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A Comprehensive Review on Recent Developments in Pattern Matching Techniques

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Abstract

Several different design methodologies have been used to build pattern matching procedures for network security. Global Positioning Systems (GPPs), application-specific integrated circuits, and configurable hardware designs such as field-programmable gate-arrays are often utilized in these techniques/methods. GPPs provide scalability and flexibility, but at a cost of lower performance and efficiency. However, the capacity to scale is not considered while designing Application-Specific Integrated Circuit (ASIC). However, Field-Programmable Gate Array (FPGA)-based hardware solutions provide a wide range of performance and scalability design options. Considering this, scalable hardware designs for pattern matching procedures are gaining in popularity. In addition, the implementation of pattern matching is hampered by the complexity of these systems' architectural layouts. Because of this, it is necessary to conduct a comprehensive investigation to identify and define current scalable hardware designs.

Keywords: Artificial Neural Networks, Application To Pattern Recognition, Field-Programmable Gate Array

1. INTRODUCTION

Using novel and enhanced standards, infrastructures, and technologies, data may be sent through networks. Data breaches, internal and external security breaches, and other risks have plagued these networks. In order to protect these networks, a variety of techniques have been implemented. Monitor

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and identify harmful traffic by examining data packet headers is one of the most often used firewall components. Unseen files in the payload of a packet might nevertheless include malicious material, like viruses, spam, malware, and intrusions, which may cause network attacks. In order to ensure the security of corporate networks, such as the Supervisory Control and the Data Acquisition (SCADA) and other processing subnets, the defense-in-depth strategy is often implemented [1]. A number of levels of firewalls between the Internet-encrypted systems are crucial. There are a number of components to the defensive systems, including Network Intrusion Detection and Prevention Systems (NIDPS), firewalls and content cleaning technologies. Depending on the configuration, the NIDPS may be installed at a single or several sites across the network. As the last line of protection in the entire network architecture, these systems are scanning the network for any harmful or undesired activity. System-generated packet alerts are sent out in detection mode as a warning or alert message [2]. These systems assessed the packet's identity using patterns or preset signatures in order to detect any possible assault. NIDPS are further subdivided into signature and anomaly-based systems, respectively.

Precisely what it is, pattern matching is the skill of comparing an input stream of characters to stored patterns. The String Matching (SM) and the regular Expression Matching (RegEx) are two most common methods of pattern matching. Coordinating a set of strings against a stream of characters is done with the help of SM. In order to match character combinations in strings, programmers include RegEx standard dialects. When it comes to network security, automata comparison, computational biology, and artificial intelligence, the choice of a certain pattern matching method or approach is dependent on the needs of the target application.

2. LITERATURE REVIEW

A Siamese convolutional model is used to produce a new huge artificial dataset of characteristic sets, both similar and also distinct [3], so that we can describe and match discovered features. The full matching process is now complete. A vast number of picture characteristics and their related parameters make manual labelling of them laborious, therefore new deep learning models rely on the results of handmade approaches for training. Because of our dataset, we do not have to worry about a model being trained incorrectly due to erroneous detections of feature patches extracted by other techniques or inaccurate labelling. We may also modify the content (corners, edges, etc.) of synthetic patches as well as their geometric and photometric properties, and thus we can control the model's invariance. It is possible to train different matching modules without depending on existing methodologies by using fresh datasets. To the best of our information, these are first feature datasets for image matching produced using synthetic patches.

There are two main goals of this research [4]. After developing set of criteria also using logic-based pattern matching methods, we identified premature exits from an online text-based counselling service. Second, we examined the link between early parting and user satisfaction to confirm its significance. Preliminary exits were more prevalent among users who viewed the session as less beneficial. An online text-based counselling platform's sample of 575 human-annotated sessions served as the basis for our classification model development and testing. We utilized 80% of the dataset to train and create the model, and 20% of the dataset to test effectiveness of model. Following this step, we used our model to analyse all the data (34,821 sessions). A post-session survey was used to assess user satisfaction between those who left early and those who stayed for the whole session. In the training and test sets, the model's F1 score for identifying premature departure instances was 97% and 92%, indicating that it is highly compatible with human coders' judgement. The model correctly categorized 15,150 (43.5%) of the sessions as premature departures and the remaining 19,671 (56.5%) as finished sessions when applied to the whole dataset. The post-chat survey was more likely to be filled out by cases that had been completed than those that had been abandoned (4.0%). Lower levels of perceived helpfulness and efficacy in alleviating distress were connected with premature departure. In an online text-based therapy, this is the first model to identify premature departure systematically and reliably. Risk reduction and service enhancement may be easily adapted and extended to new situations using this method.

Agricultural planning must take crop selection into consideration since it is a critical component of food security and economic growth for a nation [5]. Weather, soil properties, and government laws all play a role in this process. To assist farmers, pick the best crop for the season and location of planting, a method has been proposed. The farmers will benefit as a result since their net profit will rise as a result. The system produces a model or approach that may recommend a list of crops that is primarily beneficial to farmers in their decision-making by analyzing various datasets in relation to five criteria like rain, climate, slope, humidity, and soil moistness of horticulture information.

NIDPS uses deep learning to find patterns that match known attacks and protect the network from intrusions by identifying new, malicious activity [6]. NIDPS uses deep learning to find patterns that match known attacks. Networks are being disrupted by hostile activity and security breaches. Due to the various characteristics and pattern kinds of the new assaults, it is tough to keep track of them. There are a variety of techniques for extracting and matching patterns. When it comes to solving optimization problems in a layer-by-layer fashion, learning deeply is one of the subfields of Machine Learning. Pattern matching, on the other hand, is an important approach for intrusion detection because of the wide range of applications it may be used in. Pattern matching approaches, on the other hand, take up over 70% of the overall operating time. A pattern matching engine in intrusion detection may be improved using two approaches proposed in this paper: Deep Learning-based Feature Extraction (DLFE) and Optimization of Pattern Matching (OPM). Snort ruleset is used for pattern matching in the studies, and the results are acquired. Proposed techniques perform better in terms of time, quantity, and memory use in experiment results.

Standard matching and insertion for compacted tree patterns with regular constraints are studied in this study [7]. Unranked tree patterns may be appropriately generalized if context variables with regular restrictions are used. Certain queries on Xml streams with references need regular insertion on unranked tree patterns. There is a polynomial time reduction to equivalent issue without regular constraints for standard matching and insertion with standard restrictions.

Understanding the current and future changes in organisations, social environments, and technological growth may be greatly enhanced by qualitative research [8]. In this approach, qualitative methodologies have a crucial influence on the enhancement of theoretical frameworks. However, the relationship between observational and theoretical domains is sometimes ambiguous. Recent breakthroughs have made it possible to continually iterate between theories and empirical evidence from qualitative data, enabling for the generation of innovative ideas at the same time. Flexibility and strength in unravelling societal and technical shifts are highlighted in this paper's argument. The Gioia technique is integrated into a seven-step roadmap that we use to improve the flexible pattern matching methodology. In addition, we explain the scientific procedure.

A network intrusion detection system makes heavy use of algorithms and methods for pattern matching [9]. Systematic examination of the literature is necessary since there are a wide variety of scalable pattern matching hardware designs. This article does a comprehensive literature analysis to classify the most current research projects on scalable hardware implementations of pattern matching procedures and approaches. Consequently, 49 studies are chosen for further investigation. They are then broken down into string and regular expression algorithms, as well as single character and multi-character pattern matching, for further study. As a result, a comparative study of different algorithmic methodologies, methods, and architectures is offered in light of key design factors (like throughput and area). Some latest trends and design difficulties have been identified via a comparative investigation.

Extraction, use, and disposal of natural resources in the building sector are all part of a linear system that does not address the need to lessen environmental effect [10]. In order to complete the material loop and progress towards a Circular Economy (CE), different governments have devised strategies to encourage the construction industry to do so. In a BIM setting, this research examines the socio-economic and environmental obstacles to CE adoption. Using semi-structured interviews, we spoke with variety of asset lifecycle investors, including those with expertise in BIM or sustainable approaches, to better comprehend what is preventing a holistic view of asset lifecycle in CE context. The results regarding these interviews can be found in papers. Descriptive interpretive analysis was performed to find common themes and sub-themes in the transcripts of interviews. We employed a pattern-matching tool to compare and contrast the viewpoints of the twenty stakeholders with those found in the scholarly articles. According to the interviews, the investigation uncovered thirty-four additional hurdles that were not previously documented in the scientific literature. Accelerating asset lifetime reconsideration and CE adoption are suggested.

Finding each substring in the given text that matches a particular pattern's Cartesian tree is known as Cartesian Tree Matching (CTM) [11]. In this article, we provide novel representations and encodings for CTM to speed up process. We offer a framework for a binary filtering approach and an efficient identification mechanism for single pattern CTM. CTM may be filtered using any precise string-matching technique. Both the parent-distance and binary encoding approaches are shown for CTM with multiple patterns. An efficient fingerprinting approach is combined with a traditional multiple string-matching algorithms to tackle multiple pattern CTM quickly. For both, single and multiple pattern CTM, we demonstrate that our matching algorithms work well.

By minimizing residual mismatches in RANSAC's matching results, this research aims to improve image matching accuracy [12]. This study proposes a matching optimization technique called pixel shift clustering RANSAC, or PSC-RANSAC for short, based on RANSAC and pixel shift clustering algorithms. Pixel shift models for space points from two views are built using parallax and camera projection models. Then, using the Density Peaks Clustering (DPC) technique and the established pixel shift model, the mismatches are weeded out to improve accuracy of picture matching. Graph-cut RANSAC, regular RANSAC, progressive sample consensus, and PSC-RANSAC have all been compared, and PSC-RANSAC has been shown to be more successful and resilient in eliminating early matching mismatches. Image matching may be improved with the use of this technology.

K-CPM problem: Any length M substring of T and any cyclic rotation of P are examined in this research to determine the lowest Hamming distance [13], if any, if this distance is not more than the distance between any two cyclic rotations of P and T. In this case, the k-mismatch issue is a variant on a well-known theme. K-CPM has been studied extensively, although so far only upper boundaries have been established. The first non-trivial worst-case upper limits for this issue are presented in this study. There is a [Formula presented]-time algorithm and an O (nk)-time algorithm. For the k-mismatch issue, an approach that was created very recently is enhanced in this algorithm.

For regex patterns with complicated signatures, a unified memory controller and a single core SRAM memory have been suggested [14]. Many current NIDS systems use token streams with specialized hardware units to allow byte-oriented matching with modest network throughput rates, which is a limitation of current systems. With more data stored, NIDS's overall performance metrics are affected. An integrated payload monitoring approach may be met by any memory-based digital NIDS system. Parallel processing and network assertion payload validity checks may be achieved by using a bit-based pattern matching approach with (Finite State Machine) FSM state transition during the tokenization process. The FSM state controller is used to reduce overall matching time when the regex patterns are divided into sub patterns and the concurrent matches are ended concurrently in segments with multiple non-trivial tokens. At long last, distinct SRAM controllers powered by completely down-converted sub-groups solve the synchronization problem during hierarchical state transition and vector matching across several pages. The categorization rate shows the efficiency of proposed NIDS system in mild intrusion database processes. By contrast with currently used methods we can see that the NIDS system we propose uses fewer memory resources.

The deformation tensor may be retrieved from electron backscatter diffraction patterns using a novel simulation-based pattern matching approach [15]. The distortion tensor may be deduced with average absolute error of 10 8 under ideal circumstances by minimizing least squares difference among the target pattern and simulated distorted patterns. Compared to cross-correlation based technique, the novel approach is more resistant to considerable pattern rotation. For noise-free patterns, pattern centre may be adjusted concurrently with average absolute distortion tensor error of ~ 10 - 4.

For classical pattern matching problems, this study affects the use of quantum computers since they can enable parallel computations intrinsically [16]. Several algorithms are qualified and used as criteria for others according to classical machines, and it is vital to note that Knuth Morris Pratt and Boyer Moore are two such algorithms that solve this issue in O (M + N) time. The high-speed approach underpins quantum identical pattern matching algorithms. Searching an unstructured database of "N" entries in O (N) time using Grover's quantum search approach, Ramesh and Vinay suggested a typical quantum method that may achieve processing speed and offer a solution in O (M + N) time. Using a combination of two existing quantum based exact and approximate pattern matching algorithms, a novel exact pattern matching method is developed that overcomes the algorithmic limits and considerably demonstrates to be equivalently superior to current classical and quantum benchmarks. There are many quantum pattern matching algorithms discussed in this page, as well as flowcharts and examples to illustrate their operation, as well as a mathematical explanation for their use. Finally, we talk about prospective application areas and possible variants on the presented work.

An extra functionality is added to pattern matching when using a wildcard character [17]. Here, we address two issues of secure pattern matching with wildcards, namely: I SPM-RW and (ii) SPM with compound wildcards (SPM-CW). The first SPM issue with wildcards makes use of the "*" kind of wildcard characters to indicate pattern gaps. For the pattern matching problem, wildcard character called "*" is sometimes utilized to substitute with zero or more letters in text. Yasuda et al. (ACISP 2014), the semi-honest model of symmetric Somewhat homomorphic encryption (She) for safe wildcards pattern matching has an existing data packing approach to secure wildcards pattern matching utilizing symmetric Somewhat Homomorphic Encryption (SwHE). To further extend their work, we develop SPM-RW protocols employing the symmetric and public-key SwHE methods in the semi-honest model to replace the wildcard with any order of letters in the text. To tackle SPM-RW issue, we suggest improved packing approach that increases the number of homomorphic multiplications by the number of sub-patterns by factor of k over naïve use of Yasuda et al's method. When it comes to private database queries, we will take a look at the SPM-CW issue, which permits a few different sorts of wildcards (‘‘$", ‘‘*", and ‘‘!") to be used in the pattern. A semi-honest SPM-CW protocol based on a double-query approach with public key SwHE encryption is proposed to address this issue. New SPM-RW and SPM-CW techniques that surpass current best performs have been shown in our studies.

One of the most promising modern technologies in research is Wireless Sensor Networks (WSN) [18]. In NIST's words, "a network that comprises of the vast number of sensors termed wireless sensors distributed in geographical region and the environment" is a description of WSN. A sensor network includes certain computational components as well as actuators and sensors. The sensors nodes in the WSN are responsible for sensing the physical quantities in the surrounding environment. In recent years, wireless sensor networks have gained prominence for both military and civilian applications. WSN security is one of the most difficult problems to solve since it is unsecured in an open environment. When it comes to securing a sensor network from outside threats, the use of cryptography is not much better.

In order to find a specific item in a very wide picture, pattern matching is a critical challenge in computer vision [19]. It may be used to manage a wide range of vision issues, from the simple identification of objects by humans to the detection of damaged components in manufacturing machinery. This study describes a rapid pattern matching method based on the Image Integral model that takes use of cumulative subtraction and division operations. A tiny rectangle of the visual scene and input pattern to be searched for will be evaluated using both cumulative subtraction and division operations, respectively. Sliding window pattern matching may be achieved by transforming picture values to Haar Projection Values (HPVs) using Haar transforms. Seven mathematical operations, including two additions and five subtractions, are required for HPV computation, which are identical to those required for the Image Integral method. As a result, the suggested pattern matching approach has been shown to be computationally efficient in terms of both time and memory.

A pattern (or a series of patterns) in a compressed text file may be found using a process known as Compressed Pattern Matching (CPM) [20]. Patterns may or may not be compressed in this form of matching. Managing massive amounts of data, particularly across the network, is a breeze using CPM. For example, it may be used in computational biology to identify patterns in DNA sequences, network intrusion detection, and big data analytics. Researchers have come up with a variety of ways to match a pattern directly to the uncompressed text. Such a system needs a large amount of storage space and a significant amount of time to process enormous amounts of data. Several academics have offered efficient techniques for compression; however, pattern matching over compressed text has very few if any researchers' proposals to back it up. Because of the increasing rise in the number of data, CPM has emerged as a desired activity. CPM approaches are examined critically in this work. Covered methods include Wavelet Tree Based Indexing; Huffman Codes Based on Words. All of the methods described above have been compared, and the benefits and drawbacks of each have been discussed.

Clock routing eventually takes over chip performance, as measured by delay, cost, and power consumption, as IC manufacturing methods progress into the nanoscale age [21]. In order to address the foregoing issues, X-architecture may be used to route metal wires in diagonal and rectilinear directions. Here, we describe creation of a zero-skew clock tree using a clock routing technique called PMXF, which has a minimal latency. To make the DME approach's merging process easier, an X-pattern library has been created, an X-Flip method has been provided to shorten the distance between paired points, and a wire sizing strategy has been used to achieve zero skew. Experimental findings on benchmarks show that the proposed PMXF method can reduce clock latency, wirelength, power consumption, and via count more than earlier X-architecture clock routing techniques.

3. PATTERN MATCHING ALGORITHMS

Text remains the primary means of exchanging information, despite the fact that material may be remembered in a variety of ways. This is most apparent in the study of literature or linguistics, where large corpora and dictionaries are used to gather data. A vast quantity of data may be stored in linear files in computer science as well [22]. Since biological molecules may frequently can represented as sequences of nucleotides or amino acids, this is also case in molecular biology. In addition, the amount of data in these categories tends to double every 18 months. Therefore algorithms need to remain effective even as computer speeds improve. The difficulty of finding a certain pattern in unstructured data is known as pattern matching. It is common for a pattern to be composed of a collection of strings that are specified in a formal linguistic manner. Single string patterns and estimated string patterns are shown.

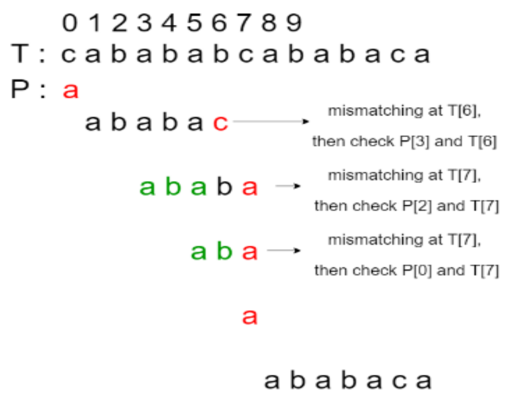

0 1 2 3 4 5 6 7 8 9
T : c a b a b a b c a b a b a c a
P : a
a b a b a c
mismatching at T[6], then check P[3] and T[6]
a b a b a
mismatching at T[7], then check P[2] and T[7]
a b a
mismatching at T[7], then check P[0] and T[7]
a
a b a b a c a

Figure 38 A simple illustration of pattern matching algorithm

- **String-Matching Algorithms**

String matching is process of locating single or more examples of a certain pattern in each piece of text. A finite alphabet is used to build both the pattern and the text (finite set of symbols). Algorithms in this section return a list of all text instances in which a given pattern appears. The pattern is represented by $x = x[0 \ldots m - 1]$;its length is denoted by$m$. The text is indicated by $y = y[0 \ldots n - 1]$; its length is equal to$n$. The alphabet is denoted by Σ and its size is equal to σ. Pattern and text alignment is the initial step of string-matching algorithms in this section. Then, letters in the text aligned with patterns are compared — An attempt is the name given to this particular piece of effort. If there is a complete match, the pattern will shift in the right direction. It is repeated until the right end of the pattern reaches beyond the text. We align each attempt with place in text when the pattern is aligned with $y[i \ldots i + m - 1]$. Brute force approach checks for every value between 0 and n - m in the text, Whether or whether the pattern is first seen there. The pattern is then shifted precisely one place to the right after each try. The brute-force algorithm is provided. Graph 1 O (mn) is worst-case time complexity of brute force technique, however in reality; it often behaves linearly on particular data.

```
void BF(char *y, char *x, int n, int m)
{
 int i;

 /* Searching */
 i=0;
 while (i <= n-m) {
    j=0;
    while (j < m && y[i+j] == x[j]) j++;
    if (j >= m) OUTPUT(i);
    i++;                      /* shift one position to the right */
 }
}
```

Figure 39 The brute force string-matching algorithm

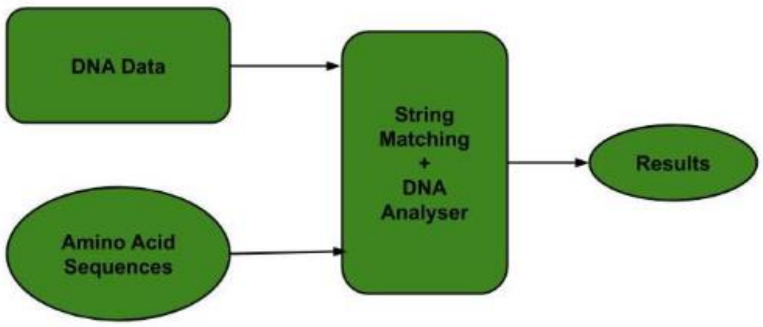
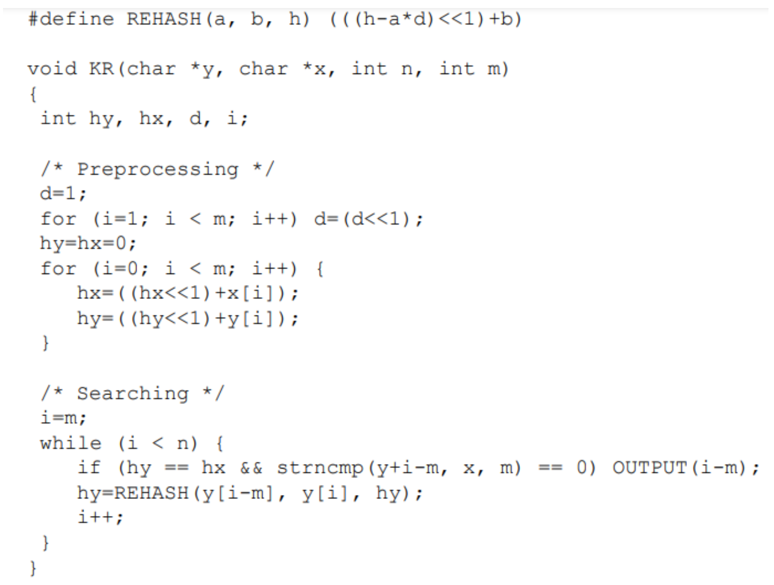


Figure 40 A block diagram of the String matching algorithm for DNA Sequencing

i. Karp-Rabin Algorithm

It is possible to prevent quadratic symbol comparisons by using hashing in most realistic cases. A more effective method to determine whether or not pattern is present in text is to just examine the piece of text that is aligned with it. A hashing method is employed to verify the similarity between these sections.



```
#define REHASH(a, b, h) (((h-a*d)<<1)+b)

void KR(char *y, char *x, int n, int m)
{
 int hy, hx, d, i;

 /* Preprocessing */
 d=1;
 for (i=1; i < m; i++) d=(d<<1);
 hy=hx=0;
 for (i=0; i < m; i++) {
    hx=((hx<<1)+x[i]);
    hy=((hy<<1)+y[i]);
 }

 /* Searching */
 i=m;
 while (i < n) {
    if (hy == hx && strncmp(y+i-m, x, m) == 0) OUTPUT(i-m);
    hy=REHASH(y[i-m], y[i], hy);
    i++;
 }
}
```

Figure 41 The Karp-Rabin string-matching algorithm.

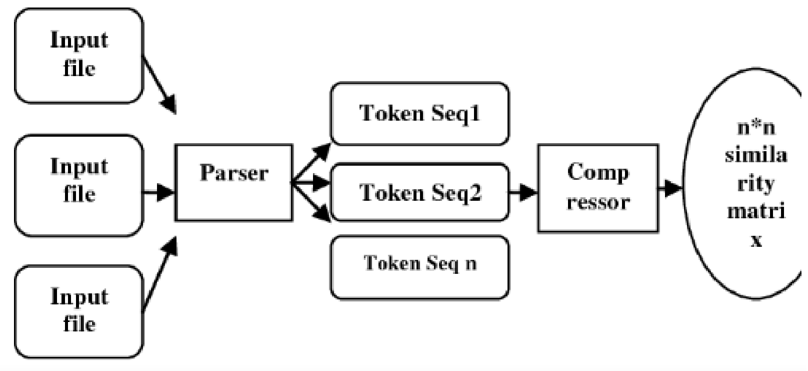


Figure 42 Plagiarism detection by Karp-Rabin string matching algorithm

ii. Knuth-Morris-Pratt Algorithm

Hashing is a straightforward way to prevent quadratic symbol comparisons in most realistic cases. An easier way to determine whether the pattern is there is to observe if the text aligned with the pattern "looks like" the pattern rather than analyzing each individual location of the text. Using a hashing technique, we can see how similar these pieces are.

```
void KMP(char *y, char *x, int n, int m)
{
 int i, j, next[XSIZE];

 /* Preprocessing */
 PRE_KMP(x, m, next);

 /* Searching */
 i=j=0;
 while (i < n) {
    while (j > -1 && x[j] != y[i]) j=next[j];
    i++; j++;
    if (j >= m) { OUTPUT(i-j); j=next[m]; }
 }
}
```

Figure 43 The Knuth-Morris-Pratt string-matching algorithm

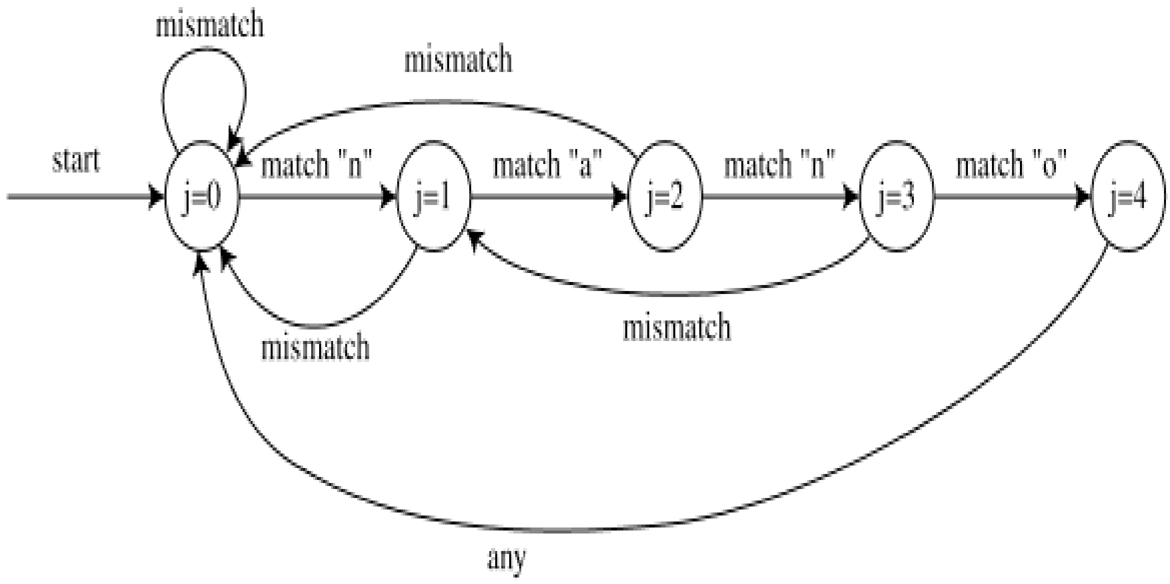


Figure 44 Knurth Morris Pratt Algorithm block diagram

iii. Boyer-Moore Algorithm

As far as string-matching algorithms go, Boyer-Moore one is the most efficient. In text editors, the "search" and "substitute" functions commonly use a reduced version of the method or the complete algorithm. It begins with the rightmost symbol in the pattern and scans it from right to left. Two pre-calculated routines shift the pattern right if the pattern is mismatched (or if it is a full match). As you can see, these two shifting functions are known as "bad character" and "good suffix".

```
void BM(char *y, char *x, int n, int m)
{
 int i, j, gs[XSIZE], bc[ASIZE];

 /* Preprocessing */
 PRE_GS(x, m, gs);
 PRE_BC(x, m, bc);

 /* Searching */
 i=0;
 while (i <= n-m) {
    j=m-1;
    while (j >= 0 && x[j] == y[i+j]) j--;
    if (j < 0) OUTPUT(i);
    i+=MAX(gs[j+1], bc[y[i+j]]-m+j+1);         /* shift */
 }
}
```

Figure 8 The Boyer-Moore string-matching algorithm

```
void PRE_BC(char *x, int m, int bc[])
{
 int j;

 for (j=0; j < ASIZE; j++) bc[j]=m;
 for (j=0; j < m-1; j++) bc[x[j]]=m-j-1;
}
```

Figure 9 Computation of bad-character shift

iv. Quick Search Algorithm

This approach uses Boyer-Moore algorithm, which uses bad-character move when the alphabet is tiny. However, if the alphabet is vast, such as in ASCII tables and text editor searches, the shift is quite beneficial. In practice, relying only on it yields a highly effective algorithm.

```
void QS(char *y, char *x, int n, int m)
{
 int i, j, bc[ASIZE];

 /* Preprocessing */
 for (j=0; j < ASIZE; j++) bc[j]=m;
 for (j=0; j < m; j++) bc[x[j]]=m-j-1;

 /* Searching */
 i=0;
 while (i <= n-m) {
    j=0;
    while (j < m && x[j] == y[i+j]) j++;
    if (j >= m) OUTPUT(i);
    i+=bc[y[i+m]]+1;                          /* shift */
 }
}
```

Figure 45 The Quick Search string-matching algorithm

```
void PRE_GS(char *x, int m, int gs[])
{
 int i, j, p, f[XSIZE];

 for (i=0; i <= m; i++) gs[i]=0;
 f[m]=j=m+1;
 for (i=m; i > 0; i--) {
    while (j <= m && x[i-1] != x[j-1]) {
       if (!gs[j]) gs[j]=j-i;
       j=f[j];
    }
    f[i-1]=--j;
 }
 p=f[0];
 for (j=0; j <= m; j++) {
    if (!gs[j]) gs[j]=p;
    if (j == p) p=f[p];
 }
}
```

Figure 46 Computation of the good-suffix shift

v. Aho-Corasick Algorithm

Standard text (or file) capabilities are provided by the UNIX operating system. Patterns may be found in files by using the grep command. This section explains the UNIX command fgrep's algorithm. For example, it may produce lines having at least one of strings it searches for in a series of files. An initial method is to perform few string-matching algorithms for each pattern in order to find all instances of all patterns picked from a limited collection of patterns. If set have k patterns, this search runs in time$O(kn)$. Aho and Corasick designed an, $O(n \log \sigma)$algorithm to solve it. Number of patterns has no effect on the execution time. The method is based on the Knuth-Morris-Pratt algorithm, which is a straight extension of it.

```
int AC(char *y, char X[KSIZE][XSIZE], int n, int k)
{
 NODE r, s;
 int i;

 /* Preprocessing */
 r=PRE_AC(X, k);

 /* Searching */
 for (i=0; i < n; ++i) {
    while ((s=GET_NODE(r, y[i])) == UNDEFINED) r=GET_FAIL(r);
    r=s;
    OUTPUT(r, i);
 }
}
```

Figure 47 The Aho-Corasick algorithm

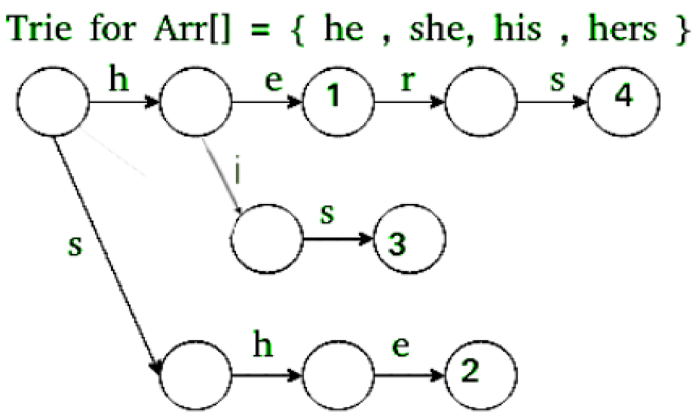


Figure 48 Aho-Corasick algorithm block diagram for pattern matching

- **Two-dimensional pattern matching algorithms**

Only two-dimensional arrays are discussed in this section. Images are represented using bitmap images in which each cell in the picture includes a codeword that corresponds to one or more pixels. In two dimensions, an analogous version of the string-matching issue may be found (and even in any number of dimensions).

The challenge now is to locate every use of a 2D pattern $x = x[0 \ldots m_1 - 1, 0 \ldots m_2 - 1]$of size $m_1 \times m_2$ inside a 2Dimensional text$y = [0 \ldots n_1 - 1, 0 \ldots n_2 - 1]$of size$n_1 \times n_2$. Figure 3.1 shows the result of using a brute force approach to solving this issue. It consists in checking at all the positions of

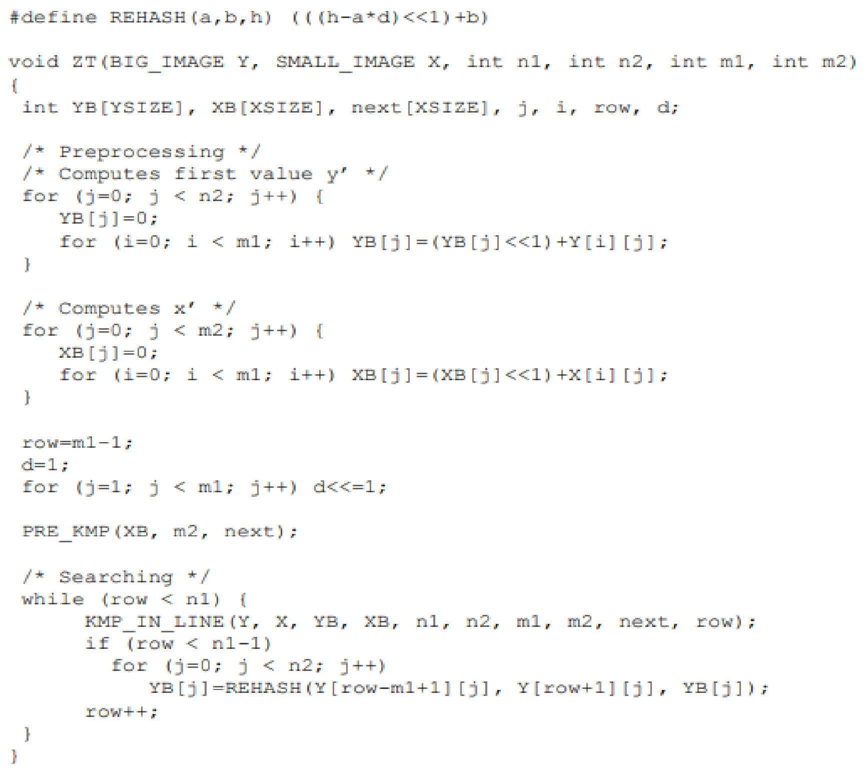
$y[0 \ldots n_1 - m_1, 0 \ldots n_2 - m_2]$ if pattern occurs. The brute force algorithm has worst-case time complexity in$O(m_1 m_2 n_1 n_2)$ with respect to the size of the problem. In the next sections, we'll show you two additional effective algorithms. The Karp-Rabin algorithm is extended in the first one. The second solution employs both the Aho-Corasick and Knut10h-Morris algorithms to solve the issue in linear time on a fixed alphabet.

```
typedef char BIG_IMAGE[YSIZE][YSIZE];
typedef char SMALL_IMAGE[XSIZE][XSIZE];

void BF_2D(BIG_IMAGE y, SMALL_IMAGE x, int n1, int n2, int m1, int m2)
{
 int i, j, k;

 /* Searching */
 for (i=0; i <= n1-m1; i++)
    for (j=0; j <= n2-m2; j++) {
       k=0;
       while (k < m1 && strncmp(&y[i+k][j], x[k], m2) == 0) k++;
       if (k >= m1) OUTPUT(i,j);
    }
}
```

Figure 49 The brute force two-dimensional pattern matching algorithm

i. Zhu-Takaoka Algorithm

The Zhu-Takaoka algorithm is a String matching in one-dimensional mode is only achievable if the “aligned” text “resembles” the pattern in terms of appearance. Vertically using Karp and Rabin's hash function approach is the goal.

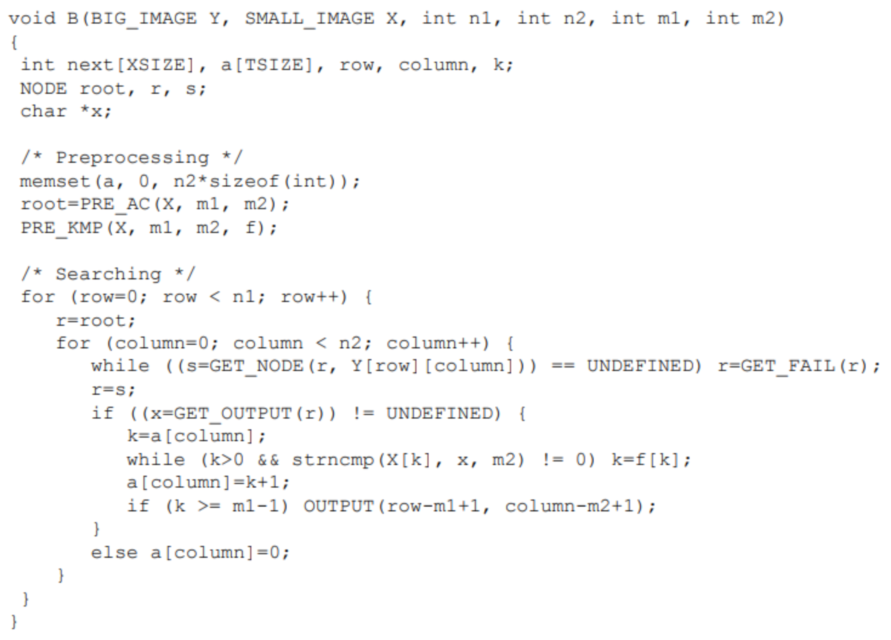


```
#define REHASH(a,b,h) (((h-a*d)<<1)+b)

void ZT(BIG_IMAGE Y, SMALL_IMAGE X, int n1, int n2, int m1, int m2)
{
 int YB[YSIZE], XB[XSIZE], next[XSIZE], j, i, row, d;

 /* Preprocessing */
 /* Computes first value y' */
 for (j=0; j < n2; j++) {
    YB[j]=0;
    for (i=0; i < m1; i++) YB[j]=(YB[j]<<1)+Y[i][j];
 }

 /* Computes x' */
 for (j=0; j < m2; j++) {
    XB[j]=0;
    for (i=0; i < m1; i++) XB[j]=(XB[j]<<1)+X[i][j];
 }

 row=m1-1;
 d=1;
 for (j=1; j < m1; j++) d<<=1;

 PRE_KMP(XB, m2, next);

 /* Searching */
 while (row < n1) {
      KMP_IN_LINE(Y, X, YB, XB, n1, n2, m1, m2, next, row);
      if (row < n1-1)
        for (j=0; j < n2; j++)
           YB[j]=REHASH(Y[row-m1+1][j], Y[row+1][j], YB[j]);
      row++;
 }
}
```

Figure 50 The Zhu-Takaoka two-dimensional pattern matching algorithm.

ii. Bird/Baker Algorithm

Bird and Baker developed a 2Dimensional pattern matching method that incorporates both Aho-Corasick algorithm and Knuth-Morris-Pratt algorithm independently of each other. Pre-processing is done in Aho-Corasic k method, where the rows are sorted into a trie.



```
void B(BIG_IMAGE Y, SMALL_IMAGE X, int n1, int n2, int m1, int m2)
{
 int next[XSIZE], a[TSIZE], row, column, k;
 NODE root, r, s;
 char *x;

 /* Preprocessing */
 memset(a, 0, n2*sizeof(int));
 root=PRE_AC(X, m1, m2);
 PRE_KMP(X, m1, m2, f);

 /* Searching */
 for (row=0; row < n1; row++) {
    r=root;
    for (column=0; column < n2; column++) {
       while ((s=GET_NODE(r, Y[row][column])) == UNDEFINED) r=GET_FAIL(r);
       r=s;
       if ((x=GET_OUTPUT(r)) != UNDEFINED) {
          k=a[column];
          while (k>0 && strncmp(X[k], x, m2) != 0) k=f[k];
          a[column]=k+1;
          if (k >= m1-1) OUTPUT(row-m1+1, column-m2+1);
       }
       else a[column]=0;
    }
 }
}
```

Figure 51 The Bird/Baker two-dimensional pattern matching algorithm.

4. CONCLUSION

The aim of this work is to offer a complete analysis of the most modern approaches for pattern matching, as well as the applications of the technique in a variety of sectors. Pattern recognition methods that have been used in the past are also discussed. Extensions of string-matching algorithms are presented for matching patterns in photos. Texts in certain programmes must be organized before they can be searched. Even in the absence of further information on their syntactic structure, a searchable database may be created.

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