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Name of paper: Simple and Efficient Pattern Matching for Biological Sequence

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Abstract:

Pattern matching is important and practical operation in bioinformatics field. it enables users to find the locations of certain DNA sub sequences in databases or DNA sequences and because of the huge growth of biological data, we need to find high speed pattern matching algorithm to speed up the search process. This paper will introduce two pattern matching algorithms that are suitable for large data bases and DNA sequences.

Introduction:

There are many uses of pattern matching algorithms in Bioinformatics field such as local alignment search, Biomarker discovery and homologous series detection so this made it very important. There are already many pattern matching algorithms in Bioinformatics but we always need to develop these algorithms to make them more efficient as many of them may not be suitable for large Databases and DNA sequences. The proposed algorithms in this paper try to reduce the weakness of the existing algorithms. Like the existing algorithms, the proposed algorithms are divided into two phases. The first phase is preprocessing phase, in this phase we try to find the parts of text to be matched with pattern and these parts are called windows. The second phase is matching phase, in this phase we see that if the windows that we choose in the preprocessing phase matches or mismatches with the pattern. It is logical that if we found fewer windows in the first phase (preprocessing phase) that will reduce the time taken in the second phase (matching phase).

The proposed algorithms are:-

- First- last pattern matching algorithm (FLPM) and this algorithm look like the divide and conquer algorithm (DCPM) algorithm, but the difference between them that DCPM takes two passes to find the windows in preprocessing phase and FLPM takes one pass ,we will understand this in details in related work part and methods part.
- Process-aware pattern matching algorithm (PAPM) and this algorithm creates a new shape of pattern matching algorithm as it is a word based algorithm not a character based algorithm. This algorithm is specialized for utilizing the processing power of the processor. as we know nowadays all the processors are 32 or 64 bits so they can process 4 or 8 bytes in each execution cycle, so 4 or 8 characters (which is called a word) can be compared to 4 or 8 other characters.