

Knuth - Morris - Pratt Algorithm

- Algorithm has efficient technique which avoids repeated comparison of characters.
- In KMP, whenever there is a mismatch (after some matches) some of character of text string is already known.

Example:

Text: b b b b b c a b b b

Pattern: b b b b

Diagram illustrating the match between the text and the pattern. The first four characters of the text (b b b b) are boxed and labeled "These characters are already matched." with an arrow pointing to them. The fifth character of the text (b) is also boxed and labeled "b".

These characters are already matched.

I] The Prefix function for a pattern

- The prefix function π or LPS for a pattern encapsulates knowledge about how the pattern matches against shift of itself.
- It processes the pattern to find matches of prefixes of the pattern with itself.

⇒ This function finds longest proper prefix which is also suffix.

prefix of Pattern → Subset of a pattern starting from beginning

Suffix of Pattern → Subset starting from end.

Given string: a b a d a b

(i) Initially put 0
in 0th location

	0	1	2	3	4	5
	a	b	a	d	a	b
P	0					

(ii) string: ab

Prefix: ϵ , a

Suffix: ϵ , b

	a	b	a	d	a	b
P	0	0				

(iii) string: aba

Prefix: ϵ , a, ab

Suffix: ϵ , a, ba

	a	b	a	d	a	b
P	0	0	1			

(iv) string: abad

Prefix: ϵ , a, ab, aba

Suffix: ϵ , d, ad, bad

	a	b	a	d	a	b
P	0	0	1	0		

(v) string: abada

Prefix: ϵ , a, ab, aba, abad

Suffix: ϵ , a, da, ada, bada

	a	b	a	d	a	b
P	0	0	1	0	1	

(vi) string: abadab

Prefix: ϵ , a, ab, aba, abad, abada

Suffix: ϵ , b, ab, dab, adab, badab

	a	b	a	d	a	b
P	0	0	1	0	1	2

- It is defined as the size of the largest prefix of the $P[0 \dots j-1]$ that is also a suffix of $P[1 \dots j]$

$LPS[j] =$ Longest Proper Prefix of Pattern $P[0 \dots j]$ which also a Suffix of Pattern $P[0 \dots j]$

- It also indicates how much of last comparison can be reused, if it fails.
- It enables avoiding backtracking on Text strings

\Rightarrow Algorithm Calculate_LPS ($Pat[], m$)

```

{
    1.  $k = 0$  // Length of previous longest pattern
    2.  $p[0] = 0$ 
    3.  $i = 1$  // Pointer on Pattern
    4. while ( $i < m$ )
        {
            5. if ( $Pat[i] == Pat[k]$ ) // If match found
                {
                    6.  $k++$ 
                    7.  $p[i] = k$ 
                    8.  $i++$ 
                }
            9. else
                {
                    10. if ( $k != 0$ ) // Mismatch &  $k != 0$ 
                        {
                            11.  $k = p[k-1]$ 
                            // case ②
                        }
                    12. else // Mismatch &  $k = 0$ 
                        {
                            13.  $p[i] = 0$ 
                            // case ③
                        }
                    14.  $i++$ 
                }
        }
    }

```

Example:

Pattern = a a a c a a a a c a

	0	1	2	3	4	5	6	7	8	9	10
Pat	a	a	a	c	a	a	a	a	a	c	a
p	0	1	2	0	1	2	3	3	3	4	5

⇒ Processing

I : 1 2 3 3 3 4 5 6 7 7 8 8 9 10

K : 0 1 2 1 0 0 1 2 3 2 3 2 3 4 5

(Init)

Case 1 1 2 2 3 1 1 1 2 1 2 1 1 1

Example 2:

	a	b	c	d	b	a	e	a	b	f
P	0	0	0	0	0	1	0	1	2	0

Example 3:

	a	a	a	a	b	a	a	c	d
P -	0	1	2	3	0	1	2	0	0

II] Search Algorithm

- In this LPS is used to decide next character to be matched
- Logic is - Do not match character that are definitely going to match.

→ How to find number of characters to be skipped?

- Initially set pointer i at initial location of Text and set pointer j at initial location of pattern.
- Keep incrementing i and j until $\text{Text}[i]$ and $\text{Pattern}[j]$ matches.
- When there is mismatch at index j of Pattern it implies
 - (a) $\text{Pattern}[0 \dots j-1] \equiv \text{Text}[i-j \dots i-1]$
 - (b) $\text{LPS}[j-1]$ is count of characters of $\text{Pattern}[0 \dots j-1]$ which are both Prefix and Suffix.

⇒ We do not need to match $\text{LPS}[j-1]$ characters with $\text{Text}[i-j \dots i-1]$ as they will anyway match.

Algorithm

KMP_Matcher (Pat[], Text[])

{

1. m = pat.length

2. n = Text.length

3. Calculate_LPS (Pat[], m)

4. i = 0 // Pointer on Text

5. j = 0 // Pointer on Pattern

6. While (i < n)

{

7. if (Pat[j] == Text[i]) // Case 1: Match

{

8. i++

9. j++

}

10. if (j == m) // Case 2: Pattern Found

{

11. print ("Pattern Found at", i-j)

12. j = P[j-1]

}

13. if (i < n and Pat[j] != Text[i])

{

14. if (j != 0) // Case 3: Mismatch & j != 0

15. j = P[j-1]

16. else

17. // Case 4: Mismatch & j = 0

i = i + 1

}

}

{

Question 1:

Pattern: a a a

Text: a a a c a a a a c a a

Solution:Length of Pattern $m = 3$ Length of Text $n = 11$

Compute LPS for Pattern

	0	1	2
Pat	a	a	a
P	0	1	2

	0	1	2	3	4	5	6	7	8	9	10
	a	a	a	c	a	a	a	a	c	a	a

i	0	1	2	3	3	3	4	5	6	7	8	8	8	9	10
j	0	1	2	3 2	1	0	0	1	2	3 2	3 2	1	0	0	1

Case 1 1 1 3 3 4 1 1 1 1 3 3 4 1 2

Pattern

Found: 0

$3 - 3 = 0$

Pattern

Found: 4

$7 - 3 = 4$

Pattern

Found: 5

$8 - 3 = 5$