

Linux

Classroom

Series –

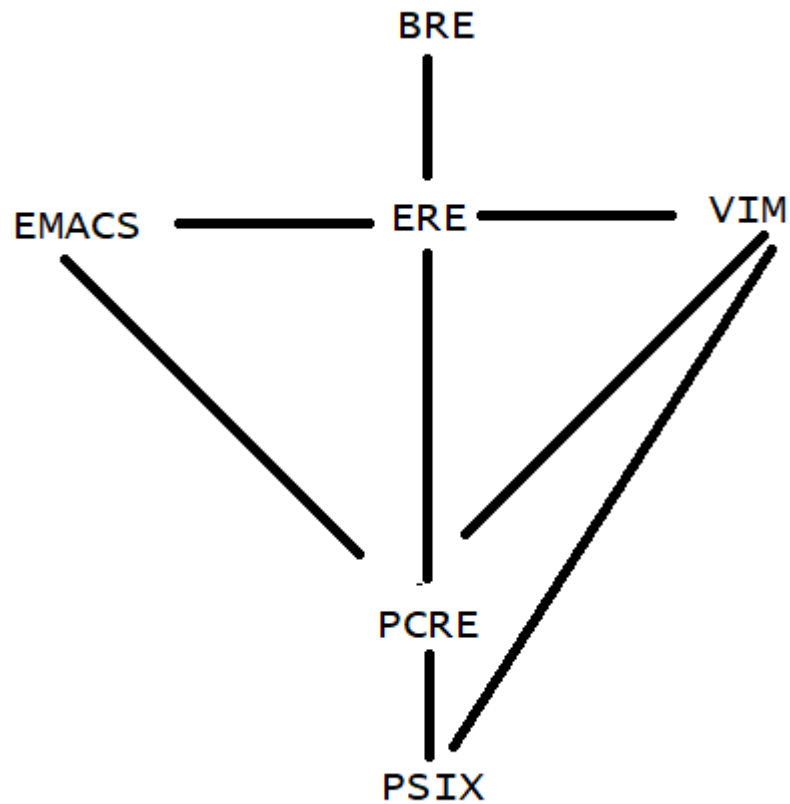
11/Sept/2020

Regular Expressions

- They are also referred as *regex*, *RegEx*
- Truth about Regex:
 1. Most of the cases regex is defined as *A regular expression is a declarative specification of describing the textual structure to match string*

2. The problem with above definition is regular expressions are not declarative, A regular expression is imperative. Regular expression is subroutine/function/method
 - In What Language we write regular expressions. In Regular expressions we have six major dialects
 1. BRE:
 - This is basic regular expressions.
 - Tools: ed, sed, grep
 2. ERE:
 - GNU extended regular expressions
 - Tools & Languages : egrep, gawk, Notepad++ , TCL
 3. EMACS:
 - This is Emacs regular expressions
 - Tools: Emacs
 4. VIM:
 - TOOLS: VIM.
 5. PCRE:
 - This is PERL(5) compatible regular expressions
 - TOOLS & Languages: PERL, .NET, APACHE, C#, Java, JavaScript, PHP, Powershell, Python, R, Ruby,
 6. PSIX:
 - Perl 6 Regular Expressions
 - Languages: Perl 6

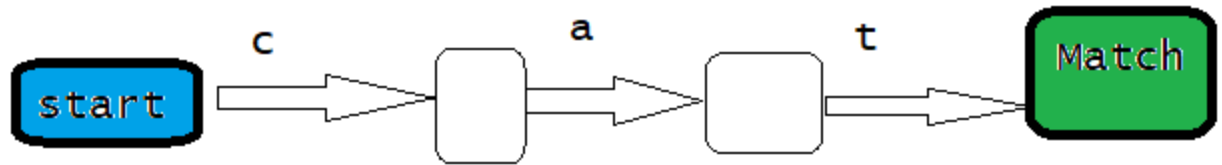
- These dialects have similarities & dissimilarities. There are relationships b/w



dialects

- How are regular expressions implemented?
 - Theoretically Regular expression are implemented on a Finite State machine(FSM). But Languages Practically implement regular expressions on stack-based machine.
 - To understand regular expressions we will be using FSM
 - To search for a word cat in the text sequence in all six dialects mentioned above the regex is */cat/*

- Lets represent cat in transition graph



- If the above regular expression is represented by code
- ```
for(index=0; index<len(message); index++) {
```
- ```
    match_position = index
```
-
- ```
 try {
```
- 
- ```
        message[match_position] == 'c' or
```
- ```
throw Backtracking
```
- ```
        match_position++;
```
-
- ```
 message[match_position] == 'a' or
```
- ```
throw Backtracking
```
- ```
 match_position++;
```
- 
- ```
        message[match_position] == 't' or
```
- ```
throw Backtracking
```
- ```
        match_position++;
```
-
- ```
 return TRUE;
```
- 
- 
- 
- ```
    }
```
- ```
}
```
- ```
return FALSE;
```