Subject: Re: Substring search algorithm
Posted by mr_ped on Mon, 27 Feb 2012 09:55:12 GMT

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"Boyer-Moore-Horspool" and family of those are suitable for U++ implementation (I did it years ago in Pascal at uni), but I wonder what's the real speed up benefit in real world app, because nowadays the CPU + L1 cache operates light years faster than L2+ cache/RAM, so while BMH will save you some compares, it has to fetch the full text anyway, and I would expect a properly implemented naive byte compare will easily do it's work inside the "time window" of memory fetch of next data.

But I may try to write BMH for U++ and toy around with that for a while to see some real numbers.