

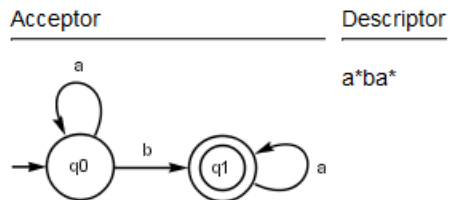
# Regular Expression to Finite Automaton Conversion - Theory

## Regular Languages

**Definition:** A regular language  $L$  over an alphabet  $A$  is a formal language that satisfies the following equivalent properties:

- $L$  is accepted by some (deterministic) finite state automaton with alphabet  $A$ .
- $L$  is described/denoted by some regular expression over  $A$ .
- $L$  is generated by some regular/right linear grammar with terminal alphabet  $A$ .

**Example:**



### Les symboles utilisés

$a|b$  : a OU b

$a^*$  : lettre a au moins une fois

$(ab)^*$  : séquence ab au moins une fois

Exercices possibles (application « Exorciser »)

## Regular Languages

- [Constructing Finite Automata](#)
- [Regular Expression to Finite Automata Conversion](#)

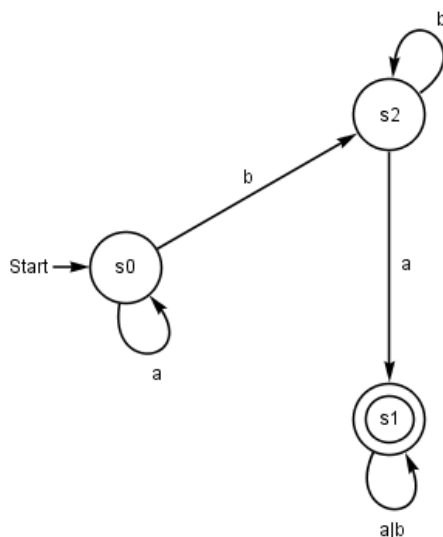
## Constructing Finite Automata

Give the state diagram of a deterministic finite automaton over the alphabet  $\{a, b\}$  recognizing language  $L$ .

$L = \{ w \mid w \text{ contains the infix "ba"} \}$

En voici la solution

(Ici : transition entre des états  $s_0, s_1, s_2$  avec état initial  $s_0$  et état acceptant  $s_1$ )



## Regular Expression to Finite Automata Conversion

Construct a finite automaton describing the language  $L=L(R)$ .

$R = (bb)^*a^*$

**L'expression régulière**  $R$  est la règle d'acceptation de certains mots générés à partir d'un alphabet.

Sur l'alphabet considéré, ici  $\{a,b\}$ , l'expression  $R$  est génératrice de mots et crée le langage  $L$ .

# What Is a Regular Expression?

A regular expression is a sequence of characters that forms a **search pattern**.

When you search for data in a text, you can use this search pattern to describe what you are searching for.

A regular expression can be a single character, or a more complicated pattern.

Regular expressions can be used to perform all types of **text search** and **text replace** operations.

## Syntax

```
/pattern/modifiers;
```

### Example

```
var patt = /w3schools/i;
```

Example explained:

**/w3schools/i** is a regular expression.

**w3schools** is a pattern (to be used in a search).

**i** is a modifier (modifies the search to be case-insensitive).

## Modifiers

Modifiers are used to perform case-insensitive and global searches:

Modifier	Description
<u>i</u>	Perform case-insensitive matching
<u>g</u>	Perform a global match (find all matches rather than stopping after the first match)
<u>m</u>	Perform multiline matching

## Brackets

Brackets are used to find a range of characters:

Expression	Description
<u>[abc]</u>	Find any character between the brackets
<u>[^abc]</u>	Find any character NOT between the brackets
<u>[0-9]</u>	Find any character between the brackets (any digit)
<u>[^0-9]</u>	Find any character NOT between the brackets (any non-digit)
<u>(x y)</u>	Find any of the alternatives specified

# Metacharacters

Metacharacters are characters with a special meaning:

Metacharacter	Description
<code>.</code>	Find a single character, except newline or line terminator
<code>\w</code>	Find a word character
<code>\W</code>	Find a non-word character
<code>\d</code>	Find a digit
<code>\D</code>	Find a non-digit character
<code>\s</code>	Find a whitespace character
<code>\S</code>	Find a non-whitespace character
<code>\b</code>	Find a match at the beginning/end of a word
<code>\B</code>	Find a match not at the beginning/end of a word
<code>\0</code>	Find a NUL character
<code>\n</code>	Find a new line character
<code>\f</code>	Find a form feed character
<code>\r</code>	Find a carriage return character
<code>\t</code>	Find a tab character
<code>\v</code>	Find a vertical tab character
<code>\xxx</code>	Find the character specified by an octal number xxx
<code>\xdd</code>	Find the character specified by a hexadecimal number dd
<code>\uxxxx</code>	Find the Unicode character specified by a hexadecimal number xxxx

## Quantifiers

Quantifier	Description
<code>n±</code>	Matches any string that contains at least one <i>n</i>
<code>n*</code>	Matches any string that contains zero or more occurrences of <i>n</i>
<code>n?</code>	Matches any string that contains zero or one occurrences of <i>n</i>
<code>n{X}</code>	Matches any string that contains a sequence of <i>X</i> <i>n</i> 's
<code>n{X,Y}</code>	Matches any string that contains a sequence of <i>X</i> to <i>Y</i> <i>n</i> 's
<code>n{X,}</code>	Matches any string that contains a sequence of at least <i>X</i> <i>n</i> 's
<code>n\$</code>	Matches any string with <i>n</i> at the end of it
<code>^n</code>	Matches any string with <i>n</i> at the beginning of it
<code>?=n</code>	Matches any string that is followed by a specific string <i>n</i>
<code>?!n</code>	Matches any string that is not followed by a specific string <i>n</i>

# Using String Methods

In JavaScript, regular expressions are often used with the two **string methods**: `search()` and `replace()`.

**The `search()` method** uses an expression to search for a match, and returns the position of the match.

**The `replace()` method** returns a modified string where the pattern is replaced.

Use a regular expression to do a case-insensitive search for "w3schools" in a string:

```
var str = "Visit W3Schools";  
var n = str.search(/w3schools/i);
```

The result in `n` will be:

```
6
```

Use a case insensitive regular expression to replace Microsoft with W3Schools in a string:

```
var str = "Visit Microsoft!";  
var res = str.replace(/microsoft/i, "W3Schools");
```

The result in `res` will be:

```
Visit W3Schools!
```

## Using the RegExp Object

### Using `test()`

The `test()` method is a RegExp expression method.

It searches a string for a pattern, and returns true or false, depending on the result.

```
var patt = /e/;  
patt.test("The best things in life are free!");
```

Since there is an "e" in the string, the output of the code above will be:

```
true
```

### Using `exec()`

The `exec()` method is a RegExp expression method.

It searches a string for a specified pattern, and returns the found text.

If no match is found, it returns *null*.

```
/e/.exec("The best things in life are free!");
```

Since there is an "e" in the string, the output of the code above will be:

```
e
```