Boyer-Moore: Putting it together

Use bad character or good suffix rule, whichever skips more

```
Step 1: T: GTTATAGCTGATCGCGGCGTAGCGGCGAA

P: GTAGCGGCGAA

bc: 6, gs: 0 bad character
         T: GTTATAGCTGATCGCGGCGTAGCGGCGAA
  Step 2:
                      G T AGCGG C G
                                               bc: 0, gs: 2 good suffix
         T: GTTATAGCTGATCGCGGCGTAGCGGCGAA
  Step 3:
                         GTAGCGGCG
                                        bc: 2, gs: 7 good suffix
            GTTATAGCTGATCGCGGCGTAGCGGCGAA
  Step 4:
                                      GTAGCGGCG
```

11 characters of *T* we ignored

Step 1: T: GTTATAGCTGATCGCGGCGTAGCGGCGAA

P: GTAGCGGCG

Step 2: T: GTTATAGCTGATCGCGGCGTAGCGGCGAA
P: GTAGCGGCG

Step 3: T: GTTATAGCTGATCGCGGCGTAGCGGCGAA
P: GTAGCGGCG

Step 4: T: GTTATAGCTGATCGCGGCGTAGCGGCGAA
P: GTAGCGGCGAA

Skipped 15 alignments

Boyer-Moore: Preprocessing

Pre-calculate skips. For bad character rule, P = TCGC:

| | | P | | | |
|---|---|---|---|---|---|
| | | Т | С | G | С |
| Σ | Α | 0 | 1 | 2 | 3 |
| | С | 0 | - | 0 | - |
| | G | 0 | 1 | - | 0 |
| | | - | 0 | 1 | 2 |

T: A ATC A A T A G C
P:TCGC