

Lecture 5

Regular Expressions

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FIT2014 Theory of Computation

Overview

- Some Problems
- Applications of Regular Expressions
- Simple Languages
- Regular Expressions
- Regular Languages

Some Problems

- Find all the files which contain old subject course codes.
- Find all the e-mail addresses in a set of mail files.
- Change the way comments in C programs are formatted in your web pages.
- Using web server access files, record how many times each page is visited, and how many times each link is used.

Applications of Regular Expressions

- Useful way to describe simple patterns.
- Used in several programs:
 - Editors: **vi**, **emacs**
 - Filters: **egrep**, **sed**, **gawk**
 - Programming languages: **JFlex**, **CUP**, **Perl**

Filters

- **egrep**

- A program which searches a file for a pattern described by a regular expression.

- **sed**

- A program which enables stream editing of files.

- **awk, nawk, gawk**

- Programming languages which enable text manipulation.

Programming Languages

- **JFlex, flex, lex**
 - Languages used to generate lexical analysers.
- **CUP, bison, yacc**
 - Languages used to generate compilers.
- **Perl**
 - A powerful scripting language, developed in the 1980s by Larry Wall.

Regular Expressions for Small Languages

- Language ϕ with no words:

ϕ

- Language ϵ consisting only of the empty word:

ϵ

- Language $\{ w \}$ consisting only of the single word w :

w

- E.g.: the language **{abbab}** consisting only of the single word **abbab** :

abbab

Alternatives

Alternatives are indicated by \cup , e.g.

$1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9$

is a regular expression for:

$\{1, 2, 3, 4, 5, 6, 7, 8, 9\}$

Groupings

Groupings are indicated by (), e.g.

$(ab \cup ba)(e \cup g)$

is a regular expression for:

$\{abe, abg, bae, bag\}$

This uses the principle that:

if

- R_1 is a regular expression for language L_1 , and
- R_2 is a regular expression for language L_2 ,

then the concatenation R_1R_2 is a regular expression for the language

$\{x_1x_2 : x_1 \text{ is in } L_1 \text{ and } x_2 \text{ is in } L_2\}$

Finite Languages

- consist of finite number of words.

- E.g.

{abaaba, abbbba, abbaba}

- Regular Expression:

abaaba \cup abbbba \cup abbaba

- alternatively,

ab(aa \cup bb \cup ba)ba

- alternatively,

ab(a \cup b)aba \cup abb(b \cup a)ba

Kleene Star

- Zero or more times is indicated by *
- For example:

a^* represents

$\{\epsilon, a, aa, aaa, aaaa, \dots\}$

$(ab)^*$ represents

$\{\epsilon, ab, abab, ababab, \dots\}$

Some infinite languages

- Strings which start with **a** and whose remaining letters (if any) are **b**.

{a, ab, abb, abbb, abbbb, ...}

- Regular Expression

ab* 

- Note: **$ab^* \neq (ab)^*$**

$(aa \cup bb)^*$

$(aa \cup bb)^*$

Zero or more

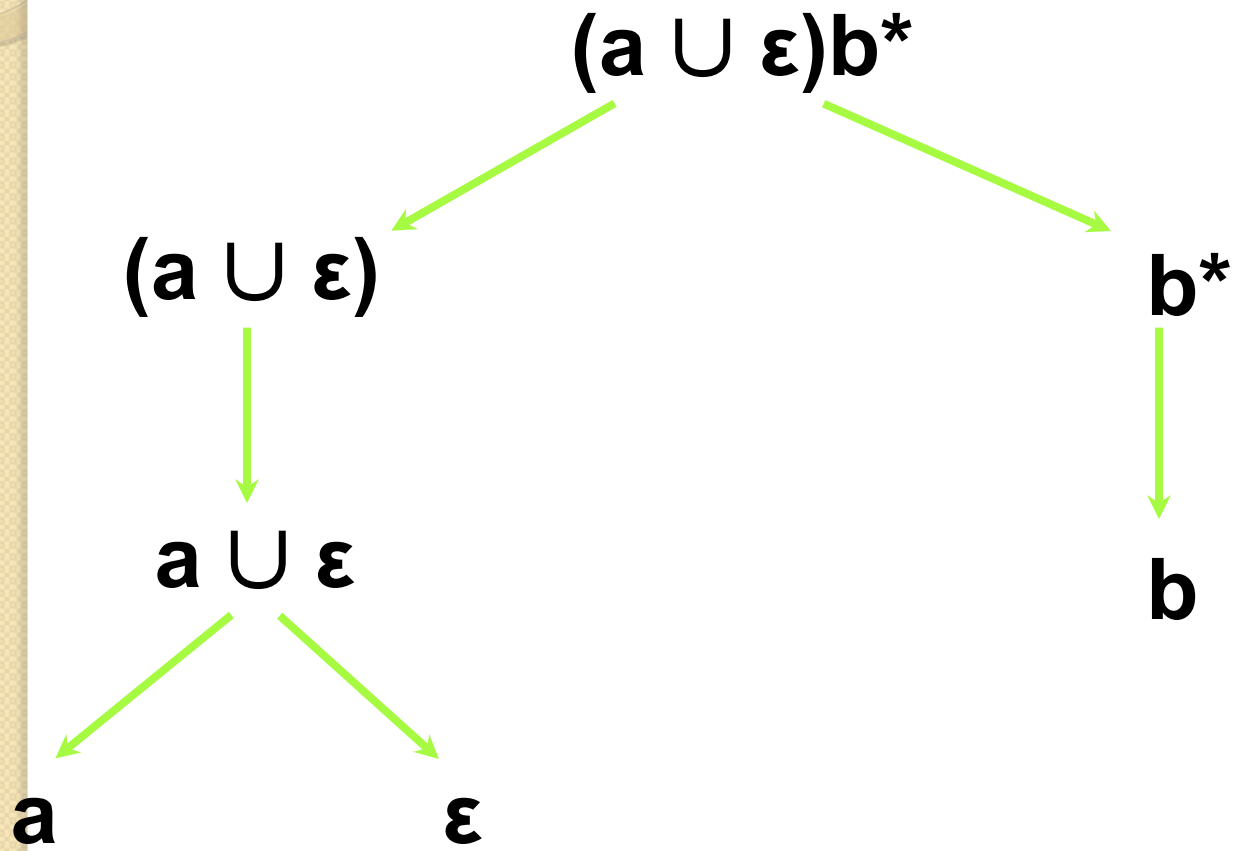
$= (aa \cup bb)^0 \cup (aa \cup bb)^1 \cup (aa \cup bb)^2 \cup \dots$

$= \epsilon \cup (aa \cup bb) \cup (aa \cup bb)(aa \cup bb) \cup \dots$

represents:

$\{\epsilon, aa, bb, aaaa, aabb, bbaa, bbbb, \\ aaaaaa, aaaabb, aabbaa, \dots\}$

Parse Tree



Definition

1. ε and ϕ are regular expressions
2. All letters in the alphabet are regular expressions.
3. If **R** and **S** are regular expressions, then so are:
 - (i) **(R)**
 - (ii) **RS**
 - (iii) **R \cup S**
 - (iv) **R***

This is an example of an *inductive definition*, also known as a *recursive definition*.

Regular Language

- A language which can be described by a **Regular Expression** is called a **Regular Language**.
- If a word belongs to the language described by a regular expression, then we say it is **matched** by the regular expression.

Example: EVEN-EVEN

All the strings that contain an even number of **a**'s and an even number of **b**'s.

$\{ \varepsilon, aa, bb, aaaa, aabb, abab, abba, \dots \}$

- Regular Expression

$(aa \cup bb \cup (ab \cup ba)(aa \cup bb)^*(ab \cup ba))^*$

Things to think about ...

Is the set of all English words (in some standard dictionary) a regular language?

Is DOUBLEWORD (see Lecture 1) a regular language?

Is PALINDROME a regular language?

Is the set of all grammatical English sentences a regular language?

How would you determine, for a given string and regular expression, whether the string matches the regular expression?

Example: Floating Point Number

A floating point number has one or more digits, which may begin with a minus sign (-), and which may contain a decimal point.

E.g.

0 1.2 -3 -4.675 002 023.50

Sequence of Digits

- One Digit

$0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9$

- Two Digits

$(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)$

- Three Digits

$(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)$

- One or more Digits

$(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)(0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)^*$

Sequence of Digits

- Digit

$D = (0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)$

- Two Digits

DD or D^2

- Three Digits

DDD or D^3

- One or more Digits

DD^*

Numbers

- One Digit

$$\mathbf{D = (0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9)}$$

- Positive Integers

$$\mathbf{N = DD^*} \quad \text{e.g. } 1 \quad 123 \quad 1209 \quad 002 \quad 020$$

- Integers

$$\mathbf{Z = N \cup (-N)}$$

- Floating Point Number

$$\mathbf{F = Z \cup (Z.) \cup (.N) \cup (-.N) \cup (Z.N)}$$

Other Notations

$R \mid S$ means **$R \cup S$**

$[0-9]$ means

$0 \cup 1 \cup 2 \cup 3 \cup 4 \cup 5 \cup 6 \cup 7 \cup 8 \cup 9$

$[a-z]$ means any letter **a** to **z**

R^+ means **RR^***

$R?$ means **$\varepsilon \cup R$**

Additional Reading

Jeffrey E.F. Friedl, “***Mastering Regular Expressions: Powerful Techniques for Perl and Other Tools***”, O’ Reilly, 1997.

Revision

- Regular Expressions
 - Definition.
 - How to use them to define languages
 - read Sipser, section 1.3, pp 63-66

Preparation

- Read
Sipser, , “*Introduction to the Theory of Computation*”, Chapter 1.