Abstract

String matching is a problem where a pattern is to be searched within a text. In this paper, we study about selected string matching algorithms which compute shifts; based on good suffix rule and/or bad character rule or their variations. Algorithms are compared on the basis of their execution time for different data sets; those differ on patterns and alphabet sizes. Finally, we present a summary for the selection of these algorithms in different applications, based on the experimental results obtained.

References

Performance Analysis of Selected String Matching Algorithms based on Good Suffix and Bad Character Rules


8. The SMART tool used for execution of algorithms can be found at: http://www.dmi.unict.it/~faro/smart/.

Index Terms

Computer Science

Algorithms

Keywords

Good Suffix Rule, Bad Character Rule, Boyer Moore Variations, String Matching Problem, Performance Analysis.