# Course Project 2 Regular Expressions

CSE 30151 Spring 2025

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In this project, you'll write a regular expression matcher similar to grep. This has three major steps: first, parse a regular expression into regular operations; second, execute the regular operations to create a NFA; third, run the NFA on input strings. Our linear-time NFA recognition algorithm is much faster than a naive regular expression matcher, and is in general much faster than Python and Perl's standard regular-expression matchers!

You will need a correct solution for CP1 to complete this project. If your CP1 doesn't work correctly (or you just weren't happy with it), you may use the official solution or another team's solution, as long as you properly cite your source.

# Getting started

To make sure your repository is up to date, please have one team member run the commands

```
git pull https://github.com/ND-CSE-30151/regexp-skeleton git push
```

and then other team members should run git pull. The project repository should then include the following files (among others):

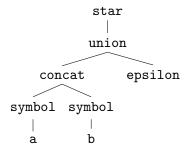
```
bin.{linux,darwin}/
  parse_re
  normalize_tree
  union_nfa
  concat_nfa
  star_nfa
  string_nfa
  re_to_nfa
  agrep
  compare_nfa
tests/
  test-cp2.sh
nonsolutions/
  bgrep.pl
  bgrep.py
cp2/
```

Please place the programs that you write into the cp2/ subdirectory.

#### 1 Parser

Note: Part 1 (this part) and part 2.1 can be done in parallel. Part 2.2 depends on both, and may require modifications to part 1.

In this first part, we'll write a parser for regular expressions. The goal is to input a regular expression like (ab|)\* and output a tree like



In plain text, we write this tree as

star(union(concat(symbol("a"),symbol("b")),epsilon())).

### 1.1 Background

Define the following alphabets:

A = all printable, non-whitespace ASCII characters  $\Sigma = A \setminus \{1, *, (,), \setminus, \&\}$   $T = \Sigma \cup \{1, *, (,), \dashv\}$ 

Alphabet  $\Sigma$  is the set of "ordinary" characters; our regular expression matcher will read strings over  $\Sigma$ . Alphabet T is the set of characters that regular expressions can contain; we'll explain  $\dashv$  later.

Figure 1a shows a grammar for regular expressions. The terminal alphabet is T, and the non-terminal alphabet is  $V = \{E, E', T, T', F, F', P\}$ , with start symbol E. If this grammar looks bigger than the grammar you would have written, it's because this grammar has been designed to avoid left recursion (e.g., rules of the form  $X \to X\beta$ ). This is because, for the style of parser we're going to build, left recursion causes infinite loops.<sup>1</sup>

Parsers (for programming languages) are typically based on PDAs. If we convert the grammar to a PDA using the construction in Lemma 2.21, the resulting PDA is shown in Figure 1b. The input alphabet is T, and the stack alphabet is  $\Gamma = V \cup T \cup \{\$\}$ . The transitions involving a are actually many transitions, one for each  $a \in \Sigma$ . And  $\dashv$  is an *endmarker* that must be appended to the input regular expression. Table 3 shows an example run of this PDA. For now, ignore the symbols [union] and [concat], and the "semantic stack" column.

There are two problems with this PDA. First, it's nondeterministic, and we would rather implement a deterministic PDA (one where there's at most one transition that can be taken in any given configuration). Second, it will accept valid regular expressions and reject invalid ones, but we want it to output a tree (or eventually, an NFA).

<sup>&</sup>lt;sup>1</sup>For an explanation of how to eliminate left recursion, please see *Compilers and Language Design*, 2nd ed., Section 4.3.1–2.

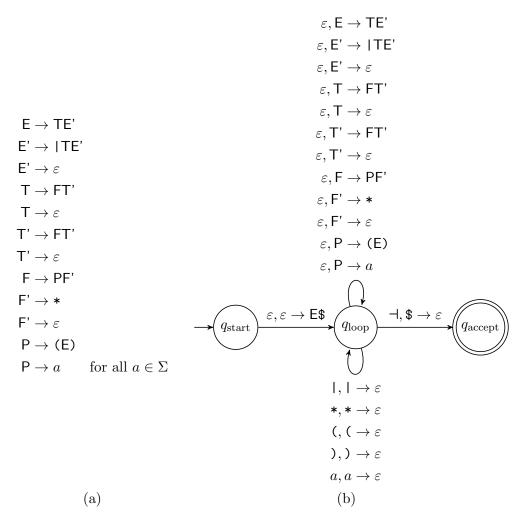


Figure 1: (a) A CFG for regular expressions, with start symbol E. Note that | is a terminal symbol; it is not being used for writing two rules on one line. (b) The equivalent PDA, by the construction in Lemma 2.21.

	input	parse stack		semantic stack	
read	peek	pop	push	pop	push
$\varepsilon$	T	E	TE'	ε	$\varepsilon$
$\varepsilon$	{ }	E'	T[union]E'	$\varepsilon$	$\varepsilon$
$\varepsilon$	$T \setminus \{ I \}$	E'	$\varepsilon$	ε	$\varepsilon$
$\varepsilon$	$T \setminus \{ I, I, H \}$	Т	FT'	ε	$\varepsilon$
$\varepsilon$	$\{ \mid,),\dashv \}$	T	$\varepsilon$	$\varepsilon$	epsilon()
$\varepsilon$	$T\setminus\{{ },{\rangle},\dashv\}$	Τ'	F[concat]T'	$\varepsilon$	$\varepsilon$
$\varepsilon$	$\{ \mid,),\dashv \}$	T'	$\varepsilon$	$\varepsilon$	$\varepsilon$
$\varepsilon$	T	F	PF'	$\varepsilon$	$\varepsilon$
$\varepsilon$	<b>{*</b> }	F'	*	$\varepsilon$	$\varepsilon$
$\varepsilon$	$T \setminus \{*\}$	F'	$\varepsilon$	$\varepsilon$	$\varepsilon$
$\varepsilon$	{(}	Р	(E)	$\varepsilon$	$\varepsilon$
$\varepsilon$	$\{a\}$	Р	a	ε	$\varepsilon$
I		1	$\varepsilon$	ε	$\varepsilon$
*		*	$\varepsilon$	$\alpha$	$\mathtt{star}(lpha)$
(		(	$\varepsilon$	ε	$\varepsilon$
)		)	$\varepsilon$	ε	$\varepsilon$
a		a	$\varepsilon$	$\varepsilon$	symbol("a")
$\varepsilon$	T	union	$\varepsilon$	$\beta \alpha$	$\mathtt{union}(\alpha,\beta)$
ε	T	concat	ε	$\beta \alpha$	$concat(\alpha, \beta)$

Table 2: Parse table. Every row is a transition from  $q_{\text{loop}}$  to itself. A row mentioning a stands for many transitions, one for each  $a \in \Sigma$ .

Have a look at Table 2. The "read" column and the "pop" and "push" columns under "parse stack" correspond to the three parts of a PDA transition that you're familiar with.

For an example of nondeterminism, look at Table 3, row 5. The top stack symbol is P, so there are multiple transitions that the PDA could take:  $\varepsilon$ , P  $\rightarrow$  (E) or  $\varepsilon$ , P  $\rightarrow$  a. Which transition is the right one? Since the next input symbol is a (, you know it has to be  $\varepsilon$ , P  $\rightarrow$  (E). It turns out (for this grammar, not for all grammars) that you can always decide which transition to use by looking at the next input symbol. For another example, look at Table 3, row 3. The top stack symbol is T, so there are two transitions that the PDA could take:  $\varepsilon$ , T  $\rightarrow$  FT' or  $\varepsilon$ , T  $\rightarrow \varepsilon$ . Now, it's less obvious which transition is the right one. The next input symbol is (, so we look in Table 2 for the transition that has ( in the "peek" column, which is  $\varepsilon$ , T  $\rightarrow$  FT'. In general, each entry in the "peek" column is a set of symbols; in order for a transition to be used, the next unread input symbol has to be in the "peek" set. If two transitions have the same "pop" symbol, then their "peek" sets are disjoint. So in any configuration, there's at most one transition that can be used.

To compute semantics, we're going to add a second stack, called the *semantic stack*; we'll call the original stack the *parse stack*. The semantic stack (for now) stores trees. In Table 3 at step 12, the PDA reads an a and pops an a from the parse stack. At the same time, it pushes the semantics of a, which is symbol("a"), onto the semantic stack. This is because in Table 2, the row for  $a, a \to \varepsilon$  says to pop  $\varepsilon$  and push symbol("a") onto the semantic stack. Later, at step 19, the PDA pops symbol("b"), then symbol("a") from the semantic stack, and pushes concat(symbol("a"), symbol("b")) onto the semantic stack. This is because in Table 2, the row for  $\varepsilon$ ,  $concat \to \varepsilon$  says to pop  $\beta\alpha$  from the semantic stack (where  $\alpha$  and  $\beta$  stand for any trees) and to push  $concat(\alpha, \beta)$  onto the semantic stack. At the end of an accepting run, the semantic stack has exactly one tree; this is the semantics of the input regular expression.

## 1.2 Implementation

Write code to run the parser described above on a regular expression and construct a tree from it. You will want to write it in a modular way so that in Part 2.2, you can modify the parser to construct an NFA instead. To test your parser, write a program with the following command-line usage:

#### parse\_re regexp

- regexp: a regular expression
- Output: string representation of the syntax tree for regexp

For example:

```
$ cp2/parse_re 'a'
symbol("a")
$ cp2/parse_re ''
epsilon()
$ cp2/parse_re '(a)'
symbol("a")
$ cp2/parse_re '()'
epsilon()
$ cp2/parse_re 'a*'
```

<sup>&</sup>lt;sup>2</sup>For an explanation of how to derive the lookahead sets, please see *Compilers and Language Design*, 2nd ed., Section 4.3.3.

	state	input	parse stack	semantic stack
		-	-	
$\frac{1}{2}$	$q_{ m start}$	(ab )*⊢	arepsilon E\$	€
	$q_{ m loop}$	(ab )*-	•	<i>€</i>
3	$q_{ m loop}$	(ab )*-	TE'\$	arepsilon
4	$q_{ m loop}$	(ab )*-	FT'E'\$	$\varepsilon$
5	$q_{ m loop}$	(ab )*-	PF'T'E'\$	arepsilon
6	$q_{ m loop}$	(ab )*-	(E)F'T'E'\$	$\varepsilon$
7	$q_{ m loop}$	ab )*-	E) F'T'E'\$	arepsilon
8	$q_{\mathrm{loop}}$	ab )*-	TE')F'T'E'\$	arepsilon
9	$q_{\mathrm{loop}}$	ab )*-	FT'E')F'T'E'\$	arepsilon
10	$q_{\mathrm{loop}}$	ab )*-	PF'T'E')F'T'E'\$	arepsilon
11	$q_{\mathrm{loop}}$	ab )*-	aF'T'E')F'T'E'\$	ε
12	$q_{\mathrm{loop}}$	b )*-	F'T'E')F'T'E'\$	symbol("a")
13	$q_{\mathrm{loop}}$	b )*-	T'E')F'T'E'\$	symbol("a")
14	$q_{\mathrm{loop}}$	b )*-	F concat T'E') F'T'E'\$	symbol("a")
15	$q_{\mathrm{loop}}$	b )*-	PF' concat T'E')F'T'E'\$	symbol("a")
16	$q_{\mathrm{loop}}$	b )*⊢	bF'concat T'E')F'T'E'\$	symbol("a")
17	$q_{\mathrm{loop}}$	)∗⊣	F' concat T'E') F'T'E'\$	symbol("b") symbol("a")
18	$q_{\mathrm{loop}}$	)∗⊣	concat T'E')F'T'E'\$	<pre>symbol("b") symbol("a")</pre>
19	$q_{\mathrm{loop}}$	)∗⊣	T'E')F'T'E'\$	<pre>concat(symbol("a"),symbol("b"))</pre>
20	$q_{\mathrm{loop}}$	)∗⊣	E')F'T'E'\$	<pre>concat(symbol("a"),symbol("b"))</pre>
21	$q_{\mathrm{loop}}$	)∗⊣	Tunion E') F'T'E'\$	<pre>concat(symbol("a"),symbol("b"))</pre>
22	$q_{\mathrm{loop}}$	)∗⊣	Tunion E') F'T'E'\$	<pre>concat(symbol("a"),symbol("b"))</pre>
23	$q_{\mathrm{loop}}$	)∗⊣	union E') F'T'E'\$	<pre>epsilon() concat(symbol("a"),symbol("b"))</pre>
24	$q_{\mathrm{loop}}$	)∗⊣	E')F'T'E'\$	<pre>union(concat(symbol("a"),symbol("b")),epsilon())</pre>
25	$q_{\mathrm{loop}}$	)∗⊣	)F'T'E'\$	<pre>union(concat(symbol("a"),symbol("b")),epsilon())</pre>
26	$q_{\mathrm{loop}}$	*-	F'T'E'\$	<pre>union(concat(symbol("a"),symbol("b")),epsilon())</pre>
27	$q_{\mathrm{loop}}$	*-	*T'E'\$	<pre>union(concat(symbol("a"),symbol("b")),epsilon())</pre>
28	$q_{\mathrm{loop}}$	4	T'E'\$	<pre>star(union(concat(symbol("a"),symbol("b")),epsilon()))</pre>
29	$q_{\mathrm{loop}}$	4	E'\$	<pre>star(union(concat(symbol("a"),symbol("b")),epsilon()))</pre>
30	$q_{\mathrm{loop}}$	$\dashv$	\$	<pre>star(union(concat(symbol("a"),symbol("b")),epsilon()))</pre>
31	$q_{ m accept}$	$\varepsilon$	$\varepsilon$	<pre>star(union(concat(symbol("a"),symbol("b")),epsilon()))</pre>

Table 3: Example run of the parser.

```
star(symbol("a"))
$ cp2/parse_re 'abc'
concat(concat(symbol("a"),symbol("b")),symbol("c"))
$ cp2/parse_re 'a|b|c'
union(union(symbol("a"),symbol("b")),symbol("c"))
$ cp2/parse_re '||'
union(union(epsilon(),epsilon()),epsilon())
```

Test your program by running tests/test-cp2.sh.

#### 2 Converter

#### 2.1 Regular operations

Write a function that creates an NFA that accepts exactly one string. To test it, write a program with the following command-line usage:

 $\mathtt{string\_nfa}\ w$ 

- w: a string (possibly empty)
- Output: an NFA recognizing the language  $\{w\}$

Write functions that perform the three regular operations, using the constructions given in the book, and programs to test them:

union\_nfa  $M_1$   $M_2$ 

- $M_1$ ,  $M_2$ : NFAs
- Output: NFA recognizing language  $L(M_1) \cup L(M_2)$

concat\_nfa  $M_1$   $M_2$ 

- $M_1, M_2$ : NFAs
- Output: NFA recognizing language  $L(M_1) \circ L(M_2)$

 $\mathtt{star\_nfa}\ M$ 

- M: an NFA
- Output: NFA recognizing language  $L(M)^*$

Test all of these programs by running tests/test-cp2.sh.

## 2.2 Building the NFA

Modify your parser from Part 1 so that, instead of constructing a tree, it constructs an NFA. That is, whenever it used to construct a node epsilon(), it constructs an NFA that accepts only  $\varepsilon$ ; whenever it used to construct a node symbol("a"), it constructs an NFA that accepts only a; whenever it used to construct a union node, it constructs the union of the two child NFAs, and so on. Beware that if you choose to construct a tree and then convert the tree to an NFA, you may get an error for exceeding the maximum recursion depth. Test your modified parser by writing a program with the following command-line usage:

#### re\_to\_nfa regexp

• regexp: Regular expression

• Output: NFA M equivalent to regexp

Test your program using tests/test-cp2.sh.

# 3 Putting it together

Finally, combine your regular expression converter with your NFA simulator from CP1 to write a grep replacement, called agrep (for "automaton-based grep"), that has the following command-line usage:

#### agrep regexp

• regexp: regular expression

• Input: strings (one per line)

• Output: the input strings that match regexp

Note that unlike grep, the regular expression must match the entire line, not just part of the line. Test your program by running tests/test-cp2.sh.

The test script also tests the time complexity of agrep. This test is the same as in CP1, but now we can say a bit more about it. For various values of n, it creates the regular expression  $(|a)^n$  and tries to match it against the string  $a^nb$ , using your agrep. You can also try timing nonsolutions/bgrep.pl and nonsolutions/bgrep.py, use Perl and Python's standard regular expression engines, by making cp2/agrep a symlink to either of them. How do they compare to yours?

### **Submission instructions**

Your code must build and run on studentnn.cse.nd.edu. The automatic tester will clone your repository, cd into its root directory, run make -C cp2, and run tests/test-cp2.sh. You're advised to try all of the above steps and ensure that all tests pass.

To submit your work, please push your repository to GitHub and then create a new release with tag version cp2 (note that the tag version is not the same thing as the release title). If you are making a partial submission, then use tag version cp2-part1 for part 1, cp2-part2 for part 2, and so on.

# Rubric

Part 1					
parsing	3				
building syntax tree	3				
parse_re	3				
Part 2					
${ t string\_nfa}$	3				
union_nfa	3				
concat_nfa	3				
star_nfa	3				
re_to_nfa	3				
Part 3 (agrep)					
correctness	3				
time complexity	3				
Total	30				