

String Matching

➤ *Using Finite Automata*

Example (I)

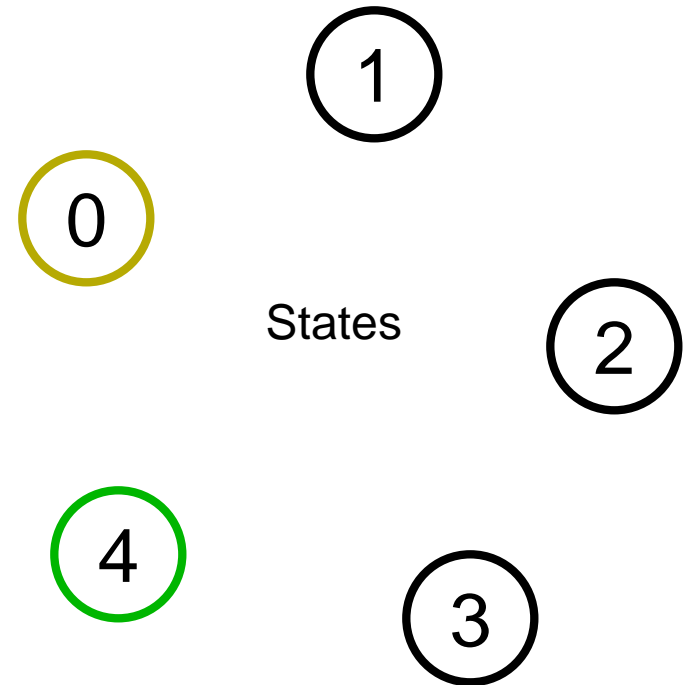
Q is a finite set of states

$q_0 \in Q$ is the start state

Q is a set of accepting states

Σ : input alphabet

$\delta: Q \times \Sigma \rightarrow Q$: transition function



input:

a	b	a	b	b	a	b	b	a	a
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Example (II)

Q is a finite set of states

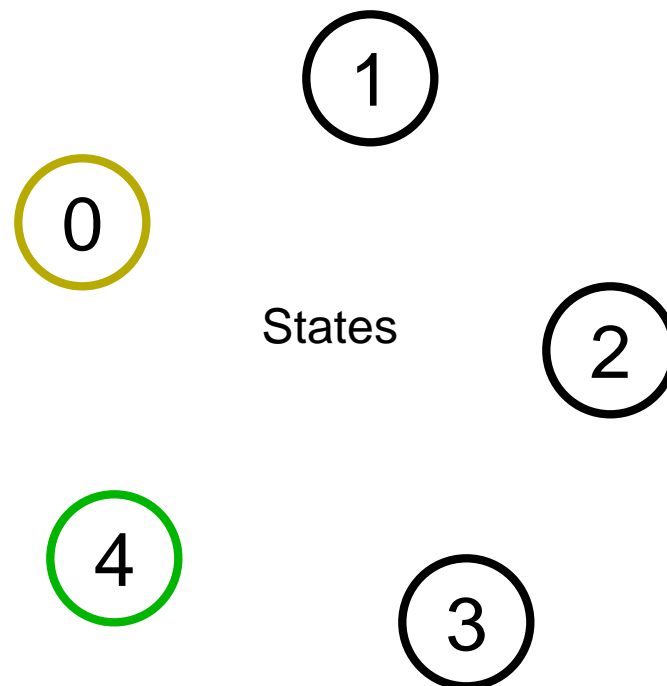
$q_0 \in Q$ is the start state

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Σ : input alphabet

$\delta: Q \times \Sigma \rightarrow Q$: transition function

input \ state	a	b
0	1	0
1	1	2
2	1	3
3	4	0
4	1	2



Example (III)

Q is a finite set of states

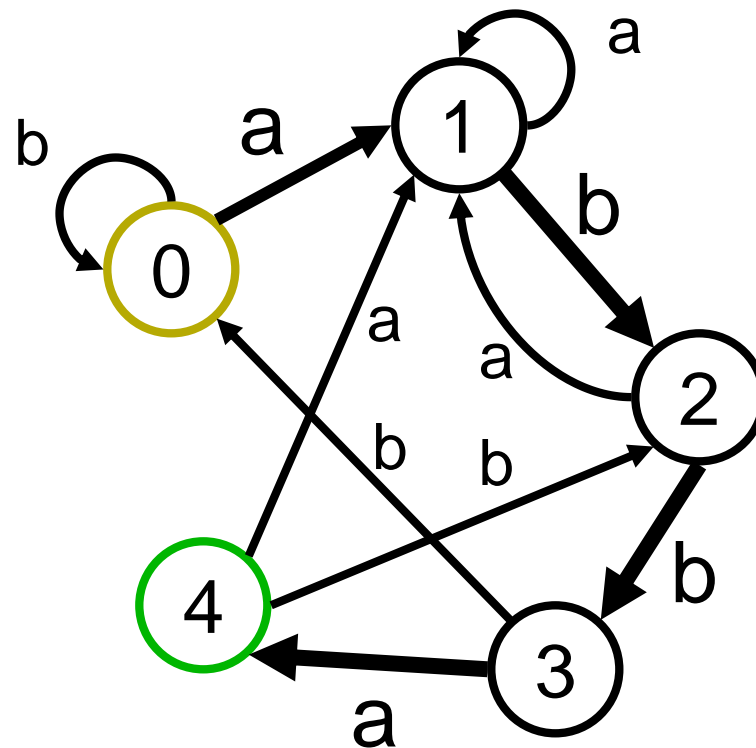
$q_0 \in Q$ is the start state

Q is a set of accepting states

Σ : input alphabet

$\delta: Q \times \Sigma \rightarrow Q$: transition function

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3	4	0
4	1	2



Example (IV)

Q is a finite set of states

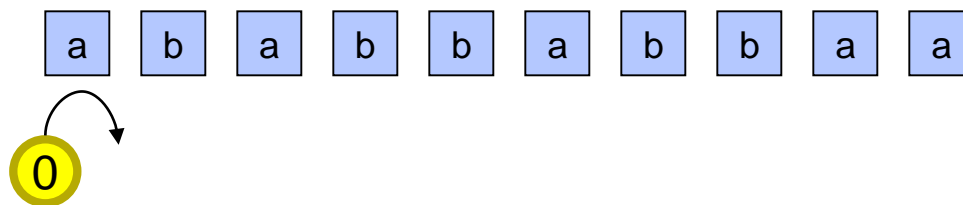
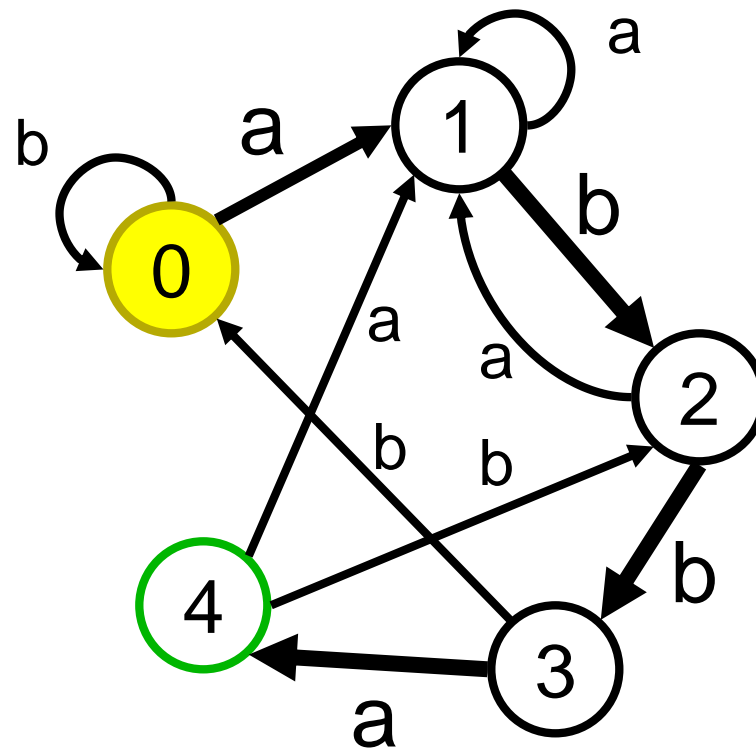
$q_0 \in Q$ is the start state

Q is a set of accepting states

Σ : input alphabet

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2	1	3
3	4	0
4	1	2



Example (V)

Q is a finite set of states

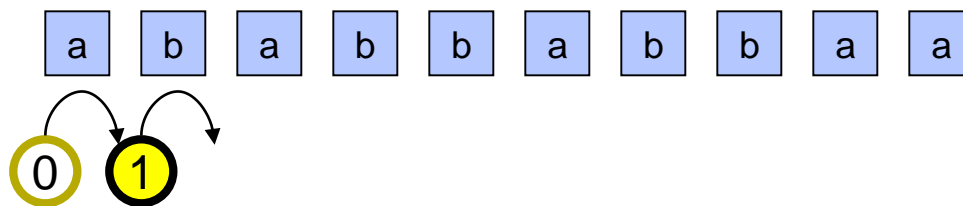
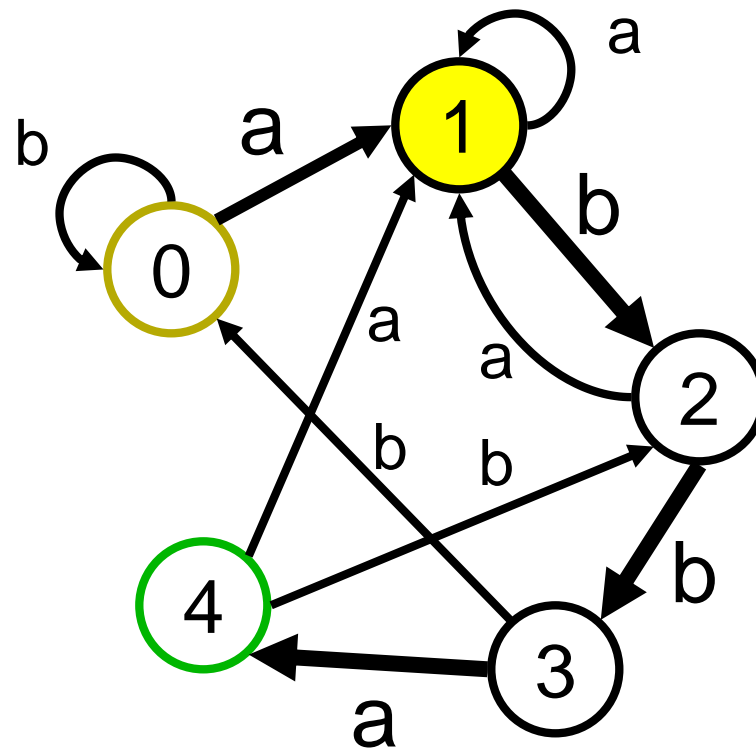
$q_0 \in Q$ is the start state

Q is a set of accepting states

Σ : input alphabet

$\delta: Q \times \Sigma \rightarrow Q$: transition function

input \ state	a	b
0	1	0
1	1	2
2	1	3
3	4	0
4	1	2



Example (VI)

Q is a finite set of states

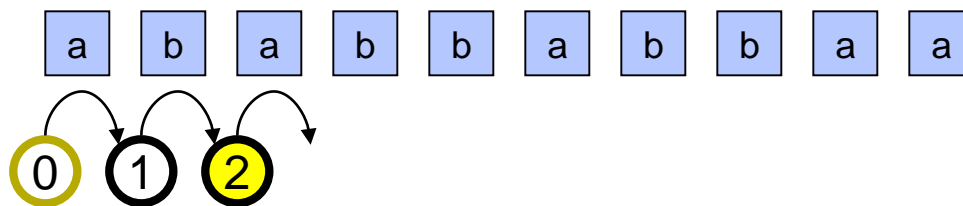
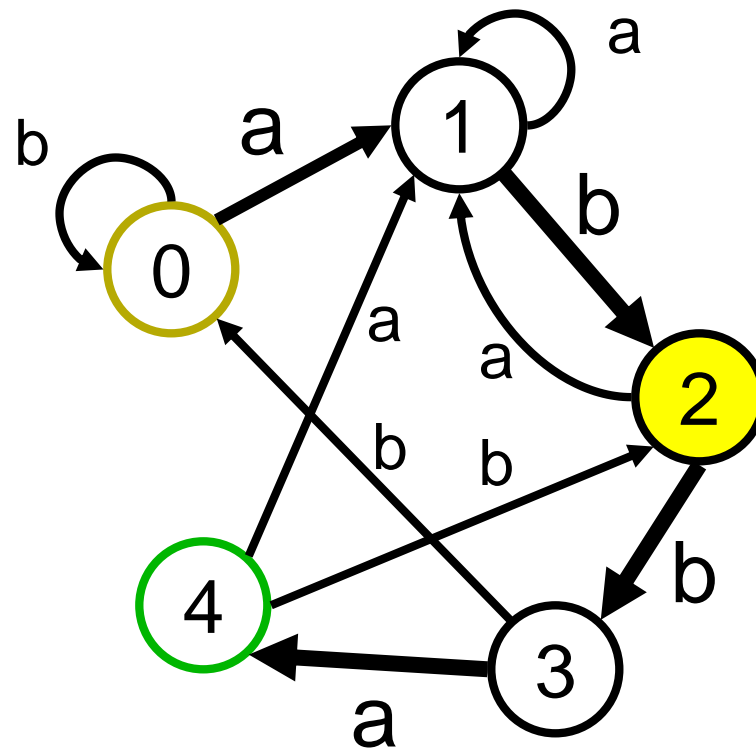
$q_0 \in Q$ is the start state

Q is a set of accepting states

Σ : input alphabet

$\delta: Q \times \Sigma \rightarrow Q$: transition function

state \ input	a	b
0	1	0
1	1	2
2	1	3
3	4	0
4	1	2



Example (VII)

Q is a finite set of states

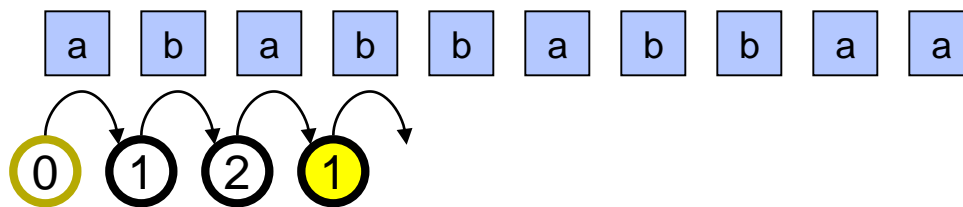
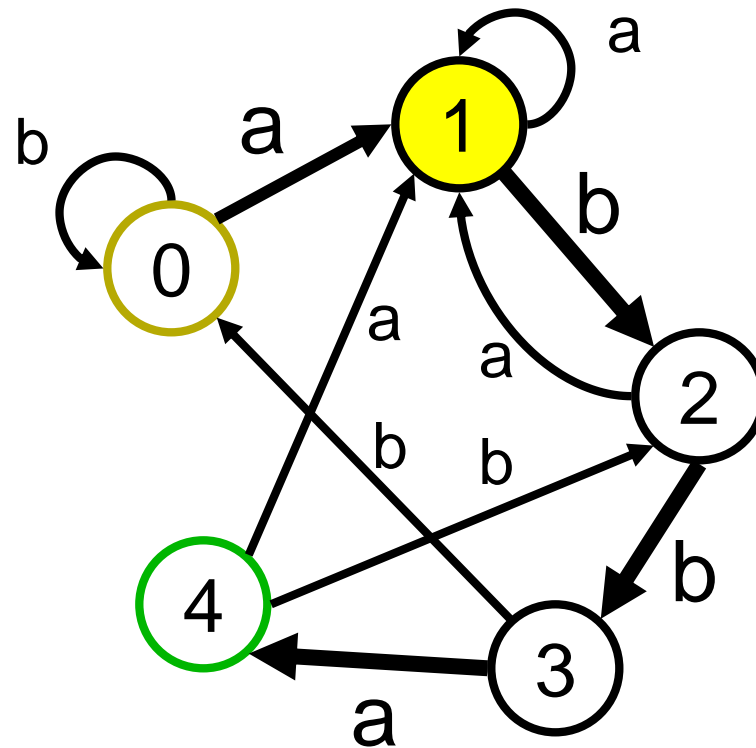
$q_0 \in Q$ is the start state

Q is a set of accepting states

Σ : input alphabet

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state \ input	a	b
0	1	0
1	1	2
2	1	3
3	4	0
4	1	2



Example (VIII)

Q is a finite set of states

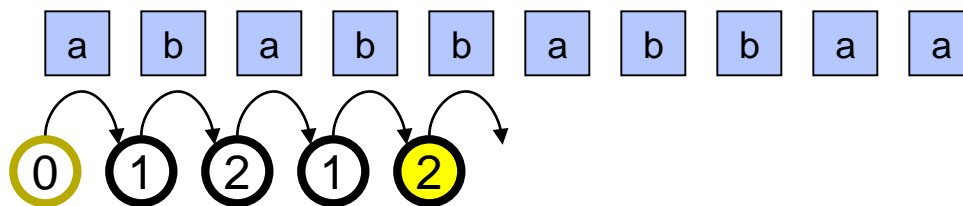
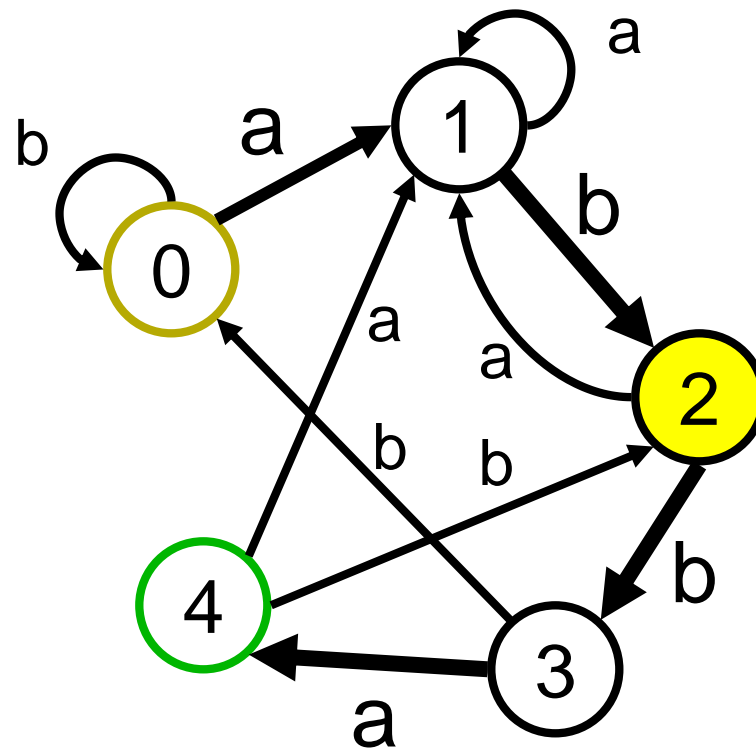
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Example (IX)

Q is a finite set of states

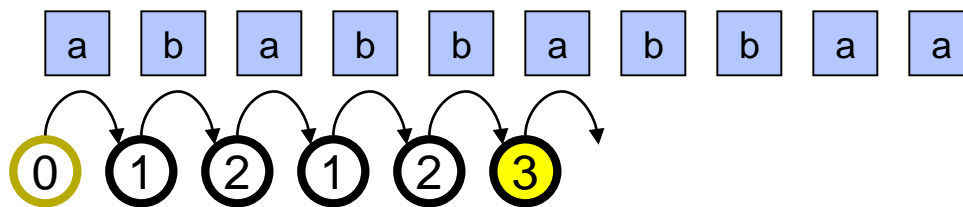
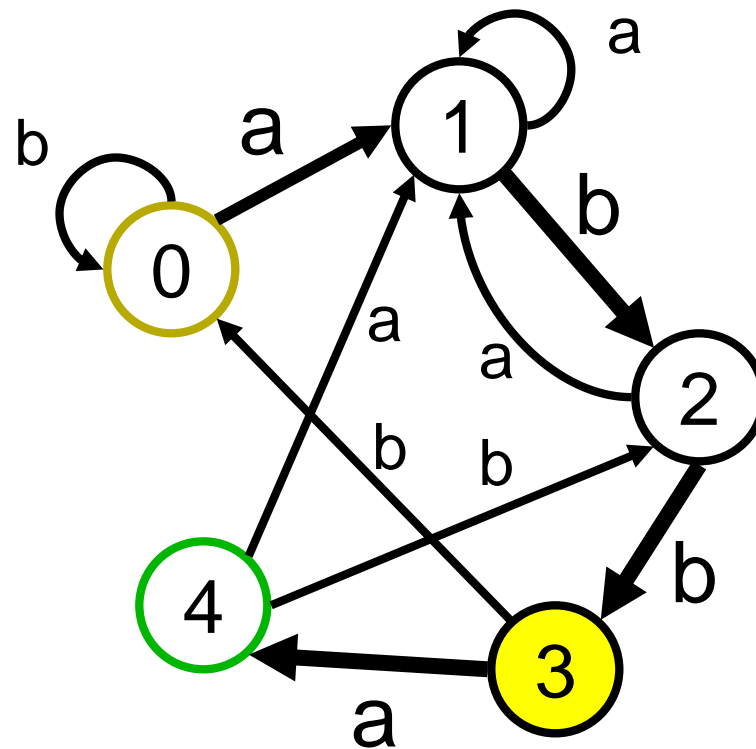
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Example (X)

Q is a finite set of states

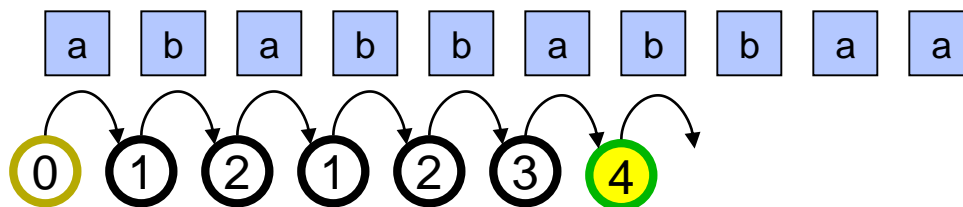
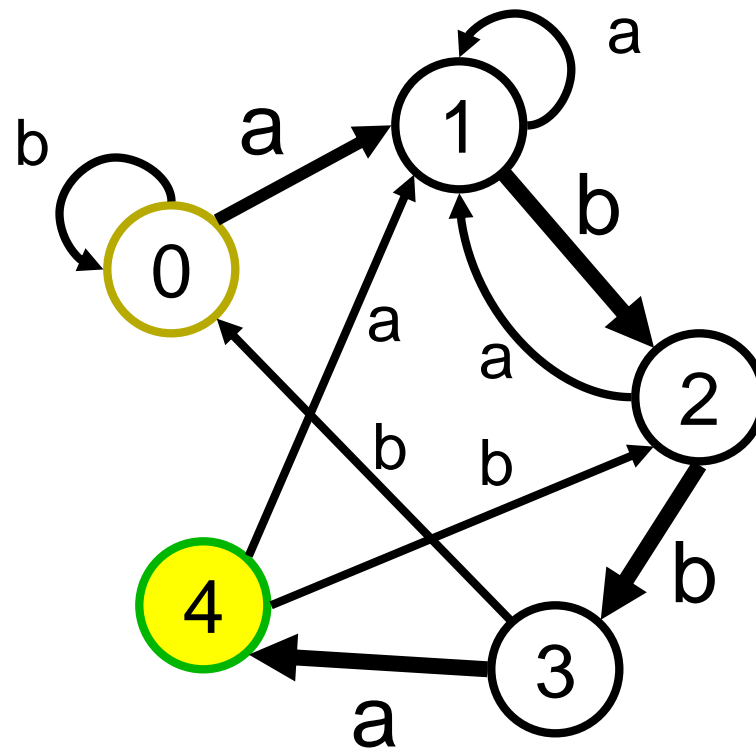
$q_0 \in Q$ is the start state

Q is a set of accepting states

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0	1	0
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Example (XI)

Q is a finite set of states

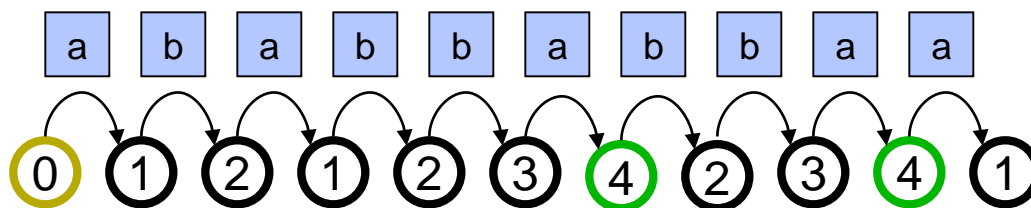
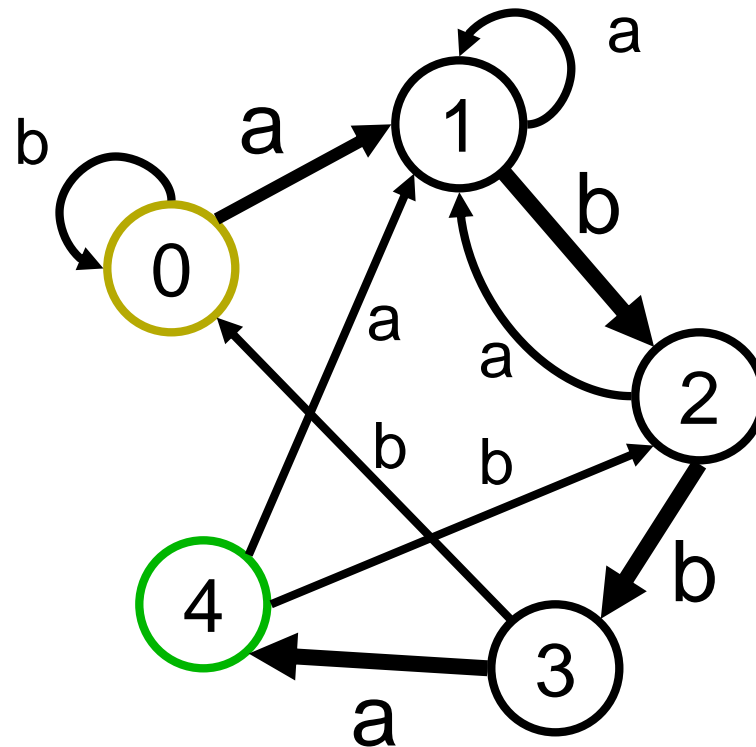
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Q is a set of accepting states

Σ : input alphabet

$\delta: Q \times \Sigma \rightarrow Q$: transition function

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Finite-Automaton-Matcher

- The example automaton accepts at the end of occurrences of the pattern **abba**
- For **every pattern of length m** there exists an automaton with **$m+1$ states** that solves the pattern matching problem with the following algorithm:

Finite-Automaton-Matcher(T, δ, P)

1. $n \leftarrow \text{length}(T)$
2. $q \leftarrow 0$
3. for $i \leftarrow 1$ to n do
4. $q \leftarrow \delta(q, T[i])$
5. if $q = m$ then
6. $s \leftarrow i - m$
7. return “Pattern occurs with shift” s

How to Compute the Transition Function?

- A string u is a **prefix** of string v if there exists a string a such that:
 $ua = v$
- A string u is a **suffix** of string v if there exists a string a such that:
 $au = v$
- Let P_k denote the first k letter string of P

Compute-Transition-Function(P, Σ)

1. $m \leftarrow \text{length}(P)$
2. for $q \leftarrow 0$ to m do
3. for each character $a \in \Sigma$ do
4. $k \leftarrow 1 + \min(m, q+1)$
5. repeat
6. $k \leftarrow k-1$
7. until P_k is a suffix of $P_q a$
7. $\delta(q, a) \leftarrow k$

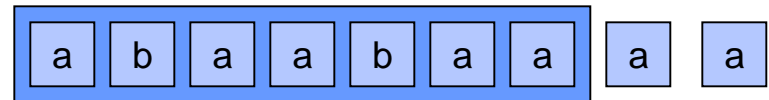
Example

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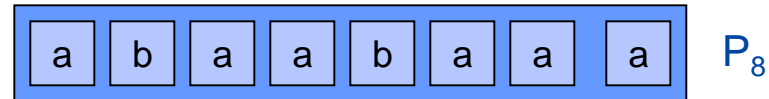
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7. until P_k is a suffix of $P_q a$
8. $\delta(q, a) \leftarrow k$

Pattern



Text abaaaba $P_7 a$



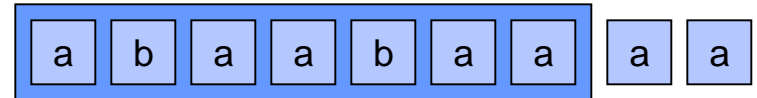
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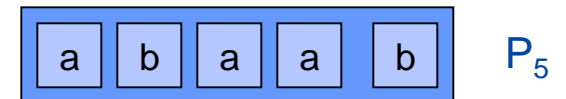
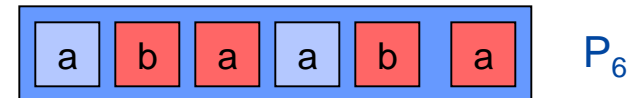
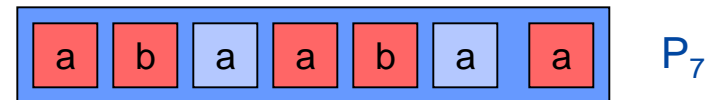
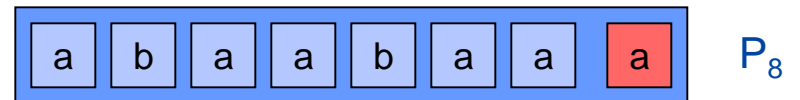
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7. until P_k is a suffix of $P_q a$
8. $\delta(q, a) \leftarrow k$

Pattern



Text a b a a b a a b P_7b



Running time of Compute Transition-Function

- A string u is a **prefix** of string v if there exists a string a such that: $ua = v$
- A string u is a **suffix** of string v if there exists a string a such that: $au = v$
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Compute-Transition-Function(P, Σ)

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Factor: $m+1$

Factor: $|\Sigma|$

Factor: m

Time for check
of equality: m

Running time of procedure:
 $O(m^3 |\Sigma|)$