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# INF2220: algorithms and data structures Series 10

Topic Text algorithms (Exercises with hints for solution)

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**Exercise 1** Use a *brute force* algorithm to search for the string pattern ("needle") BAOBAB in the text

#### BESS\_KNEW\_ABOUT\_BAO\_AND\_BAOBABS

**Solution:** [of Exercise 1] You have to check, at all positions in the text n - m (m is the number of characters in the pattern you want to search in a piece of text which has n characters), whether an occurrence of the pattern starts there or not. Then, after each attempt, it shifts the pattern by exactly one position to the right.

Exercise 2 (Bad character shift) Use bad character shift to search for the pattern

- 1. BAOBAB in the text BESS\_KNEW\_ABOUT\_BAOBABS.
- 2. TCCTATTCTT in the text TTATAGATCTCGTATTCTTTATAGATCTCCTATTCTT.

**Solution:** [of Exercise 2 (bad character shift)] In both cases the "haystack" is written before the line, and the lines below the line shows the way the "needle" is moved along the "haystack", so in particular it shows the "jumps" caused be the bad character shift.

BESS_KNH	EW_	A B O U	T_BA(	D B A B S
B A O B A B				
В	A O B	A B		
	ΒA	O B A B		
			BAOBA	A B
			BA (	DBAB
2.				
TTATAGAT	тст	CGTA	ттст	Г
ТССТАТТО	СТТ			
ТССТАТ	т с т	Т		
тссти	АТТ	СТТ		
ТСС	ТАТ	тстт		
	Т	C C T A	ТТСТ	Г

	Т	Т	А	Т	А	G	А	Т	С	Т	С	С	Т	А	Т	Т	С	Т	Т
C T	Т																		
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### Exercise 3 (Good suffix shift)

- 1. Construct the good suffix table for the pattern TCCTATTCTT.
- 2. Use  $good \ suffix \ shift$  to search for the above pattern in the text

### TTATAGATCTCGTATTCTTTTATAGATCTCCTATTCTT.

Solution: [of Exercise 3 (GSS)]

1. Construct the good suffix table for the pattern TCCTATTCTT.

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		0					Т		2	1	goo	dCh	arS	hift	[0] =	= 2	_					
		1					ΤT		1	1	goo	dCh	arS	hift	[1]=	=1						
		2				(	CTT		3	1	goo	dCh	arS	hift	[2]=	==3						
		3				T	CTT		9	1	goo	dCh	arS	hift	[3]=	==9						
		4				ΓT(	CTT		9	1	goo	dCh	arS	hift	[4]=	==9						
		5			A	ΓT(	CTT		9	8	goodCharShift[5] = = 9											
		6		TATTCTT 9								goodCharShift[6] = = 9										
		7 CTATTCTT 9									goo	dCh	arS	hift	[7] =	==9						
		8 CCTATTCTT 9									goo	dCh	arS	hift	[8]=	=9						
		9		TCC	TCCTATTCTT 9 $ $ goodCharShift[9]==9																	
0								I		i												
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		Т	(	C	;	Г	А	Т	Т	С	Т	Т										
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**Exercise 4 (Bad character shift & brute force)** Is it possible that using *bad character shift* makes more character comparisons than the *brute force* algorithm would make in searching for the same pattern in the same text?

**Solution:** [of Exercise 4] Yes, e.g., for the pattern 10...0 (the length of the pattern is m-1) and the text 0...0 (the length of the text is n) and n > m, then Number of comparisons for brute force = n - m + 1Number of comparisons for bad character shift = m(n - m + 1)

**Exercise 5 (Multiple match)** Suppose that one or more matches of a pattern exist in a piece of text. By using *bad character shift*, after one match of the pattern is found, how large should a shift be made to search for a next possible match?

**Solution:** [of Exercise 5] We can shift the pattern exactly in the same manner as we would in the case of a mismatch.

## Lab

**Exercise 6** Design a *brute force* substring search algorithm that scans the pattern from *right to left.*