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Lexical Analysis: DFA Minimization & Wrap Up

Automating Scanner Construction



PREVIOUSLY

RE $\rightarrow$ NFA (*Thompson's construction*)

- Build an NFA for each term
- Combine them with ϵ -moves

NFA $\rightarrow$ DFA (*subset construction*)

- Build the simulation

TODAY

Some Project Related Material

DFA $\rightarrow$ Minimal DFA

- Hopcroft's algorithm

The Cycle of Constructions



What we expect of the Scanner



- Report errors for lexicographically malformed inputs
 - reject illegal characters, or meaningless character sequences
- Return an abstract representation of the code
 - character sequences (e.g., "if" or "loop") turned into tokens.
- Resulting sequence of tokens will be used by the parser
- Makes the design of the parser a lot easier.

How to specify a scanner



- A scanner specification (e.g., for JLex), is list of (typically short) regular expressions.
- Each regular expressions has an action associated with it.
- Typically, an action is to return a token.
- On a given input string, the scanner will:
 - find the longest prefix of the input string, that matches one of the regular expressions.
 - will execute the action associated with the matching regular expression highest in the list.
- Scanner repeats this procedure for the remaining input.
- If no match can be found at some point, an error is reported.



Example of a Specification

- Consider the following scanner specification.
 1. `aaa` { return T1 }
 2. `a*b` { return T2 }
 3. `b` { return S }
- Given the following input string into the scanner
 `aaabbaaa`
 the scanner as specified above would output
 `T2 T2 T1`
- Note that the scanner will report an error for example on the string `'aa'`.
- Rule 3 is redundant!



Special Return Tokens

- Sometimes one wants to extract information out of what prefix of the input was matched.
- Example:

```
"[a-zA-Z0-9]*"      { return STRING(yytext()) }
```
- Above RE matches every string that
 - starts and ends with quotes, and
 - has any number of alpha-numerical chars between them.
- Associated action returns a string token, which is the exact string that the RE matched.
- Note that `yytext()` will also include the quotes.
- Note this RE doesn't handle escaped characters, special characters (e.g., punctuation characters), etc.

Quiz



- Consider the following scanner specification.
 1. `bab` { return T1 }
 2. `ba+` { return T2 }
 3. `b` { return S1 }
 4. `a` { return S2 }
- Given the following input string into the scanner
baabbabaa
the scanner as specified above would output

What?

Example of a Specification



- Consider the following scanner specification.
 1. `bab` { return `T1` }
 2. `ba+` { return `T2` }
 3. `b` { return `S1` }
 4. `a` { return `S2` }
- Given the following input string into the scanner
`baabbabaa`
the scanner as specified above would output
`T2 S1 T1 S2 S2`



DFA Minimization

Details of the algorithm

- Group states into maximal size sets, *optimistically*
- Iteratively subdivide those sets, as needed
- States that remain grouped together are equivalent

Initial partition, P_0 , has two sets: $\{D_F\}$ & $\{D-D_F\}$

($DFA = (Q, \Sigma, \delta, q_0, F)$)

Splitting a set ("partitioning a set by $\underline{a}$ ")

- Assume $q_i, \& q_j \in p$, and $\delta(q_i, \underline{a}) = q_x, \& \delta(q_j, \underline{a}) = q_y$
- If $q_x \& q_y$ are not in the same set, then p must be split
→ q_i has transition on a , q_j does not $\Rightarrow \underline{a}$ splits p
- One state in the final DFA cannot have two transitions on $\underline{a}$



DFA Minimization

The algorithm

```
 $P \leftarrow \{ D_F, \{D - D_F\} \}$   
while (  $P$  is still changing )  
     $T \leftarrow \emptyset$   
    for each set  $p \in P$   
         $T \leftarrow T \cup \text{Split}(p)$   
     $P \leftarrow T$   
  
Split( $S$ )  
    for each  $\alpha \in \Sigma$   
        if  $\alpha$  splits  $S$  into  $s_1$  and  $s_2$   
            then return  $\{ s_1, s_2 \}$   
    return  $S$ 
```

Why does this work?

- Partition $P \in 2^D$
- Starts with 2 subsets of D $\{D_F\}$ and $\{D - D_F\}$
- While loop takes $P_i \rightarrow P_{i+1}$ by splitting 1 or more sets
- P_{i+1} is at least one step closer to the partition with $|D|$ sets
- Maximum of $|D|$ splits

Note that

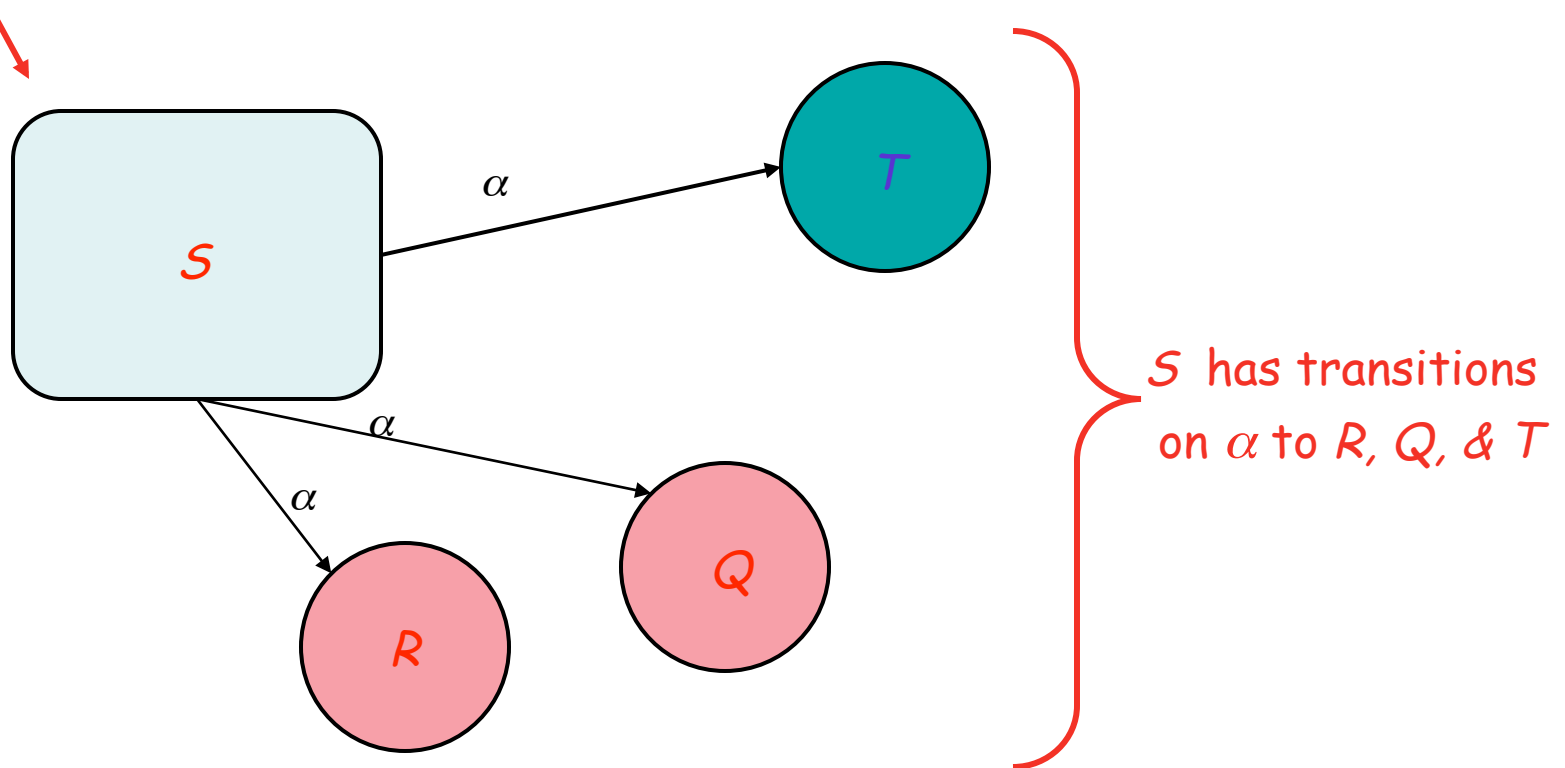
- Partitions are never combined
- Initial partition ensures that final states are intact

This is a fixed-point algorithm!



Key Idea: Splitting S around α

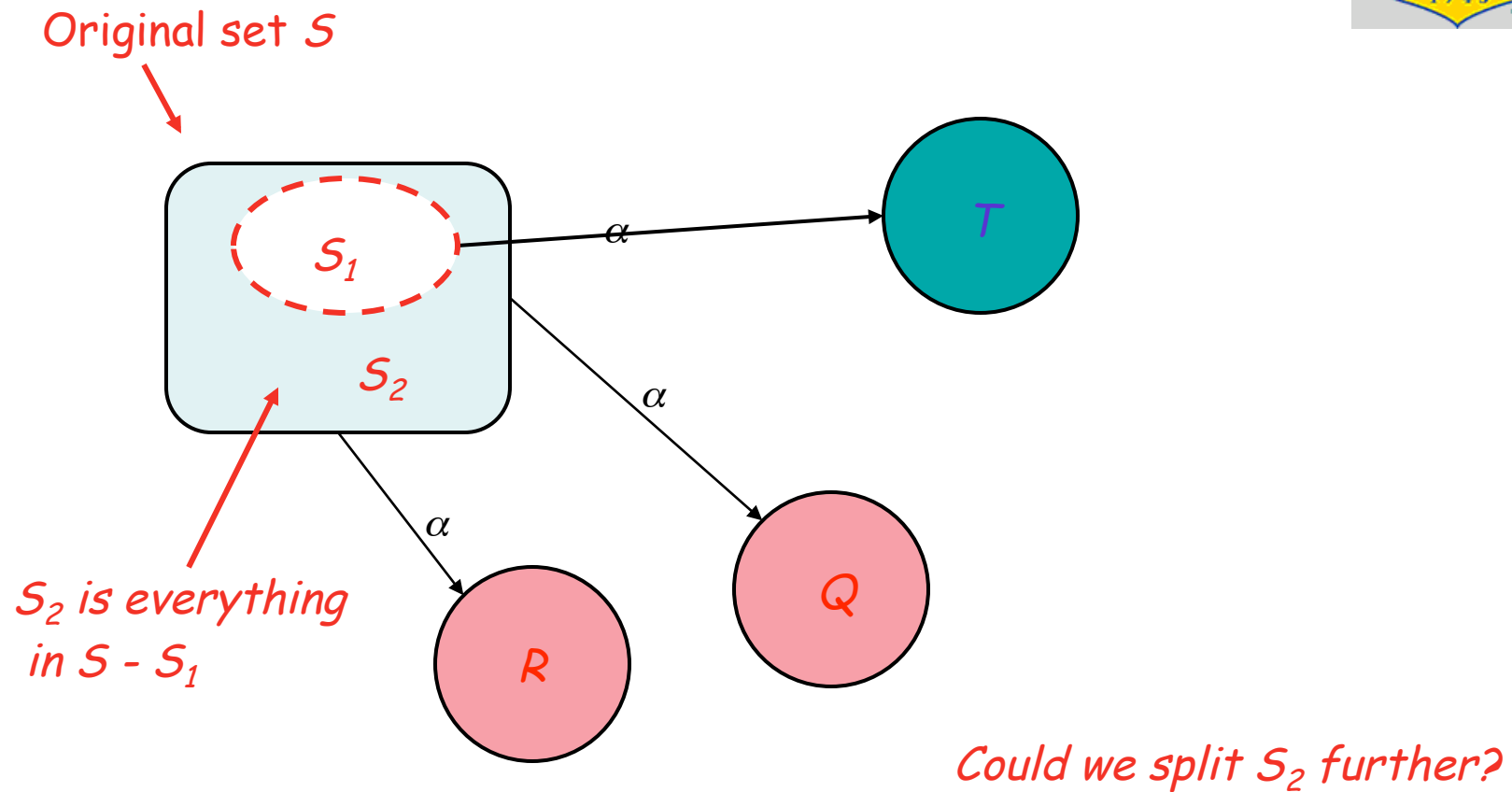
Original set S



The algorithm partitions S around α



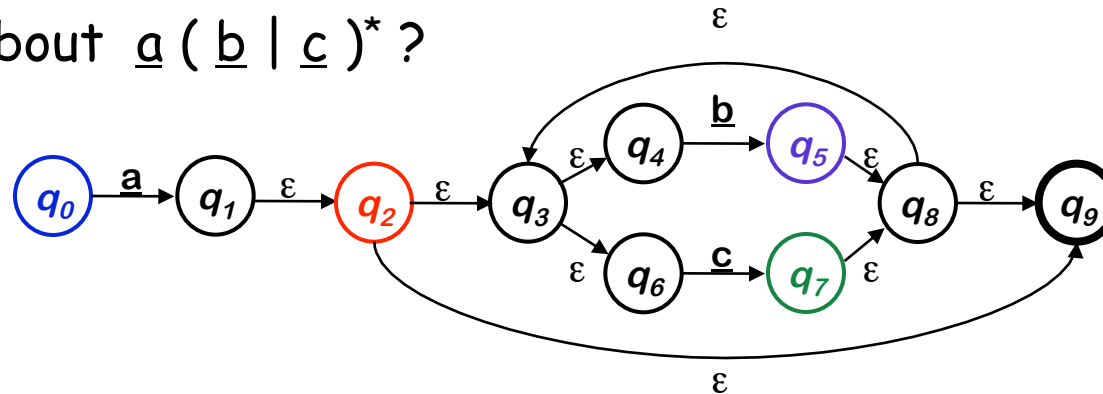
Key Idea: Splitting S around α





DFA Minimization

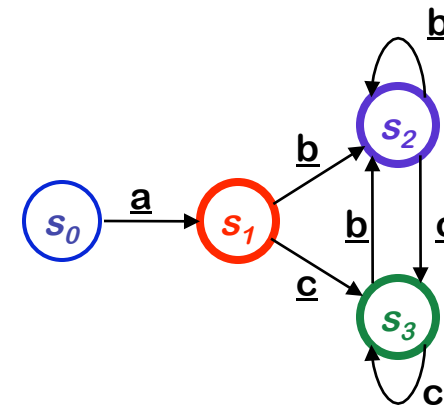
What about $a(b \mid c)^*$?



First, the subset construction:

		ϵ -closure($\Delta(s, *)$)		
	NFA states	<u>a</u>	<u>b</u>	<u>c</u>
s_0	q_0	$q_1, q_2, q_3, q_4, q_6, q_9$	none	none
s_1	$q_1, q_2, q_3, q_4, q_6, q_9$	none	$q_5, q_8, q_9, q_3, q_4, q_6$	$q_7, q_8, q_9, q_3, q_4, q_6$
s_2	$q_5, q_8, q_9, q_3, q_4, q_6$	none	s_2	s_3
s_3	$q_7, q_8, q_9, q_3, q_4, q_6$	none	s_2	s_3

Final states



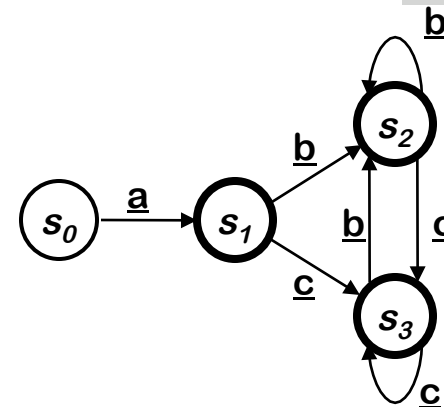
DFA Minimization



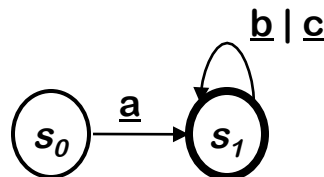
Then, apply the minimization algorithm

	Current Partition	Split on		
		<u>a</u>	<u>b</u>	<u>c</u>
P_0	$\{s_1, s_2, s_3\} \{s_0\}$	none	none	none

final states



To produce the minimal DFA



In lecture 4, we observed that a human would design a simpler automaton than Thompson's construction & the subset construction did.

Minimizing that DFA produces the one that a human would design!



Abbreviated Register Specification

Start with a regular expression

`r0 | r1 | r2 | r3 | r4 | r5 | r6 | r7 | r8 | r9`

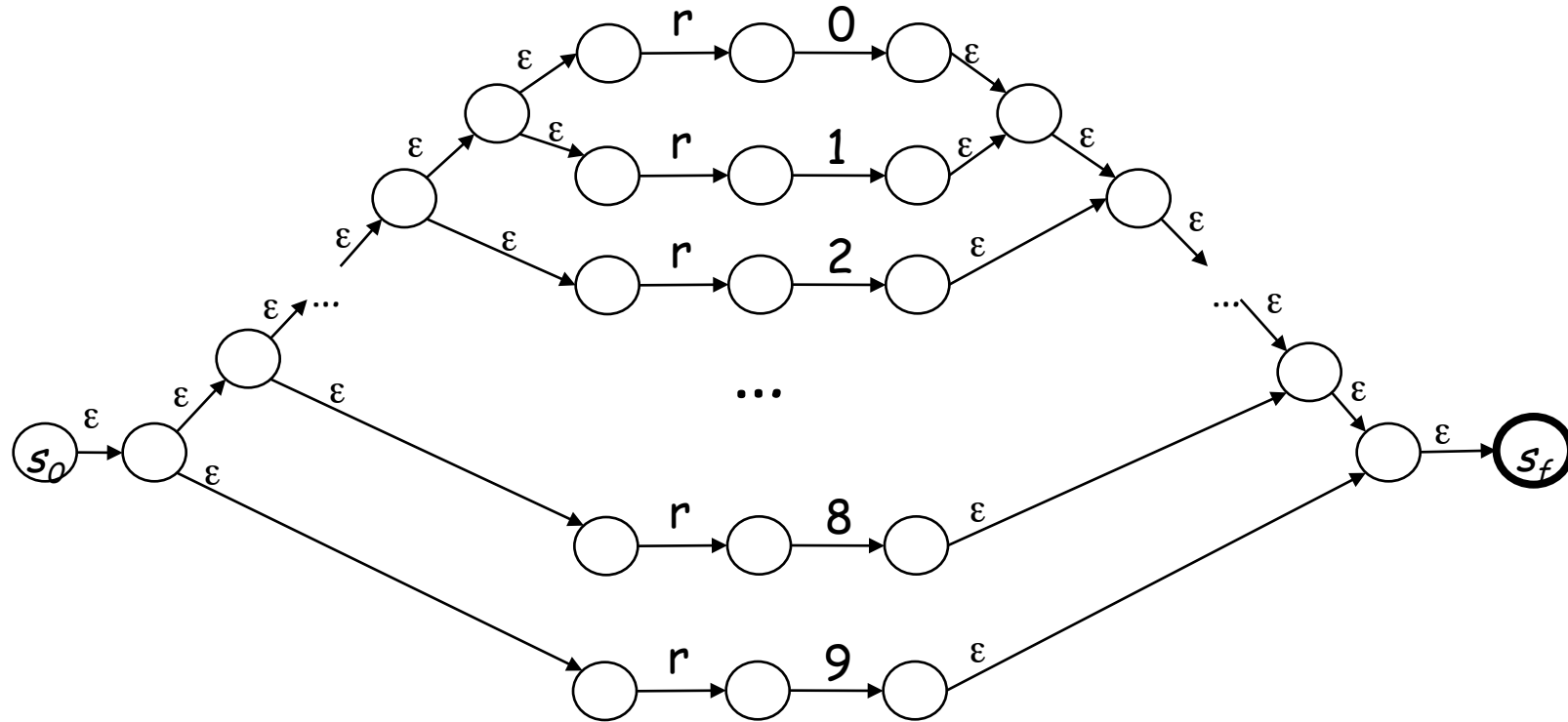
The Cycle of Constructions





Abbreviated Register Specification

Thompson's construction produces



The Cycle of Constructions

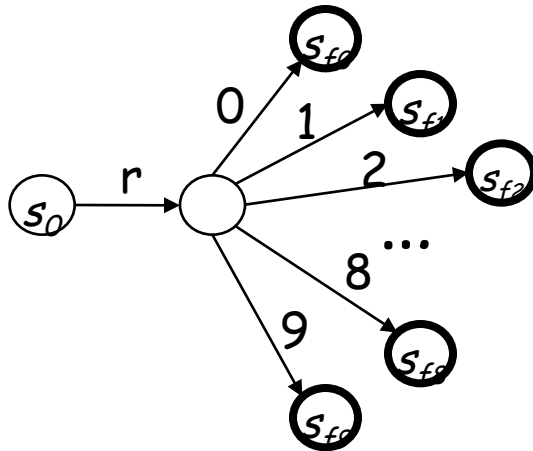
To make it fit, we've eliminated the ϵ -transition between "r" and "0...9".



Abbreviated Register Specification



The subset construction builds



This is a DFA, but it has a lot of states ...

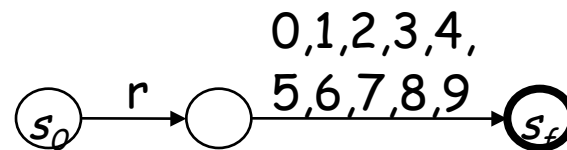
The Cycle of Constructions



Abbreviated Register Specification



The DFA minimization algorithm builds



This looks like what a skilled compiler writer would do!

The Cycle of Constructions





Limits of Regular Languages

Advantages of Regular Expressions

- Simple & powerful notation for specifying patterns
- Automatic construction of fast recognizers
- Many kinds of syntax can be specified with REs

Example — an expression grammar

$$Term \rightarrow [a-zA-Z] ([a-zA-z] | [\underline{0}-\underline{9}])^*$$
$$Op \rightarrow + | - | * | /$$
$$Expr \rightarrow (Term Op)^* Term$$

Of course, this would generate a DFA ...

If REs are so useful ...

Why not use them for everything?



Limits of Regular Languages

Not all languages are regular

$$RL's \subset CFL's \subset CSL's$$

You cannot construct DFA's to recognize these languages

- $L = \{ p^k q^k \}$ *(parenthesis languages)*

This is not a regular language *(nor an RE)*

But, this is a little subtle. You can construct DFA's for

- Strings with alternating 0's and 1's
 $(\epsilon \mid 1)(01)^*(\epsilon \mid 0)$
- Strings with an even number of 0's and 1's

RE's can count bounded sets and bounded differences



What can be so hard?

Poor language design can complicate scanning

- Reserved words are important
if then then then = else; else else = then (PL/I)
- Insignificant blanks (Fortran & Algol68)
do 10 i = 1,25
do 10 i = 1.25
- String constants with special characters (C, C++, Java, ...)
newline, tab, quote, comment delimiters, ...
- Finite closures (Fortran 66 & Basic)
 - Limited identifier length
 - Adds states to count length



Building Faster Scanners from the DFA

Table-driven recognizers waste effort

- Read (& classify) the next character
- Find the next state
- Assign to the state variable
- Trip through case logic in *action()*
- Branch back to the top

We can do better

- Encode state & actions in the code
- Do transition tests locally
- Generate ugly, spaghetti-like code
- Takes (many) fewer operations per input character

```
char ← next character;  
state ← s0;  
call action(state,char);  
while (char ≠ eof)  
    state ←  $\delta$ (state,char);  
    call action(state,char);  
    char ← next character;
```

```
if T(state) = final then  
    report acceptance;  
else  
    report failure;
```



Building Faster Scanners from the DFA

A direct-coded recognizer for $\underline{r}$ *Digit Digit**

- Many fewer operations per character
- Almost no memory operations
- Even faster with careful use of fall-through cases

```
goto s0;  
s0: word ← ∅;  
char ← next character;  
if (char = 'r')  
    then goto s1;  
    else goto se;  
s1: word ← word + char;  
char ← next character;  
if ('0' ≤ char ≤ '9')  
    then goto s2;  
    else goto se;  
s2: word ← word + char;  
char ← next character;  
if ('0' ≤ char ≤ '9')  
    then goto s2;  
    else if (char = eof)  
        then report success;  
    else goto se;  
se: print error message;  
return failure;
```



Building Faster Scanners

Hashing keywords versus encoding them directly

- Some (*well-known*) compilers recognize keywords as identifiers and check them in a hash table
- Encoding keywords in the DFA is a better idea
 - $O(1)$ cost per transition
 - Avoids hash lookup on each identifier

It is hard to beat a well-implemented DFA scanner

Building Scanners



The point

- All this technology lets us automate scanner construction
- Implementer writes down the regular expressions
- Scanner generator builds NFA, DFA, minimal DFA, and then writes out the (table-driven or direct-coded) code
- This reliably produces fast, robust scanners

For most modern language features, this works

- You should think twice before introducing a feature that defeats a DFA-based scanner
- The ones we've seen (e.g., insignificant blanks, non-reserved keywords) have not proven particularly useful or long lasting