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

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

Index Terms

Computer Science

Keywords

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