

# String Processing

(Based on [Manber 1989])

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# Data Compression

## Problem

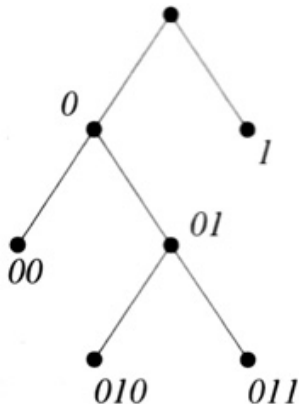
*Given a text (a sequence of characters), find an encoding for the characters that satisfies the prefix constraint and that minimizes the total number of bits needed to encode the text.*

The *prefix constraint* states that the prefixes of an encoding of one character must not be equal to a complete encoding of another character.

Denote the characters by  $c_1, c_2, \dots, c_n$  and their frequencies by  $f_1, f_2, \dots, f_n$ . Given an encoding  $E$  in which a bit string  $s_i$  represents  $c_i$ , the length (number of bits) of the text encoded by using  $E$  is

$$\sum_{i=1}^n |s_i| \cdot f_i.$$

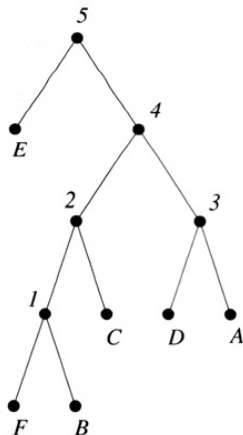
# A Code Tree



**Figure 6.17** The tree representation of encoding.

Source: [Manber 1989].

# A Huffman Tree



**Figure 6.19** The Huffman tree for example 6.1.

Source: [Manber 1989].

# Huffman Encoding

**Algorithm Huffman\_Encoding** ( $S, f$ );

*insert all characters into a heap  $H$   
according to their frequencies;*

**while**  $H$  not empty **do**

**if**  $H$  contains only one character  $X$  **then**  
*make  $X$  the root of  $T$*

**else**

*delete  $X$  and  $Y$  with lowest frequencies;  
from  $H$ ;*

*create  $Z$  with a frequency equal to the  
sum of the frequencies of  $X$  and  $Y$ ;*

*insert  $Z$  into  $H$ ;*

*make  $X$  and  $Y$  children of  $Z$  in  $T$*

# String Matching

## Problem

Given two strings  $A (= a_1a_2 \cdots a_n)$  and  $B (= b_1b_2 \cdots b_m)$ , find the first occurrence (if any) of  $B$  in  $A$ . In other words, find the smallest  $k$  such that, for all  $i$ ,  $1 \leq i \leq m$ , we have  $a_{k-1+i} = b_i$ .

A *substring* of a string  $A$  is a consecutive sequence of characters  $a_i a_{i+1} \cdots a_j$  from  $A$ .

# Straightforward String Matching

$A = xyxxxyxyxyxyxyxyxyxx$ .  $B = xyxyxyxyxx$ .

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
	x	y	x	x	y	x	y	x	y	y	x	y	x	y	x	y	y	x	y	x	y	x	x	
1:	x	y	x	y	.	.	.																	
2:		x	.	.	.																			
3:			x	y	.	.	.																	
4:				x	y	x	y	y	.	.	.													
5:					x	.	.	.																
6:						x	y	x	y	y	x	y	x	y	x	x								
7:							x	.	.	.														
8:								x	y	x	.	.	.											
9:									x	.	.	.												
10:										x	.	.	.											
11:											x	y	x	y	y	.	.	.						
12:												x	.	.	.									
13:														x	y	x	y	y	x	y	x	y	x	x

**Figure 6.20** An example of a straightforward string matching.

# Matching Against Itself

$B =$

$x$	$y$	$x$	$y$	$y$	$x$	$y$	$x$	$y$	$x$	$x$
	$x$	$\cdot$	$\cdot$	$\cdot$						
		$x$	$y$	$x$	$\cdot$	$\cdot$	$\cdot$			
			$x$	$\cdot$	$\cdot$	$\cdot$				
				$x$	$\cdot$	$\cdot$	$\cdot$			
					$x$	$y$	$x$	$y$	$y$	
						$x$	$\cdot$	$\cdot$	$\cdot$	
							$x$	$y$	$x$	

**Figure 6.21** Matching the pattern against itself.

Source: [Manber 1989].



# The Values of *next*

<i>i</i> =	1	2	3	4	5	6	7	8	9	10	11
<i>B</i> =	<i>x</i>	<i>y</i>	<i>x</i>	<i>y</i>	<i>y</i>	<i>x</i>	<i>y</i>	<i>x</i>	<i>y</i>	<i>x</i>	<i>x</i>
<i>next</i> =	-1	0	0	1	2	0	1	2	3	4	3

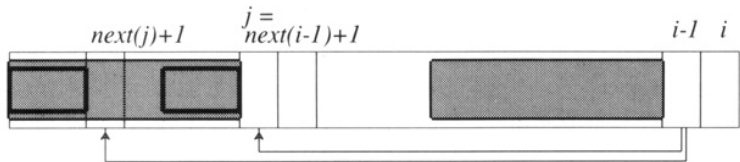
**Figure 6.22** The values of *next*.

Source: [Manber 1989].

# The KMP Algorithm

```
Algorithm String_Match ( $A, n, B, m$ );  
begin  
   $j := 1; i := 1;$   
   $Start := 0;$   
  while  $Start = 0$  and  $i \leq n$  do  
    if  $B[j] = A[i]$  then  
       $j := j + 1; i := i + 1$   
    else  
       $j := next[j] + 1;$   
      if  $j = 0$  then  
         $j := 1; i := i + 1;$   
      if  $j = m + 1$  then  $Start := i - m$   
end
```

# The KMP Algorithm (cont.)



**Figure 6.24** Computing  $next(i)$ .

Source: [Manber 1989].

# The KMP Algorithm (cont.)

```
Algorithm Compute_Next ( $B, m$ );  
begin  
   $next[1] := -1$ ;  $next[2] := 0$ ;  
  for  $i := 3$  to  $m$  do  
     $j := next[i - 1] + 1$ ;  
    while  $B[i - 1] \neq B[j]$  and  $j > 0$  do  
       $j := next[j] + 1$ ;  
     $next[i] := j$   
end
```

## Problem

*Given two strings  $A (= a_1a_2 \cdots a_n)$  and  $B (= b_1b_2 \cdots b_m)$ , find the minimum number of changes required to change  $A$  character by character such that it becomes equal to  $B$ .*

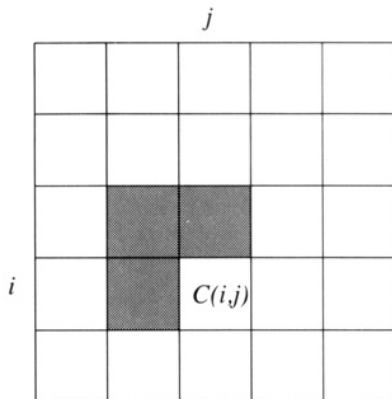
Three types of changes (or edit steps) allowed: (1) **insert**, (2) **delete**, and (3) **replace**.

# String Editing (cont.)

Let  $C(i, j)$  denote the minimum cost of changing  $A(i)$  to  $B(j)$ , where  $A(i) = a_1 a_2 \cdots a_i$  and  $B(j) = b_1 b_2 \cdots b_j$ .

$$C(i, j) = \min \begin{cases} C(i-1, j) + 1 & (\text{deleting } a_i) \\ C(i, j-1) + 1 & (\text{inserting } b_j) \\ C(i-1, j-1) + 1 & (a_i \rightarrow b_j) \\ C(i-1, j-1) & (a_i = b_j) \end{cases}$$

# String Editing (cont.)



**Figure 6.26** The dependencies of  $C(i, j)$ .

Source: [Manber 1989].

# String Editing (cont.)

**Algorithm Minimum\_Edit\_Distance** ( $A, n, B, m$ );

```
for  $i := 0$  to  $n$  do  $C[i, 0] := i$ ;  
for  $j := 1$  to  $m$  do  $C[0, j] := j$ ;  
for  $i := 1$  to  $n$  do  
  for  $j := 1$  to  $m$  do  
     $x := C[i - 1, j] + 1$ ;  
     $y := C[i, j - 1] + 1$ ;  
    if  $a_i = b_j$  then  
       $z := C[i - 1, j - 1]$   
    else  
       $z := C[i - 1, j - 1] + 1$ ;  
     $C[i, j] := \min(x, y, z)$ 
```