

Programming Language (7)

lexers and parsers

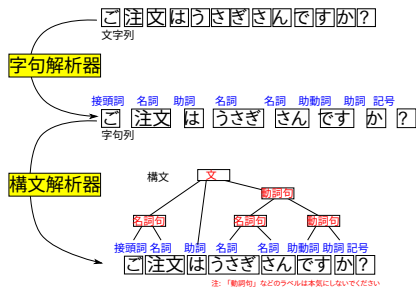
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Introduction

- All programming language implementations first read a program and check its grammar
 - ▶ lexical analyzer (*“lexer”* or *“tokenizer”*)
 - ▶ syntax checker (*“parser”*)
- they are necessary not only in programming language implementations but in many other circumstances
 - ▶ web pages (HTML or XML)
 - ▶ CSV, SVG, ... files ...
 - ▶ config files of software ...
- it's an important skill to be able to make them quickly
 - ▶ you'd better not process strings in an ad-hoc manner
 - ▶ there are useful tools to make them (*parser generators*)
 - ▶ it never hurts to have an experience with them

Lexer and parser

- lexer \approx
 - converts a sequence of “characters” \rightarrow a sequence of “tokens” (\approx words)
 - rejects when characters do not constitute a valid token
- parser \approx
 - converts a sequence of “tokens” \rightarrow a “sentence” (expression, statement, whole program, etc.)
 - rejects tokens that constitute a valid sentence



How to define a token and a sentence?

- normally, we define
 - ▶ tokens: by *regular expression (regex)*
 - ▶ sentences: by *context free grammar (CFG)*
- there are tools that generate lexers and parsers from their declarative descriptions (*lexer/parser generators*)
- “practice makes perfect.” Let’s see it working

lexer/parser generators

- there are many tools for many languages
 - ▶ C/C++ : lex (flex) and yacc (bison)
 - ▶ OCaml : ocamllex and ocamlyacc (menhir)
 - ▶ Python : a whole bunch of tools, e.g., in <https://wiki.python.org/moin/LanguageParsing> and <https://tomassetti.me/parsing-in-python/>
- I will give you a parser code that converts source language into XML, which you can then read using the XML library in the language you are using
- the parser will be written in Python using Tatsu
- details to be announced later (hopefully in a few days ...)