

Fall 2023

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# Data Structures

## Lecture 3

# HWs Review – What you should have learned?

- Calculate your BMI
  - Java Class Library
- Generic Geometric Progression
  - Inheritance
  - Generics
  - Exceptions



# Project Announcement

- The Term Project: 30%
  - 3-5 students as a team
  - Add the team list before the end of this month (Sep. 30)
    - Google form: <https://forms.gle/7qL48p9Z5EVr9MV6>
  - Project Github:
    - <https://github.com/ray880917/2023fallDS.git>
    - Develop your application using Eclipse with Github
    - TAs will help you set up Github
    - You will get extra points for having constant code update



# Lets Beat Google!

- Goal: On the top of a giant's shoulder, achieve advanced information searching with your expertise!
- Select a topic that you/your team members have interests.
- Make sure your search engine gets better results than a general search engine such as Google.
- Stage 0 (HW3): Keyword Counting
  - Given an URL and a keyword
  - Return how many times the keyword appears in the contents of the URL



# Lets Beat Google!

- Stage 1 (30%+): Page Ranking
  - Given a set of keywords and URLs
  - Rank the URLs based on their score
  - Define a score formula based on keyword appearances
  - For each URL (a web page), return its rank, score, and the count on appearance of each keyword



# Lets Beat Google!

- Stage 2 (50%+) Site Ranking
  - Multiple level keyword search
  - Given a set of Web sites (URLs) and Keywords
  - Rank the Web sites with their keyword appearances (including **all its sub URLs**)
  - Define a score formula based on keyword appearances in the URL and all its sub URLs
  - For each URL (a web site), return its rank, score, and a tree structure for its sub URLs along with the number of appearance of each keyword in each node



# Lets Beat Google!

- Stage 3 (70%+) Refine the rank of Google
  - Given a set of Keywords (No URLs)
  - Use **search engines** to find potential URLs
  - Apply the ranking on Stage 2 to these Web sites
- Stage 4 (80%+) Semantics Analysis
  - Derive **relative keywords** from the discovered Web sites
  - Iteratively do the same analysis on Stage 3
- Stage 5 (90%+) Publish Your Work Online
  - Build a web site/service for your searching engine
- Stage 6 (100%+) Export Your Work to App
  - Wrap your search engine as an iOS/android mobile application



# Important Date



Each team needs to

1. Submit the project proposal (4-8 pages) on **Nov. 16**
2. Give a Demo on **Jan. 4**
3. Upload the final report and source code before **Jan. 11**





# Text Processing

Strings and Pattern matching



# Text Processing



- Due to internet, social networks, web and mobile applications, a lot of documents and contents are online and public available
- Text processing becomes one of the dominant functions of computers
- HTML and XML
  - Primary text formats with added tags for multimedia content
  - Java Applet (embedded Java bytecode in the HTML)

# Strings

- A string is a sequence of characters
- An alphabet  $\Sigma$  is the set of possible characters for a family of strings
- Example of alphabets:
  - ASCII
  - Unicode
  - $\{0, 1\}$
  - $\{A, C, G, T\}$



# Strings

- Let  $P$  be a string of size  $m$
- A substring  $P[i..j]$  of  $P$  is the subsequence of  $P$  consisting of the characters with ranks between  $i$  and  $j$
- A prefix of  $P$  is a substring of the type  $P[0..i]$ 
  - “Fan” is a prefix of “Fang Yu, NCCU”
- A suffix of  $P$  is a substring of the type  $P[i..m - 1]$ 
  - “CCU” is a suffix of “Fang Yu, NCCU”



# Java String Class

String S;

- Immutable strings: operations simply return information about strings (no modification)

length()	Return the length of S
charAt(i)	Return the ith character
startsWith(Q)	True if Q is a prefix of S
endsWith(Q)	True is Q is a suffix of S
substring(i,j)	Return the substring S[i,j]
concat(Q)	Return S+Q
equals(Q)	True is Q is equal to S
indexOf(Q)	If Q is a substring of S, returns the index of the beginning of the first occurrence of Q in S

# Java String Class

```
String a = "Hello World!";
```

Operation	Output
a.length()	
a.charAt(1)	
a.startsWith("Hell")	
a.endsWith("rld")	
a.substring(1,2)	
a.concat("rld")	
a.substring(1,2).equals("e")	
indexOf("rld")	

# Java String Class

```
String a = "Hello World!";
```

Operation	Output
a.length()	12
a.charAt(1)	e
a.startsWith("Hell")	true
a.endsWith("rld")	false
a.substring(1,2)	e
a.concat("rld")	Hello World!rld
a.substring(1,2).equals("e")	true
a.indexOf("rld")	8

# Java StringBuffer Class



StringBuffer S;

- Mutable strings: operations modify the strings

append(Q)	Replace S with S+Q. Return S.
Insert(i,Q)	Insert Q in S starting at index i. Return S
reverse()	Reverse S. Return S.
setCharAt(i, ch)	Set the character at index i in S to ch
charAt(i)	Return the character at index i in S
toString()	Return a String version of S



# Java StringBuffer Class

```
StringBuffer a = new StringBuffer();
```

Operation	a
a.append("Hello World!")	
a.reverse()	
a.reverse()	
a.insert(6,"Fang and the ")	
a.setCharAt(4, '!')	

# Java StringBuffer Class

```
StringBuffer a = new StringBuffer();
```

Operation	a
a.append("Hello World!")	Hello World!
a.reverse()	!dlroW olleH
a.reverse()	Hello World!
a.insert(6,"Fang and the ")	Hello Fang and the World!
a.setCharAt(4, '!')	Hell! Fang and the World!

# Pattern Matching

- Given a text string  $T$  of length  $n$  and a pattern string  $P$  of length  $m$
- Find whether  $P$  is a substring of  $T$
- If so, return the starting index in  $T$  of a substring matching  $P$
- The implementation of  $T.\text{indexOf}(P)$
- Applications:
  - Text editors, Search engines, Biological research



# Brute-Force Pattern Matching



The idea:

- Compare the pattern  $P$  with the text  $T$  for each possible shift of  $P$  relative to  $T$ , until
- either a match is found, or
- all placements of the pattern have been tried

### Algorithm *BruteForceMatch*( $T, P$ )

**Input** text  $T$  of size  $n$  and pattern  $P$  of size  $m$

**Output** starting index of a substring of  $T$  equal to  $P$  or  $-1$  if no such substring exists

**for**  $i \leftarrow 0$  **to**  $n - m$  // test shift  $i$  of the pattern

$j \leftarrow 0$

**while**  $j < m \wedge T[i + j] \neq P[j]$

$j \leftarrow j + 1$

**if**  $j = m$

**return**  $i$  //match at  $i$

**else**

**break while loop** //mismatch

**return**  $-1$  //no match anywhere



# Brute-Force Pattern Matching



- Time Complexity:
  - $O(mn)$ , where  $m$  is the length of  $T$  and  $n$  is the length of  $P$
- A worst case example:
  - $T = \text{aaaaaaaaaaaaaab}$
  - $P = \text{aab}$
  - Need 39 comparisons to find a match
  - may occur in images and DNA sequences
  - unlikely in English text

# Can we do better?



Here are two Heuristics.

## 1. Backward comparison

- Compare T and P from the end of P and move backward to the front of P

## 2. Shift as far as you can

- When there is a mismatch of  $P[j]$  and  $T[i]=c$ , if  $c$  does not appear in P, shift  $P[0]$  to  $T[i+1]$

# The Backward Algorithm

**Algorithm *BackwardMatch*( $T, P, \Sigma$ )**

$i \leftarrow m - 1$  //backward

$j \leftarrow m - 1$

repeat

  if  $T[i] = P[j]$

    if  $j = 0$

      return  $i$  // match at  $i$

    else

$i \leftarrow i - 1$

$j \leftarrow j - 1$

  else

$i \leftarrow i + m - j$

$j \leftarrow m - 1$

until  $i > n - 1$

return  $-1$  { no match }

How to shift  $i$ ?





# The Boyer-Moore Algorithm

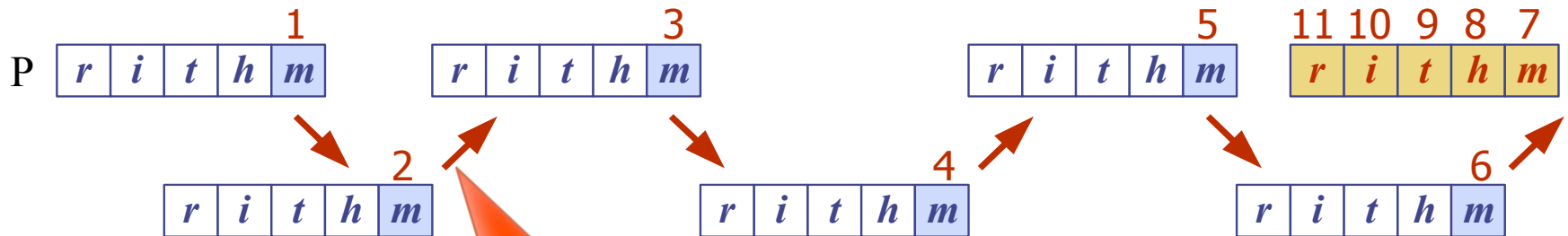
- The Boyer-Moore's pattern matching algorithm is based on these two heuristics:
- The looking-glass heuristic: Compare  $P$  with a subsequence of  $T$  moving backwards
- The character-jump heuristic: When a mismatch occurs at  $T[i] = c$ 
  - If  $P$  contains  $c$ , shift  $P$  to align the last occurrence of  $c$  in  $P$  with  $T[i]$
  - Else, shift  $P$  to align  $P[0]$  with  $T[i + 1]$



# An Example

T 

a		p	a	t	t	e	r	n		m	a	t	c	h	i	n	g		a	l	g	o	r	i	t	h	m
---	--	---	---	---	---	---	---	---	--	---	---	---	---	---	---	---	---	--	---	---	---	---	---	---	---	---	---



*t* appears in P.  
Shift to *t*

*e* does not appear in P.  
align P[0] and T[i+1]

# Last Occurrence Function



- Boyer-Moore's algorithm preprocesses the pattern  $P$  and the alphabet  $\Sigma$  to build the last-occurrence function  $L$  mapping  $\Sigma$  to integers
- $L(c)$  is defined as ( $c$  is a character)
  - the largest index  $i$  such that  $P[i] = c$  or
  - $-1$  if no such index exists
- Example:

- $\Sigma = \{a, b, c, d\}$

- $P = abacab$

$c$	$a$	$b$	$c$	$d$
$L(c)$	4	5	3	-1

# Last Occurrence Function

- The last-occurrence function can be represented by an array indexed by the numeric codes of the characters
- The last-occurrence function can be computed in time  $O(m + s)$ , where  $m$  is the size of  $P$  and  $s$  is the size of  $\Sigma$



# The Boyer-Moore Algorithm



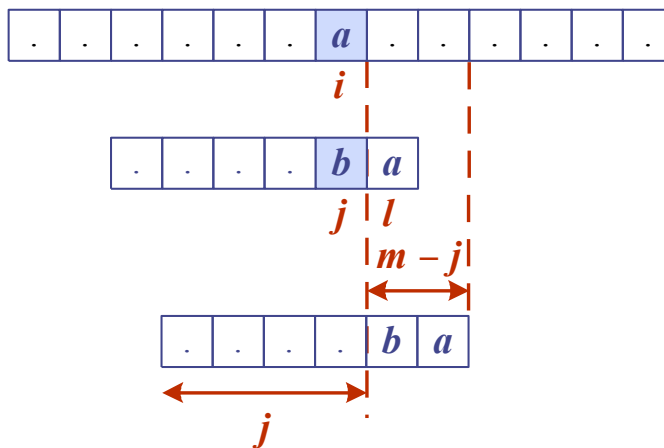
```
Algorithm BoyerMooreMatch( $T, P, \Sigma$ )
   $L \leftarrow \text{lastOccurrenceFunction}(P, \Sigma)$ 
   $i \leftarrow m - 1$  //backward
   $j \leftarrow m - 1$ 
  repeat
    if  $T[i] = P[j]$ 
      if  $j = 0$ 
        return  $i$  // match at  $i$ 
      else
         $i \leftarrow i - 1$ 
         $j \leftarrow j - 1$ 
    else
      // character-jump
       $l \leftarrow L[T[i]]$ 
       $i \leftarrow i + m - \min(j, 1 + l)$ 
       $j \leftarrow m - 1$ 
  until  $i > n - 1$ 
  return -1 { no match }
```

How to shift  $i$ ?

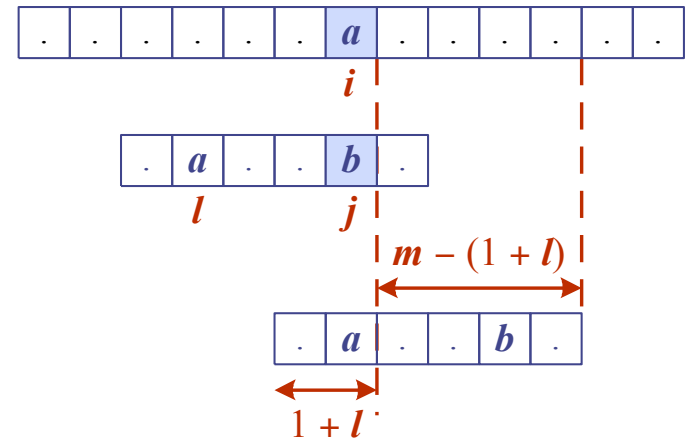
# How to shift $i$ after mismatching characters?

- $i \leftarrow i + m - \min(j, 1 + l)$
- Don't shift back!

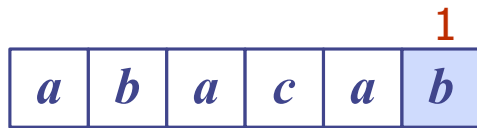
Case 1:  $j \leq 1 + l$  (*a* appears after *b*)



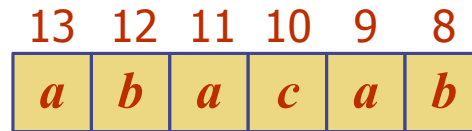
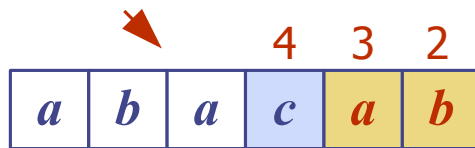
Case 2:  $1 + l \leq j$  (*a* appears before *b*, jump!)



# Another Example



Case 2



Case 1



# Is it a better algorithm?

- Boyer-Moore's algorithm runs in time  $O(nm + s)$
- An example of the worst case:
  - $T = aaa \dots a$
  - $P = baaa$
- The worst case may occur in images and DNA sequences but it is unlikely happened in English text
- It has been shown that in practice Boyer-Moore's algorithm is significantly faster than the brute-force algorithm on English text







# HW3 (Due on 10/5)



Count A Keyword in a Web Page!

- Get a URL and a keyword from user inputs
- Return how many times the keyword appears in the contents of the URL
- For example:
  - Enter URL: `http://soslab.nccu.edu.tw`
  - Enter Keyword: Fang
  - Output: Fang appears X times

# Hints

Count A Keyword in a Web Page!

- Apply/Implement `indexOf()` with Boyer-Moore's algorithm
- Use looking-glass and character-jump heuristics



# Coming up...

- We will start to discuss fundamental data structures such as arrays and linked lists on October 5 and continue the discussion on queues, stacks, trees, and heaps in the following weeks.
- Read TB Chapter 3

