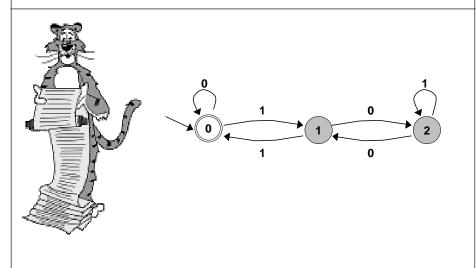
Lecture T1: Pattern Matching



Introduction to Theoretical CS

Two fundamental questions.

- . What can a computer do?
- . What can a computer do with limited resources?

General approach.

- Don't talk about specific machines or problems.
- Consider minimal abstract machines.
- Consider general classes of problems.

Why Learn Theory

In theory . . .

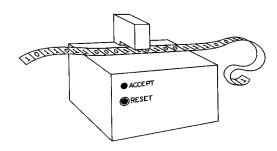
- Deeper understanding of what is a computer and computing.
- Foundation of all modern computers.
- . Pure science.
- Philosophical implications.

In practice . . .

- . Web search: theory of pattern matching.
- Sequential circuit: theory of finite state automata.
- Compilers: theory of context free grammar.
- Cryptography: theory of complexity.
- Data compression: theory of information.

Finite State Automaton

Simple machine with N states.



Finite State Automata

Simple machine with N states.

- Start in state 0.
- Read an input bit.
- Move to new state
 - depends on input bit and current state
- Stop when last bit read.
 - 'yes' if end in accept state(s)
 - 'no' otherwise

'Yes' also called accepted or recognized inputs from a language.



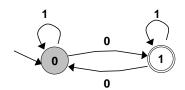
Transition Table		
State	0	1
0	2	1
1	3	2
2	2	2

start state accept state

Transition Table		
State	0	1
0	2	1
1	3	2
2	2	2
3	2	1

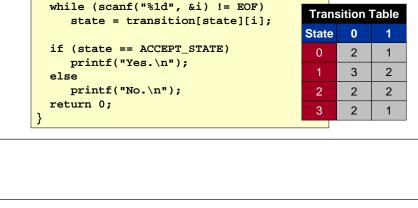
A Second Example

Consider the following two state FSA.



What bit strings does it accept?

- . Yes: 0, 11110, 00000, 100100111011
- . No: 1, 1111, 00, 1011100111011



{ {2, 1}, {3, 2}, {2, 2}, {2, 1} }; \underset use 2D array

C Code for FSA

fsa3.c

#include <stdio.h> #define STATES

#define START_STATE

int main(void) {

#define ACCEPT_STATE 3

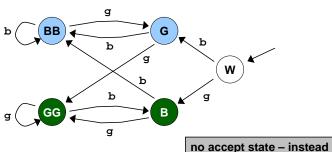
int i, state = START_STATE;

int transition[STATES][2] =



bbgbbbggbgggbbbb Input:

. Output (one-bit delay): w b b b b b g g g g g g b b b b



output color of each state you visit

An Application: Bounce Filter

Bounce filter: remove isolated b's and g's in input.

. Input:
bbgbbbggbgggbbbbb

• Output (one-bit delay): w b b b b b g g g g g g b b b b

State interpretations.

. W: start

. BB: at least two consecutive b's.

G: sequence of b's followed by g.

GG: at least two consecutive g's.

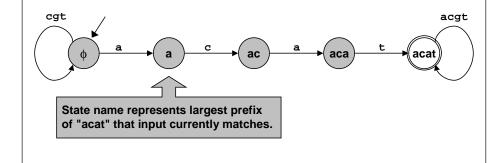
B: sequence of g's followed by b.

Text Searching

Build an FSA that accepts all strings that contain 'acat' as a substring.

- tatgacatg
- acacatg

Start building:



Text Searching

Build an FSA that accepts all strings that contain 'acat' as a substring.

- tatgacatg
- acacatg

Finish building: a cgt a cgt acgt acgt cgt g

Web Search Application

Web search engines build FSA's.

Standard Web search for: cos 126 pattern matching

Search engines have different methods for specifying patterns.

- . Which one is most powerful?
- . Theory of computation helps us address such issues.

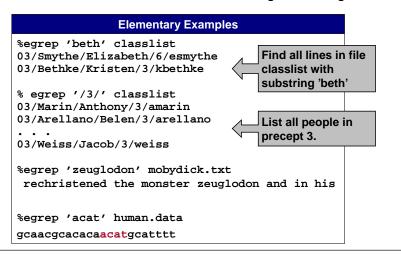
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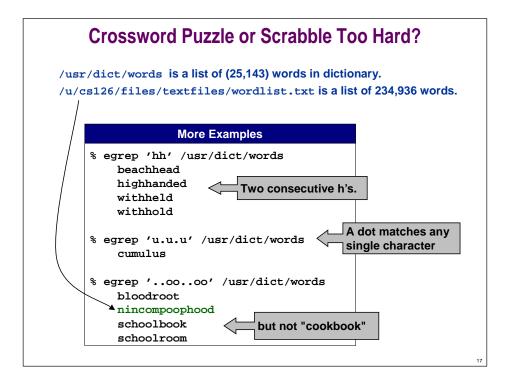
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Unix Pattern Matching Tool: egrep

General regular expressions pattern matching.

- Acts as filter.
- Sends lines from stdin to stdout that "match" argument string.





Egrep Pattern Conventions

Conventions for egrep:

- c any non-special character matches itself any single character
- r* zero or more occurrence of r
 r+ one or more occurrence of r
- r? zero or one occurrence of r
- (r) grouping
 r1|r2 logical OR
 [aeiou] any vowel
- [^ aeiou] any non-vowel
 ^ beginning of line
- \$ end of line

Flags for egrep:

egrep -v match all lines except those specified by pattern

Still More Examples Unix % egrep 'n(ie|ei)ther' /usr/dict/words Do spell checking neither by specifying what you know. % egrep 'actg(atac)*gcta' human.data ggtactggctaggac % egrep 'actg(atac)*gcta' student.data tatactgatacatacatacgctattac Starts and ends % egrep '^y.(..)*y\$' /usr/dict/words with y, odd number yesterday of characters. % egrep -v '[aeiou]' /usr/dict/words | Find all words with egrep '....' no vowels and 6 or rhythm more letters. syzygy

Fundamental Questions: Theoretical Minimum

Specifying "pattern" for egrep can be complex.

```
^[^aeiou]*a[^aeiou]*e[^aeiou]*i[^aeiou]*o[^aeiou]*u[^aeiou]*
```

Which aspects are essential?

- Unix egrep regular expressions are useful.
- . But more complex than theoretical minimum.

Fundamental Questions: Theoretical Minimum

Regular expressions.

 Match WHOLE string. (to convert to equivalent egrep pattern, surround by ^ and \$)

- regular expression: 0(0|1)*1 - egrep pattern: ^0(0|1)*1\$

any non-special character matches itself

r* zero or more occurrence of r

(r) grouping logical OR r1|r2

 $r1 \cdot r2$ concatenate (usually suppress · symbol)

any single character any vowel [aeiou]

[^ aeiou] any non-vowel

one or more occurrences of r

zero or one occurrence of r

match all patterns except...

not needed

Fundamental Questions: What Kinds of Patterns

Example

0001101000

What kinds of patterns can be specified by regular expressions? (all but one of following)

All bit strings that:

Has 011010 as a substring.

Begin with 0 and end with 1. 0001011011 ■ Equal number of 0's and 1's. 0111100010 Have no consecutive 1's. 0100101001 Has and odd number of 0's. 0100101011

Fundamental Questions: What Kinds of Patterns

What kinds of patterns can be specified by regular expressions? (all but one of following)

All bit strings that:

Regular Expression Begin with 0 and end with 1. 0(0|1)*1 Equal number of 0's and 1's. not possible Have no consecutive 1's. (0 | 10)*(1 | 0*) Has and odd number of 0's. (1*01*01*)*(1*01*) Has 011010 as a substring. (0|1)*011010(0|1)*

Formal Languages

An ALPHABET is a finite set of symbols.

- Binary alphabet $= \{0, 1\}$
- Lower-case alphabet = {a, b, c, d, ..., y, z}
- Genetic alphabet = {a, c, t, g}

A STRING is a finite sequence of symbols in the alphabet.

- '0111011011' is a string in the binary alphabet.
- 'tigers' is a string in the lower-case alphabet.
- · 'acctgaacta' is a string in the genetic alphabet.

A FORMAL LANGUAGE is an (unordered) set of strings in an alphabet.

- Can have infinitely many strings.
- Examples:

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Formal Languages

Can cast any computation as a language recognition problem.

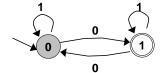
• Is x = 23,536,481,273 a prime number?

FSA.

. Machine determines whether a string is in language.

Regular expression.

Shorthand method for specifying a language.



(1*01*01*)*(1*01*)
even # of 0's exactly one 0

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Duality Between FSA's and RE's

Observation: for each FSA we create, we can find a regular expression that matches the same strings that the FSA accepts.

Is this always the case?

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What about the OTHER way around?

I don't see why?

Stay tuned: see Lecture T2.

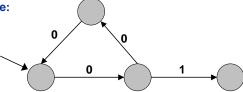
Limitations of FSA

FSA are simple machines.

- N states ⇒ can't "remember" more than N things.
- Some languages require "remembering" more than N things.

No FSA can recognize the language of all bit strings with an equal number of 0's and 1's.

A warmup exercise:



If 01xyz accepted then so is 00001xyz

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Limitations of FSA

No FSA can recognize the language of all bit strings with an equal number of 0's and 1's.

- Suppose an N-state FSA can recognize this language.
- Consider following input: 0000000011111111

N+1 0's N+1 1's

- FSA must accept this string.
- . Some state x is revisited during first N+1 0's since only N states.



000000011111111

x x



Machine would accept same string without intervening 0's.

0000111111111

. This string doesn't have an equal number of 0's and 1's.



Today. Defi

- Defined a simple abstract machine = FSA.
- . Capable of pattern matching.

Hmm. Which will we run out of first?

- . Incapable of "counting."
- Need to consider more powerful machines.

Future lectures.

- Define an abstract machine.
- Understand how it works and what it can do.
- Find things it can't do.
- Define a more powerful machine.
- . Repeat until we run out of problems or machines.



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Lecture T1: Supplemental Notes



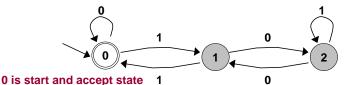
C Code for FSA

Looking Ahead

```
fsa1.c
#include <stdio.h>
int main(void) {
 int c, state = 0;
 while ((c = getchar()) != EOF) {
     if (state == 0 && c == '0') state = 2;
     if (state == 0 && c == '1') state = 1;
     if (state == 1 && c == '0') state = 3;
     if (state == 1 && c == '1') state = 2;
     if (state == 2 && c == '0') state = 2;
     if (state == 2 && c == '1') state = 2;
     if (state == 3 && c == '0') state = 2;
     if (state == 3 && c == '1') state = 1;
 if (state == 3)
                                straightforward to convert
                                FSA's into C program or to
     printf("Yes.\n");
                               build with hardware
     printf("No.\n");
 return 0;
```

A Fourth Example

FSA to decide if integer (represented in binary) is divisible by 3?



What bit strings does it accept?

- Yes: 11 (3₁₀), 110 (6₁₀), 1001 (9₁₀), 1100 (12₁₀), 1111 (15₁₀), 10011 (18₁₀), integers divisible by 3.
- No: 1 (1_{10}) , 10 (2_{10}) , 100 (4_{10}) , 101 (5_{10}) , 111 (7_{10}) , integers not divisible by 3.

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Regular Expressions

Rules for creating regular expressions (RE's):

 $\begin{array}{ll} \text{0 or 1 or } \epsilon & \text{symbols} \\ \text{(a)} & \text{grouping} \\ \text{ab} & \text{concatenation} \\ \text{a + b} & \text{logical OR} \end{array}$

use + instead of |

a* closure (0 or more replications)

where a and b are regular expressions.

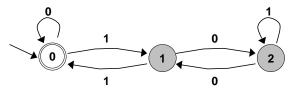
Examples:

 ε = empty string

.

A Fourth Example

FSA to decide if input (convert binary to decimal) is divisible by 3?



How does it work?

- . State 0: input so far is divisible by 3.
- State 1: input has remainder 1 upon division by 3.
- . State 2: input has remainder 2 upon division by 3.
- Transition example.
 - Input 1100 (12₁₀) ends in state 0.
 - If next bit is 0 then stay in state 0: $11000 (24_{10})$.
 - Adding 0 to last bit is same as multiplying number by 2.
 Remains divisible by 3.

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