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Flex & Bison: Text Processing Tools by John Levine. Download eBook. Flex & Bison: Text Processing Tools John Levine ebook Page: 294 ISBN: 0596155972, 9780596155971 Publisher: O'Reilly Media Format: pdf. Bison grammar with python code actions is not exactly a parser like we're used to, but it is a fast text-processing engine.

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The topic isn't for everybody and the approach in the book are to tell you how to use these tools. Flex is the GNU version of "lex" (note: NOT the Adobe Flex product) and Bison is the GNU version of "yacc". Flex/lex is a tool for building lexical analyzers and bison/yacc is a tool for building parsers. This goes so much farther than the HOC example in "The Unix Programming Environment" The Unix Programming Environment (Prentice-Hall Software Series) (and that wonderful book is now beyond ...

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Flex and bison are tools designed for writers of compilers and interpreters, although they are also useful for many applications that will interest noncompiler writers. Any application that looks for patterns in its input or has an input or command language is a good candidate for flex and bison. Furthermore, they allow for rapid application

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Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

If you need to parse or process text data in Linux or Unix, this useful book explains how to use flex and bison to solve your problems quickly. flex & bison is the long-awaited sequel to the classic O'Reilly book, lex & yacc. In the nearly two decades since the original book was published, the flex and bison utilities have proven to be more reliable and more powerful than the original Unix tools. flex & bison covers the same core functionality vital to Linux and Unix program development, along with several important new topics. You'll find revised tutorials for novices and references for advanced users, as well as an

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Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory, GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well.

Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from source)

Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

The digital age has presented an exponential growth in the amount of data available to individuals looking to draw conclusions based on given or collected information across industries. Challenges associated with the analysis, security, sharing, storage, and visualization of large and complex data sets continue to plague data scientists and analysts alike as traditional data processing applications struggle to adequately manage big data. Big Data: Concepts, Methodologies, Tools, and Applications is a multi-volume compendium of research-based perspectives and solutions within the realm of large-scale and complex data sets. Taking a multidisciplinary approach, this publication presents exhaustive coverage of crucial topics in the field of big data including diverse applications, storage solutions, analysis techniques, and methods for searching and transferring large data sets, in addition to security issues. Emphasizing essential research in the field of data science, this publication is an ideal reference source for data analysts, IT professionals, researchers, and academics.

This informative text/reference highlights the potential of DataFlow computing in research requiring high speeds, low power requirements, and high precision, while also benefiting from a reduction in the size of the equipment. The cutting-edge research and implementation case studies provided in this book will help the reader to develop their practical understanding of the advantages and unique features of this methodology. This work serves as a companion title to DataFlow Supercomputing Essentials: Algorithms, Applications and Implementations, which reviews the key algorithms in this area, and provides useful examples. Topics and features: reviews the library of tools, applications, and source code available to support DataFlow programming; discusses the enhancements to DataFlow computing yielded by small hardware changes, different compilation techniques, debugging, and optimizing tools; examines when a DataFlow architecture is best applied, and for which types of calculation; describes how converting applications to a DataFlow representation can result in an acceleration in performance, while reducing the power consumption; explains how to implement a DataFlow application on Maxeler hardware architecture, with links to a video tutorial series available online. This enlightening volume will be of great interest to all researchers investigating supercomputing in general, and DataFlow computing in particular. Advanced undergraduate and graduate students involved in courses on Data Mining, Microprocessor Systems, and VLSI Systems, will also find the book to be a helpful reference.

The complexity of modern embedded systems has increased rapidly in the recent past. Introducing models of computation into

the design flow has significantly raised the abstraction in system level design of embedded systems. Establishing such high abstraction levels in common hardware /software co-design flows is still in its infancy. H. Gregor Molter develops a hardware / software co-design flow based on the Discrete Event System Specification model of computation. He advocates that such a system level design flow should exploit a timed model of computation to allow a broad application field. The presented design flow will transform timed DEVS models to both synthesizable VHDL source code and embeddable C++ source code.

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