



# String Pattern Matching with Finite Automata

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# Content

What is Finite Automata?

What is Pattern Matching?

How to match string using finite automata? (with example)

How to generate finite automata for any pattern?

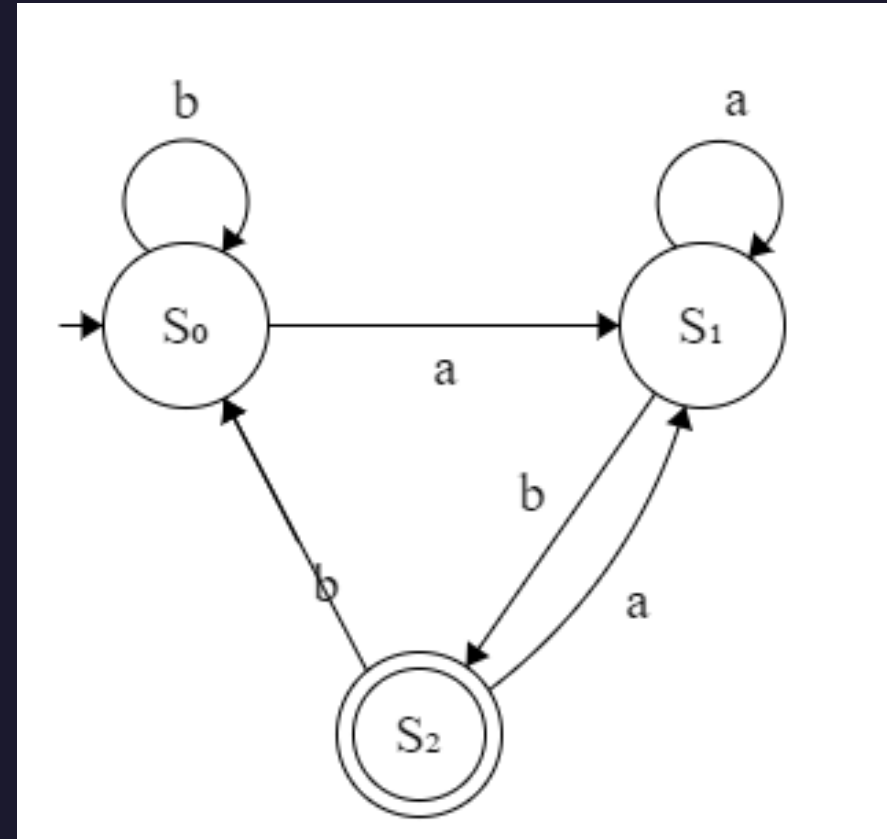
User Interface

Output Examples



# What is Finite Automata?

- Finite State Automata or Finite State Machine is the simplest model used in Automata. Finite state automata accepts regular language. In this, the term finite *means it has a limited number of possible states, and number of alphabets in the strings are finite.*



# What is Finite Automata?

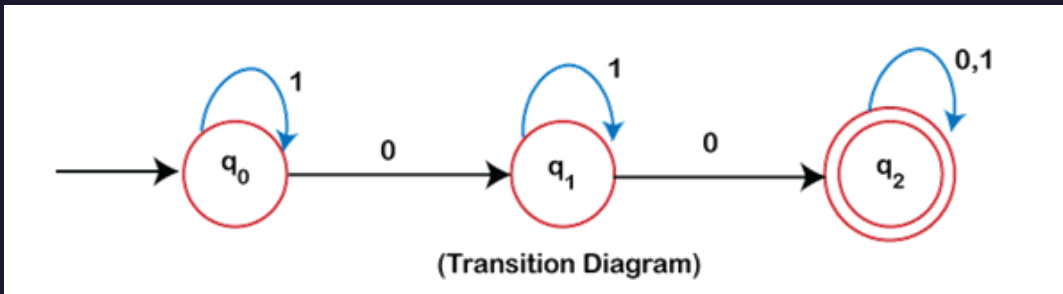
A finite automaton  $M$  is a 5-tuple  $(Q, q_0, A, \Sigma, \delta)$  where

- $Q$  is a finite set of **states**,
- $q_0 \in Q$  is the **start state (initial state)**,
- $A \subseteq Q$  is a notable set of **accepting states**,
- $\Sigma$  is a **finite input alphabet**,
- $\delta$  is the **transition function** that gives the next state for a given current state and input.





# Representation of Finite Automata

## Transition Diagram

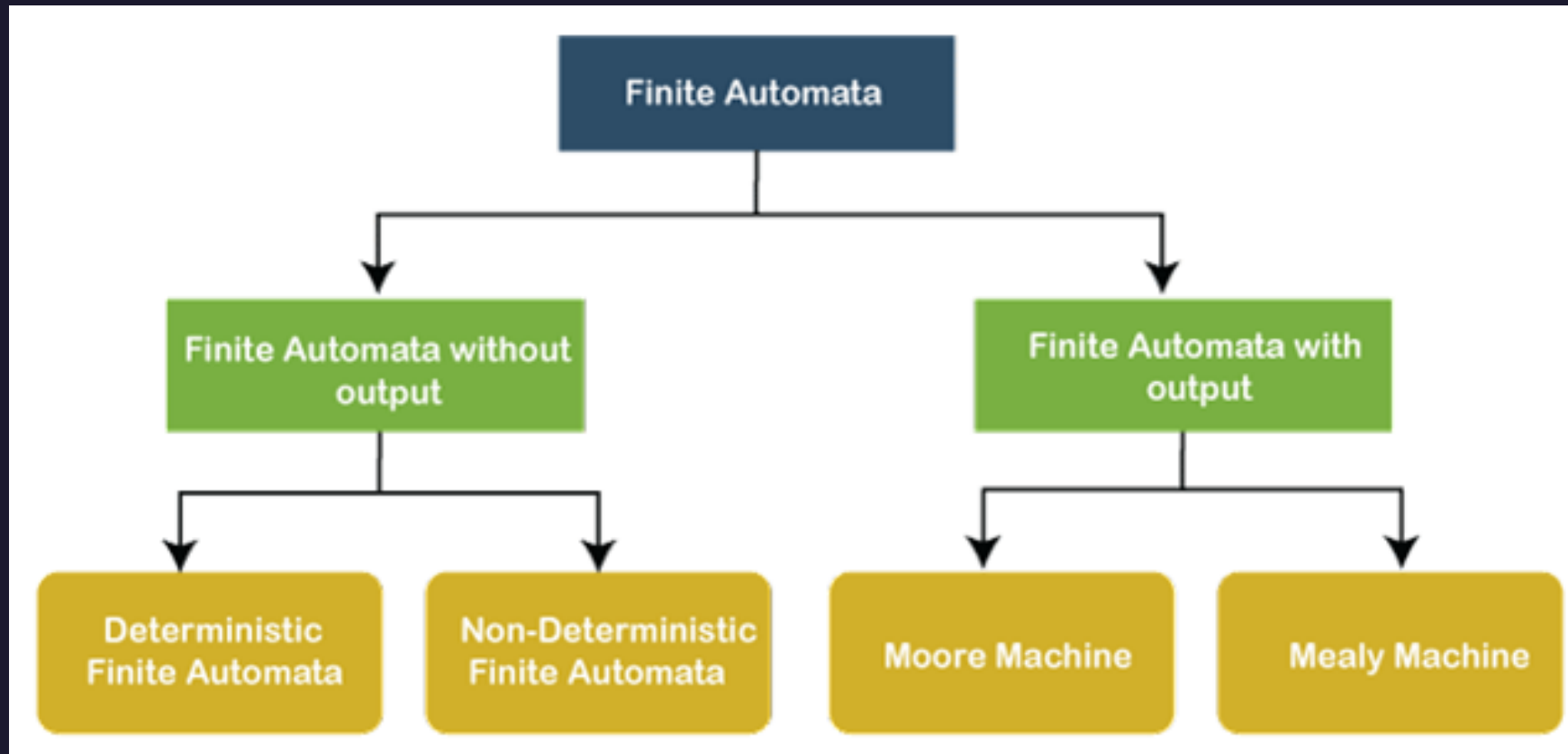


## Transition Table

States	INPUT	
	0	1
$\rightarrow q_0$	$q_1$	$q_0$
$q_1$	$q_2$	$q_1$
$q_2$	$q_2$	$q_2$

- The initial state is marked with : 
- The final state(s) are marked with : 

# Types of Finite Automata





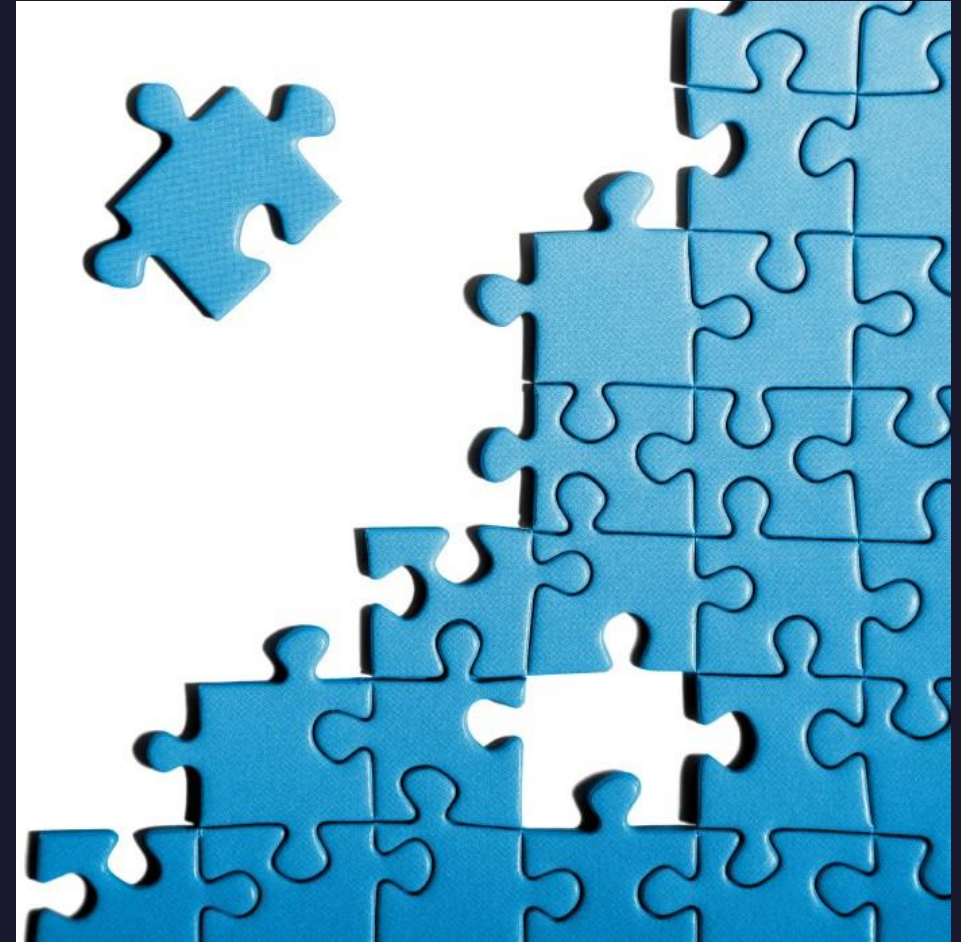
# What is Pattern Matching?

Pattern :

- A collection of strings described in some formal language.

Pattern Matching :

- The problem of locating a specific pattern inside raw data.



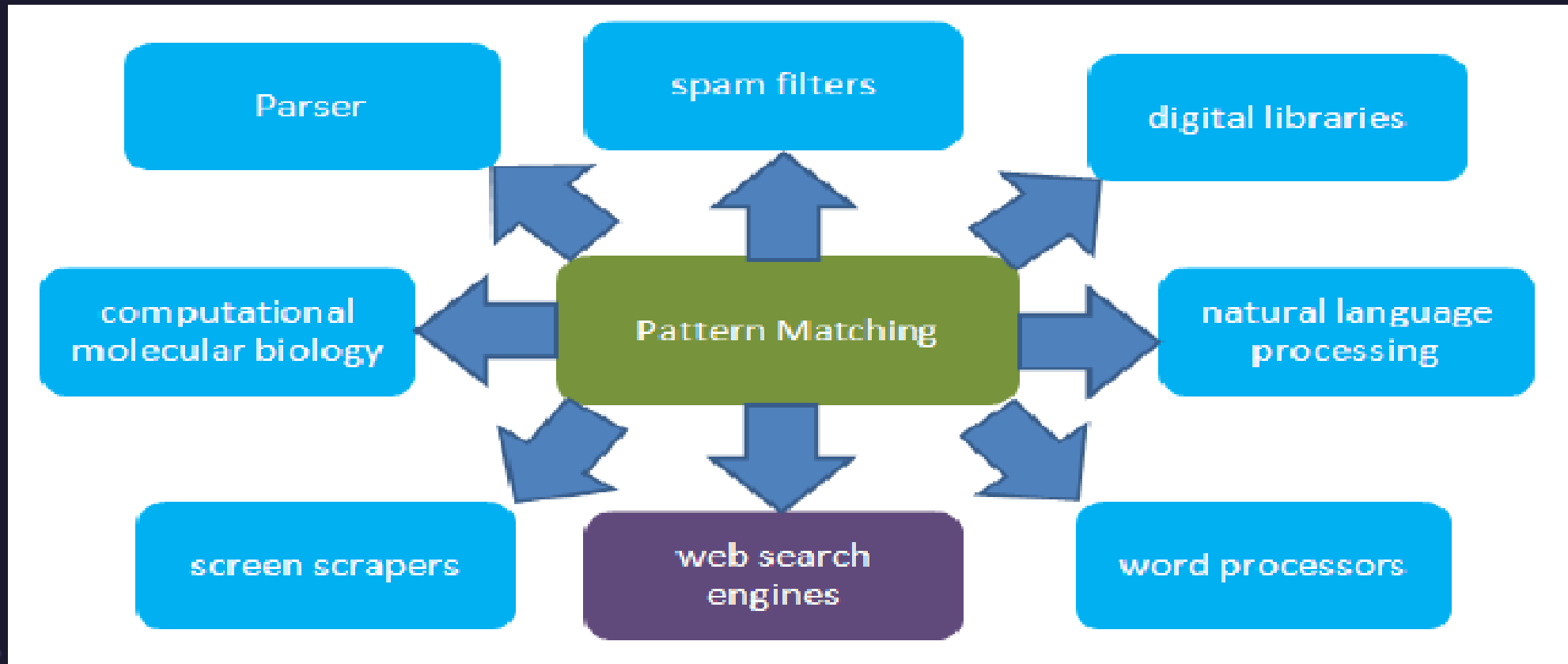
# Pattern Matching Algorithms :

- 1) Naive Pattern Searching
- 2) KMP Algorithm
- 3) Rabin-Karp Algorithm
- 4) Finite Automata
- 5) Boyer Moore Algorithm
- 6) Aho-Corasick Algorithm
- 7) Suffix Array
- 8) Kasai's Algorithm
- 9) Z algorithm (Linear time pattern searching Algorithm)
- 10) Manacher's Algorithm
- 11) Ukkonen's Suffix Tree Construction





# Applications of Pattern Matching

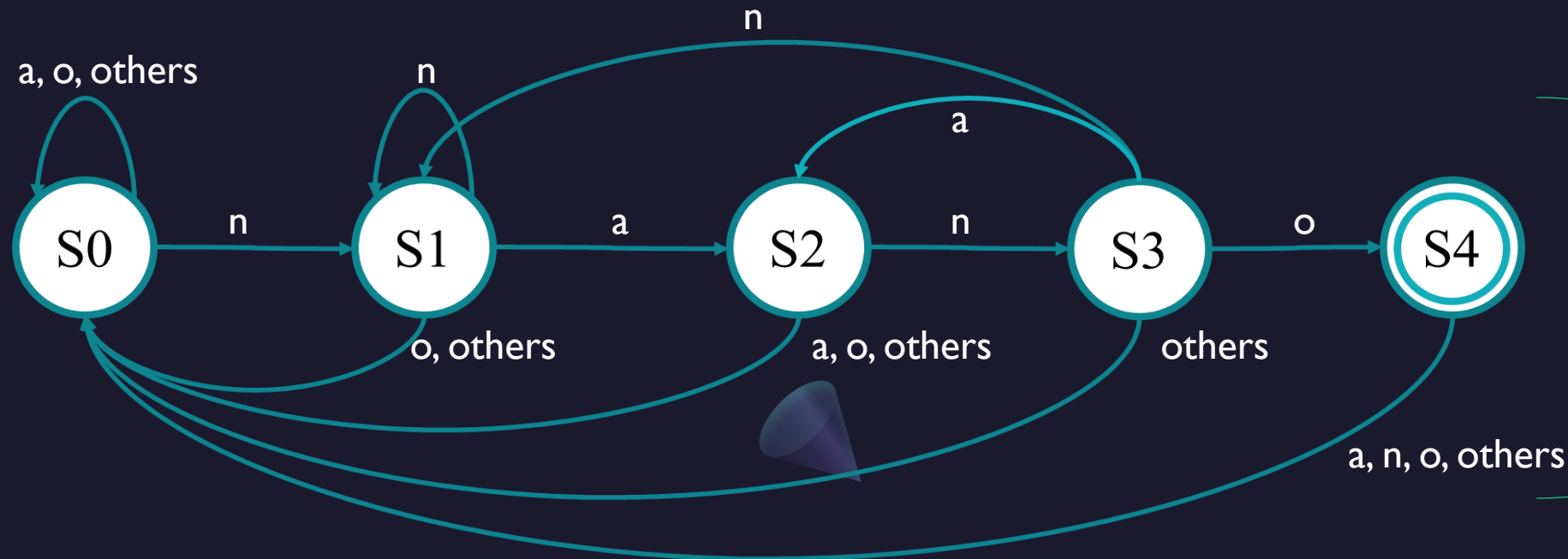


# How to match strings?

Text = "banananona"  
Pattern = "nano"

States	n	a	n	o
S0	S1	S0	S0	S0
S1	S1	S2	S0	S0
S2	S3	S0	S0	S0
S3	S1	S2	S4	S0
S4	S0	S0	S0	S0

Transition  
Table



Finite  
Automata

# How to make transition table and finite automata?


- Identify the unique characters from the pattern.
- Transitions table's columns represent those unique characters and other cases, table's rows represent the indexes of the pattern and the start state. So,

Number of columns =  $\text{numberOfChar}(\text{pattern}) + 1$   
Number of rows =  $\text{length}(\text{pattern}) + 1$



4 char is sequentially matched  
and reached the last character

# User Interface

 PATTERN MATCHING

## String Pattern Matching with Finite Automata

Enter the string :

Enter pattern to find :

Pattern found at index position :

**FIND !**

**RESET**

**EXIT**

# Output Examples

**PATTERN MATCHING**

## String Pattern Matching with Finite Automata

Enter the string :

Enter pattern to find :

Pattern found at index position :

**FIND !**

**RESET**

**EXIT**

# Thanks for listening

