Introduction to computational linguistics

Exercise session 1: “Algorithms for matching”

Thursday May 7 2009

Theoretical exercises

a. Show how to compute Z_i stepwise for $i > 1$ (using the notion of Z-boxes) for the following strings:

   i. AABCAABXAAZ

   ii. ABCDXABCYABDXY

b. Apply the Knuth-Morris-Pratt algorithm to find occurrences of ABXYABXZ in XABXYABXYABXZABXZABXYABXZA

a.i.) Z_i for AABCAABXAAZ

S = AABCAABXAAZ

Step 0)

Compute $Z_2(S)$ by comparing left-to-right S[2..|S|] and S[1..|S|] until a mismatch is found; $Z_2(S)$ is the length of that string. If $Z_2(S) > 0$ then $r=r2=Z_2(S)+1$ and l=2, else l=r=0

S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1									

$Z_2(S)=1$: { *A* **A** B ... } so l=2, $r=Z_2(S)+1=1+1=2$

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k > r: 3 > (r=2) so find $Z_3(S)$ by comparing S[3...|S|] to S[1..|S|] until a mismatch is found; if $Z_3(S) > 0$ then l=3, r=3+$Z_3(S)$-1

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S(3)='B' ≠ S(1)='A', hence $Z_3(S)$=0, l and r remain as they are: l=r=2

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S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0								

$Z_3(S)$=0 so l=2, r=2

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Step 1)

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k > r: 4 > (r=2) so find $Z_4(S)$ by comparing S[4...|S|] to S[1..|S|] until a mismatch is found; if $Z_4(S) > 0$ then l=4, r=4+$Z_4(S)$-1

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S(4)='C' ≠ S(1)='A', hence $Z_4(S)=0$, l and r remain as they are: l=r=2

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Step 1)

k > r: 4 > (r=2) so find $Z_4(S)$ by comparing S[4...lSl] to S[1..lSl] until a mismatch is found; if $Z_4(S) > 0$ then l=4, r=4+$Z_4(S)$-1

S(4)='C' ≠ S(1)='A', hence $Z_4(S)$=0, l and r remain as they are: l=r=2

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	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0							

$Z_4(S)$=0 so l=2, r=2

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k > r: 5 > (r=2) so find $Z_5(S)$ by comparing S[5...|S|] to S[1..|S|] until a mismatch is found; if $Z_5(S) > 0$ then l=5, r=5+$Z_5(S)$-1

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k > r: 5 > (r=2) so find $Z_5(S)$ by comparing S[5...|S|] to S[1..|S|] until a mismatch is found; if $Z_5(S) > 0$ then l=5, r=5+$Z_5(S)$-1

S[5..7]="A A B" matches S[1..3]="A A B", hence $Z_5(S)$=3, and l and r are set as follows: l=5, r=5+$Z_5(S)$-1=5+3-1=7

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	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3						

$Z_5(S)$=3 so l=5, r=7

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Step 2)

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6 ≤ (r=7): position k=6 is contained in a Z-box (namely, ”AAB”=S[5..7], with S(6)=’A’).

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Furthermore, there must be a match to a prefix of S of length minimum [Z_2(S), lS[2..3]l], i.e. minimum [1,r-k+1=2] = 2

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$Z_6(S)=Z_2(S)=1$ which is smaller than the length of S[2..3], hence l and r stay the same

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S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3	1					

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Hence S(7) also appears in k'=k-l=7-5+1=3: S(7)=S(3)='B'

Therefore, S[7..7] must match S[3..3], i.e. S(7)=S(3), which it does

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Hence S(7) also appears in k'=k-l=7-5+1=3: S(7)=S(3)='B'

Therefore, S[7..7] must match S[3..3], i.e. S(7)=S(3), which it does

Furthermore, there must be a match to a prefix of S of length minimum [Z_3(S), lS[3..3]l], i.e. minimum [0,r-k+1=1] = 1

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Therefore, S[7..7] must match S[3..3], i.e. S(7)=S(3), which it does

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S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3	1	0				

$Z_7(S)=Z_3(S)=0$ so l and r remain the same: l=5, r=7

a.i.) Z_i for AABCAABXAAZ

k=8 > (r=7) so step 1:

match S[8..|S|] to S[1..|S|]: mismatch, so $Z_8(S)=0$, l and r remain the same

S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3	1	0	0			

$Z_8(S)=0$ so l=5, r=7

k=9 > (r=7) so step 1:

match S[9..|S|] to S[1..|S|]: match S[9..10]=S[1..2], so $Z_9(S)=2$, l=9 and r=10

S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3	1	0	0	2		

$Z_9(S)=2$ so l=9, r=10

a.i.) Z_i for AABCAABXAAZ

k=10 ≤ (r=10) so step 2:

S(10) contained in S[9..10]; S(10) matches S(10-9+1)=S(2)='A'; $Z_2(S)=1 \geq 1$

S[10..10]l=10-10+1=1, hence **Step 2b)** but mismatch

S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3	1	0	0	2	1	

$Z_{10}(S)=1$

k=11 > (r=10) so step 1:

match S[11..lSl] to S[1..lSl]: mismatch so $Z_{11}(S)=0$

S	A	A	B	C	A	A	B	X	A	A	Z
	1	2	3	4	5	6	7	8	9	10	11
$Z_i(S)$	--	1	0	0	3	1	0	0	2	1	0

$Z_{11}(S)=0$

a.ii) Z_i for ABCDXABCYABDXY

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$Z_2(S)$: $S(2) \neq S(1)$ so $Z_2(S)=0$, r=l=0

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$Z_2(S)$: S(2) ≠ S(1) so $Z_2(S)$=0, r=l=0

S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0												

$Z_2(S)$=0

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S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0												

$Z_2(S)=0$

i=3..5: $Z_i(S)$: $S(i) \neq S(1)$ so $Z_i(S)=0$, r=l=0

a.ii) Z_i for ABCDXABCYABDXY

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S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0												

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0									

$Z_{i=3..5}(S)=0$

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0												

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i=3..5: $Z_i(S)$: $S(i) \neq S(1)$ so $Z_i(S)=0$, r=l=0

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0									

$Z_{i=3..5}(S)=0$

$Z_6(S)$: $S(6) = S(1)$: S[6..8] matches S[1..3], so $Z_6(S)=3$, l=6 and r=8

a.ii) Z_i for ABCDXABCYABDXY

$Z_2(S)$: S(2) ≠ S(1) so $Z_2(S)$=0, r=l=0

S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0												

$Z_2(S)$=0

i=3..5: $Z_i(S)$: S(i) ≠ S(1) so $Z_i(S)$=0, r=l=0

S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0									

$Z_{i=3..5}(S)$=0

$Z_6(S)$: S(6) = S(1): S[6..8] matches S[1..3], so $Z_6(S)$=3, l=6 and r=8

S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3								

$Z_6(S)$=3

a.ii) Z_i for ABCDXABCYABDXY

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$Z_7(S)$: $7 \leq (r=8)$ hence $S(7)=S(7-6+1)=S(2)=$'B', $Z_2(S)=0$ whereas $|S[7..8]|=2$,
hence $Z_7(S)=Z_2(S)=0$ and l and remain as they are: l=6 and r=8

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0							

$Z_7(S)=0$

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0							

$Z_7(S)$=0

$Z_8(S)$: 8 ≤ (r=8) hence S(8)=S(8-6+1)=S(3)='C', $Z_3(S)$=0 whereas |S[8..8]|=1,
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0							

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$Z_8(S)$: 8 ≤ (r=8) hence S(8)=S(8-6+1)=S(3)='C', $Z_3(S)$=0 whereas |S[8..8]|=1,
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0						

$Z_8(S)$=0

$Z_9(S)$: 9 > (r=8) but S(9) ≠ S(1) hence $Z_9(S)$=0 and l and remain as they are: l=6 and r=8

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hence $Z_8(S)=Z_3(S)$=0 and l and remain as they are: l=6 and r=8

S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0						

$Z_8(S)$=0

$Z_9(S)$: 9 > (r=8) but S(9) ≠ S(1) hence $Z_9(S)$=0 and l and remain as they are: l=6 and r=8

S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0	0					

$Z_9(S)$=0

a.ii) Z_i for ABCDXABCYABDXY

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Z_{10}(S): 10 > (r=8), S(10)=S(1), match S[10..1] with S[1..2], hence Z_{10}(S)=2 and l=10 and r=11

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S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0	0	2				

$Z_{10}(S)$=0

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0	0	2				

$Z_{10}(S)$=0

$Z_{11}(S)$: 11 ≤ (r=11) hence S(11)=S(11-10+1)=S(2)='B', $Z_2(S)$=0 whereas |S[11..11]|=1,
hence $Z_{11}(S)=Z_2(S)$=0 and l and remain as they are: l=10 and r=11

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S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0	0	2				

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S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0	0	2	0			

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i=12..14: $Z_i(S)$=0

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S	A	B	C	D	X	A	B	C	Y	A	B	D	X	Y
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$Z_i(S)$	--	0	0	0	0	3	0	0	0	2	0			

$Z_{11}(S)=0$

i=12..14: $Z_i(S)=0$

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$Z_i(S)$	--	0	0	0	0	3	0	0	0	2	0	0	0	0

i=12..14: $Z_i(S)=0$

b) Knuth-Morris-Pratt

- “Apply the Knuth-Morris-Pratt algorithm to find occurrences of ABXYABXZ in XABXYABXYABXZABXZABXYABXZA”
- Pre-processing
  - For each position i in the pattern we need to define $sp_i(P)$ to be the length of the longest proper suffix of P[1..i] that matches a prefix of P.
  - *Optimization*: let $sp'_i(P)$ be $sp_i(P)$ with the added condition that characters P(i+1) and P(sp'_i+1) are unequal
  - Compute $sp'_i(P)$ on the basis of the Z-values for the pattern; compute the failure function on the basis of the $sp'_i(P)$ values

The Knuth-Morris-Pratt algorithm

- Basic idea
  - Shift smarter than the naive method does

	1	2	3	4	5	6	7	8	9
P=	A	B	C	X	A	B	C	D	E

  - A mismatch with P(8) means we can shift 4 places
  - Deduction on P alone: no need to know T, or how P and T are aligned
- Complexity of the algorithm
  - The algorithm is linear, not -possibly- sublinear like Boyer-Moore
  - Extension: the Aho-Corasick algorithm for matching sets of patterns

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- Basic idea
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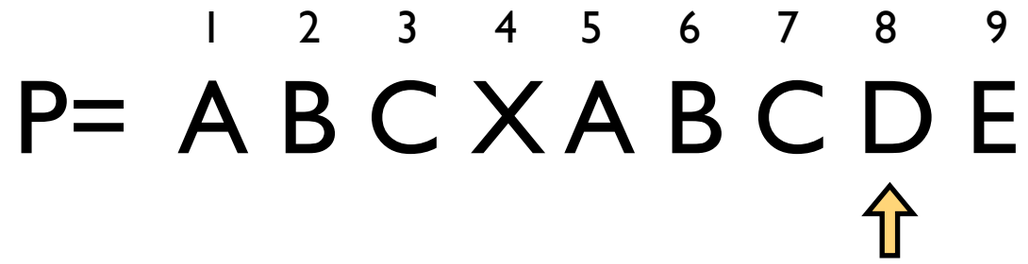

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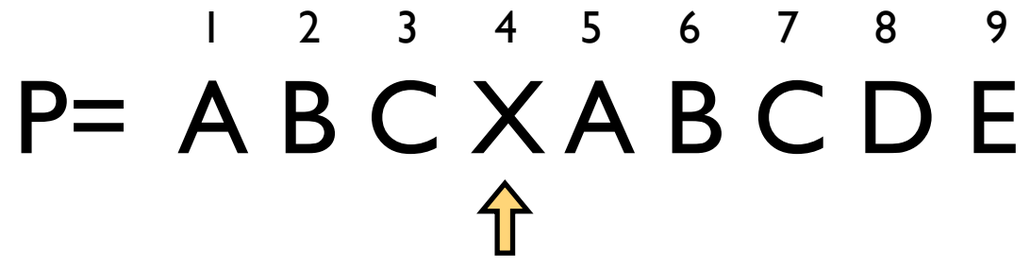

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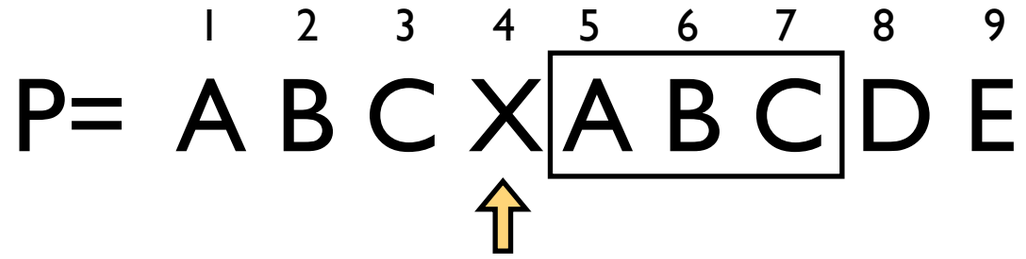

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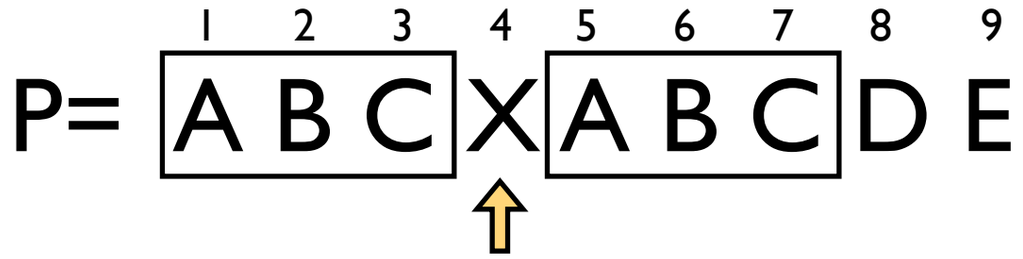

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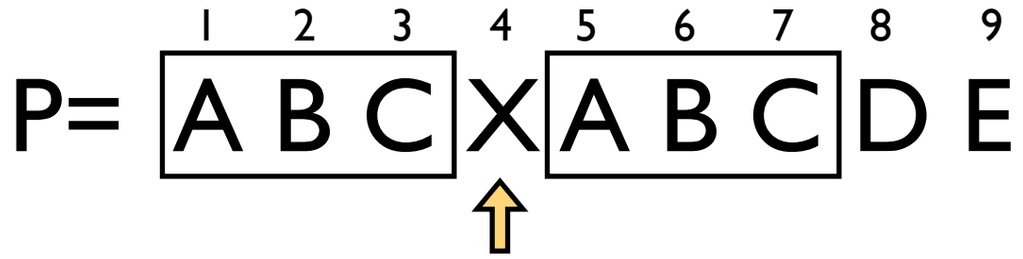

  - A mismatch with P(8) means we can shift 4 places (*like good suffix rule!*)
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Formalization

- Definition

  For each position i in P, define $sp_i(P)$ to be the length of the longest proper suffix of P[1...i] that matches a prefix of P.

	1	2	3	4	5	6	7	8	9	10	11
P=	A	B	C	A	E	A	B	C	A	B	D

- Optimization

  For each position i in P, define $sp'_i(P)$ to be the length of the longest proper suffix of P[1...i] that matches a prefix of P, with the added condition that characters P(i+1) and P(sp'_i+1) are unequal.

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		1	2	3	4	5	6	7	8	9	10	11
P=		A	B	C	A	E	A	B	C	A	B	D
sp	0	0	0	1	0	1	2	3	4	2	0	

- Optimization

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The Knuth-Morris-Pratt shift rule

- Alignment of P and T, left-to-right matching
- The shift rule:

  For any alignment of P and T, if the first mismatch (comparing from left to right) occurs in position i+1 of P and position k of T, then shift P to the right (relative to T) so that P[1..sp_i'] aligns with T[k-sp_i'..k-1]. In other words, shift P exactly i+1-(sp_i'+1)=i-sp_i' places to the right, so that character sp_i'+1 of P will align with character k in T. In the case that an occurrence of P has been found (no mismatch), shift P by n-sp_i' places.

Computing the sp_i' values

- Preprocessing using the Z values

  Position j > 1 maps to i if $i=j+Z_j(P)-1$. That is, j maps to i if i is the right end of a Z-box starting at j.

- Z-based Knuth-Morris-Pratt

  for i := 1 to n do

  $sp_i' := 0$;

  for j := n downto 2 do

  $i := j + Z_j(P) - 1$;

  $sp_i' := Z_j$

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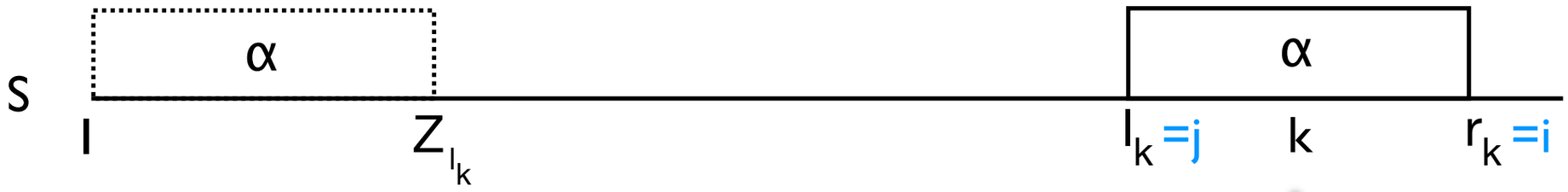

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$sp'_i(P)$ is the length of the longest proper suffix of P[1...i] i.e. the length of the Z-box that starts at j (the suffix)

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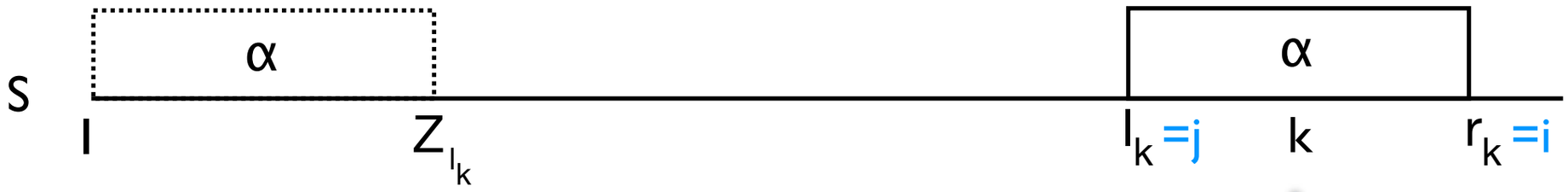

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The algorithm

- Preliminaries
  - Shifts through pointers: p points into P, c points into T
  - For each position i from 1 to n+1, define the failure function F'(i) to be sp'_{i-1} + 1 (and define $F(i)=sp_{i-1}$ +1); let sp_0' and sp_0 be 0.
- The algorithm

preprocess P to find $F'(k)=sp'_{k-1}$ + 1 for k from 1 to n+1

```
c := 1;
p := 1;
while c + (n-p) ≤ m do
    while P(p) = T(c) and p ≤ n
        p := p+1;
        c := c+1;
    if p = n+1 then
        report an occurrence of P starting at position c-n of T
    if p = 1 then c:=c+1
    p := F'(p)
```

Compute $sp'_i(P)$ from Z for P

The Z-values are as follows, we only have a Z-box starting at I=5: $Z_5(S)=3$

Compute $sp'_i(P)$ from Z for P

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S	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8
$Z_i(S)$	--	0	0	0	3	0	0	0

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for i := 1 to n do
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for j := n downto 2 do
    i := j + Z_j(P) -1;
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```

j

$Z_j(S)$

i

sp_i'

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j								
$Z_j(S)$								
i								
sp_i'								

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for i := 1 to n do
    sp_i' := 0;
for j := n downto 2 do
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```

j	8							
$Z_j(S)$	0							
i	8+0-1							
sp_i'	0							

Compute $sp'_i(P)$ from Z for P

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for i := 1 to n do
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```

j	8	7						
$Z_j(S)$	0	0						
i	8+0-1	7+0-1						
sp_i'	0	3						

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```

j	8	7	6					
$Z_j(S)$	0	0	0					
i	8+0-1	7+0-1	6+0-1					
sp_i'	0	3	0					

Compute $sp'_i(P)$ from Z for P

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	1	2	3	4	5	6	7	8
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Z-based Knuth-Morris-Pratt

```
for i := 1 to n do
    sp_i' := 0;
for j := n downto 2 do
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```

j	8	7	6	5				
$Z_j(S)$	0	0	0	3				
i	8+0-1	7+0-1	6+0-1	5+3-1				
sp_i'	0	3	0	0				

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for i := 1 to n do
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j	8	7	6	5	4			
$Z_j(S)$	0	0	0	3	0			
i	8+0-1	7+0-1	6+0-1	5+3-1	4+0-1			
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```

j	8	7	6	5	4	3		
$Z_j(S)$	0	0	0	3	0	0		
i	8+0-1	7+0-1	6+0-1	5+3-1	4+0-1	3+0-1		
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Z-based Knuth-Morris-Pratt

```
for i := 1 to n do
    sp_i' := 0;
for j := n downto 2 do
    i := j + Z_j(P) -1;
    sp_i' := Z_j
```

j	8	7	6	5	4	3	2	
$Z_j(S)$	0	0	0	3	0	0	0	
i	8+0-1	7+0-1	6+0-1	5+3-1	4+0-1	3+0-1	2+0-1	
sp_i'	0	3	0	0	0	0	0	

Compute $sp'_i(P)$ from Z for P

The Z-values are as follows, we only have a Z-box starting at I=5: $Z_5(S)=3$

S	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8
$Z_i(S)$	--	0	0	0	3	0	0	0

Z-based Knuth-Morris-Pratt

```
for i := 1 to n do
    sp_i' := 0;
for j := n downto 2 do
    i := j + Z_j(P) -1;
    sp_i' := Z_j
```

j	8	7	6	5	4	3	2	1
$Z_j(S)$	0	0	0	3	0	0	0	0
i	8+0-1	7+0-1	6+0-1	5+3-1	4+0-1	3+0-1	2+0-1	--
sp_i'	0	3	0	0	0	0	0	0

Compute $sp'_i(P)$ from Z for P

The Z-values are as follows, we only have a Z-box starting at I=5: $Z_5(S)=3$

S	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8
$Z_i(S)$	--	0	0	0	3	0	0	0

Z-based Knuth-Morris-Pratt

```
for i := 1 to n do
    sp_i' := 0;
for j := n downto 2 do
    i := j + Z_j(P) -1;
    sp_i' := Z_j
```

j	8	7	6	5	4	3	2	1
$Z_j(S)$	0	0	0	3	0	0	0	0
i	8+0-1	7+0-1	6+0-1	5+3-1	4+0-1	3+0-1	2+0-1	--
sp_i'	0	3	0	0	0	0	0	0

$sp_7'=Z_8(P)=0$; $sp_6'=Z_7(P)=0$;
$sp_5'=Z_6(P)=0$;**$sp_7'=Z_5(P)=3$**;
$sp_3'=Z_4(P)=0$;...;$sp_1'=Z_2(P)=0$

Compute F'(k) from $sp'_i(P)$

- Failure function $F'(k)=sp'_{k-1}+1$ for k from 1 to n+1

k	--	1	2	3	4	5	6	7	8	9
sp_i'	0	0	0	0	0	2	2	0	0	--
F'(k)	--	1	1	1	1	1	1	1	4	1

The Knuth-Morris-Pratt algorithm

preprocess P to find $F'(k)=sp'_{k-1} + 1$ for k from 1 to n+1

```
    c := 1;
    p := 1;
    while c + (n-p) ≤ m do
        while P(p) = T(c) and p ≤ n
            p := p+1;
            c := c+1;
    if p = n+1 then
        report an occurrence of P starting at position c-n of T
    if p = 1 then c:=c+1
    p := F'(p)
```

The Knuth-Morris-Pratt algorithm

preprocess P to find F'(k)=sp'_{k-1} + 1 for k from 1 to n+1

c := 1;

p := 1;

while c + (n-p) ≤ m do

MatchChar (MC)

while P(p) = T(c) and p ≤ n

p := p+1;

c := c+1;

if p = n+1 then

report an occurrence of P starting at position c-n of T

if p = 1 then c:=c+1

p := F'(p)

The Knuth-Morris-Pratt algorithm

preprocess P to find F'(k)=sp'_{k-1} + 1 for k from 1 to n+1

c := 1;

p := 1;

while c + (n-p) ≤ m do

MatchChar (MC)

while P(p) = T(c) and p ≤ n

p := p+1;

c := c+1;

MatchPattern (MP)

if p = n+1 then

report an occurrence of P starting at position c-n of T

if p = 1 then c:=c+1

p := F'(p)

The Knuth-Morris-Pratt algorithm

preprocess P to find F'(k)=sp'_{k-1} + 1 for k from 1 to n+1

c := 1;

p := 1;

while c + (n-p) ≤ m do

while P(p) = T(c) and p ≤ n
p := p+1;
c := c+1;
	MatchChar (MC)

if p = n+1 then report an occurrence of P starting at position c-n of T	***MatchPattern (MP)***
if p = 1 then c:=c+1	***MismatchStart (F0)***

p := F'(p)

The Knuth-Morris-Pratt algorithm

preprocess P to find $F'(k)=sp'_{k-1} + 1$ for k from 1 to n+1

c := 1;

p := 1;

while c + (n-p) ≤ m do

while P(p) = T(c) and p ≤ n
p := p+1;
c := c+1;
	MatchChar (MC)

if p = n+1 then report an occurrence of P starting at position c-n of T	***MatchPattern (MP)***
if p = 1 then c:=c+1	***MismatchStart (F0)***
p := F'(p)	***MismatchInternal (Fi)***

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	
	A	B	X	Y	A	B	X	Z																

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	
	A	B	X	Y	A	B	X	Z																
	A	**B**	X	Y	A	B	X	Z																

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	
	A	B	X	Y	A	B	X	Z																
	A	**B**	X	Y	A	B	X	Z																
	A	B	**X**	Y	A	B	X	Z																

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	
	A	B	X	Y	A	B	X	Z																
	A	**B**	X	Y	A	B	X	Z																
	A	B	**X**	Y	A	B	X	Z																
	A	B	X	**Y**	A	B	X	Z																

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	
	A	B	X	Y	A	B	X	Z																
	A	**B**	X	Y	A	B	X	Z																
	A	B	**X**	Y	A	B	X	Z																
	A	B	X	**Y**	A	B	X	Z																
	A	B	X	Y	**A**	B	X	Z																

K-M-P matching P against T

c=1, p=1: F0

c=2, p=1: MC

c=3, p=2: MC

c=4, p=3: MC

c=5, p=4: MC

c=6, p=5: MC

c=7, p=6: MC

c=8, p=7: MC

c=9, p=8: Fi: F'(8)=4 ⇒ p=4

c=9, p=4: MC

c=10, p=5: MC

c=11, p=6: MC

c=12, p=7: MC

c=13, p=8: MC

c=14, p=9: MP

X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	X	Y	A	B	X	Z																	
	A	B	X	Y	A	B	X	Z																
	A	**B**	X	Y	A	B	X	Z																
	A	B	**X**	Y	A	B	X	Z																
	A	B	X	**Y**	A	B	X	Z																
	A	B	X	Y	**A**	B	X	Z																
	A	B	X	Y	A	**B**	X	Z																

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4																									
c=9, p=4: MC																									
c=10, p=5: MC																									
c=11, p=6: MC																									
c=12, p=7: MC																									
c=13, p=8: MC																									
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC																									
c=10, p=5: MC																									
c=11, p=6: MC																									
c=12, p=7: MC																									
c=13, p=8: MC																									
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC																									
c=11, p=6: MC																									
c=12, p=7: MC																									
c=13, p=8: MC																									
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC																									
c=12, p=7: MC																									
c=13, p=8: MC																									
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC																									
c=13, p=8: MC																									
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC						A	B	X	Y	A	B	**X**	Z												
c=13, p=8: MC																									
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC						A	B	X	Y	A	B	**X**	Z												
c=13, p=8: MC						A	B	X	Y	A	B	X	**Z**												
c=14, p=9: MP																									

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC						A	B	X	Y	A	B	**X**	Z												
c=13, p=8: MC						A	B	X	Y	A	B	X	**Z**												
c=14, p=9: MP						**A**	**B**	**X**	**Y**	**A**	**B**	**X**	**Z**												

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC						A	B	X	Y	A	B	**X**	Z												
c=13, p=8: MC						A	B	X	Y	A	B	X	**Z**												
c=14, p=9: MP						**A**	**B**	**X**	**Y**	**A**	**B**	**X**	**Z**												

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC						A	B	X	Y	A	B	**X**	Z												
c=13, p=8: MC						A	B	X	Y	A	B	X	**Z**												
c=14, p=9: MP						**A**	**B**	**X**	**Y**	**A**	**B**	**X**	**Z**												

K-M-P matching P against T

	X	A	B	X	Y	A	B	X	Y	A	B	X	Z	A	B	X	Z	A	B	X	Y	A	B	X	Z
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
c=1, p=1: F0	**A**	B	X	Y	A	B	X	Z																	
c=2, p=1: MC		**A**	B	X	Y	A	B	X	Z																
c=3, p=2: MC		A	**B**	X	Y	A	B	X	Z																
c=4, p=3: MC		A	B	**X**	Y	A	B	X	Z																
c=5, p=4: MC		A	B	X	**Y**	A	B	X	Z																
c=6, p=5: MC		A	B	X	Y	**A**	B	X	Z																
c=7, p=6: MC		A	B	X	Y	A	**B**	X	Z																
c=8, p=7: MC		A	B	X	Y	A	B	**X**	Z																
c=9, p=8: Fi: F'(8)=4 ⇒ p=4		A	B	X	Y	A	B	X	**Z**																
c=9, p=4: MC						A	B	X	**Y**	A	B	X	Z												
c=10, p=5: MC						A	B	X	Y	**A**	B	X	Z												
c=11, p=6: MC						A	B	X	Y	A	**B**	X	Z												
c=12, p=7: MC						A	B	X	Y	A	B	**X**	Z												
c=13, p=8: MC						A	B	X	Y	A	B	X	**Z**												
c=14, p=9: MP						**A**	**B**	**X**	**Y**	**A**	**B**	**X**	**Z**												
																		A	**B**	**X**	**Y**	**A**	**B**	**X**	**Z**

NaiveChars.java


```
public int match (String pattern, String text) {
    int p = 0;
    int s = 0;
    int t = 0;
    int matches = 0; // number of matches, return value
    while (t < text.length()) {
        if (p < pattern.length()) System.out.println("pattern("+p+") \t"+pattern.charAt(p));
        System.out.println("text("+t+") \t"+text.charAt(t));
        if (pattern.charAt(p) == text.charAt(t)) {
            // make sure to check against length-1 else OutOfRange exception!
            if (p < pattern.length()-1) {
                p = p+1;
                t = t+1;
            } else {
                System.out.println("Match found at position "+(s+1));
                p = 0;
                s = s+1;
                t = s;
                matches = matches+1;
            } // end if..else check for full occurrence of P
        } else {
            p = 1;
            s = s+1;
            t = s;
        } // end if..else check for character match
    } // end while over the text
    return matches;
} // end match
```

NaiveWords.java: initialization

```
public int match (String pattern, String text) {

    // --------------------------------------
    // Initialization
    // --------------------------------------
    int p = 0;
    int s = 0;
    int t = 0;
    int matches = 0; // number of matches, return value

    Vector patternVec = new Vector();
    Vector textVec = new Vector ();

    // Represent the pattern as a sequence of words

    StringTokenizer pst = new StringTokenizer(pattern);
    while (pst.hasMoreTokens()) {
        String word = (String)pst.nextToken();
        patternVec.addElement(word);
    } // end while

    // Represent the text as a sequence of words

    StringTokenizer tst = new StringTokenizer(text);
    while (tst.hasMoreTokens()) {
        String word = (String)tst.nextToken();
        textVec.addElement(word);
    } // end
```

NaiveWords.java: matching


```
// ------------------------------------
// Loop
// ------------------------------------
// Note that the conditions now refer to the vectors, not to the original strings.

while (t < textVec.size()) {
    if (p < patternVec.size()) System.out.println("pattern("+p+") \t<"+(String)patternVec.elementAt(p)+">");
    System.out.println("text("+t+") \t<"+(String)textVec.elementAt(t)+">");
    if (((String)patternVec.elementAt(p)).equals((String)textVec.elementAt(t))) {
        // make sure to check against length-1 else OutOfRange exception!
        if (p < patternVec.size()-1) {
            p = p+1;
            t = t+1;
        } else {
            System.out.println("Match found at position "+(s+1));
            p = 0;
            s = s+1;
            t = s;
            matches = matches+1;
        } // end if..else check for full occurrence of P
      } else {
        p = 0;
        s = s+1;
        t = s;
      } // end if..else check for character match
    } // end while over the text
    return matches;
} // end match
```

KeywordTreeNode.java

- records:
  - the label on the edge to the vertex *v*
  - the path, i.e. the concatenation of the words on the path to *v*: L(v)
  - the parent of the vertex
  - the children of a vertex i
- basic accessor methods for adding, getting and setting

KeywordTree.java: buildBranch

```
public KeywordTreeNode buildBranch (Vector pvec) {
    KeywordTreeNode broot  = new KeywordTreeNode ();
    KeywordTreeNode parent = broot;
    boolean rootSet = false;
    String path = "";
    Iterator pvIter = pvec.iterator();
    while (pvIter.hasNext()) {
        String word = (String)pvIter.next();
        // check whether the root has been set; if not, initialize
        // the root, otherwise create a new node, and add it to
        // the current parent.
        if (!rootSet) {
            broot.setEdge(word);
            rootSet = true;
            broot.setPath(word);
            path = word;
        } else {
            KeywordTreeNode node = new KeywordTreeNode(word);
            path = path+" "+word;
            node.setPath(path);
            node.setParent(parent);
            parent.addChild(node);
            // Set the parent to be the current node
            parent = node;
        } // end if..else check for root or child
    } // end while
    return broot;
} // end
```

KeywordTree.java: buildTree

```
KeywordTreeNode branch = this.buildBranch(patternVec);

// Next, go down the tree as far as possible to find the lowest attachment point for this branch. From the root
// of the branch we go down tree, until we get to a point where none of the children on the branch would be
// matched; that is where we insert the (remainder of the) branch.

KeywordTreeNode branchnode = branch;   // the current branch node
KeywordTreeNode attachment = treeroot; // the node where to attach
boolean golower = (treeroot.isLeaf())?false:true;
while (golower) {
    // cycle over the children of the current attachment node
    boolean matchfound = false;
    Iterator chIter = attachment.getChildren();
    while (chIter.hasNext() && !matchfound) {
        KeywordTreeNode child = (KeywordTreeNode) chIter.next();
        // if this child has the same edge, and the same
        // path, as the current node in the branch, then
        // decend one node down the branch and set the
        // current node as the attachment point for the
        // remainder of the branch.
        if (child.getEdge().equals(branchnode.getEdge()) && child.getPath().equals(branchnode.getPath())) {
            matchfound = true;
            attachment = child;
            branchnode = branchnode.getFirstChild();
        } // end if.. check whether match found
      } // end while over children
      // continue if we found a matching child, and descended accordingly
      golower = matchfound;
   } // end while
   attachment.addChild(branchnode);
} // end for
```