

ADS

Date:

Page:

Strs & Text process

Pattern match Algorithm:

Brute force pattern Matching Algorithm

```
def find-brute (T, p):  
    n, m = len(T), len(p)  
    for i in range(n - m + 1):  
        k = 0  
        while k < m and T[i+k] == p[k]:  
            k += 1  
        if k == m:  
            return i  
    return -1
```

The Boyer-Moore algorithm

```
def find-boy-moore (T, p)  
    n, m = len(T), len(p)  
    if m == 0:  
        return 0  
    last = {}  
    for k in range(m):  
        last[p[k]] = k  
    i = m - 1  
    k = m - 1  
    while i < n:  
        if T[i] == p[k]:  
            if k == 0:  
                return i  
            else:  
                i += 1  
                k -= 1  
        else:  
            i += 1  
            k = m - 1
```

```

i = 1
k = 1
else:
    j = last.get(T[i], -1)
    if = m - min(k, j+1)
    k = m - 1
return -1

```

The Knuth-Morris-Pratt Algorithm:

```

def find_trap(T, P):
    n, m = len(T), len(P)
    if m == 0:
        return 0

```

```

    fail = compute_kmp_fail(P)

```

```

    j = 0

```

```

    k = 0

```

```

    while j < n:

```

```

        if T[j] == P[k]:

```

```

            if k == m - 1:

```

```

                return j - m + 1

```

```

            j += 1

```

```

            k += 1

```

```

        elif k > 0:

```

```

            k = fail[k - 1]

```

```

        else:

```

```

            j += 1

```

```

    return -1

```

```

def compute_kmp_fail(P):

```

```

    m = len(P)

```

```

    fail = [0] * m

```

```

j = 1
k = 0
while j < m:
    if P[j] != P[k]:
        fail[j] = k + 1
        j = 1
        k = 1
    elif k > 0:
        k = fail[k - 1]
    else:
        j = 1
return fail

```

Text Comparison:-

The Huffman coding Algorithm

Algorithm Huffman(x):

Input: String x of length n with d distinct characters

Output: Coding tree of x

Compute the frequency $f(c)$ of each character of x

Initialize a priority queue Q

Create a single-Node binary tree T for c

Insert T into Q with key $f(c)$

while $\text{len}(Q) > 1$ do

$(f, T_1) = Q.\text{remove_min}()$

$(f, T_2) = Q.\text{remove_min}()$

create a new binary tree T with left subtree T_1 and right subtree T_2

Insert T into Q with key $f + f_2$
 $(f, T) = Q.\text{remove_min}()$
 return tree T

The Greedy method for text compression

Algorithm Greedy(x):

Input: Original text to be compressed

Output: Compressed binary sequence

Algorithm:

1) Create a compression table that maps characters to fixed length binary codes.

2) Initialize an empty string to store compressed binary sequence.

3) For each character in original text:

a. Look up the character in the compression table to find its binary code.

b. Append the binary code to the compressed binary sequence.

4) Return the compressed binary sequence.

Stacks and Trees

→ A standard tree is a tree-like data structure where each node represents a single character.

→ The root node represents an empty string and each level of the tree corresponds to a character in the key.

→ The eds between nodes are labels with checks.

Compressed trees

→ A compressed tree is an optimization of the standard tree design to reduce memory usage.

→ In a compressed tree, multiple nodes with a single child are combined into a single node, reducing the number of nodes in the structure.

→ This compression is achieved by creating nodes with multiple branches instead of a single branch.

Suffix tree

→ A suffix tree is a specialized data structure used to store all the suffixes of a given string.

→ It is useful in string matching and substring search algorithms.

→ The root node represents the empty string and each edge represents a character in the string.

→ Unlike standard & compressed trees, suffix trees do not represent complete words but rather substrings or suffixes.

→ They can be used to efficiently perform operations like substring search, longest common substring and pattern matching.