



# String Algorithms



# Introduction

- Let  $P$  be a string of size  $m$ 
  - A substring  $P[i \dots j]$  of  $P$  is a contiguous sequence of  $P$  consisting of the characters with ranks between  $i$  and  $j$
  - A prefix of  $P$  is a substring of the type  $P[0 \dots l]$
  - A suffix of  $P$  is a substring of the type  $P[i \dots m - 1]$
- Given strings  $T$  (text) and  $P$  (pattern), the pattern matching problem consists of finding a substring of  $T$  equal to  $P$

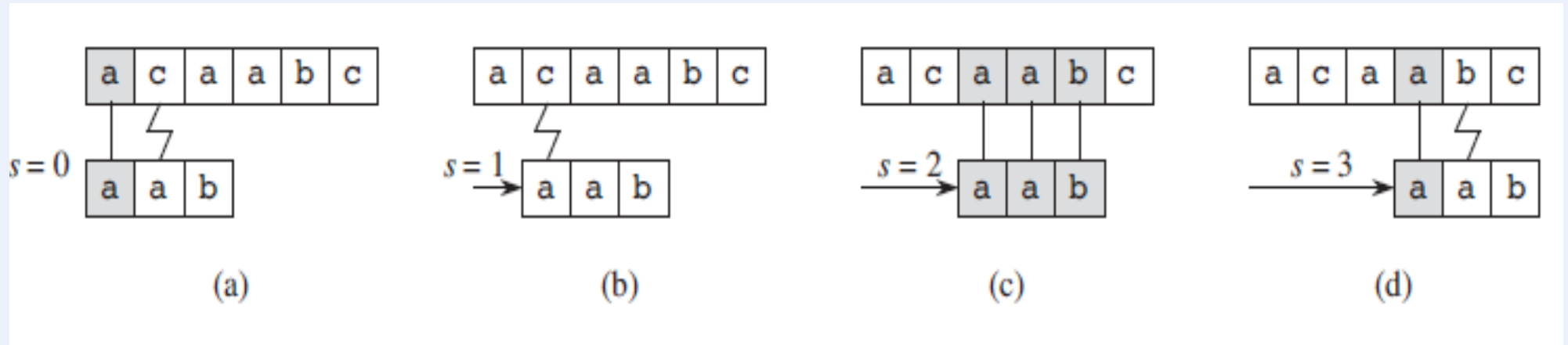


# Applications

- Spam detection
- Computer Forensics
- Gene Sequencing
- Screen Scraping

# Brute-Force Algorithm

- Compare pattern P with text T starting with first position in T
  - Shift P w.r.t T by one position
  - Repeat till end of T reached
- $O(nm)$  time



Src: CLRS 32.1

# Rabin Karp Algorithm

- Tries to reduce the comparisons by using hashing for shifting substring search
  - Two strings are compared iff their hash values are equal
- Hashing scheme
  - Each symbol in alphabet  $\Sigma$  can be represented by an ordinal value  $\{ 0, 1, 2, \dots, d \}$
- Hash a pattern  $P$  into a numeric value
  - Let a string be represented by the sum of these digits
    - e.g BAN  $\rightarrow 1 + 0 + 13 = 14$

# Rabin Karp Algorithm

- Let  $T[1..n]$  be text of length  $n$ , and  $P[1..m]$  be pattern
  - Let  $t_s$  denote the decimal value of the length- $m$  substring  $T[s+1.. s+m]$ , and  $p$  decimal value of pattern
  - $t_s = p$  if and only if  $T[s+1.. s+m] = P[1..m]$
  - $S$  is a valid shift iff  $t_s = p$  ie their hash functions are equal
- Compute  $t_{s+1}$  from  $t_s$  in constant time
  - $t_{s+1} = 10(t_s - 10^{m-1} T[s+1]) + T[s+m+1]$



# Choice of Hash Function

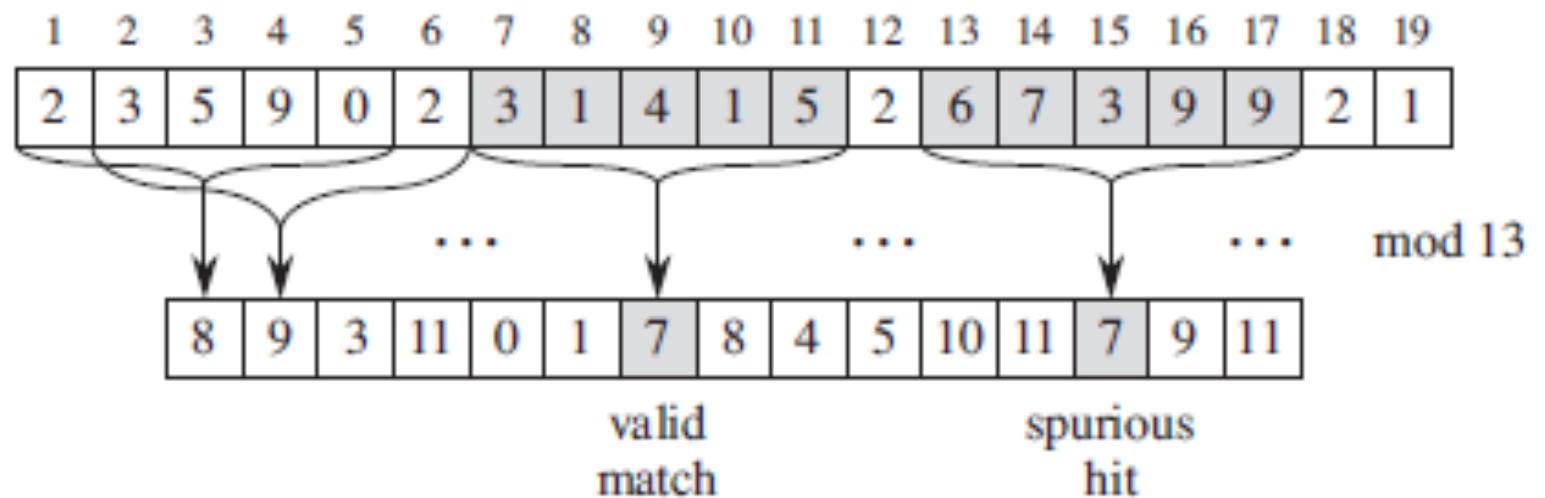
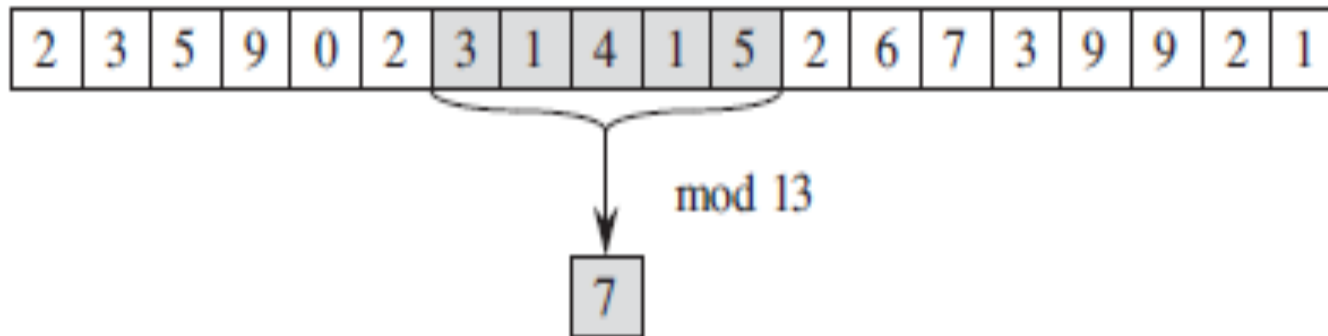
- The number of false positives induced by the hash function should be similar to that achieved by a “random” function
  - Two different strings may have same hash value
- It should be easy to compare two hash values
- Easy to compute  $t_{s+1}$  from  $t_s$ 
  - e.g if  $t_s = 31415$ ,  $t_{s+1}$  is
  - $10(31415 - 10000.3) + 2 = 14152$ 
    - Assuming 2 is the next digit

# Possible Hash Function

- Use MOD operation
  - When MOD  $q$ , values will be  $< q$
- Usually  $q$  is a prime number
- Spurious hits
  - Hash value match does not mean patterns match
  - Hash value mismatch definitely means shift is invalid
  - Any shift  $s$  for which  $t_s = p.\text{mod } q$  must be tested further to see whether  $s$  is really valid or we just have a spurious hit.



# The idea



Src: CLRS 32.5

# The algorithm

```
RABIN-KARP-MATCHER( T, P, d, q )
  n ← length[ T ];   m ← length[ P ]
  h ← dm-1 mod q;    P ← 0; t0 ← 0
  for i ← 1 to m      ► Preprocessing
    do   p ← ( d*p + P[ i ] ) mod q
         t0 ← ( d*t0 + T[ i ] ) mod q
  for s ← 0 to n – m  ► Matching
    do if p = ts
      then if P[ 1..m ] = T[ s+1 .. s+m ]
        then print “Pattern occurs with shift” s
    if s < n – m
      then ts+1 ← ( d*( ts – T[ s + 1 ] *h) + T[ s + m + 1 ] )
mod q
```



# Performance Analysis

- Preprocessing (determining each pattern hash)
  - $\Theta(m)$
- Worst case running time
  - $\Theta((n-m+1)m)$
  - No better than naïve method
- Expected case
  - If we assume the number of hits is constant compared to  $n$ , we expect  $O(n)$
  - Only pattern-match “hits” – not all shifts

# Exercise

- Working modulo  $q = 11$ , how many spurious hits does the Rabin-Karp matcher encounter in the text  $T = 3141592653589793$  when looking for the pattern  $P = 26$ ?
- How would you extend the Rabin-Karp method to the problem of searching a text string for an occurrence of any one of a given set of  $k$  patterns? Start by assuming that all  $k$  patterns have the same length. Then generalize your solution to allow the patterns to have different lengths.

# Boyer Moore Algorithm

- Based on two heuristics
  - Looking-glass heuristic: Compare  $P$  with a substring of  $T$  moving backwards
  - Character-jump heuristic: 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

a		p	a	t	t	e	r	n		m	a	t	c	h	i	n	g		a	l	g	o	r	i	t	h	m
r	i	t	h	m																							
		r	i	t	h	m																					
							r	i	t	h	m												r	i	t	h	m
												r	i	t	h	m							r	i	t	h	m



# Last Occurrence Function

- The algorithm preprocesses the pattern  $P$  and the alphabet  $\Sigma$  to build a last-occurrence matrix  $L$ , mapping  $\Sigma$  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 :  $\Sigma = \{a, b, c, d\}$  and  $P = abacab$

<b>C</b>	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>
<b>L(C)</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>-1</b>

# The Boyer Moore Algorithm

Algorithm BoyerMooreMatch( $T, P, \Sigma$ )

$L \leftarrow \text{lastOccurrenceFunction}(P, \Sigma)$

$i \leftarrow m - 1; j \leftarrow m - 1$

**repeat**

**if**  $T[i] = P[j]$

**if**  $j = 0$

**return**  $i$  { match at  $i$  }

**else**

$i \leftarrow i - 1; j \leftarrow j - 1$

**else**

        { character-jump }

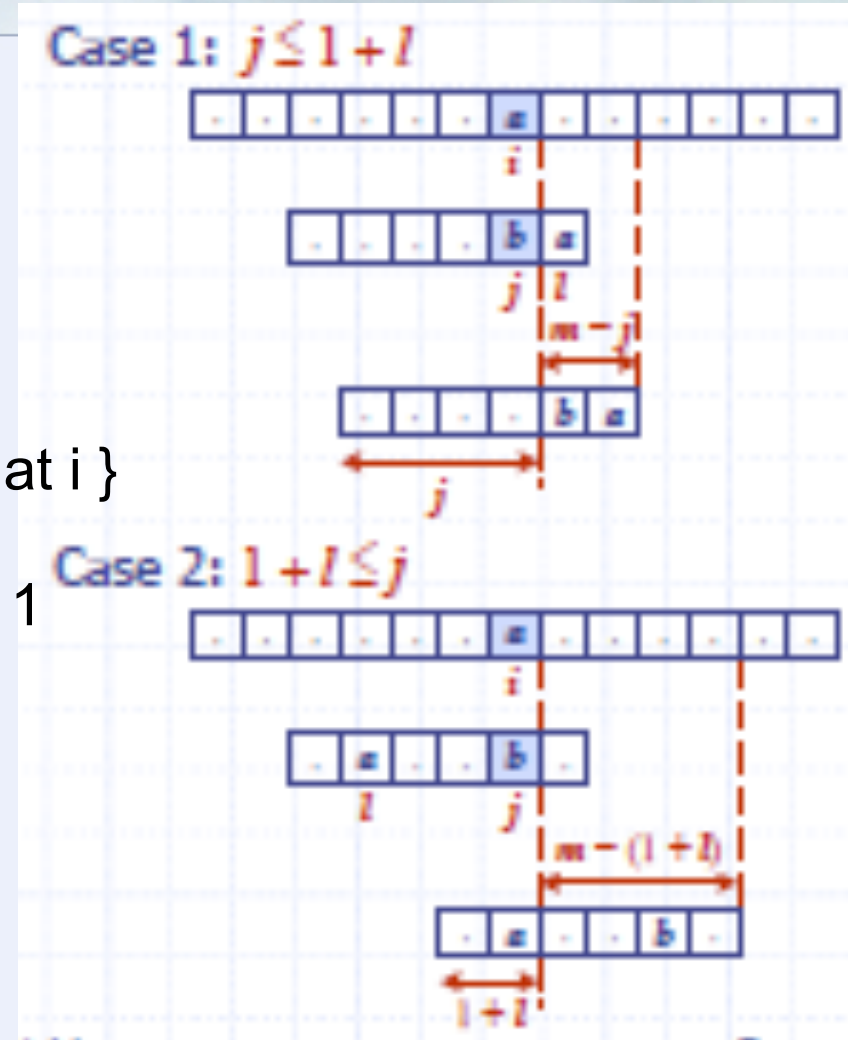
$l \leftarrow L[T[i]]$

$i \leftarrow i + m - \min(j, 1 + l)$

$j \leftarrow m - 1$

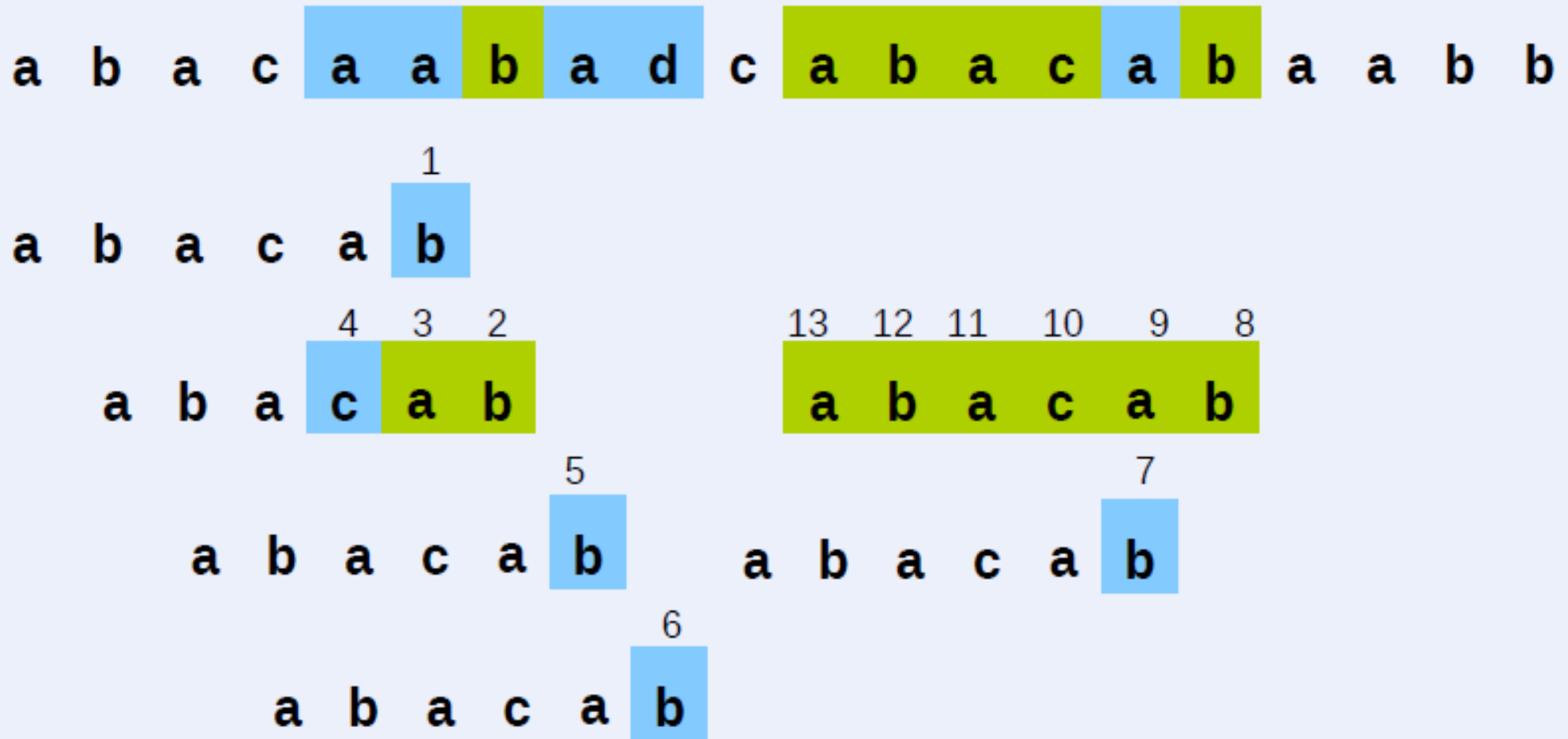
**until**  $i > n - 1$

**return**  $-1$  { no match }



Src: Goodrich ch 9.1

# Example



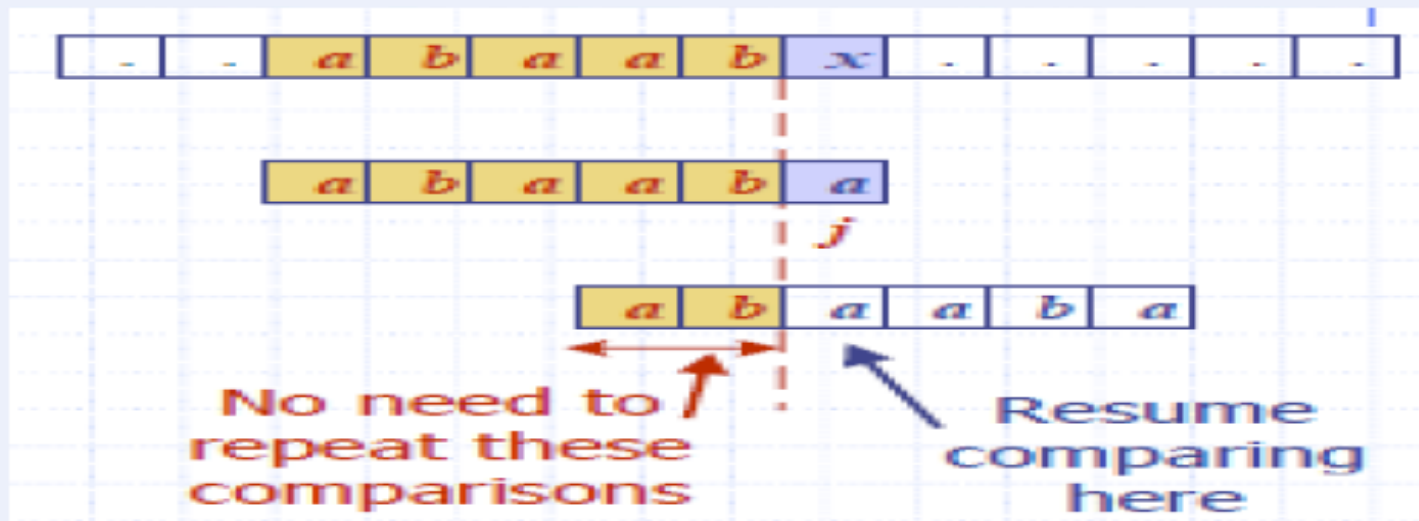


# Analysis

- Works poorly for certain cases
  - Worst case  $O(mn)$
  - This occurs in images etc
- Works very well for English text

# Knuth Morris Pratt's (KMP) Algorithm

- KMP 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?



Src: Algorithm Design : Goodrich and Tamassia

# KMP – The Idea

- When searching for AABAAA in AABAABAAAA
  - Mismatch detected at position 5
  - Better to restart at position 3
- Key idea
  - It is possible to decide ahead of time exactly how to restart search
  - This is dependent only on the pattern
- To decide how far to backup pointer, use failure matrix



# KMP Failure Function

- KMP computes the failure function  $F(j)$ 
  - defined as the size of the largest prefix of  $P[0..j]$  that is also a suffix of  $P[1..j]$
- Uses the failure function to skip intelligently
  - If a mismatch occurs at  $P[j] \neq T[i]$  set  $j \leftarrow F(j - 1)$ 
    - $j = 0 \ 1 \ 2 \ 3 \ 4 \ 5$
    - $P[j] = a \ b \ a \ a \ b \ a$
    - $F(j) = 0 \ 0 \ 1 \ 1 \ 2 \ 3$

# 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

Src: Algorithm Design : Goodrich and Tamassia

# KMP Algorithm

- Algorithm KMPMatch(T, P)  
     $F \leftarrow \text{failureFunction}(P)$   
     $i \leftarrow 0; j \leftarrow 0$   
    while  $i < n$   
        if  $T[i] = P[j]$   
            if  $j = m - 1$   
                return  $i - j$  { match }  
            else  
                 $i \leftarrow i + 1; j \leftarrow j + 1$   
        else  
            if  $j > 0$   
                 $j \leftarrow F[j - 1]$   
            else  
                 $i \leftarrow i + 1$

# KMP Failure Function

Algorithm failureFunction(P)

$F[0] \leftarrow 0; i \leftarrow 1; j \leftarrow 0$

while  $i < m$

    If  $P[i] = P[j]$  // {we have matched  $j + 1$  chars}

$F[i] \leftarrow j + 1$

$i \leftarrow i + 1$

$j \leftarrow j + 1$

    else if  $j > 0$  then // {use failure function to shift P}

$j \leftarrow F[j - 1]$

    else

$F[i] \leftarrow 0$  { no match }

$i \leftarrow i + 1$



# Exercise

- Give the failure function for the pattern A B R A C A D A B R A
- Show the trace of KMP for the following
  - pattern: AAABAAAB
  - text: AAAAAAAAAABAAAAAAAAAAAAAAAAABAAAB