

Pattern Matching



Some of these lecture slides have been adapted from:

- *Algorithms in C*, Robert Sedgewick.

Pattern Matching

Goal. Generalize string searching to incompletely specified patterns.

Applications.

- Test if a string or its substring matches some pattern.
 - validate data-entry fields (dates, email, URL, credit card)
 - text filters (spam, NetNanny, Carnivore)
 - computational biology
- Parse text files.
 - given web page, extract names of all links (web crawling, indexing, and searching)
 - Javadoc: automatically create documentation from comments
- Replace or substitute some pattern in a text string.
 - text-editor
 - remove all tags in web page, leaving only content

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Pattern Matching

Goal. Generalize string searching to incompletely specified patterns.

Text. N characters.

Pattern. M character REGULAR EXPRESSION.

- Compact and expressive notation for describing text patterns.
- Algorithmically interesting.
- Easy to implement.

Matching. Does the text match the pattern?

Search. Find a substring of the text that matches the pattern.

Search all. Find all substrings of the text that match the pattern.

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Review of Regular Expressions

Theoretician. Language accepted by FSA.

Programmer. Compact description of multiple strings.

You. Practical application of core CS principles.

Concatenate.

- abcda abcda

Logical OR.

- $a + b$ a, b
- $(a + cc)(b + d)$ ab, ad, ccb, ccd

Closure.

- a^* $\epsilon, a, aa, aaa, aaaa, aaaaa, \dots$
- ca^*b $cb, cab, caab, caaab, caaab, \dots$
- $c(a + bb)^* d$ $cd, cad, cbbd, caad, cabbd, caaad, \dots$

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Pattern Matching and You

Broadly applicable programmer's tool.

- Many languages support extended regular expressions.
- Built into Perl, PHP, Python, JavaScript, emacs, egrep, awk.

Find any 11+ letter words in dictionary that can be typed by using only top row letters, followed by bottom row letters.

- ```
egrep '^[qwertyuiop]*[zxcvbnm]*$' /usr/dict/words |
egrep '.....'

perl -ne 'print if /^[qwertyuiop]*[zxcvbnm]*$/' /usr/dict/words |
perl -ne 'print if /...../'
```



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## FSA and RE

**Kleene's theorem (1956).** FSA and RE describe same languages.

Possible grep implementation.

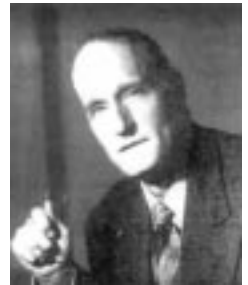
- Build FSA from RE.
- Write C program to simulate FSA.
- Performance barrier: FSA can be exponentially large.

Actual grep implementation.

- Build **nondeterministic** FSA from RE.
- Write C program to simulate NFSA.

Essential paradigm in computer science.

- Build intermediate abstractions.
- Pick the right ones!



Stephen C. Kleene  
(1909 - 1994)

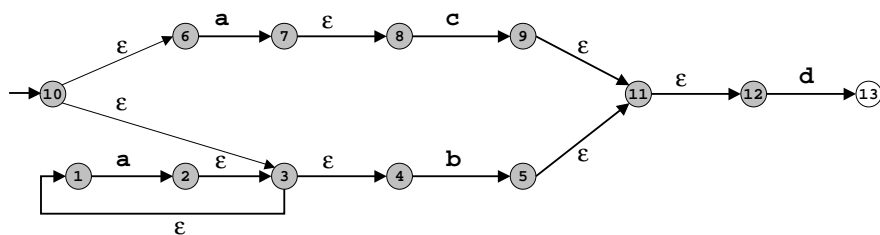
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## Review of NFSA

A nondeterministic FSA.

- 0, 1, or 2 arcs leaving a state, each with same label.
- $\epsilon$  - transitions allowed, but no  $\epsilon$  - cycles.

Note: this restricted form is no loss of generality.



$(a*b + ac)d$

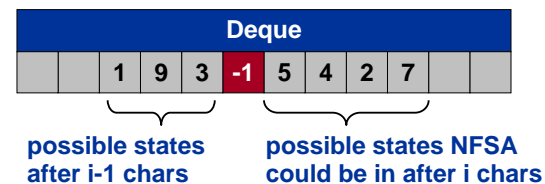
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## Simulating an NFSA

**Brute force.** Try all possible paths  $\Rightarrow$  exponential time.

**Better idea.** Keep track of all possible states NFSA could be in after reading in first  $i$  characters.

- Use a deque (double-ended queue).
  - can push/pop like stack, enqueue like queue



- Pop state  $v$ .
  - if label of arc  $v \rightarrow w$  is  $\epsilon$ , push state  $w$
  - if current character matches label, enqueue state  $w$
  - if mismatch, ignore

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# NFSA Simulator

```

nfsa()
#define SCAN -1
#define EPS ' '
#define MATCHSTATE 0

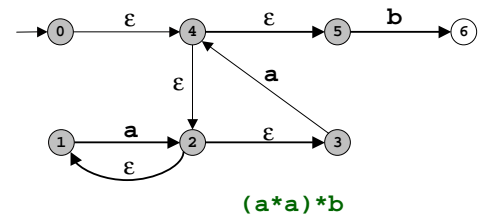
int match(char a[]) {
 int j = 0, state = next1[0];
 DQinit();
 DQput(SCAN);
 while(state != MATCHSTATE) {
 if (state == SCAN) { DQput(scan); j++; }
 else if (ch[state] == a[j]) { DQput(next1[state]); }
 else if (ch[state] == EPS) { DQpush(next1[state]);
 DQpush(next2[state]); }
 if (DQisempty() || a[j] == '\0') return 0;
 state = DQpop();
 }
 return j;
}

```

# Performance Gotcha

Major performance bug if not careful.

- Simulate input aaaaaaaaaab on NFSA.



| Deque |            |
|-------|------------|
| 4     | -1         |
| 2     | -1         |
| 2     | -1         |
| 1     | 3 -1       |
| 3     | -1 2       |
|       | -1 2 4     |
|       | 2 4 -1     |
|       | 1 3 4 -1   |
|       | 3 4 -1 2   |
|       | 4 -1 2 4   |
|       | ...        |
|       | -1 2 4 2 4 |
|       | 2 4 2 4 -1 |

- Duplicate states allowed on deque => exponential growth!

Easy fix.

- Disallow duplicate states on same side of deque.
- Keep "existence array" of states currently on each side of deque.

# Build NFSA from RE

Goal: build NFSA from RE.

First challenge: Is expression a legal RE?

- Use context free language to describe RE.

```

Start : <expr>

<expr> ← <term>
<expr> ← <term> + <expr>

<term> ← <fctr>
<term> ← <fctr><term>

<fctr> ← c
<fctr> ← c*
<fctr> ← (<expr>)
<fctr> ← (<expr>)*

```

# Parse Tree

Parse tree: grammatical structure of string.

Parser: construct tree.

Example: (a\*b + ac)d.

```

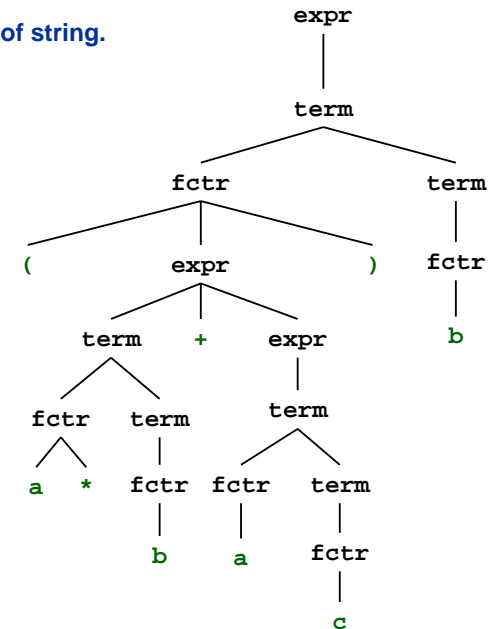
Start : <expr>

<expr> ← <term>
<expr> ← <term> + <expr>

<term> ← <fctr>
<term> ← <fctr><term>

<fctr> ← c
<fctr> ← c*
<fctr> ← (<expr>)
<fctr> ← (<expr>)*

```



## Recursive Descent Parser for RE

**Top-down recursive descent parser:** Recursive program directly derived from CFL.

```
main()
int j = 0; // current index
char p[MAXN + 1]; // RE pattern

void parsererror(void) {
 printf("%s is not a RE.\n", p);
 exit(EXIT_FAILURE);
}

int main(void) {
 scanf("%s", p);
 expr();
 if (j != strlen(p)) parsererror(p);
 return 0;
}
```

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## Recursive Descent Parser for RE

**Definition of expression in CFL.**

- $\langle \text{expr} \rangle \leftarrow \langle \text{term} \rangle$
- $\langle \text{expr} \rangle \leftarrow \langle \text{term} \rangle + \langle \text{expr} \rangle$

```
expr()
void expr() {
 term();
 if (p[j] == '+') {
 j++;
 expr();
 }
}
```

**Definition of term in CFL.**

- $\langle \text{term} \rangle \leftarrow \langle \text{fctr} \rangle$
- $\langle \text{term} \rangle \leftarrow \langle \text{fctr} \rangle \langle \text{term} \rangle$

```
term()
void term() {
 fctr();
 if ((p[j] == '(') || islower(p[j]))
 term();
}
```

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## Recursive Descent Parser for RE

**Definition of factor in CFL.**

- $\langle \text{fctr} \rangle \leftarrow c$
- $\langle \text{fctr} \rangle \leftarrow c^*$
- $\langle \text{fctr} \rangle \leftarrow (\langle \text{expr} \rangle)$
- $\langle \text{fctr} \rangle \leftarrow (\langle \text{expr} \rangle)^*$

```
factor()
void fctr() {
 if (islower(p[j])) {
 j++;
 }
 else if (p[j] == '(') {
 j++;
 expr();
 if (p[j] == ')') j++;
 else parsererror();
 }
 else parsererror();

 if (p[j] == '*') j++;
}
```

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## Left Recursive Parsers

**Not as trivial as it first seems.**

**Alternate definition of expr in CFL.**

- $\langle \text{expr} \rangle \leftarrow c$
- $\langle \text{expr} \rangle \leftarrow \langle \text{expr} \rangle + \langle \text{term} \rangle$

```
badexpr()
void badexpr() {
 if (islower(p[j]) j++;
 else {
 badexpr();
 if (p[j] == '+') {
 j++;
 term();
 }
 else parsererror();
 }
}
```

**Fix:** use left recursive CFL.

- Avoiding infinite recursive loops is fundamental difficulty in recursive-descent parsers.
- Problem can be more subtle than example above.

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## Left Recursive Parsers

Example.  $(a^*b + ac)d$ .

- Corresponds to parse tree.

```

Unix
expr()
 term()
 fctr()
 (
 expr()
 term()
 fctr() a *
 term()
 fctr() b
 +
 expr()
 term()
 fctr() a
 term()
 fctr() c
)
 term()
 fctr() d

```

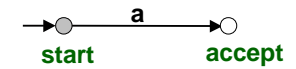
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## Building NFA from RE

Each RE construct corresponds to a piece of NFA.

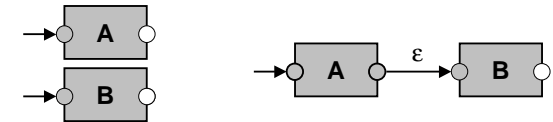
- Single character.

- a



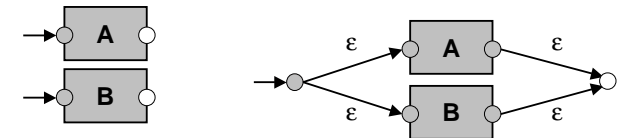
- Concatenation.

- AB



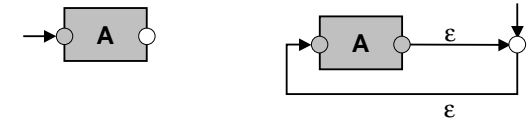
- OR.

- A + B



- Closure.

- A\*

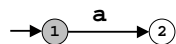


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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

- $(a^*b + ac)d$



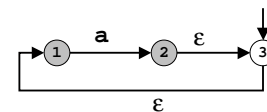
a

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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

- $(a^*b + ac)d$



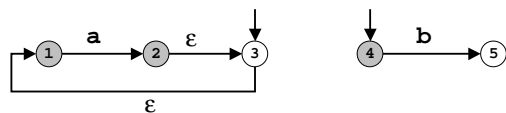
a\*

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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

- $(a^*b + ac)d$



$a^*$

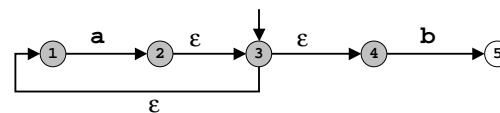
$b$

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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

- $(a^*b + ac)d$



$a^*b$

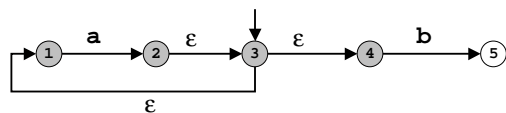
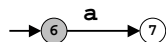
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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

- $(a^*b + ac)d$

$a$



$a^*b$

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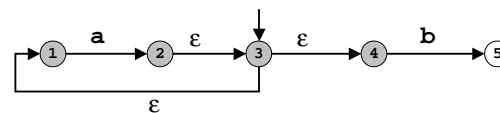
## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

- $(a^*b + ac)d$

$a$

$c$



$a^*b$

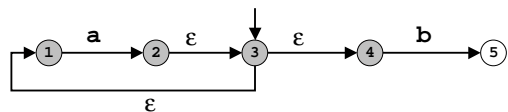
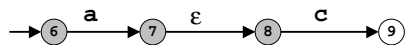
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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

•  $(a^*b + ac)d$

$ac$



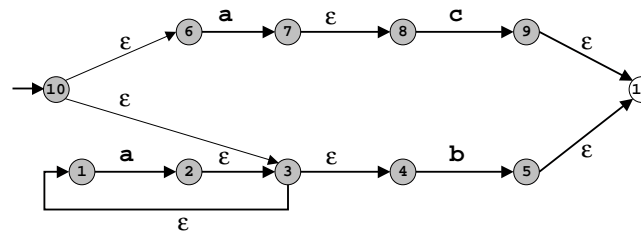
$a^*b$

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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

•  $(a^*b + ac)d$



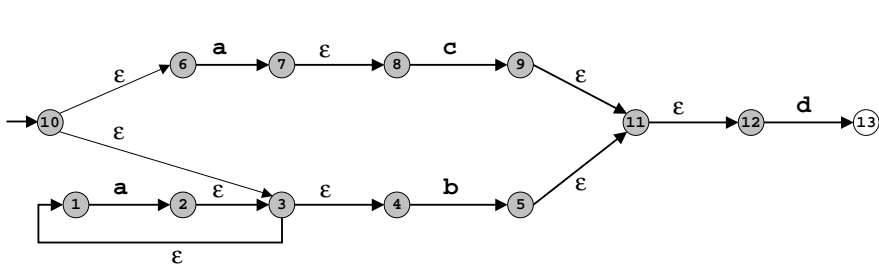
$a^*b + ac$

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## Building NFA from RE: Example

Each RE construct corresponds to a piece of NFA.

•  $(a^*b + ac)d$



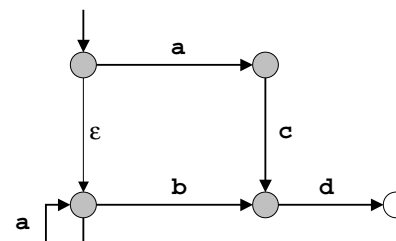
$(a^*b + ac)d$

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## Building NFA from RE: Example

**Note.** This construction doesn't yield simplest NFA.

•  $(a^*b + ac)d$



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## Building NFSA from RE: Theory

For any RE of length  $M$ , our construction produces an NFSA with the following properties.

- No more than two arcs leave any state.
  - if two arcs, they both have label  $\epsilon$
- No  $\epsilon$  - cycles.
- Exactly 1 start state, has 1 incoming arc.
- Exactly 1 accept state, has at most 1 leaving arc.
- Number of states  $\leq 2M$ .

**Proof:** Apply 3 composition rules and use induction on length of RE.

- For number of states.
  - single character: 2
  - concatenation  $AB$ :  $|A| + |B|$
  - closure  $A^*$ :  $|A| + 1$
  - OR  $A + B$ :  $|A| + |B| + 2$

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## Building NFSA from RE: Practice

To build NFSA, augment parser to generate state table.

- For details: Sedgewick, Chapter 21 (Algorithms in C, 2nd edition).
  - recursive routines return index of start state
  - state = next state to be filled in
  - setstate() fills in NFSA table

```

expr()
int expr() {
 int s1, s2, start;
 start = s1 = term();
 if (p[j] == '+') {
 j++;
 start = s2 = ++state;
 state++;
 setstate(s2, EPS, expr(), s1);
 setstate(s2-1, EPS, state, state);
 }
 return start;
}

```

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## Complexity Analysis

**Text.**  $N$  characters.

**Pattern.**  $M$  character regular expression.

**Matching:** Does the text match the pattern?

- Build NFSA.
  - at most  $2M$  states  $\Rightarrow O(M)$  time,  $O(M)$  space
- Simulate NFSA.
  - $O(M)$  time per text character because of  $\epsilon$ -transitions
- $O(MN)$  time,  $O(M)$  space.

**Search:** Find a substring of the text that matches the pattern.

- For each offset of text, solve matching problem.
- $O(MN^2)$  time,  $O(M+N)$  space.

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## Perspective

**Compiler.** A program that translates from one language to another.

- Grep: RE  $\Rightarrow$  NFSA.
- C compiler: C language  $\Rightarrow$  machine language.

| Abstract Machine | NFSA              | Computer                  |
|------------------|-------------------|---------------------------|
| Pattern          | Word in CFL       | Word in CFL               |
| Parser           | Check if legal RE | Check if legal C program  |
| Compiler         | Output NFSA       | Output machine executable |
| Simulator        | Find match        | Run program in hardware   |

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