# Rabin-Karp matching

**Goldsmiths Computing** 

### Motivation

- naïve string matching takes time in  $\Theta(mn)$
- · lots of wasted work

# Naïve algorithm

```
function MATCH(T,P)
   m \leftarrow length(P)
   for 0 \le s \le LENGTH(T) - m do
       found ← true
       for 0 \le j < m do
           if T[s+j] \neq P[j] then
               found ← false; break
           end if
       end for
       if found then
           return s
       end if
   end for
   return false
end function
```

# Less work in the inner loop

- avoid  $\Theta(m)$  comparisons where possible
- · constant-time test:
  - · hash value comparison

# Rabin-Karp algorithm

```
function RKMATCH(T,P)
    m \leftarrow length(P); hm \leftarrow hash(P)
   for 0 \le s \le LENGTH(T) - m do
       if HASH(T[s...s+m]) = hm then
           found ← true
           for 0 \le j < m do
               if T[s+j] \neq P[j] then
                   found ← false: break
               end if
           end for
           if found then
               return s
           end if
       end if
   end for
    return false
end function
```

### Hash function

#### Normally:

- наsн(T[s...s+m]) takes time in  $\Theta(m)$
- · no saved work in general

### Rolling hash

```
Clever choice of hash function makes a difference! 

• ROLLING-HASH(h,T[s-1],T[s+m])

Examples of suitable hash functions modular add \sum_i x_i \mod k exclusive or \bigoplus_i x_i modular polynomial \sum_i x_i p^i \mod k
```

#### Modular add

$$\sum_{i} x_i \bmod k$$

- 21-bit characters: k might be  $2^{24}$  or  $2^{32}$ 
  - (resist temptation to use 8-bit characters and k of  $2^8$ )

function ROLLING-HASH(prev,remove,add)
 return (prev - remove + add) mod k
end function

- · extremely limited bit mixing
- high chance of hash collisions in typical texts
  - e.g. hash(ab) = hash(ba)

#### **Exclusive** or

 $\oplus_i x_i$ 

- no parameters
  - (still need to resist temptation to use 8-bit characters)

function ROLLING-HASH(prev,remove,add)
return prev ⊕ remove ⊕ add
end function

- · no bit mixing at all
- high chance of hash collisions in typical texts
  - e.g. HASH(oboe) = HASH(bell)

## Modular polynomial

$$\sum_i x_i p^i \bmod k$$

- typically choose a small(ish) prime p
- use machine word (e.g. 2<sup>32</sup>) for k

```
 \begin{array}{c} \textbf{function} \ \ \text{ROLLING-HASH}(\text{prev,remove,add}) \\ \textbf{return} \ \left( (\text{prev} - \text{remove} \times p^{m-1}) \times p + \text{add} \right) \ \text{mod} \ k \\ \textbf{end function} \end{array}
```

- good mixing (e.g. for prime p = 101, character bits 0-7 affect hash bits 0-13)
- · hash collisions in typical texts rarer

### Complexity analysis

#### space

no need for extra space that scales with any parameter

$$\Rightarrow \Theta(1)$$

#### time

- for good rolling hash:
  - new hash computation from old hash in  $\Theta(1)$  time
  - hash collisions rare (still need to do at least two Θ(m) hash computations)

$$\Rightarrow \Theta(n) + \Theta(m)$$
 (average case)

- even for the best hash function...
  - · ...suitably adversarial input will collide a lot

$$\Rightarrow \Theta(nm)$$
 (worst case)

#### Work

- 1. Reading
  - CLRS, section 32.2
- 2. Questions from CLRS
  - Exercise 32.2-2
- 3. Lab work
  - (week of 3rd December) implement Rabin-Karp string match for strings of characters. Use OpCounter to count how many character comparisons happen in the best and worst case. Construct a table and verify the theoretical results in this lecture.