

Text Indexing

Lecture 05: Burrows-Wheeler Transform

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PINGO





https://pingo.scc.kit.edu/989087

Recap: Text-Compression



Definition: LZ77 Factorization [ZL77]

Given a text T of length n over an alphabet Σ , the L777 factorization is

- \blacksquare a set of z factors $f_1, f_2, \ldots, f_z \in \Sigma^+$, such that
- $T = f_1 f_2 \dots f_z$ and for all $i \in [1, z]$ f_i is
- single character not occurring in $f_1 \dots f_{i-1}$ or
- longest substring occurring ≥ 2 times in $f_1 \dots f_i$

T = abababbbbaba\$

$$\bullet$$
 $f_4 = bbb$

Definition: LZ78 Factorization [ZL78]

Given a text T of length n over an alphabet Σ , the L778 factorization is

- a set of z factors $f_1, f_2, \ldots, f_z \in \Sigma^+$, such that
- $T = f_1 f_2 \dots f_z, f_0 = \epsilon$ and for all $i \in [1, z]$
- if $f_1 ext{...} f_{i-1} = T[1..i-1]$, then f_i is the longest prefix of T[j..n], such that

$$\exists k \in [0,i), \alpha \in \Sigma \cup \{\$\} \colon f_k = f_i \alpha$$

T = abababbbbaba\$

•
$$f_1 = a$$
 • $f_4 = abb$

$$f_7 =$$
\$

•
$$f_2 = b$$
• $f_3 = ab$

•
$$f_5 = bb$$
• $f_6 = aba$





$$BWT[i] = \begin{cases} T[SA[i] - 1] & SA[i] > 1\\ \$ & SA[i] = 1 \end{cases}$$





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	1	2	3	4	5	6	7	8	9	10	11	12	13
Т	а	b	а	b	С	а	b	С	а	b	b	а	\$
SA	13	12	1	9	6	3	11	2	10	7	4	8	5
LCP	0	0	1	2	2	5	0	2	1	1	4	0	3
BWT	а	b	\$	С	С	b	b	а	а	а	а	b	b





$$BWT[i] = \begin{cases} T[SA[i] - 1] & SA[i] > 1\\ \$ & SA[i] = 1 \end{cases}$$

- character before the suffix in SA-order
- choose characters cyclic \$ for first suffix

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- can compute BWT in O(n) time
- for binary alphabet $O(n/\sqrt{\lg n})$ time and $O(n/\lg n)$ words space is possible [KK19]

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BWT	а	b	\$	С	С	b	b	а	а	а	а	b	b

Burrows-Wheeler Transform [BW94] (1/2)



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BWT	а	b	\$	С	С	b	b	а	а	а	а	b	b

- definition is not very descriptive
- easy way to compute BWT
- what can we do with the BWT



Definition: Cyclic Rotation

Given a text T of length n, the i-th cyclic rotation is

$$T^{(i)} = T[i..n]T[1..i)$$

i-th cyclic rotation is concatenation of i-th suffix and (i − 1)-th prefix

T=a	ıba	bc	ab	ca	bba	a\$								
	_T (1)	_T (2)	_T (3)	_T (4)	_T (5)	_T (6)	_T (7)	_T (8)	_T (9)	T(10)	₇ (11)	₇ (12)	_T (13)	
	а	b	а	b	С	а	b	С	а	b	b	а	\$	
	b	а	b	С	а	b	С	а	b	b	а	\$	а	
	а	b	С	а	b	С	а	b	b	а	\$	а	b	
	b	С	а	b	С	а	b	b	а	\$	а	b	а	
	С	а	b	С	а	b	b	а	\$	а	b	а	b	
	а	b	С	а	b	b	а	\$	а	b	а	b	С	
	b	С	а	b	b	а	\$	а	b	а	b	С	а	
	С	а	b	b	а	\$	а	b	а	b	U	а	b	
	а	b	b	а	\$	а	b	а	b	С	а	b	С	
	b	b	а	\$	а	b	а	b	С	а	b	С	а	
	b	а	\$	а	b	а	b	С	a	b	С	a	b	
	а	\$	а	b	а	b	С	а	b	С	а	b	b	
	\$	а	b	а	b	С	а	b	С	а	b	b	а	



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Definition: Burrows-Wheeler Transform (alt.)

Given a text *T* and a matrix containing all its cyclic rotations in lexicographical order as columns, then the **Burrows-Wheeler transform** of the text is the last row of the matrix

T = ababcabcabba\$ $_{T}(1)$ $_{T}(2)$ $_{T}(3)$ $_{T}(4)$ $_{T}(5)$ $_{T}(6)$ $_{T}(7)$ $_{T}(8)$ $_{T}(9)$ $_{T}(10)_{T}(11)_{T}(12)_{T}(13)$ а c a b



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First and Last Row



- two important rows in the matrix
- other rows are not needed at all
- there is a special relation between the two rows
 later this lecture

First Row F

contains all characters or the text in sorted order

Last Row L

• is the BWT itself

_													
T = aba	abo	cak	oca	abb)a\$								
	_T (13)	_T (12)	_T (1)	_T (9)	_T (6)	_T (3)	_T (11)	_T (2)	_T (10)	_T (7)	₇ (4)	_T (8)	_T (5)
F	\$	a	a	a	a	a	b	b	b	b	b	С	С
	а	\$	b	b	b	b	а	а	b	С	С	а	а
	b	а	а	b	С	С	\$	b	а	а	а	b	b
	а	b	b	а	а	а	а	С	\$	b	b	b	С
	b	а	С	\$	b	b	b	а	а	b	С	а	а
	С	b	а	а	b	С	а	b	b	а	а	\$	b
	а	С	b	b	а	а	b	С	а	\$	b	а	b
	b	а	С	а	\$	b	С	а	b	а	b	b	а
	С	b	а	b	а	b	а	b	С	b	а	а	\$
	а	С	b	С	b	а	b	b	а	а	\$	b	а
	b	а	b	а	а	\$	С	а	b	b	а	С	b
	b	b	а	b	b	а	а	\$	С	С	b	а	а
L	а	b	\$	С	С	b	b	a	а	a	a	b	b





Given a text T over an alphabet Sigma, the rank of a character at position $i \in [1, n]$ is

$$rank(i) = |\{j \in [1, i] : T[i] = T[j]\}|$$

- rank is number of same characters that occur before in the text
- mark ranks of characters w.r.t. text not BWT

T = ab	ab	ca	bc	abl	oas	\$								
	_T (13)	_T (12)	_T (1)	_T (9)	_T (6)	_T (3)	_T (11)	_T (2)	_T (10)	_T (7)	_T (4)	_T (8)	_T (5)	
F	\$	а	а	а	а	а	b	b	b	b	b	С	С	
	а	\$	b	b	b	b	а	а	b	С	С	а	а	
	b	а	а	b	С	С	\$	b	а	а	а	b	b	
	а	b	b	а	а	а	а	С	\$	b	b	b	С	
	b	а	С	\$	b	b	b	а	а	b	С	а	а	
	С	b	а	а	b	С	а	b	b	а	а	\$	b	
	а	С	b	b	а	а	b	С	а	\$	b	а	b	
	b	а	С	а	\$	b	С	а	b	а	b	b	а	
	С	b	а	b	а	b	а	b	С	b	а	а	\$	
	а	С	b	С	b	а	b	b	а	а	\$	b	а	
	b	а	b	а	а	\$	С	а	b	b	а	С	b	
	b	b	а	b	b	а	а	\$	С	С	b	а	а	
L	а	b	\$	С	С	b	b	а	a	a	а	b	b	

Properties of the BWT: Rank of Characters



Definition: Rank

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T a b a b c a b c a b b a \$
rank 1 1 2 2 1 3 3 2 4 4 5 5 1

T - ab	ah	60	h c	ahl	226	t								
T = ab								(=)	(1.0)	(=)		(=)	(=)	
	T(13)	T(12)	T ⁽¹⁾	T ⁽⁹⁾	T(6)	T(3)	T ⁽¹¹⁾	T(2)	T(10)	T ⁽⁷⁾	T ⁽⁴⁾	T ⁽⁸⁾	T ⁽⁵⁾	
F	\$	а	а	а	а	а	b	b	b	b	b	С	С	
	а	\$	b	b	b	b	а	а	b	С	С	а	а	
	b	а	а	b	С	С	\$	b	а	а	а	b	b	
	а	b	b	а	а	а	а	С	\$	b	b	b	С	
	b	а	С	\$	b	b	b	а	а	b	С	а	а	
	С	b	а	а	b	С	а	b	b	а	а	\$	b	
	а	С	b	b	а	а	b	С	а	\$	b	а	b	
	b	а	С	а	\$	b	С	а	b	а	b	b	а	
	С	b	а	b	а	b	а	b	С	b	а	а	\$	
	а	С	b	С	b	а	b	b	а	а	\$	b	а	
	b	а	b	а	а	\$	С	а	b	b	а	С	b	
	b	b	а	b	b	а	а	\$	С	С	b	а	а	
L	а	b	\$	С	С	b	b	a	a	a	а	b	b	

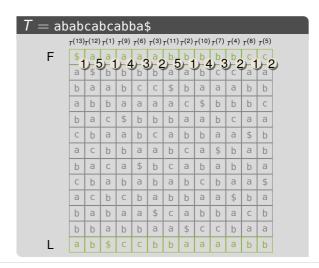




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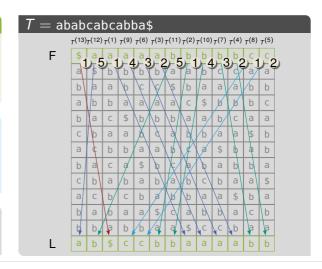


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T a b a b c a b c a b b a \$ rank 1 1 2 2 1 3 3 2 4 4 5 5 1





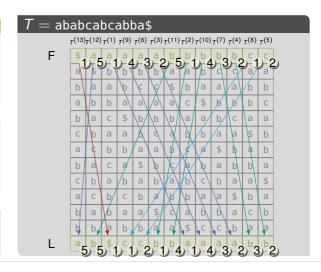


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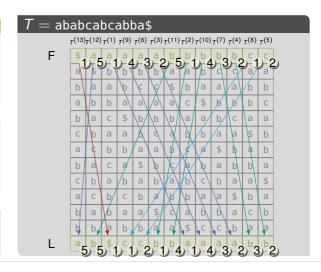




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- mark ranks of characters w.r.t. text not BWT
- order of ranks is the same in first and last row





- want to map characters from last to first row
- why do we want this?
 - helps with pattern matching
 - transform BWT back to T

Definition: LF-mapping

$$LF(i) = j \iff SA[j] = SA[i] - 1$$

- similar to definition of BWT
- requires SA or explicitly saving LF-mapping

T = aba	abo	cak	oca	bb	a\$								
	_T (13)	_T (12)	_T (1)	_T (9)	_T (6)	_T (3)	_T (11)	_T (2)	_T (10)	_T (7)	_T (4)	_T (8)	_T (5)
F	\$	a	a	a	a	a	b	b	b	b	b	С	С
	а	\$	b	b	b	b	а	а	b	С	С	а	а
	b	а	а	b	С	С	\$	b	а	а	а	b	b
	а	b	b	а	а	а	а	С	\$	b	b	b	С
	b	а	С	\$	b	b	b	а	а	b	С	а	а
	С	b	а	а	b	С	а	b	b	а	а	\$	b
	а	С	b	b	а	а	b	С	а	\$	b	а	b
	b	а	С	а	\$	b	С	а	b	а	b	b	а
	С	b	а	b	а	b	а	b	С	b	а	а	\$
	а	С	b	С	b	а	b	b	а	а	\$	b	а
	b	а	b	а	а	\$	С	а	b	b	а	С	b
	b	b	а	b	b	а	а	\$	С	С	b	а	а
L	а	b	\$	С	С	b	b	а	а	а	a	b	b



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F	\$	a	a	a	а	a	b	b	b	b	b	С	С		
	а	*	b	b	b	b	а	а	b	С	С	а	а		
	b	а	а	b	С	С	\$	b	а	а	а	b	b		
	a b b a a a a c \$ b b c														
	b	а	С	\$	b	b	b	а	а	b	С	а	а		
	С	b	а	а	b	С	а	b	b	а	а	\$	b		
	а	С	b	b	а	а	b	С	а	\$	b	а	b		
	b	а	С	а	\$	b	С	а	b	а	b	b	а		
	С	b	а	b	а	b	а	b	С	b	а	а	\$		
	а	С	b	С	b	а	b	b	а	а	\$	b	а		
	b	а	b	а	а	\$	С	а	b	b	а	С	b		
	b	b	а	b	b	а	а	\$	С	С	b	а	а		
L	a	b	\$	С	С	b	b	a	a	a	a	b	b		

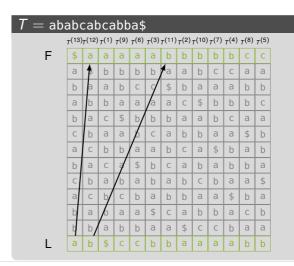


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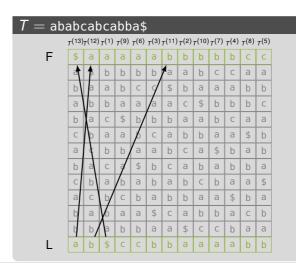


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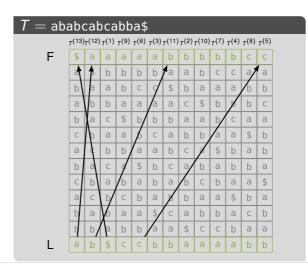


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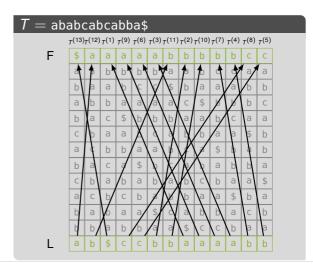


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Definition: C-Array and Rank-Function

Given a text T of length n over an alphabet Σ , $\alpha \in \Sigma$, and $i \in [1, n]$ then

$$C[\alpha] = |i \in [1, n] \colon T[i] < \alpha|$$

and

$$rank_{\alpha}(i) = |\{j \in [1, i] : T[j] = \alpha\}|$$

- C contains total number of smaller characters
- $rank_{\alpha}$ contains number of α 's in prefix T[1..i]
- $rank_{\alpha}$ can be computed in O(1) time [FM00]



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```
T a b a b c a b c a b b a $ rank 1 1 2 2 1 3 3 2 4 4 5 5 1
```

- rank now on BWT
- C is exclusive prefix sum over histogram



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Definition: *LF*-Mapping (alt.)

Given a *BWT*, its *C*-array, and its *rank*-Function, then

$$LF(i) = C[BWT[i]] + rank_{BWT[i]}(i)$$



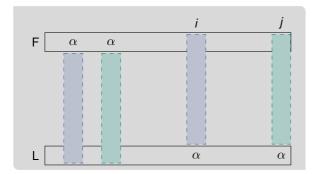


- characters (w.r.t. text) preserve order in L and F
- LF-mapping returns previous character in text





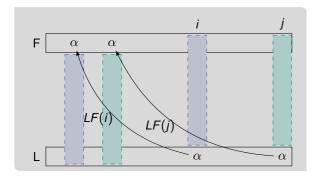
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Reversing the BWT (1/2)



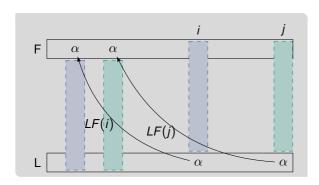
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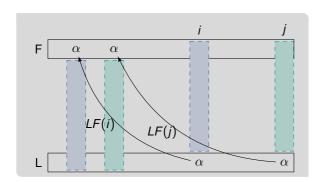


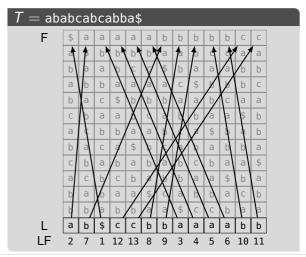
T=aba	abo	cak	oca	bb	a\$									
F	\$	а	а	а	а	а	b	b	b	b	b	С	С	
	а	\$	b	b	b	b	а	а	b	С	С	а	а	
	b	а	а	b	С	С	\$	b	а	а	а	b	b	
	а	b	b	а	а	а	а	С	\$	b	b	b	С	
	b	а	С	\$	b	b	b	а	а	b	С	а	а	
	С	b	а	а	b	С	а	b	b	а	а	\$	b	
	а	С	b	b	а	а	b	С	а	\$	b	а	b	
	b	а	С	а	\$	b	С	а	b	а	b	b	а	
	С	b	а	b	а	b	а	b	С	b	а	а	\$	
	а	С	b	С	b	а	b	b	а	а	\$	b	а	
	b	а	b	а	а	\$	С	а	b	b	а	С	b	
	b	b	а	b	b	а	а	\$	С	С	b	а	а	
L	а	b	\$	С	С	b	b	а	а	а	а	b	b	
LF	2	7	1	12	13	8	9	3	4	5	6	10	11	

Reversing the BWT (1/2)



- characters (w.r.t. text) preserve order in L and F
- LF-mapping returns previous character in text





Reversing the BWT (2/2)



- characters (w.r.t. text) preserve order in L and F
- LF-mapping returns previous character in text

	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b
LF	2	7	1	12	13	8	9	3	4	5	6	10	11





- characters (w.r.t. text) preserve order in L and F
- LF-mapping returns previous character in text
- \blacksquare T[n] = \$ and $T^{(n)}$ in first row
- apply LF-mapping on result to obtain any character

$$T[n-i] = L[\underbrace{LF(LF(\ldots)(LF(1))\ldots))}_{i-1 \text{ times}}]$$

			_		5	-	-	_	_	_				
L LF	а	b	\$	С	С	b	b	а	a	а	а	b	b	
LF	2	7	1	12	13	8	9	3	4	5	6	10	11	

Reversing the BWT (2/2)



- characters (w.r.t. text) preserve order in L and F
- LF-mapping returns previous character in text
- \blacksquare T[n] = \$ and $T^{(n)}$ in first row
- apply LF-mapping on result to obtain any character

$$T[n-i] = L[\underbrace{LF(LF(\ldots)(LF(1))\ldots))}_{i-1 \text{ times}}]$$

	_		_	-	5	_	-	_	_	-				
L LF	а	b	\$	С	С	b	b	а	а	а	а	b	b	
LF	2	7	1	12	13	8	9	3	4	5	6	10	11	

•
$$T[13] =$$
\$ and $k = 1$



- characters (w.r.t. text) preserve order in L and F
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	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b
LF	2	7	1	12	13	8	9	3	4	5	6	10	11

•
$$T[13] =$$
\$ and $k = 1$

•
$$T[12] = L[1] = a$$
 and $k = LF(1) = 2$



- characters (w.r.t. text) preserve order in L and F
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$$T[n-i] = L[\underbrace{LF(LF(\ldots)(LF(1))\ldots))}_{i-1 \text{ times}}]$$

	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b
LF	2	7	1	12	13	8	9	3	4	5	6	10	11

- T[13] =\$ and k = 1
- T[12] = L[1] = a and k = LF(1) = 2
- T[11] = L[2] = b and k = LF(2) = 7



- characters (w.r.t. text) preserve order in L and F
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	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b
LF	2	7	1	12	13	8	9	3	4	5	6	10	11

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•
$$T[10] = L[7] = b$$
 and $k = LF(7) = 9$



- characters (w.r.t. text) preserve order in L and F
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$$T[n-i] = L[\underbrace{LF(LF(\ldots)(LF(1))\ldots))}_{i-1 \text{ times}}]$$

	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b
LF	2	7	1	12	13	8	9	3	4	5	6	10	11

•
$$T[13] =$$
\$ and $k = 1$

•
$$T[12] = L[1] = a$$
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•
$$T[11] = L[2] = b$$
 and $k = LF(2) = 7$

$$T[10] = L[7] = b$$
 and $k = LF(7) = 9$

•
$$T[9] = L[9] = a$$
 and $k = LF(9) = 4$



- characters (w.r.t. text) preserve order in *L* and *F*
- LF-mapping returns previous character in text
- \blacksquare T[n] = \$ and $T^{(n)}$ in first row
- apply LF-mapping on result to obtain any character

$$T[n-i] = L[\underbrace{LF(LF(\ldots)(LF(1))\ldots))}_{i-1 \text{ times}}]$$

	1	2	3	4	5	6	7	8	9	0	11	12	13	
					С									
LF	2	7	1	12	13	8	9	3	4	5	6	10	11	

- T[13] =\$ and k = 1
- T[12] = L[1] = a and k = LF(1) = 2
- T[11] = L[2] = b and k = LF(2) = 7
- T[10] = L[7] = b and k = LF(7) = 9
- T[9] = L[9] = a and k = LF(9) = 4
- T[9] = L[4] = c and k = LF(4) = 12



- characters (w.r.t. text) preserve order in L and F
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$$T[n-i] = L[\underbrace{LF(LF(\ldots)(LF(1))\ldots))}_{i-1 \text{ times}}]$$

	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b
LF	2	7	1	12	13	8	9	3	4	5	6	10	11

- T[13] =\$ and k = 1
- T[12] = L[1] = a and k = LF(1) = 2
- T[11] = L[2] = b and k = LF(2) = 7
- T[10] = L[7] = b and k = LF(7) = 9
- T[9] = L[9] = a and k = LF(9) = 4
- T[9] = L[4] = c and k = LF(4) = 12
- ...

Properties of the BWT: Runs



- BWT is reversible
- can be used for lossless compression

0 11 12 13 |a|b|\$|c|c|b|b|a|a|a|b|b

Definition: Run (simplified)

Given a text T of length n, we call its substring T[i..i]a run, if

- $T[k] = T[\ell]$ for all $k, \ell \in [i, j]$ and
- $T[i-1] \neq T[i]$ and $T[i+1] \neq T[i]$
- (To be more precise, this is a definition for a run of a periodic substring with smallest period 1, but this is not important for this lecture

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	1	2	3	4	5	6	7	8	9	0	11	12	13
L	а	b	\$	С	С	b	b	а	а	а	а	b	b

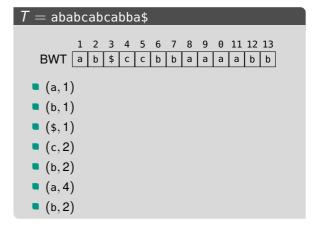
- BWT contains lots of runs
- same context is often grouped together 💷





Definition: Run-Length Encoding

Given a text T, represent each run $T[i..i + \ell)$ as tuple $(T[i], \ell)$







Definition: Move-To-Front Encoding

Given a text T over an alphabet $\Sigma = [1, \sigma]$, the MTF encoding MTF(T) of the text is computed as follows

- start with a list $X = \Sigma[1], \Sigma[2], \dots, \Sigma[\sigma]$
- scan text from left to right, for character T[i]
 - append position of T[i] in X to MTF(T) and
 - move T[i] to front of X
- MTF encoding can easily be reverted <a>I
- consists of many small numbers
- runs are preserved
- use Huffman on encoding no theoretical improvement but good in practice





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T = ababcabcabba\$ 1 2 3 4 5 6 7 8 9 0 11 12 13 BWT a b \$ c c b b a a a a b b



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T = ababcabcabba\$

X =\$, a, b, c



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T = ababcabcabba\$

- X =\$, a, b, c
- \blacksquare MTF = 2 and X = a, \$, b, c



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	_		_	-	_	_	-	_	_	_			13
BWT	а	b	\$	С	U	b	b	а	а	а	а	b	b

- X =\$, a, b, c
- \blacksquare MTF = 2 and X = a, \$, b, c
- MTF = 23 and X = b, a, \$, c



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	_		_		_	_	-	_	_	_	11			
BWT	а	b	\$	С	С	b	b	а	а	а	а	b	b	

- X =\$, a, b, c
- MTF = 2 and X = a, \$, b, c
- \blacksquare MTF = 23 and X = b, a, \$, c
- MTF = 233 and X = \$, b. a. c



Definition: Move-To-Front Encoding

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- scan text from left to right, for character T[i]
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	_		_	-	_	_	-	_	9	_				
BWT	а	b	\$	C	С	b	b	а	а	а	а	b	b	

- X =\$, a, b, c
- MTF = 2 and X = a, \$, b, c
- \blacksquare MTF = 23 and X = b, a, \$, c
- MTF = 233 and X = \$, b, a, c
- MTF = 2334 and X = c, \$, b, a



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			_	-	_	_	-	_	_	_			13	
BWT	а	b	\$	C	С	b	b	а	а	а	а	b	b	

- X =\$, a, b, c
- MTF = 2 and X = a, \$, b, c
- \blacksquare MTF = 23 and X = b, a, \$, c
- MTF = 233 and X = \$, b, a, c
- MTF = 2334 and X = c, \$, b, a
- MTF = 23341 and X = c. \$, b. a



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$T={\sf ababcabcabba\$}$

			_		_	_	-	_	_	_			13
BWT	а	b	\$	С	U	b	b	а	а	а	а	b	b

- X =\$, a, b, c
- MTF = 2 and X = a, \$, b, c
- MTF = 23 and X = b, a, \$, c
- MTF = 233 and X = \$, b, a, c
- MTF = 2334 and X = c, \$, b, a
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- MTF = 233411 and X = c, \$, b, a



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			_	-	_	_	-	_	_	_			13
BWT	а	b	\$	С	С	b	b	а	а	а	а	b	b

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	_		_	-	_	_	-	_	9	_				
BWT	а	b	\$	C	С	b	b	а	а	а	а	b	b	

- X =\$, a, b, c
- MTF = 2 and X = a, \$, b, c
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- MTF = 2334 and X = c, \$, b, a
- MTF = 23341 and X = c, \$, b, a
- MTF = 233411 and X = c, \$, b, a
- MTF = 23341131411121

Pattern Matching using the BWT



Recap

Given a text T of length n over an alphabet Σ , $\alpha \in \Sigma$, and $i \in [1, n]$ then

$$C[\alpha] = |i \in [1, n]: T[i] < \alpha|$$

and

$$rank_{\alpha}(i) = |\{j \in [1, i] : T[j] = \alpha\}|$$

- find interval of occurrences in SA using BWT
- SA is divided into intervals based on first character of suffix as seen during SAIS
- text from BWT is backwards
- search pattern backwards

- interval for α is $[C[\alpha 1], C[\alpha + 1]]$
- lacktriangle find sub-interval using rank_{lpha}
- example on the board





```
Function BackwardsSearch(P[1..n], C, rank):
     s = 1, e = n
     for i = m, \ldots, 1 do
        s = C[P[i]] + rank_{P[i]}(s-1) + 1
3
        e = C[P[i]] + rank_{P[i]}(e)
        if s > e then
            return Ø
     return [s, e]
```

- no access to text or SA required
- no binary search
- existential queries are easy
- counting queries are easy
- reporting gueries require additional information
- example on the board <a>=



- reporting queries require SA
- storing whole SA requires too much space
- better: sample every s-th SA position in SA'



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- storing whole SA requires too much space
- better: sample every s-th SA position in SA'
- how to find sampled position?
- mark sampled positions in bit vector of size n
- if match occurs check if position is sampled
- otherwise find sample using LF
- if SA[i] = j then SA[LF(i)] = j 1



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- mark sampled positions in bit vector of size n
- if match occurs check if position is sampled
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- if SA[i] = j then SA[LF(i)] = j 1

- rank₁(i) in bit vector is number of sample
- SA'[rank₁(i)] is sampled value
- SA'[rank₁(i)] #steps till sample found is correct SA value



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- if SA[i] = j then SA[LF(i)] = j 1

- $ightharpoonup rank_1(i)$ in bit vector is number of sample
- SA'[rank₁(i)] is sampled value
- SA'[rank₁(i)] #steps till sample found is correct SA value
- finding a sample requires $O(s \cdot t_{rank})$ time





- easy access
- very big: 1, 4, . . . bytes per bit





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std::vector<bool>

- bit vector in C++ (1 bit per byte)
- easy access
- layout depending on implementation





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std::vector<uint64_t>

- requires 8 bytes per bit(?)
- store 64 bits in 8 bytes
- how to access bits





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- i/64 is position in 64-bit word
- i%64 is position in word



std::vector<char/int/...>

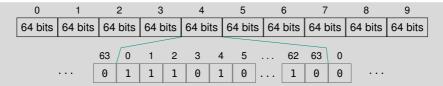
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```
// There is a bit vector
std::vector<uint64_t> bit_vector;

// access i-th bit
uint64_t block = bit_vector[i/64];
bool bit = (block >> ( 63 - (i % 64)) ) & 1ULL;
```



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shift bits right
```

0 1 2 3 4 5 ... 62 63 1 1 1 0 1 0 ... 1 0



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     shift bits right
                                   # bits
                                               0
                                     >> 60
```



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     shift bits right
                                                   logical and 1
                                   # bits
                                               0
                                     >> 60
```





(block >> (63-(i%64))) & 1ULL;

• fill bit vector from left to right

0 1 2 3 4 5 62 63 1 1 1 0 1 0 1 0 0 0 0 0 0 1 0									
	1	1	1	0	1	0		1	0
0 0 0 0 0 0 1 0							1		
	Θ	0	Θ	Θ	Θ	Θ		1	0

(block >> (i%64)) & 1ULL;

fill bit vector right to left

	-		-		_			-
0	1		0	1	0	1	1	1
		,						





(block >> (63-(i%64))) & 1ULL;

• fill bit vector from left to right

1	1	1	0	1	0		1	0
						J		
_								

(block >> (i%64)) & 1ULL;

fill bit vector right to left

	-		-		-			-
0	1		0	1	0	1	1	1
		•						





(block >> (63-(i%64))) & 1ULL;

• fill bit vector from left to right

1	1	1	0	1	0	 1	0
0	0	0	0	0	0	 1	0

assembler code: mov ecx, edi not ecx shr rsi, cl mov eax, esi and eax, 1

(block >> (i%64)) & 1ULL;

• fill bit vector right to left

63	62	 5	4	3	2	1	0
0	1	 0	1	0	1	1	1





(block >> (63-(i%64))) & 1ULL;

• fill bit vector from left to right

1	1	1	0	1	0	 1	0

assembler code: mov ecx, edi not ecx shr rsi, cl mov eax, esi and eax, 1

(block >> (i%64)) & 1ULL;

fill bit vector right to left

		-		-		-			-
	0	1		0	1	0	1	1	1
ľ									
٠,			,						

assembler code: mov ecx, edi shr rsi, cl mov eax, esi and eax, 1





```
\operatorname{rank}_{\alpha}(i) # of \alphas before i select<sub>\alpha</sub>(j) position of j-th \alpha
```



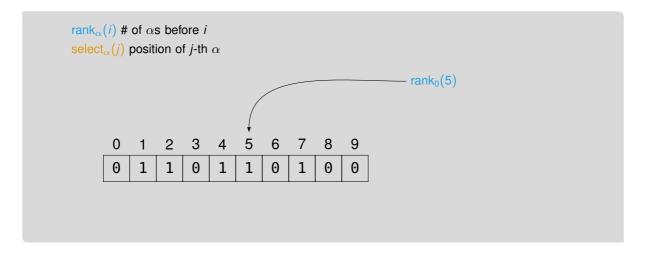


```
\operatorname{rank}_{\alpha}(i) # of \alphas before i select<sub>\alpha</sub>(j) position of j-th \alpha
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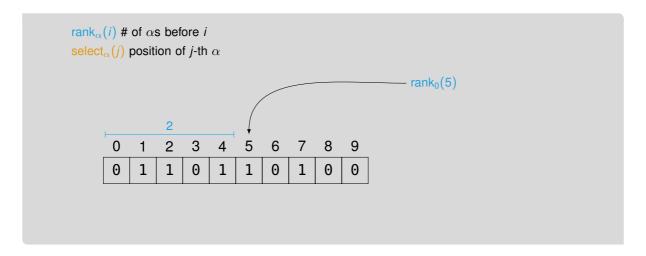
 $rank_0(5)$

								8	
0	1	1	0	1	1	0	1	0	0

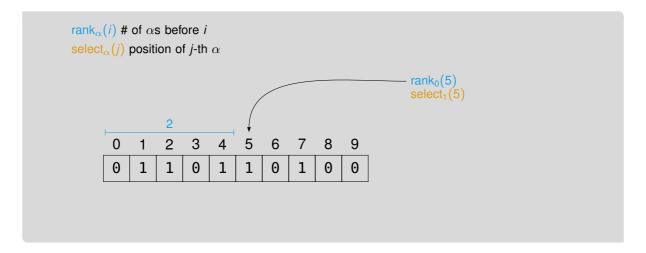




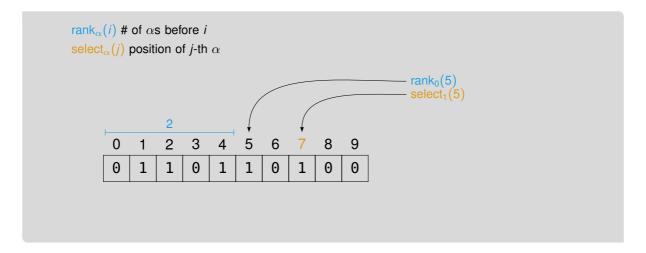




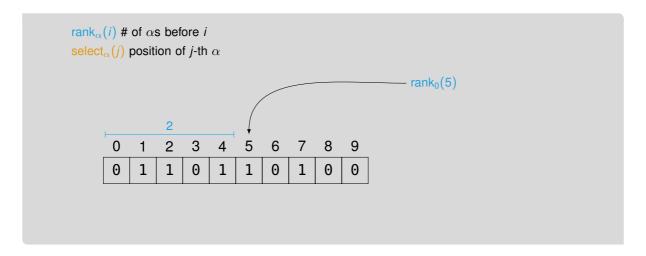




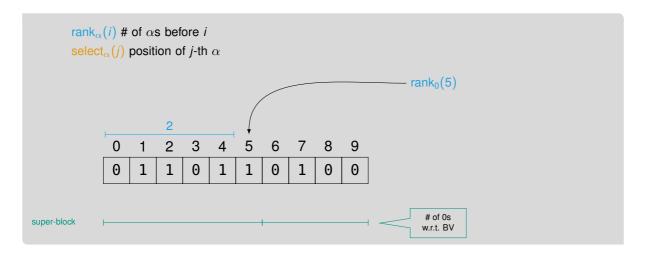




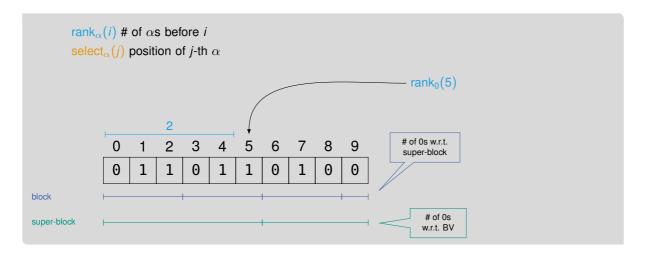




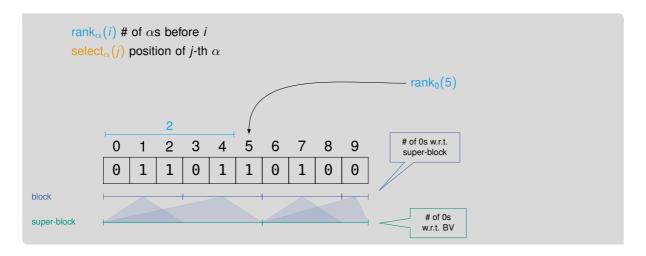
















- for a bit vector of size n
- blocks of size $s = \lfloor \frac{\lg n}{2} \rfloor$
- super blocks of size $s' = s^2 = \Theta(\lg^2 n)$





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- super blocks of size $s' = s^2 = \Theta(\lg^2 n)$
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- $n/s' \cdot \lg n = O(\frac{n}{\lg n}) = o(n)$ bits of space



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- for all length-s bit vectors, for every position i store number of 0s up to i
- $2^{\frac{\lg n}{2}} \cdot s \cdot \lg s = O(\sqrt{n} \lg n \lg \lg n) = o(n) \text{ bits of space }$



- for a bit vector of size n
- blocks of size $s = \lfloor \frac{\lg n}{2} \rfloor$
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- for all length-s bit vectors, for every position i store number of 0s up to i
- $2^{\frac{\lg n}{2}} \cdot s \cdot \lg s = O(\sqrt{n} \lg n \lg \lg n) = o(n) \text{ bits of space }$
- query in O(1) time 💷
- \blacksquare $rank_0(i) = i rank_1(i)$





Building Blocks of FM-Index

- wavelet tree on BWT providing rank-function
 wavelet trees are topic of next lecture!
- C-array
- sampled suffix array with sample rate s
- bit vector marking sampled suffix array positions

Lemma: FM-Index Space Requirements

Given a text T of length n over an alphabet of size σ , the FM-index requires $O(n \lg \sigma)$ bits of space

Space Requirements

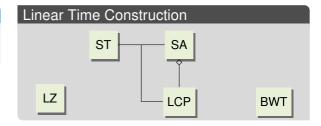
- wavelet tree: $n\lceil \lg \sigma \rceil (1 + o(1))$ bits
- *C*-array: $\sigma\lceil \lg n \rceil$ bits n(1 + o(1)) bits if $\sigma \ge \frac{n}{\lg n}$
- sampled suffix array: $\frac{n}{s} \lceil \lg n \rceil$ bits
- bit vector: n(1 + o(1)) bits
- space and time bounds can be achieved with $s = \lg_{\sigma} n$





This Lecture

- Burrows-Wheeler transform
- introduction to FM-index

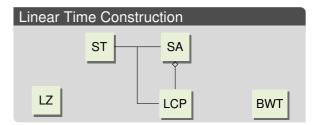






This Lecture

- Burrows-Wheeler transform
- introduction to FM-index
- efficient bit vectors
- rank queries on bit vectors



Conclusion and Outlook

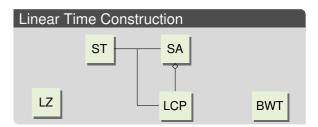


This Lecture

- Burrows-Wheeler transform
- introduction to FM-index
- efficient bit vectors
- rank queries on bit vectors

Next Lecture

- wavelet trees
- more on FM-index



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