

# SC2001/CX2101 Algorithm Design and Analysis

## Tutorial 5 String Matching (Week 12)

This tutorial helps you develop skills in the learning outcome of the course: “Able to design algorithms using suitable strategies (preprocessing, etc) to solve a problem, able to analyse the efficiencies of different algorithms for problems like string matching, etc”.

# Question 1

Rewrite the simpleScan algorithm in the lecture slides to eliminate the variable i.

Original code

```
int SimpleScan (char [] P, char [] T, int m)
{
    int i, j, k;
    j = k = 0;
    i = 0;
    while (j < n) {
        if (T[j] != P[k]) {
            j = ++i;
            k = 0; }
        else {
            j++;
            k++;
            if (k == m) return i; }
    }
    return -1;
}
```

**ABABC**



**ABABABCCAC**

**ABABC**



**ABABABCCAC**

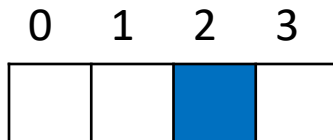
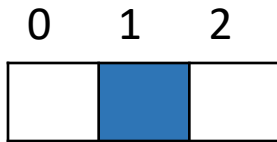
# Question 1

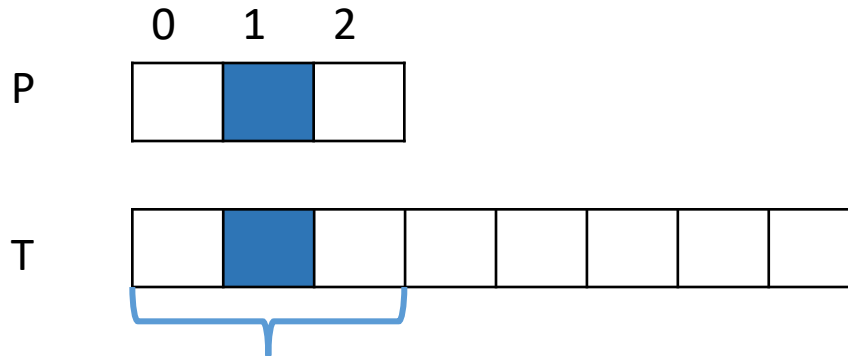
After removing i

```
int SimpleScan (char [] P, char [] T, int m)
{
    int i, j, k;
    j = k = 0;
i = 0;
    while (j < n) {
        if (T[j] != P[k]) {
            j = ++i; j-k+1;
            k = 0; }
        else {
            j++;
            k++;
            if (k == m)    return i; j-k;    }
    }
    return -1;
}
```

## Question 2

How would you modify the Rabin-Karp algorithm to search for a given pattern with the additional condition that the middle character is a “wild card” (any text character at all can match it)?



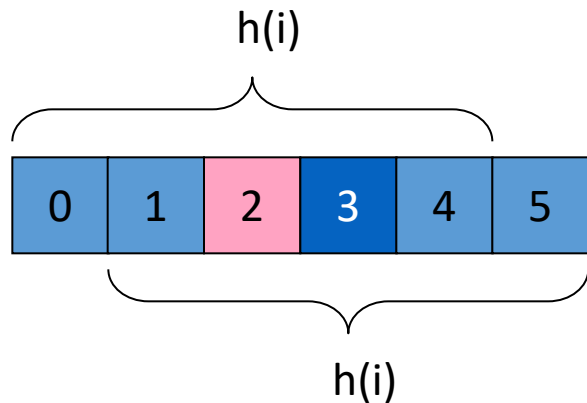


The hash function:  
Replace the middle digit by 0

```
int hash(Txt, m, d)
{
    int h = Txt[0] % q;
    int middle = m/2;
    for (int i = 1; i < m; i++)
        if (i == middle)
            h = (h * d) % q;
        else
            h = (h * d + Txt[i] ) % q;
    return h;
}
```

To rehash after moving the text window one character right:

- Remove the MSB
- Add the middle digit in the old window
- Replace the middle digit in the new window by 0



In general,

$$\begin{aligned} \text{new} = & (\text{old} - \text{MSB} * d^{m-1} \\ & + \text{MiddleB} * d^{m/2}) * d \\ & - \text{NewMiddleB} * d^{m/2} \\ & + \text{LSB} \end{aligned}$$

```
// dM =  $d^{m-1} \% q$ 
```

```
dM = 1;
```

```
For j = 1 to m-1
```

```
    dM = dM * d % q
```

```
// dMiddle =  $d^{m/2} \% q$ 
```

```
dMiddle = 1;
```

```
For j = 1 to m/2
```

```
    dMiddle = dMiddle * d % q;
```

```

int rehash(T, i, m, ht)
{
    msb = (T[i] * dM) % q; // dM = dm-1
    oldMiddle = (T[i+m/2] * dMiddle) % q;
    newMiddle = (T[i+1+m/2] * dMiddle) % q;
    old_removed = ((ht + q) - msb + oldMiddle) % q;

    return (old_removed * d - newMiddle + T[i+m]) % q;
}

```

ht=0, dM = 4, dMiddle = 2, **q = 7**

	i	i+1	i+2	i+3	i+4	i+5
T	3	6	4	1	5	2

Rehash(T, i, 5, 0) =

$$\text{msb} = 3 * 4 \% 7 = 5$$

$$\text{oldMiddle} = 4 * 2 \% 7 = 1$$

$$\text{newMiddle} = 1 * 2 \% 7 = 2$$

$$\text{oldRemoved} = (0 + 7 - 5 + 1) \% 7 = 3$$

$$\text{Return } (3 * 4 - 2 + 2) \% 7 = 2$$

# Question 3

Given pattern  $P = \text{"AAA.....AB"}$  ( $m-1$  A's followed by one B) and text string  $T = \text{"AAA.....A"}$  ( $n$  A's)

- 1) Show the values of CharJump and matchJump arrays for  $P$  computed by the Boyer-Moore string matching algorithm. Assume that alphabet is  $\{A, B, \dots, Z\}$ .
- 2) Find out exactly how many character comparisons are done by simpleBMScan and BMScan respectively to scan  $T$  for an occurrence of  $P$ .



# 3(1)

P = "AAA.....AB"

CharJump[ 'A' ] = 1

CharJump[ 'B' ] = 0

CharJump[ x ] = m

A	A	...	A	B
---	---	-----	---	---

A	A	...	A	<b>B</b>
---	---	-----	---	----------

Matched = 0, Slide[m] = 1

MatchJump[m] = 1

A	A	...	A	B
---	---	-----	---	---

A	A	...	<b>A</b>	<b>B</b>
---	---	-----	----------	----------

Matched = 1, Slide[m-1] = m

MatchJump[m-1] = m+1

A	A	...	A	B
---	---	-----	---	---

A	...	<b>A</b>	<b>A</b>	<b>B</b>
---	-----	----------	----------	----------

Matched = 2, Slide[m-2] = m

MatchJump[m-2] = m+2

A	A	...	A	B
---	---	-----	---	---

A	A	...	A	B
---	---	-----	---	---

Matched =  $m-2$ , Slide[2] =  $m$   
 MatchJump[2] =  $2m-2$

A	A	...	A	B
---	---	-----	---	---

A	A	...	A	B
---	---	-----	---	---

Matched =  $m-1$ , Slide[1] =  $m$   
 MatchJump[1] =  $2m-1$

	1	2	...	$m-2$	$m-1$	$m$
MatchJump	$2m-1$	$2m-2$	...	$m+2$	$m+1$	1

## 3(2) simpleBMScan

$j += \max(\text{charJump}[T[j]], m-k+1);$

$\text{CharJump}['A'] = 1, \quad \text{CharJump}['B'] = 0, \quad \text{CharJump}[x] = m$

A A A.....B

A A A.....A.....A      1st comparison then  $j += \max(1, m-m+1)=1$

A A A....B

A A A.....A.....A      2nd comparison,  $j += 1$

A A A.....B

A A A.....A.....A      (n-m+1)th comparison (the last)

- Therefore :

No. of Comparisons =  $n - m + 1$

## 3(2) BMScan

$j += \max(\text{charJump}[T[j]], \text{matchJump}[k]);$

CharJump[ 'A' ] = 1,      CharJump[ 'B' ] = 0,      CharJump[ x ] = m

	1	2	...	m-2	m-1	m
MatchJump	2m-1	2m-2	...	m+2	m+1	1

A A A.....B

A A A.....A.....A      1st comparison then  $j += \max(1, 1)$

A A A.....B

A A A.....A.....A      2nd comparison,  $j += 1$

A A A.....B

A A A.....A.....A      (n-m+1)th comparison (the last)

- Therefore :

No. of Comparisons =  $n - m + 1$ , the same as simpleBMScan

# Question 4(1)

Show the values of CharJump and matchJump arrays for the following pattern, which are computed by the Boyer-Moore string matching algorithm, assuming alphabet is {A,B,...,Z}.

P = "BANANA"

CharJump[ 'A' ] = 0, CharJump[ 'B' ] = 5, CharJump[ 'N' ] = 1, CharJump[ x ] = 6

B	A	N	A	N	A
---	---	---	---	---	---

Matched = 0, Slide[6] = 1, MatchJump[6] = 1

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

Matched = 1, Slide[5] = 4, MatchJump[5] = 5

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

Matched = 2, Slide[4] = 6, MatchJump[4] = 8

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

Matched = 3, Slide[3] = 2, MatchJump[3] = 5

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

Matched = 4, Slide[2] = 6, MatchJump[2] = 10

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

Matched = 5, Slide[1] = 6, MatchJump[1] = 11

B	A	N	A	N	A
---	---	---	---	---	---

B	A	N	A	N	A
---	---	---	---	---	---

# Question 4(2) – not covered if no time

Show the values of CharJump and matchJump arrays for the following pattern, which are computed by the Boyer-Moore string matching algorithm, assuming alphabet is {A,B,...,Z}.

P = "POTATO"

CharJump[ 'A' ] = 2, CharJump[ 'O' ] = 0, CharJump[ 'P' ] = 5, CharJump[ 'T' ] = 1  
CharJump[ x ] = 6

P	O	T	A	T	○
---	---	---	---	---	---

Matched = 0, Slide[6] = 1, MatchJump[6] = 1

P	O	T	A	T	○
---	---	---	---	---	---

P	O	T	A	T	○
---	---	---	---	---	---



P	O	T	A	T	O
---	---	---	---	---	---

Matched = 1, Slide[5] = 4, MatchJump[5] = 5

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

Matched = 2, Slide[4] = 6, MatchJump[4] = 8

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

Matched = 3, Slide[3] = 6, MatchJump[3] = 9

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

Matched = 4, Slide[2] = 6, MatchJump[2] = 10

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---

Matched = 5, Slide[1] = 6, MatchJump[1] = 11

P	O	T	A	T	O
---	---	---	---	---	---

P	O	T	A	T	O
---	---	---	---	---	---