MA/CSSE 473 Day 29

Boyer-Moore

Boyer-Moore Recap 1

- Based on two main ideas:
- compare pattern characters to text characters from right to left
- precompute the shift amounts in two tables
  - **bad-symbol table** indicates how much to shift based on the text's character that causes a mismatch
  - **good-suffix table** indicates how much to shift based on matched part (suffix) of the pattern

Boyer-Moore Recap 2

n	length of text
m	length of pattern
i	position in text that we are trying to match with rightmost pattern character
k	number of characters (from the right) successfully matched before a mismatch

After successfully matching $0 \le k < m$ characters, the algorithm shifts the pattern right by

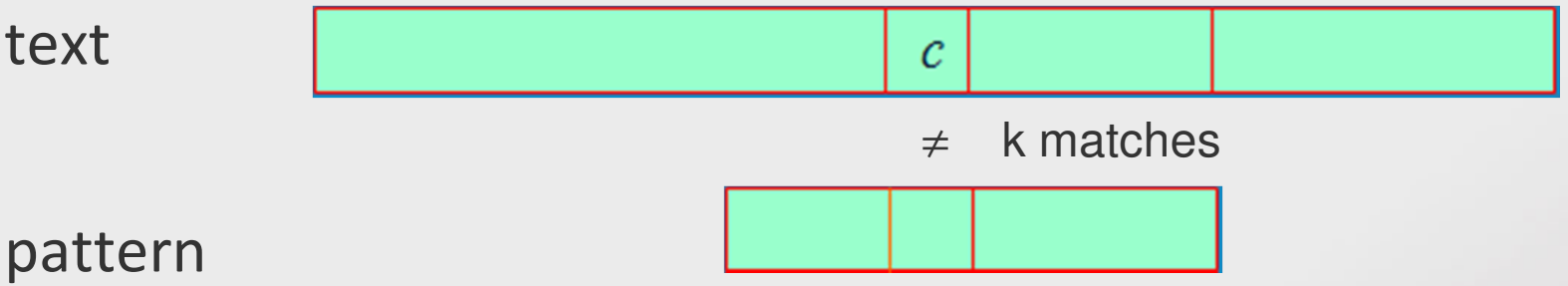
$$d = \max\{d_1, d_2\}$$

where $d_1 = \max\{t_1[c] - k, 1\}$ is the *bad-symbol* shift
($t_1[c]$ is from Horspool table)

$d_2[k]$ is the *good-suffix* shift
(next we explore how to compute it)

Bad-symbol shift in Boyer-Moore

- If the rightmost character of the pattern does not match, Boyer-Moore algorithm acts much like Horspool's
- If the rightmost character of the pattern does match, BM compares preceding characters right to left until either
  - all pattern's characters match, or
  - a mismatch on text's character *c* is encountered after *k* > 0 matches



bad-symbol shift: How much should we shift by?

$d_1 = \max\{t_1(c) - k, 1\}$,
where $t_1(c)$ is the value from the Horspool shift table.

Good-suffix Shift in Boyer-Moore

- Good-suffix shift d_2 is applied after the k last characters of the pattern are successfully matched
  - $0 < k < m$
- How can we take advantage of this?
- As in the bad suffix table, we want to pre-compute some information based on the characters in the suffix.
- We create a **good suffix table** whose indices are k = 1...m-1, and whose values are how far we can shift after matching a k-character suffix (from the right).
- Example patterns: CABABA AWOWWOW
  WOWWOW ABRACADABRA

Boyer-Moore Example

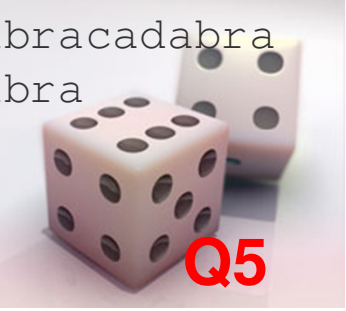
```
pattern = abracadabra
text =
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
m = 11,  n = 67
badCharacterTable: a3 b2 r1 a3 c6 x11
GoodSuffixTable: (1,3) (2,10) (3,10) (4,7) (5,7) (6,7) (7,7) (8,7)
(9,7) (10, 7)

abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
abracadabra
i =  10     k =  1     t1 =  11     d1 =  10     d2 =  3
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
          abracadabra
i =  20     k =  1     t1 =  6     d1 =  5     d2 =  3
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
               abracadabra
i =  25     k =  1     t1 =  6     d1 =  5     d2 =  3
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                    abracadabra
i =  30     k =  0     t1 =  1     d1 =  1
```

Boyer-Moore Example

First step is a repeat from the previous slide

```
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                    abracadabra
i =  30     k =  0     t1 =  1     d1 =  1
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                     abracadabra
i =  31     k =  3     t1 =  11     d1 =  8     d2 =  10
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                               abracadabra
i =  41     k =  0     t1 =  1     d1 =  1
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                                 abracadabra
i =  42     k =  10     t1 =  2     d1 =  1     d2 =  7
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                                          abracadabra
i =  49     k =  1     t1 =  11     d1 =  10     d2 =  3
abracadabtabradabracadabcadaxbrabbracadabraxxxxxxabracadabracadabra
                                                 abracadabra
49
```

Brute force took 50 times through the outer loop; Horspool took 13; Boyer-Moore 9 times.



Q5

Boyer-Moore Example

- On Moore's home page
- http://www.cs.utexas.edu/users/moore/best-ideas/string-searching/fstrpos-example.html