## Let's play with Regular Expressions

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2016-11-26

### Outline

Introduction

Regular Expressions refresher

Glushkov Automaton Construction

Laziness allows matching strictly more expressive languages

#### Introduction

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 Functional Pearl by Sebastian Fischer, Frank Huch and Thomas Wilke

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- Regular expressions are usually taken for granted and are implemented in C

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  - Have a trie data structure, want all entries where prefix matches a regex. Can do this naively but will have to rerun maching process for each prefix
  - Compiling via GHCJS and can't link to C libraries
- Can do symbolic manipulation on regular expression AST just for fun

Regular Expression are an expression language for describing sets of strings.

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Alphabet - set of all characters, denoted  $\Sigma$ . E.g.  $\Sigma = \{a, b, c\}$ .

Introducing Haskell ADT for regexps

Regular expressions are defined inductively

```
data Sigma = A \mid B \mid C
  deriving (Show, Eq. Ord, Enum, Bounded)
type Str a = [a]
data Regex a
  = Eps -- Empty regex
  Sym a -- Singleton regex
  | Seq (Regex a) (Regex a) -- Sequence
  | Alt (Regex a) (Regex a) -- Alternatives
   Rep (Regex a) -- Repetition
  deriving (Show, Eq)
```

#### Example

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In Haskell,

re = Seq (Rep (Sym A)) (Seq (Sym B) (Alt Eps (Sym C)))

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Or, with less parens

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Expected output  $accept\ re\ [B]\Rightarrow True$   $accept\ re\ [B,C]\Rightarrow True$   $accept\ re\ [A,A,A,B]\Rightarrow True$   $accept\ re\ [A,A,A,C]\Rightarrow False$   $accept\ re\ [A,A,A,B,C]\Rightarrow True$ 

Defining regexp semantics

For any regex (A), notation L(A) denotes all strings that regex matches.

Let's define regexp semantics in Haskell by definning regexp matching function:

```
accept :: Eq a \Rightarrow Regex \ a \rightarrow Str \ a \rightarrow Bool

accept Eps s = acceptEps \ s

accept (Sym c) s = acceptSym \ c \ s

accept (Seq x \ y) s = acceptSeq \ x \ y \ s

accept (Alt x \ y) s = acceptAlt \ x \ y \ s

accept (Rep x) s = acceptRep \ x \ s
```

Empty string regex

Empty string -  $\varepsilon$  is a regular expression that matches the empty string.

$$L(\varepsilon) = \{\varepsilon\}$$

 $acceptEps :: Str \ a \rightarrow Bool$  $acceptEps \ s = null \ s$ 

Singleton character regex

Atoms - all symbols from  $\Sigma$  are regular expressions that match themselves.

$$\forall x \in \Sigma : L(x) = \{x\}$$

Haskell semantics:

$$acceptSym :: Eq \ a \Rightarrow a \rightarrow Str \ a \rightarrow Bool$$
  $acceptSym \ c \ s = s == [c]$ 

#### Concatenation

Concatenation - if A and B are regular expressions, so is  $A \cdot B$ 

$$L(A \cdot B) = \{x + y \mid x \in L(A), y \in L(B)\}$$

Haskell semantics:

```
acceptSeq :: Eq \ a \Rightarrow Regex \ a \rightarrow Regex \ a \rightarrow Str \ a \rightarrow Bool acceptSeq \ r1 \ r2 \ s =  or \ [accept \ r1 \ s1 \ \&\& \ accept \ r2 \ s2 \ | \ (s1,s2) \leftarrow split \ s]
```

```
split :: Str \ a \rightarrow [(Str \ a, Str \ a)]
split \ xs = map \ (\lambda(x,y) \rightarrow (reverse \ x,y)) \ (go \ [] \ xs)
where
go \ p \ [] = [(p,[])]
go \ p \ (c : cs) = (p,c : cs) : go \ (c : p) \ cs
split \ "abc" \Rightarrow [("", "abc"), ("a", "bc"), ("ab", "c"), ("abc", "")]
```

Alternative - if A and B are regular expressions, so is A  $\mid$  B

$$L(A \mid B) = L(A) \cup L(B)$$

Haskell semantics:

$$acceptAlt :: Eq \ a \Rightarrow Regex \ a \rightarrow Regex \ a \rightarrow Str \ a \rightarrow Bool$$
  $acceptAlt \ r1 \ r2 \ s = accept \ r1 \ s \mid\mid accept \ r2 \ s$ 

#### Repetition

Repetition - also known as Kleene star, if A is a regular expression, so is  $A^{\ast}$ 

$$L(A^*) = \{\varepsilon, A, A \cdot A, A \cdot A \cdot A, \ldots\}$$

Haskell semantics:

```
acceptRep :: Eq a \Rightarrow Regex \ a \rightarrow Str \ a \rightarrow Bool

acceptRep r \ s = or \ [and \ [accept \ r \ p \ | \ p \leftarrow ps] \ | \ ps \leftarrow parts \ s]

parts :: Str \ a \rightarrow [[Str \ a]]

parts [] \ = [[]]

parts [c] \ = [[[c]]]

parts (c : cs) =

concat [[(c : p) : ps, [c] : p : ps] \ | \ p : ps \leftarrow parts \ cs]
```

[["abcd"],["a", "bcd"],["ab", "cd"],["a", "b", "cd"],["abc", "d"],["a

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- Some popular implementations allow "regexps" with backreferences, like  $(a|b|c)\1$
- ► (.\*)\1 describes non-regular language. Therefore it cannot be converted to finite automaton
- Generally, we want an automaton since it's very fast
- ► We don't include backreferences in our regexps. Regexps without them have enough expressive power

# Regular Expressions refresher Drawbacks

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- ▶ Reliance on function *parts* means exponential worst-case runtime in length of string being matched

### Glushkov Automaton Construction

Glushkov proposed Algorithm for generating Nondeterministic Finite Automaton, NFA, from regular expression.

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- ► Size of NFA is linear in size of regular expression
- ▶ Given NFA with m states we can run it on string of n characters in  $O(m \cdot n)$  time
- ▶ DFA is simpler than NFA but can have  $\Omega(2^m)$  states of states for an NFA with m states.

# Glushkov Automaton Construction Example

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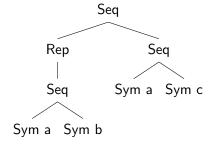
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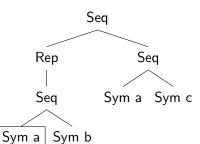
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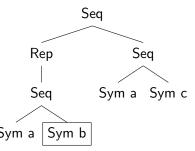


Example - step 2

Let's match  $(a \cdot b)^* \cdot a \cdot c$  against "ababac"

"a b abac"

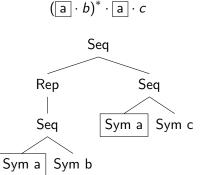
 $(a \cdot b)^{\top} \cdot a \cdot c$ 



Example - step 3

Let's match  $(a \cdot b)^* \cdot a \cdot c$  against "ababac"

"ab a bac"

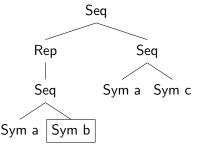


Example - step 4

Let's match  $(a \cdot b)^* \cdot a \cdot c$  against "ababac"

"aba b ac"

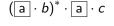
(a · b ) · a · c

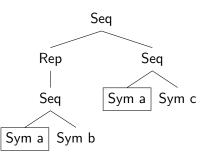


Example - step 5

Let's match  $(a \cdot b)^* \cdot a \cdot c$  against "ababac"

"abab a c"



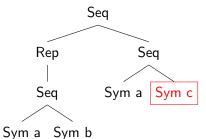


Example - step 6

Let's match  $(a \cdot b)^* \cdot a \cdot c$  against "ababac"

"ababa c "

 $(a \cdot b)^* \cdot a \cdot \boxed{\mathsf{c}}$ 



Haskell implementation

```
data Regex' a = Eps' --- Empty regex | Sym' Bool a | --- Singleton regex | Seq' (Regex' a) (Regex' a) | --- Sequence | Alt' (Regex' a) (Regex' a) | --- Alternatives | Rep' (Regex' a) | --- Repetition deriving (Show, Eq) --- Convenient constructor sym' :: a \rightarrow Regex' a sym' c = Sym' False c
```

Moving mark

```
shift :: Eq a \Rightarrow Bool \rightarrow Regex' \ a \rightarrow a \rightarrow Regex' \ a

shift \_Eps' = Eps'

shift m(Sym' \_c) \ c' = Sym' \ (m \&\& \ c == c') \ c

shift m(Alt' \ p \ q) \ c = Alt' \ (shift \ m \ p \ c) \ (shift \ m \ q \ c)

shift m(Seq' \ p \ q) \ c =

Seq' \ (shift \ m \ p \ c) \ (shift \ (m \&\& \ empty \ p \ || \ final \ p) \ q \ c)

shift m(Rep' \ p) \ c = Rep' \ (shift \ (m \ || \ final \ p) \ p \ c)
```

```
empty :: Regex' a \rightarrow Bool

empty Eps' = True

empty (Sym' \_ \_) = False

empty (Alt' p q) = empty p || empty q

empty (Seq' p q) = empty p \&\& empty q

empty (Rep' p) = True
```

Checking if mark is in the final position

```
final :: Regex' a \rightarrow Bool

final Eps' = False

final (Sym' m _) = m

final (Alt' p q) = final p || final q

final (Seq' p q) = final p && empty q || final q

final (Rep' p) = final p
```

Matching

```
accept' :: Eq \ a \Rightarrow Regex' \ a \rightarrow [a] \rightarrow Bool

accept' \ re \ [] = empty \ re

accept' \ re \ (c : cs) = final \ (foldl \ (shift \ False) \ (shift \ True \ re \ c) \ cs)
```

 $accept' re [A, A, A, B, C] \Rightarrow True$ 

Matching

```
accept' :: Eq \ a \Rightarrow Regex' \ a \rightarrow [a] \rightarrow Bool
      accept' re [] = empty re
      accept' re (c:cs) = final (foldl (shift False) (shift True re c) cs)
Let's try our previous test regexp a^* \cdot b \cdot (\varepsilon \mid c)
re = Rep' (sym' A) 'Seg' sym' B 'Seg' Alt' Eps' (sym' C)
Expected output
accept' re [B] \Rightarrow True
accept' re [B, C] \Rightarrow True
accept' re [A, A, A, B] \Rightarrow True
accept' re [A, A, A, C] \Rightarrow False
```

Improving efficiency

It's costly to recompute *final* and *empty* every time. We can memoize them in expressions

```
data RegexMemo a
  = EpsMemo
                 -- Empty regex
   SymMemo Bool a -- Singleton regex
   SegMemo(Ra)(Ra) -- Sequence
   AltMemo (R a) (R a) -- Alternatives
    RepMemo (R a) -- Repetition
 deriving (Show, Eq)
data R a = R
  { rEmpty :: Bool
  , rFinal :: Bool
  , rRegex :: RegexMemo a
  } deriving (Show, Eq)
```

#### Improving efficiency

Having defined *RegexMemo* and *R*, we can define smart constructors and we'll only need to replace all explicit constructors with smart constructors in function *shift* to get the benefit. E.g.

```
reEps :: R a
reEps = R
  \{ rEmpty = True \}
  , rFinal = False
  , rRegex = EpsMemo
reAlt :: R a \rightarrow R a \rightarrow R a
reAlt p q = R
  \{ rEmpty = rEmpty \ p \mid | rEmpty \ q \}
  , rFinal = rFinal p || rFinal q
  , rRegex = AltMemo p q
```

#### One cool laziness trick

Laziness allows matching strictly more expressive languages. Even some context-sensitive ones

To make our regex lazy we'll have to add another field that tracks, whether the expression was active. If it wasn't, we can avoid forcing it. This would allow us to operate infinte regexps, which can match some context-free languages and even some contex-sensitive ones.

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Let's match language of parentheses  $\{\varepsilon,(),(()),()(),(())(),\ldots\}$ 

Our alphabet is  $\Sigma = \{(,)\}$ 

data  $Parens = LParen \mid RParen deriving (Show, Eq)$ 

Now make regex that matches this language

**let** re = (symL LParen 'seqL' re 'seqL' symL RParen) 'seqL' re **in** re

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Try it out  $acceptLazy \ re \ [LParen, RParen] \Rightarrow True$   $acceptLazy \ re \ [LParen, RParen, LParen, RParen] \Rightarrow True$   $acceptLazy \ re \ [LParen, RParen, LParen, RParen, RParen] \Rightarrow False$ 

Thank you!

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Questions?