Knuth-Morris-Pratt Algorithm

for Pattern Matching

Pattern Matching

The act of checking a given sequence of tokens (**text**) for the presence of the constituents of some **pattern**.

Brute Force Approach

- Pattern of length **M**
- Text of length N
- Complexity?

 $O(N^*M)$

• Worst case?

Knuth-Morris-Pratt Algorithm

- Takes advantage of the information about already matched characters to reduce the number of comparisons.
- Avoids backing up in the text (only moves forward).





To keep track of available shifts during each mismatched character we build a **DFA** (deterministic finite-state automata).

DFA is constructed just from the pattern and before the execution.

internal representation

KMP DFA



DFA corresponding to the string A B A B A C

















KMP Code

```
public class KMP
                                                   public int search(String txt)
                                                   { // Simulate operation of DFA on txt.
                                                      int i, j, N = txt.length(), M = pat.length();
private String pat;
                                                      for (i = 0, j = 0; i < N \&\& j < M; i++)
private int[][] dfa;
                                                         i = dfa[txt.charAt(i)][j];
                                                      if (j == M) return i - M; // found (hit end of pattern)
public KMP(String pat)
                                                      else
                                                                 return N: // not found (hit end of text)
{ // Build DFA from pattern.
                                                    3
   this.pat = pat;
                                                   public static void main(String[] args)
   int M = pat.length();
                                                   // See page 769.
   int R = 256;
                                                 }
   dfa = new int[R][M];
   dfa[pat.charAt(0)][0] = 1;
   for (int X = 0, j = 1; j < M; j++)
   { // Compute dfa[][j].
      for (int c = 0; c < R; c++)
          dfa[c][j] = dfa[c][X]; // Copy mismatch cases.
      dfa[pat.charAt(j)][j] = j+1; // Set match case.
      X = dfa[pat.charAt(j)][X]; // Update restart state.
   }
```



In Class Practice

Build a KMP DFA for the following pattern:

ACACAGA

Produce both table and graphical representations of the DFA

KMP

Answer

	Α	С	Α	С	Α	G	Α
	0	1	2	3	4	5	6
Α	1	1	3	1	5	1	7
С	0	2	0	4	0	4	0
G	0	0	0	0	0	6	0



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Questions?