

Experiment No : 10

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Roll No: 31

Batch: B

Problem Statement:

Objective:

Expected Outcome:

Theory:

To implement KMP Algorithm for String Matching

- To be able to implement a string matching algorithm.
- To find the occurrence of pattern string in the text string.
- To implement pre-processing and matching step.

The **KMP Algorithm** (or Knuth, Morris and Pratt string searching algorithm) cleverly make use of previous comparison's data. It can search a pattern in $O(n)$ time as it never re-compares a text symbol that has matched a pattern symbol. However, it uses a partial match table to analyze the pattern structure. Construction of partial match table takes $O(m)$ time. Therefore, the overall complexity of the KMP algorithm is $O(m + n)$.

Algorithm:

```
algorithm kmp_search:
  input:
    an array of characters, S (the text to be searched)
    an array of characters, W (the word sought)
  output:
    an array of integers, P (positions in S at which W
    is found)
    an integer, nP (number of positions)

  define variables:
    an integer, j  $\leftarrow$  0 (the position of the current
    character in S)
    an integer, k  $\leftarrow$  0 (the position of the current
    character in W)
    an array of integers, T (the table, computed
    elsewhere)

  let nP  $\leftarrow$  0

  while j < length(S) do
    if W[k] = S[j] then
      let j  $\leftarrow$  j + 1
      let k  $\leftarrow$  k + 1
      if k = length(W) then
        (occurrence found, if only first occurrence
        is needed, m  $\leftarrow$  j - k may be returned here)
        let P[nP]  $\leftarrow$  j - k, nP  $\leftarrow$  nP + 1
        let k  $\leftarrow$  T[k] (T[length(W)] can't be -1)
```

Subject: Analysis of Algorithm

Sem: IV(2019-20)

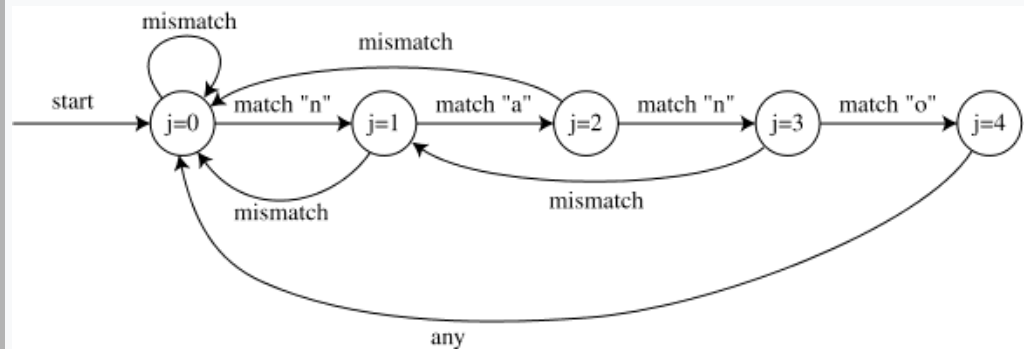
Subject

In-charge: Ditty Varghese

```

else
    let  $k \leftarrow T[k]$ 
    if  $k < 0$  then
        let  $j \leftarrow j + 1$ 
        let  $k \leftarrow k + 1$ 

```



Program Code:

```

#include <stdio.h>
#include <conio.h>
#include <string.h>

void longest_prefix_suffix(char P[], int f[])
{
    int i, j, m;
    m = strlen(P);

    j = 0;
    i = 1;
    f[0] = 0;

    while(i < m)
    {
        if(P[i] == P[j])
        {
            f[i] = j + 1;
            i++;
            j++;
        }
        else
        {
            if(j != 0)
                j = f[j-1];
            else
            {
                f[i] = 0;
                i++;
            }
        }
    }
}

```

```

    }

    printf("\nPrefix-Suffix array is as shown : \n");
    for(i = 0; i < m; i++)
        printf("%d ", f[i]);
    printf("\n");
}

void KMP(char T[], char P[])
{
    int i, j, m, n;
    int f[100];

    longest_prefix_suffix(P, f);

    m = strlen(P);
    n = strlen(T);

    i = 0; j = 0;

    while(i < n)
    {
        if(P[j] == T[i])
        {
            j++;
            i++;
        }

        if(j == m)
        {
            printf("\nPattern found at position %d\n", i-
j);
            j = f[j-1];
        }
        else if(P[j] != T[i])
        {
            if(j != 0)
                j = f[j-1];
            else
                i = i + 1;
        }
    }
}

```

```

void main()
{
    char T[100], P[100];
    clrscr();

    printf("\nEnter the Text string    : ");
    gets(T);

    printf("\nEnter the Pattern string : ");
    gets(P);

    KMP(T, P);

    getch();
}

```

**Output
Snapshot:**

```

Enter the Text string    : ababaabaab

Enter the Pattern string : abaa

Prefix-Suffix array is as shown :
0 0 1 1

Pattern found at position 2

Pattern found at position 5

_

```

```

Enter the Text string    : ababcabababd

Enter the Pattern string : ababd

Prefix-Suffix array is as shown :
0 0 1 2 0

Pattern found at position 10

```

Application

Its imperative applications are Spell Checkers, Spam Filters, Intrusion Detection System, Search Engines, Plagiarism Detection, Bioinformatics, Digital Forensics and Information Retrieval Systems etc.

Outcome:

Successfully implemented Knuth-Morris-Pratt Algorithm for String (Pattern) Matching in C.