## Regular Expression Improvements to be made in the Parabix Framework

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## The MatchStar Function

In *icGrep*, MatchStar: m(M,C) is an operation that returns all positions that can be reached by scanning from the initial position marked in M along the span of ones in the stream C for zero or more steps. MatchStar gets its name from the star operator (\*) in the regular expression [Meng Lin, 2014].

**Figure 1** shows an example of it matching [0-9]\* in the regular expression '[a][0-9]\*[z9]' where M1 marks positions after occurrences of [a]. [Taken from Bitwise Data Parallelism in Regular Expression Matching slides, Rob Cameron].

input data	a453zb3zaza12949zca22z7
$M_1$	.1111
C = [0-9]	.111111111111.1
$T_0 = M_1 \wedge C$	.111
$T_1 = T_0 + C$	11
$T_2 = T_1 \oplus C$	.11111111.11111
$M_2 = T_2 \vee M_1$	.111111111111111

Figure 1: MatchStar primitive, where  $M_2 = MatchStar(M_1, C)$ .

## **MatchStar Limitations**

Currently, if the star (\*) operator contains more than one character class and it occurs in the middle of the regular expression, the program generates a while loop. So a regular expression like 'a(bc)\*d' (without the quotes) would enter a while loop after matching the character 'a' to iterate through all occurrences of (bc). **Figure 2** is a part of the Pablo code generated printed out using the option -print-pablo with the command ./icgrep 'a(bc)\*d' demonstrating this limitation:

```
while Next(pending):
CC_621 = (CC_62 & pending)
ipp1 = pablo.Advance(CC_621, 1)
CC_631 = (CC_63 & ipp1)
ipp2 = pablo.Advance(CC_631, 1)
not_27 = (~accum)
and_71 = (ipp2 & not_27)
Next(pending) = and_71
or_35 = (ipp2 | accum)
Next(accum) = or_35
CC_641 = (Next(accum) & CC_64)
matchstar = pablo.MatchStar(CC_641, any)
and_72 = (matchstar & and_56)
matches = and_72
```

Figure 2: Snippet of Pablo code generated to find matches of (bc)\* in the regular expression 'a(bc)\*d'.

Ideally, the cases that generate a while loop should instead generate a fixed amount of operations to match what's inside the star (\*) structure, similar to the current behavior of MatchStar in the scenario of one character class.