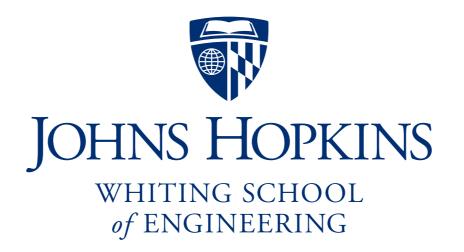
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Please sign guestbook (www.langmead-lab.org/teaching-materials) to tell me briefly how you are using the slides. For original Keynote files, email me (ben.langmead@gmail.com).

(Note: the following assumes we are doing B . rank₁ queries, but B . rank₀ queries are also doable with same methods.)

Basic ideas:

When a bitvector is sparse enough, we can simply **store answers for all 1-bits**

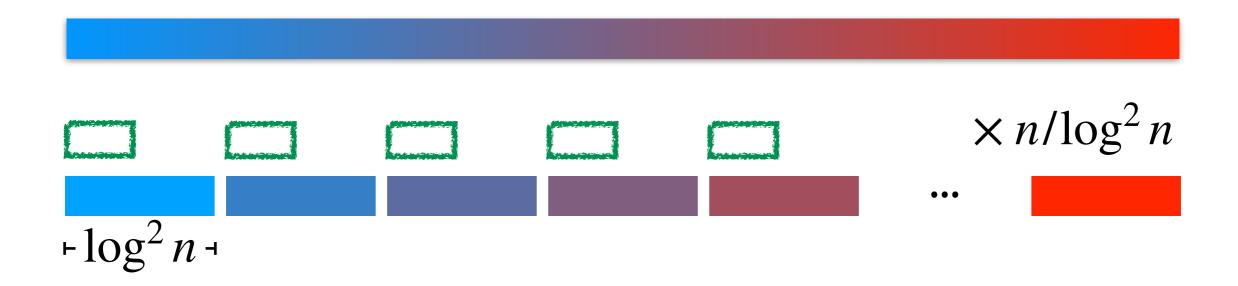
When a bitvector is short enough, we can store all answers for all possible vectors and queries

Split the string into chunks of length $\log_2^2 n$

$$\times n/\log_2^2 n$$

$$-\log_2^2 n$$

$$\log_2^2 n \equiv (\log_2 n)^2$$
 I'll omit base-2 from logs from now on

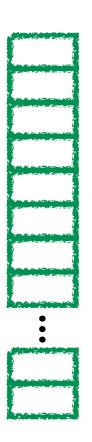


Store pre-calculated cumulative rank up to each chunk

$$O\left(\frac{\log n \cdot n/\log^2 n}{n}\right) = O\left(n/\log n\right) = \check{o}(n)$$
 bits to store # chunks cum. rank

$$\times n/\log^2 n$$



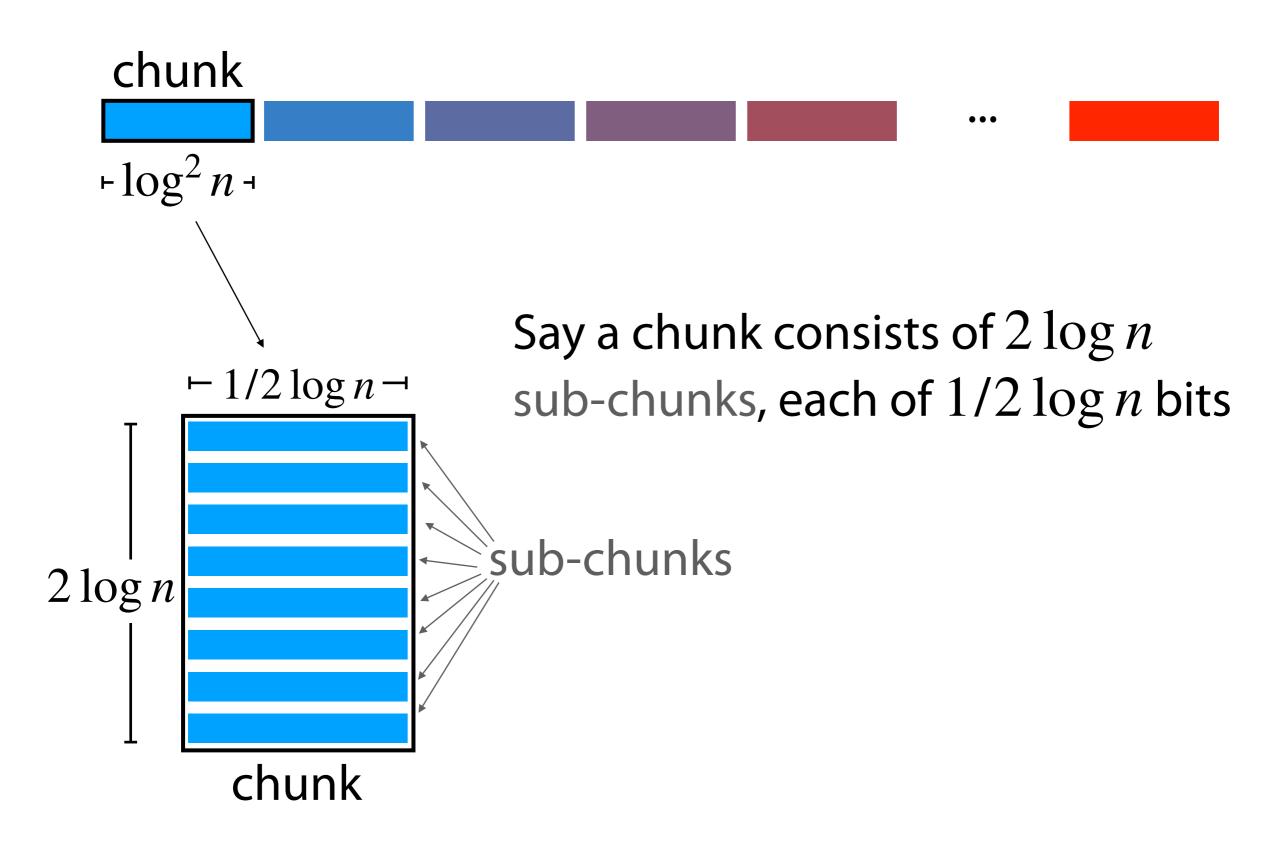


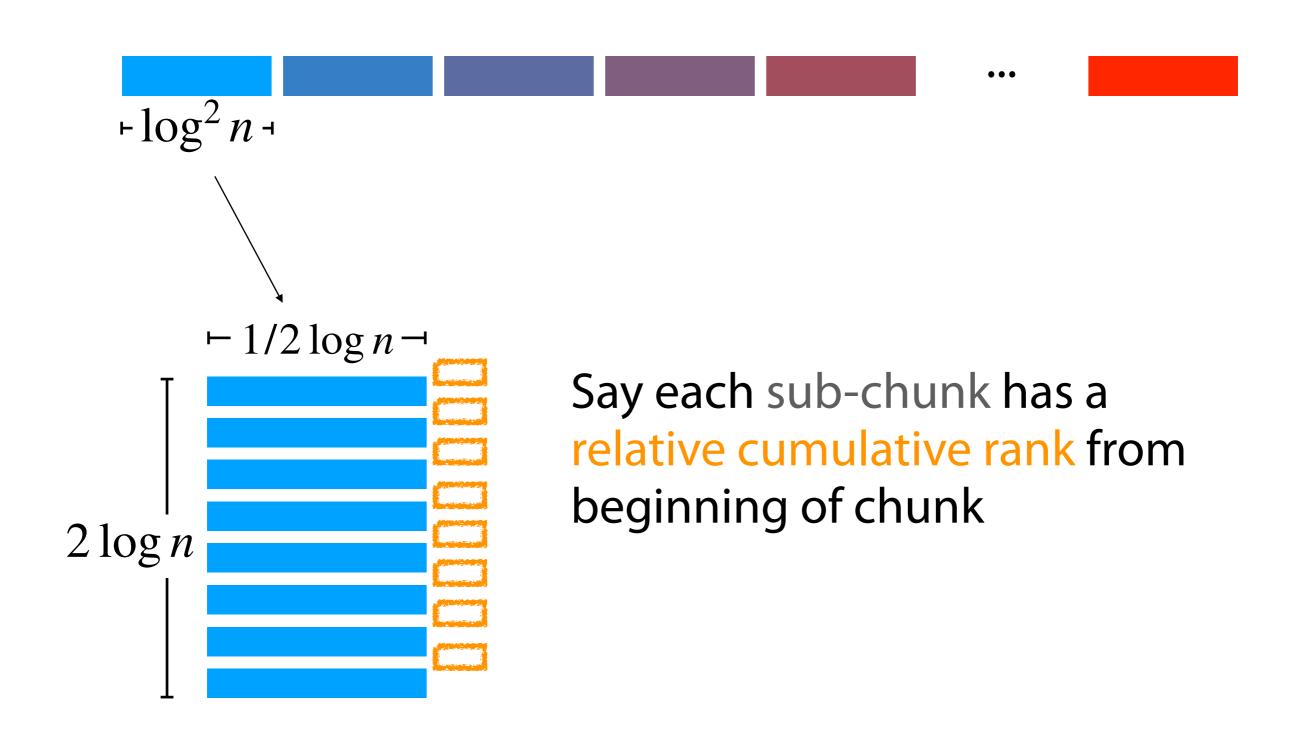
So far, extra space is $\check{o}(n)$

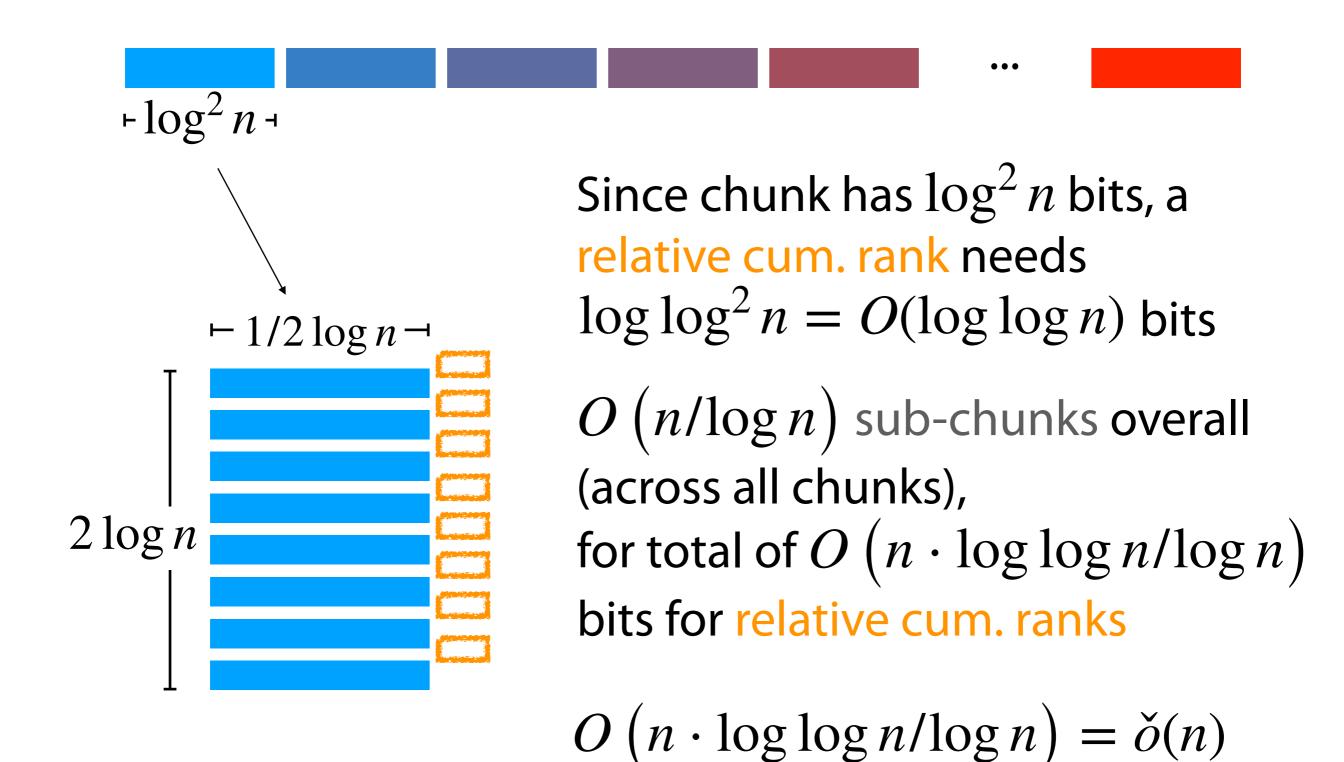
Finding a rank can be decomposed:

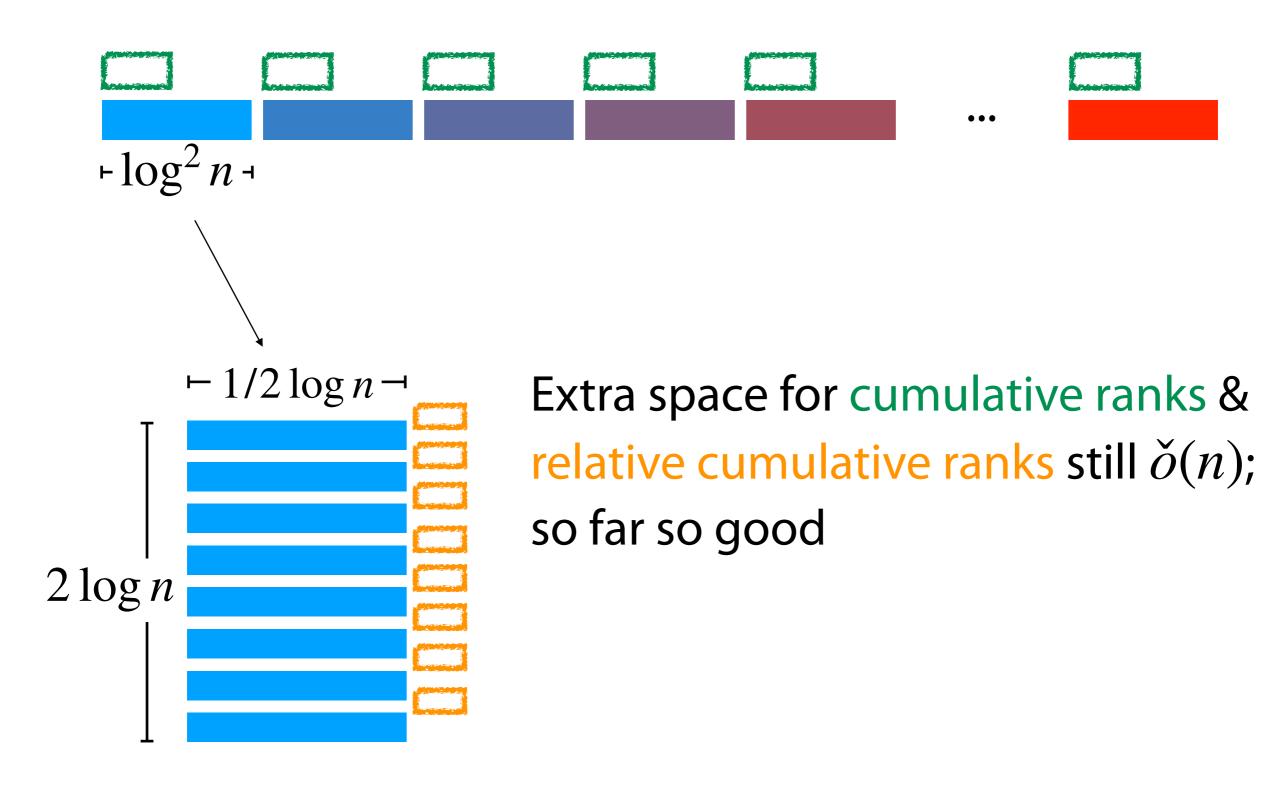
- (a) find what chunk it's in (division)
- (b) look up cumulative rank
- (c) find (relative) rank within chunk

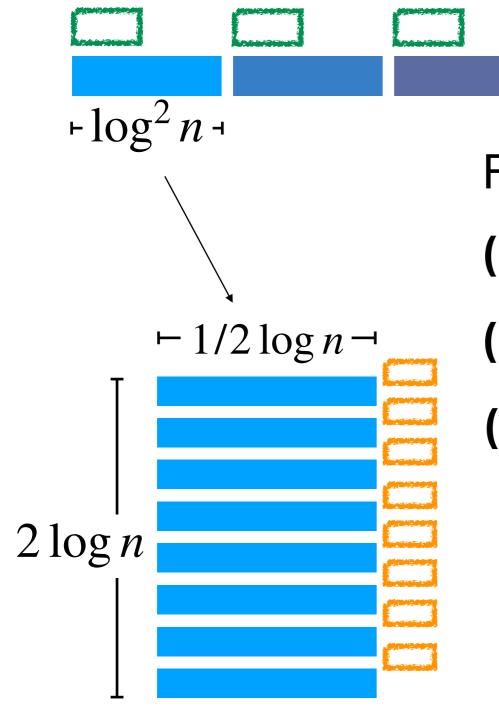
(d) add (b)
$$+$$
 (c)











Finding a rank:

- (a) find what chunk it's in (division)
- (b) look up cumulative rank
- (c) find rank within chunk
 - (c.i) find what sub-chunk it's in
 - (c.ii) look up relative cum. rank
 - (c.iii) find rank within sub-chunk

(d) add (b)
$$+$$
 (c.ii) $+$ (c.iii)





Finding rank within a sub-chunk: two ways of thinking

Way 1: $1/2 \log n$ is ~ a machine word; use instructions like "population count" to find rank in O(1) time

Way 2: Lookup table

(Next slide)

Say we naively store answers to all rank queries for all length-x bitvectors. How many bits required?

 2^{x}

possible bitvectors

Say we naively store answers to all rank queries for all length-x bitvectors. How many bits required?

$$2^x \cdot x$$

possible possible bitvectors offsets

Say we naively store answers to all rank queries for all length-x bitvectors. How many bits required?

$$2^x \cdot x \cdot \log x$$

possible possible answer bitvectors offsets

Say we naively store answers to all rank queries for all length-x bitvectors. How many bits required?

$$2^x \cdot x \cdot \log x$$

possible possible answer bitvectors offsets

sub-chunk
$$\vdash 1/2 \log n \dashv$$

$$\mathsf{Let} \, x = 1/2 \log n$$

$$2^{1/2\log n} \cdot 1/2\log n \cdot \log 1/2\log n = O\left(\sqrt{n}\log n\log\log n\right)$$
$$= \check{o}(n)$$

Finding a rank:

- (a) find what chunk it's in (division)
- (b) look up checkpoint
- (c) find rank within chunk
 - (c.i) find what sub-chunk it's in
 - (c.ii) look up relative checkpoint
 - (c.iii) find rank within sub-chunk

(d) add (b)
$$+$$
 (c.ii) $+$ (c.iii)

O(1)

Bitvectors

·	
$B.\mathit{access}$ $O(1)$ n Lookup	
$B. select_1 \qquad O(1) \qquad \check{o}(n) \qquad ? \not \sim ?$?	
$B \cdot rank_1$ $O(1)$ $\check{o}(n)$ Jacobson	