Graduate Algorithms CS673-2016F-20 String Matching

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20-0: String Matching

• Given a source text, and a string to match, where does the string appear in the text? - return white how

P (pattern)

Example: ababbabbaba and abbab

| Shipt = 2 | Shipt

20-1: String Matching

```
Returns
all shift NAIVE-STRING-MATCHER (T, P)
             n \leftarrow \mathsf{length}[T]
             m \leftarrow \mathsf{length}[P]
   O(n-m) \rightarrow for s \leftarrow 0 to n-m do \leftarrow Potential shift < from 0 to n-m>
                 \mathsf{match} \leftarrow \mathsf{true}
         o(m) 	o for j \leftarrow 1 to m do
                      if T[i+j] \neq T[j] then
Thus, O(nm)
                            match ← false
                  if match then
                       Print "Pattern occurs with shift" s
```

20-2: String Matching

- Time for naive string matching:
 - \bullet O(n*m)
- What if we could compare strings in unit time?

20-3: String Matching

- Strings are over $\{0...9\}$
- Example: Match 512 in 13512631842
 - We can consider strings/substrings to be integers
 - Do a comparison in a single instruction

20-4: Rabin-Karp (Benefits & everything in computer is stored on numbers)

• Strings are over $\{0...9\}$

- Thus uner for loop runs
- Example: Match 512 in 13512631842
 - Compare 512 to 135 (compare as number) i.e 512 == 135
 - Compare 512 to 351
 - Compare 512 to 512
 - ... etc

20-5: Rabin-Karp

- Example: Match 512 in 13512631842
 - (relatively) easy to create 135
 - How do we modify 135 to get 351?

```
0 (35 → 35 → 350 → 350+1 = 351)

• Subtract MSD → × 10 → Add LSD

• -100 × T[S] → × 10 → # + T[S+m] S → start!

Digit that

0 + 3

needs to

be subtracted

i-e. 135-100 → 35×10 → 350+1 = 351

Jump to 20-8
```

20-6: Rabin-Karp

- Example: Match 512 in 13512631842
 - (relatively) easy to create 135
 - How do we modify 135 to get 351?
 - Remove first digit, shift remaining digits to left, append the next digit in the input
 - Subtract $1*10^3$, multiply by 10, add 1
 - $t_{s+1} = 10 * (t_s 10^{m-1}T[s+1]) + T[s+m+1]$

20-7: Rabin-Karp

 This works great for matching numbers – what about strings of letters?

20-8: Rabin-Karp

- This works great for matching numbers what about strings of letters?
 - Strings of letters are just numbers in base 26
 - (ASCII strings are just numbers in base 256)
- Problems with this method?

20-9: Rabin-Karp

- This works great for matching numbers what about strings of letters?
 - Strings of letters are just numbers in base 26
 - (ASCII strings are just numbers in base 256)
- Problems with this method?
 - Numbers get big fast won't fit in a single integer
 - What can we do?

20-10: Rabin-Karp

- This works great for matching numbers what about strings of letters?
 - Strings of letters are just numbers in base 26
 - (ASCII strings are just numbers in base 256)
- Problems with this method?
 - Numbers get big fast won't fit in a single integer
 - - Use modular arithmetic

20-11: Rabin-Karp

- First, using base-d numbers instead of base-10 numbers:
 - $t_{s+1} = d * (t_s T[s+1] * h) + T[s+m+1]$ • $h = d^{m-1}$, computed once
 - Compare input number to $t_1, \overline{t_2, \dots t_{n-m}}$
 - Problem occurs when $\overline{t_k}$ could be too large to fit in an integer ...

20-12: Rabin-Karp

- Next, use modular arithmetic
- $t_{s+1} = (d * (t_s T[s+1] * h) + T[s+m+1])$ mod q
 - $h = d^{m-1} \mod q$, computed once
- Compare input number to $t_1, t_2, \dots t_{n-m}$
- Problems?

20-13: Rabin-Karp

- Next, use modular arithmetic
- $t_{s+1} = (d * (t_s T[s+1] * h) + T[s+m+1])$ mod q
 - $h = d^{m-1} \mod q$, computed once
- Compare input number to $t_1, t_2, \dots t_{n-m}$
- Problems?
 - Spurious hits (could have $t_k = \text{input number}$, even if the strings are not the same

20-14: Rabin-Karp

- Source String 2359023141526739921
- Matching 31415, q=13 understand '20-16'

 - $h = 10^4 \mod 13 = 3$
 - $t_1 = 23590 \mod 13 = 8$

$$t_2 = (d * (t_1 - T[1] * h) + T[1 + (m + 1)]) \mod q$$

= $(10 * (8 - 2 * 3) + 2) \mod 13$
= 9

20-15: Rabin-Karp

- Source String 2359023141526739921
- Matching 31415, q = 13
 - $\overline{ \bullet \ 31415 \mod 13} = 7$
 - $h = 10^4 \mod 13 = 3$
 - $t_1 = 23590 \mod 13 = 8$

$$t_3 = (d * (t_2 - T[2] * h) + T[2 + (m + 1)]) \mod q$$

= $(10 * (9 - 3 * 3) + 3) \mod 13$
= 3

20-16: Rabin-Karp

- matching 31415
 - $31415 \mod 13 = 7$ Remainder O

- We get hits on:
 - 31415
 - 67399 e.g. False +ve

Problem:

False + ve i.e. anotter # may also have some remainder!

20-17: Rabin-Karp

- Dealing with spurious hits
 - Every time we get a potential hit, check the actual strings
- Running time:
 - O(n) to go through list 'cal all remainders'
- $5^2 \cdot O(m)$ to verify each actual match $\leftarrow check$ if same true + ve
- $\mathcal{L}_{3} \cdot O(m)$ to check each spurious hit \leftarrow false +ve

20-18: Rabin-Karp

- Running time:
 - O(n) to go through list
 - O(m) to verify each actual match
 - O(m) to check each spurious hit
- O(n + (v + s) * m), were v = # of actual hits, (s) = # of spurious hits.
- Expected running time: O(n) + O(m(v + n/q))
 - Assuming expected # of spurious hits = n/q

20-19: **DFA**

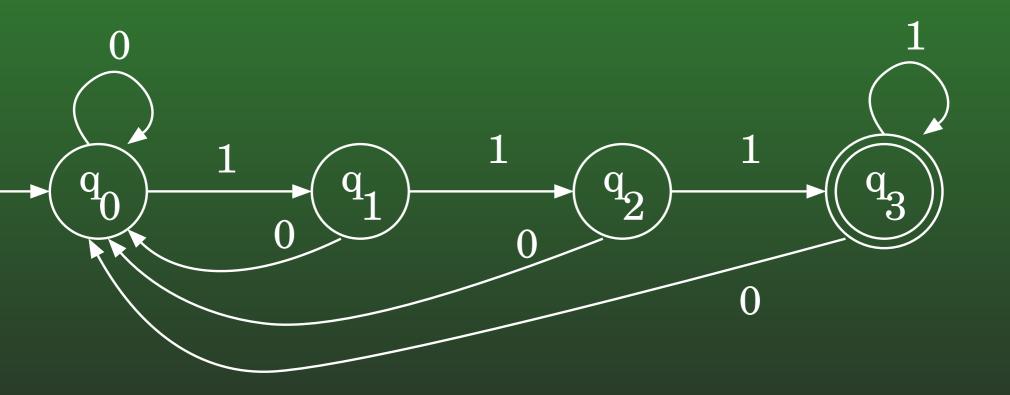
- Set of states Q
- $q_0 \in Q$ start state
- $A \in Q$ accepting states
- Σ input alphabet
- $\delta: \overline{Q \times \Sigma} \to Q$ Transition function

20-20: **DFA**

- Start in the initial state
- Go through the string, one character at a time, until the string is exhausted
- Determine if we are in a final state at the end of the string
 - If so, string is accepted
 - If not, string is rejected

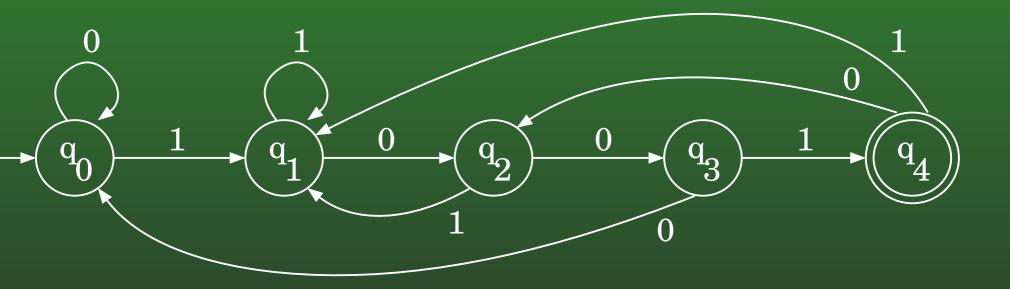
20-21: **DFA**

All strings over {0,1} that end in 111



20-22: DFA

All strings over {0,1} that end in 1001



20-23: **DFA**

- You can use the DFA for all strings that end in 1001 to find all occurrences of the substring 1001 in a larger string
 - Start at the beginning if the larger string, in state q_0
 - Go through the string one symbol at a time, moving through the DFA
 - Every time we enter a final state, that's a match

20-24: DFA

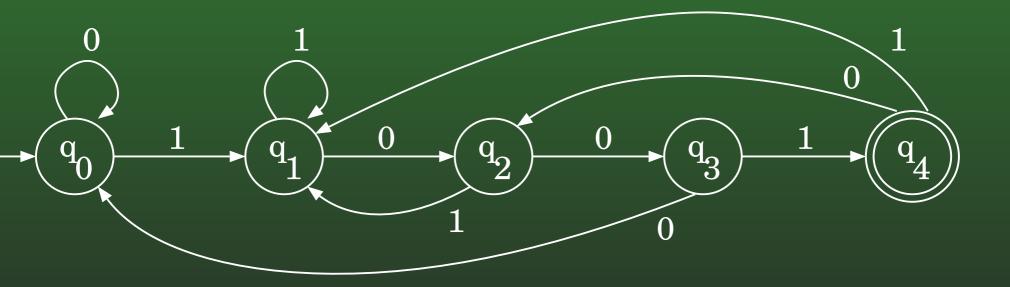
- Creating transition function δ :
- Create a new concept: $\sigma_P(x)$
 - Length of the longest prefix of P that is a suffix of \boldsymbol{x}
 - $\bullet P = aba$
 - $\sigma_P(cba) = 1, \sigma_P(abc) = 0, \sigma_P(cab) = 2, \sigma_P(caba) = 3$
- P_k = first k symbols of P

20-25: **DFA**

- Creating the states of the DFA
- If the input pattern is $P[1 \dots m]$:
 - DFA has m+1 states, $q_0 \dots q_m$
 - State k "means" last k elements in the string so far match first k elements in P

20-26: **DFA**

- Pattern: 1001
- State k "means" last k elements in the string so far match first k elements in P



20-27: **DFA**

- $\delta(q, a) = \sigma(P_q a)$
- To find $\delta(q,a)$:
 - Start with string P_q : first q characters of P
 - Append a, to get P_qa
 - Find the longest prefix of P that is a suffix of P_qa .

20-28: **DFA**

• Building δ :

```
\begin{array}{l} m \leftarrow \operatorname{length}[P] \\ \operatorname{for} q \leftarrow 0 \ \operatorname{to} \ m \ \operatorname{do} \\ \operatorname{for each character} \ a \in \Sigma \ \operatorname{do} \\ k \leftarrow \min(m+1,q+2) \\ \operatorname{do} \\ k \leftarrow k-1 \\ \operatorname{until} P_k = \ P_q a \\ \delta(q,a) \leftarrow k \end{array}
```

20-29: **DFA**

- Example:
 - P = ababca, String = cbababcababc

20-30: **DFA**

- \bullet P = ababca
- \bullet P_0 :

•
$$P_0 a = a$$
: q_1 $\delta(q_0, a) = q_1$

•
$$P_0b = b$$
: q_0 $\delta(q_0, b) = q_0$

•
$$P_0c = c$$
: q_0 $\delta(q_0, c) = q_0$

20-31: **DFA**

- \bullet P = ababca
- $ullet P_1:a_1$
 - $\bullet P_1 a = aa$: $q_1 \qquad \delta(q_1, a) = q_1$
 - $P_1b=ab$: q_2 $\delta(q_1,b)=q_2$
 - $P_1c = ac$: q_0 $\delta(q_1, c) = q_0$

20-32: **DFA**

- \bullet P = ababca
- \bullet $P_2:ab$
 - $P_2a=aba$: q_3 $\delta(q_2,a)=q_3$
 - $P_2b = abb$: q_0 $\delta(q_2, b) = q_0$
 - $P_2c = abc$: q_0 $\delta(q_2, c) = q_0$

20-33: **DFA**

- \bullet P = ababca
- $\bullet P_3: aba$
 - $P_3a = abaa$: q_1 $\delta(q_3, a) = q_1$
 - $P_3b = abab$: q_4 $\delta(q_3, b) = q_4$
 - $P_3c = abac$: q_0 $\delta(q_3, c) = q_0$

20-34: **DFA**

- \bullet P = ababca
- \bullet $P_4:abab$
 - $P_4a = ababa$: q_3 $\delta(q_4, a) = q_3$
 - $P_4b = \overline{ababb}$: q_0 $\delta(q_4, b) = q_0$
 - $P_4c = ababc$: q_5 $\delta(q_4, c) = q_5$

20-35: **DFA**

- \bullet P = ababca
- \bullet $P_5:ababc$

•
$$P_5a = ababca$$
: q_6 $\delta(q_5, a) = q_6$

•
$$P_5b = ababcb$$
: q_0 $\delta(q_5, b) = q_0$

•
$$P_5c = ababcc$$
: q_0 $\delta(q_5, c) = q_0$

20-36: **DFA**

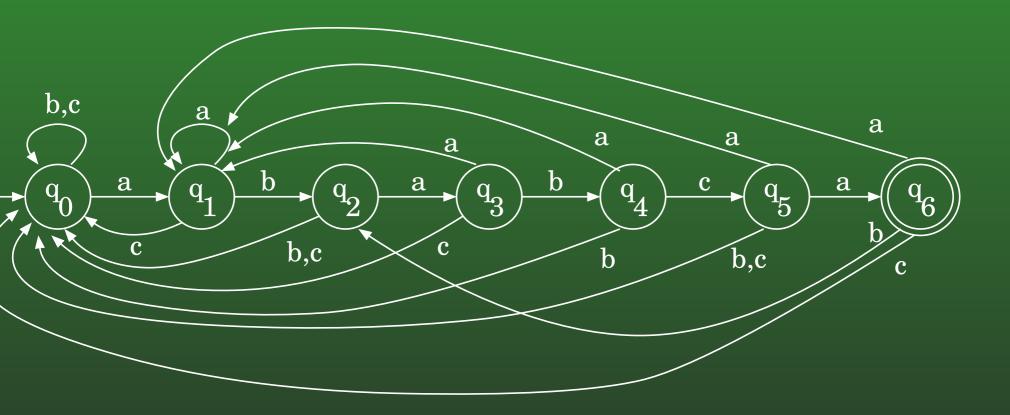
- \bullet P = ababca
- \bullet $P_6:ababca$

•
$$P_6a = ababcaa$$
: q_1 $\delta(q_6, a) = q_1$

•
$$P_6b = ababcab$$
: q_2 $\delta(q_6, b) = q_2$

•
$$P_6c = ababcac$$
: q_0 $\delta(q_6, c) = q_0$

20-37: **DFA**



20-38: **DFA**

- Running time:
 - Time to build DFA: $O(m^3 * |\Sigma|)$
 - (Can be improved to $O(m*|\Sigma|)$
 - Time to run string through DFA: O(n)
- Total: $O(m^3 * |\Sigma| + n)$

20-39: Knuth-Morris-Pratt

- New algorithm: Knuth-Morris-Pratt
- Same O(n) matching time through the string as DFA
- Smaller preprocessing time O(m), amortized

20-40: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

```
a b a b a a b b a
0 0 <u>1 2 3 1 2 0 1</u>
```

20-41: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

```
      a
      b
      a
      b
      a
      b
      a

      0
      0
      1
      2
      3
      1
      2
      0
      1

      a
      b
      a
      b
      a
      b
      a
      a

      a
      b
      a
      a
      b
      a
      b
      a
```

20-42: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

```
a b a b a a b b a
0 0 1 2 3 1 2 0 1
a b a b a a b b a
a b a b a a b b a
a b a b a a b b a
```

20-43: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

```
a b a b a a b b a
0 0 1 2 3 1 2 0 1
a b a b a a b b a
a b a b a b b a
a b a b a a b b a
```

20-44: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

```
a b a b a a b b a
0 0 1 2 3 1 2 0 1
a b a b a a b b a
a b a b a a b b a
a b b a a b b a
```

20-45: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

```
a b a b a a b b a
0 0 1 2 3 1 2 0 1
a b a b a a b b a
a b a a b b a
a b a a b b a
```

20-46: Knuth-Morris-Pratt

- Maximum overlap array
 - How much can the string overlap with itself at each position?

20-47: Knuth-Morris-Pratt

- Prefix Function π :
 - $\pi[q] = max\{k : k < q \&\&P_k =]P_q\}$
 - $\pi[q]$ is the length of the longest prefix of P that is a proper suffix of P_q

20-48: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

- •	a	b	а	b	b
	0	0	1	2	0

20-49: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ•	а	b	а	b	b
π :	0	0	1	2	0

20-50: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

π .	a	b	a	b	b
π :	0	0	1	2	0

20-51: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

π .	a	b	a	b	b
π :	0	0	1	2	0

20-52: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

 •	a	b	a	b	b
π :	0	0	1	2	0

Input String:

Letter Mismatch

20-53: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

,, •				b	
π:	0	0	1	2	0

20-54: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

π •	a	b	a	b	b
π :	0	0	1	2	0

20-55: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

 •			a		
π :	0	0	1	2	0

Input String:

Complete Match!

20-56: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

т •	a	b	a	b	b
π :	0	0	1	2	0

20-57: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

π •				b	
π :	0	0	1	2	0

20-58: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ•			a		
π :	0	0	1	2	0

Input String:

Letter Mismatch

20-59: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ•	a	b	a	b	b
π :	0	0	1	2	0

20-60: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ •			a		
/ -	0	0	1	2	0

20-61: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

<i>с</i> т.	a	b	a	b	b
π :	0	0	1	2	0

20-62: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ •			a		
/ -	0	0	1	2	0

20-63: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

σ . •				b	
π :	0	0	1	2	0

20-64: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ.	a	b	a	b	b
π :	0	0	1	2	0

Input String:

Letter Mismatch

20-65: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

æ•	a	b	a	b	b
π :	0	0	1	2	0

20-66: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

π•	a	b	а	b	b
π :	0	0	1	2	0

20-67: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: ababb

	а	b	а	b	b
•	0	0	1	2	0

Input String:

Complete Match

20-68: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab

Input String: a b a b a b a b a b

20-69: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab

Input String: a b a b a b a b a b a b

20-70: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab

Input String: a b a b a b a b a b

20-71: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab

Input String: a b a b a b a b a b

Complete Match

20-72: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Input String: a b a b a b a b a b

20-73: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab π : $\begin{bmatrix} a & b & a \\ \hline 0 & 0 & 1 \end{bmatrix}$

Input String:

a b a b a b a b

Complete Match

20-74: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab

Input String:

ı bababab

20-75: Knuth-Morris-Pratt

- Try to match pattern to input
- When a mismatch occurs, the π array tells us how far to shift the pattern forward

Pattern: abab

- -	a	b	a	b
(-	0	0	1	2

Complete Match

20-76: Knuth-Morris-Pratt

• Creating π array

```
\begin{split} m &\leftarrow \mathsf{length}[P] \\ \pi[1] &\leftarrow 0 \\ k &\leftarrow 0 \\ \mathsf{for}\ q \leftarrow 2\ \mathsf{to}\ m\ \mathsf{do} \\ &\quad \mathsf{while}\ k > 0\ \mathsf{and}\ P[k+1] \neq P[q] \\ &\quad k \leftarrow \pi[k] \\ &\quad \mathsf{if}\ P[k+1] = P[q] \\ &\quad k \leftarrow k+1 \\ &\quad \pi[q] \leftarrow k \end{split}
```

20-77: Knuth-Morris-Pratt

```
KMP-Matching(T, P)
    m \leftarrow \mathsf{length}[P]
    n \leftarrow \text{length}[T]
    \pi \leftarrow \mathsf{ComputePI}(P)
    q \leftarrow 0
    for i \leftarrow 1 to n do
         while q>0 and P[q+1]\neq T[i]
              q \leftarrow \pi[q]
         if P[q + 1] = T[i]
              q \leftarrow q + 1
         if q = m
              Print "Match found at" i-m
              q \leftarrow \pi[q]
```

20-78: Knuth-Morris-Pratt

- Running time:
 - Preprocessing time: $\Theta(m)$
 - Using amortized analysis (aggregate)
 - Running time: $\Theta(n)$
 - Using amortized analysis (aggregate)