

# CSE515 Advanced Algorithms

## Notes on Lecture 26: FFT II

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May 27, 2021

We present a solution to the pattern matching problem given at the end of the lecture.

**Alphabet of size two.** We begin with a simpler version of the problem where the alphabet is  $\Sigma = \{a, b\}$ .

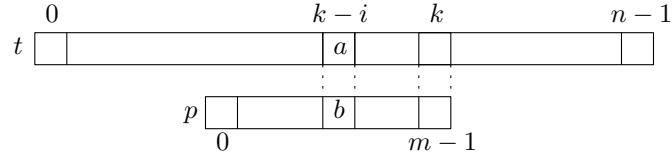


Figure 1: Mismatch of type I at position  $k$

We will say that there is a *mismatch of type I* at position  $k \geq m - 1$  if, when we match the last character of  $p$  with the  $k$ th character of  $t$ , (at least) one of the letters of  $p$  is  $b$  and the corresponding letter of  $t$  is  $a$ . (See Figure 1.) In other words, there is a mismatch of type I at position  $k$  if there exists  $i$  such that  $t[k - i] = a$  and  $p[m - 1 - i] = b$ .

In order to detect mismatches of type I, we encode the sequences differently. So let  $t'$  be the sequence of  $n$  bits defined by

$$t'[i] = \begin{cases} 1 & \text{if } s[i] = a \\ 0 & \text{otherwise} \end{cases}$$

and let  $p'$  be the sequence of  $m$  bits defined by

$$p'[i] = \begin{cases} 1 & \text{if } p[m - 1 - i] = b \\ 0 & \text{otherwise.} \end{cases}$$

So  $p'$  has been reversed compared with  $p$ , and has been made binary.

Using this encoding, we have a mismatch of type I at position  $k$  iff there exists  $i \in \{0, \dots, m - 1\}$  such that  $t'[k - i] \cdot p'[i] = 1$ . This condition can be rewritten

$$\sum_{i=0}^{m-1} p'[i] \cdot t'[k - i] \geq 1.$$

In other words, the  $k$ th coefficient of the convolution  $p' \otimes t'$  is nonzero. So we can find all mismatches of type I by computing in  $O(n \log n)$  time the convolution  $p' \otimes t'$ .

Similarly, we can define mismatches of type II when  $s[i] = b$  and the corresponding letter on  $p$  is  $a$ . Then the sequence  $s''[i]$  records 1 when  $s[i] = b$ , and  $t''[p]$  records 1 when  $p[m - i - 1] = a$ . Applying the same approach, we get all mismatches of type II in  $O(n \log n)$  time by computing the convolution  $p'' \otimes t''$ . Then the positions where  $p$  matches  $t$  are those that do not present a mismatch of type I or II, that is, the positions  $m - 1 \leq k \leq n - 1$  such that  $(p' \otimes t')[k] = (p'' \otimes t'')[k] = 0$ .

**General case.** First notice that the “don’t care” symbols can be easily handled: just write 0 at the corresponding position of  $t'$  or  $p'$ . Then the algorithm will never consider it a mismatch, which is what we want.

To handle an alphabet  $\Sigma$  of arbitrary size  $s$ , we proceed as follows. Encode each letter of  $\Sigma$  as a  $\lceil \log s \rceil$ -bits integer. Then we will consider mismatches bit by bit. So if a letter  $a$  on  $t$  and the corresponding letter  $b$  on  $p$  form a mismatch, then one bit of the binary representation of  $a$  must differ from the same bit of the representation of  $b$ .

Therefore, instead of computing two convolutions, we compute  $2\lceil \log s \rceil$  convolutions, because we have type I and type II mismatches for each bit of the representations of the letters. When one mismatch is found among these  $2\lceil \log s \rceil$  types of mismatches, we have a mismatch. Then the positions where  $p$  match with  $t$  are the positions that remain, i.e. without mismatch.

So in total, we are computing  $O(\log s)$  convolutions, and thus the running time is  $O(n \log n \log s)$ .

**Improving the running time.** In the lecture slides, we announced a running time  $O(n \log(m) \log s)$  instead of  $O(n \log(n) \log s)$ . We now explain how to achieve it.

Suppose  $n \geq 2m$ , and we only want to find matchings within the first  $2m$  characters of  $t$ , i.e. we want to match  $p$  with  $t_0 t_1 \dots t_{2m-1}$ . Then we can use the algorithm above which runs in time  $O(m \log(m) \log s)$ . Similarly, if we want to find matchings between  $p$  and  $t_m t_{m+1} \dots t_{3m-1}$ , then we can also do it in time  $O(m \log(m) \log s)$ .

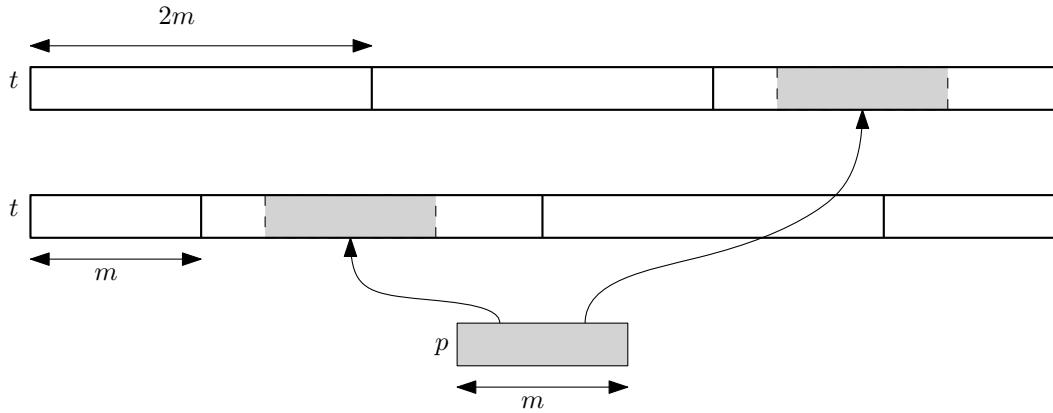


Figure 2: Splitting  $t$  into windows of size  $2m$ .

So in order to find matches within the whole sequence  $t$ , we can just shift a “window” of size  $2m$  by successive distances  $m$ , and solve the problem within each window. (See Figure 2.) As there are less than  $2n/m$  windows and each is handled in time  $O(m \log(m) \log s)$ , the overall running time is  $O(n \log(m) \log s)$ , as announced.