# Next Computational Problem: String Searching

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## Problem Specification

#### Inputs:

- (1) A string of **n** characters from a pre-specified alphabet in which to search, called the "text" T
- (2) Another string of **m** characters from the same alphabet that is being searched for, called the "pattern" P, **m≤n**

**Outputs**: Print the locations of **all** occurrences of P in T, each stated in terms of the "shifts" s,  $0 \le s \le n-m$  — the number of characters that have to be skipped over to get to that occurrence of P; if P does not appear in T then print nothing

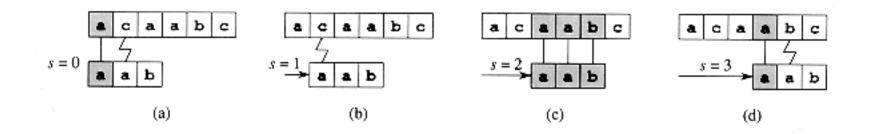
**Correctness criterion**: For every s printed, P must appear in T at locations s+1...s+m

## String Searching/Matching

Applicable whenever what you are searching for and where you are searching can both me modeled as strings from an alphabet

E.g.,
Searching for specific genes in DNA
Searching for words in documents
Web searching

#### What is an obvious or naïve strategy?



```
Naïve-String-Matcher (T,P: arrays of char)
```

- 1 n=T.length
- 2 m=P.length
- 3 for s=0 to n-m
- 4 if P[1...m] = T[s+1...s+m]
- 5 print "pattern occurs with shift" s

#### Complexity:

$$O(m(n-m+1))=O(mn-m^2+1)=O(mn)$$
 when m

### Rabin-Karp Algorithm

- Key idea:
  - Convert string P into a number #P=456
  - Convert string T into a number #T=34567
  - Look for #P in #T
  - Why is it better than naïve matching?
    - Because numbers can be checked for equality without matching digit by digit!

# How to convert a character string to a number?

- Suppose size of alphabet = d
- So there are d possible characters
- Assign a digit 0...(d-1) to each
- Replace string with the digits
- Then you get a number in the base d

### Example

- Alphabet has 10 characters a...j
- a=0, b=1,...j=9
- P=bcd, #P=123
- Same transformation applied to the text string T

## Computing the "value" of a number

- But there is the problem of computing the value of #P
- #P=345 on a base of 10 => value of #P =  $3.10^2 + 4.10^1 + 5.10^0$
- To convert an m-character string  $a_{m-1}a_{m-2}....a_1a_0$  to a number in base d one has to compute  $a_0d^0+a_1d^1+....a_{m-1}d^{m-1}$
- This can be efficiently calculated by Horner's rule:  $a_0d^0+a_1d^1+\dots a_{m-1}d^{m-1}$  =  $a_0+d(a_1+d(a_2+\dots d(a_{m-1}))))$  E.g., 345=5+10(4+10(3))
- Computing the value of an m-digit number corresponding to an m-character Pattern can be done with  $\Theta(m)$  basic operations

### But what about matching with T?

- if |P|=m and |T|=n then (n-m+1) substrings of length m have to be converted too before #P can be compared with each!
- Say #P=456 and #T=34567 then #P needs to be equality checked with 345, 456 and 567
- Complexity  $(n-m+1)^* \Theta(m) = \Theta(m(n-m+1))$
- naïve matching is O(m(n-m+1))

#### Be Smart

- Say #P=456 and #T=34567 so m=3, n=5
- 456 has to be compared with each of  $t_0$ = 345,  $t_1$ = 456,  $t_2$ = 567
- Once "value"  $t_0$ =345 is calculated, "value" of  $t_1$  = 10(345-102\*3)+6
- Once "value"  $t_1$  of is calculated, "value" of  $t_2$  =  $10(456-10^{2*}4)+7$

#### In General

- For s=0...n-m let  $t_s$  be the m-character-long substring of text T[s+1...s+m]
- Then  $t_0 = T[1...m]$ ,  $t_1 = T[2...m+1]$  and so on
- t<sub>s+1</sub> can be calculated directly from t<sub>s</sub> in constant time (8 arithmetic operations and 2 array references)!
- $t_{s+1} = d(t_s d^{m-1}T[s+1]) + T[s+m+1]$
- If the base d is 10,  $t_{s+1}=10(t_s-10^{m-1}T[s+1])+T[s+m+1]$

### Strategy

- 1. Let m=|P| and n=|T|
- 2. Precompute  $d^{m-1}$  (for repeated use in calculating  $t_{s+1}$  from  $t_s$
- 3. Calculate #P and #t<sub>0</sub>
- 4. Repeat for i=0 to (n-m)
  - 1. Check if  $\#P = \#t_i$
  - 2. If so one occurrence of P found
  - 3. Calculate #t<sub>i+1</sub> from #t<sub>i</sub>
- Complexity:  $\Theta(m)+\Theta(n-m+1)=\Theta(n-m+1)=O(n)$  when m<n

#### One issue!

How big can these numbers get?

Solution: Calculate all numbers modulo q where q is a large prime number

Problem:  $\#t_s$  (modulo q) == #P (modulo q) DOES NOT mean that  $\#t_s == \#P$ 

BUT

 $\#t_s(\text{modulo q}) \neq \#P(\text{modulo q}) \text{ DOES mean that } \#t_s \neq \#P$ 

So spurious hits/matches can occur. Therefore each match needs to be verified character by character.

```
R-K-MATCHER(T,P,d,q)
1 n=T.length
2 m=P.length
3 h = d^{m-1} \mod q
4 p=0
5 t_0 = 0
6 for i=1 to m
                                     //preprocessing
        p=(dp+P[i]) \mod q
         t_0 = (dt_0 + T[i]) \mod q
8
                                     //matching
9 for s=0 to n-m
         if p==t_s
10
                  if P[1...m] = T[s+1...s+m]
11
                            print "P occurs with shift" s
12
13
         if s<m
                  t_{s+1} = (d(t_s - T[s+1]h) + T[s+m+1) \mod q
14
```

## Complexity Change

- At most (n-m+1) matches, each requiring m character comparisons to verify
- New Complexity:

$$\Theta(m)+\Theta(n-m+1)+O(m(n-m+1))=O(m(n-m+1))$$
: same as naïve matcher in the worst case!

#### BUT

• in practice only small number of matches (~ a constant number c) are found so the complexity is actually closer to  $\Theta(m)+\Theta(n-m+1)+O(cm)$  where c is a constant =  $\Theta(m)+O(n)+O(m)=\Theta(m)+O(n)$  when m<n

### Reading Assignments

- Chapter Introduction
  - omit Notation and Terminology (p. 986-987)
- 32.1
- 32.2 (omit the discussion on p.994)

## Thinking Assignments

- Problems 32.1-1 & 32.1-2
- Problems 32.2-1 & 32.2-2