

# Lex

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# Lex

- tool for generating scanners
- scanner described by rules in a definition file
- a rule is a pair
  - lexical pattern (described by regular expression)
  - action (written in C)
- Lex processes the definition file and outputs a scanner written in C
- this scanner can be compiled by a C compiler to produce an executable
- the executable processes its input, finds lexical patterns and executes associated actions to produce its output

Definition file → Lex → Scanner in C → C compiler → Executable

Input → Executable → Output

# Structure of Definition File – Example

## Example

```
int num_lines = 0, num_chars = 0;
```

```
%%
```

```
\n    ++num_lines; ++num_chars;
```

```
.    ++num_chars;
```

```
%%
```

```
main()
```

```
{
```

```
    yylex();
```

```
    printf( "# of lines = %d, # of chars = %d\n",  
            num_lines, num_chars );
```

```
}
```

# Structure of Definition File

- Lex definition file divided into 3 parts which are separated by %%:

- 1** definitions – definitions of global user variables, name definitions and start conditions

```
int num_lines = 0, num_chars = 0;
```

- 2** rules – patterns at the beginning of a line and indented actions which are executed when the corresponding pattern is matched with the source. Any non-matched character is copied to the resulting file

```
\n      ++num_lines; ++num_chars;  
      ++num_chars;
```

- 3** user code – any auxiliary C function used in rules and main().  
yylex() is used to start the lexical analysis

```
main()  
{  
  yylex();  
  printf( "# of lines = %d, # of chars = %d\n",  
          num_lines, num_chars );  
}
```

# Name Definitions

- used to declare symbolic names for regular expressions
- are of the form `name definition`

## Example

`DIGIT`      `[0-9]`

`ID`          `[a-z][a-z0-9]*`

can be referenced as

`{DIGIT}+".{DIGIT}*`

which is identical to

`([0-9])+".{[0-9]}*`

# Regular Expressions I

- patterns described by regular expressions

## Regular Expressions

`x` match the character `x`

`.` any character except newline

`[xyz]` a “character class”; the pattern matches either `x`, `y`, or `z`

`[abj-oZ]` a “character class” with a range in it; matches `a`, `b`, any letter from `j` through `o`, or `Z`

`[^A-Z]` a “negated character class”, i.e., any character but those in the class. In this case, any character except an uppercase letter

`[^A-Z\n]` any character except an uppercase letter or a newline

`r*` zero or more `r`'s, where `r` is any regular expression

`r+` one or more `r`'s

# Regular Expressions II

## Regular Expressions

`r?` zero or one `r`'s

`r{2,5}` anywhere from 2 to 5 `r`'s

`r{2,}` 2 or more `r`'s

`r{4}` exactly 4 `r`'s

`{name}` the expansion of the `name` definition

`"[xyz]"` the literal string: `[xyz]"`

`\x` if `x` is `a`, `b`, `f`, `n`, `r`, `t`, or `v`, then the ANSI-C interpretation of `\x`. Otherwise, a literal `x` (used to escape operators such as `*`)

`\0` a NUL character (ASCII code 0)

`\123` the character with octal value 123

`\x2a` the character with hexadecimal value 2a

# Regular Expressions III

## Regular Expressions

(*r*) match an *r*; parentheses are used to override precedence

*rs* the regular expression *r* followed by the regular expression *s*

*r|s* either *r* or *s*

$\hat{r}$  an *r*, but only at the beginning of a line

*r*\$ an *r*, but only at the end of a line

$\langle s \rangle r$  an *r*, but only in start condition *s*;  $\langle s_1, s_2, s_3 \rangle r$  same, but in any of start conditions *s*<sub>1</sub>, *s*<sub>2</sub>, or *s*<sub>3</sub>

$\langle * \rangle r$  an *r* in any start condition, even an exclusive one

$\langle \langle \text{EOF} \rangle \rangle$  an end-of-file

$\langle s_1, s_2 \rangle \langle \langle \text{EOF} \rangle \rangle$  an end-of-file when in start condition *s*<sub>1</sub> or *s*<sub>2</sub>



# Regular Expressions IV

## Operator precedence

- operators described above grouped by precedence – highest first
- e.g., `foo|bar*` is the same as `(foo)|(ba(r*))`

## Character Class Expressions

- `[:alnum:]`, `[:alpha:]`, `[:blank:]`, `[:cntrl:]`, `[:digit:]`,  
`[:graph:]`, `[:lower:]`, `[:print:]`, `[:punct:]`, `[:space:]`,  
`[:upper:]`, `[:xdigit:]`
- set of characters equivalent to the corresponding standard C `isXXX` function (e.g., `isalnum()`)

# Input Matching

## Input Matching Rules

- if no match found, the next character from the input is copied to the output
- if more than one match found, the longest string is chosen
- if there are more longest strings, the pattern appearing first in the definition file is chosen
- associated action is executed and the remaining input is scanned for the next match

## Global Variables

- can be used in actions

`yytext` matched string

`yylen` length of the matched string

# Actions I

- an action is a C code which follows the associated pattern
- if no action is specified, the matched string is discarded

```
%%
```

```
/* replace sequence of tabs with space */
```

```
[\t]+          putchar( ' ' );
```

```
[\t]+$        /* ignore tabs at the EOL */
```

- if multi-line action is needed, it has to be enclosed within { } or %{ %}
- the action | is used to specify the same action as the action for the next rule

## Special Directives Used within Actions

ECHO copies ytext to the scanner's output

BEGIN used to place scanner to a start position

# Actions II

## Special Directives Used within Actions

REJECT directs the scanner to proceed on to the second best rule which matched the input

### Example

```
int word_count = 0;
%%
        /* call special() for 'frob' */
frob      special(); REJECT;
        /* count the number of words */
[ ^  \t\n ]+  ++word_count;
```

# Actions III

## Example

```
%%  
a      |  
ab     |  
abc    |  
abcd   ECHO; REJECT;
```

- outputs abcdabcbaba for the input abcd

## Special Directives Used within Actions

`yymore()` tells the scanner that the next time it matches a rule, the corresponding token should be appended onto the current value of `yytext` rather than replacing it

# Actions IV

## Example

```
%%  
mega-      ECHO; yymore();  
kludge     ECHO;
```

- outputs mega-mega-kludge for the input mega-kludge

## Special Directives Used within Actions

`yyless(n)` returns all but the first `n` characters of the current token back to the input stream (will be rescanned)

`unput(c)` puts the character `c` back onto the input stream. It will be the next character scanned

`input()` reads the next character from the input stream

# Start Conditions

- mechanism for conditionally activating and deactivating rules
- if a pattern is prefixed by <sc>, it will only be active when the scanner is in the start condition named sc

## Example

```
<STRING>[~"]*           { /* eat up the string body ... */
```

is active only if the scanner is in the STRING start condition, and

```
<INITIAL,STRING,QUOTE>\. { /* handle an escape ... */
```

is active only if the scanner is either in INITIAL, STRING, or QUOTE condition

# Start Condition Declaration

- start conditions declared in the first section
- activated by BEGIN action so rules with the given start condition will be active and rules with other start conditions will be inactive

## Types of Start Conditions

**inclusive** (declared with %s) – also rules with no start condition are active

**exclusive** (declared with %x) – only rules with the given start condition are active (possible to define “mini-scanners” independent on the rest of the scanner)

- with the start condition INITIAL, only rules without start conditions are active
- <\*> matches every start condition
- current start condition can be accessed by YY\_START



# Start Condition Example I

## Example

```
%s example
```

```
%%  
<example>foo    do_something();  
bar            something_else();
```

is equivalent to

```
%x example  
  
%%  
<example>foo    do_something();  
<INITIAL,example>bar    something_else();
```

# Start Condition Example II

- several start conditions can be grouped

## Example

- a (sub)scanner which discards C comments

```
%x comment
```

```
%%
```

```
int line_num = 1;
```

```
"/*" BEGIN(comment);
```

```
<comment>{
```

```
    [^*\n]*          /* eat anything that's not a '*' */
```

```
    "*" + [^*/\n]*    /* eat up '*'s not followed by '/'s */
```

```
    \n                ++line_num;
```

```
    "*" + "/"         BEGIN(INITIAL);
```

```
}
```

# Generated Scanner

- output is written to yyout (lex.yy.c by default)
- it contains the routine `int yylex(void)` which runs the lexical analysis
- `int yylex(void)` can be changed by redefining `YY_DECL` macro

## Example

```
#define YY_DECL float lexscan( float a, float b );
```

defines the scanning routine `lexscan` which takes two float parameters and returns float

- `yylex()` scans the global input file `yyin` (`stdin` by default)
- if it is not interrupted by a `return` statement (scanning can be resumed by calling `yylex()` again), it continues until it reaches EOF (returns 0)
- `yyrestart(FILE *)` can be used to continue scanning a new file

# Command Line Options

```
flex [-bcdfhilnpstvwBFILTV78+? -C[aefFmr] -ooutput -Pprefix  
-Sskeleton] [--help --version] [file ...]
```

## Selected Parameters

- o outf output file name
- P pref specifies prefix other than yy for Lex functions
  - i case insensitive scanner

## Options Within Definition File

- many options can be specified within the first section of the definition file
  - %option case-insensitive

# Example I

## Example

```
/* scanner for a toy Pascal-like language */
```

```
%{
```

```
/* need this for the call to atof() below */
```

```
#include <math.h>
```

```
%}
```

```
DIGIT      [0-9]
```

```
ID         [a-z][a-z0-9]*
```

```
%%
```

# Example II

## Example

```
{DIGIT}+ {  
    printf( "An integer: %s (%d)\n", yytext,  
           atoi( yytext ) );  
}
```

```
{DIGIT}+"."{DIGIT}* {  
    printf( "A float: %s (%g)\n", yytext,  
           atof( yytext ) );  
}
```

```
if|then|begin|end|procedure|function {  
    printf( "A keyword: %s\n", yytext );  
}
```

# Example III

## Example

```
{ID}      printf( "An identifier: %s\n", yytext );
```

```
"+"|"-"|"*"|"/"
```

```
      printf( "An operator: %s\n", yytext );
```

```
"{"[^}\n]*"}"
```

```
      /* eat up one-line comments */
```

```
[ \t\n]+
```

```
      /* eat up whitespace */
```

```
.      printf( "Unrecognized character: %s\n", yytext );
```

```
%%
```

# Example IV


## Example

```
main( int argc, char ** argv )
{
    ++argv, --argc; /* skip over program name */
    if ( argc > 0 )
        yyin = fopen( argv[0], "r" );
    else
        yyin = stdin;

    yylex();
}
```



# Bibliography

 Flex documentation.  
<http://flex.sourceforge.net/manual/>.