

Old query syntax	New query syntax	Remarks
bicycle	"bicycle"	
\where	"where"	But note: the quotation mark has to be escaped: "and then he said: \"hello\""
b.*	reg="\bb.*?\b"	\b is the word boundary marker and ? indicates a reluctant quantification otherwise we would match phrases rather than words because the .* would consume even the word boundaries
be.*	reg="\bbe.*?\b"	
ta![aeiou]*	reg="\bta[^aeiou]*\b"	^ inverts the character class [aeiou]
t[d-j]*.* t[d-j]+.*	reg="\bt[d-j]*.*?\b" reg="\bt[d-j]+.*?\b"	reg="\bt[d-j]+.*?\b" makes more sense here since reg="\bt[d-j]*.*?\b" equals reg="\bt.*?\b" because [d-j]* includes empty sequences and the following .*? matches everything
.*ed	reg="\S*ed\b"	\S means „not a whitespace character“
@cars	@cars	
"the sky is blue"	"the sky is blue"	
freq = 5	freq = 5	
freq < 100	freq < 100	
freq >= 50	freq >= 50	
freq = 5-10	freq = 5-10	
simil friend 70%	simil = "friend" 70%	
tag = town	tag = "town"	
bob, builder	"bob", "builder"	
.*ed, freq > 20	reg="\S*ed\b", freq > 20	
bob & builder	"bob" & "builder" 10	10 is the span size for the collocation, if omitted the default value is 5
@cars - @germancars	@cars - @germancars	
te.* - test	reg="\bte.*?\b" - "test"	
an;u.*	"an";reg="\bu.*?\b"	
an;u.*;request	"an";reg="\bu.*?\b";"request"	
te.* - freq >= 100	reg="\bte.*?\b" - freq >= 100	
te.* where freq < 100	reg="\bte.*?\b" where freq < 100	
windows;crashed where freq < 100	"windows";"crashed" where freq < 100	
a.* where simil andy 50%	reg="\ba.*?\b" where simil= "andy" 50%	
markus where tag = villain	"markus" where tag = "villain"	
markus where tag = villain, tag = heir	"markus" where tag = "villain", tag = "heir"	
markus where tag = villain tag = foe	"markus" where tag = "villain" tag = "foe"	

The most important regular-expression constructs

For a full description see the [documentation of Java regular expressions](#).

Construct	Matches
Characters	
<code>x</code>	The character <code>x</code>
<code>\\</code>	The backslash character
<code>\"</code>	The character <code>"</code>
Character classes	
<code>[abc]</code>	<code>a</code> , <code>b</code> , or <code>c</code> (simple class)
<code>[^abc]</code>	Any character except <code>a</code> , <code>b</code> , or <code>c</code> (negation)
<code>[a-zA-Z]</code>	<code>a</code> through <code>z</code> or <code>A</code> through <code>Z</code> , inclusive (range)
<code>[a-d[m-p]]</code>	<code>a</code> through <code>d</code> , or <code>m</code> through <code>p</code> : <code>[a-dm-p]</code> (union)
<code>[a-z&&[def]]</code>	<code>d</code> , <code>e</code> , or <code>f</code> (intersection)
<code>[a-z&&[^bc]]</code>	<code>a</code> through <code>z</code> , except for <code>b</code> and <code>c</code> : <code>[ad-z]</code> (subtraction)
<code>[a-z&&[^m-p]]</code>	<code>a</code> through <code>z</code> , and not <code>m</code> through <code>p</code> : <code>[a-lq-z]</code> (subtraction)
Predefined character classes	
<code>.</code>	Any character (may or may not match line terminators)
<code>\d</code>	A digit: <code>[0-9]</code>
<code>\D</code>	A non-digit: <code>[^0-9]</code>
<code>\s</code>	A whitespace character: <code>[\t\n\r\f]</code>
<code>\S</code>	A non-whitespace character: <code>[^\s]</code>
<code>\w</code>	A word character: <code>[a-zA-Z_0-9]</code>
<code>\W</code>	A non-word character: <code>[^\w]</code>
POSIX character classes (US-ASCII only)	
<code>\p{Lower}</code>	A lower-case alphabetic character: <code>[a-z]</code>
<code>\p{Upper}</code>	An upper-case alphabetic character: <code>[A-Z]</code>
<code>\p{ASCII}</code>	All ASCII: <code>[\x00-\x7F]</code>
<code>\p{Alpha}</code>	An alphabetic character: <code>[\p{Lower}\p{Upper}]</code>
<code>\p{Digit}</code>	A decimal digit: <code>[0-9]</code>
<code>\p{Alnum}</code>	An alphanumeric character: <code>[\p{Alpha}\p{Digit}]</code>
<code>\p{Punct}</code>	Punctuation: One of <code>!"#\$%&'()*+,-./:;<=>?@[\\]^_`{ }~</code>
<code>\p{Graph}</code>	A visible character: <code>[\p{Alnum}\p{Punct}]</code>
<code>\p{Print}</code>	A printable character: <code>[\p{Graph}\x20]</code>
<code>\p{Blank}</code>	A space or a tab: <code>[\t]</code>
<code>\p{Cntrl}</code>	A control character: <code>[\x00-\x1F\x7F]</code>
<code>\p{XDigit}</code>	A hexadecimal digit: <code>[0-9a-fA-F]</code>
<code>\p{Space}</code>	A whitespace character: <code>[\t\n\r\f]</code>

Boundary matchers

<code>^</code>	The beginning of a line
<code>\$</code>	The end of a line
<code>\b</code>	A word boundary
<code>\B</code>	A non-word boundary
<code>\A</code>	The beginning of the input
<code>\G</code>	The end of the previous match
<code>\Z</code>	The end of the input but for the final terminator, if any
<code>\z</code>	The end of the input

Greedy quantifiers

<code>X?</code>	X , once or not at all
<code>X*</code>	X , zero or more times
<code>X+</code>	X , one or more times
<code>X{n}</code>	X , exactly n times
<code>X{n, }</code>	X , at least n times
<code>X{n, m}</code>	X , at least n but not more than m times

Reluctant quantifiers

<code>X??</code>	X , once or not at all
<code>X*?</code>	X , zero or more times
<code>X+?</code>	X , one or more times
<code>X{n}?</code>	X , exactly n times
<code>X{n, }?</code>	X , at least n times
<code>X{n, m}?</code>	X , at least n but not more than m times

Possessive quantifiers

<code>X?+</code>	X , once or not at all
<code>X*+</code>	X , zero or more times
<code>X++</code>	X , one or more times
<code>X{n}+</code>	X , exactly n times
<code>X{n, }+</code>	X , at least n times
<code>X{n, m}+</code>	X , at least n but not more than m times

Logical operators

<code>XY</code>	X followed by Y
<code>X Y</code>	Either X or Y
<code>(X)</code>	X

Quotation

<code>\</code>	Nothing, but quotes the following character
<code>\Q</code>	Nothing, but quotes all characters until <code>\E</code>
<code>\E</code>	Nothing, but ends quoting started by <code>\Q</code>