

字符串匹配

胡船长

初航我带你，远航靠自己

一、单模匹配问题

1. 易学易懂：Brute Force 算法
2. 高效方便：Sunday 算法
3. 经典回顾：Boyer Moore 算法
4. 变化多端：KMP 算法

二、多模匹配问题

1. 基于哈希：Rabin-Karp 算法
2. 初探 NFA：Shift-and/or 算法
3. 神兵利器：Trie 字典树
4. 飞升蜕变：AC 自动机

三、字符串匹配-课后实战题

1. HZOJ-278: 循环的字符串
2. HZOJ-279: 项链的主人
3. HZOJ-281: 前缀统计
4. HZOJ-282: 最大异或对
5. HZOJ-283: 拨号
6. P3370: 【模板】字符串哈希
7. P5410: 【模板】扩展 KMP
8. P1470: 最长前缀
9. P8306: 【模板】字典树
10. P2292: L 语言

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暴力匹配

母串 S

a	e	c	a	e	a	e	c	a	e	d
---	---	---	---	---	---	---	---	---	---	---

模式串 T

a	e	c	a	e	d
---	---	---	---	---	---

暴力匹配

母串 S



模式串 T

暴力匹配

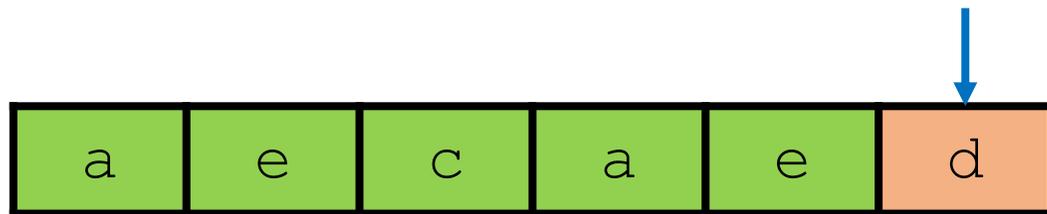
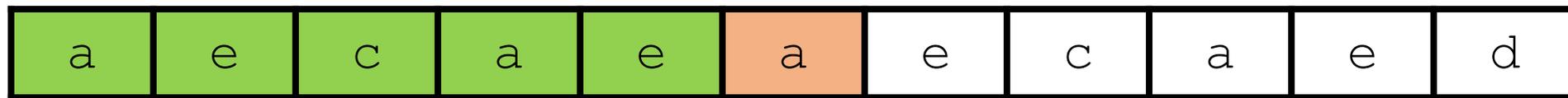
母串 S



模式串 T

暴力匹配

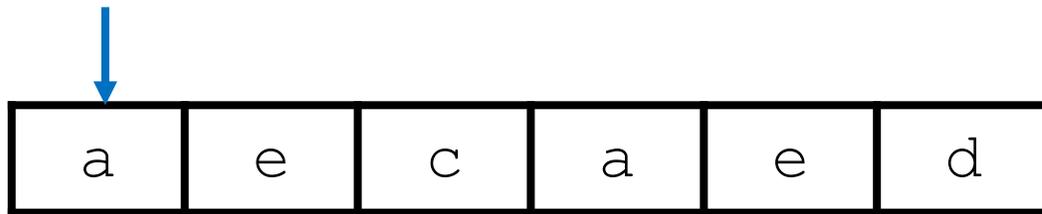
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模式串 T

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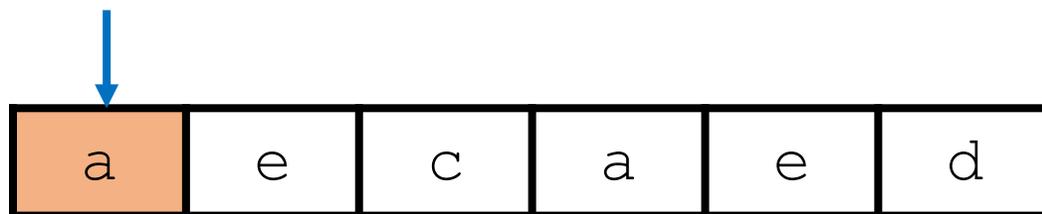
母串 S



模式串 T

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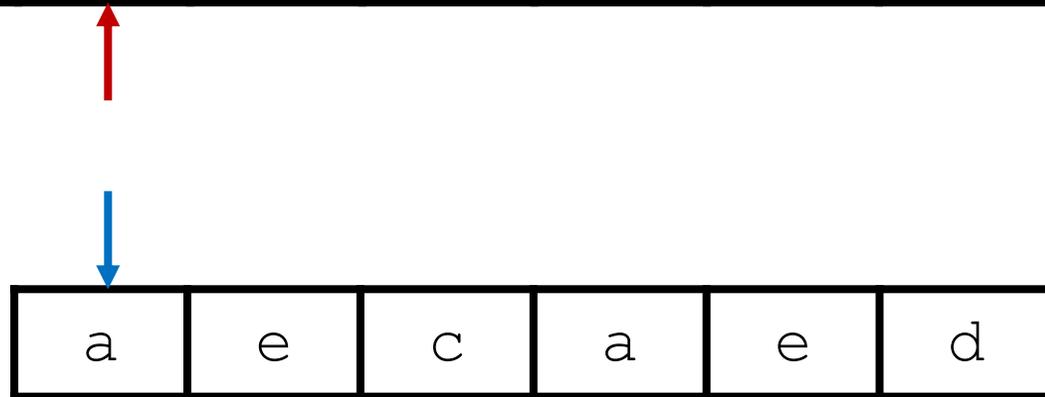
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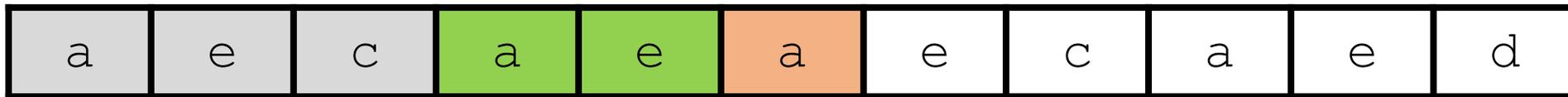
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模式串 T

暴力匹配

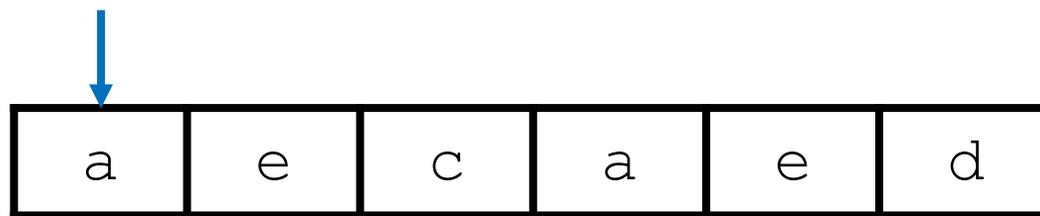
母串 S



模式串 T

暴力匹配

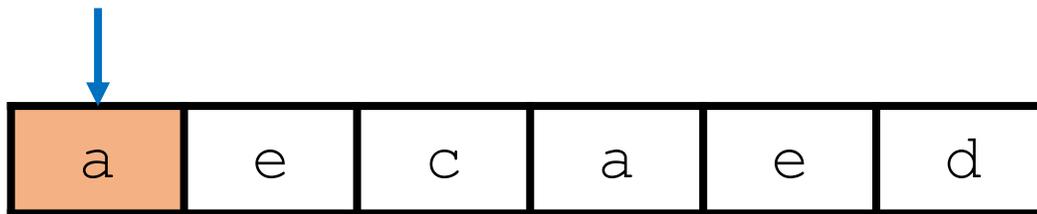
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模式串 T

暴力匹配

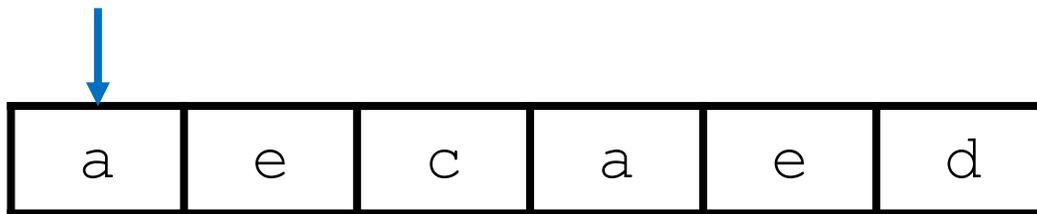
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暴力匹配

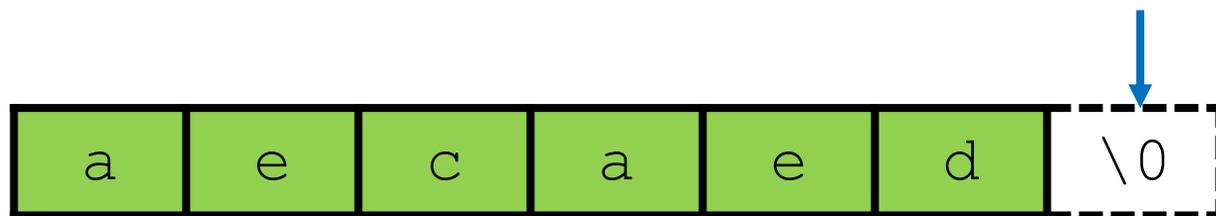
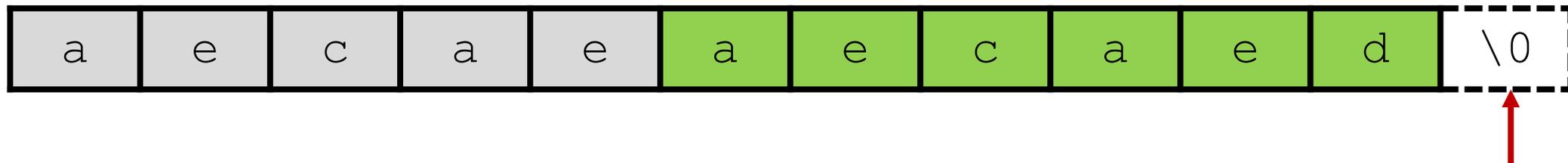
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Sunday 算法

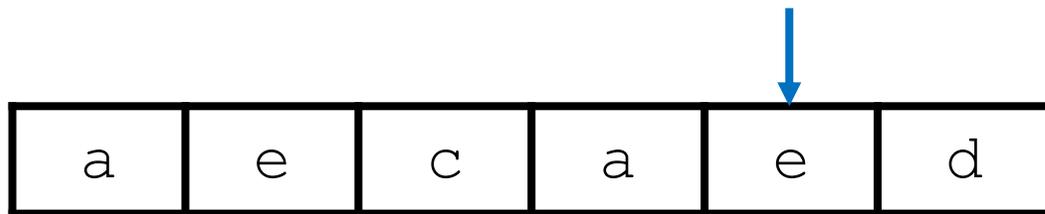
母串 S



模式串 T

Sunday 算法

母串 S



模式串 T

Sunday 算法

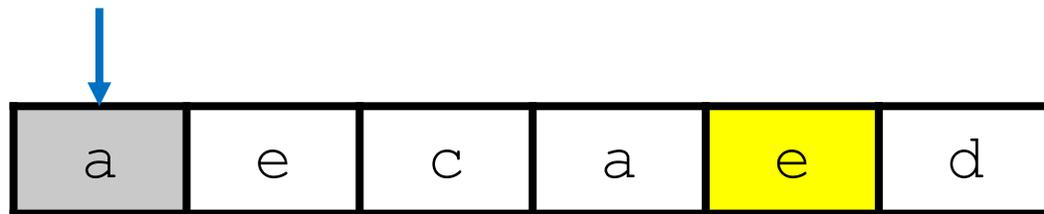
母串 S



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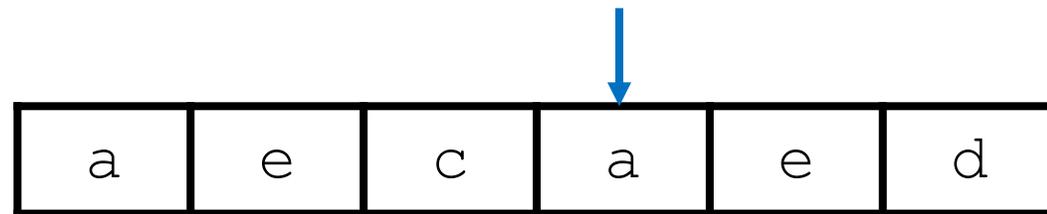
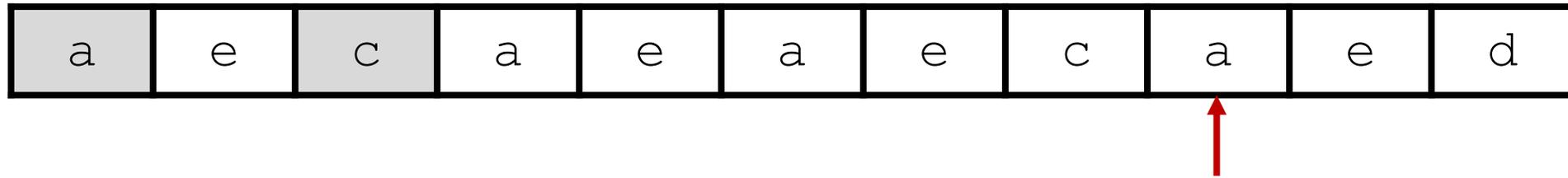
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模式串 T

Sunday 算法

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模式串 T

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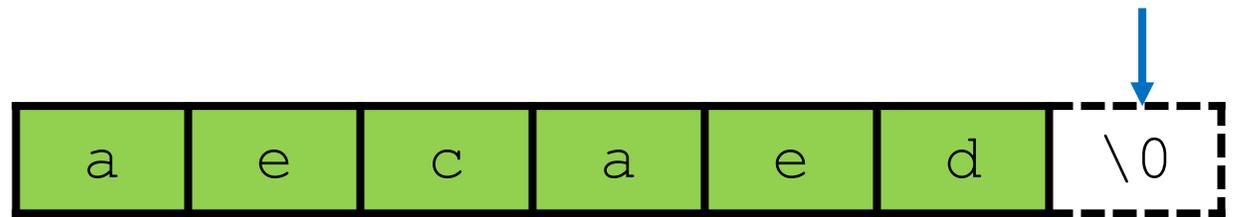
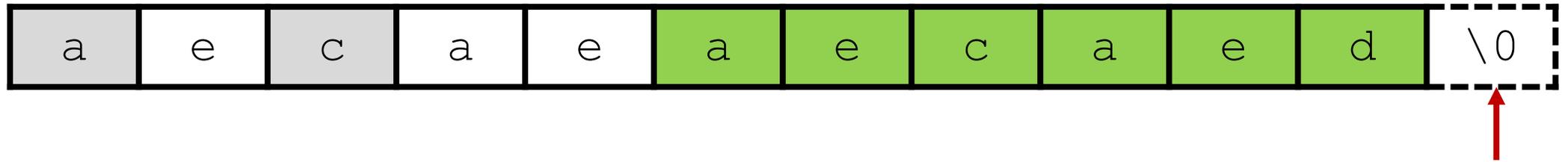
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模式串 T

Sunday 算法

母串 S



模式串 T

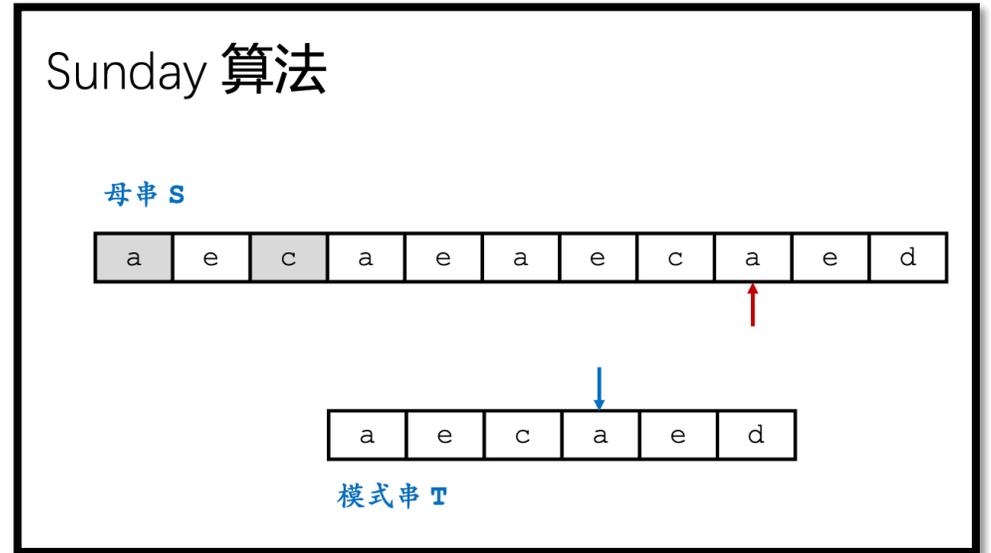
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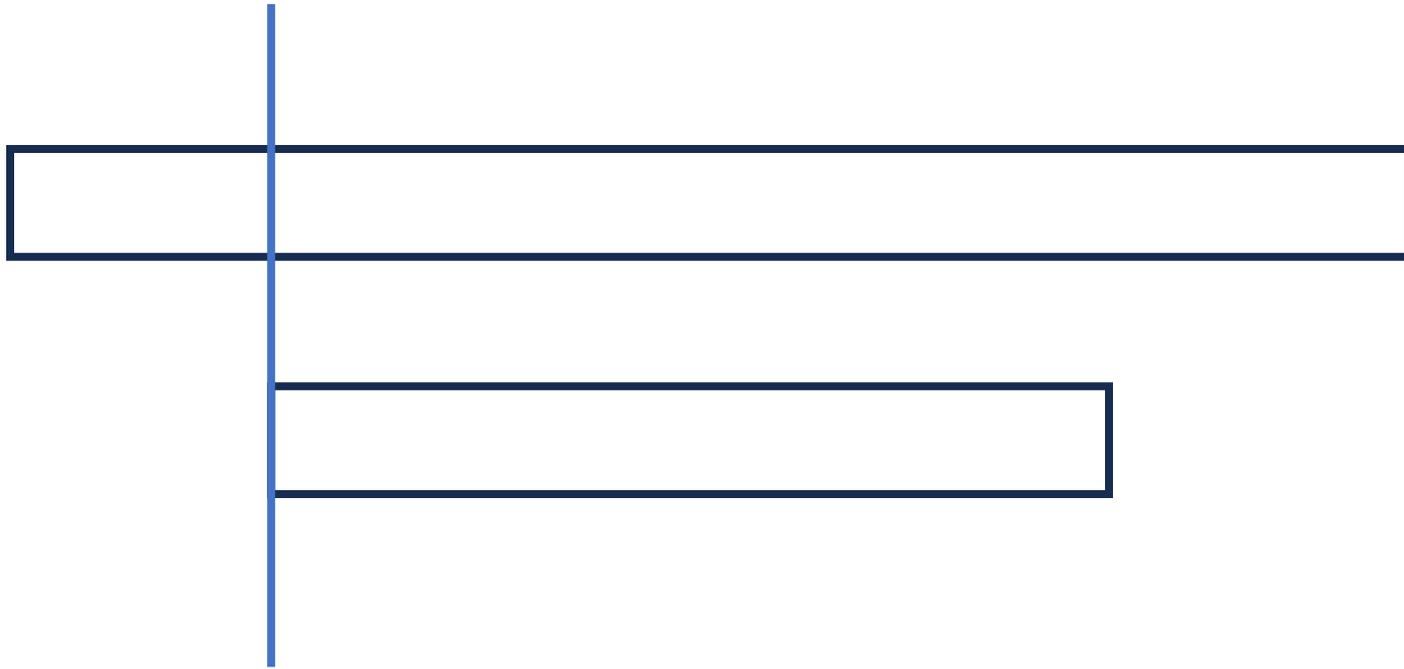
Boyer Moore 算法

理解 BM 算法的核心法门：

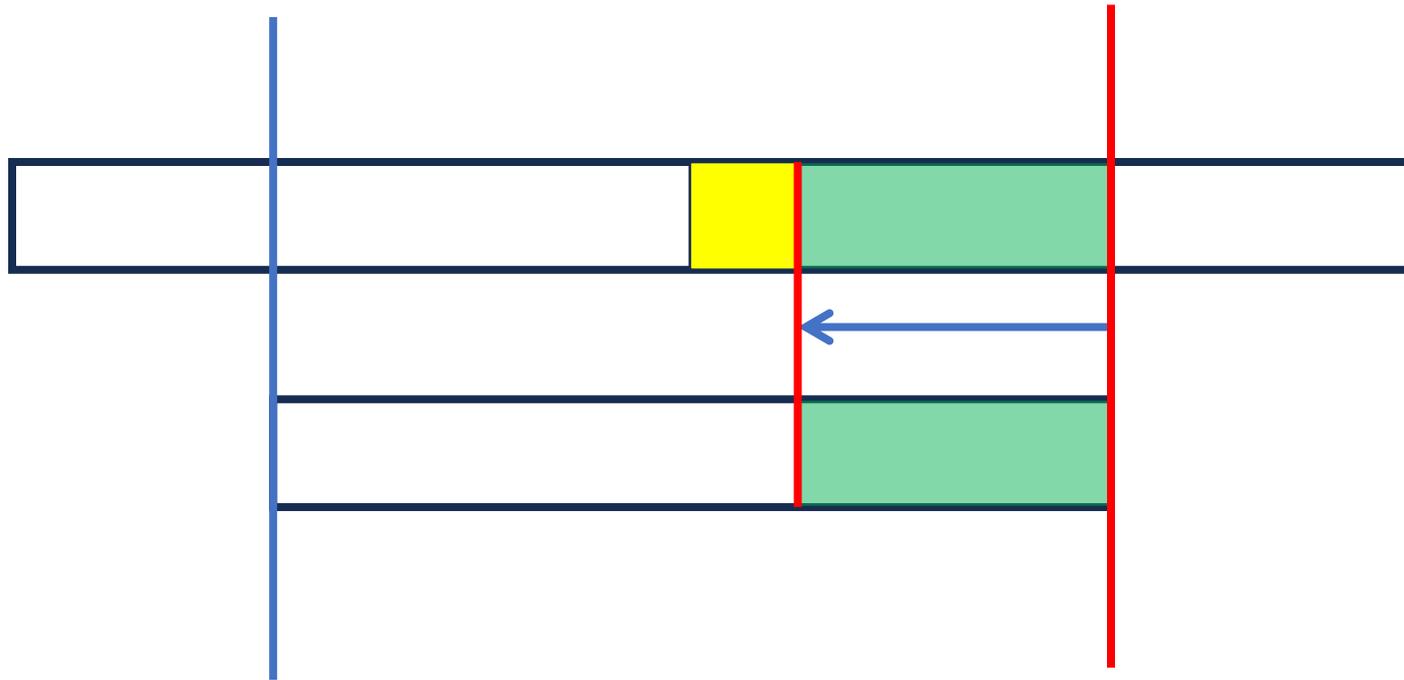
1. 失配时，模式串尽可能向后移动最大长度
2. 移动的长度取决于2条规则中的较大值
3. 规则1：坏字符规则 δ_1
4. 规则2：好后缀规则 δ_2



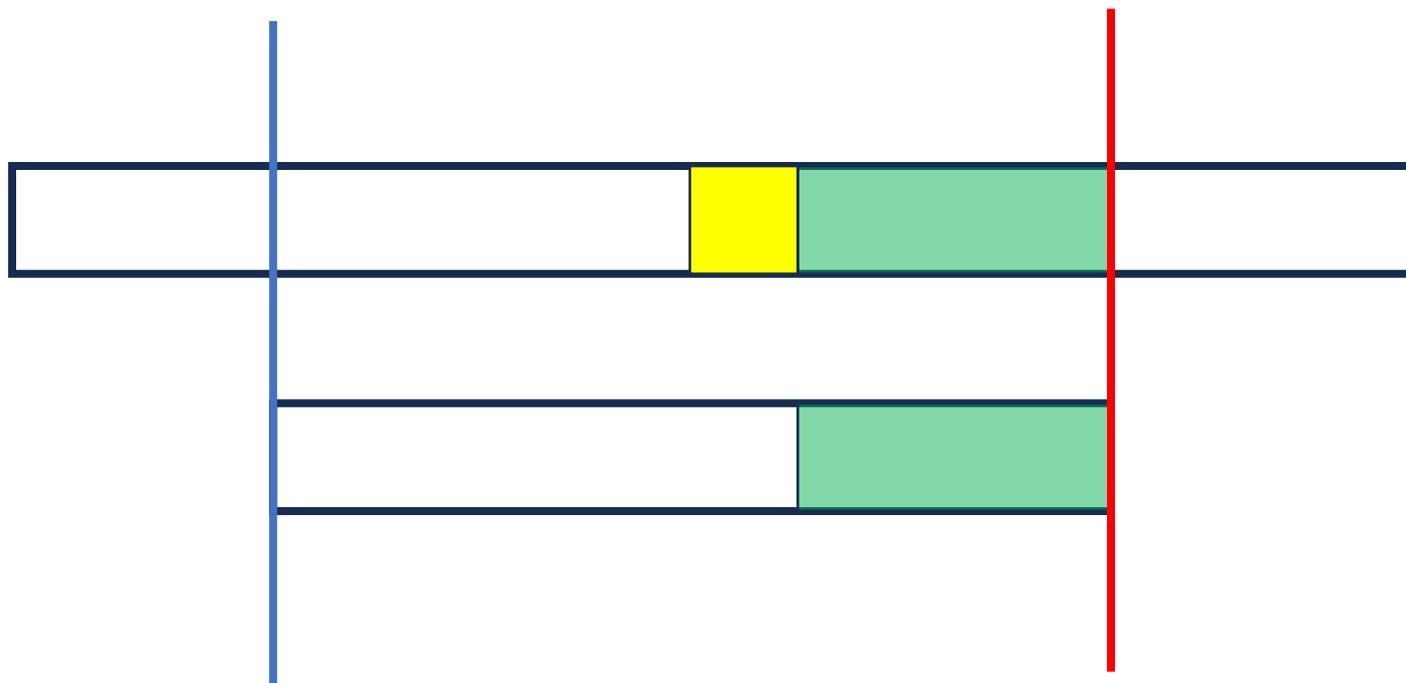
Boyer Moore 算法-匹配方向



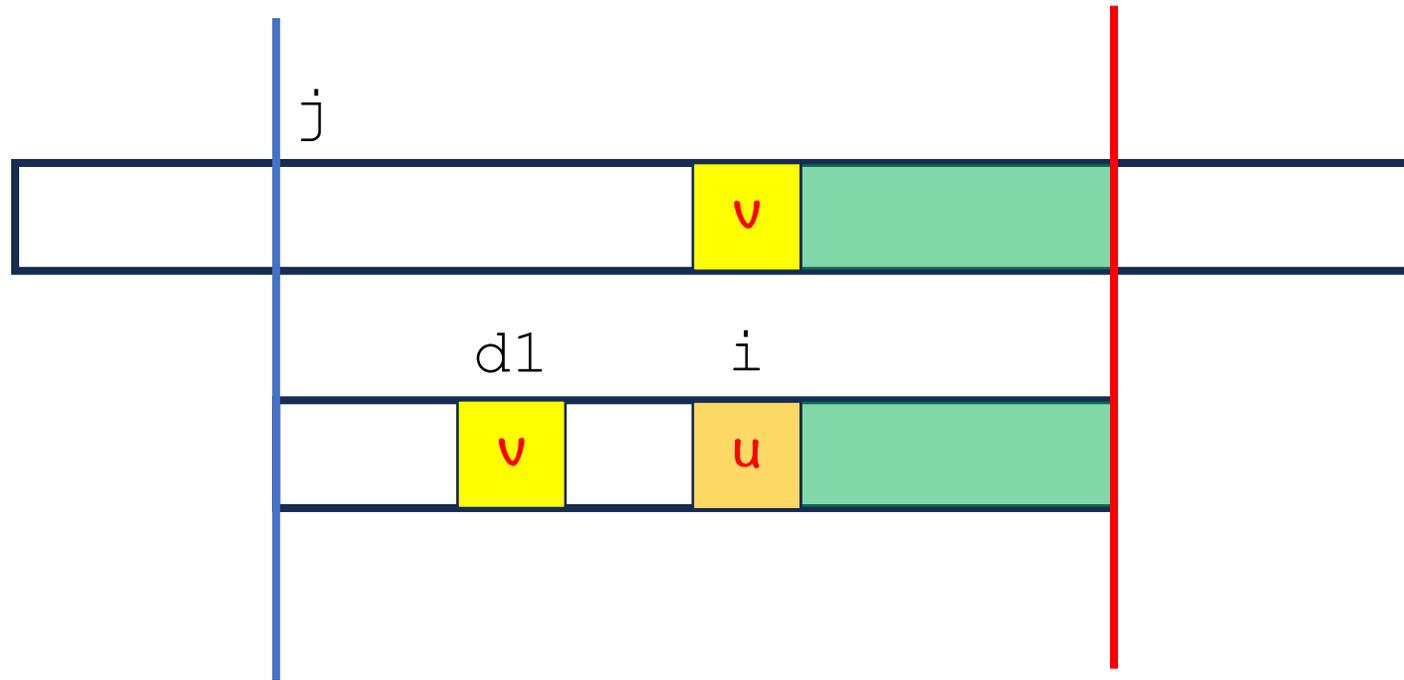
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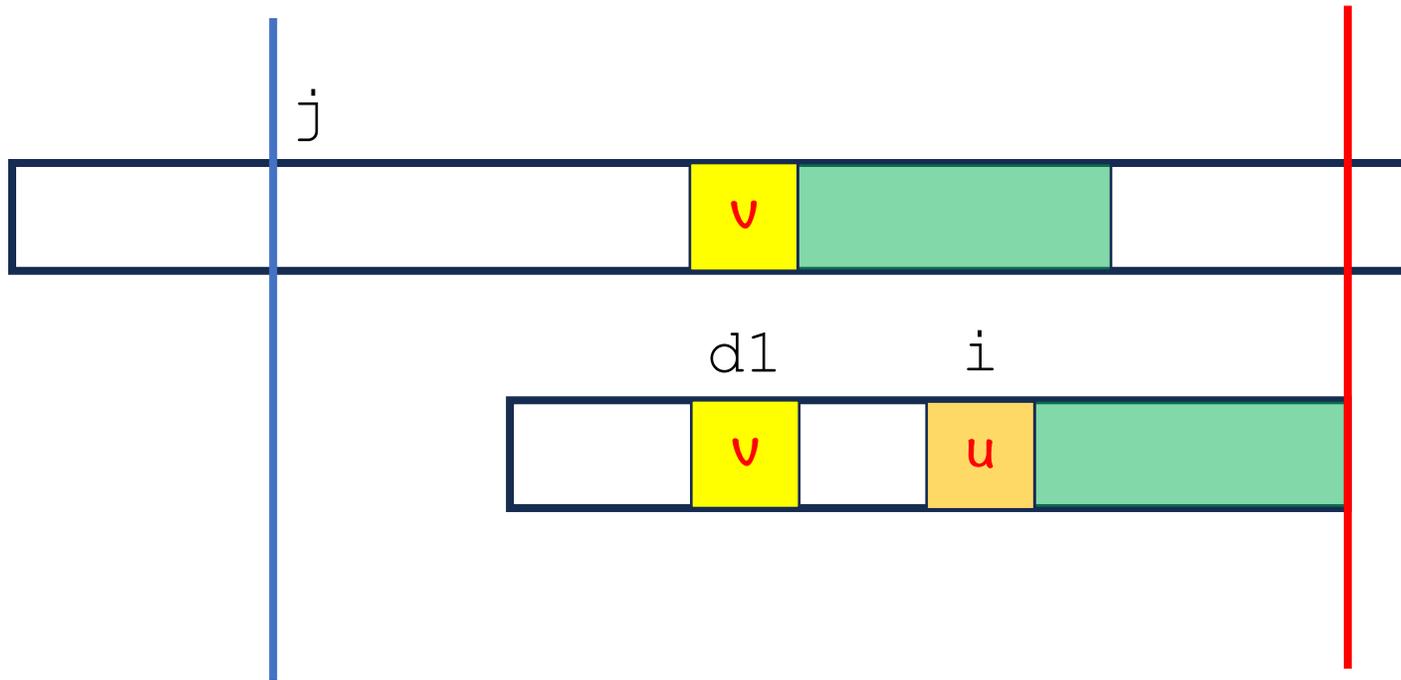
Boyer Moore 算法-坏字符规则



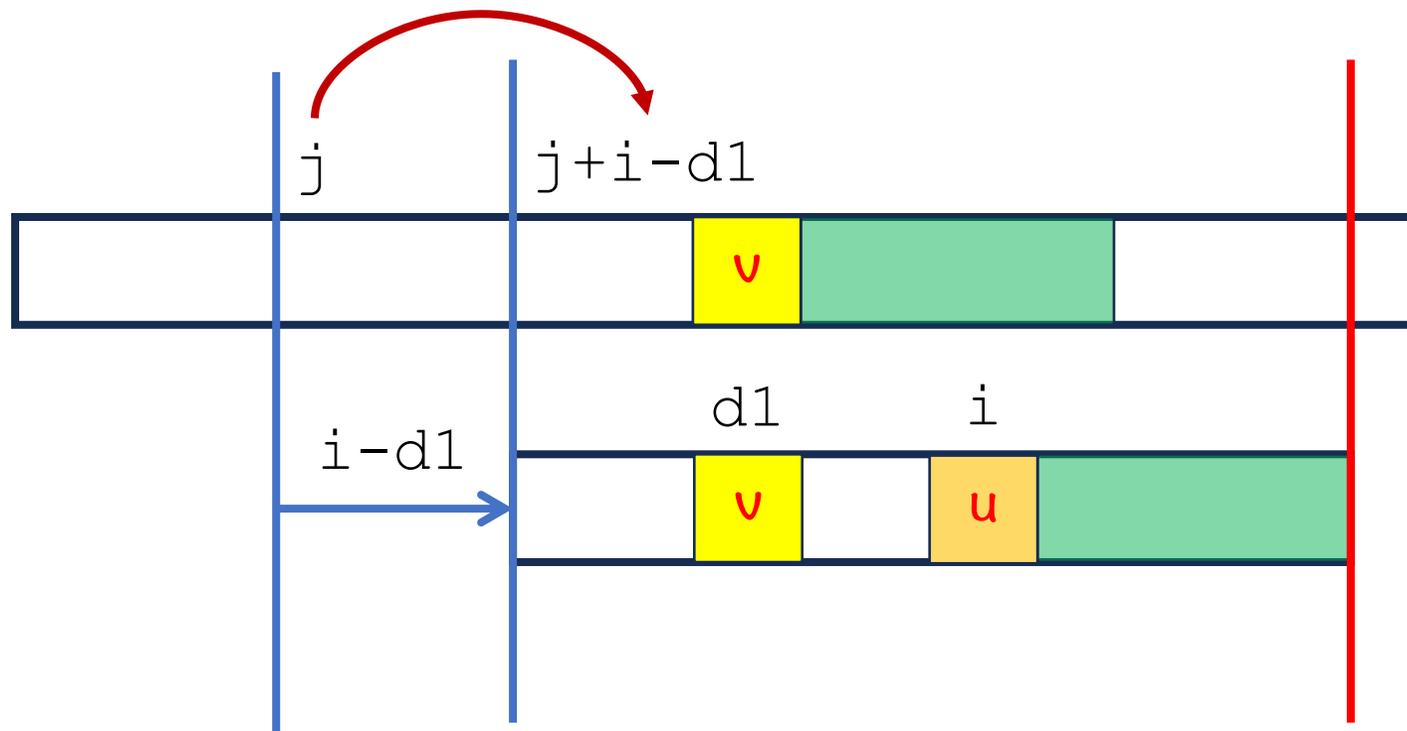
Boyer Moore 算法-坏字符规则



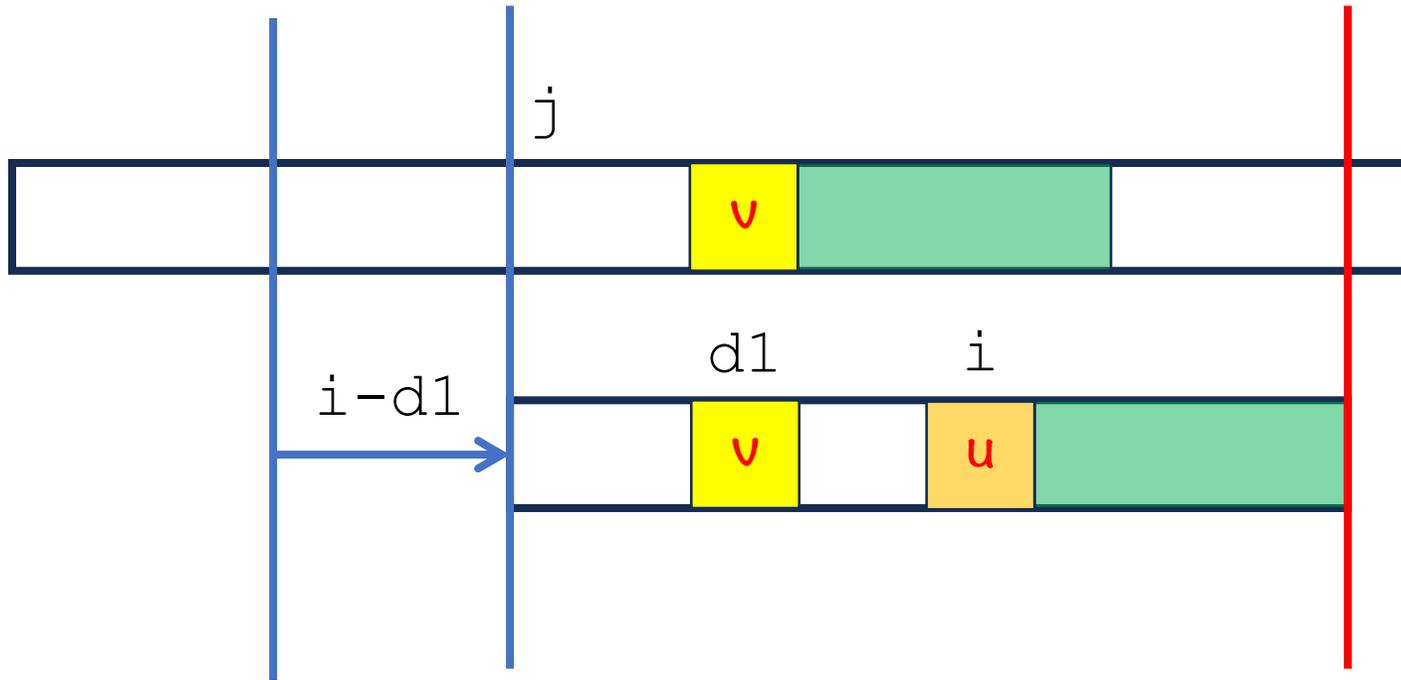
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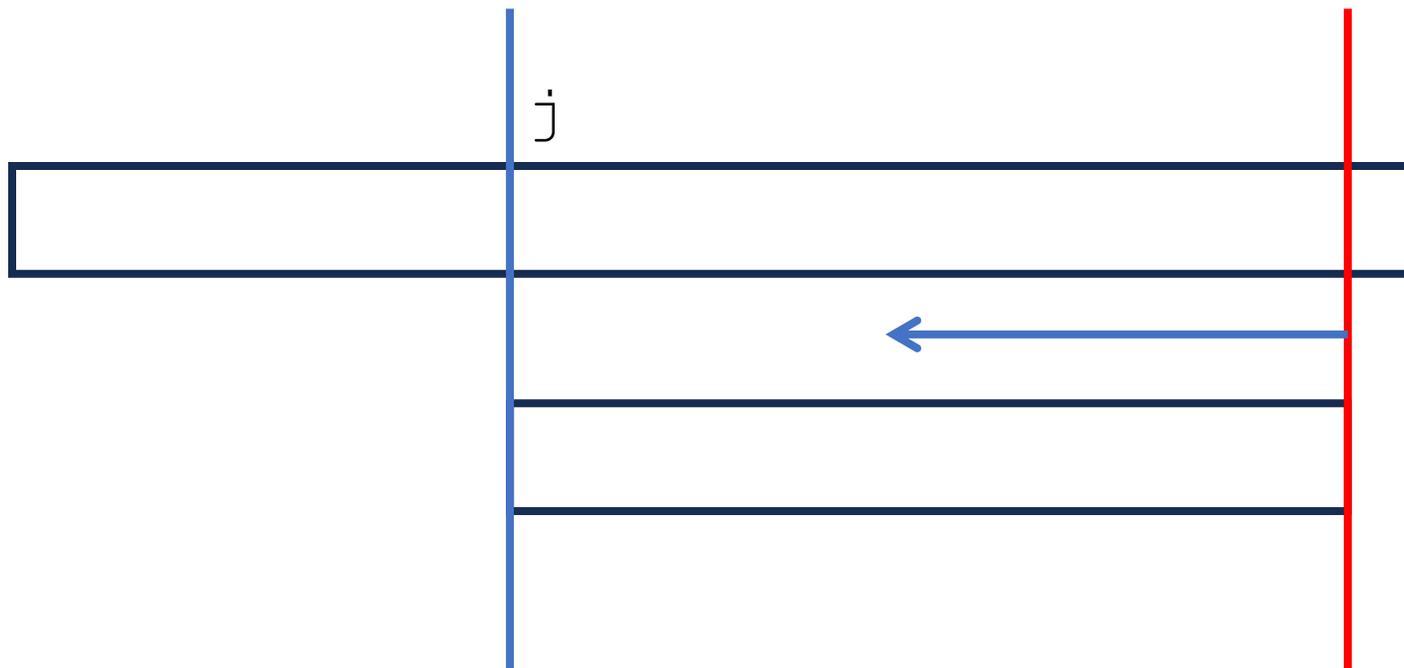
Boyer Moore 算法-坏字符规则



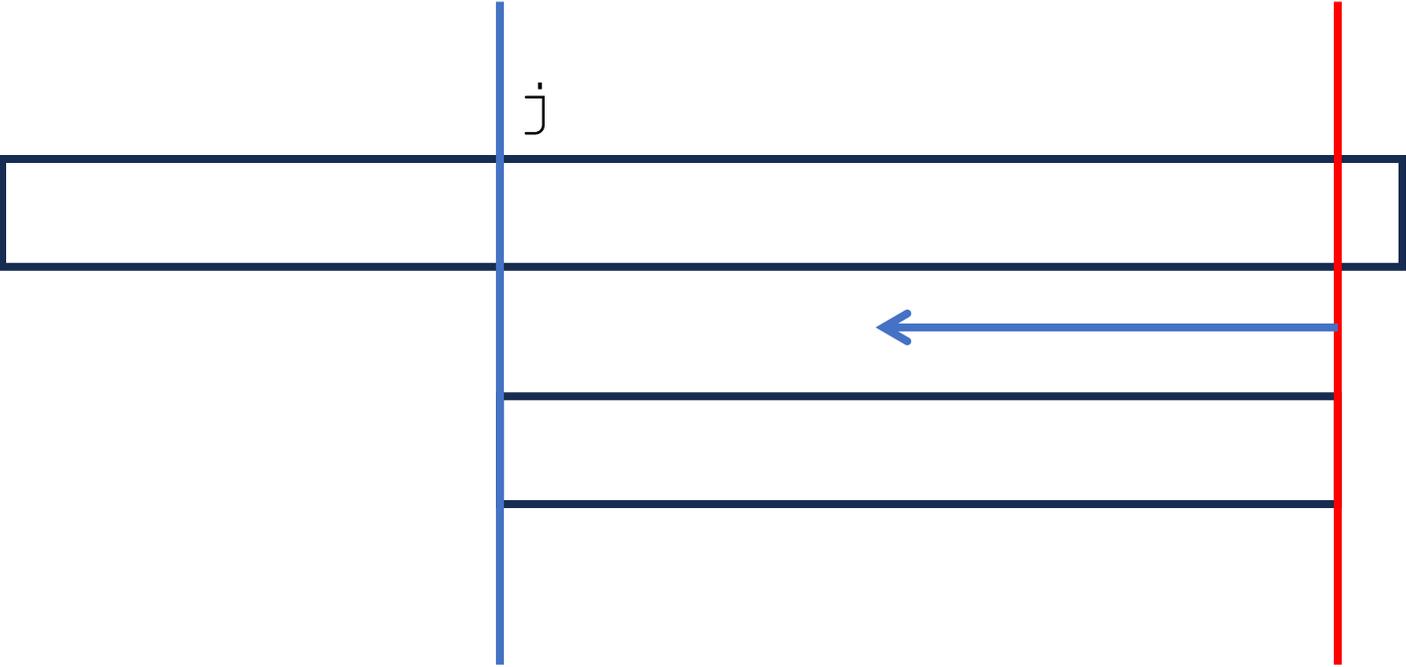
Boyer Moore 算法-坏字符规则



Boyer Moore 算法-坏字符规则



坏字符规则-回退BUG



坏字符规则-回退BUG

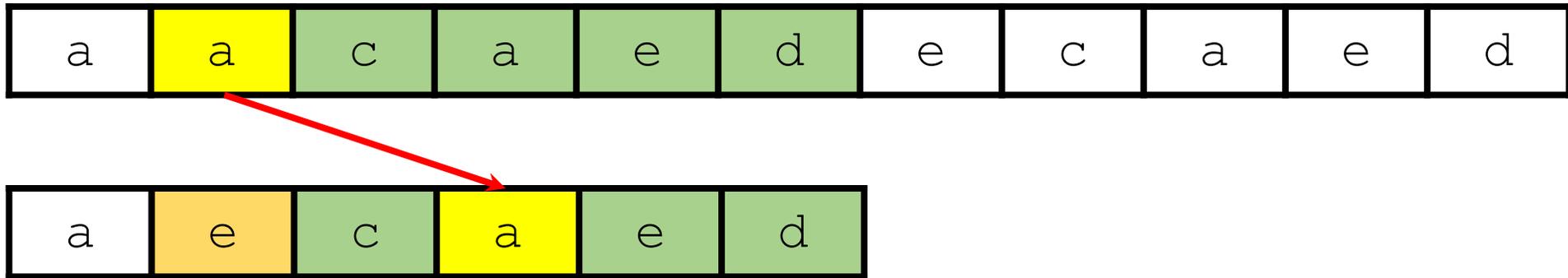
a	a	c	a	e	d	e	c	a	e	d
---	---	---	---	---	---	---	---	---	---	---

a	e	c	a	e	d
---	---	---	---	---	---

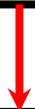
坏字符规则-回退BUG



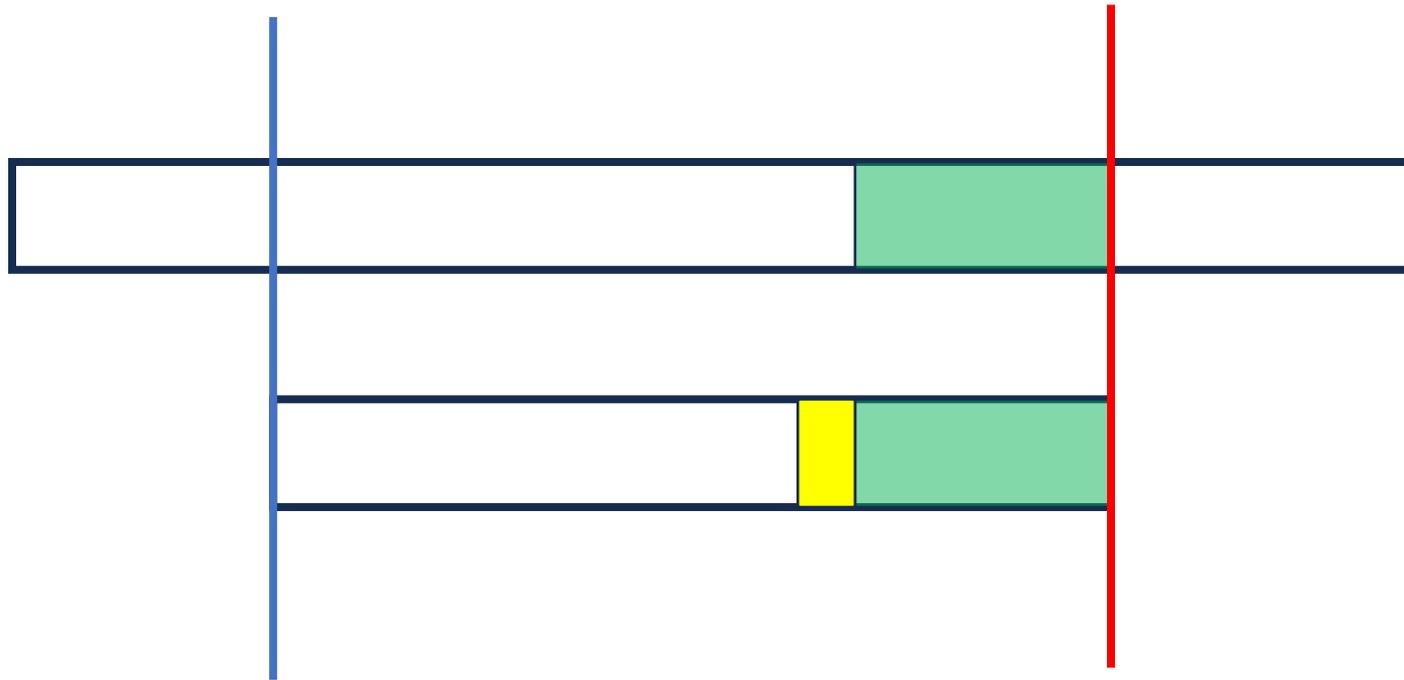
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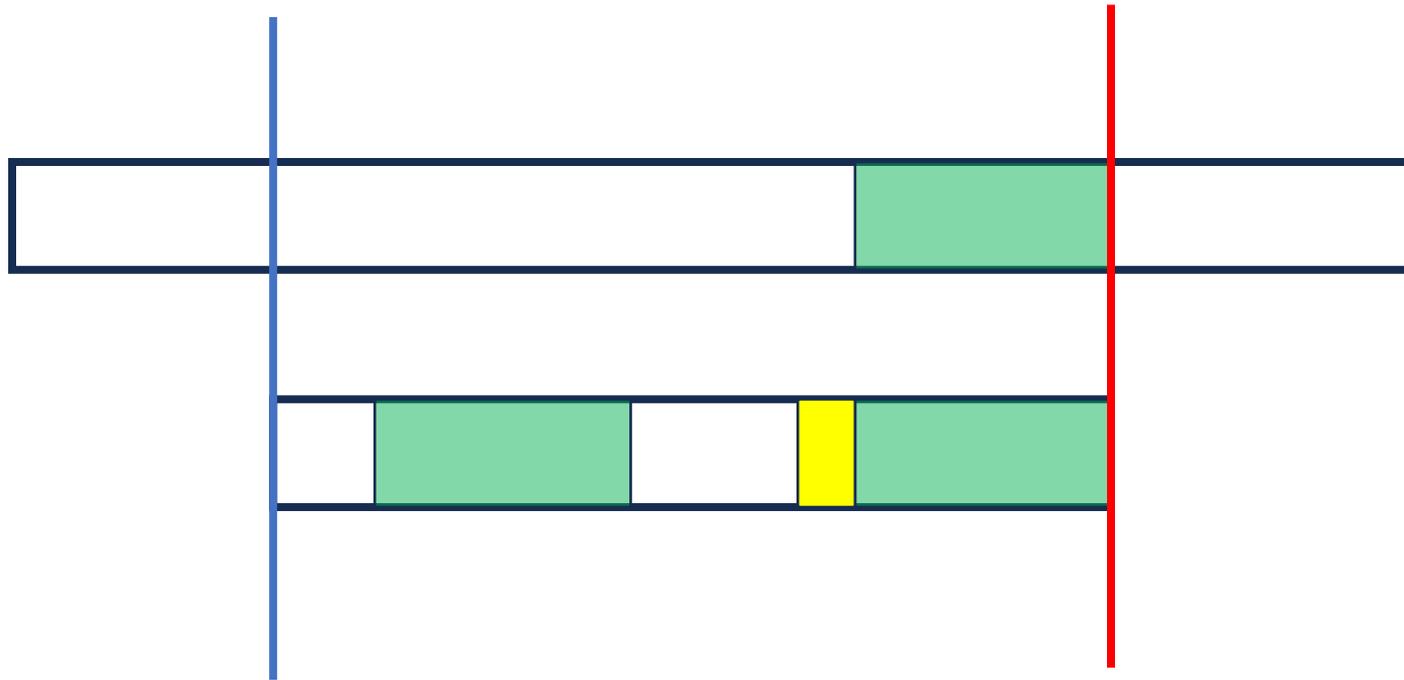
坏字符规则-回退BUG



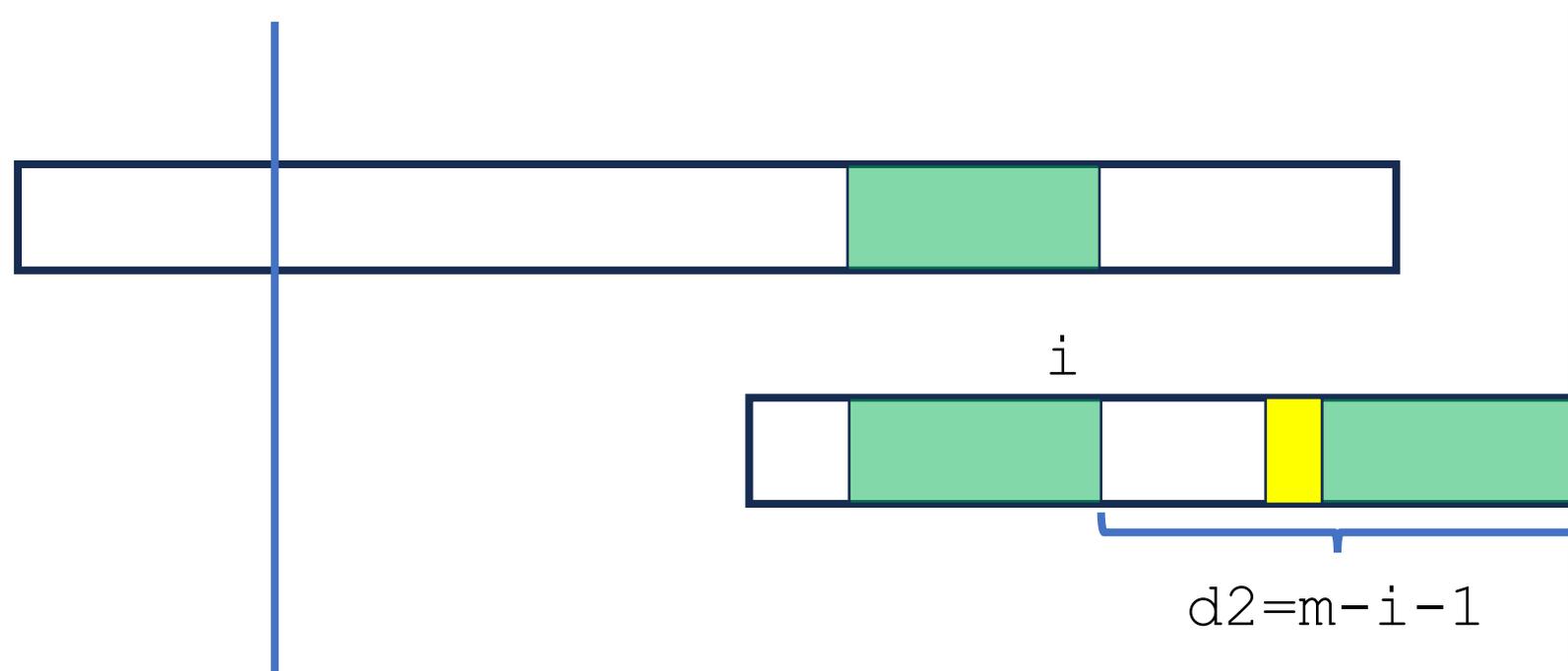
Boyer Moore 算法-好后缀规则



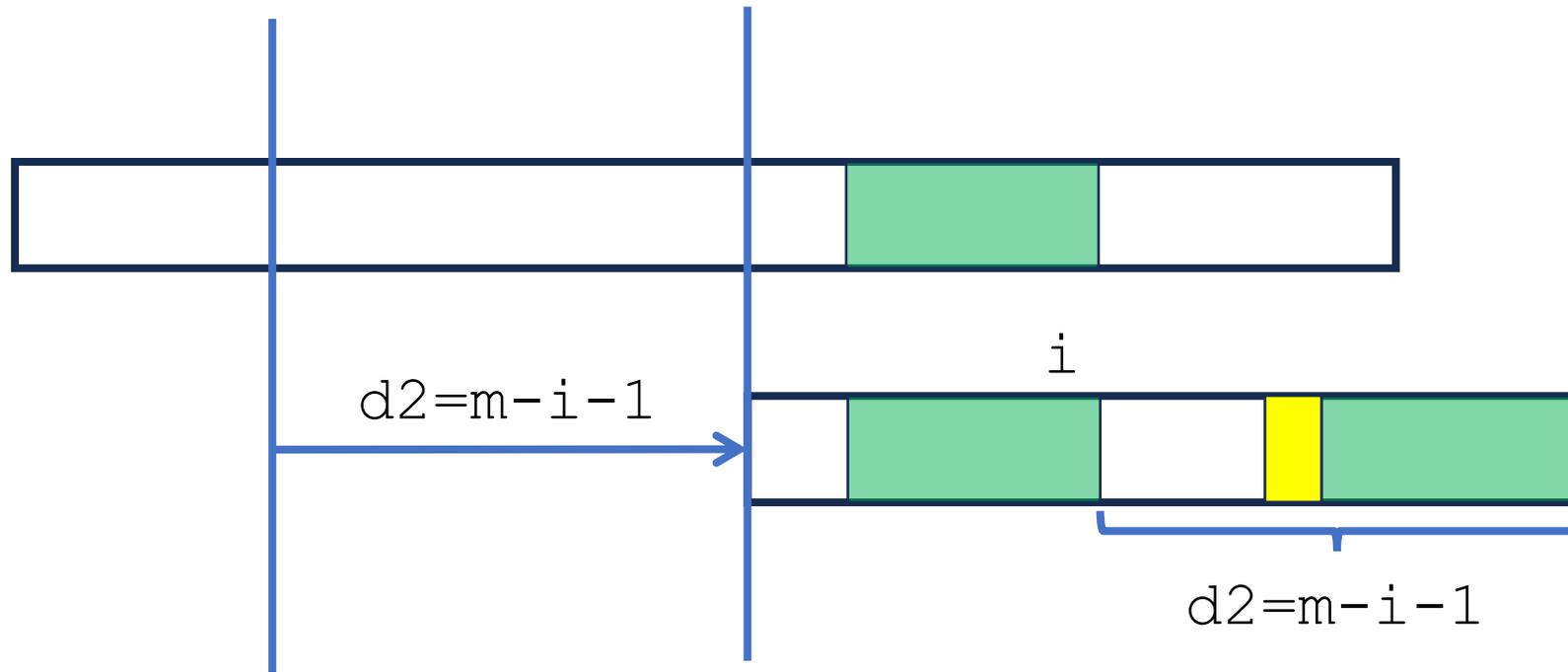
Boyer Moore 算法-好后缀规则



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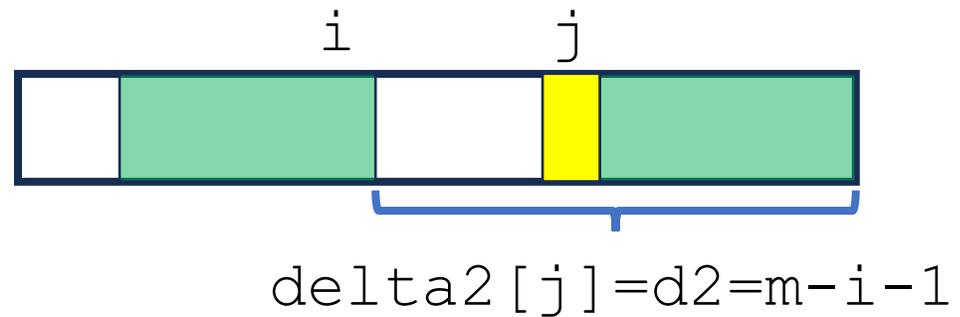
Boyer Moore 算法-好后缀规则



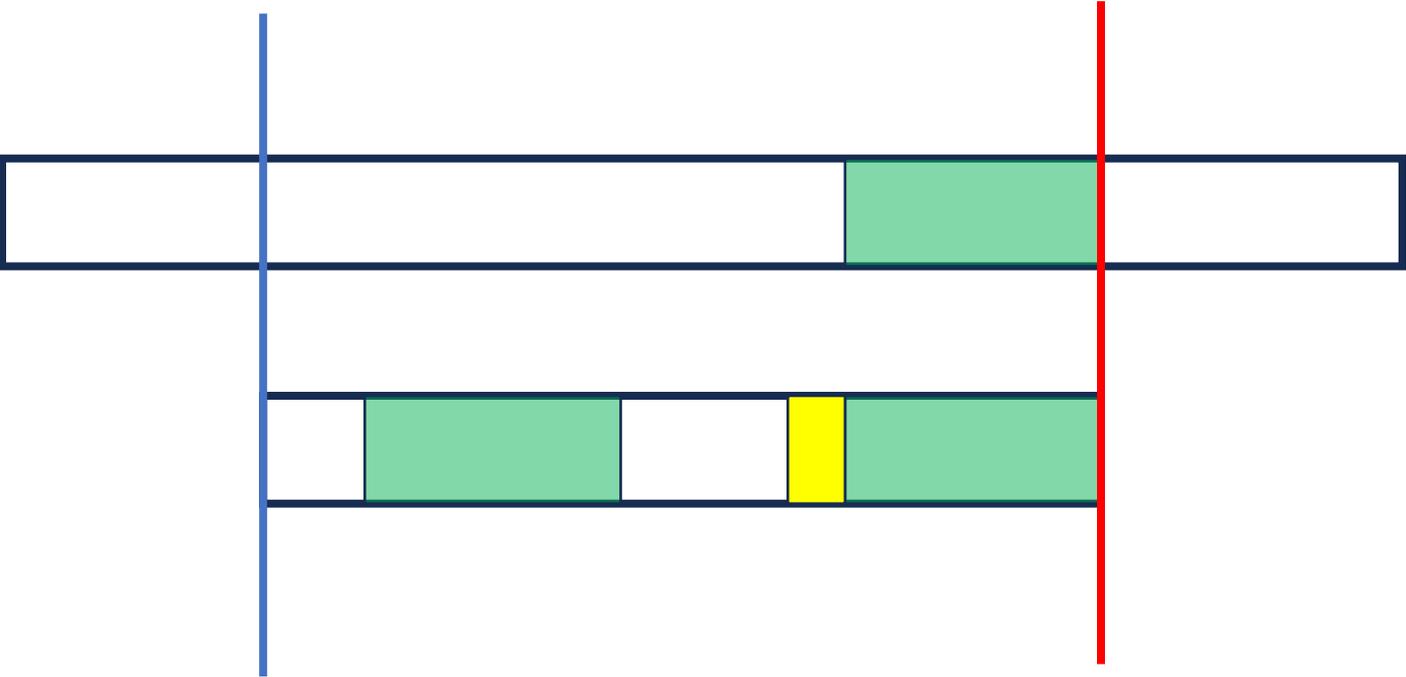
好后缀规则-情况1

情况1：

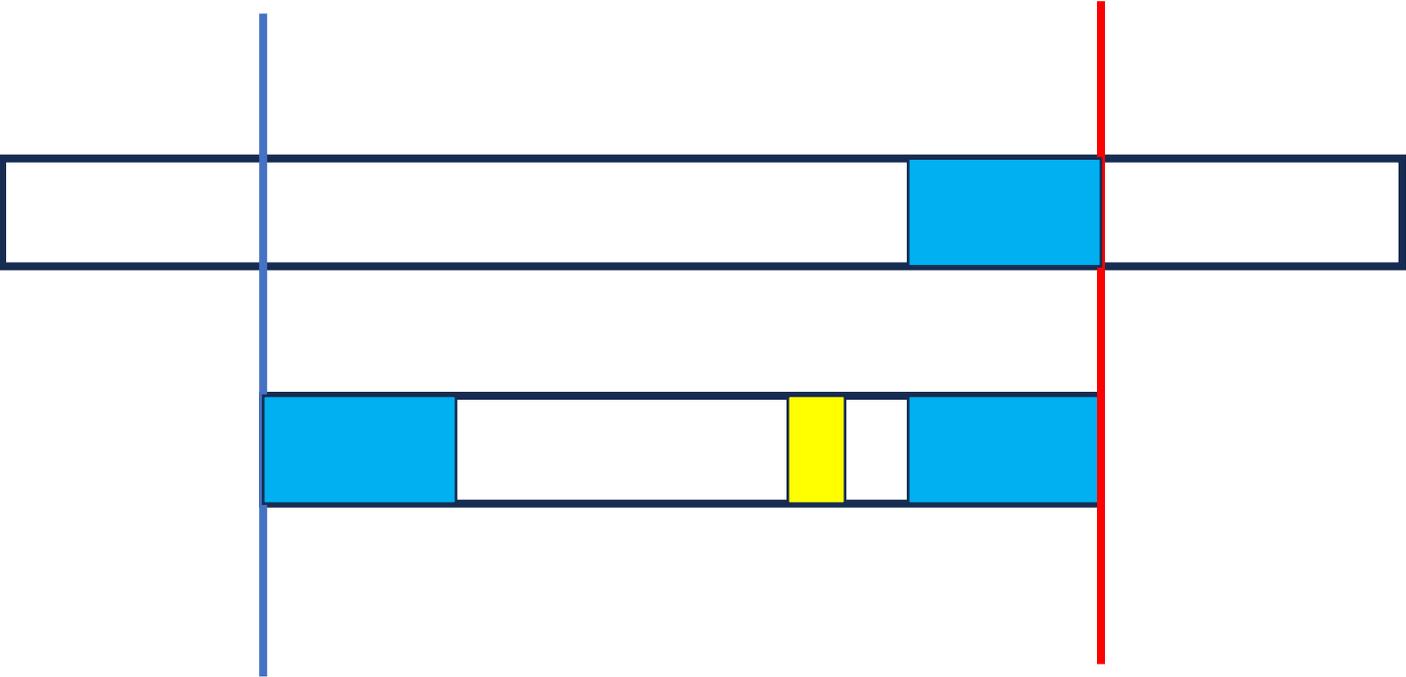
1. 在 j 位置前，能找到完整的后缀
2. 移动距离记录在 $\text{delta2}[j]$ 中



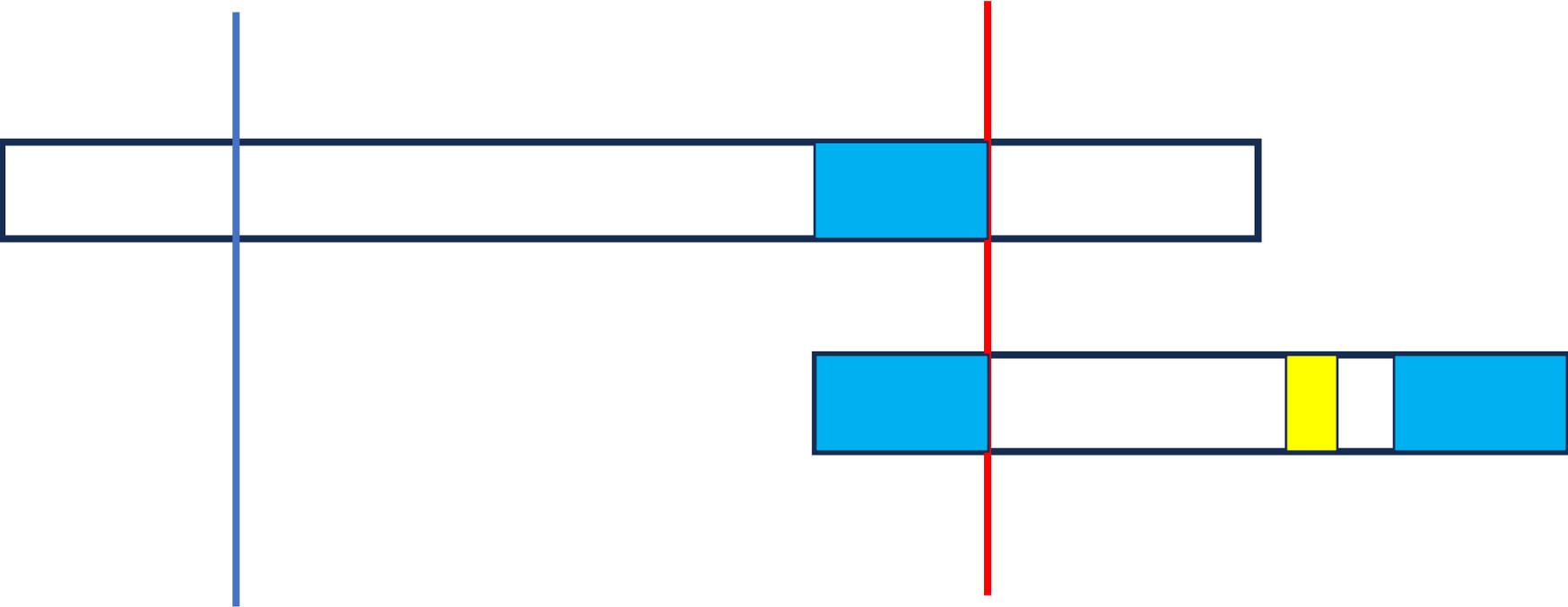
好后缀规则-情况2



好后缀规则-情况2

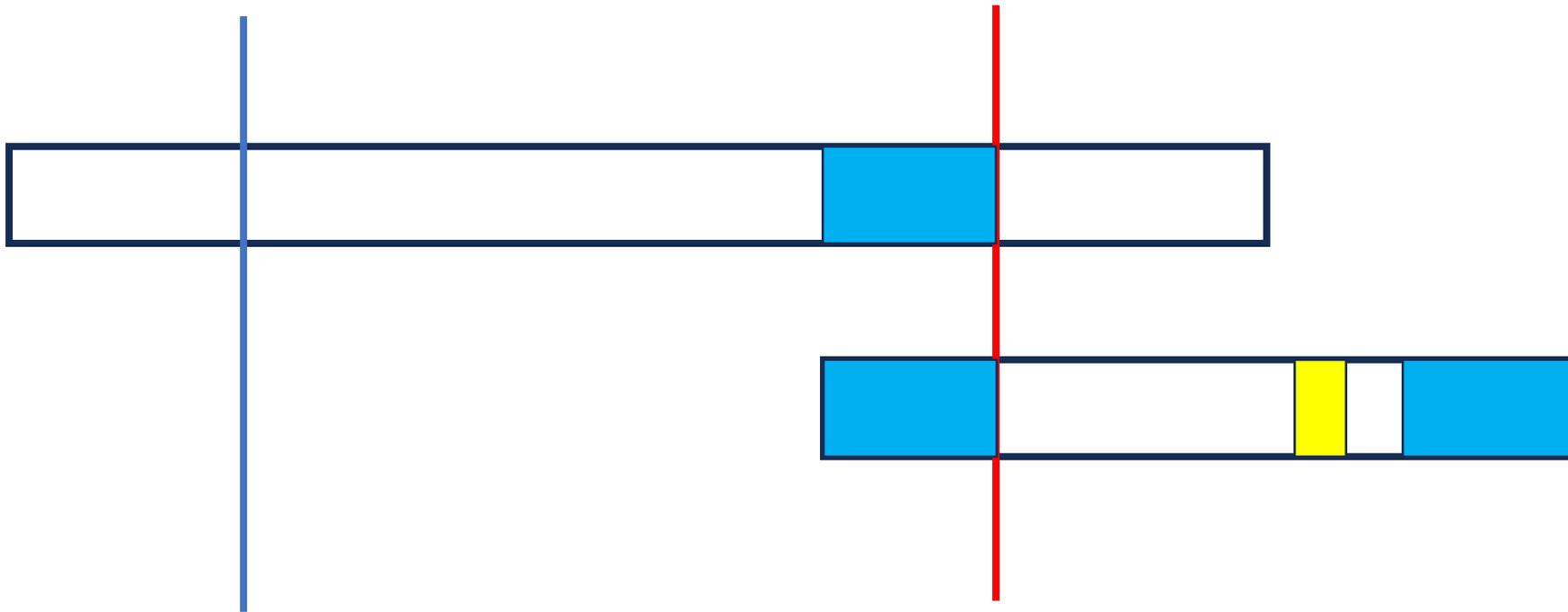


好后缀规则-情况2



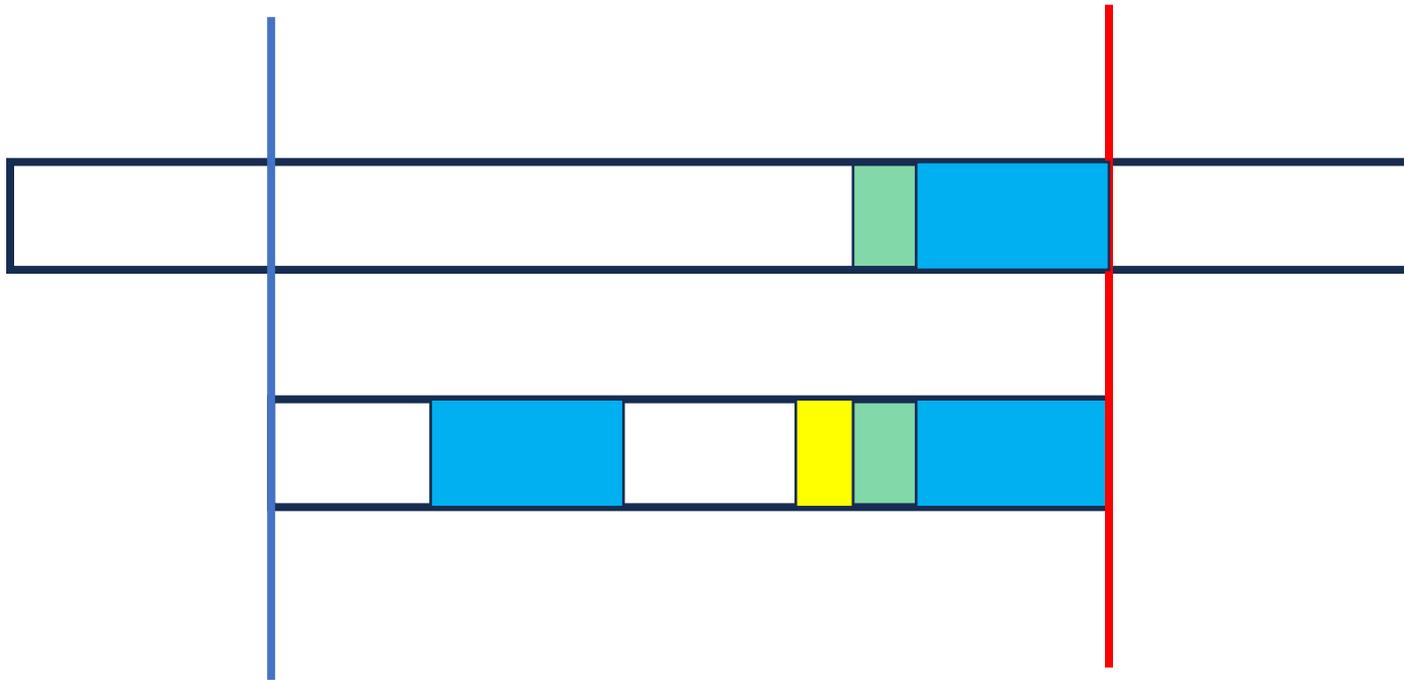
好后缀规则-情况2

问题：蓝色部分后缀的起始位置，一定是从模式串的头匹配的吗？



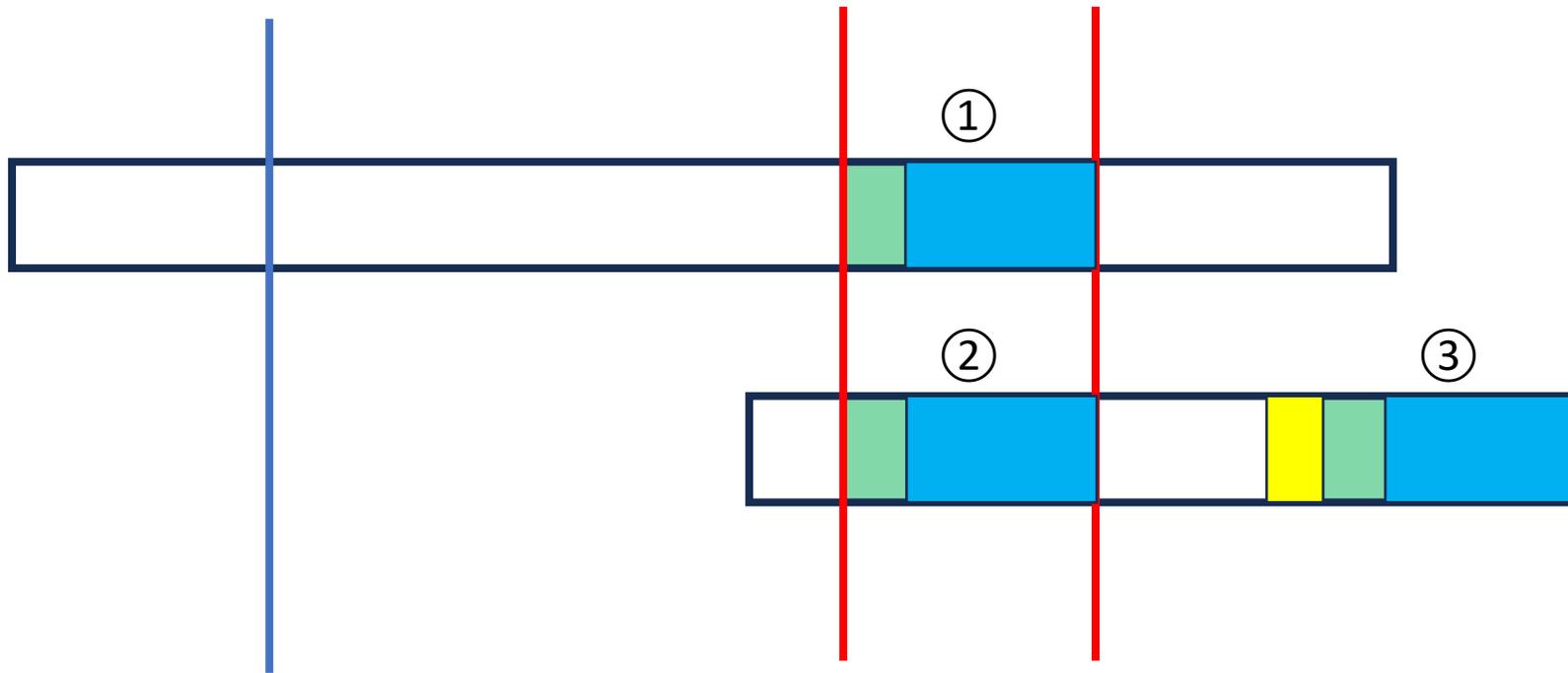
好后缀规则-情况2

问题：蓝色部分后缀的起始位置，一定是从模式串的开头匹配的么？



好后缀规则-情况2

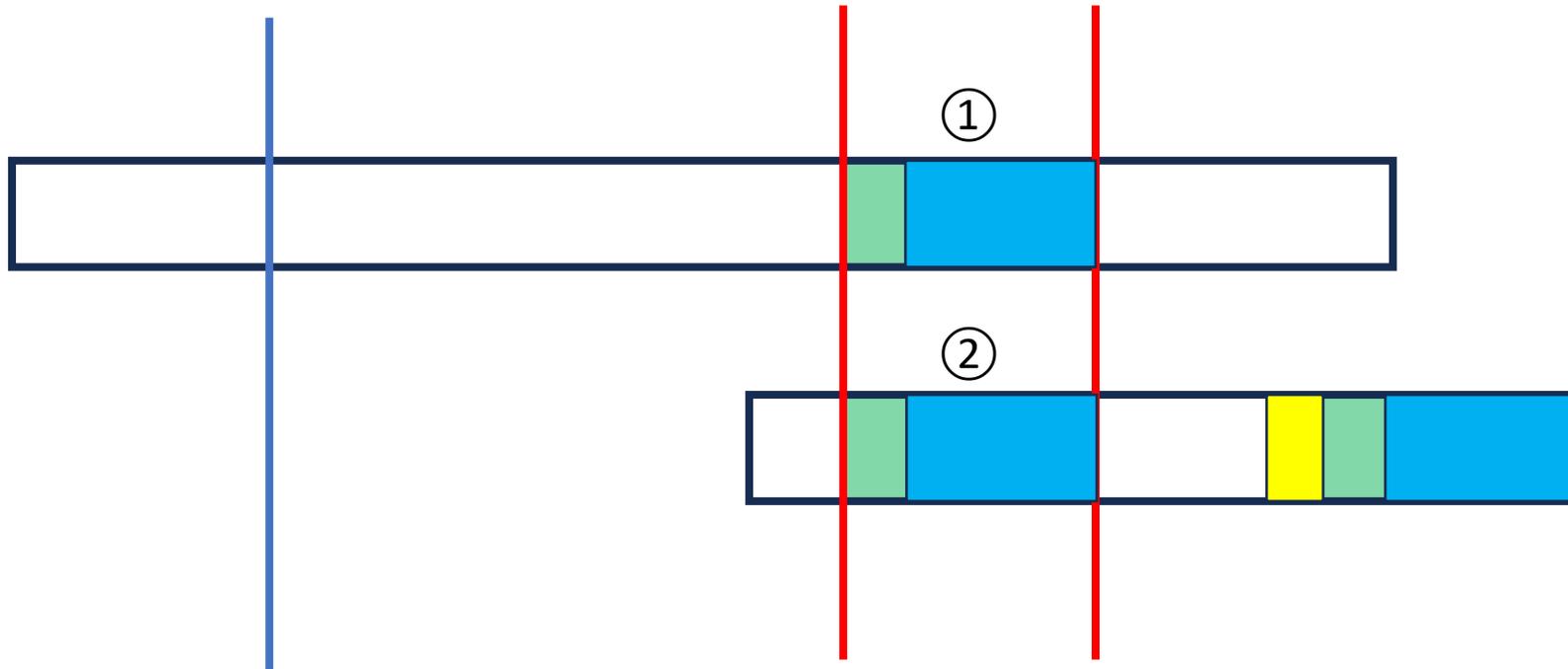
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好后缀规则-情况2

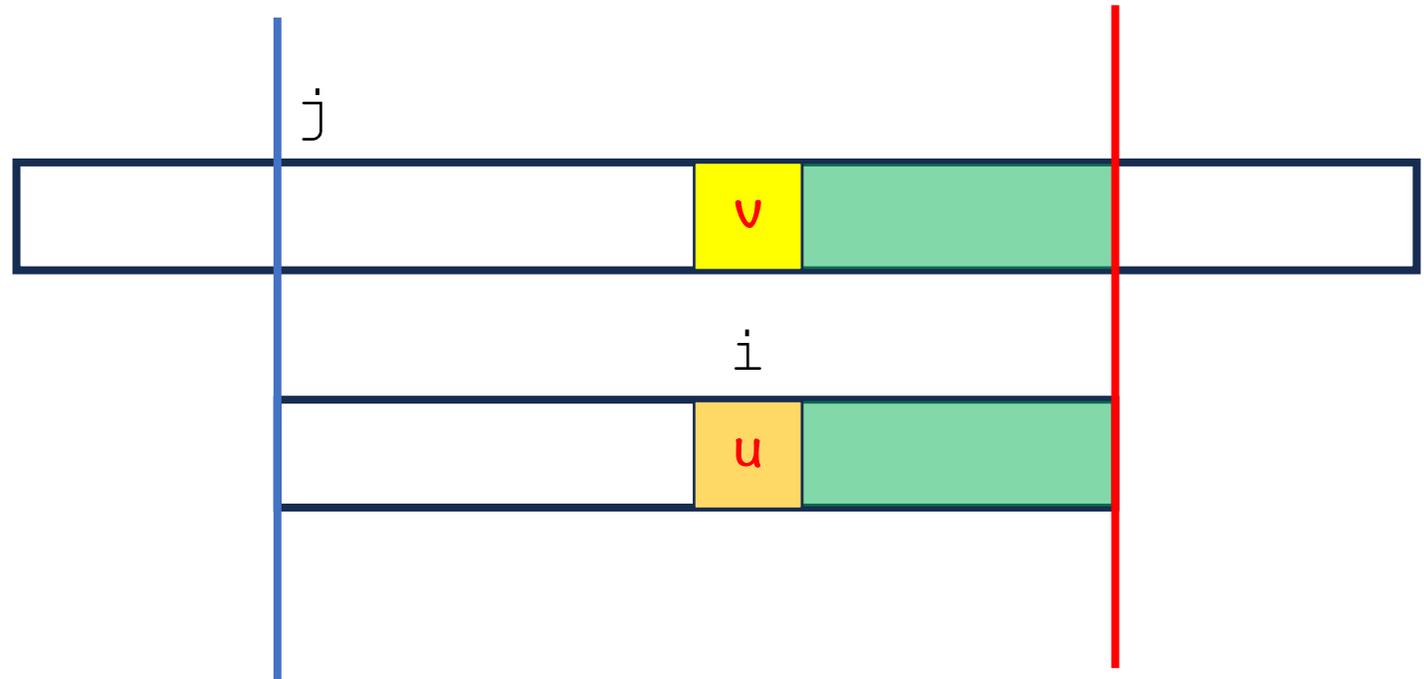
核心目标：移动以后，能匹配成功

1. 当初能找到完整的后缀匹配
2. 蓝色部分不是最长的后缀匹配



Boyer Moore 算法-总结

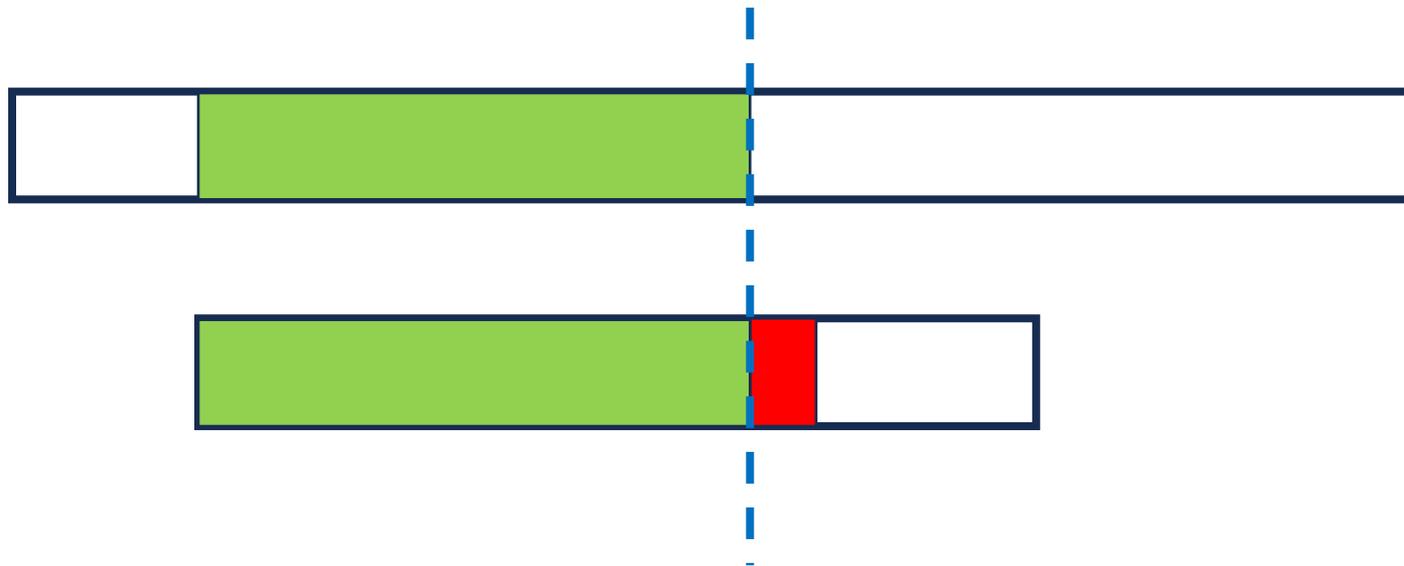
1. 通过字符 v , 得到 $\text{delta1}[v]$
2. 通过位置 i , 得到 $\text{delta2}[i]$
3. $j += \max(i - \text{delta1}[v], \text{delta2}[i])$



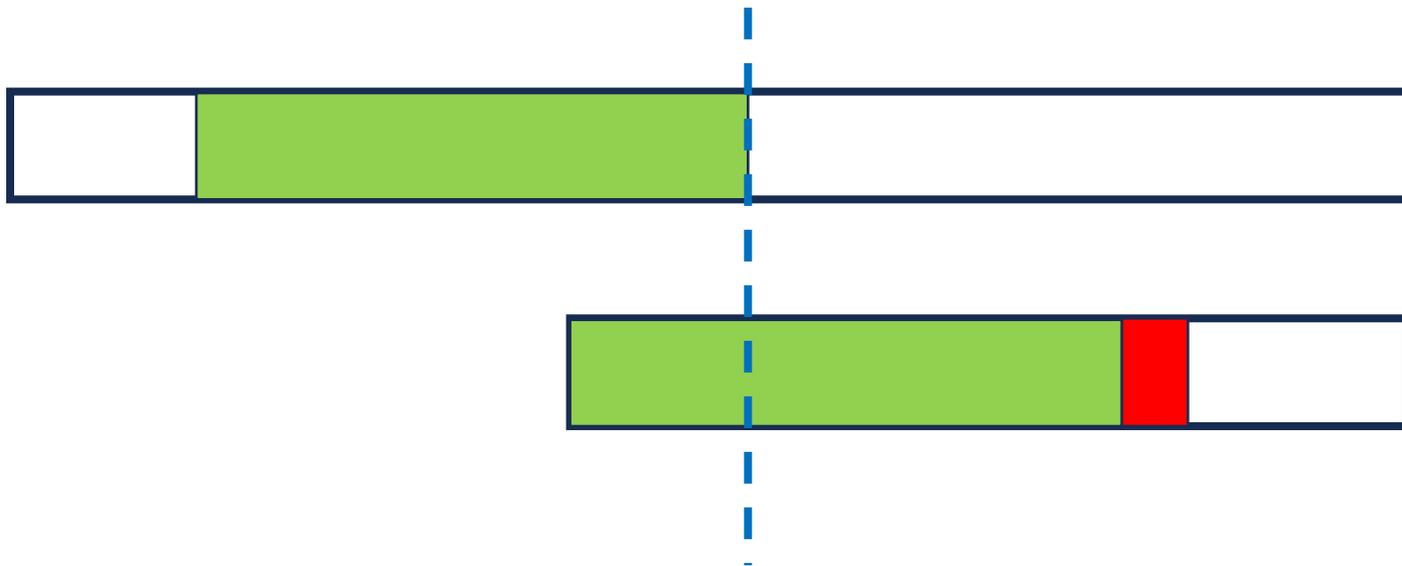
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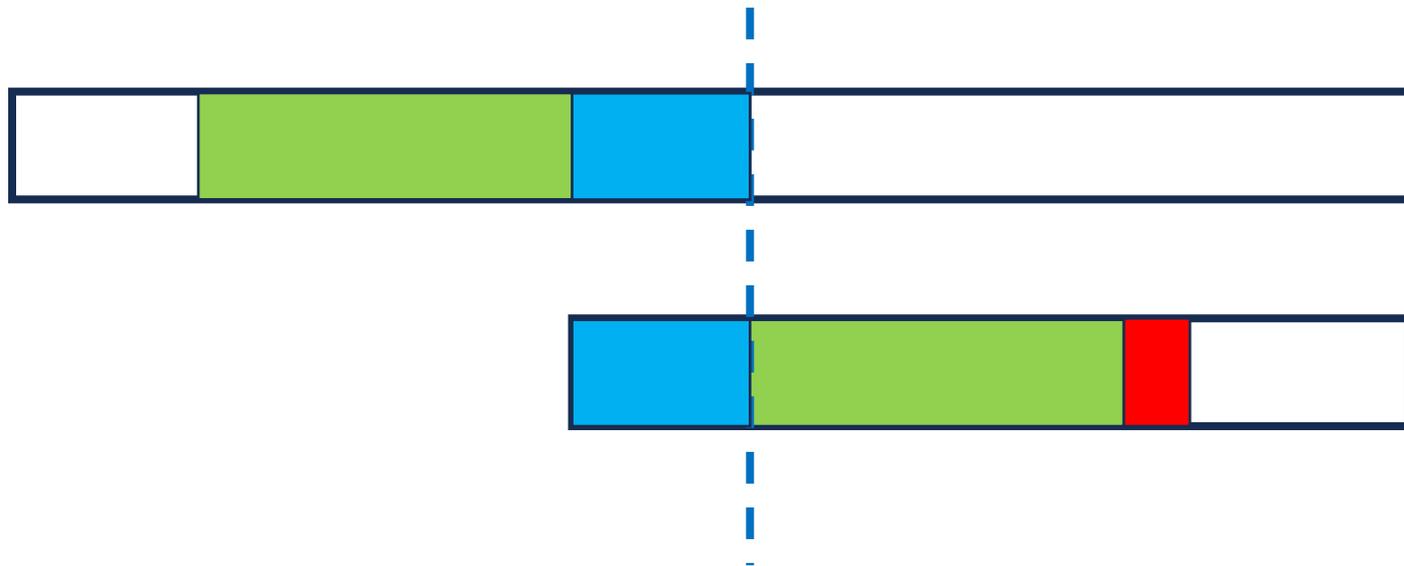
KMP 算法



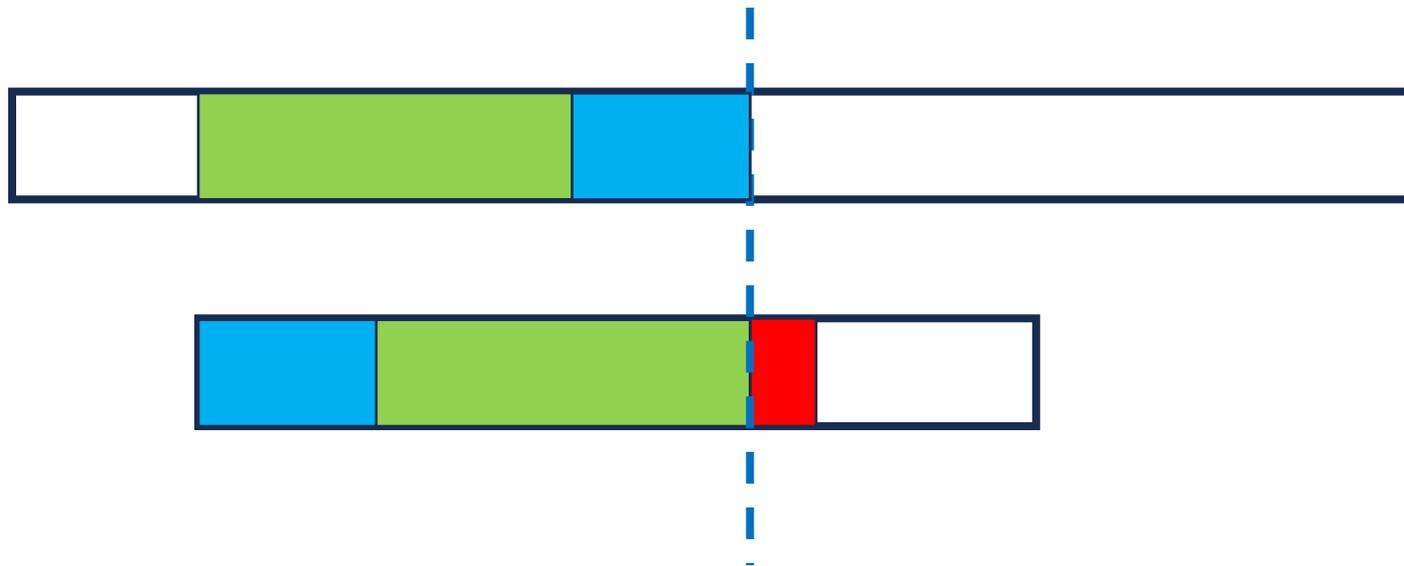
KMP 算法



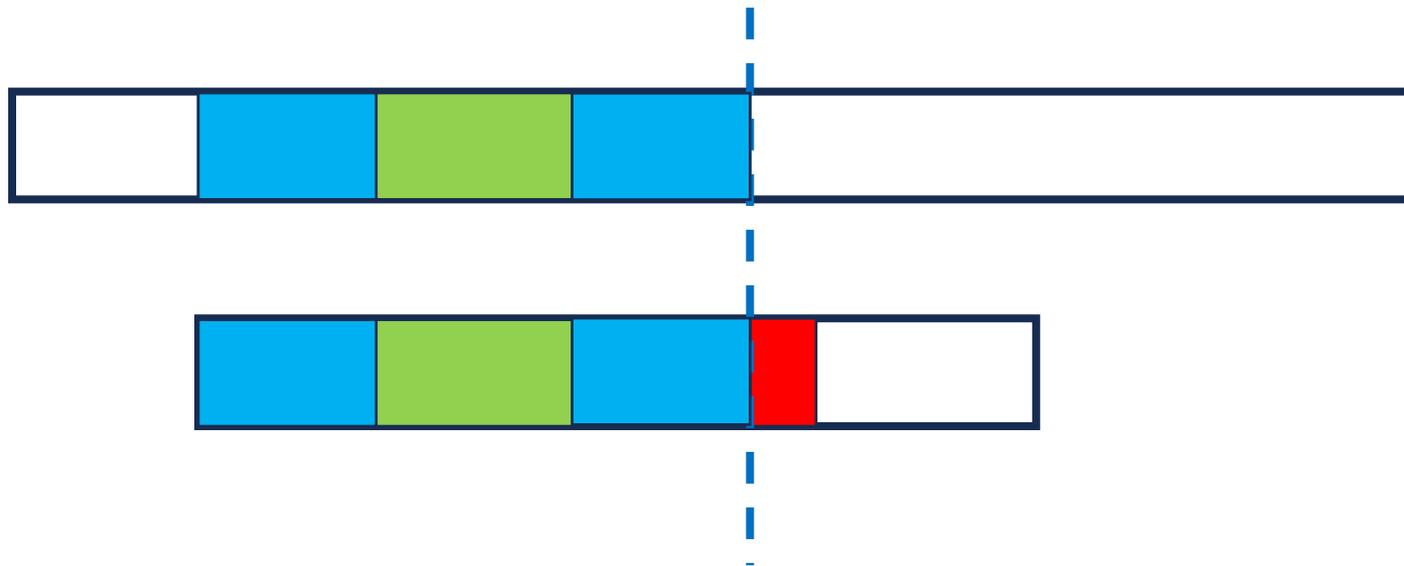
KMP 算法



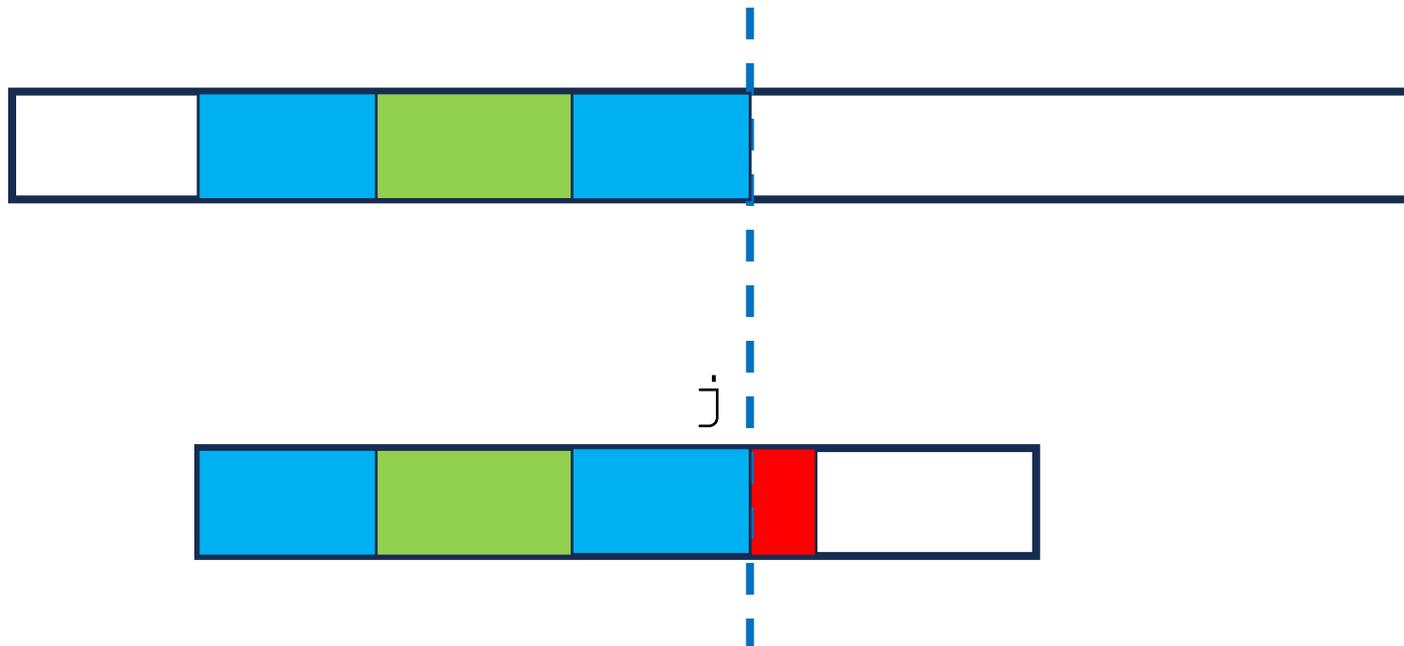
KMP 算法



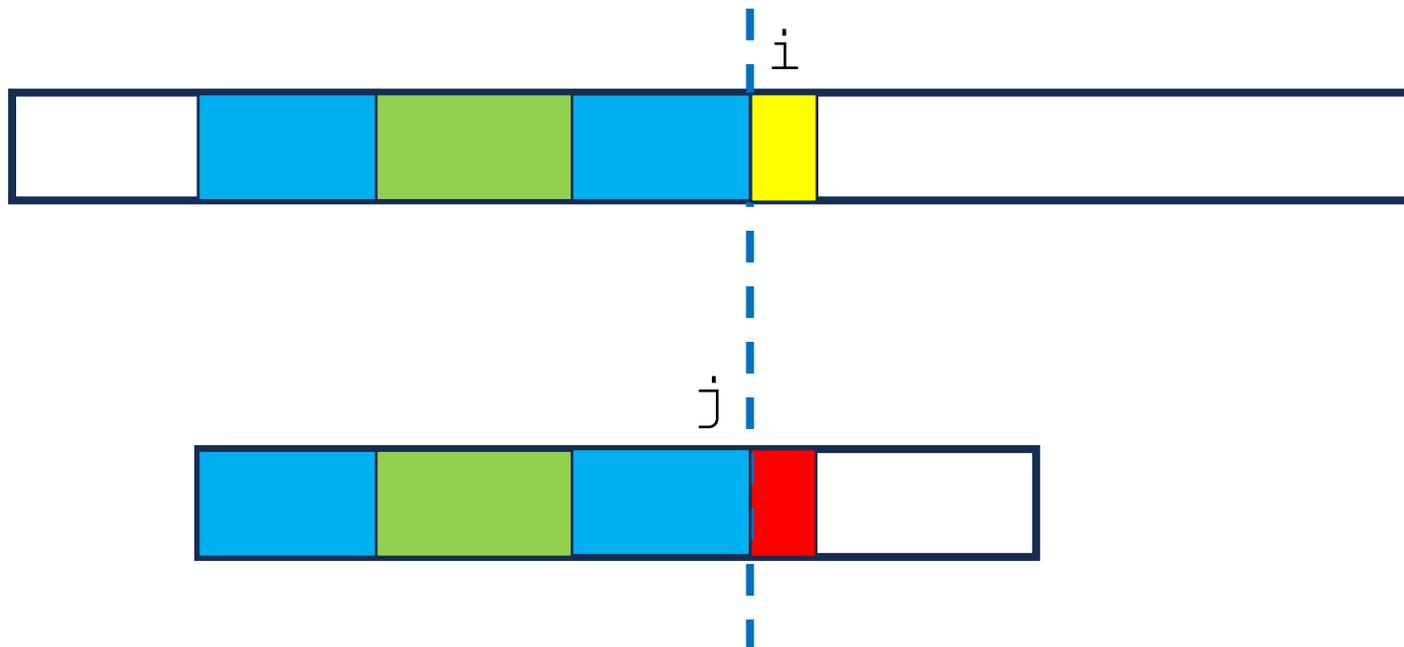
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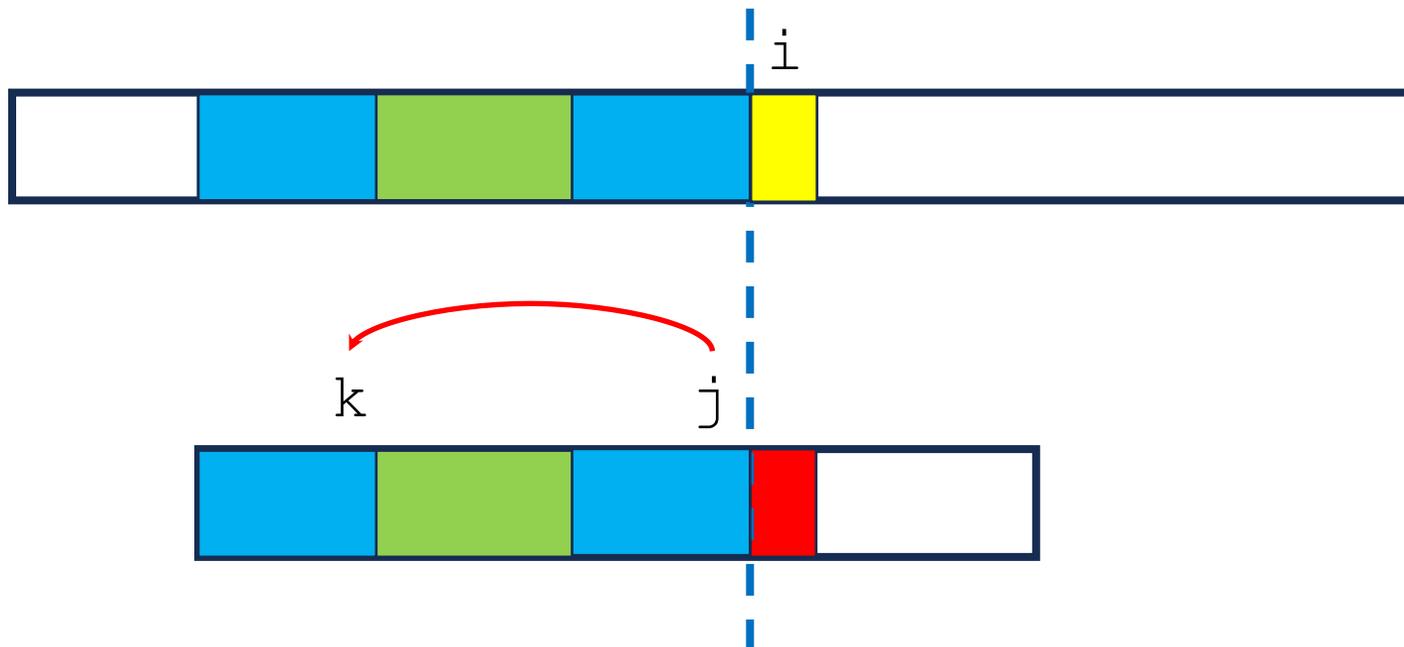
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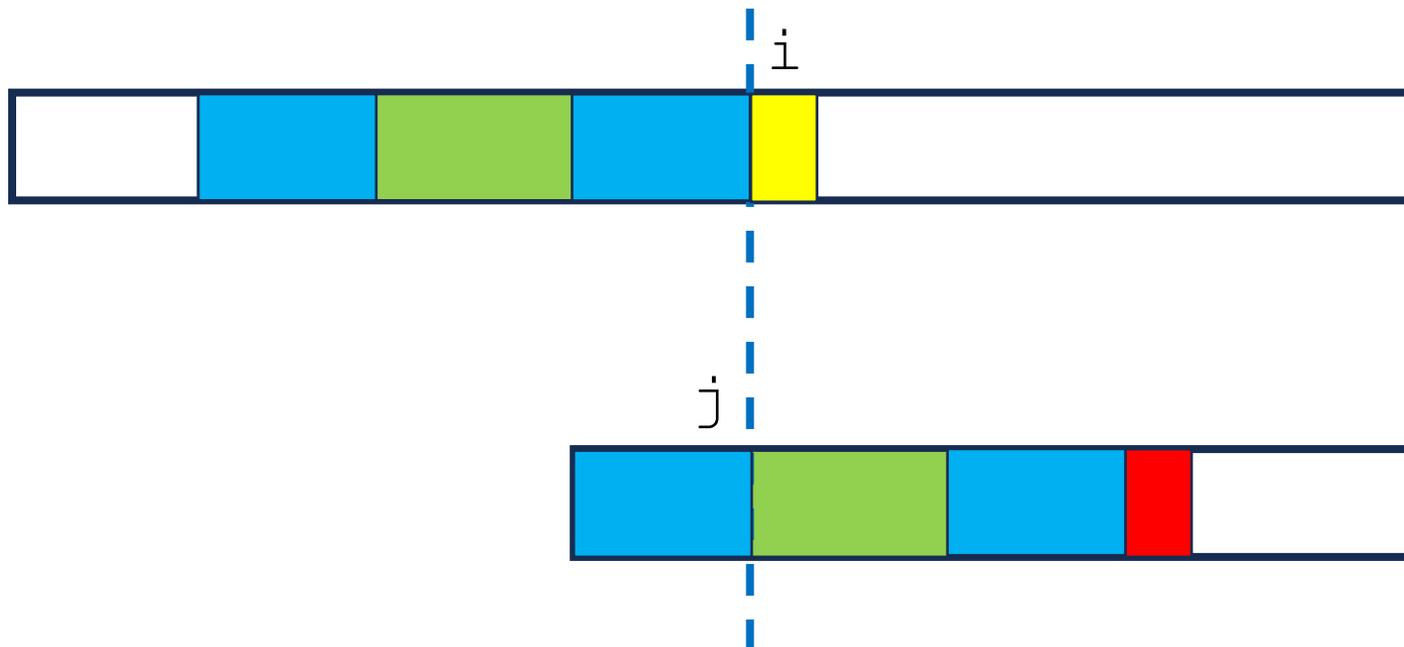
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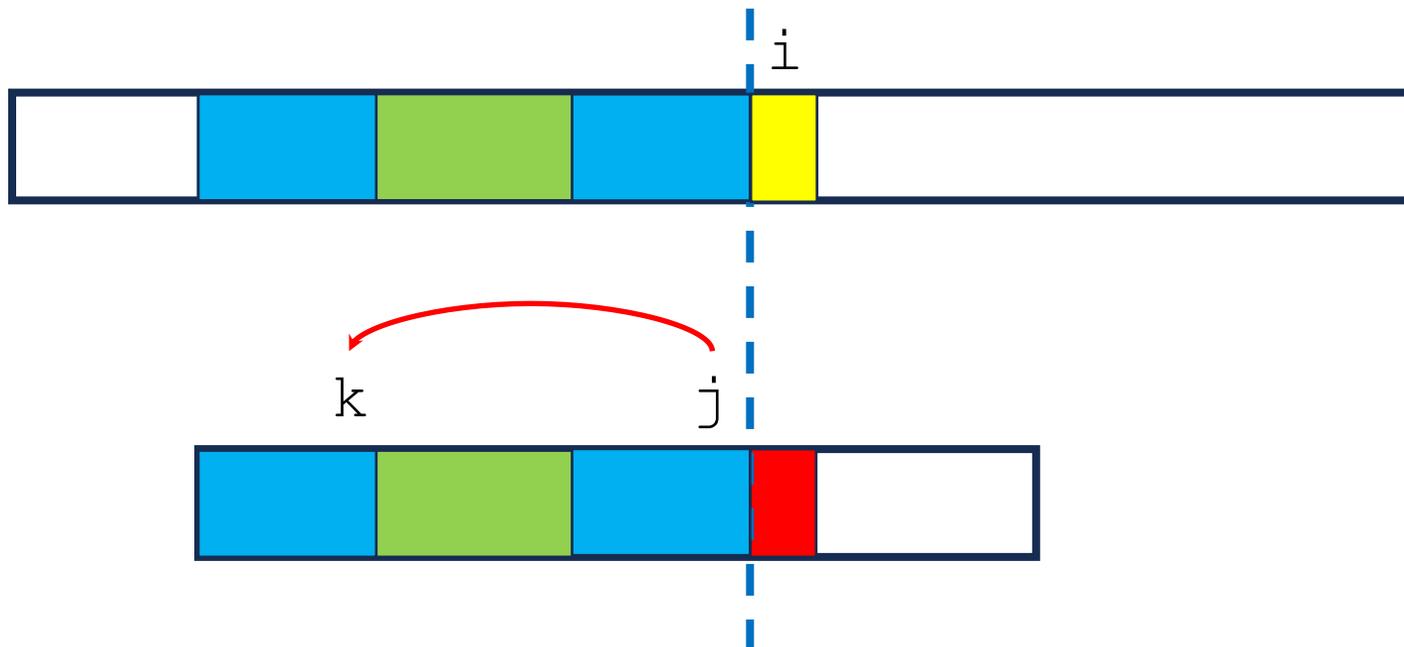
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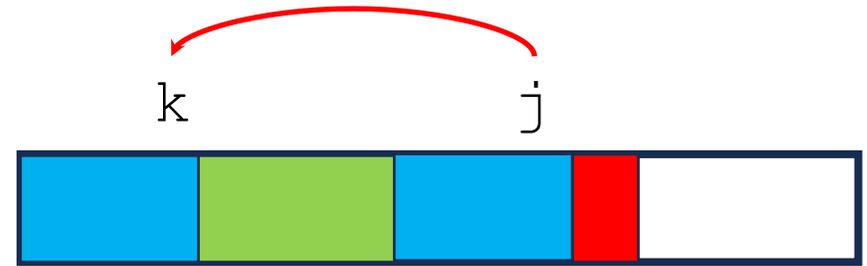


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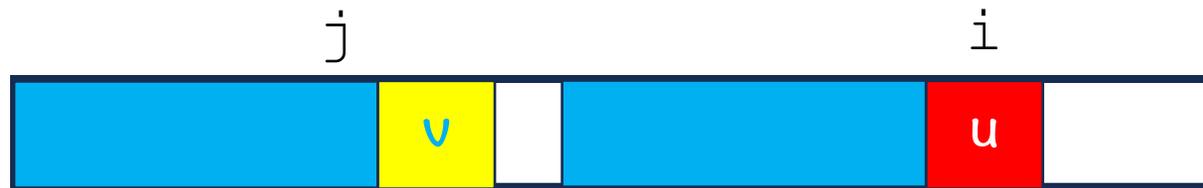
KMP 算法-next数组

1. 最长前缀信息存储在 next 数组中, $\text{next}[j] = k$
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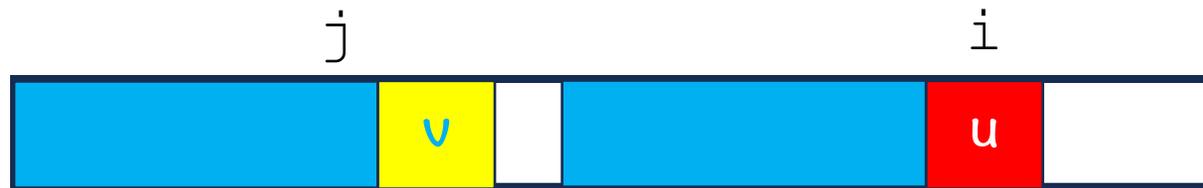
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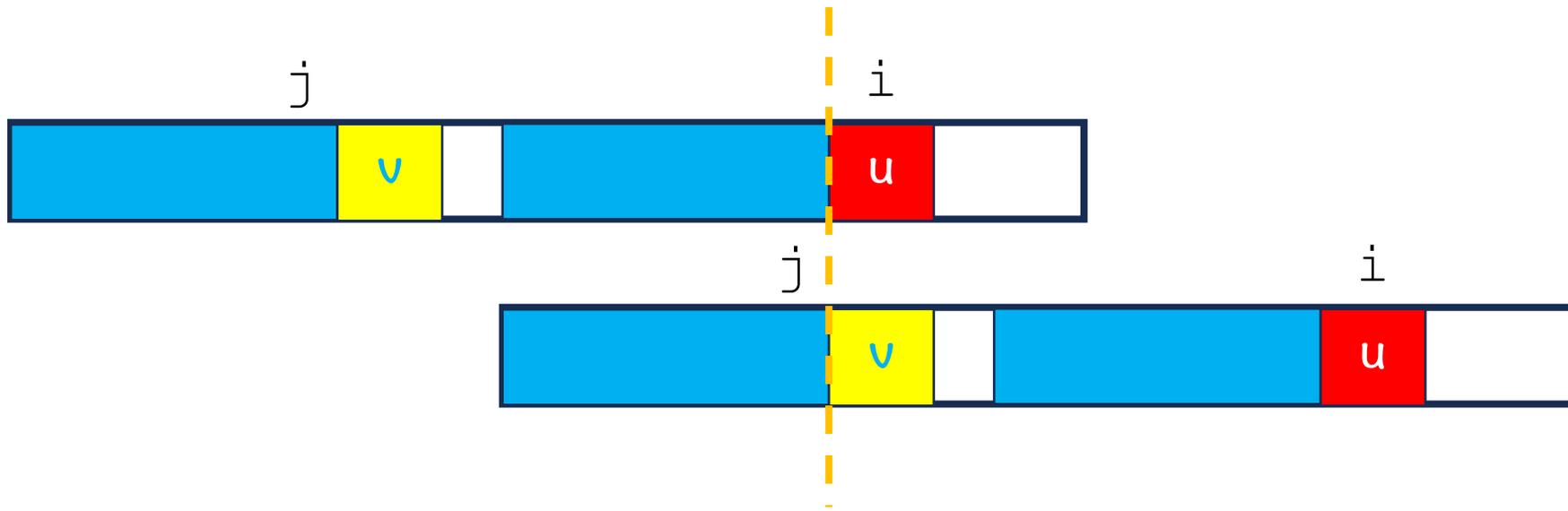
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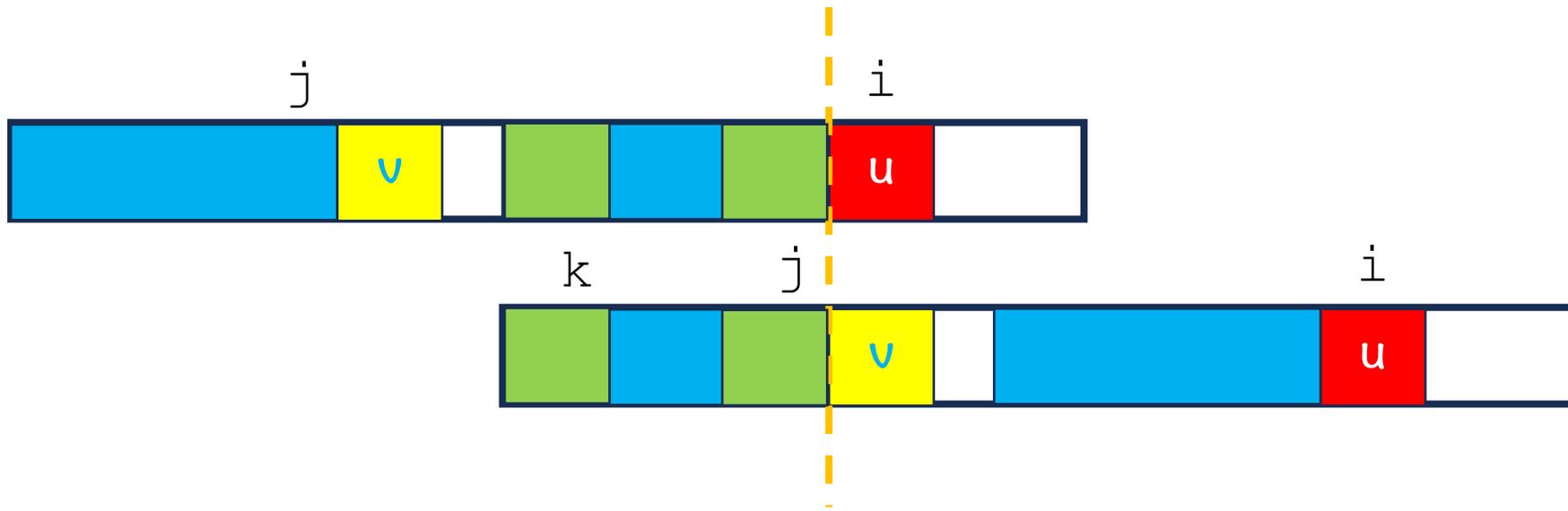
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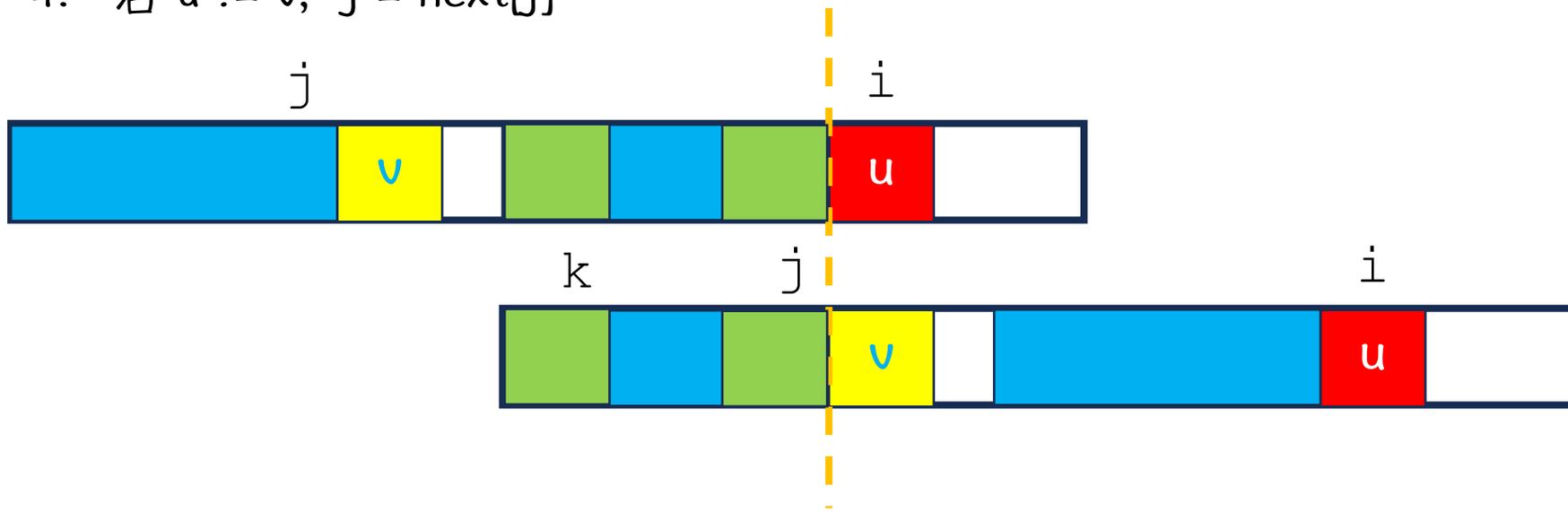
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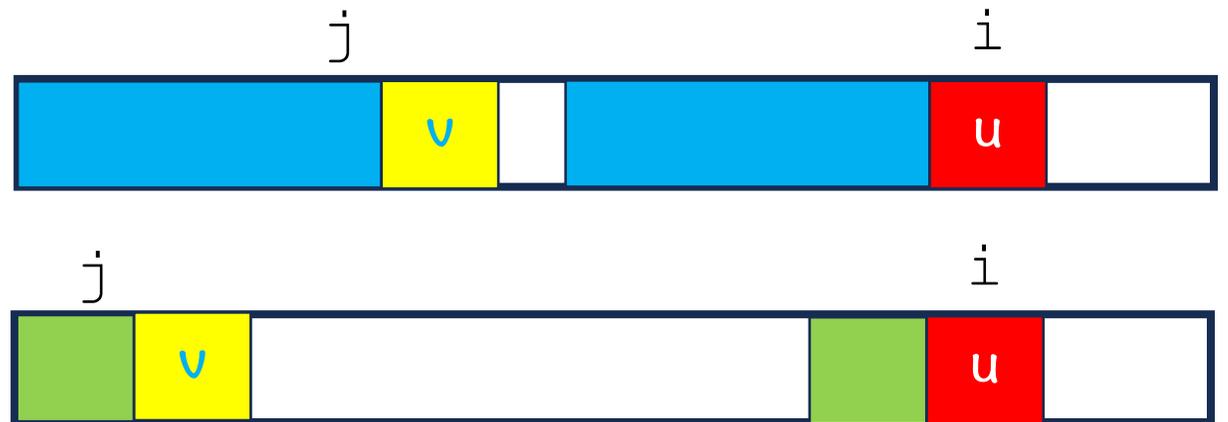
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next 数组

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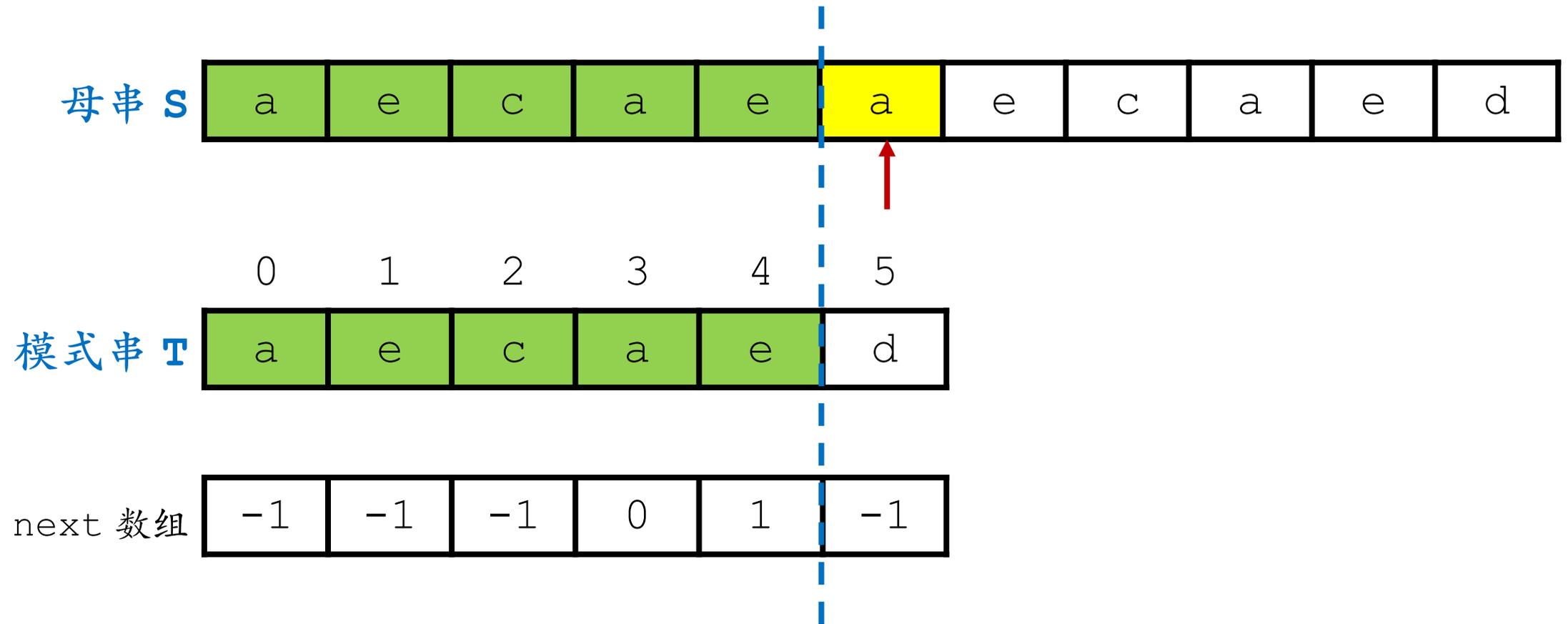
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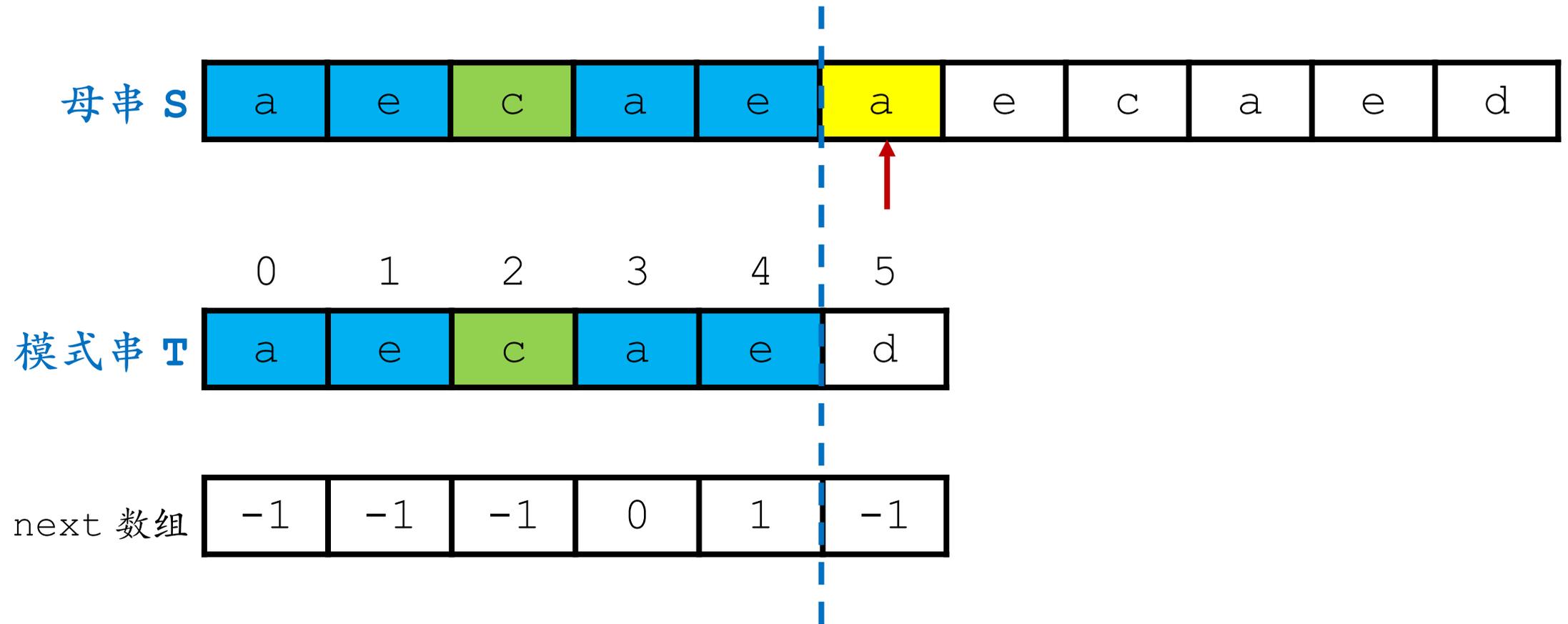
next 数组

-1	-1	-1	0	1	-1
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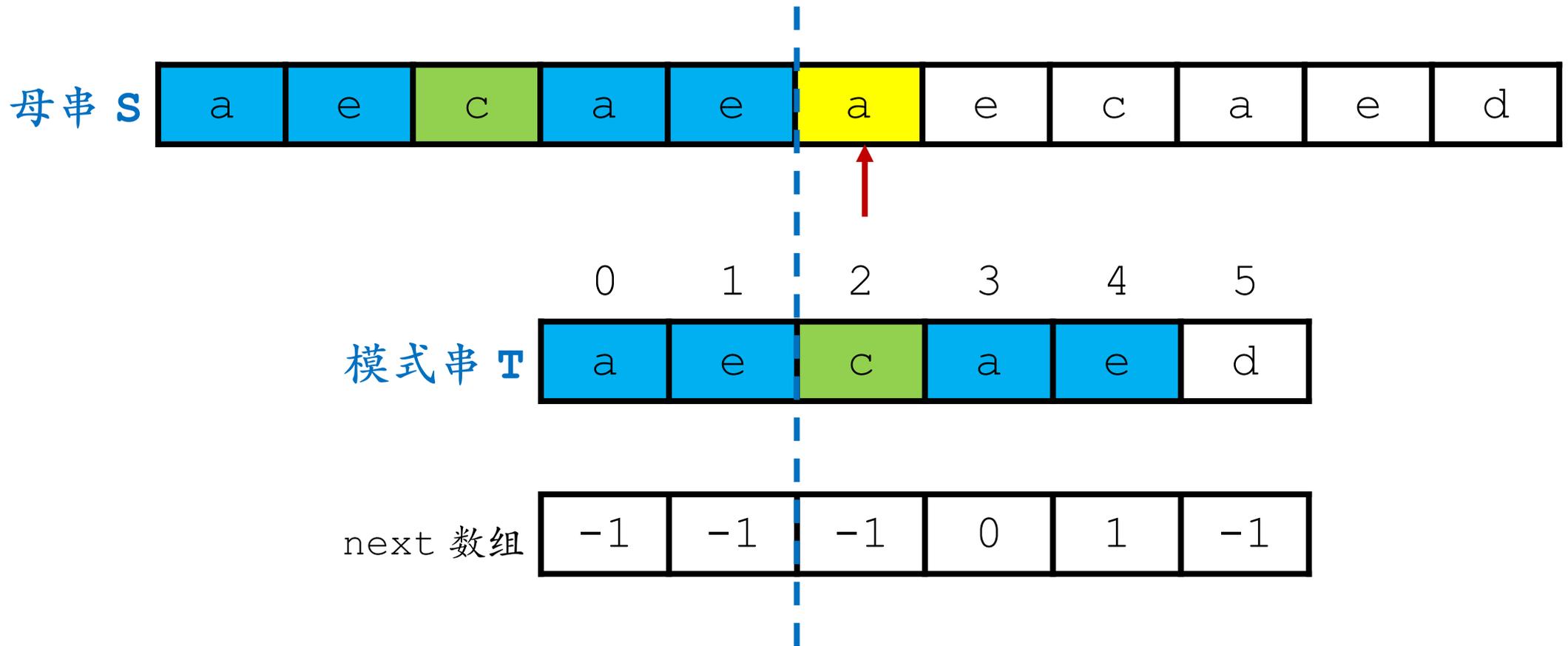
KMP 算法-next数组



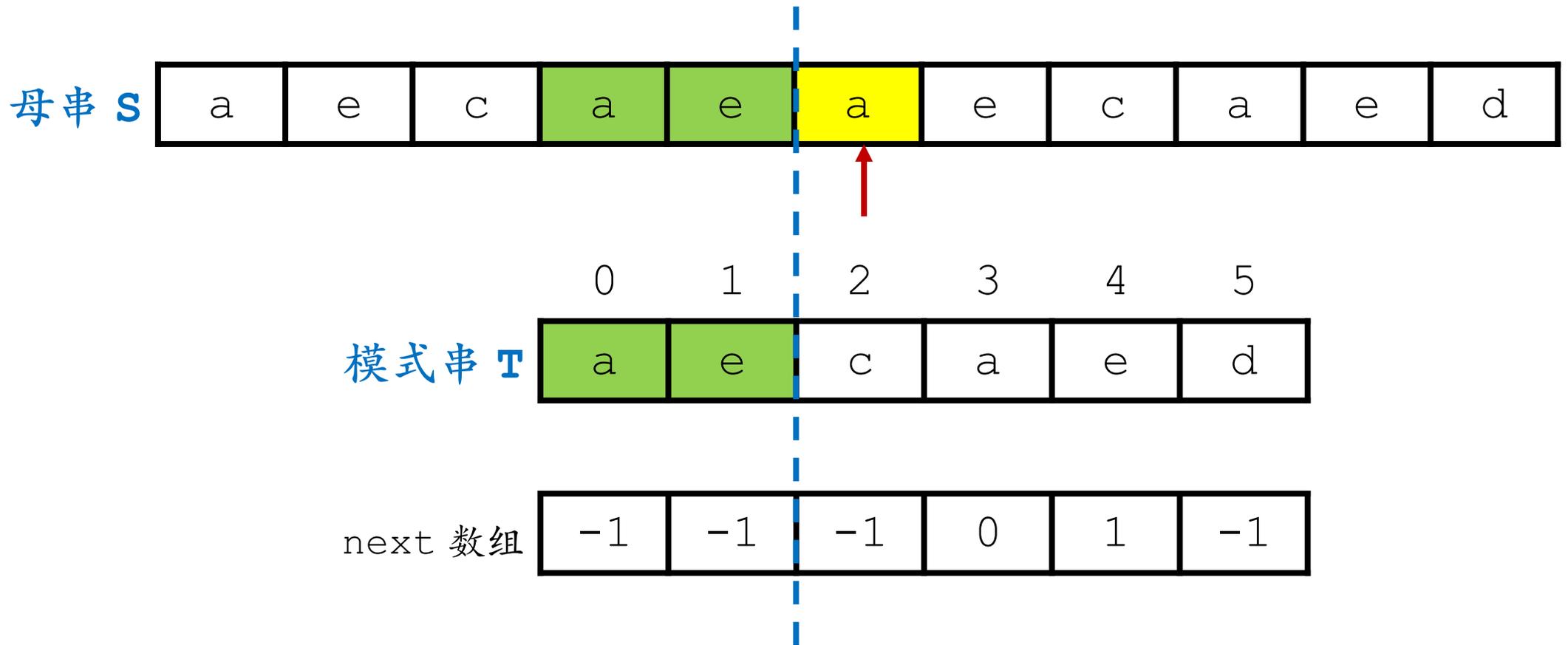
KMP 算法-next数组



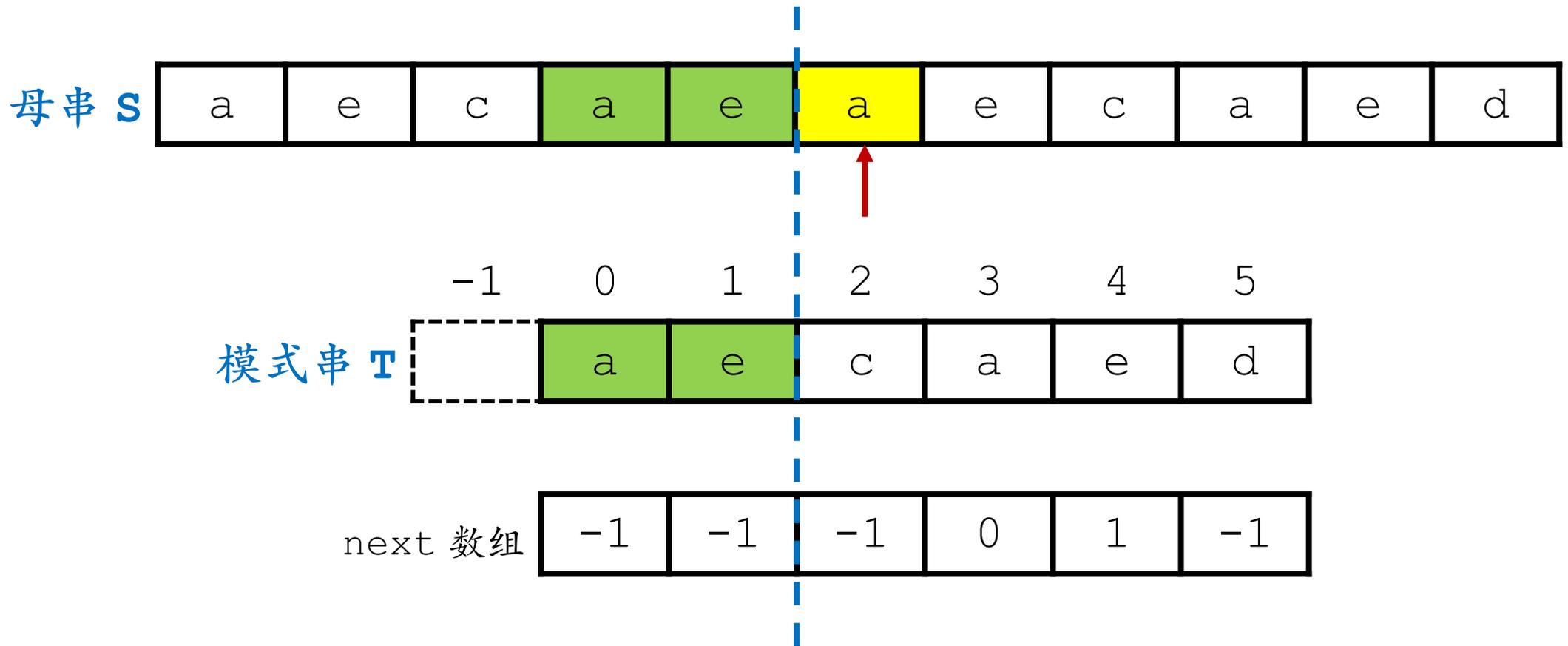
KMP 算法-next数组



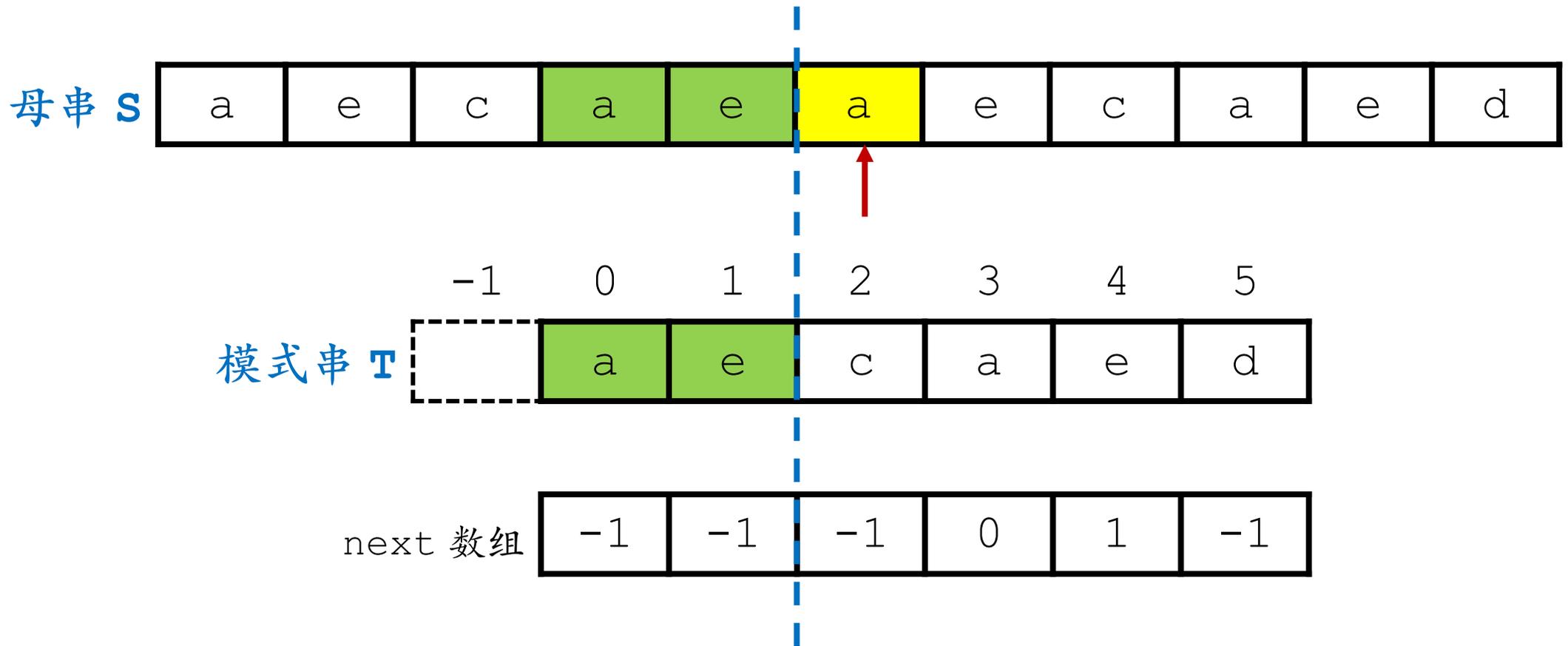
KMP 算法-next数组



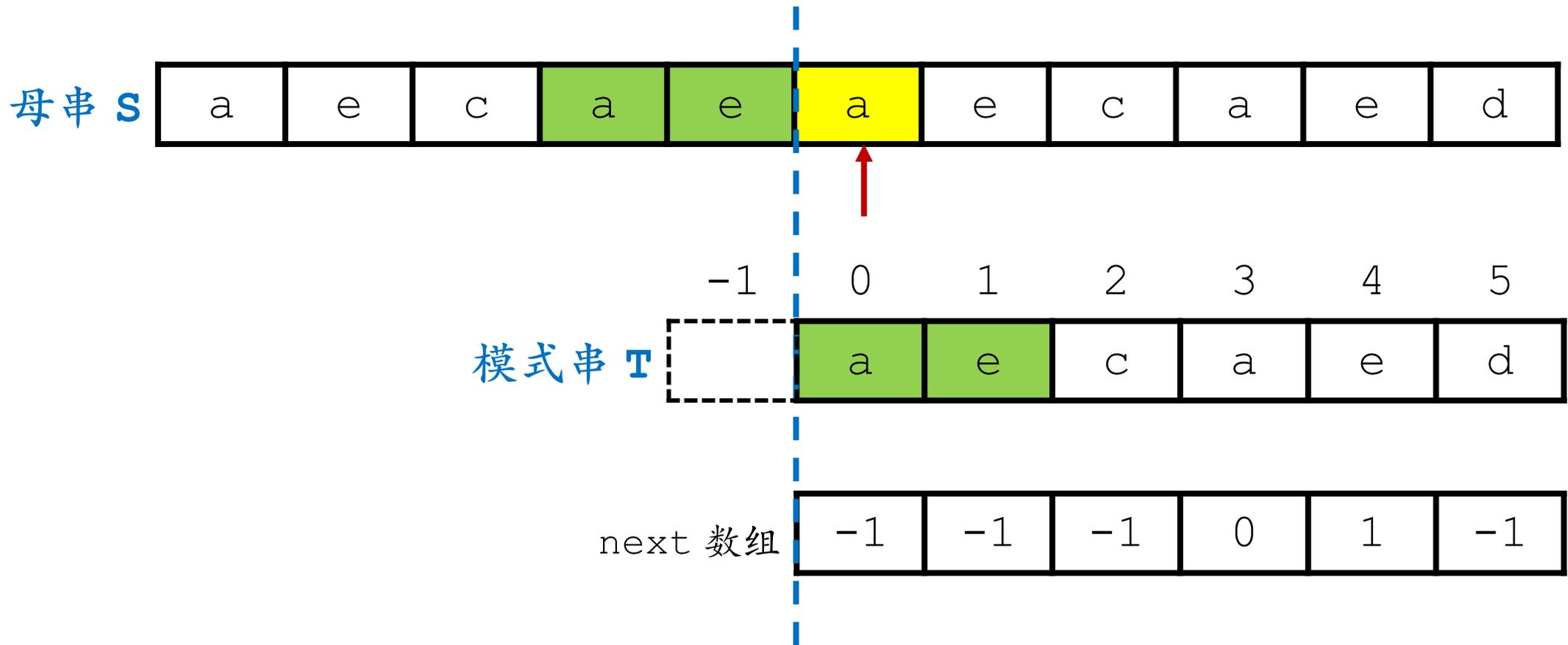
KMP 算法-next数组



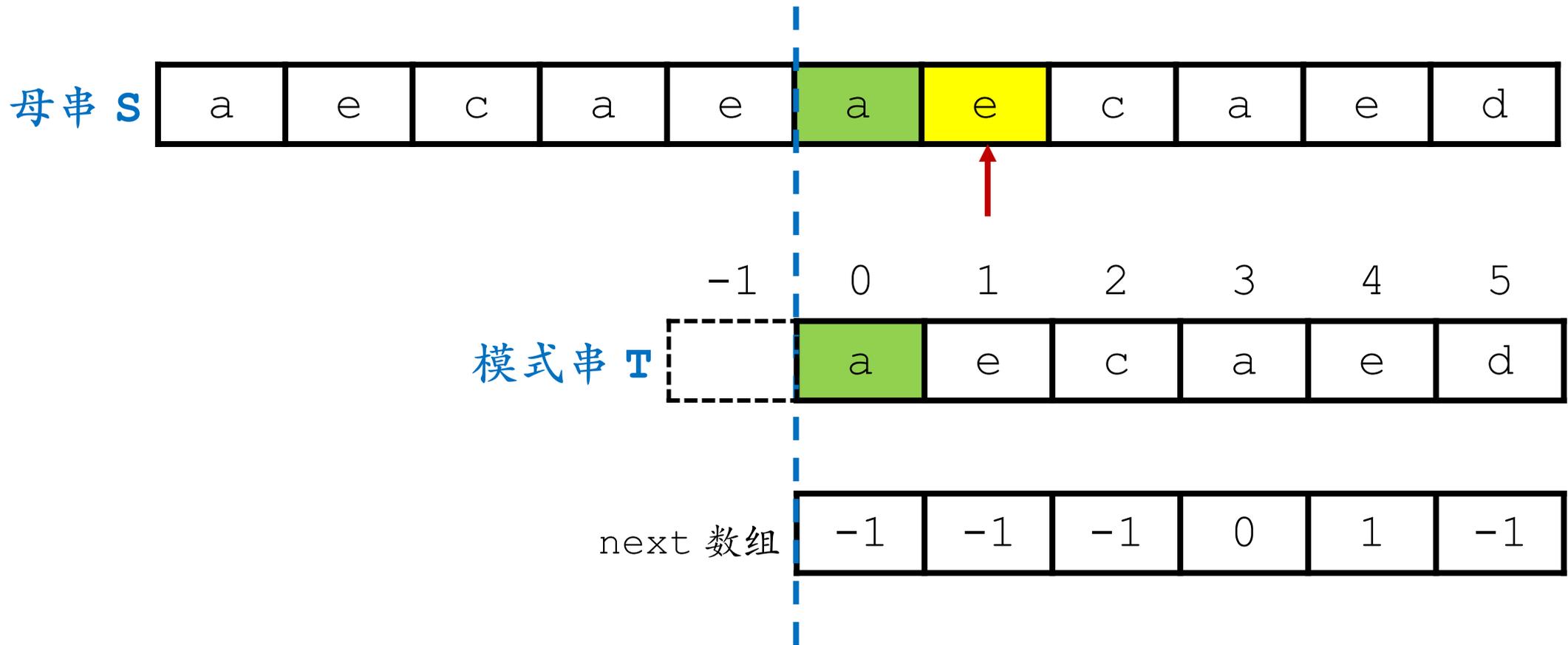
KMP 算法-next数组



KMP 算法-next数组



KMP 算法-next数组



KMP 算法-next数组

a	e	a	d	a	e	a	d	a	e	a	e
---	---	---	---	---	---	---	---	---	---	---	---

next 数组

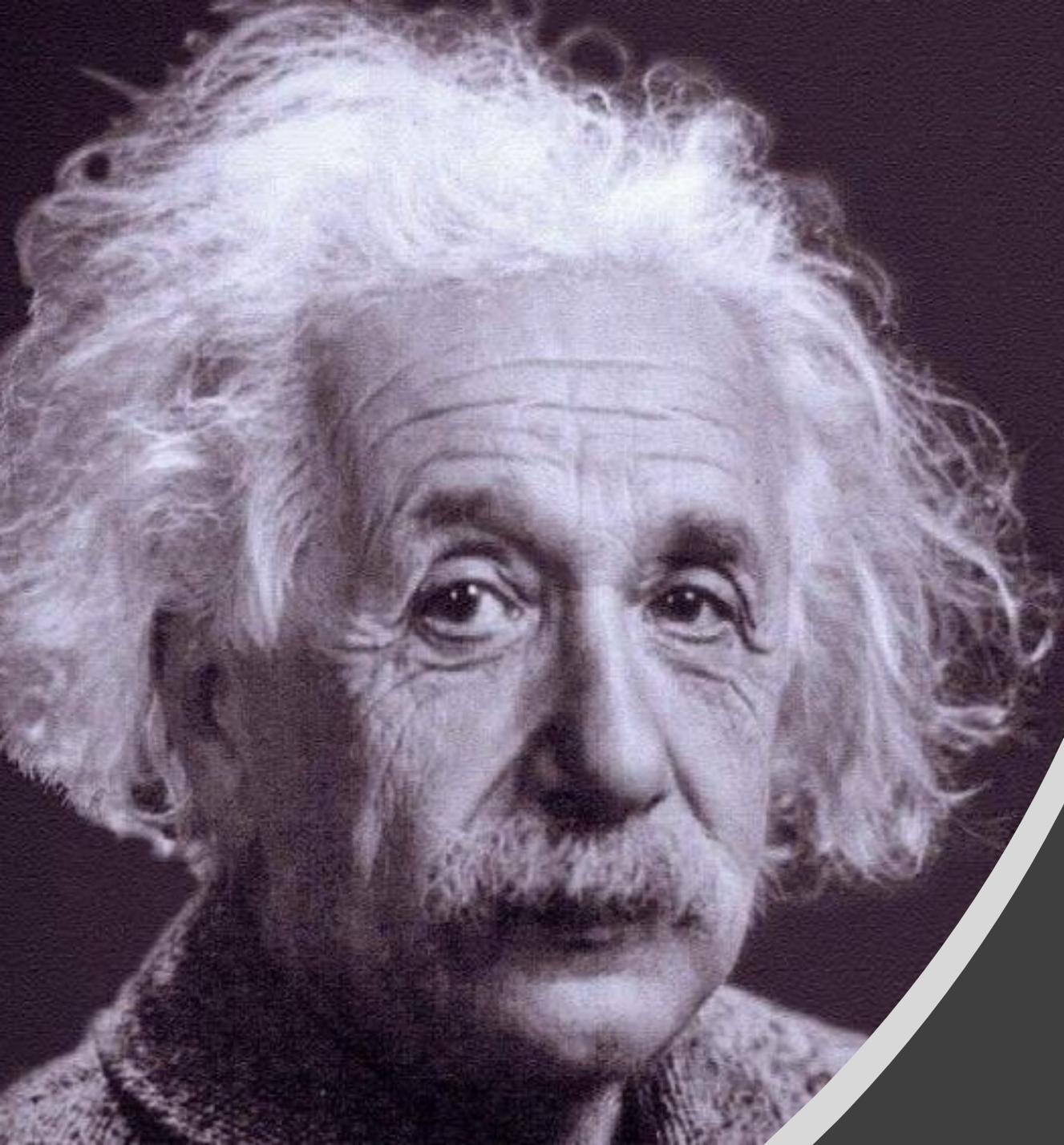
--	--	--	--	--	--	--	--	--	--	--	--

KMP 算法-next数组

a	e	a	d	a	e	a	d	a	e	a	e
---	---	---	---	---	---	---	---	---	---	---	---

next 数组

-1	-1	0	-1	0	1	2	3	4	5	6	1
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为什么
会出一样的题目？