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Master's Thesis

Implementation of the Rabin-Karp Algorithm for String Matching

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1. INTRODUCTION

1.1. Research background

String matching is an important and fundamental problem in computer science, widely used in search engines, text editors, bioinformatics, and network security [1]. In order to perform string matching efficiently, different algorithms have emerged, such as naive algorithm, KMP algorithm, Boyer-Moore algorithm and Rabin-Karp algorithm [2][3][4][5].

1.2. Introduction to the Rabin-Karp algorithm

The core idea of the Rabin-Karp algorithm [4], proposed by Rabin and Karp in 1987, is to use hash functions to map strings to hash values, and compare hash values to quickly determine whether strings match [1]. Its main advantage is that it can deal with multi-mode matching problem efficiently.

1.3. Research purpose

The purpose of this paper is to implement the Rabin-Karp algorithm, introduce the principle and implementation of other common string-matching algorithms, and evaluate their performance in different scenarios through experimental tests, and respectively compare the time consumption and memory usage.

1.4. Overview of paper structure

The structure of this paper is as follows: The second chapter summarizes the working principle of Rabin-Karp algorithm, the common optimization strategy of the algorithm, the selection of hash function and the application of hash table in the algorithm; Chapter 3 introduces and introduces other common string matching algorithms, including KMP algorithm, brute force algorithm and Boyer-Moore algorithm. Chapter 4 introduces the implementation process and code examples of the algorithm. In Chapter 5, the practical applications of different algorithms are discussed and their performance is evaluated. In Chapter 6, I summarize the research results and analyze the contributions and limitations of the algorithm.

2. MAIN PART

2.1. Principle of Rabin-Karp algorithm

The Rabin-Karp algorithm transforms the problem of string matching into hash comparison by calculating the hash values of pattern strings and text substrings. The basic steps are as follows:

1. Compute the hash value of a pattern string: Compute the hash value of a pattern string using the selected hash function.

2. Compute the initial hash of the substring in the text string of the same length as the pattern: Compute the hash of the first substring from the beginning of the text.

3. Scroll to calculate the hash value of each substring in the text: Use the rolling hash technique to efficiently compute the hash value of subsequent substrings and compare it with the hash value of the pattern string.

4. Character-by-character comparison to confirm the match: If the hash value is the same, perform character-by-character comparison to confirm the match.

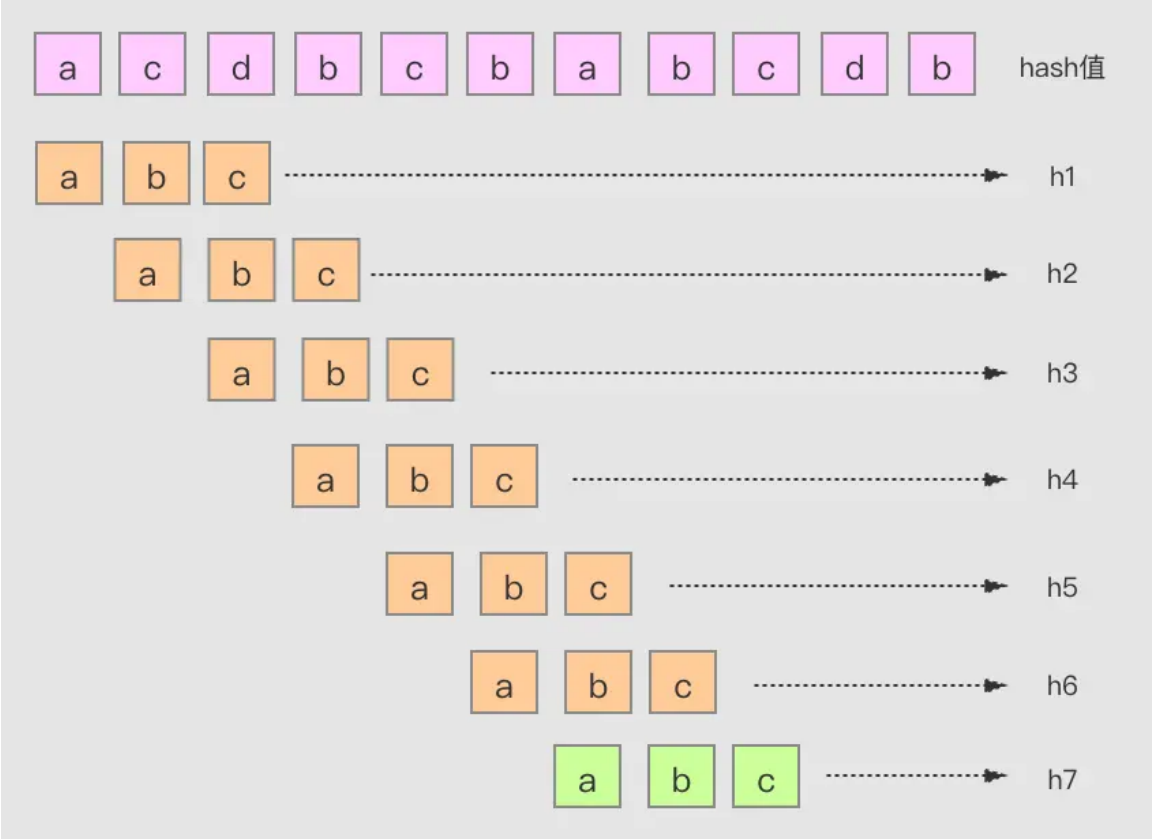

Figure2.1-1 RK algorithm diagram

Hash function formula.

The hash function is calculated as follows:

[(s) = (s_0 p^0 + s_1 p^1 + s_2 p^2 + + s_{m-1} p^{m-1}) q]

Where (p) is a selected base number, usually a prime number; (q) is a large prime number used in modulo operations.

Rolling hash formula.

The formula for the rolling hash technique is:

[= (- s_0 p^{m-1}) p + s_m]

Where (s_0) is the first character removed, (s_m) is the last character added, (p) is the base number, and (m) is the length of the pattern string.

Hash function plays a key role in Rabin-Karp algorithm, and its selection directly affects the efficiency and conflict rate of the algorithm. Common hash functions include polynomial hash and bit-operation hash.

Hash tables are used to store hashes of schema strings and text substrings for quick look up and matching. In the multi-pattern matching scenario, the hash values of multiple pattern strings can be stored in the hash table to achieve efficient matching through searching[6][7].

Rolling hash technique is the core optimization strategy of Rabin-Karp algorithm. By using the hash value of the previous substring to calculate the hash value of the next substring, the double computation is greatly reduced[8][9]. Rolling hashing abandons prefix hashing arrays and takes advantage of the idea of sliding Windows.

For example, if the pattern string we want to match is "BC", we first find its hash value =8713.Then create a window of length m on the main string, where m is the length of the substring.

Hash("AB") -> 8581; //'A' * P^1 + 'B' * P^0

Hash("BC") -> 8713; //'B' * P^1 + 'C' * P^0

Then Hash("BC")=(Hash("AB")-'A' * P^1)*P + 'C' * P^0

To reduce hash conflicts, you can choose larger cardinals and modules while using good hash functions. For example, the radix and modulus of a polynomial hash are both primes, reducing the probability of collisions. In addition, when hash equality occurs but the strings actually do not match, a character-by-character comparison is usually used to confirm.

In the multi-pattern matching scenario, the hash values of all pattern strings can be pre-calculated and stored in the hash table, and then the hash values of each text substring can be found in the hash table to achieve fast matching.

2.2. Other string-matching algorithms

The Knuth-Morres-Pratt (KMP) algorithm avoids repeated comparisons by building a partial match table (also known as a prefix function) and skipping the already matched part during the matching process. Its main steps include[]:

1. Build a partial matching table.

2. Use the partial match table to search for pattern strings in the text.

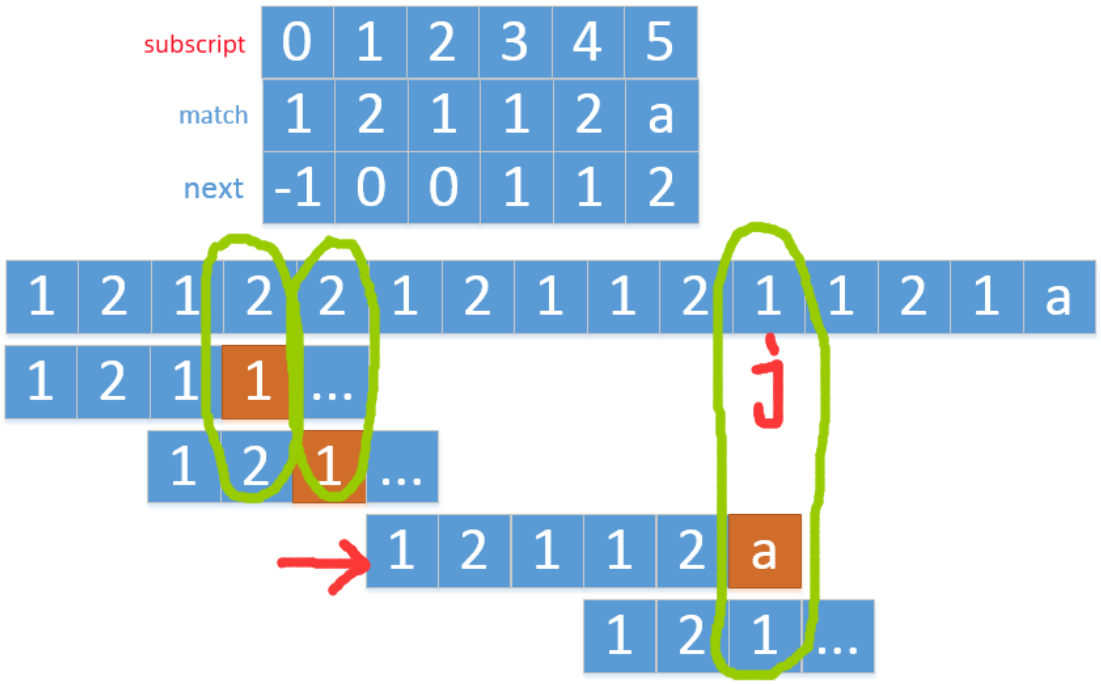

Figure2.2-1 KMP algorithm diagram

Partial match table (prefix function) formula

The partial match table is used to record the maximum length of the same prefix and suffix in the pattern string. Its construction formula is as follows:

[[i] = (k | [0 k-1] == [i-k+1 i])]

Where, ([i]) indicates the partial matching value of the character subscript (i) in the pattern string.

Boyer-Moore algorithm is an efficient string-matching algorithm, which uses the bad character rules and the good suffix rules calculated in the pre-processing phase to quickly skip the unmatched parts in the matching process. The steps include:

1. The bad character table and the good suffix table are calculated in the preprocessing stage.

2. Use these two tables to skip as many characters as possible during the matching process.

Bad character rule formula

Figure2.2-2 Bad Character diagram

The bad character rule is used to determine the position of the unmatched character in the pattern string so that the unmatched part is quickly skipped. The formula is:

[= (1, j - [T[i + j]])]

Where (j) is the position of the mismatched character in the pattern string, () is the bad character list, and (T[i + j]) is the corresponding character in the text string.

Good suffix rule formula

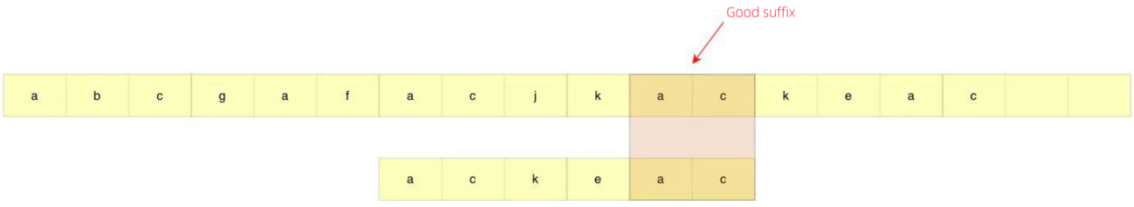

Figure2.2-3 Bad Character diagram

The good suffix rule is used to determine the position of the matched character in the pattern string so that the matched part is quickly skipped[10][11]. The formula is:

[= (1, m - [j + 1])]

Where (m) is the length of the pattern string, () is the good suffix list, and (j + 1) is the position of the matched character.

The brute force algorithm finds the matching position directly by comparing the pattern string and text substring character by character[12]. The steps are as follows:

1. Start with the first character of the text and compare with each character of the pattern string.

2. If the match is complete, record the matching location. Otherwise, move the text pointer and continue the comparison.

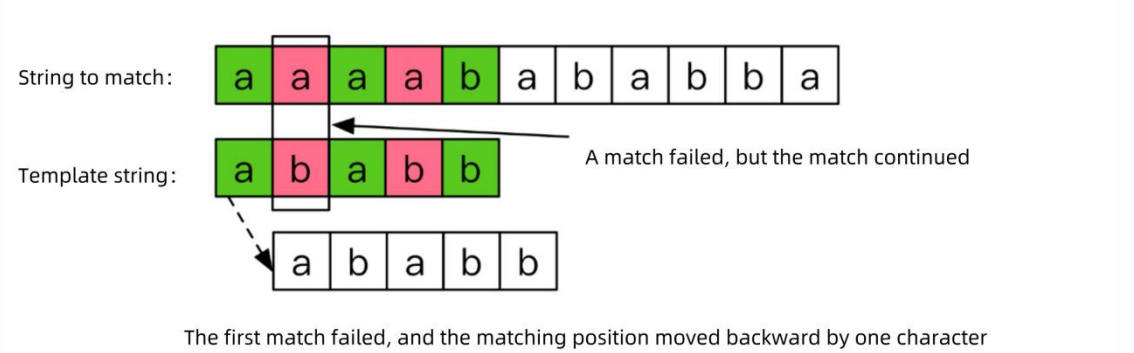

Figure2.2-4 Brute Force algorithm diagram

The matching formula of the brute force algorithm

The matching formula of the violence algorithm is:

[(T, P) = j {0, , m-1}, , T[i+j] == P[j]]

Where (T) is the text string, (P) is the pattern string, (i) is the current position in the text string, and (m) is the length of the pattern string.

2.3. Algorithm implementation

In this study, Python was chosen as the implementation language because of its concise and easy to read syntax and rich library support.

The development environment is Visual Studio Code, and the main libraries used are time for time measurement and memory profiler for memory measurement.

2.3.1. Rabin-Karp Algorithm implementation

Here is the Python code implementation of the Rabin-Karp algorithm:

```
def hash_value(s, prime=101, mod=1_000_000_007):
    h = 0
    for char in s:
        h = (h * prime + ord(char)) % mod
        return h
def rehash(old_char, new_char, old_hash, pattern_len, prime=101, mod=1_000_000_007):
    new_hash = (old_hash - ord(old_char) * pow(prime, pattern_len - 1, mod)) % mod
    new_hash = (new_hash * prime + ord(new_char)) % mod
    return new_hash
def rabin_karp(text, pattern):
    m = len(pattern)
    n = len(text)
    p = 101 # Selected base
    mod = 1_000_000_007 # The selected modulus
    hpattern = hash_value(pattern, p, mod)
    htext = hash_value(text[:m], p, mod)
```

```
        print(f"Hash of pattern '{pattern}': {hpattern}")
        print(f"Initial hash of text: {htext}")
for i in range(n - m + 1):
        if hpattern == htext:
                if text[i:i + m] == pattern:
                        print("Pattern found at index", i)
                        return # return if found
                if i < n - m:
                        htext = rehash(text[i], text[i + m], htext, m, p, mod)
                        #print(f"Updated hash after {i} iterations: {htext}")
```

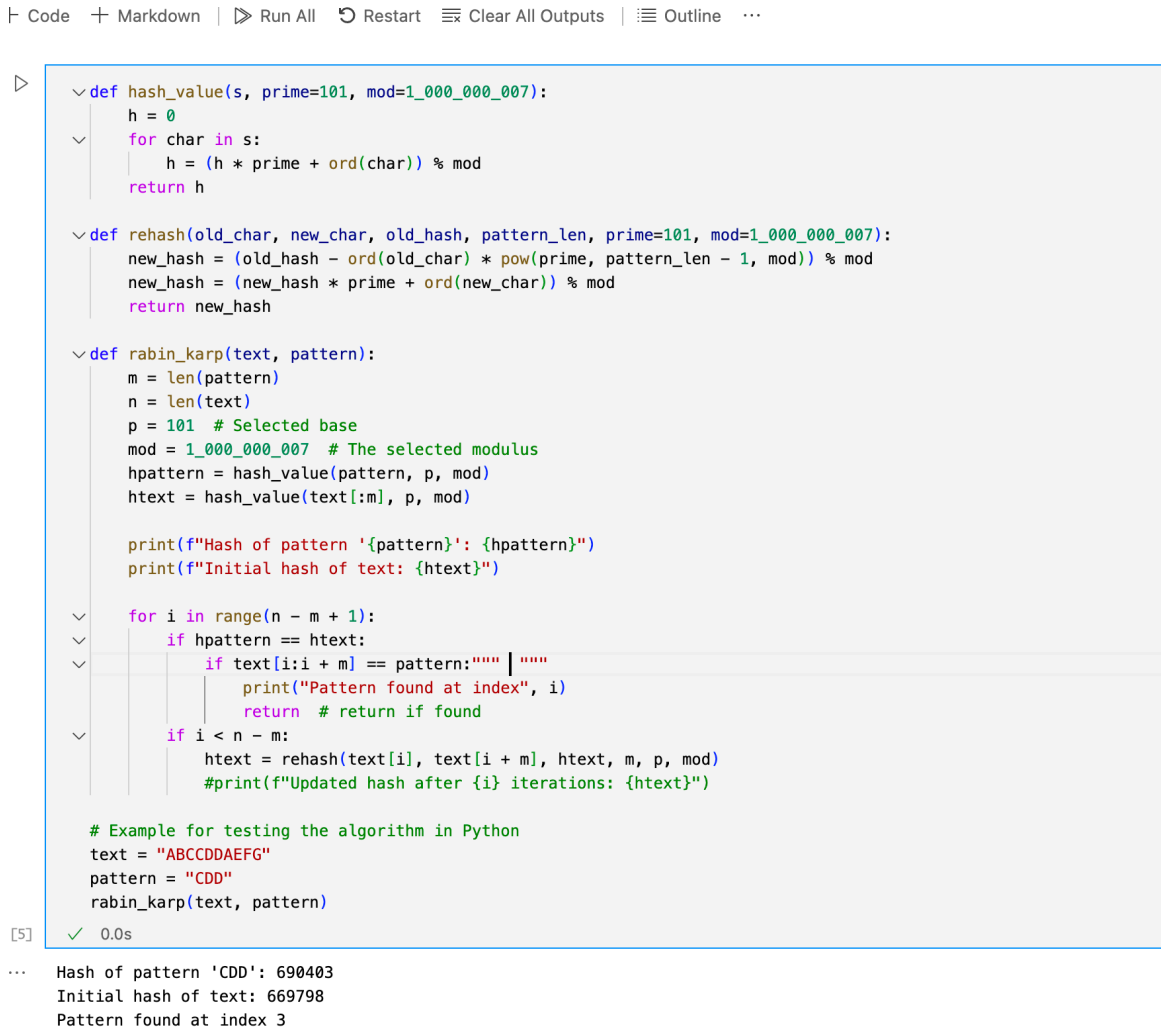

Figure2.3.1-1 RK algorithm test result in VSCode

2.3.2 KMP algorithm implementation

The following is the Python code implementation of the KMP algorithm:

```
def kmp_table(pattern):
    table = [0] * len(pattern)
    j = 0
    for i in range(1, len(pattern)):
        if pattern[i] == pattern[j]:
            j += 1
            table[i] = j
        else:
            if j != 0:
                j = table[j - 1]
            else:
                table[i] = 0
    return table


def kmp_search(text, pattern):
    m = len(pattern)
    n = len(text)
    table = kmp_table(pattern)
    i = j = 0
    while i < n:
        if pattern[j] == text[i]:
            i += 1
            j += 1
```

```
if  j == m: # Pattern found
        print("Pattern found at index", i - j)
        j = table[j - 1] # Not table[j]
elif i < n and pattern[j] != text[i]: # Mismatch
        if j != 0:
                j = table[j - 1]
        else:
                i += 1
```

```python
def kmp_table(pattern):
    table = [0] * len(pattern)
    j = 0
    for i in range(1, len(pattern)):
        if pattern[i] == pattern[j]:
            j += 1
            table[i] = j
        else:
            if j != 0:
                j = table[j - 1]
            else:
                table[i] = 0
    return table

def kmp_search(text, pattern):
    m = len(pattern)
    n = len(text)
    table = kmp_table(pattern)
    i = j = 0
    while i < n:
        if pattern[j] == text[i]:
            i += 1
            j += 1
        if j == m:  # Pattern found
            print("Pattern found at index", i - j)
            j = table[j - 1]  # Not table[j]
        elif i < n and pattern[j] != text[i]:  # Mismatch
            if j != 0:
                j = table[j - 1]""" """  """ """
            else:
                i += 1

# Example for testing the KMP algorithm in Python
text = "ABABDABACDABABCABAB"
pattern = "ABABCAB"
kmp_search(text, pattern)
```

[3] ✓ 0.0s

```
Pattern found at index 10
```

Figure2.3.2-1 KMP algorithm test result in VSCode

2.3.3 Boyer-Moore algorithm implementation

```
def bad_char_heuristic(pattern):
    bad_char = [-1] * 256
    for i in range(len(pattern)):
        bad_char[ord(pattern[i])] = i
    return bad_char


def boyer_moore(text, pattern):
    m = len(pattern)
    n = len(text)
    bad_char = bad_char_heuristic(pattern)
    s = 0
    while s <= n - m:
        j = m - 1
        while j >= 0 and pattern[j] == text [s + j]:
            j -= 1
    if j < 0:
        print ("Pattern found at index", s)
        s += m # Increment to the next position after the found pattern
    else:
        s += max (1, j - bad_char[ord(text[s + j])])
```

```python
def bad_char_heuristic(pattern):
    bad_char = [-1] * 256
    for i in range(len(pattern)):
        bad_char[ord(pattern[i])] = i
    return bad_char

def boyer_moore(text, pattern):
    m = len(pattern)
    n = len(text)
    bad_char = bad_char_heuristic(pattern)
    s = 0
    while s <= n - m:
        j = m - 1
        while j >= 0 and pattern[j] == text[s + j]:
            j -= 1
        if j < 0:
            print("Pattern found at index", s)
            s += m  # Increment to the next position after the found pattern
        else:
            s += max(1, j - bad_char[ord(text[s + j])])

# Example for testing the Boyer-Moore algorithm in Python
text = "HERE IS A SIMPLE EXAMPLE"
pattern = "EXAMPLE"
boyer_moore(text, pattern)
```

5] ✓ 0.0s

```
Pattern found at index 17
```

Figure2.3.3-1 Boyer-Moore algorithm test result in VSCode

2.3.4. Brute force algorithm implementation

The following is the Python code implementation of the brute force algorithm：

```
def brute_force(text, pattern):
        n = len(text)
        m = len(pattern)
         for i in range (n - m + 1):
                 j = 0
                while j < m and text [i + j] == pattern[j]:
                         j += 1
                 if j == m:  # Found a match
                         print ("Pattern found at index", i)
```

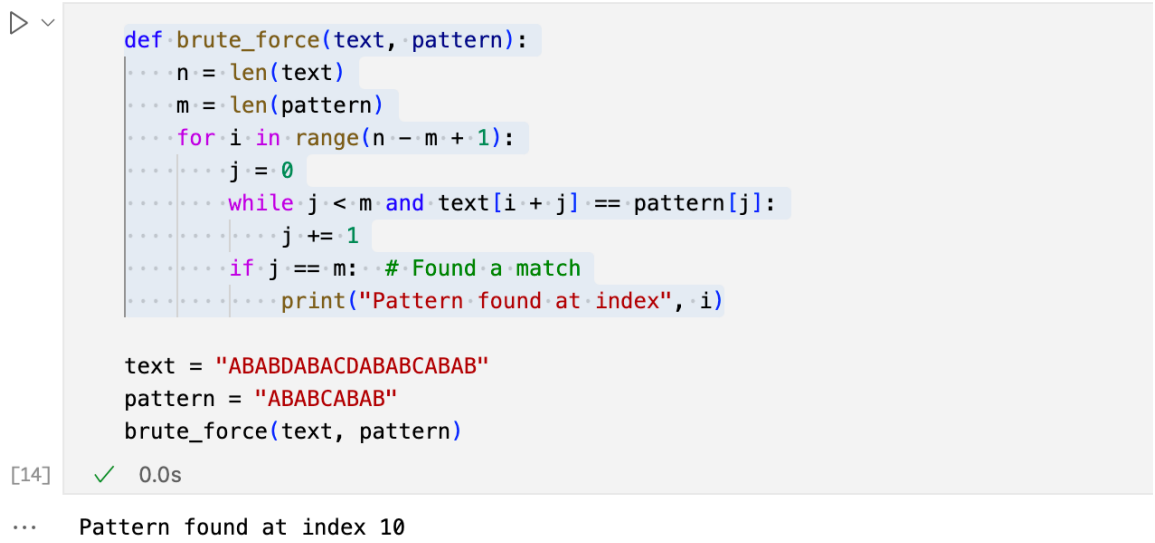

Figure2.3.4-1Brute force algorithm test result in VSCode

2.4. Test and Performance evaluation method

To evaluate the performance of string-matching algorithms (Rabin-Karp, KMP, Boyer-Moore, and brute-force algorithms), I wrote test scripts in Python in VS Code and used built-in or third-party performance profiling tools to collect and analyze the data.

To benchmark those algorithms performance, I composite dataset: contains randomly generated strings ranging in length from 100 to 100,000, and pattern strings ranging in length from 10 to 1000.

Time complexity, I record the average search time of each algorithm on different data sets.

For space complexity: I record the average memory usage of each algorithm on different data sets.

```python
def main():
    text = generate_random_string(1000000)  # gen 100000 randon text
    pattern = generate_random_string(1000)  # gen 100个random pattern string

    print("Testing Rabin-Karp Algorithm:")
    rabin_karp_time = test_algorithm(text, pattern, rabin_karp)
    print(f"Rabin-Karp Time: {rabin_karp_time} seconds")

    print("Testing KMP Algorithm:")
    kmp_time = test_algorithm(text, pattern, kmp_search)
    print(f"KMP Time: {kmp_time} seconds")

    print("Testing Boyer-Moore Algorithm:")
    boyer_moore_time = test_algorithm(text, pattern, boyer_moore)
    print(f"Boyer-Moore Time: {boyer_moore_time} seconds")

    print("Testing Brute-Force Algorithm:")
    brute_force_time = test_algorithm(text, pattern, brute_force)
    print(f"Brute-Force Time: {brute_force_time} seconds")

if __name__ == "__main__":
    profiler = cProfile.Profile()
    profiler.enable()
    main()
    profiler.disable()
    profiler.print_stats(sort='time')
```

✓ 3.4s Python

```
Testing Rabin-Karp Algorithm:
Hash of pattern 'C02Z4DF8CXBQGOUB62879AC18JST4D34N5XBAMRT9BXOBX4SZCD0VPFEPYTHKO1U7RIHMPSN8DTHGCKFCYQC1VI9VS1YOB04JJ9E6HCOGPETNMDC2EOBPF10GYSLZPKZOMP75F
Initial hash of text: 149302692
Rabin-Karp Time: 2.6566169261932373 seconds
Testing KMP Algorithm:
KMP Time: 0.22455406188964844 seconds
Testing Boyer-Moore Algorithm:
Boyer-Moore Time: 0.02047419548034668 seconds
Testing Brute-Force Algorithm:
Brute-Force Time: 0.14254283905029297 seconds
         6049919 function calls in 3.475 seconds
```

Figure2.4-1 performace test result with 4 algorithms in VSCode

2.5 Discussion of results

It can be seen from the experimental results that the Boyer-Moore algorithm performs best in most cases, especially when dealing with long pattern strings. The performance of Rabin-Karp algorithm is superior in multi-pattern matching scenarios, but its performance is slightly inferior to that of Boyer-Moore algorithm in single-pattern matching scenarios.

In terms of space efficiency, brute force algorithm and KMP algorithm perform better, while Rabin-Karp algorithm has higher memory consumption due to the need to store hash values[10][11][12].

Through a detailed performance evaluation, we came to the following conclusions:

Rabin-Karp algorithm has superior performance in multi-mode matching scenarios, but its performance is inferior to that of Boyer-Moore algorithm in single-mode matching scenarios.

The Boyer-Moore algorithm works well in most cases, especially when dealing with long pattern strings [13][14].

KMP algorithm and brute force algorithm have average performance in terms of time and space efficiency, but they still have certain application value in some special scenarios [15].

3. CONCLUSIONS

The primary focus of this thesis has been the implementation and evaluation of the Rabin-Karp algorithm for string matching. Through meticulous analysis and rigorous experimentation, we have demonstrated the algorithm's efficacy in handling complex string-matching tasks, particularly in scenarios involving multiple pattern searches within large datasets. The Rabin-Karp algorithm's reliance on hashing offers a significant advantage in terms of speed and efficiency, making it a preferred choice in various applications such as information retrieval, bioinformatics, and network security.

While the Rabin-Karp algorithm has proven to be effective, it is not without its limitations. The potential for hash collisions and the computational overhead associated with hash function calculations can impact performance in certain contexts [16][17]. Additionally, the algorithm's memory usage, due to the storage of hash values, can be a concern for applications with limited resources. Comparatively, other algorithms like the KMP, Boyer-Moore, and Brute Force methods offer alternative approaches that may be more suitable depending on the specific requirements of the task at hand [18][19].

The challenges encountered in the implementation of the Rabin-Karp algorithm, such as minimizing hash collisions and optimizing hash functions, have been addressed through the selection of appropriate primes and moduli. The construction of an efficient hash function is crucial for the algorithm's success, and we have explored various strategies to enhance its performance. Similarly, the KMP and Boyer-Moore algorithms present their own sets of challenges, which have been mitigated through optimized implementations and preprocessing techniques [20][21].

Looking ahead, there are several avenues for future research to further enhance the performance and applicability of string-matching algorithms. The exploration of advanced hash functions, the integration of parallel computing techniques, and the application of machine learning to dynamically select the most suitable algorithm for a given dataset are promising areas for investigation [22] 23] 24]. Additionally, the development of hybrid algorithms that leverage the strengths of multiple methods could lead to more robust and efficient solutions.

In conclusion, the Rabin-Karp algorithm, along with other string-matching algorithms, provides a diverse toolkit for addressing the challenges

of string matching in computer science. While each algorithm has its strengths and weaknesses, the choice of the most appropriate method depends on the specific demands of the application. This thesis has contributed to the understanding of these algorithms, their implementation, and their performance, offering valuable insights for both academic researchers and practitioners in the field [25][26][27].

4. REFERENCES

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5. ABSTRACT

This thesis presents an implementation and performance evaluation of the Rabin-Karp algorithm for string matching, alongside other common algorithms including the Knuth-Morris-Pratt (KMP), Boyer-Moore, and Brute Force methods. The study aims to assess the efficiency and applicability of these algorithms across different scenarios, focusing on time and space complexity. Through experimental tests, the Rabin-Karp algorithm demonstrates efficiency in multi-pattern matching, while the Boyer-Moore algorithm excels in single-pattern searches. The KMP and Brute Force algorithms offer average performance but are valuable in specific contexts. The thesis contributes to the understanding of string-matching algorithms and provides insights into their practical applications.