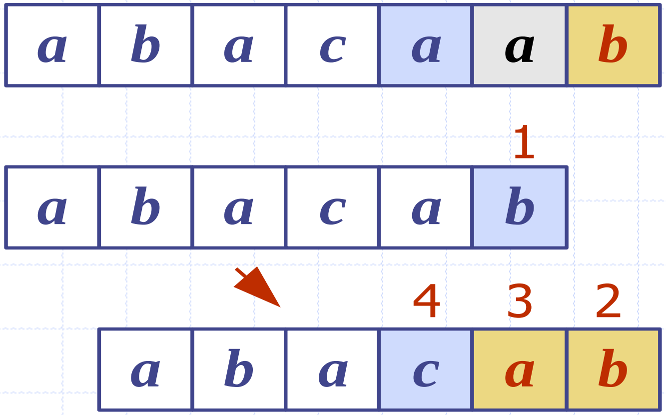
Pattern Matching



Pattern Matching (Some slides
from **Dimitrios Katsaros)**

Outline

- Strings
- Pattern matching algorithms
  - Brute-force algorithm
  - Boyer-Moore algorithm
  - Knuth-Morris-Pratt algorithm

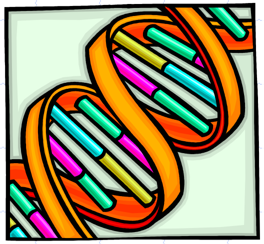
Strings

- A string is a sequence of characters
- Examples of strings:
  - Java program
  - HTML document
  - DNA sequence
  - Digitized image
- An alphabet Σ is the set of possible characters for a family of strings
- Example of alphabets:
  - ASCII
  - Unicode
  - {0, 1}
  - {A, C, G, T}

Strings

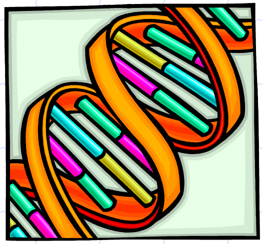
- Let P be a string of size m
  - A substring $P[i \,..\, j]$ of P is the subsequence of P consisting of the characters with ranks between i and j
  - A prefix of P is a substring of the type $P[0 \,..\, i]$
  - A suffix of P is a substring of the type $P[i \,..m - 1]$
- Given strings T (text) and P (pattern), the pattern matching problem consists of finding a substring of T equal to P
- Applications:
  - Text editors
  - Search engines
  - Biological research

Brute-Force Algorithm



- The brute-force pattern matching algorithm compares the pattern P with the text T for each possible shift of P relative to T, until either
  - a match is found, or
  - all placements of the pattern have been tried
- Brute-force pattern matching runs in time $O(nm)$
- Example of worst case:
  - $T = aaa \ldots ah$
  - $P = aaah$
  - may occur in images and DNA sequences
  - unlikely in English text

Brute-Force Algorithm



Algorithm *BruteForceMatch*(T, P)

Input text T of size n and pattern P of size m

Output starting index of a substring of T equal to P or -1 if no such substring exists

for $i \leftarrow 0$ **to** $n - m$

  { test shift i of the pattern }

  $j \leftarrow 0$

  while $j < m \wedge T[i + j] = P[j]$

    $j \leftarrow j + 1$

  if $j = m$

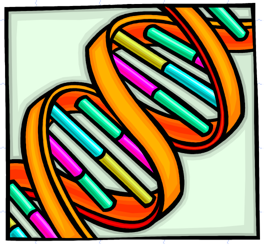
    return i {match at i}

  else

    break while loop {mismatch}

return -1 {no match anywhere}

Brute-Force Algorithm



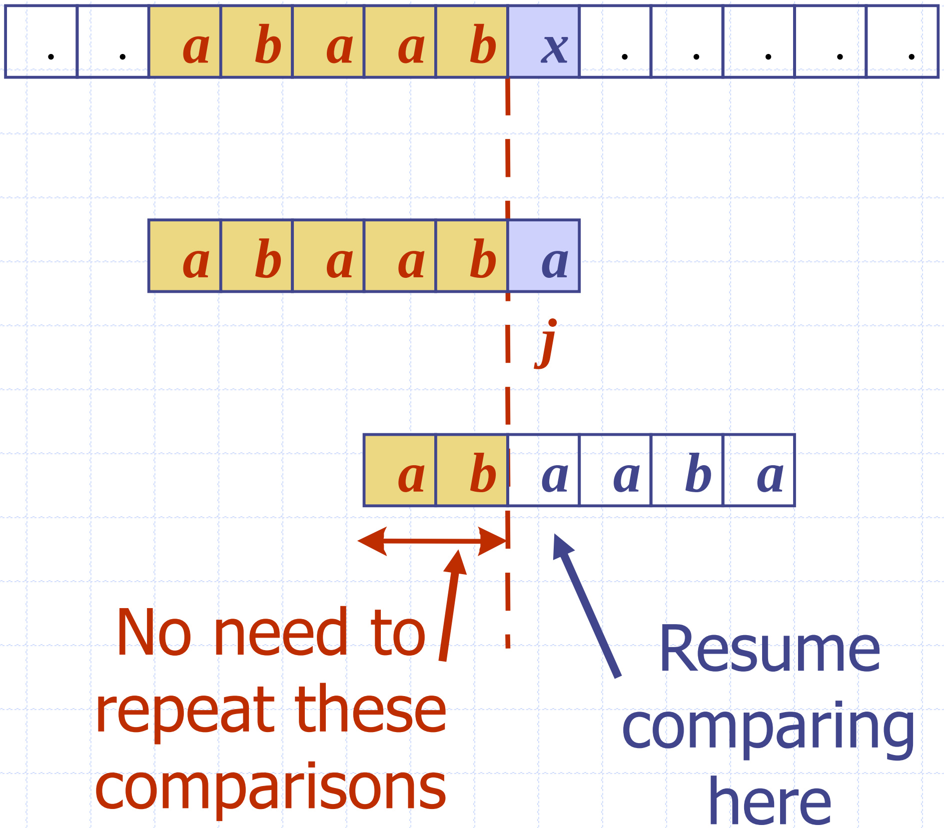
http://whocouldthat.be/visualizing-string-matching/

```
function brute_force(text[], pattern[])
{
  // let n be the size of the text and m the size of the
  // pattern

  for(i = 0; i < n; i++) {
    for(j = 0; j < m && i + j < n; j++)
      if(text[i + j] != pattern[j]) break;
      // mismatch found, break the inner loop
    if(j == m) // match found
  }
}
```

The KMP Algorithm - Motivation

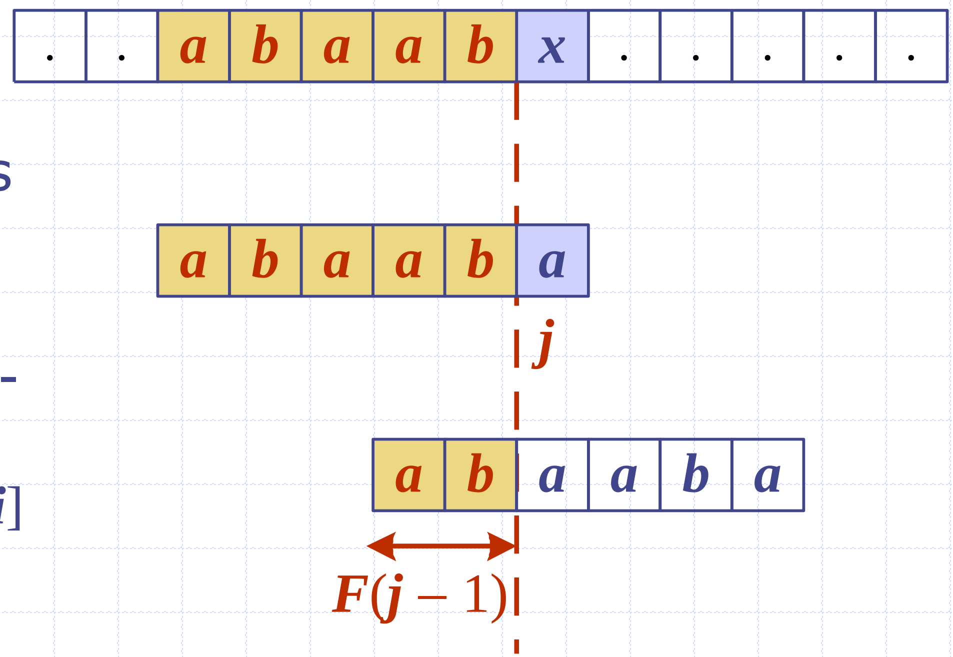
- Knuth-Morris-Pratt's algorithm compares the pattern to the text in **left-to-right**, but shifts the pattern more intelligently than the brute-force algorithm.
- When a mismatch occurs, what is the **most** we can shift the pattern so as to avoid redundant comparisons?
- Answer: the largest prefix of $P[0..j]$ that is a suffix of $P[1..j]$



KMP Failure Function

- Knuth-Morris-Pratt's algorithm preprocesses the pattern to find matches of prefixes of the pattern with the pattern itself
- The **failure function** $F(j)$ is defined as the size of the largest prefix of $P[0..j]$ that is also a suffix of $P[1..j]$
- Knuth-Morris-Pratt's algorithm modifies the brute-force algorithm so that if a mismatch occurs at $P[j] \neq T[i]$ we set $j \leftarrow F(j-1)$

j	0	1	2	3	4	5
$P[j]$	a	b	a	a	b	a
$F(j)$	0	0	1	1	2	3



KMP Failure Function

b is not appearing in prefex
so set 0
a is appearing in prefix so set it to 1
ab is appearing in prefix so set it 2
aba is largest prefix which is also
a suffix

j	0	1	2	3	4	5
$P[j]$	a	b	a	a	b	a
$F(j)$	0	0	1	1	2	3

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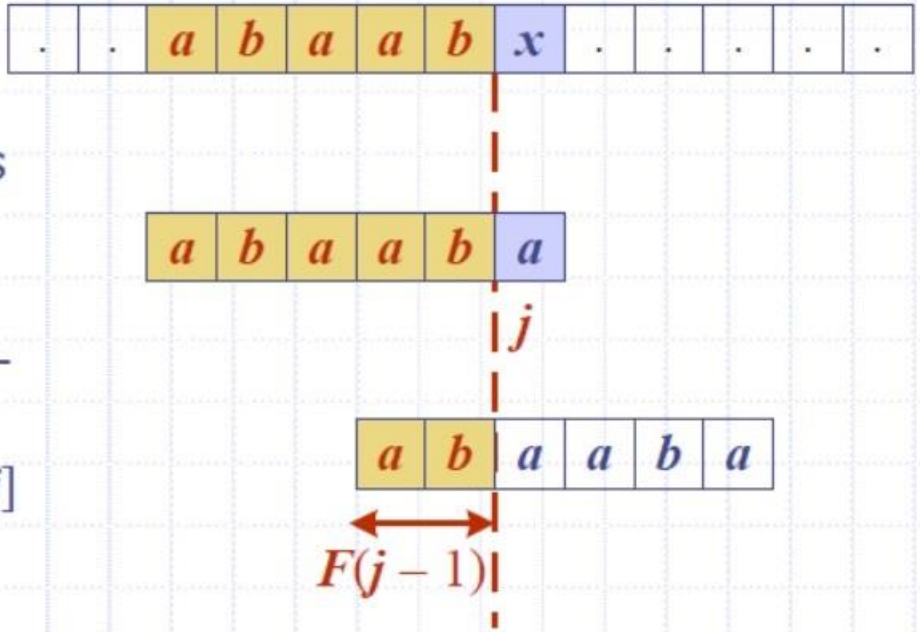
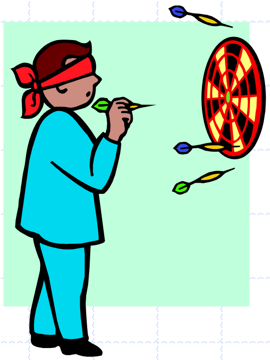


The KMP Algorithm

- The failure function can be represented by an array and can be computed in $O(m)$ time
- At each iteration of the while-loop, either
  - i increases by one, or
  - the shift amount $i - j$ increases by at least one (observe that $F(j - 1) < j$)
- Hence, there are no more than $2n$ iterations of the while-loop
- Thus, KMP's algorithm runs in optimal time $O(m + n)$

```
Algorithm KMPMatch(T, P)
    F ← failureFunction(P)
    i ← 0
    j ← 0
    while i < n
        if T[i] = P[j]
            if j = m − 1
                return i − j { match }
            else
                i ← i + 1
                j ← j + 1
        else
            if j > 0
                j ← F[j − 1]
            else
                i ← i + 1
    return −1 { no match }
```

Computing the Failure Function



- The failure function can be represented by an array and can be computed in $O(m)$ time
- The construction is similar to the KMP algorithm itself
- At each iteration of the while-loop, either
  - i increases by one, or
  - the shift amount $i - j$ increases by at least one (observe that $F(j - 1) < j$)
- Hence, there are no more than $2m$ iterations of the while-loop

```
Algorithm failureFunction(P)
    F[0] ← 0
    i ← 1
    j ← 0
    while i < m
        if P[i] = P[j]
            {we have matched j + 1 chars}
            F[i] ← j + 1
            i ← i + 1
            j ← j + 1
        else if j > 0 then
            {use failure function to shift P}
            j ← F[j − 1]
        else
            F[i] ← 0 { no match }
            i ← i + 1
```

Search string = a b a c a b

Iteration 1 : i = 1, j = 0 ; P[1] == P[0] ; No so else F [1] = 0

J	0	1	2	3	4	5
P[j]	a	b	a	c	a	b
F[j]	0	0				

Iteration 2 : i = 2, j = 0 ; is P[2] == P[0] ; yes so else F [2] = j + 1 = 1

J	0	1	2	3	4	5
P[j]	a	b	a	c	a	b
F[j]	0	0	1			

Iteration 3 : i = 3, j = 1 ; is P[3] == P[1] ; no and
J > 0; so J = F[0]; is p [3] == P [0]; no so F [3] = 0

J	0	1	2	3	4	5
P[j]	a	b	a	c	a	b
F[j]	0	0	1	0		

Algorithm *failureFunction(P)*

```
F[0] ← 0
i ← 1
j ← 0
while i < m
    if P[i] = P[j]
        {we have matched j + 1 chars}
        F[i] ← j + 1
        i ← i + 1
        j ← j + 1
    else if j > 0 then
        {use failure function to shift P}
        j ← F[j − 1]
    else
        F[i] ← 0 { no match }
        i ← i + 1
```

Example

a b a c a a b a c c a b a c a b a a b b

1 2 3 4 5 6
a b a c a b

7
a b a c a b

8 9 10 11 12
a b a c a b

13
a b a c a b

14 15 16 17 18 19
a b a c a b

j	0	1	2	3	4	5
$P[j]$	a	b	a	c	a	b
$F(j)$	0	0	1	0	1	2

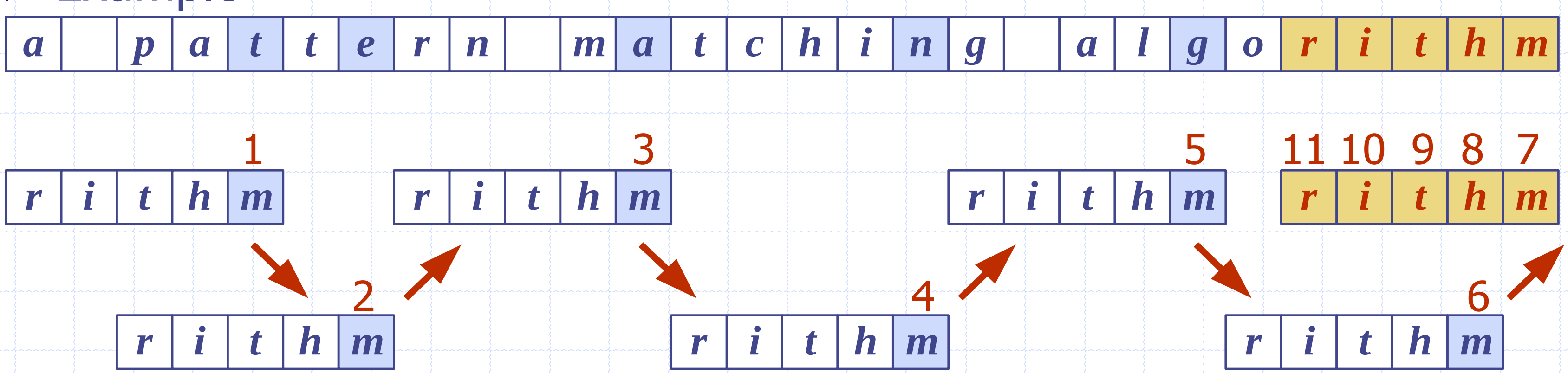
Boyer-Moore Heuristics

- The Boyer-Moore's pattern matching algorithm is based on two heuristics

  Looking-glass heuristic (right-to-left matching): Compare P with a subsequence of T moving backwards

  Character-jump heuristic (bad character shift rule): When a mismatch occurs at $T[i] = c$

  - If P contains c, shift P to align the last occurrence of c in P with $T[i]$
  - Else, shift P to align $P[0]$ with $T[i + 1]$
- Example



Last-Occurrence Function

- Boyer-Moore's algorithm preprocesses the pattern P and the alphabet Σ to build the last-occurrence function L mapping Σ to integers, where $L(c)$ is defined as
  - the largest index i such that $P[i] = c$ or
  - -1 if no such index exists
- Example:
  - $\Sigma = \{a, b, c, d\}$
  - $P = abacab$

c	a	b	c	d
$L(c)$	4	5	3	-1

- The last-occurrence function can be represented by an array indexed by the numeric codes of the characters
- The last-occurrence function can be computed in time $O(m + s)$, where m is the size of P and s is the size of Σ

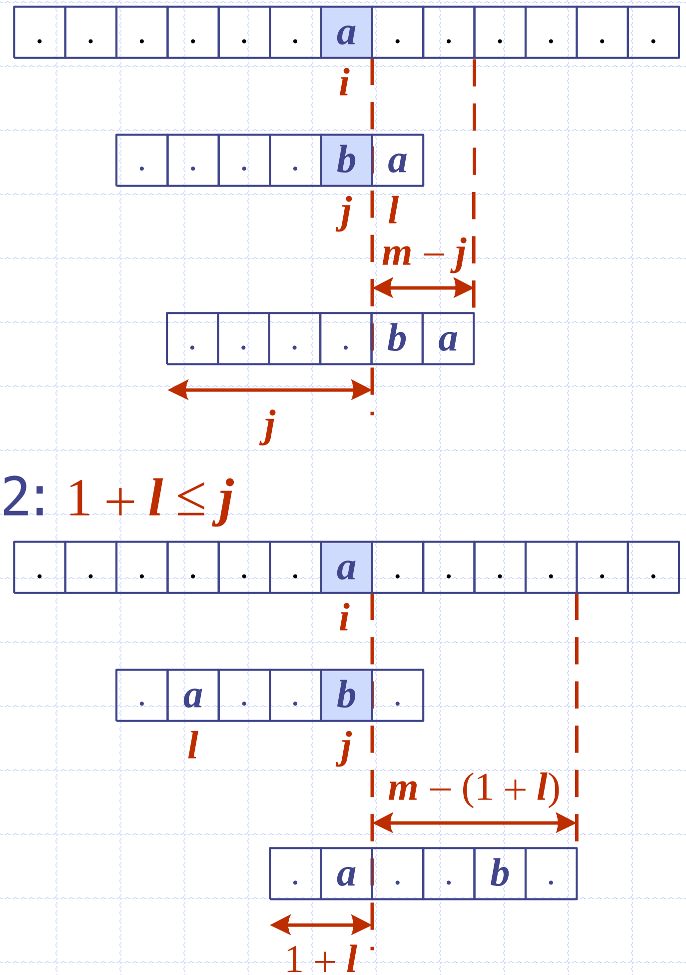
The Boyer-Moore Algorithm

Algorithm *BoyerMooreMatch*(T, P, Σ)

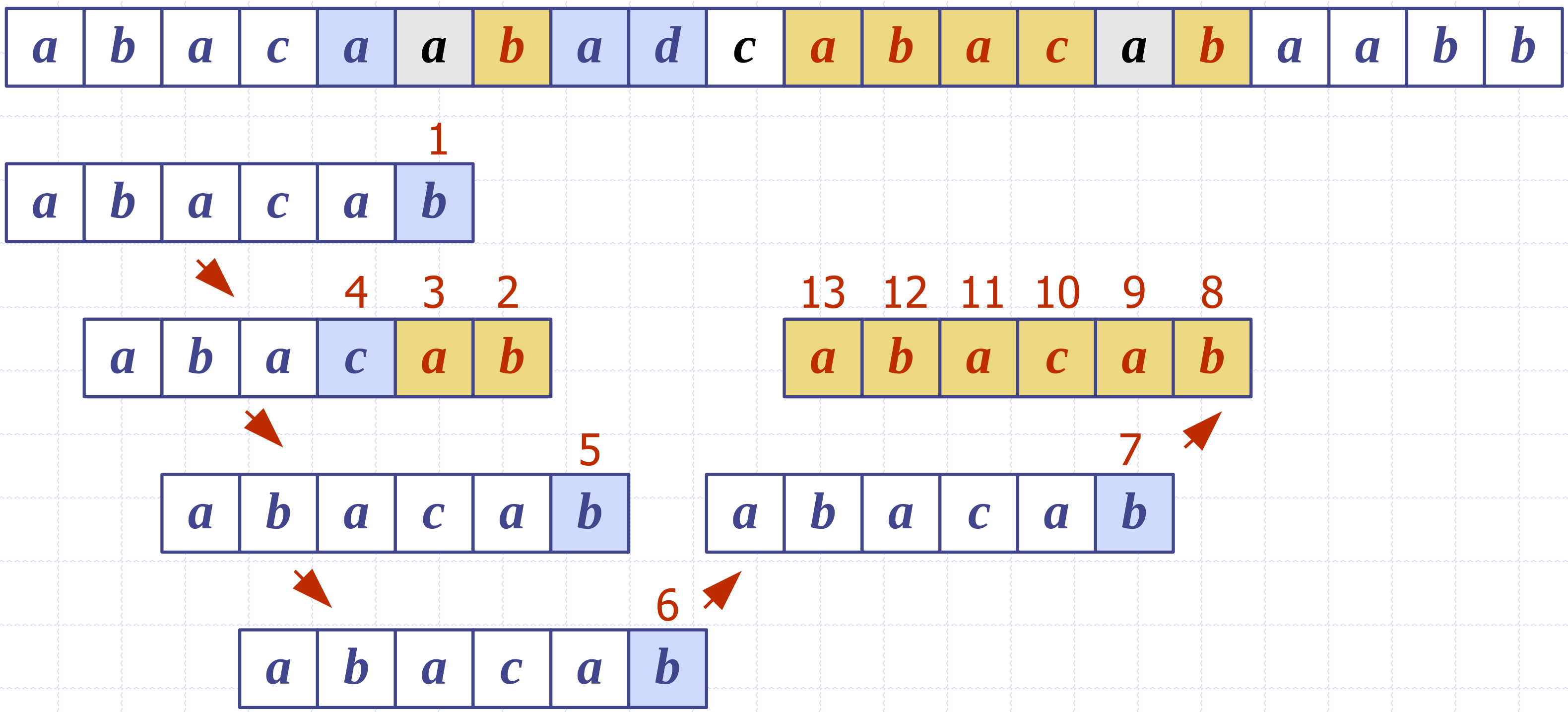
```
L ← lastOccurenceFunction(P, Σ )
i ← m − 1
j ← m − 1
repeat
    if T[i] = P[j]
        if j = 0
            return i  { match at i }
        else
            i ← i − 1
            j ← j − 1
    else
        { character-jump }
        l ← L[T[i]]
        i ← i + m − min(j, 1 + l)
        j ← m − 1
until i > n − 1
return −1 { no match }
```

Case 1: $j \leq 1 + l$

Case 2: $1 + l \leq j$



Example


a b a c a a b a d c a b a c a b a a b b
1
a b a c a b
4 3 2
a b a c a b
13 12 11 10 9 8
a b a c a b
5
a b a c a b
7
a b a c a b
6
a b a c a b

Analysis

- Boyer-Moore's algorithm runs in time $O(nm + s)$
- Example of worst case:
  - $T = aaa \ldots a$
  - $P = baaa$
- The worst case may occur in images and DNA sequences but is unlikely in English text
- Boyer-Moore's algorithm is significantly faster than the brute-force algorithm on English text