

Construct DFA For KMP

KMP

- whenever we detect a mismatch, we already know some of the characters in the text (since they matched the pattern characters prior to the mismatch).
- We can take advantage of this information to avoid backing up the text pointer over all those known characters.
- How?
- Using DFA to record how far to back up the pattern pointer

DFA for Pattern

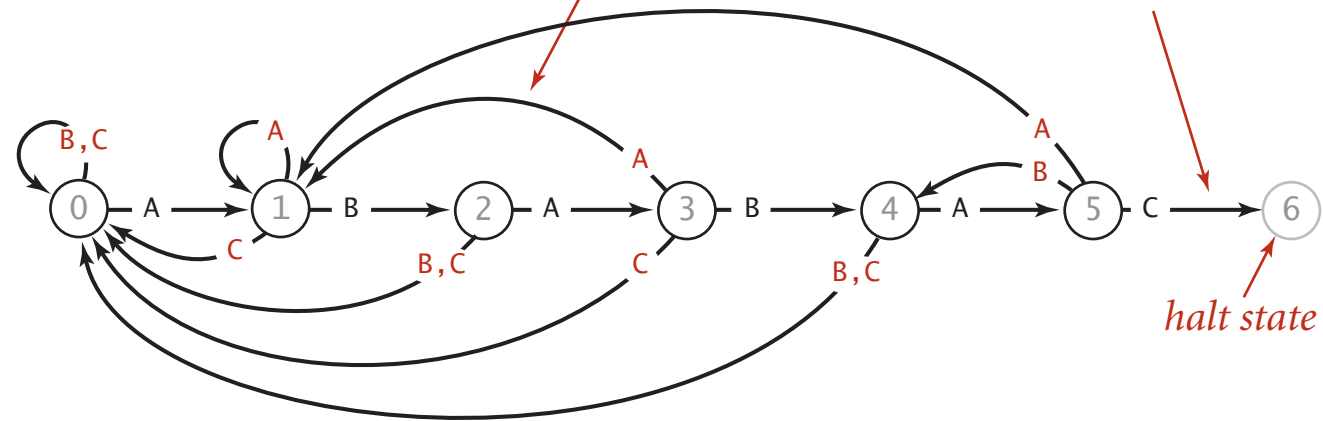
internal representation

j	0	1	2	3	4	5
pat.charAt(j)	A	B	A	B	A	C
dfa[][j]	A	1	3	1	5	1
B	0	2	0	4	0	4
C	0	0	0	0	0	6

mismatch
transition
(back up)

match
transition
(increment)

graphical representation



halt state

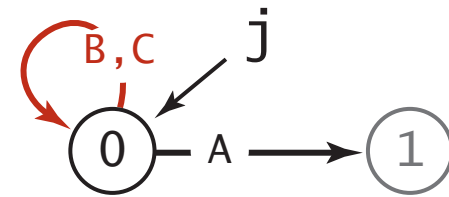
DFA corresponding to the string A B A B A C

Implementation

```
public KMP(String pat) {  
    this.R = 256;  
    this.pat = pat;  
  
    // build DFA from pattern  
    int m = pat.length();  
    dfa = new int[R][m];  
    dfa[pat.charAt(0)][0] = 1;  
    for (int x = 0, j = 1; j < m; 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.  
    }  
}
```

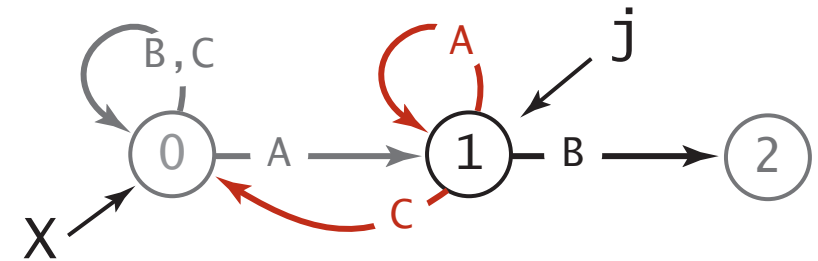
Procedure

	j	0
pat.charAt(j)		A
dfa[][j]	A	1
	B	0
	C	0



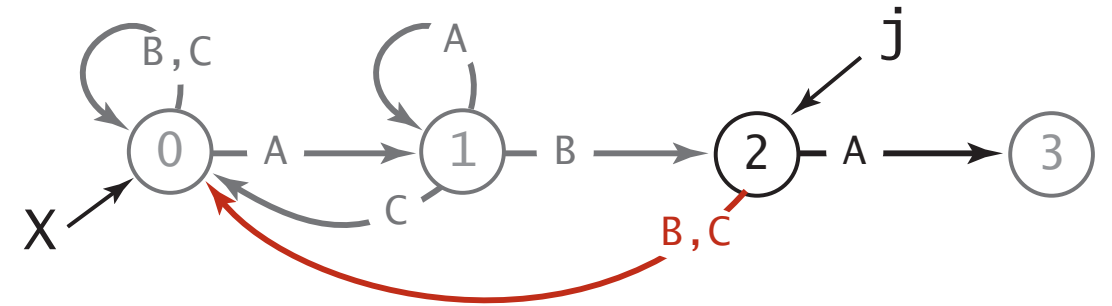
Procedure

		X ↓	
	j	0	1
pat.charAt(j)		A	B
dfa[][j]	A	1	1
	B	0	2
	C	0	0



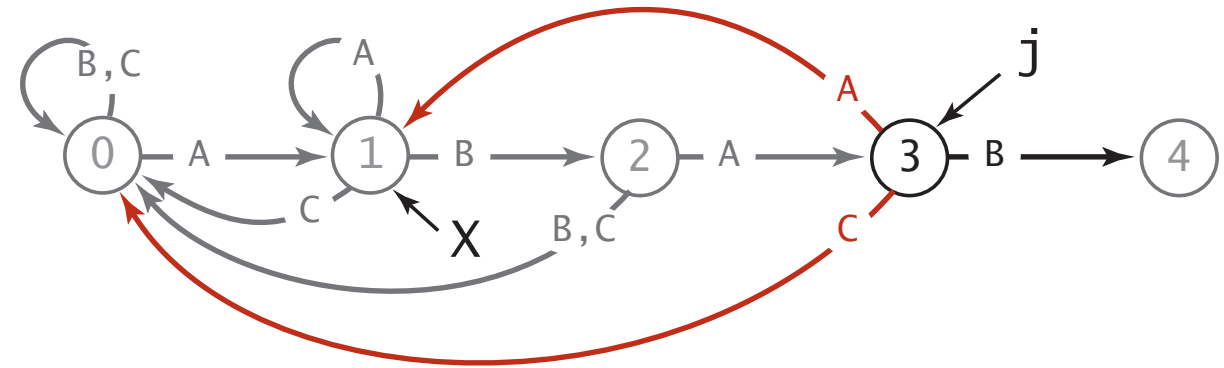
Procedure

	x ↓			
	j	0	1	2
<code>pat.charAt(j)</code>		A	B	A
<code>dfa[][j]</code>	A	1	1	3
	B	0	2	0
	C	0	0	0



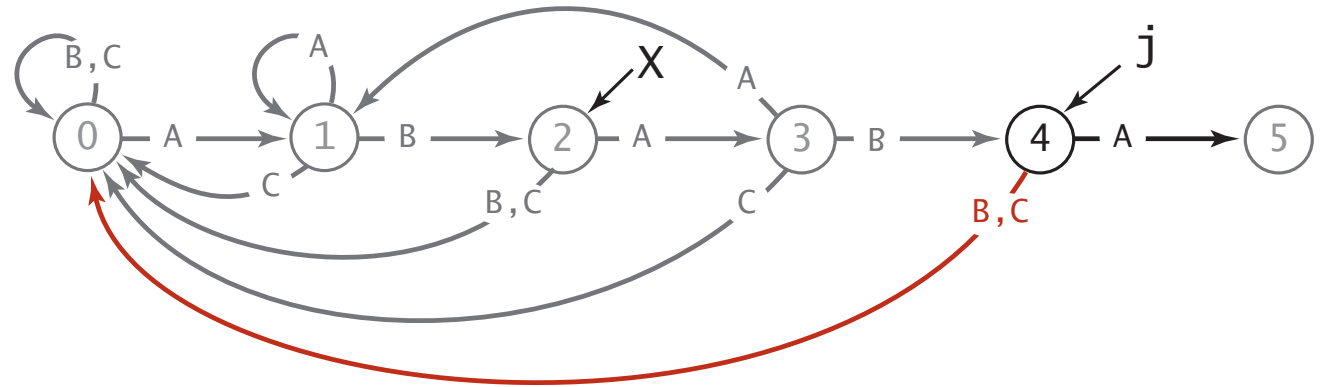
Procedure

j	0	1	2	3
pat.charAt(j)	A	B	A	B
dfa[][j]	A	1	3	1
	B	0	2	4
	C	0	0	0



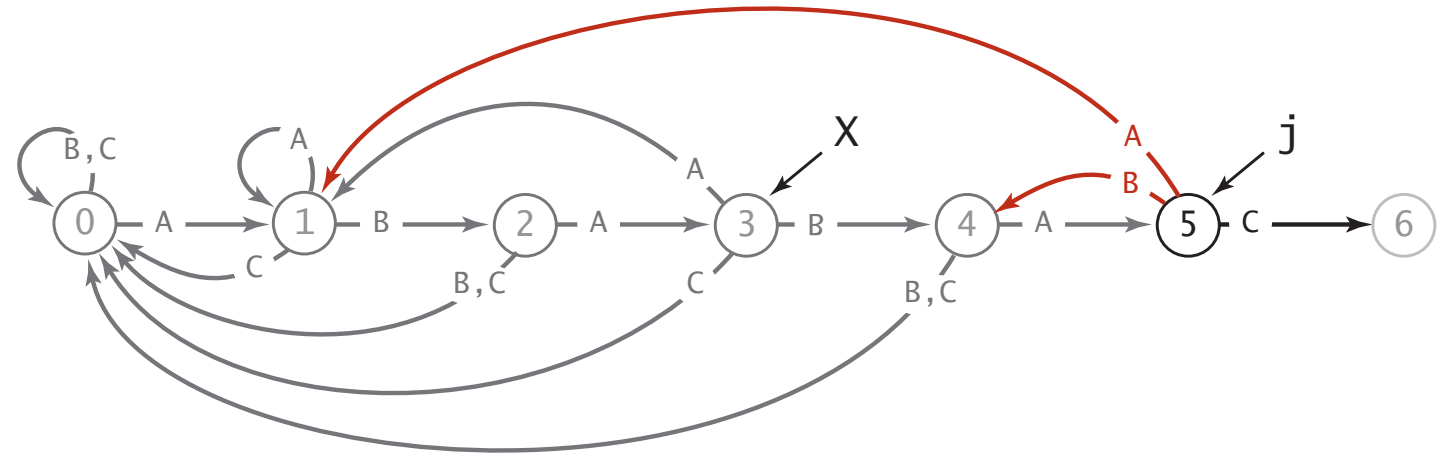
Procedure

j	0	1	2	3	4
pat.charAt(j)	A	B	A	B	A
dfa[][j]	A	1	1	3	1
	B	0	2	0	4
	C	0	0	0	0



Procedure

j	0	1	2	3	4	5
pat.charAt(j)	A	B	A	B	A	C
dfa[][j]	A	1	1	3	1	5
	B	0	2	0	4	0
	C	0	0	0	0	6



Another Example

- AAABAAC

1	2	3	3	5	6	3
0	0	0	4	0	0	0
0	0	0	0	0	0	7