PAGE NO.
DATE : / /

BOYER MOORE:

T ⇒ A I N A I S E S T I Z A I N A I N E N.

P ⇒ A I N A I N E N
0 1 2 3 4 5 6 7 8.

⇒ creat a Bad character table.

* : size of pattern.

last element of pattern value = size of the pattern.

>> Bad character table

	A	I	N	E	*
value :→	4	3	8	1	8

v(E) = 8// length of pattern - index - 1.
= 8 - 6 - 1
= 1//

v(I) = 8 - 4 - 1
= 3//

v(A) = 8 - 3 - 1
= 4//

pattern: @ I N E *
4 3 8 1 8.

compare:

T : @ I N A I S E S
P : @ I N A I N E N

no matching.
compare S no in bad character, if not present then take the '*' value.

S = * = 8.

jump 8 values forward in 'T'.

↓

T : T I 2 A I N A I
P : @ I N A I N E N

no matching.
I = 3 in bad character.

jump 3 forward

↓

T : @ I N A I N E N
P : @ I N A I N E N

→ matching.

2) T: WELCOMETOKLE
P: TOKLE
0 1 2 3 4

» bad character table.

T	O	K	L	E	*
4	3	2	1	5	5

V(L) = 5 - 3 - 1
= 1

V(O) = 5 - 1 - 1
= 3

V(K) = 5 - 2 - 1
= 2

V(T) = 5 - 0 - 1
= 4.

T: W E L C O M E T O K L E
P: T O K L E

no matching ↓.
O = 3 : jump forward

T: C O M E T → no matching.
P: T O K L E
↓
T = 4 → jump forward.

T: T O K L E → matching
P: T O K L E

Vidya

3) T: WELCOME TO KLE COLLEGE
P: COLLEGE
0 1 2 3 4 5 6

Bad character table:

⇒

C	O	L	E	G	*
6	5	3	7	1	7

U(G) = 7 - 5 - 1 = 1

U(L) = 7 - 3 - 1 = 3

U(O) = 7 - 1 - 1 = 5

U(C) = 7 - 0 - 1 = 6

Comparing:

T: W E L C O M E → matching
P: C O L L E G E

↳ not matching.

↓ → last character of a comparing table.

M = E - 7.]
jump forward

T: T O K L E C O → X no matching
P: C O L L E G E

↓

O = 5]
jump forward

T: C O L L E G E
P: C O L L E G E]
matching.

PAGE NO.
DATE : / /

NOTE:

→

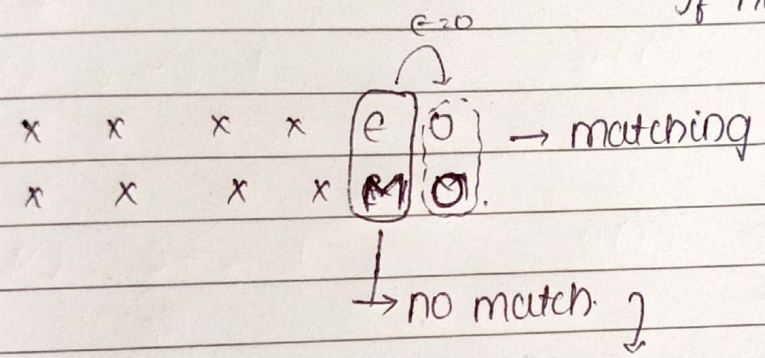
x x x x x e {O}
x x x x x e {M..}

no match.

O = value from bad character table, (if present)

(or)

If no, then O = *.



then e = value of last character in 'T'

i.e ; e = O