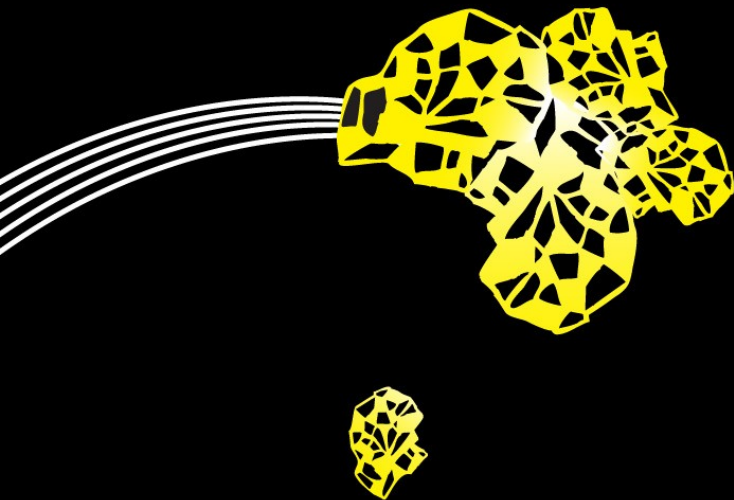


# COMPILER CONSTRUCTION:

## RECOGNIZING WORDS

MODULE 8: PROGRAMMING PARADIGMS


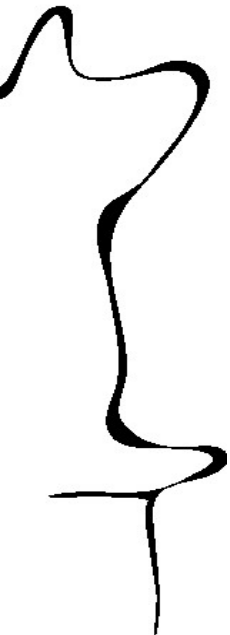
25 APRIL 2018





# SEEN LAST TIME

---

- Structure of compiler
  - Front end
    - Scanning  To be continued today
    - Parsing
    - Type checking
  - Optimizer
  - Back end
- 

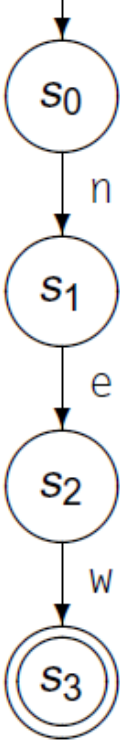
*Scanner*: turns a sequence of characters into a sequence of tokens of language-specific token types

# DETERMINISTIC FINITE AUTOMATA (DFA'S)

Recognizing the keyword token “new”  
(pseudocode):

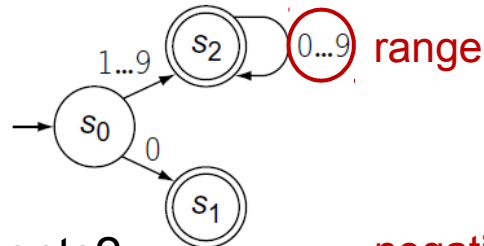
```
c ← NextChar();  
if (c = 'n')  
  then begin;  
    c ← NextChar();  
    if (c = 'e')  
      then begin;  
        c ← NextChar();  
        if (c = 'w')  
          then report success;  
          else try something else;  
        end;  
      else try something else;  
    end;  
  else try something else;  
end;  
else try something else;
```

This requires *precisely* the information of the following DFA:

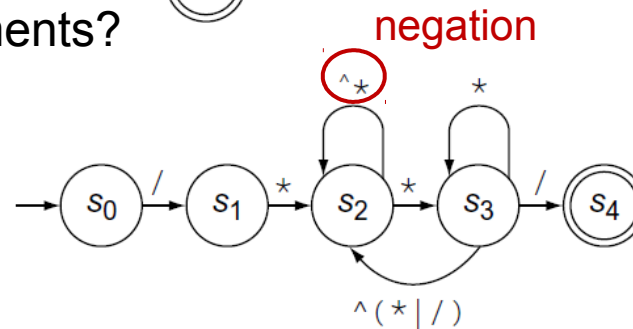


# MORE COMPLEX TOKEN TYPES

- Arbitrary numbers (non-empty sequences of digits, not 00, 000 etc)?



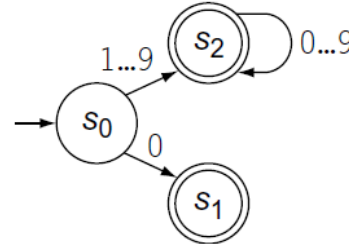
- Java block comments?



- Note the following DFA elements:
  - Combined labels on single transition (0..9 etc)
  - Loops (giving rise to arbitrary-length tokens)
  - Negation and choice ( $^*$  and  $^(*|/)$ )
  - Multiple accepting states in one DFA

# GENERAL ACCEPTANCE ALGORITHM (SINGLE TOKEN)

- From a DFA



- Create a transition table
  - = transition fun
  - = error state

$\delta$	0	1	2	3	4	5	6	7	8	9	Other
<b>s<sub>0</sub></b>	s <sub>1</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>e</sub>
<b>s<sub>1</sub></b>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>
<b>s<sub>2</sub></b>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>2</sub>	s <sub>e</sub>
<b>s<sub>e</sub></b>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>

- Run the algorithm
  - NextChar()* reads from input
  - eof* stands for “end of file”

```

char ← NextChar();
state ← s0;

while (char ≠ eof and state ≠ se) do
  state ←  $\delta$ (state, char);
  char ← NextChar();
end;

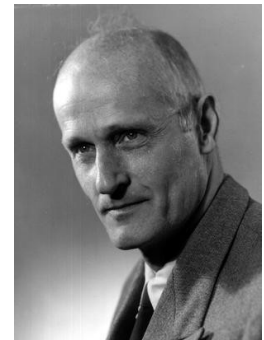
if (state ∈ SA)
  then report acceptance;
  else report failure;

```

# REGULAR EXPRESSIONS (RE'S)

---

- RE's allow equivalent, more concise description of token types
- RE's are built from
  - Single characters, e.g., `a` or `0` or `*`
  - Choice (*alternation*), e.g., `a | b` or `0 | A | a`. Shorthand: ranges `0..9`
  - Sequences (*concatenation*), e.g., `(a..z)(0..9 | a..z)`
  - Repetitions (*closure/Kleene star*), e.g., `(a..z | 0..9)*`
  - Auxiliaries: `^(a..z)` and `(a..z)+` and `(a..z)?`
- Arbitrary numbers?
  - `(1..9)(0..9)* | 0`
- Java block comments?
  - `/* (^* | (*+ ^/ )* *+ /`
- Here: characters and auxiliary symbols distinguished by colour
  - E.g., `*` above occurs both as character `*` and as Kleene star `*`



Kleene  
1904 - 1994

# FROM RE'S TO DFA'S (SEE MODULE 2.3!)

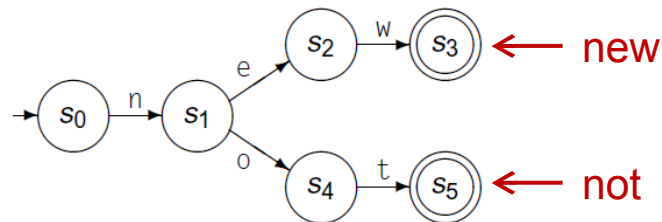
---

- Automatic construction
  1. Construct Nondeterministic Finite Automaton (NFA) from the RE
  2. Determinize the NFA, yielding DFA (subset construction)
  3. Minimize the DFA
  4. Use DFA to accept/recognize tokens
- Step 2 may “blow up” the automaton
  - Every DFA state corresponds to a *set* of NFA states
  - If NFA has  $n$  states, DFA may have how many?
    - $2^n$  states (= number of subsets of a set of  $n$  elements)
- In the setting of scanners, this is never a problem in practice
  - Blow-up would occur if language has many similar tokens
  - This is avoided by design: also inconvenient for humans

there are languages *designed* to be inconvenient:  
look up “[esoteric languages](#)” on Wikipedia

# COMBINING MULTIPLE TOKEN TYPES


- A realistic language has many different token types
  - Java: 100 token types (e.g., every keyword is a different token type)
  - Every token type is given by an RE (and hence a DFA)
- Different DFA's can be combined into single “big” DFA for all tokens
  - How to distinguish between token types in big DFA?
    - Label the accepting states with corresponding token type



- What if token types (i.e., DFA's) overlap?
  - E.g., token type for **identifier** overlaps with *every* keyword
  - Ambiguity: resolved by ordering of token types in spec

# RECOGNIZING MULTIPLE TOKENS IN A ROW

---

- Input: character string *containing multiple tokens*
- Problem: we don't know where tokens are supposed to end
  - Not every token has a clear end marker
  - For instance: how should `<==` be scanned in Java?
    - `<` followed by `==` ?
    - `<=` followed by `=` ? 
- Choice: *greedy* scanning algorithm
  - Even after recognizing a token, try to extend it to a longer one
  - If extending fails, backtrack to last token found
  - Never backtrack over an already accepted token!

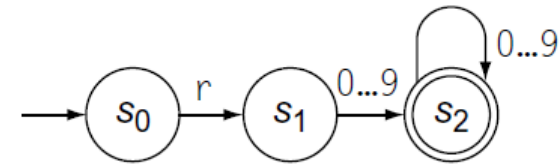
# GENERAL SCANNING ALGORITHM (MULTIPLE TOKENS)

```

NextWord()
  state ← s0;
  lexeme ← “ ”;
  clear stack;
  push(bad);

```

Example:  $r(0..9)^+$   
(register names)



first proceed to error state

remember states

```

  while (state ≠ se) do
    NextChar(char);
    lexeme ← lexeme + char;
    if state ∈ SA
      then clear stack;
    push(state);
    cat ← CharCat[char];
    state ← δ[state, cat];
  end;

```

then roll back to last accepting state

```

  while (state ∉ SA and
        state ≠ bad) do
    state ← pop();
    truncate lexeme;
    RollBack();
  end;

```

r	0, 1, 2, ..., 9	EOF	Other
Register	Digit	Other	Other

The Classifier Table, *CharCat*

	Register	Digit	Other
s <sub>0</sub>	s <sub>1</sub>	s <sub>e</sub>	s <sub>e</sub>
s <sub>1</sub>	s <sub>e</sub>	s <sub>2</sub>	s <sub>e</sub>
s <sub>2</sub>	s <sub>e</sub>	s <sub>2</sub>	s <sub>e</sub>
s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>	s <sub>e</sub>

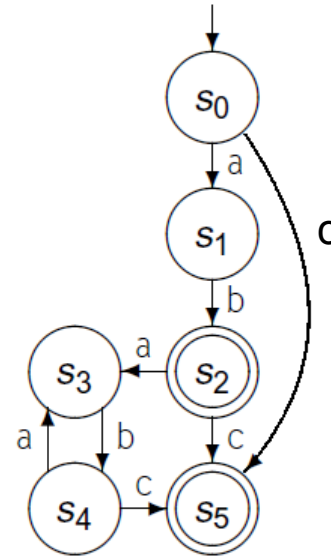
The Transition Table,  $\delta$

s <sub>0</sub>	s <sub>1</sub>	s <sub>2</sub>	s <sub>e</sub>
invalid	invalid	register	invalid

The Token Type Table, *Type*

# ROLLING BACK

- Example: tokens **ab** and **(ab)\*c**
- How is “**abababab**” scanned?
  - First try **abababab** as token (maybe a **c** will follow)
  - Discover failure
  - Roll back to **ab**
  - Then try **ababab**, again roll back to **ab**
  - Result: **ab ab ab ab** (as expected), but takes *quadratic* time
- Example: tokens **(ab)+** and **abc**
  - How is “**ababababc**” scanned?
  - Scanner error (due to greedy scanning); *not ababab abc*



# BOOK: MICRO-EFFICIENCY CONCERNS

---

- Considerations
  - Avoiding excess rollback
  - Optimizing lookup table access (not entire lookup table in memory)
  - Optimizing input buffers access (not entire program in one string)
  - Storing and comparing actual lexemes
- Variations on general scheduling algorithm
  - Direct-coded scanners
  - Hand-coded scanners
- Only for those interested

## BUT:

- Realise that if  $s$  is a string, then  
 $s = s + "a";$   
takes time *linear in the length of  $s$*  (due to copying)

# SEEN TODAY

---

- Deterministic Finite Automata
  - General acceptance algorithm (single token)
- Regular expressions
  - Conversion to DFA's
- Table-driven scanner
  - General scanning algorithm (multiple tokens)
  
- Lab exercises:
  - Play around with RE's and DFA's
  - Implement and test the acceptance and scanning algorithms