

NAME

perlref - Perl Regular Expressions Reference

DESCRIPTION

This is a quick reference to Perl's regular expressions. For full information see *perlre* and *perlop*, as well as the *SEE ALSO* section in this document.

OPERATORS

`=~` determines to which variable the regex is applied. In its absence, `$_` is used.

```
$var =~ /foo/;
```

`!~` determines to which variable the regex is applied, and negates the result of the match; it returns false if the match succeeds, and true if it fails.

```
$var !~ /foo/;
```

`m/pattern/msixpogc` searches a string for a pattern match, applying the given options.

```
m Multiline mode - ^ and $ match internal lines
s match as a Single line - . matches \n
i case-Insensitive
x eXtended legibility - free whitespace and comments
p Preserve a copy of the matched string -
  ${^PREMATCH}, ${^MATCH}, ${^POSTMATCH} will be defined.
o compile pattern Once
g Global - all occurrences
c don't reset pos on failed matches when using /g
```

If 'pattern' is an empty string, the last *successfully* matched regex is used. Delimiters other than '/' may be used for both this operator and the following ones. The leading `m` can be omitted if the delimiter is '/'.

`qr/pattern/msixpo` lets you store a regex in a variable, or pass one around. Modifiers as for `m//`, and are stored within the regex.

`s/pattern/replacement/msixpogce` substitutes matches of 'pattern' with 'replacement'. Modifiers as for `m//`, with one addition:

```
e Evaluate 'replacement' as an expression
```

'e' may be specified multiple times. 'replacement' is interpreted as a double quoted string unless a single-quote (') is the delimiter.

`?pattern?` is like `m/pattern/` but matches only once. No alternate delimiters can be used. Must be reset with `reset()`.

SYNTAX

<code>\</code>	Escapes the character immediately following it
<code>.</code>	Matches any single character except a newline (unless <code>/s</code> is used)
<code>^</code>	Matches at the beginning of the string (or line, if <code>/m</code> is used)
<code>\$</code>	Matches at the end of the string (or line, if <code>/m</code> is used)
<code>*</code>	Matches the preceding element 0 or more times
<code>+</code>	Matches the preceding element 1 or more times
<code>?</code>	Matches the preceding element 0 or 1 times
<code>{...}</code>	Specifies a range of occurrences for the element preceding it

```
[...]    Matches any one of the characters contained within the brackets
(...)    Groups subexpressions for capturing to $1, $2...
(?:...)  Groups subexpressions without capturing (cluster)
|        Matches either the subexpression preceding or following it
\1, \2, \3 ...    Matches the text from the Nth group
\g1 or \g{1}, \g2 ...    Matches the text from the Nth group
\g-1 or \g{-1}, \g-2 ... Matches the text from the Nth previous group
\g{name}    Named backreference
\k<name>     Named backreference
\k'name'     Named backreference
(?:P=name)   Named backreference (python syntax)
```

ESCAPE SEQUENCES

These work as in normal strings.

```
\a      Alarm (beep)
\e      Escape
\f      Formfeed
\n      Newline
\r      Carriage return
\t      Tab
\037    Any octal ASCII value
\x7f    Any hexadecimal ASCII value
\x{263a} A wide hexadecimal value
\cx     Control-x
\N{name} A named character

\l      Lowercase next character
\u      Titlecase next character
\L      Lowercase until \E
\U      Uppercase until \E
\Q      Disable pattern metacharacters until \E
\E      End modification
```

For Titlecase, see *Titlecase*.

This one works differently from normal strings:

```
\b     An assertion, not backspace, except in a character class
```

CHARACTER CLASSES

```
[amy]    Match 'a', 'm' or 'y'
[f-j]    Dash specifies "range"
[f-j-]    Dash escaped or at start or end means 'dash'
[^f-j]    Caret indicates "match any character _except_ these"
```

The following sequences work within or without a character class. The first six are locale aware, all are Unicode aware. See *perllocale* and *perlunicode* for details.

```
\d      A digit
\D      A nondigit
\w      A word character
\W      A non-word character
\s      A whitespace character
\S      A non-whitespace character
```

<code>\h</code>	An horizontal white space
<code>\H</code>	A non horizontal white space
<code>\v</code>	A vertical white space
<code>\V</code>	A non vertical white space
<code>\R</code>	A generic newline (<code>(?>\v \x0D\x0A)</code>)
<code>\C</code>	Match a byte (with Unicode, <code>'.'</code> matches a character)
<code>\pP</code>	Match P-named (Unicode) property
<code>\p{...}</code>	Match Unicode property with long name
<code>\PP</code>	Match non-P
<code>\P{...}</code>	Match lack of Unicode property with long name
<code>\X</code>	Match extended Unicode combining character sequence

POSIX character classes and their Unicode and Perl equivalents:

<code>alnum</code>	<code>IsAlnum</code>	Alphanumeric
<code>alpha</code>	<code>IsAlpha</code>	Alphabetic
<code>ascii</code>	<code>IsASCII</code>	Any ASCII char
<code>blank</code>	<code>IsSpace</code> <code>[\t]</code>	Horizontal whitespace (GNU extension)
<code>cntrl</code>	<code>IsCntrl</code>	Control characters
<code>digit</code>	<code>IsDigit</code> <code>\d</code>	Digits
<code>graph</code>	<code>IsGraph</code>	Alphanumeric and punctuation
<code>lower</code>	<code>IsLower</code>	Lowercase chars (locale and Unicode aware)
<code>print</code>	<code>IsPrint</code>	Alphanumeric, punct, and space
<code>punct</code>	<code>IsPunct</code>	Punctuation
<code>space</code>	<code>IsSpace</code> <code>[\s\ck]</code>	Whitespace
	<code>IsSpacePerl</code> <code>\s</code>	Perl's whitespace definition
<code>upper</code>	<code>IsUpper</code>	Uppercase chars (locale and Unicode aware)
<code>word</code>	<code>IsWord</code> <code>\w</code>	Alphanumeric plus <code>_</code> (Perl extension)
<code>xdigit</code>	<code>IsXDigit</code> <code>[0-9A-Fa-f]</code>	Hexadecimal digit

Within a character class:

POSIX	traditional	Unicode
<code>[:digit:]</code>	<code>\d</code>	<code>\p{IsDigit}</code>
<code>[:^digit:]</code>	<code>\D</code>	<code>\P{IsDigit}</code>

ANCHORS

All are zero-width assertions.

<code>^</code>	Match string start (or line, if <code>/m</code> is used)
<code>\$</code>	Match string end (or line, if <code>/m</code> is used) or before newline
<code>\b</code>	Match word boundary (between <code>\w</code> and <code>\W</code>)
<code>\B</code>	Match except at word boundary (between <code>\w</code> and <code>\w</code> or <code>\W</code> and <code>\W</code>)
<code>\A</code>	Match string start (regardless of <code>/m</code>)
<code>\Z</code>	Match string end (before optional newline)
<code>\z</code>	Match absolute string end
<code>\G</code>	Match where previous <code>m//g</code> left off

`\K` Keep the stuff left of the `\K`, don't include it in `$&`

QUANTIFIERS

Quantifiers are greedy by default -- match the **longest** leftmost.

Maximal Minimal Possessive Allowed range

<code>{n,m}</code>	<code>{n,m}?</code>	<code>{n,m}+</code>	Must occur at least n times but no more than m times
<code>{n,}</code>	<code>{n,}?</code>	<code>{n,}+</code>	Must occur at least n times
<code>{n}</code>	<code>{n}?</code>	<code>{n}+</code>	Must occur exactly n times
<code>*</code>	<code>*?</code>	<code>++</code>	0 or more times (same as <code>{0,}</code>)
<code>+</code>	<code>+</code>	<code>++</code>	1 or more times (same as <code>{1,}</code>)
<code>?</code>	<code>??</code>	<code>?+</code>	0 or 1 time (same as <code>{0,1}</code>)

The possessive forms (new in Perl 5.10) prevent backtracking: what gets matched by a pattern with a possessive quantifier will not be backtracked into, even if that causes the whole match to fail.

There is no quantifier `{,n}` -- that gets understood as a literal string.

EXTENDED CONSTRUCTS

<code>(?#text)</code>	A comment
<code>(?:...)</code>	Groups subexpressions without capturing (cluster)
<code>(?pimsx-imsx:...)</code>	Enable/disable option (as per <code>m//</code> modifiers)
<code>(?=...)</code>	Zero-width positive lookahead assertion
<code>(?!...)</code>	Zero-width negative lookahead assertion
<code>(?<=...)</code>	Zero-width positive lookbehind assertion
<code>(?<!=...)</code>	Zero-width negative lookbehind assertion
<code>(?>...)</code>	Grab what we can, prohibit backtracking
<code>(? ...)</code>	Branch reset
<code>(?<name>...)</code>	Named capture
<code>(?'name'...)</code>	Named capture
<code>(?P<name>...)</code>	Named capture (python syntax)
<code>(?{ code })</code>	Embedded code, return value becomes <code>\$^R</code>
<code>(??{ code })</code>	Dynamic regex, return value used as regex
<code>(?N)</code>	Recurse into subpattern number N
<code>(?-N), (?+N)</code>	Recurse into Nth previous/next subpattern
<code>(?R), (?0)</code>	Recurse at the beginning of the whole pattern
<code>(?&name)</code>	Recurse into a named subpattern
<code>(?P>name)</code>	Recurse into a named subpattern (python syntax)
<code>(?(cond)yes no)</code>	
<code>(?(cond)yes)</code>	Conditional expression, where "cond" can be:
<code>(N)</code>	subpattern N has matched something
<code>(<name>)</code>	named subpattern has matched something
<code>('name')</code>	named subpattern has matched something
<code>(?{code})</code>	code condition
<code>(R)</code>	true if recursing
<code>(RN)</code>	true if recursing into Nth subpattern
<code>(R&name)</code>	true if recursing into named subpattern
<code>(DEFINE)</code>	always false, no no-pattern allowed

VARIABLES

<code>\$_</code>	Default variable for operators to use
<code>\$`</code>	Everything prior to matched string
<code>\$&</code>	Entire matched string
<code>\$'</code>	Everything after to matched string
<code>\${^PREMATCH}</code>	Everything prior to matched string
<code>\${^MATCH}</code>	Entire matched string
<code>\${^POSTMATCH}</code>	Everything after to matched string

The use of `$``, `$&` or `$'` will slow down **all** regex use within your program. Consult *perlvar* for `@-` to see equivalent expressions that won't cause slow down. See also *Devel::SawAmpersand*. Starting with Perl 5.10, you can also use the equivalent variables `${^PREMATCH}`, `${^MATCH}` and `${^POSTMATCH}`, but for them to be defined, you have to specify the `/p` (preserve) modifier on your regular expression.

```
$1, $2 ... hold the Xth captured expr
$+      Last parenthesized pattern match
$^N     Holds the most recently closed capture
$^R     Holds the result of the last (?{...}) expr
@-      Offsets of starts of groups. $-[0] holds start of whole match
@+      Offsets of ends of groups. $+[0] holds end of whole match
%+      Named capture buffers
%-      Named capture buffers, as array refs
```

Captured groups are numbered according to their *opening* paren.

FUNCTIONS

```
lc          Lowercase a string
lcfirst     Lowercase first char of a string
uc          Uppercase a string
ucfirst     Titlecase first char of a string

pos         Return or set current match position
quotemeta   Quote metacharacters
reset       Reset ?pattern? status
study       Analyze string for optimizing matching

split       Use a regex to split a string into parts
```

The first four of these are like the escape sequences `\L`, `\l`, `\U`, and `\u`. For Titlecase, see *Titlecase*.

TERMINOLOGY

Titlecase

Unicode concept which most often is equal to uppercase, but for certain characters like the German "sharp s" there is a difference.

AUTHOR

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This document may be distributed under the same terms as Perl itself.

SEE ALSO

- *perlretut* for a tutorial on regular expressions.
- *perlrequick* for a rapid tutorial.
- *perlre* for more details.
- *perlvar* for details on the variables.
- *perlop* for details on the operators.
- *perlfunc* for details on the functions.
- *perlfac6* for FAQs on regular expressions.

- *perlrebackslash* for a reference on backslash sequences.
- *perlrecharclass* for a reference on character classes.
- The *re* module to alter behaviour and aid debugging.
- "*Debugging regular expressions*" in *perldebug*
- *perluniintro*, *perlunicode*, *chardnames* and *perllocale* for details on regexes and internationalisation.
- *Mastering Regular Expressions* by Jeffrey Friedl (<http://regex.info/>) for a thorough grounding and reference on the topic.

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