

Regex Engine Performance

Regex Performance

Poorly written pattern may work well for perfect-match

Worst-case performance is seen for partial or no-match scenarios

Good: $O(n)$, $O(n^2)$

Bad: $O(2^n)$, $O(3^n)$

where, n is the number of characters in the input text

Exponential Runtime Example

Problem: Match a word

Pattern: $^(\backslash w^*)^*$

Text (match): 12345678901234567890

Text (partial match): 12345678901234567890!

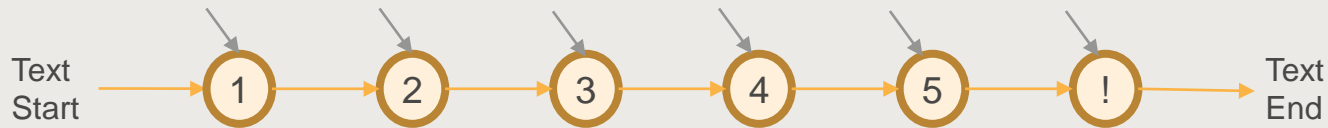
$\backslash w^*$ => capture zero or more-word characters

$(\backslash w^*)^*$ => capture 0 or more groups

Pattern works fine for positive match. For a partial match, the performance degrades rapidly, and every additional character doubles the response time.

Issue

Pattern: $^(\backslash w^*)*\$$



$\backslash w^*$: 1

$\backslash w^*$: 12

$\backslash w^*$: 123

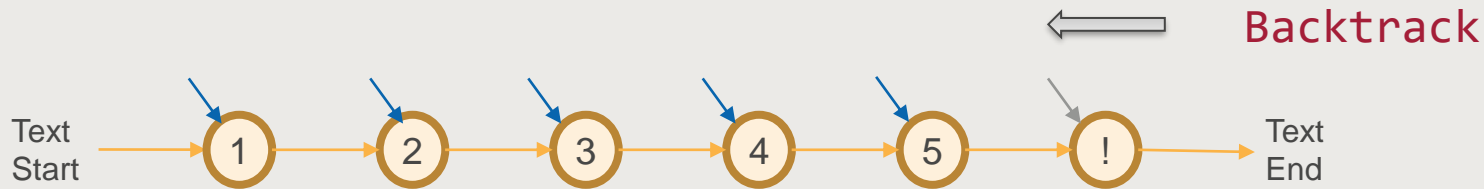
$\backslash w^*$: 1234

$\backslash w^*$: 12345

$\backslash w^*$: 12345! Does not match $\backslash w$ and end of string $\$$ match fails.

Exponential Degradation

Pattern: $^(\backslash w^*)^*\$$



Backtrack

$(\backslash w^*)^*$: (1234)(5)!

$(\backslash w^*)^*$: (123)(45)! \Rightarrow (123)(4)(5)!

$(\backslash w^*)^*$: (12)(345)! \Rightarrow (12)(34)(5) \Rightarrow (12)(3)(45) \Rightarrow (12)(3)(4)(5)

$(\backslash w^*)^*$: (1)(2345) \Rightarrow (1)(2)(345) \Rightarrow (1)(2)(3)(45) \Rightarrow (1)(2)(3)(4)(5) \Rightarrow (1)(23)(45) \Rightarrow

Solution

Pattern: $(\backslash w^*)^* \Rightarrow (\backslash w^*)(\backslash w^*)(\backslash w^*)\dots$

Multiple similar greedy patterns may cause performance issues

Option 1: Remove group level quantifier

$^(\backslash w^*)^*\$ \Rightarrow ^(\backslash w^*)\$$

$^\backslash w^*\$$ or $^(?:\backslash w^*)\$$ (disable group capture)

Option 2: Precise terminating condition. Every word in group should end in a word boundary.

$^(\backslash w^*)^*\$ \Rightarrow ^(\backslash w^*\backslash b)^*\$$

Regex Compiled Objects

Two-ways to use Regex

Directly invoke **re** module methods

Compile pattern and invoke methods of compiled object

- Additional parameters such as start position, end position
- Consistent performance
- Control over object lifetime

re Module

Internally compiles and caches patterns

In most cases performance is similar to compiled object

Limited cache-size – clears entire cache when full

- Python 2 => 100 objects
- Python 3 => 512 objects
- Increased latency when cache is flushed and rebuilt



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