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Experiment No.	10

AIM:	String Matching algorithm	
Program 1		
PROBLEM STATEMENT:	To implement Rabin Karp's Algorithm	
ALGORITHM:	The Rabin-Karp string matching algorithm calculates a hash value for the pattern, as well as for each M-character subsequences of text to be compared. If the hash values are unequal, the algorithm will determine the hash value for next M-character sequence. If the hash values are equal, the algorithm will analyze the pattern and the M-character sequence. In this way, there is only one comparison per text subsequence, and character matching is only required when the hash values match. • Initially calculate the hash value of the pattern. • Start iterating from the starting of the string: • Calculate the hash value of the current substring having length m. • If the hash value of the current substring is same as the pattern. • If they are same, store the starting index as a valid answer. Otherwise, continue for the next substrings. • Return the starting indices as the required answer.	

```
PROGRAM:
                        #include<stdio.h>
                        #include<string.h>
                        int main (){
                          char txt[80], pat[80];
                          int q;
                          printf ("Enter the container string ");
                          scanf ("%s", &txt);
                          printf ("Enter the pattern to be searched");
                          scanf ("%s", &pat);
                          int d = 256;
                          printf ("Enter a prime number ");
                          scanf ("%d", &q);
                          int M = strlen (pat);
                          int N = strlen(txt);
                          int i, j;
                          int p = 0;
                          int t = 0;
                          int h = 1;
                          for (i = 0; i < M - 1; i++)
                            h = (h * d) % q;
                          for (i = 0; i < M; i++){
                            p = (d * p + pat[i]) % q;
                            t = (d * t + txt[i]) \% q;
                          for (i = 0; i \le N - M; i++){
                            if (p == t){
                              for (j = 0; j < M; j++){
                                if (txt[i+j] != pat[j])
                                break;
                              }
                              if (j == M)
                                printf ("Pattern found at index %d", i);
                            if (i < N - M)
```

```
t = (d * (t - txt[i] * h) + txt[i + M]) % q;

if (t < 0)

t = (t + q);

}

return 0;

}
```

RESULT:

```
Enter the container string 3141592653589793
Enter the pattern to be searched 26
Enter a prime number 11
Pattern found at index 6
...Program finished with exit code 0
Press ENTER to exit console.
```

OBSERVATION:	Time complexity:
	The running time in the worst case scenario O ((n-m+1) *m).
	Average and best case running time is O (m+n) where m is length of pattern and n is length of text.
	Space complexity: O(1)
	We have used constant space. So, the space complexity is O(1).
CONCLUSION:	In this experiment, we implemented Rabin Karp's Algorithm to find the matching string.