Coursework 8 (Regular Expressions and Brainf***)

This coursework is worth 10%. It is about regular expressions, pattern matching and an interpreter. The first part is due on 30 November at 11pm; the second, more advanced part, is due on 21 December at 11pm. In the first part, you are asked to implement a regular expression matcher based on derivatives of regular expressions. The reason is that regular expression matching in Java and Python can sometimes be extremely slow. The advanced part is about an interpreter for a very simple programming language.

Important:

- Make sure the files you submit can be processed by just calling `scala <<filename.scala>>` on the commandline. Use the template files provided and do not make any changes to arguments of functions or to any types. You are free to implement any auxiliary function you might need.
- Do not use any mutable data structures in your submissions! They are not needed. This means you cannot create new `Arrays` or `ListBuffers`, for example.
- Do not use `return` in your code! It has a different meaning in Scala, than in Java.
- Do not use `var`! This declares a mutable variable. Only use `val`!
- Do not use any parallel collections! No `.par` therefore! Our testing and marking infrastructure is not set up for it.

Also note that the running time of each part will be restricted to a maximum of 360 seconds on my laptop

Disclaimer

It should be understood that the work you submit represents your own effort! You have not copied from anyone else. An exception is the Scala code I showed during the lectures or uploaded to KEATS, which you can freely use.

Part 1 (6 Marks)

The task is to implement a regular expression matcher that is based on derivatives of regular expressions. Most of the functions are defined by recursion over regular expressions and can be elegantly implemented using Scala's pattern-matching. The implementation should deal with the following regular expressions, which have been predefined in the file `re.scala`:

$$
\begin{array}{rcll}
r & ::= & \mathbf{0} & \text{cannot match anything}\\
 & | & \mathbf{1} & \text{can only match the empty string}\\
 & | & c & \text{can match a single character (in this case } c\text{)}\\
 & | & r_1 + r_2 & \text{can match a string either with } r_1 \text{ or with } r_2\\
 & | & r_1 \cdot r_2 & \text{can match the first part of a string with } r_1 \text{ and}\\
 & & & \text{then the second part with } r_2\\
 & | & r^* & \text{can match zero or more times } r
\end{array}
$$

Why? Knowing how to match regular expressions and strings will let you solve a lot of problems that vex other humans. Regular expressions are one of the fastest and simplest ways to match patterns in text, and are endlessly useful for searching, editing and analysing data in all sorts of places (for example analysing network traffic in order to detect security breaches). However, you need to be fast, otherwise you will stumble over problems such as recently reported at

- http://stackstatus.net/post/147710624694/outage-postmortem-july-20-2016
- https://vimeo.com/112065252
- http://davidvgalbraith.com/how-i-fixed-atom/

Tasks (file re.scala)

The file `re.scala` has already a definition for regular expressions and also defines some handy shorthand notation for regular expressions. The notation in this document matches up with the code in the file as follows:

		code:	shorthand:
$\mathbf{0}$	$\mapsto$	`ZERO`	
$\mathbf{1}$	$\mapsto$	`ONE`	
c	$\mapsto$	`CHAR(c)`	
$r_1 + r_2$	$\mapsto$	`ALT(r1, r2)`	`r1 | r2`
$r_1 \cdot r_2$	$\mapsto$	`SEQ(r1, r2)`	`r1 ~ r2`
r^*	$\mapsto$	`STAR(r)`	`r.%`

(1a) Implement a function, called *nullable*, by recursion over regular expressions. This function tests whether a regular expression can match the empty string. This means given a regular expression it either returns true or false. The function *nullable* is defined as follows:

$$
\begin{array}{lcl}
\textit{nullable}(\mathbf{0}) & \stackrel{\text{def}}{=} & \textit{false}\\
\textit{nullable}(\mathbf{1}) & \stackrel{\text{def}}{=} & \textit{true}\\
\textit{nullable}(c) & \stackrel{\text{def}}{=} & \textit{false}\\
\textit{nullable}(r_1 + r_2) & \stackrel{\text{def}}{=} & \textit{nullable}(r_1) \vee \textit{nullable}(r_2)\\
\textit{nullable}(r_1 \cdot r_2) & \stackrel{\text{def}}{=} & \textit{nullable}(r_1) \wedge \textit{nullable}(r_2)\\
\textit{nullable}(r^*) & \stackrel{\text{def}}{=} & \textit{true}
\end{array}
$$

[1 Mark]

(1b) Implement a function, called *der*, by recursion over regular expressions. It takes a character and a regular expression as arguments and calculates the derivative regular expression according to the rules:

$$\begin{array}{lcl}
der\ c\ (\mathbf{0}) & \stackrel{\text{def}}{=} & \mathbf{0} \\
der\ c\ (\mathbf{1}) & \stackrel{\text{def}}{=} & \mathbf{0} \\
der\ c\ (d) & \stackrel{\text{def}}{=} & if\ c = d\ then\ \mathbf{1}\ else\ \mathbf{0} \\
der\ c\ (r_1 + r_2) & \stackrel{\text{def}}{=} & (der\ c\ r_1) + (der\ c\ r_2) \\
der\ c\ (r_1 \cdot r_2) & \stackrel{\text{def}}{=} & if\ nullable(r_1) \\
 & & then\ ((der\ c\ r_1) \cdot r_2) + (der\ c\ r_2) \\
 & & else\ (der\ c\ r_1) \cdot r_2 \\
der\ c\ (r^*) & \stackrel{\text{def}}{=} & (der\ c\ r) \cdot (r^*)
\end{array}$$

For example given the regular expression $r = (a \cdot b) \cdot c$, the derivatives w.r.t. the characters a, b and c are

$$\begin{array}{lcll}
der\ a\ r & = & (\mathbf{1} \cdot b) \cdot c & (= r') \\
der\ b\ r & = & (\mathbf{0} \cdot b) \cdot c & \\
der\ c\ r & = & (\mathbf{0} \cdot b) \cdot c &
\end{array}$$

Let r' stand for the first derivative, then taking the derivatives of r' w.r.t. the characters a, b and c gives

$$\begin{array}{lcll}
der\ a\ r' & = & ((\mathbf{0} \cdot b) + \mathbf{0}) \cdot c & \\
der\ b\ r' & = & ((\mathbf{0} \cdot b) + \mathbf{1}) \cdot c & (= r'') \\
der\ c\ r' & = & ((\mathbf{0} \cdot b) + \mathbf{0}) \cdot c &
\end{array}$$

One more example: Let r'' stand for the second derivative above, then taking the derivatives of r'' w.r.t. the characters a, b and c gives

$$\begin{array}{lcll}
der\ a\ r'' & = & ((\mathbf{0} \cdot b) + \mathbf{0}) \cdot c + \mathbf{0} & \\
der\ b\ r'' & = & ((\mathbf{0} \cdot b) + \mathbf{0}) \cdot c + \mathbf{0} & \\
der\ c\ r'' & = & ((\mathbf{0} \cdot b) + \mathbf{0}) \cdot c + \mathbf{1} & (\text{is } nullable)
\end{array}$$

Note, the last derivative can match the empty string, that is it is *nullable*.

[1 Mark]

(1c) Implement the function *simp*, which recursively traverses a regular expression from the inside to the outside, and on the way simplifies every regular expression on the left (see below) to the regular expression on the right, except it does not simplify inside *-regular expressions.

$$\begin{array}{lcl}
r \cdot \mathbf{0} & \mapsto & \mathbf{0} \\
\mathbf{0} \cdot r & \mapsto & \mathbf{0} \\
r \cdot \mathbf{1} & \mapsto & r \\
\mathbf{1} \cdot r & \mapsto & r \\
r + \mathbf{0} & \mapsto & r \\
\mathbf{0} + r & \mapsto & r \\
r + r & \mapsto & r
\end{array}$$

For example the regular expression

$$(r_1 + \mathbf{0}) \cdot \mathbf{1} + ((\mathbf{1} + r_2) + r_3) \cdot (r_4 \cdot \mathbf{0})$$

simplifies to just r_1. **Hint:** Regular expressions can be seen as trees and there are several methods for traversing trees. One of them corresponds to the inside-out traversal, which is sometimes also called post-order traversal. Furthermore, remember numerical expressions from school times: there you had expressions like $u + \ldots + (1 \cdot x) - \ldots (z + (y \cdot 0)) \ldots$ and simplification rules that looked very similar to rules above. You would simplify such numerical expressions by replacing for example the $y \cdot 0$ by 0, or $1 \cdot x$ by x, and then look whether more rules are applicable. If you organise the simplification in an inside-out fashion, it is always clear which rule should be applied next. [2 Marks]

(1d) Implement two functions: The first, called *ders*, takes a list of characters and a regular expression as arguments, and builds the derivative w.r.t. the list as follows:

$$\begin{array}{lcl}
\mathit{ders}\ (\mathit{Nil})\ r & \stackrel{\text{def}}{=} & r \\
\mathit{ders}\ (c :: cs)\ r & \stackrel{\text{def}}{=} & \mathit{ders}\ cs\ (\mathit{simp}(\mathit{der}\ c\ r))
\end{array}$$

Note that this function is different from *der*, which only takes a single character.

The second function, called *matcher*, takes a string and a regular expression as arguments. It builds first the derivatives according to *ders* and after that tests whether the resulting derivative regular expression can match the empty string (using *nullable*). For example the *matcher* will produce true for the regular expression $(a \cdot b) \cdot c$ and the string *abc*, but false if you give it the string *ab*. [1 Mark]

(1e) Implement a function, called *size*, by recursion over regular expressions. If a regular expression is seen as a tree, then *size* should return the number of nodes in such a tree. Therefore this function is defined as follows:

$$\begin{array}{lcl}
size(\mathbf{0}) & \overset{\text{def}}{=} & 1\\
size(\mathbf{1}) & \overset{\text{def}}{=} & 1\\
size(c) & \overset{\text{def}}{=} & 1\\
size(r_1 + r_2) & \overset{\text{def}}{=} & 1 + size(r_1) + size(r_2)\\
size(r_1 \cdot r_2) & \overset{\text{def}}{=} & 1 + size(r_1) + size(r_2)\\
size(r^*) & \overset{\text{def}}{=} & 1 + size(r)
\end{array}$$

You can use *size* in order to test how much the 'evil' regular expression $(a^*)^* \cdot b$ grows when taking successive derivatives according the letter a without simplification and then compare it to taking the derivative, but simplify the result. The sizes are given in `re.scala`. [1 Mark]

Background

Although easily implementable in Scala, the idea behind the derivative function might not so easy to be seen. To understand its purpose better, assume a regular expression r can match strings of the form $c :: cs$ (that means strings which start with a character c and have some rest, or tail, cs). If you take the derivative of r with respect to the character c, then you obtain a regular expression that can match all the strings cs. In other words, the regular expression $der\ c\ r$ can match the same strings $c :: cs$ that can be matched by r, except that the c is chopped off.

Assume now r can match the string abc. If you take the derivative according to a then you obtain a regular expression that can match bc (it is abc where the a has been chopped off). If you now build the derivative $der\ b\ (der\ a\ r)$ you obtain a regular expression that can match the string c (it is bc where b is chopped off). If you finally build the derivative of this according c, that is $der\ c\ (der\ b\ (der\ a\ r))$, you obtain a regular expression that can match the empty string. You can test whether this is indeed the case using the function nullable, which is what your matcher is doing.

The purpose of the *simp* function is to keep the regular expressions small. Normally the derivative function makes the regular expression bigger (see the SEQ case and the example in (1b)) and the algorithm would be slower and slower over time. The *simp* function counters this increase in size and the result is that the algorithm is fast throughout. By the way, this algorithm is by Janusz Brzozowski who came up with the idea of derivatives in 1964 in his PhD thesis.

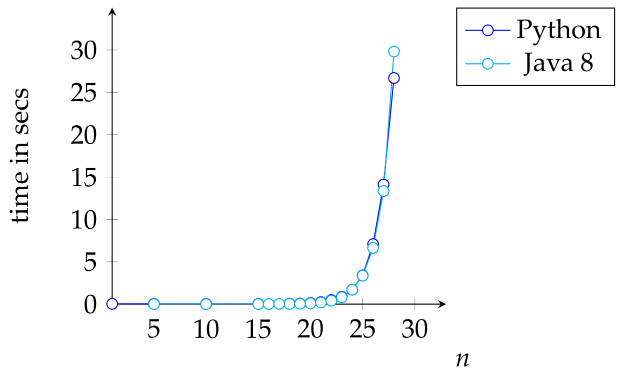
`https://en.wikipedia.org/wiki/Janusz_Brzozowski_(computer_scientist)`

If you want to see how badly the regular expression matchers do in Java[1] and in Python with the 'evil' regular expression $(a^*)^* \cdot b$, then have a look at the graphs below (you can try it out for yourself: have a look at the file `catastrophic.java` and `catastrophic.py` on KEATS). Compare this with the

[1]Version 8 and below; Version 9 does not seem to be as catastrophic, but still worse than the regular expression matcher based on derivatives.

matcher you have implemented. How long can the string of a's be in your matcher and still stay within the 30 seconds time limit?

Graph: $(a^*)^* \cdot b$ and strings $\underbrace{a \ldots a}_{n}$



Part 2 (4 Marks)

Coming from Java or C++, you might think Scala is a quite esoteric programming language. But remember, some serious companies have built their business on Scala.[2] And there are far, far more esoteric languages out there. One is called *brainf****. You are asked in this part to implement an interpreter for this language.

Urban Müller developed brainf*** in 1993. A close relative of this language was already introduced in 1964 by Corado Böhm, an Italian computer pioneer, who unfortunately died a few months ago. The main feature of brainf*** is its minimalistic set of instructions—just 8 instructions in total and all of which are single characters. Despite the minimalism, this language has been shown to be Turing complete…if this doesn't ring any bell with you: it roughly means that every algorithm we know can, in principle, be implemented in brainf***. It just takes a lot of determination and quite a lot of memory resources. Some relatively sophisticated sample programs in brainf*** are given in the file `bf.scala`.

As mentioned above, brainf*** has 8 single-character commands, namely `'>'`, `'<'`, `'+'`, `'-'`, `'.'`, `','`, `'['` and `']'`. Every other character is considered a comment. Brainf*** operates on memory cells containing integers. For this it uses a single memory pointer that points at each stage to one memory cell. This pointer can be moved forward by one memory cell by using the command `'>'`, and backward by using `'<'`. The commands `'+'` and `'-'` increase, respectively decrease, by 1 the content of the memory cell to which the memory pointer currently points to. The commands for input/output are `','` and `'.'`. Output works by reading the content of the memory cell to which the memory pointer points to and printing it out as an ASCII character. Input works the other way, taking some user input and storing it in the cell to which the memory pointer points to. The commands `'['` and `']'` are looping constructs. Everything in between `'['` and `']'` is repeated until a counter (memory cell) reaches zero. A typical program in brainf*** looks as follows:

```
++++++++[>++++[>++>+++>+++>+<<<<-]>+>+>->>+[<]<-]>>.>---.+++++++
..+++.>>.<-.<.+++.------.--------.>>+.>++.
```

This one prints out Hello World…obviously.

Tasks (file bf.scala)

(2a) Brainf*** memory is represented by a `Map` from integers to integers. The empty memory is represented by `Map()`, that is nothing is stored in the memory. `Map(0 -> 1, 2 -> 3)` clearly stores `1` at memory location `0`; at `2` it stores `3`. The convention is that if we query the memory at a location that is *not* defined in the `Map`, we return `0`. Write a function, `sread`, that takes a memory (a `Map`) and a memory pointer (an `Int`) as argument, and

[2] https://en.wikipedia.org/wiki/Scala_(programming_language)#Companies

safely reads the corresponding memory location. If the `Map` is not defined at the memory pointer, `sread` returns `0`.

Write another function `write`, which takes a memory, a memory pointer and an integer value as argument and updates the `Map` with the value at the given memory location. As usual the `Map` is not updated 'in-place' but a new map is created with the same data, except the value is stored at the given memory pointer. [1 Mark]

(2b) Write two functions, `jumpRight` and `jumpLeft` that are needed to implement the loop constructs of brainf***. They take a program (a `String`) and a program counter (an `Int`) as argument and move right (respectively left) in the string in order to find the **matching** opening/closing bracket. For example, given the following program with the program counter indicated by an arrow:

```
--[..+>--],>,++
   ↑
```

then the matching closing bracket is in 9th position (counting from 0) and `jumpRight` is supposed to return the position just after this

```
--[..+>--],>,++
          ↑
```

meaning it jumps to after the loop. Similarly, if you are in 8th position then `jumpLeft` is supposed to jump to just after the opening bracket (that is jumping to the beginning of the loop):

```
                   jumpLeft
--[..+>--],>,++    ------>    --[..+>--],>,++
        ↑                        ↑
```

Unfortunately we have to take into account that there might be other opening and closing brackets on the 'way' to find the matching bracket. For example in the brainf*** program

```
--[..[+>]--],>,++
   ↑
```

we do not want to return the index for the `'-'` in the 9th position, but the program counter for `','` in 12th position. The easiest to find out whether a bracket is matched is by using levels (which are the third argument in `jumpLeft` and `jumpLeft`). In case of `jumpRight` you increase the level by one whenever you find an opening bracket and decrease by one for a closing bracket. Then in `jumpRight` you are looking for the closing bracket on level `0`. For `jumpLeft` you do the opposite. In this way you can find **matching** brackets in strings such as

```
--[..[[-]+>[.]]--],>,++
   ↑
```

for which `jumpRight` should produce the position:

```
--[..[[-]+>[.]]--],>,++
                  ↑
```

It is also possible that the position returned by `jumpRight` or `jumpLeft` is outside the string in cases where there are no matching brackets. For example

```
                           jumpRight
--[..[[-]+>[.]]--,>,++     ───────→     --[..[[-]+>[.]]-->,++
   ↑                                                         ↑
```

[1 Mark]

(2c) Write a recursive function `run` that executes a brainf*** program. It takes a program, a program counter, a memory pointer and a memory as arguments. If the program counter is outside the program string, the execution stops and `run` returns the memory. If the program counter is inside the string, it reads the corresponding character and updates the program counter `pc`, memory pointer `mp` and memory `mem` according to the rules shown in Figure 1. It then calls recursively `run` with the updated data.

Write another function `start` that calls `run` with a given brainfu** program and memory, and the program counter and memory pointer set to 0. Like `run` it returns the memory after the execution of the program finishes. You can test your brainf**k interpreter with the Sierpinski triangle or the Hello world programs or have a look at

https://esolangs.org/wiki/Brainfuck

[2 Marks]

`'>'`	• `pc` $+ 1$ • `mp` $+ 1$ • `mem` unchanged
`'<'`	• `pc` $+ 1$ • `mp` $- 1$ • `mem` unchanged
`'+'`	• `pc` $+ 1$ • `mp` unchanged • `mem` updated with `mp -> mem(mp) + 1`
`'-'`	• `pc` $+ 1$ • `mp` unchanged • `mem` updated with `mp -> mem(mp) - 1`
`'.'`	• `pc` $+ 1$ • `mp` and `mem` unchanged • print out `mem(mp)` as a character
`','`	• `pc` $+ 1$ • `mp` unchanged • `mem` updated with `mp ->` input the input is given by `Console.in.read().toByte`
`'['`	if `mem(mp) == 0` then • `pc = jumpRight(prog, pc + 1, 0)` • `mp` and `mem` unchanged otherwise if `mem(mp) != 0` then • `pc` $+ 1$ • `mp` and `mem` unchanged
`']'`	if `mem(mp) != 0` then • `pc = jumpLeft(prog, pc - 1, 0)` • `mp` and `mem` unchanged otherwise if `mem(mp) == 0` then • `pc` $+ 1$ • `mp` and `mem` unchanged
any other char	• `pc` $+ 1$ • `mp` and `mem` unchanged

Figure 1: The rules for how commands in the brainf*** language update the program counter `pc`, memory pointer `mp` and memory `mem`.