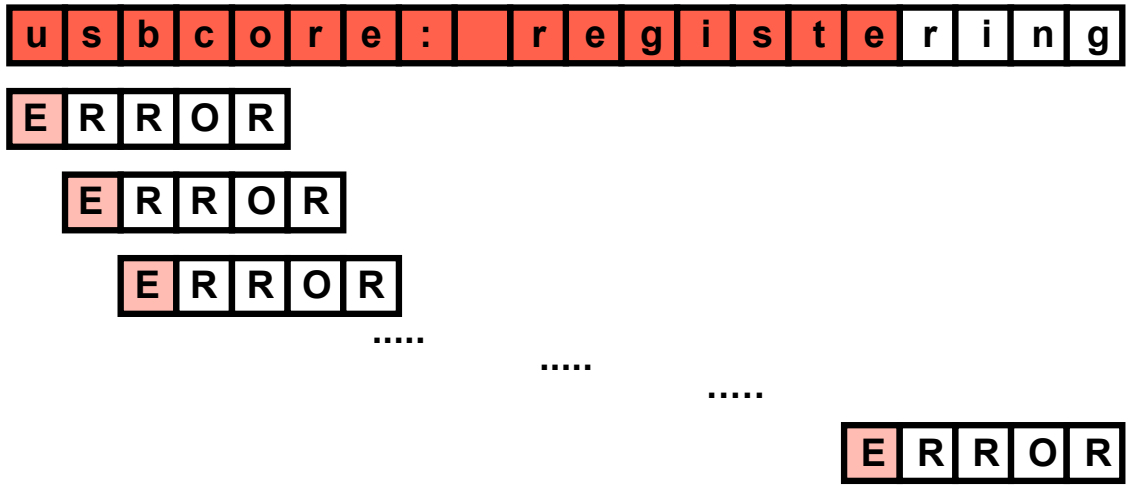
Boyer Moore Algorithm

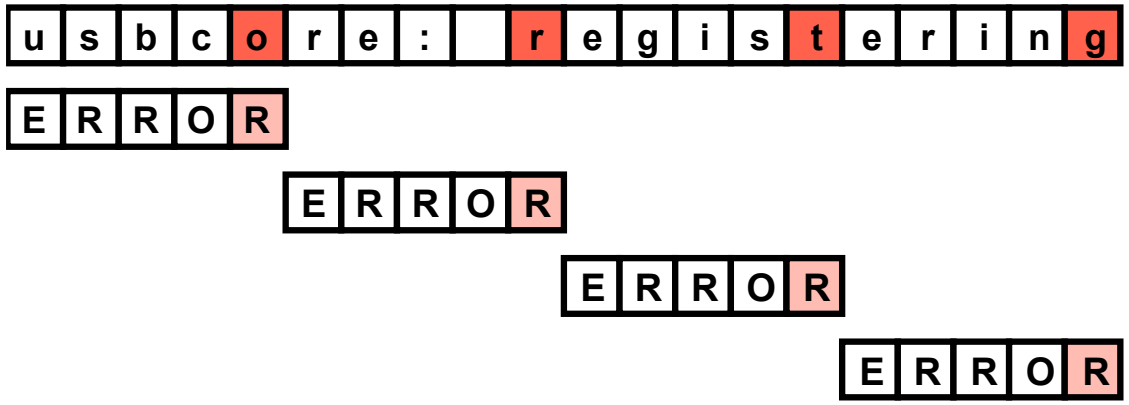
for

Pattern Searching

Left to Right

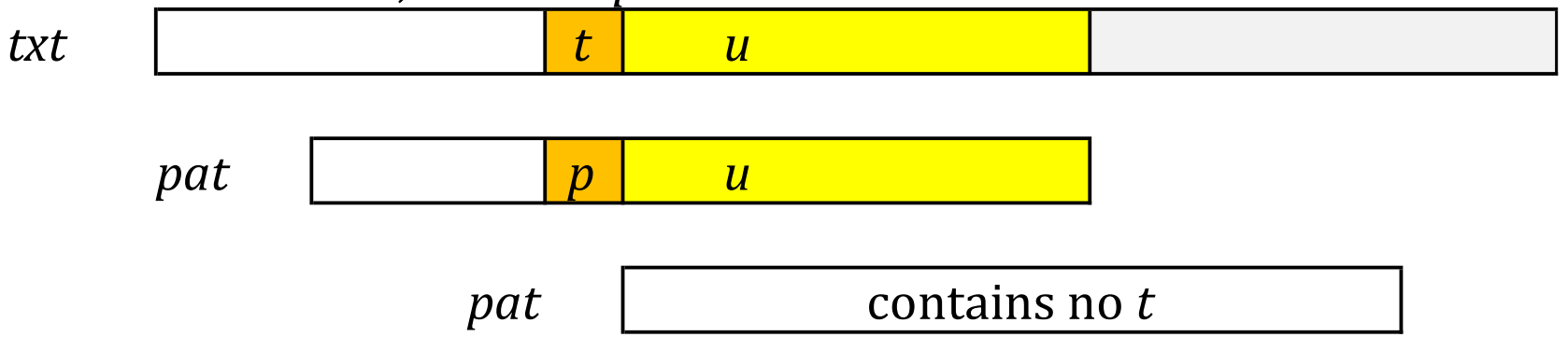


Right to Left

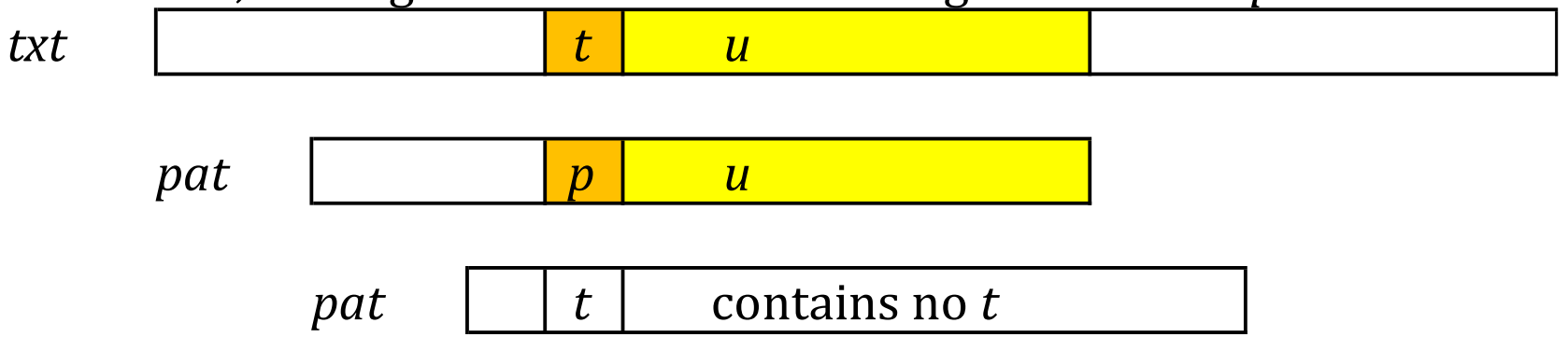


Bad character shift:

1) if *pat* does not contain *t*, we slide *pat* next to *t*



2) if *pat* containts *t*, we align *t* of the *txt* with the right-most *t* of *pat*



Bad character table:

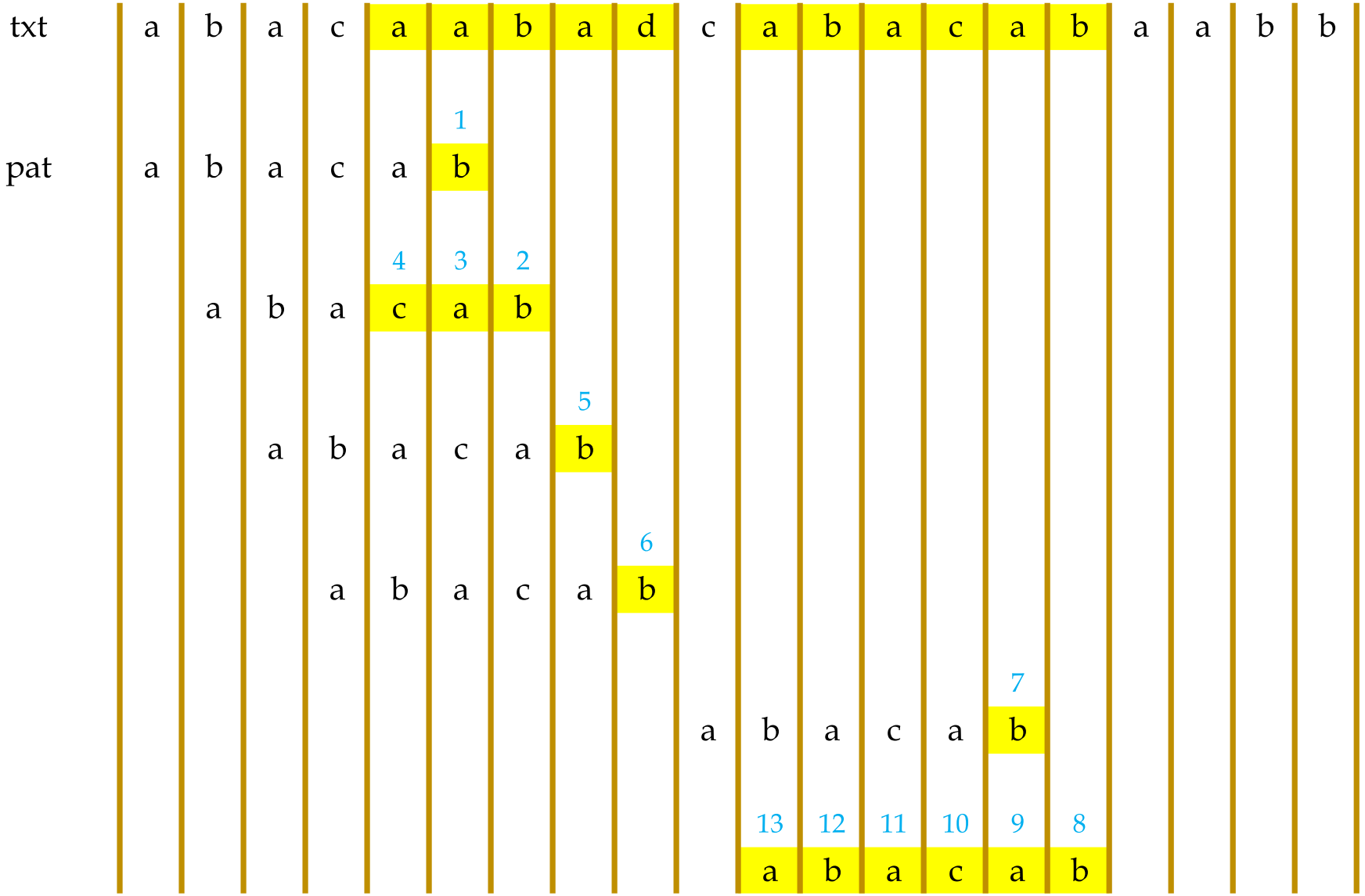
- Initialize all characters with shift of m (=length of pattern)
- Moving from right-to-left, update shifts of all but last character with the number of jumps required to reach the right-most character.
- If t is the character in txt that mismatched with the corresponding character of pat, d_1 is computed as following:

  $d_1 = bmBc(t) - k$, where k is the number of characters already matched.
- Example:

  pat = ABACAB

c	**A**	**B**	**C**	*****
$bmBc(c)$	1	4	2	6

Bad character table:

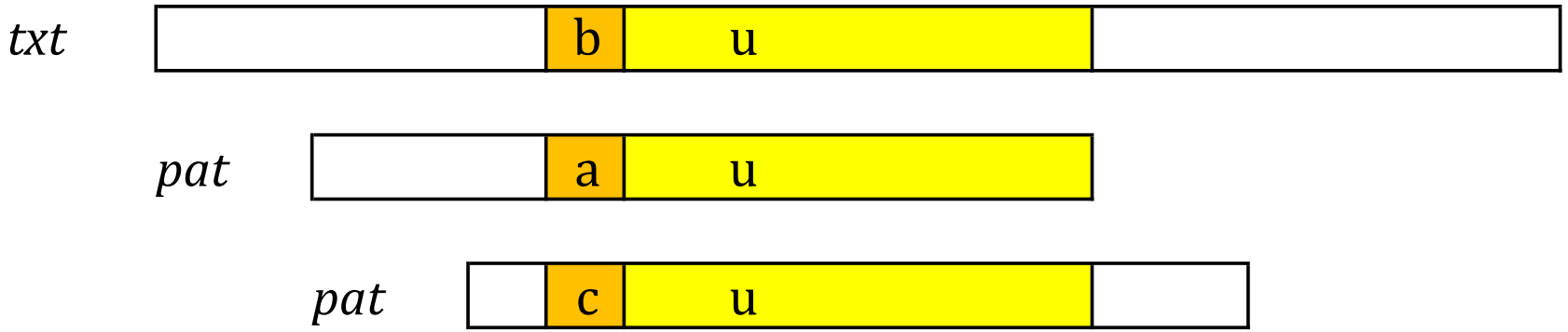


Bad character table

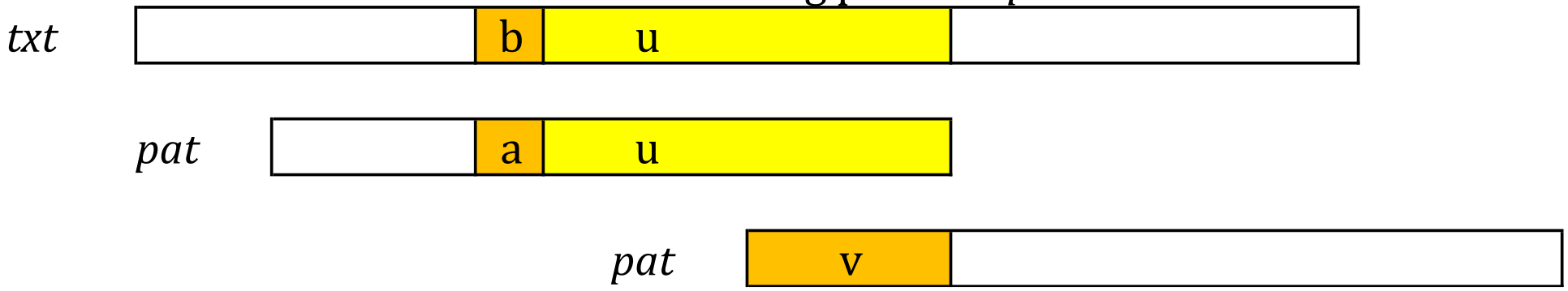
c	a	b	c	d
$bmBc(c)$	1	4	2	6

Good suffix shift:

1) u re-occurs preceeded by a character $a \neq c$



2) only a suffix of u re-occurs in x and as a matching prefix in pat



Good suffix table:

k	Pattern	d_2	*Requirement*
1	$\overline{\boldsymbol{G}}$ C A G A G A G	7	G not preceded by A
2	G C $\overline{\boldsymbol{A\ G}}$ A G A G	4	AG not preceded by G
3	$\overline{\boldsymbol{G}}$ C A G A G A G	7	GAG not preceded by A
4	G C $\overline{\boldsymbol{A\ G\ A\ G}}$ A G	2	AGAG not preceded by G
5	$\overline{\boldsymbol{G}}$ C A G A G A G	7	GAGAG not preceded by A
6	$\overline{\boldsymbol{G}}$ C A G A G A G	7	AGAGAG not preceded by C
7	$\overline{\boldsymbol{G}}$ C A G A G A G	7	CAGAGAG not preceded by G

Good suffix table:

k	Pattern	d_2
1	$A\ B\ C\ \overline{\boldsymbol{B}}\ A\ \boldsymbol{B}$	2
2	$\overline{\boldsymbol{A\ B}}\ C\ B\ \boldsymbol{A\ B}$	4
3	$\overline{\boldsymbol{A\ B}}\ C\ \boldsymbol{B\ A\ B}$	4
4	$\overline{\boldsymbol{A\ B}}\ \boldsymbol{C\ B\ A\ B}$	4
5	$\overline{\boldsymbol{A}\ \boldsymbol{B}}\ \boldsymbol{C\ B\ A\ B}$	4

k	Pattern	d_2
1	$B\ A\ O\ \overline{\boldsymbol{B}}\ A\ \boldsymbol{B}$	2
2	$\overline{\boldsymbol{B}}\ A\ O\ B\ \boldsymbol{A\ B}$	5
3	$\overline{\boldsymbol{B}}\ A\ O\ \boldsymbol{B\ A\ B}$	5
4	$\overline{\boldsymbol{B}}\ A\ \boldsymbol{O\ B\ A\ B}$	5
5	$\overline{\boldsymbol{B}}\ \boldsymbol{A\ O\ B\ A\ B}$	5

Good suffix table:

k	Pattern	d_2
1	$A\ J\ \overline{\boldsymbol{I}}\ J\ I$	2
2	$A\ \overline{\boldsymbol{J}\ \boldsymbol{I}}\ J\ I$	2
3	$A\ J\ I\ J\ I$	5
4	$A\ J\ I\ J\ I$	5

Not optimal as $a = c\ (= I)$

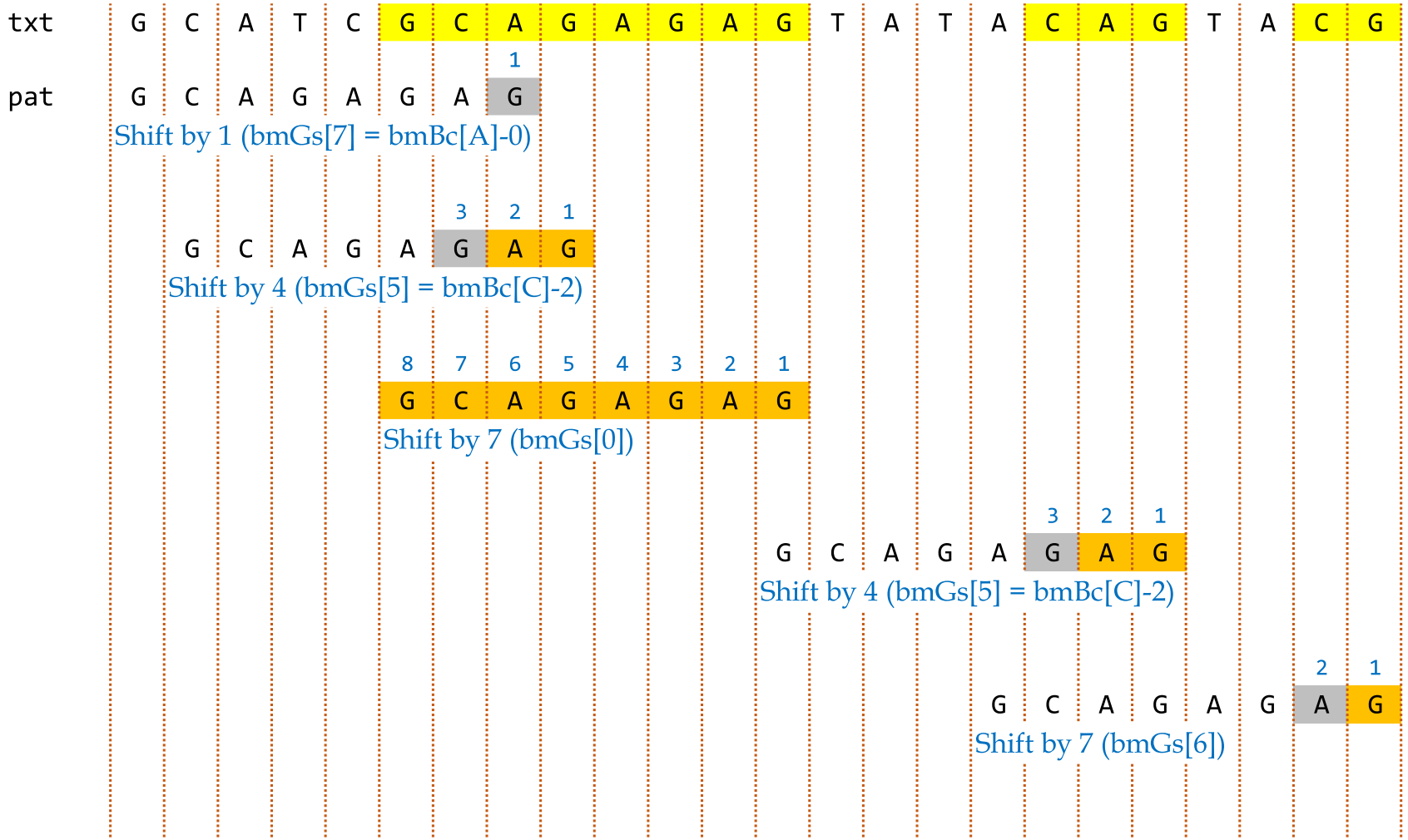
k	Pattern	d_2
1	$D\ R\ \overline{\boldsymbol{I}}\ D\ I$	2
2	$D\ R\ I\ D\ I$	5
3	$D\ R\ I\ D\ I$	5
4	$D\ R\ I\ D\ I$	5

k	Pattern	d_2
1	$S\ T\ O\ R$	4
2	$S\ T\ \underline{O\ R}$	4
3	$S\ \underline{T\ O\ R}$	4

Good suffix table:

k	Pattern	d_2	*Requirement*
1	$\overline{\boldsymbol{G}}$ C A G A G A G	7	G not preceded by A
2	G C $\overline{\boldsymbol{A\ G}}$ A G A G	4	AG not preceded by G
3	$\overline{\boldsymbol{G}}$ C A G A G A G	7	GAG not preceded by A
4	G C $\overline{\boldsymbol{A\ G\ A\ G}}$ A G	2	AGAG not preceded by G
5	$\overline{\boldsymbol{G}}$ C A G A G A G	7	GAGAG not preceded by A
6	$\overline{\boldsymbol{G}}$ C A G A G A G	7	AGAGAG not preceded by C
7	$\overline{\boldsymbol{G}}$ C A G A G A G	7	CAGAGAG not preceded by G

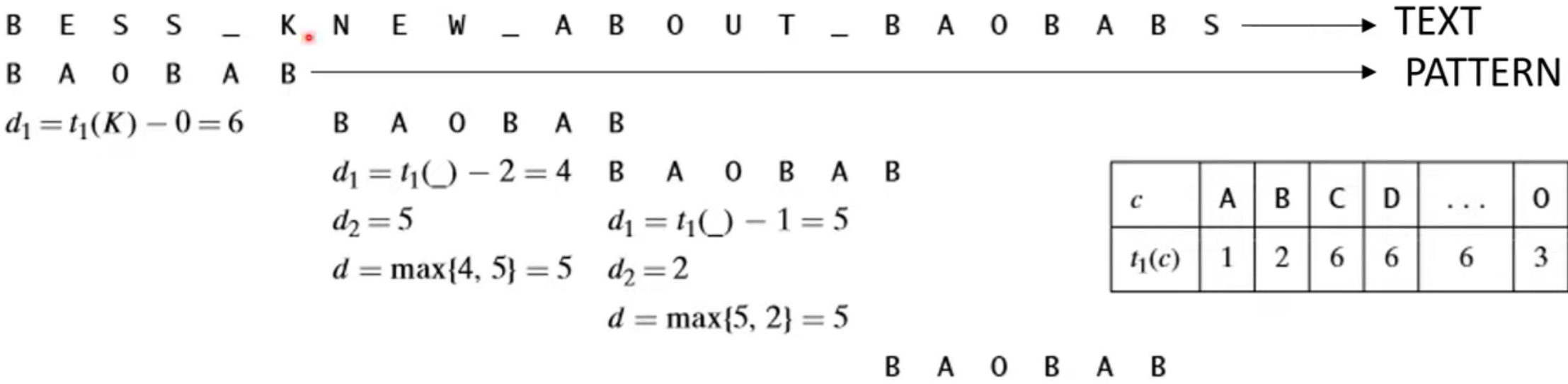
Complete example



c	A	C	G	T
$bmBc[c]$	1	6	2	8

i	0	1	2	3	4	5	6	7
$x[i]$	G	C	A	G	A	G	A	G
$suff[i]$	1	0	0	2	0	4	0	8
$bmGs[i]$	7	7	7	2	7	4	7	1

Shift $k = \max\{d_1, d_2\}$



c	A	B	C	D	. . .	O	. . .	Z	_
$t_1(c)$	1	2	6	6	6	3	6	6	6

c	**B**	**A**	**O**	*
***bmBc*(*c*)**	1	4	3	6

$d_1 = bmBc(t) - k$

$d = \max\{d_1, d_2\}$

k	Pattern	d_2
1	*B A O* ***B*** *A B*	2
2	***B*** *A O B A B*	5
3	***B*** *A O B A B*	5
4	***B*** *A O B A B*	5
5	***B*** *A O B A B*	5

See: https://www.youtube.com/watch?v=JITD8C2wLQY

Complexities?