

# Data Structures and Algorithm

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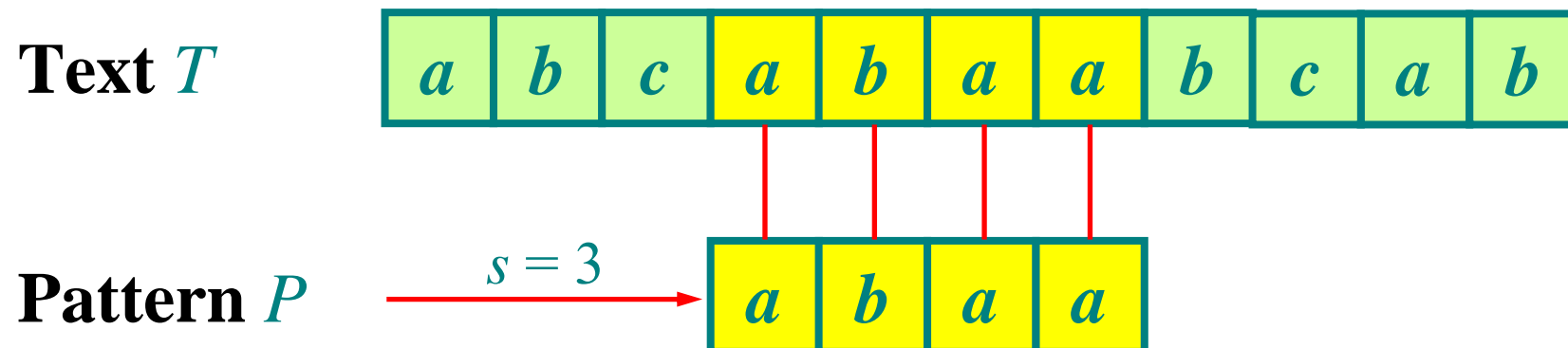


# String matching problem

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Pattern  $P$  *occurs with shift*  $s$  in text  $T$  (or, equivalently, that pattern  $P$  *occurs beginning at position*  $s + 1$  in text  $T$ ) if  $T[s + 1 \dots s + m] = P[1 \dots m]$  and  $0 \leq s \leq n - m$ . If  $P$  occurs with shift  $s$  in  $T$ , then we call  $s$  a *valid shift*.

The *string-matching problem* is the problem of finding *all valid shifts* with which a given pattern  $P$  occurs in a given text  $T$ .



# Notation and terminology

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$\Sigma$	finite alphabet. $\Sigma = \{a, b, \dots, z\}$ .
$\Sigma^*$	set of all finite-length strings formed using characters from the alphabet $\Sigma$ .
$\varepsilon$	zero-length empty string belongs to $\Sigma^*$ .
$ x $	length of a string $x$ .
$xy$	concatenation of two string $x$ and $y$ .
$w \triangleright x$	$w$ is a prefix of a string $x$ , if $x = wy$ for some string $y \in \Sigma^*$ .
$w \triangleleft x$	$w$ is a suffix of a string $x$ , if $x = yw$ for some string $y \in \Sigma^*$ .
$P_k$	$k$ -character prefix $P[1 \dots k]$ of the pattern $P$ .

# Naive string-matching algorithm

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**NAIVE-STRING-MATCHER**( $T, P$ )

1.  $n \leftarrow \text{length}[T]$
2.  $m \leftarrow \text{length}[P]$
3. **for**  $s \leftarrow 0$  **to**  $n - m$
4.     **do if**  $P[1 \dots m] = T[s + 1 \dots s + m]$
5.         **then print** "Pattern occurs with shift"  $s$

*Running time is  $O((n - m + 1)m)$*

# Idea of Rabin-Karp algorithm

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Input characters and string can be represented by *graphical symbols* or *digits*.

Given a pattern  $P[1 \dots m]$ , let  $p$  denote its corresponding decimal value.

$$p = P[m] + 10(P[m - 1]) + \\ 10(P[m - 2] + \dots + 10(P[2] + 10P[1])\dots))$$

We also let  $t_s$  denote the decimal value of the length- $m$  substring  $T[s + 1 \dots s + m]$ , for  $s = 0, 1, \dots, n - m$ .

Then,  $t_s = p$  if and only if  $T[s + 1 \dots s + m] = P[1 \dots m]$ .

# Idea of Rabin-Karp algorithm

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$t_{s+1}$  can be computed from  $t_s$  in constant time, since,

$$t_{s+1} = 10(t_s - 10^{m-1}T[s+1]) + T[s+m+1].$$

Constant is precomputed which  
can be done in time  $O(\lg m)$

For example, if  $m = 5$  and  $t_s = 31415$ , then we remove the high-order digit  $T[s+1] = 3$  and bring in the new low-order digit  $T[s+5+1] = 2$  to obtain

$$\begin{aligned} t_{s+1} &= 10(31415 - 10000 \cdot 3) + 2 \\ &= 14152. \end{aligned}$$

# Improved Rabin-Karp algorithm

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$$t_{s+1} = (10(t_s - T[s + 1]h) + T[s + m + 1]) \bmod q.$$

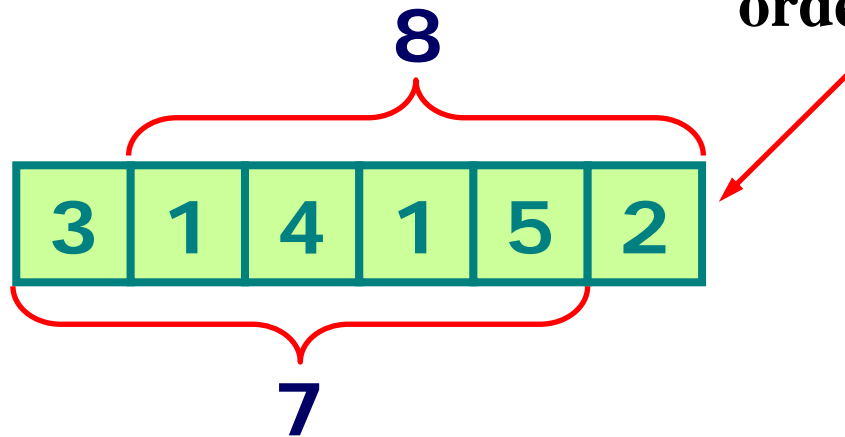
- $q$  is typically chosen as a prime such that  $10q$  just fits within one computer word.
- $h \equiv 10^{m-1} \pmod{q}$ .

# Improved Rabin-Karp algorithm

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**old high-  
order digit**

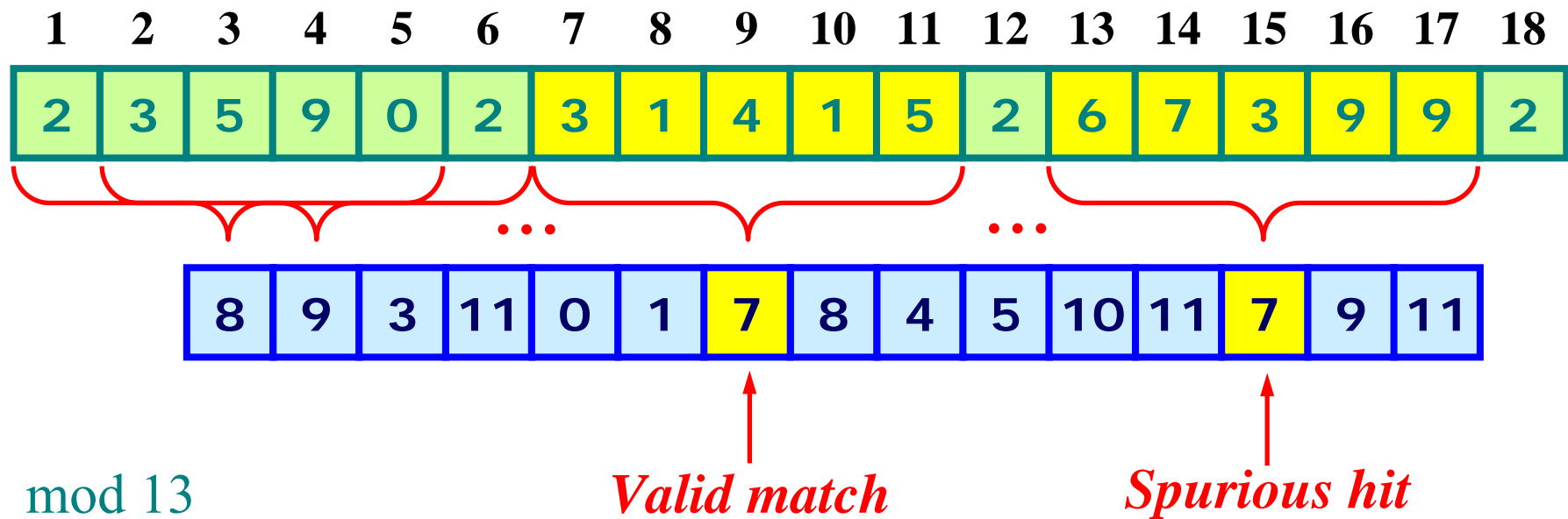
**new low-  
order digit**



$$\begin{aligned} 14152 &\equiv 10 \cdot (31415 - 3 \cdot 10000) + 2 \pmod{13} \\ &\equiv 10 \cdot (31415 - 3 \cdot 3) + 2 \pmod{13} \\ &\equiv 8 \pmod{13} \end{aligned}$$



# Improved Rabin-Karp algorithm



$t_s \equiv p \pmod{q}$  does not imply that  $t_s = p$ .

# Rabin-Karp algorithm

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**RABIN-KARP-MATCHER**( $T, P, d, q$ )

1.  $n \leftarrow \text{length}[T]$
2.  $m \leftarrow \text{length}[P]$
3.  $h \leftarrow d^{m-1} \bmod q$
4.  $p \leftarrow 0$
5.  $t_0 \leftarrow 0$
6. **for**  $i \leftarrow 1$  **to**  $m$  // Preprocessing.
7.     **do**  $p \leftarrow (dp + P[i]) \bmod q$
8.     **do**  $t_0 \leftarrow (dt_0 + T[i]) \bmod q$
9. **for**  $s \leftarrow 0$  **to**  $n - m$  // Matching.
10.     **do if**  $p = t_s$
11.         **then if**  $P[1 \dots m] = T[s + 1 \dots s + m]$
12.             **then print** "Pattern occurs with shift"  $s$
13.     **if**  $s < n - m$
14.         **then**  $t_{s+1} \leftarrow (d(t_s - T[s + 1]h) + T[s + m + 1]) \bmod q$

**Preprocessing**

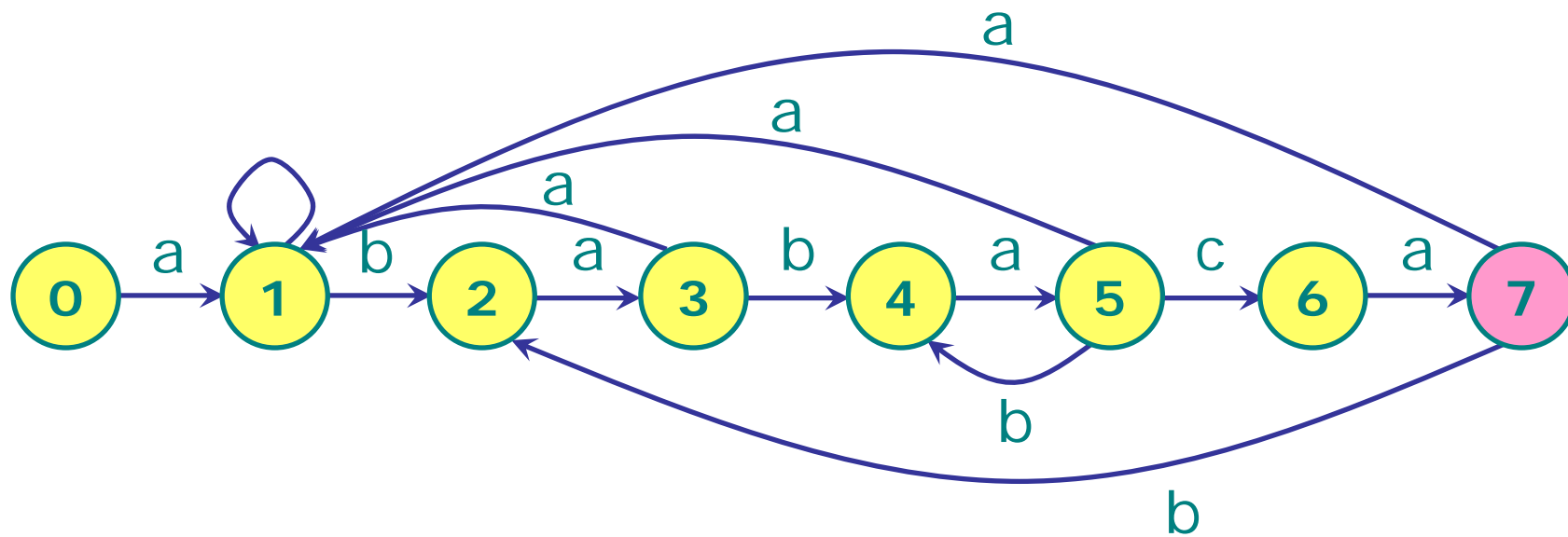
$\Phi(m)$

**Matching**

$O((n - m + 1)m)$

# Finite automaton

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# Finite automaton

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A *finite automaton*  $M$  is a 5-tuple  $(Q, q_0, A, \Sigma, \delta)$

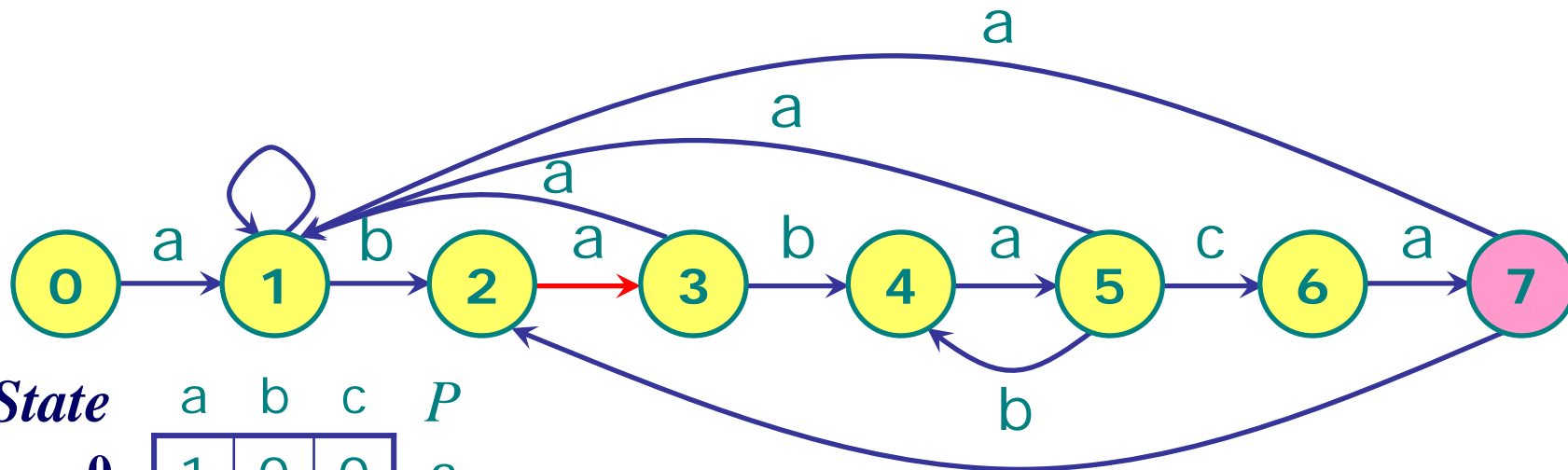
- $Q$  is a finite set of *states*,
- $q_0 \in Q$  is the *start states*,
- $A \subseteq Q$  is a distinguished set of *accepting states*,
- $\Sigma$  is a finite *input alphabet*,
- $\delta$  is a function from  $Q \times \Sigma$  into  $Q$ , called the *transition function* of  $M$ .







# Operation of finite automaton

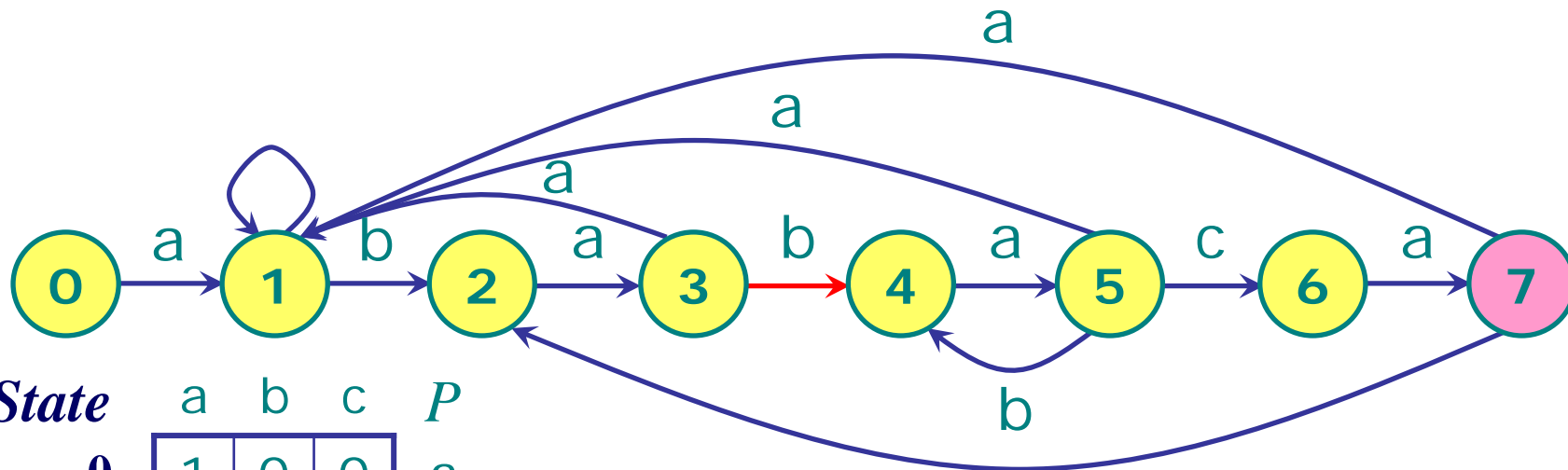


State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$i$	-	1	2	3	4	5	6	7	8	9	10	11
$T[i]$	-	a	b	a	b	a	b	a	c	a	b	a
$\delta$	0	1	2	3								



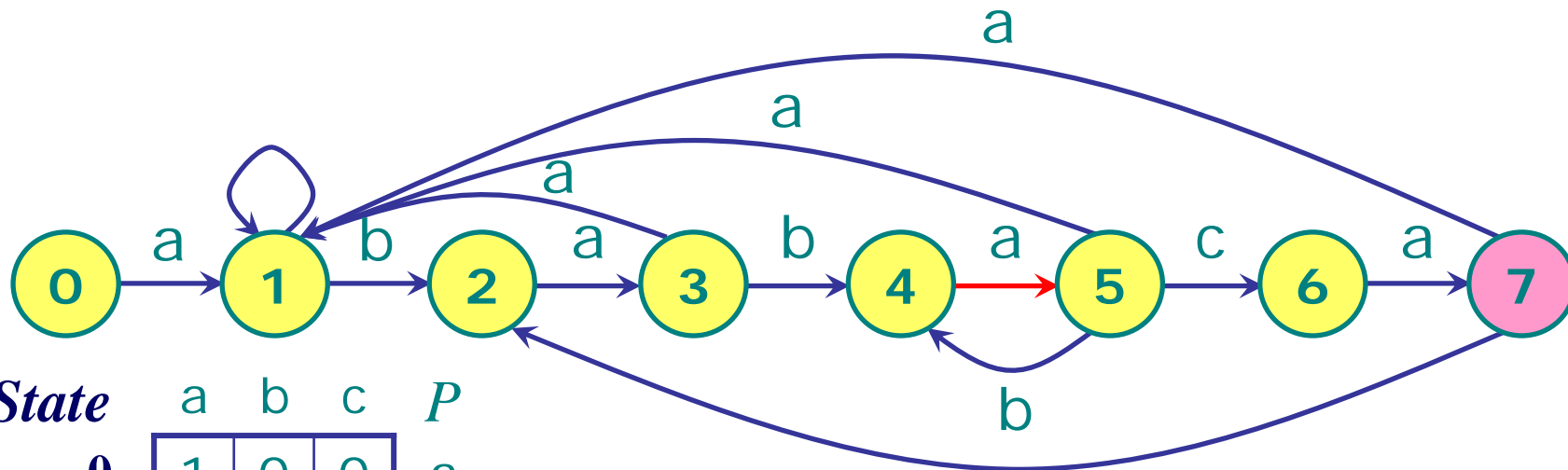
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$i$	-	1	2	3	4	5	6	7	8	9	10	11
$T[i]$	-	a	b	a	b	a	b	a	c	a	b	a
$\delta$	0	1	2	3	4							

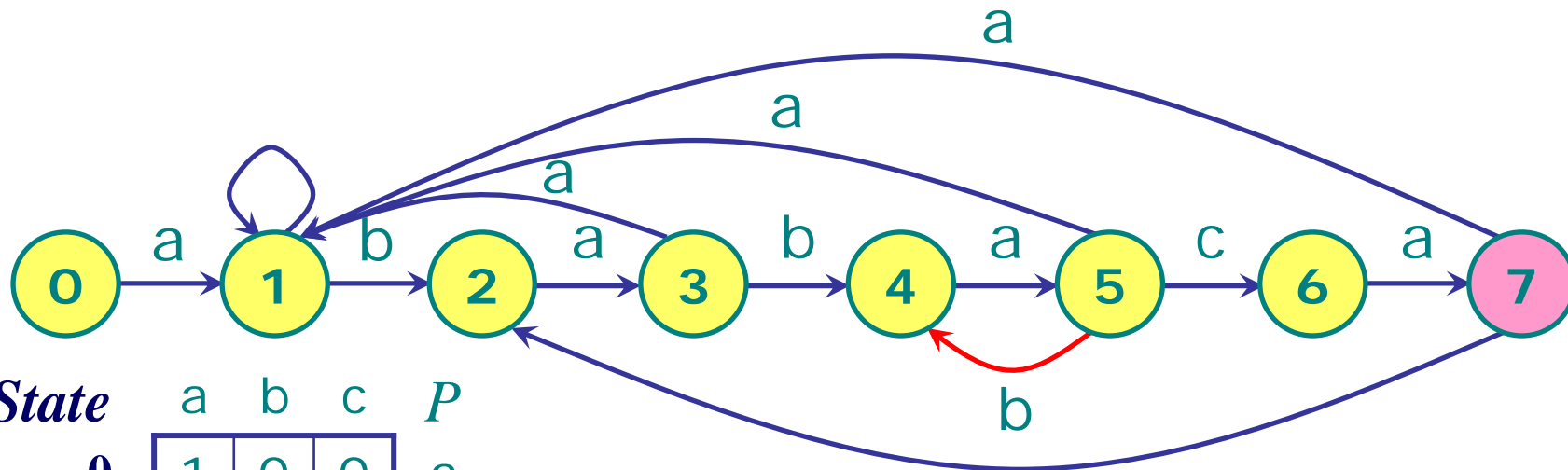
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$T[i]$	$i$	0	1	2	3	4	5	6	7	8	9	10	11
$\delta$	0	1	2	3	4	5							
	1	a	b	a	b	a	b	a	c	a	b	a	

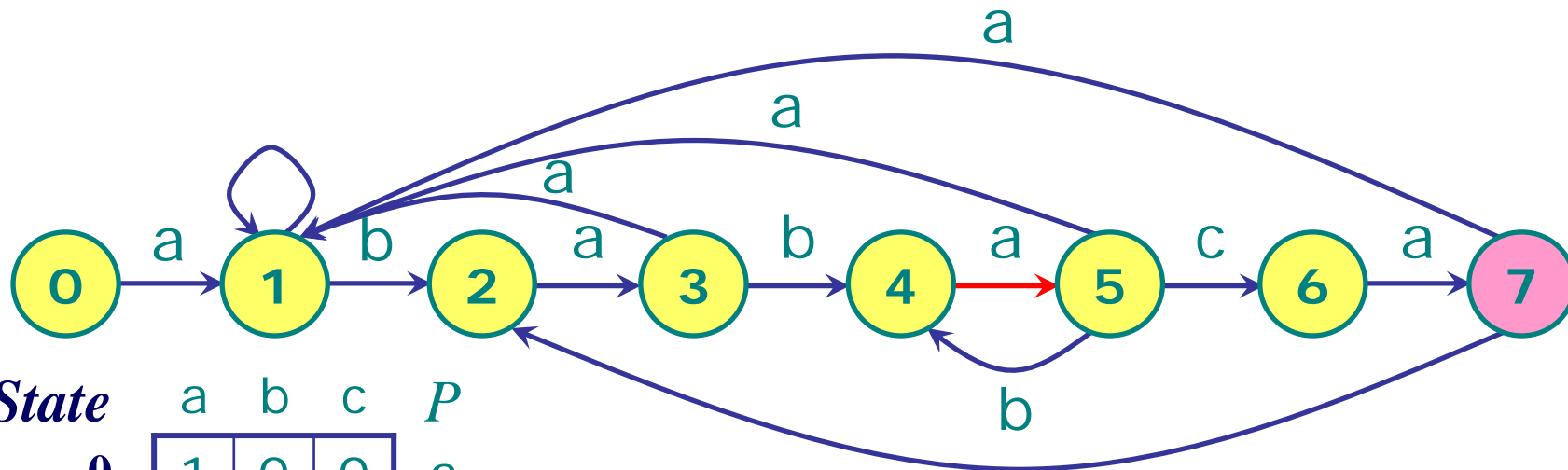
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$T[i]$	$i$	0	1	2	3	4	5	6	7	8	9	10	11
$\delta$	0	0	1	2	3	4	5	4					
			a	b	a	b	a	b	a	c	a	b	a

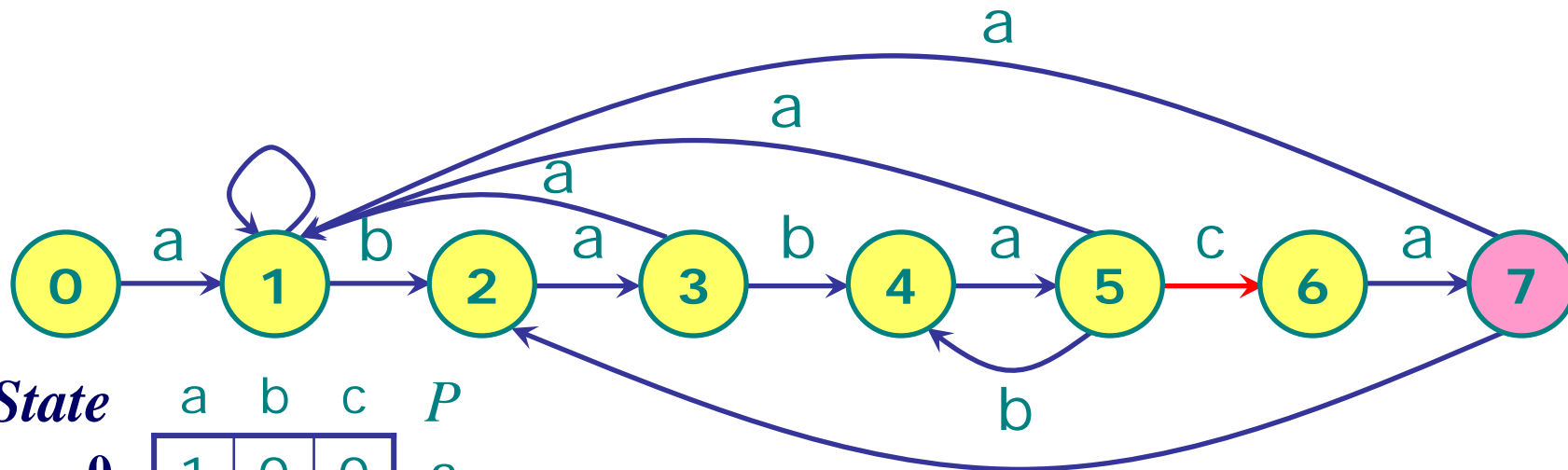
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$i$	-	1	2	3	4	5	6	7	8	9	10	11
$T[i]$	-	a	b	a	b	a	b	a	c	a	b	a
$\delta$	0	1	2	3	4	5	4	5				

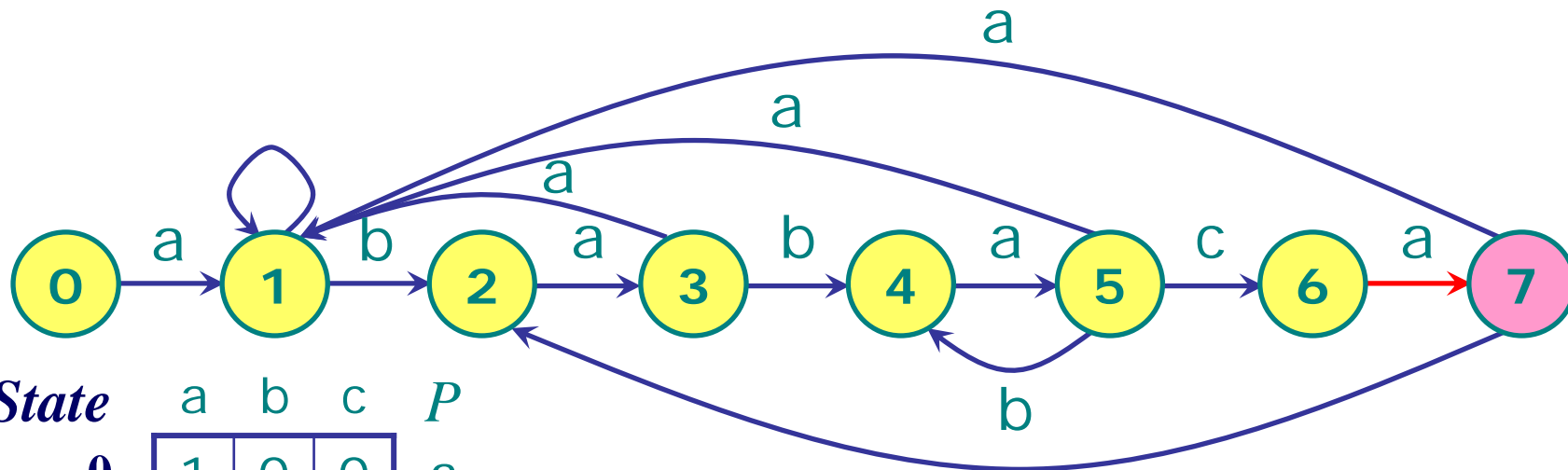
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$T[i]$	$i$	0	1	2	3	4	5	6	7	8	9	10	11
$\delta$	0	0	1	2	3	4	5	4	5	6			
	1	a	b	a	b	a	b	a	b	a	c	a	b

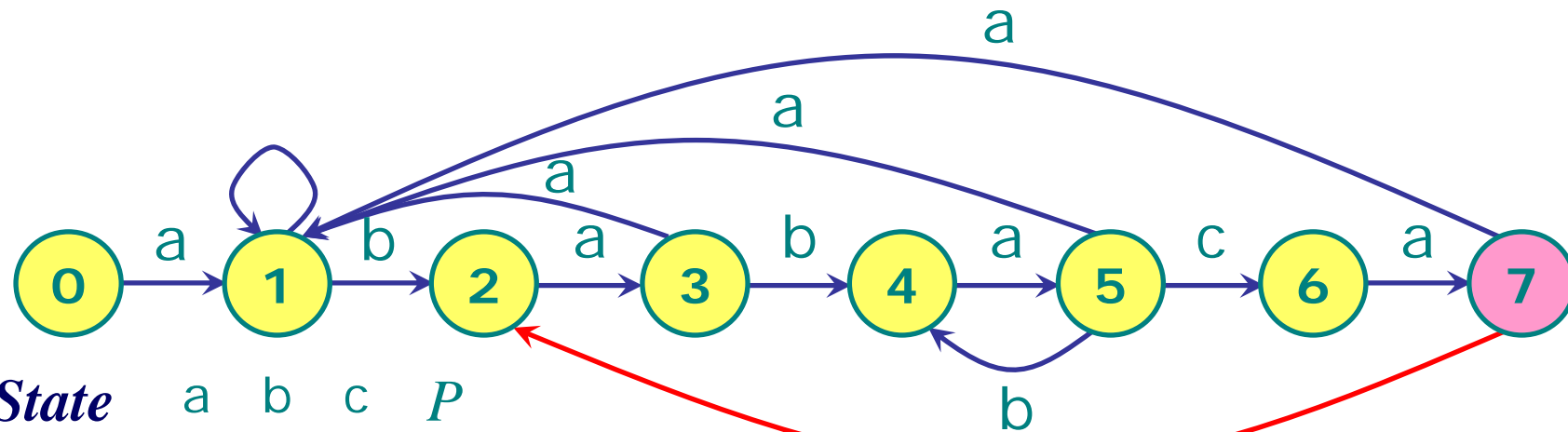
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$T[i]$	$i$	0	1	2	3	4	5	6	7	8	9	10	11
$\delta$	0	1	2	3	4	5	4	5	6	7			
	1	a	b	a	b	a	b	a	c	a	b	a	

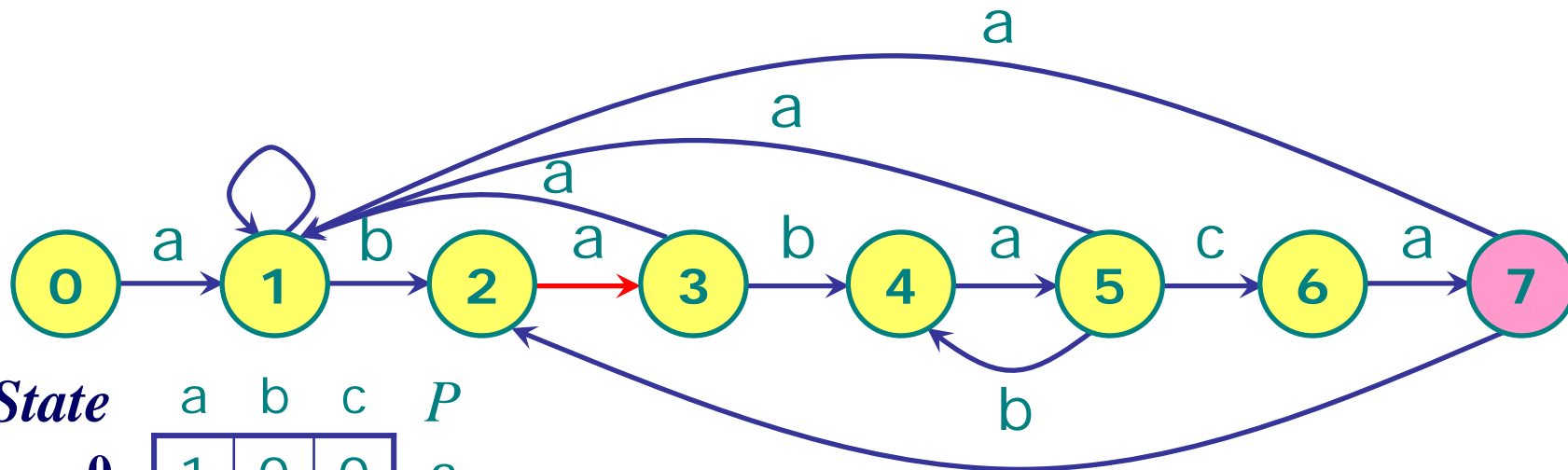
# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$i$	0	1	2	3	4	5	6	7	8	9	10	11
$T[i]$	-	a	b	a	b	a	b	a	c	a	b	a
$\delta$	0	1	2	3	4	5	4	5	6	7	2	

# Operation of finite automaton

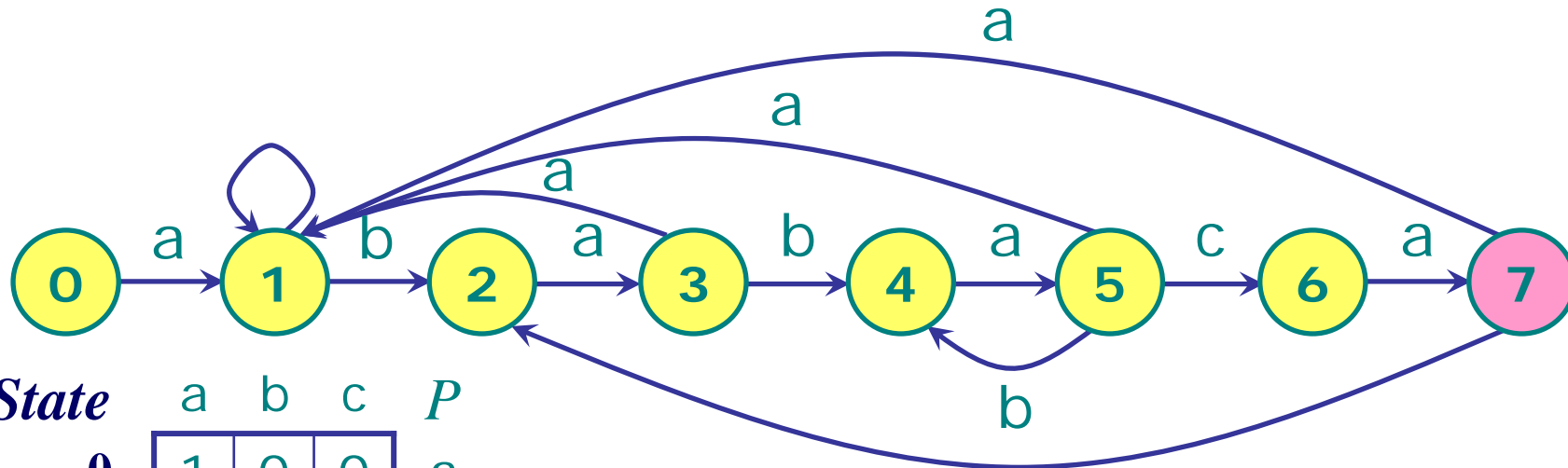


State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$T[i]$	$i$	0	1	2	3	4	5	6	7	8	9	10	11
$\delta$	0	1	2	3	4	5	4	5	6	7	2	3	



# Operation of finite automaton



State	a	b	c	P
0	1	0	0	a
1	1	2	0	b
2	3	0	0	a
3	1	4	0	b
4	5	0	0	a
5	1	4	6	c
6	7	0	0	a
7	1	2	0	

$i$	0	1	2	3	4	5	6	7	8	9	10	11
$T[i]$	-	a	b	a	b	a	b	a	c	a	b	a
$\delta$	0	1	2	3	4	5	4	5	6	7	2	3

# String matching with finite automata

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## **FINITE-AUTOMATON-MATCHER**( $T, \delta, m$ )

1.  $n \leftarrow \text{length}[T]$
2.  $q \leftarrow 0$
3. **for**  $i \leftarrow 1$  **to**  $n$
4.     **do**  $q \leftarrow \delta(q, T[i])$
5.     **if**  $q = m$
6.         **then** print "Pattern occurs with shift"  $i - m$

*Running time is  $\Theta(n)$*

# Computing the transition function

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## COMPUTE-TRANSITION-FUNCTION( $P, \Sigma$ )

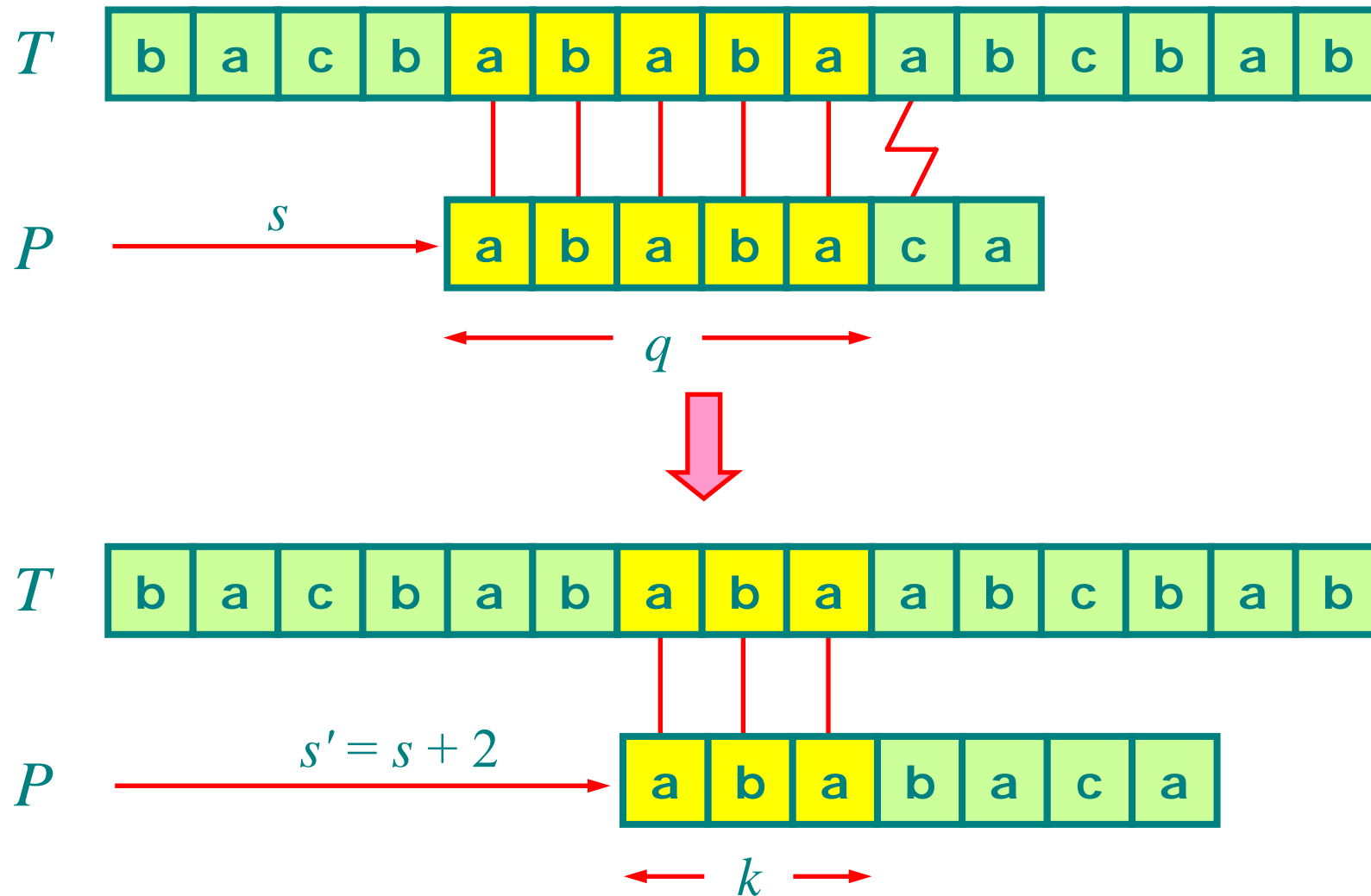
1.  $m \leftarrow \text{length}[P]$
2. **for**  $q \leftarrow 0$  **to**  $m$
3.     **do for** each character  $a \in \Sigma$
4.         **do**  $k \leftarrow \min(m + 1, q + 2)$
5.             **repeat**  $k \leftarrow k - 1$
6.             **until**  $P_k \triangleleft P_q a$
7.              $\delta(q, a) \leftarrow k$
8. **return**  $\delta$

*Running time is  $O(m^3|\Sigma|)$*

# Computing the transition function

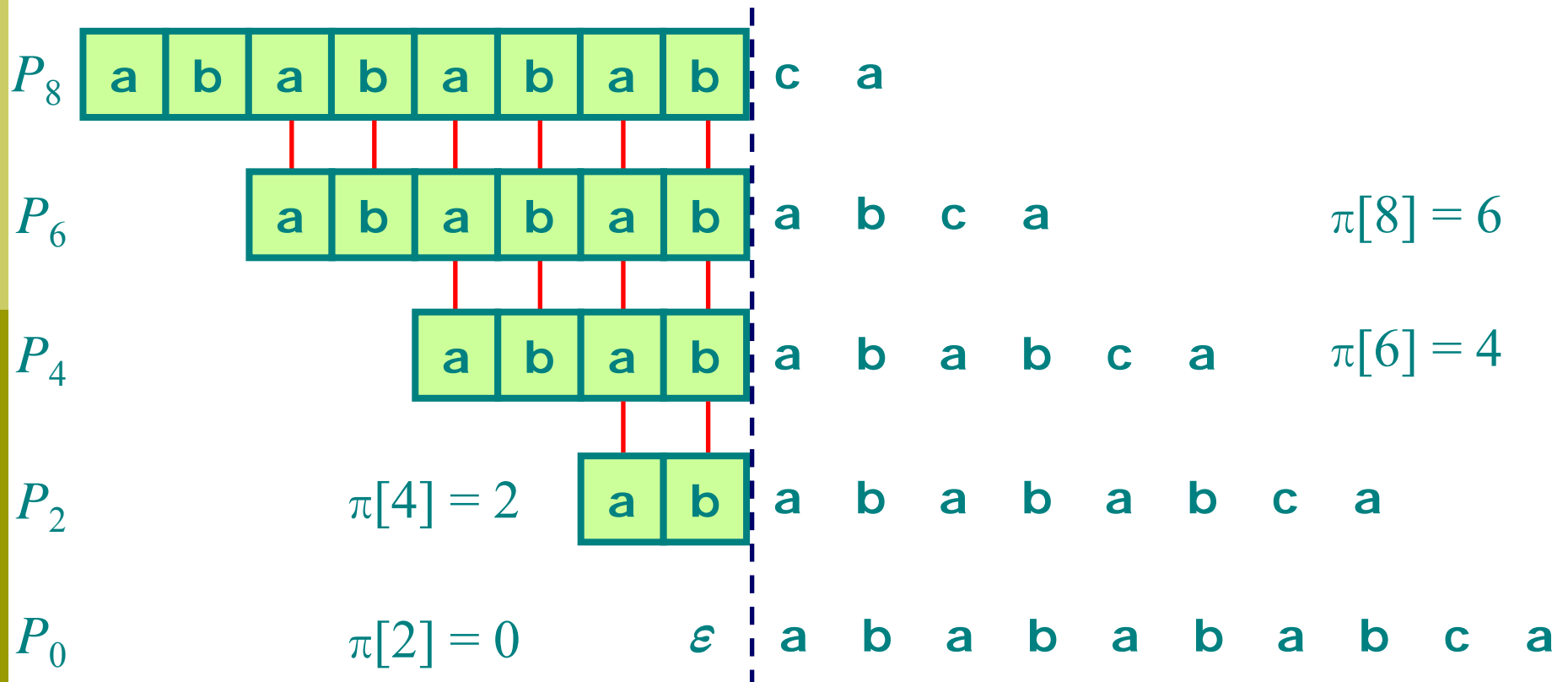
<i>Step</i>	<i>m</i>	<i>q</i>	<i>a</i>	<i>k</i>	$P_k \triangleleft P_q a$	$\delta$
<b>1</b>	7	0	<i>a</i>	1	$a \triangleleft a$	$\delta(0, a) = 1$
<b>2</b>			<i>b</i>	1	$a \triangleleft b$	
<b>3</b>				0	$\varepsilon \triangleleft b$	$\delta(0, b) = 0$
<b>4</b>			<i>c</i>	1	$a \triangleleft c$	
<b>5</b>				0	$\varepsilon \triangleleft c$	$\delta(0, c) = 0$
<b>6</b>		1	<i>a</i>	2	$ab \triangleleft aa$	
<b>7</b>				1	$a \triangleleft aa$	$\delta(1, a) = 1$
<b>8</b>			<i>b</i>	2	$ab \triangleleft ab$	$\delta(1, b) = 2$
<b>9</b>			<i>c</i>	2	$ab \triangleleft ac$	
<b>10</b>				1	$a \triangleleft ac$	
<b>11</b>				0	$\varepsilon \triangleleft ac$	$\delta(1, c) = 0$
<b>12</b>	...	...	...	...	...	...

# Idea of Knuth-Morris-Pratt algorithm



# Idea of Knuth-Morris-Pratt algorithm

$i$	1	2	3	4	5	6	7	8	9	10
$P[i]$	a	b	a	b	a	b	a	b	c	a
$\pi[i]$	0	0	1	2	3	4	5	6	0	1



# Knuth-Morris-Pratt algorithm

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## **KMP-MATCHER**( $T, P$ )

1.  $n \leftarrow \text{length}[T]$
2.  $m \leftarrow \text{length}[P]$
3.  $\pi \leftarrow \text{COMPUTE-PREFIX-FUNCTION}(P)$
4.  $q \leftarrow 0$
5. **for**  $i \leftarrow 1$  **to**  $n$
6.       **do while**  $q > 0$  and  $P[q + 1] \neq T[i]$
7.               **do**  $q \leftarrow \pi[q]$
8.       **if**  $P[q + 1] = T[i]$
9.               **then**  $q \leftarrow q + 1$
10.       **if**  $q = m$
11.               **then** print "Pattern occurs with shift"  $i - m$
12.                $q \leftarrow \pi[q]$

*Running time is  $\Theta(n)$*

# Computing prefix function

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## COMPUTE-PREFIX-FUNCTION( $P$ )

1.  $m \leftarrow \text{length}[P]$
2.  $\pi[1] \leftarrow 0$
3.  $k \leftarrow 0$
4. **for**  $q \leftarrow 2$  **to**  $m$
5.     **do while**  $k > 0$  and  $P[k + 1] \neq P[q]$
6.         **do**  $k \leftarrow \pi[k]$
7.     **if**  $P[k + 1] = P[q]$
8.         **then**  $k \leftarrow k + 1$
9.      $\pi[q] \leftarrow k$
10. **return**  $\pi$

*Running time is  $\Theta(m)$*



# Computing prefix function

<i>Step</i>	<i>m</i>	<i>q</i>	<i>k</i>	$P[k + 1] = P[q]$	$\pi$
<b>1</b>	10		0		$\pi(1) = 0$
<b>2</b>		2		$P[1] = a \neq b = P[2]$	$\pi(2) = 0$
<b>3</b>		3		$P[1] = a = a = P[3]$	
<b>4</b>			1		$\pi(3) = 1$
<b>5</b>		4		$P[2] = b = b = P[4]$	
<b>6</b>			2		$\pi(4) = 2$
<b>7</b>		5		$P[3] = a = a = P[5]$	
<b>8</b>			3		$\pi(5) = 3$
<b>9</b>		6		$P[4] = b = b = P[6]$	
<b>10</b>			4		$\pi(6) = 4$
<b>11</b>		7		$P[5] = a = a = P[7]$	
<b>12</b>			5		$\pi(7) = 5$

# Computing prefix function (cont.)

<i>Step</i>	<i>m</i>	<i>q</i>	<i>k</i>	$P[k + 1] = P[q]$	$\pi$
<b>13</b>	10	8		$P[6] = b = b = P[8]$	
<b>14</b>			6		$\pi(8) = 6$
<b>15</b>		9		$P[7] = a \neq c = P[9]$	
<b>16</b>			4	$P[5] = a \neq c = P[9]$	
<b>17</b>			2	$P[3] = a \neq c = P[9]$	
<b>18</b>			0		$\pi(9) = 0$

# String matching algorithms

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<b>Algorithms</b>	<b>Preprocessing time</b>	<b>Matching time</b>
Naive	$0$	$O((n - m + 1)m)$
Rabin-Karp	$\Theta(m)$	$O((n - m + 1)m)$
Finite automaton	$O(m \Sigma )$	$\Theta(n)$
Knuth-Morris-Pratt	$\Theta(m)$	$\Theta(n)$

*Any question?*



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