lazy vs. greedy quantifiers:
 - `re.match(r'(\d+).*', '1234ab')` makes `group(1)` match '1234'.
 - `re.match(r'(\d+?).*', '1234ab')` makes `group(1)` match '1'.
- Boundaries:
 - `re.search(r'(^abc|qef)', L)` matches `abc` only at beginning of string, and `qef` anywhere.
 - `re.search(r'(?m)(^abc|qef)', L)` matches `abc` only at beginning of string or of any line.
 - `re.search(r'rowr(=?baz)', L)` matches an instance of 'rowr', but only if 'baz' follows (does not match `baz`).
 - `re.search(r'(?<=rowr)baz', L)` matches an instance of 'baz', but only if immediately preceded by 'rowr' (does not match `rowr`).
- Non-linear patterns: `re.search(r'(\S+),\1', L)` matches a word followed by the same word after a comma.

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An Example

SL/1 "language":

```
+ - * / = ; , ( ) < >
>= <= -->
if def else fi while
identifiers
decimal numerals
```

Comments start with # and go to end of line.
(Review of programs in Chapter 2 of Course Notes.)

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Problems

- Decimal numerals in C, Java.
- All numerals in C, Java.
- Floating-point numerals.
- Identifiers in C, Java.
- Identifiers in Ada.
- Comments in C++, Java.
- XHTML markups.
- Python bracketing.

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Some Problem Solutions

- Decimal numerals in C, Java: `0|[1-9][0-9]*`
- All numerals in C, Java: `[1-9][0-9]+|0[xX][0-9a-fA-F]+|0[0-7]*`
- Floating-point numerals: `(\d+\.\d*|\d*\.\d+)([eE][-+]?[d+])?[0-9]+[eE][-+`
- Identifiers in C, Java. (*ASCII only, no dollar signs*):
`[a-zA-Z_][a-zA-Z_0-9]*`
- Identifiers in Ada: `[a-zA-Z]([a-zA-Z_0-9]|_[a-zA-Z0-9])*`
- Comments in C++, Java: `//.*|/*(\[^*]|*[/])**/`
or, using some extended features: `//.*|/*(.|\n)*?*/`
- Python bracketing: *Nothing much you can do here, except to note blanks at the beginnings of lines and to do some programming in the actions.*