Pattern Searching Tools

1. Z-Algorithm
2. Suffix trees
3. Suffix Array
4. BWT

Creation time

1. Z-algorithm : $O(P+T)$
2. Suffix Tree: Brute force $\Rightarrow O(T^2)$

   linear $\Rightarrow$ a) create SA linearly
   b) create LCP linearly
   c) create suffix tree linearly
   $\Rightarrow O(T)$
3. Suffix Array: Brute force $\Rightarrow$ merge sort $\Rightarrow T^2 \log T$

   Divide & conquer $\Rightarrow O(T)$
4. BWT: Brute force $\Rightarrow T^2 \log(T)$ with merge sort

   or SA $\Rightarrow O(T)$

   inverse $O(T)$ by first, last method

Time to Search

① z-algo → scan z-array $O(P+T)$

② Suffix Trees:

$|P| \cdot \Sigma$ DFS

node edges

$O(k) + O(k)$

→ $\boxed{O(P+K)}$ ← # of pattern in T

③ SA search: binary search

$\boxed{\log T(p) + (P)K}$ ← # of pattern in T

④ BWT Search: $\boxed{O(|P| + K)}$

note: DFS $(N+E)$

Steps to build SA in $O(n)$ ← linear time

PS: follow lecture 9 from hand written notes in google drive

① 3 mers of % 3 = 1, 2 : list 1

② sort list 1

③ Create a ranking

④ Encode S in ranking

⑤ Create S'

⑥ X = SA(S')

⑦ Decode x to get sorted list 1 of suff i % 3 = 1, 2

⑧ list i % 3 = 0

⑨ encode list 2 in rank from Step 7

⑩ sort list 2 with radix sort

examples S, SA, LCP

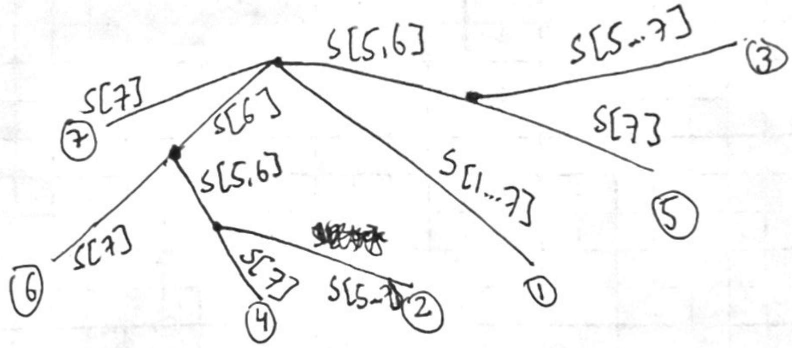
- given S, SA, LCP create suffix tree in O(n)

  S = banana$
  1234567

  SA → follow 10 steps with 3-mers O(7)
  to get SA: [7, 6, 4, 2, 1, 5, 3]

LCP = (Suff SA[i], suff SA[i-1])

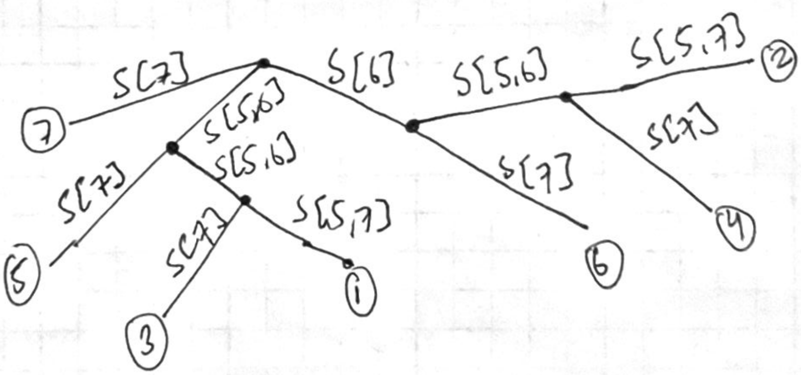
SA	7	6	4	2	1	5	3
LCP		0	1	3	0	0	2



d(v)
depth(v) = depth(v) # of characters of the path to v

- ex: 2 S = ababab$

SA	7	5	3	1	6	4	2
LCP		0	2	4	0	1	3



- Ex 3: SA

$suff_K > suff_j$

BWT Brute force:

① create all rotations of S

② Sort all rotations

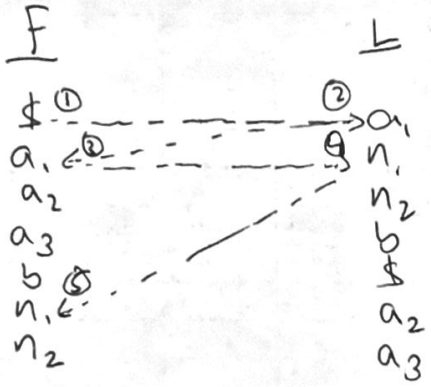
③ in BWT sorted matrix grad

BWT(S) = A[1][n], A[2][n] ... A[n][n]

note: BWT = Last letter of each suffix array item in sequential order.

Example of linear time reverse BWT

$x = a_{n_1} n_2 b \$ a_2 a_3$



① $ is last character in S

② comes before [1]

④ comes before [2]

$b a_3 n_2 a_2 n_1 a_1 \$$