

# Clark's Select

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# Clark's select

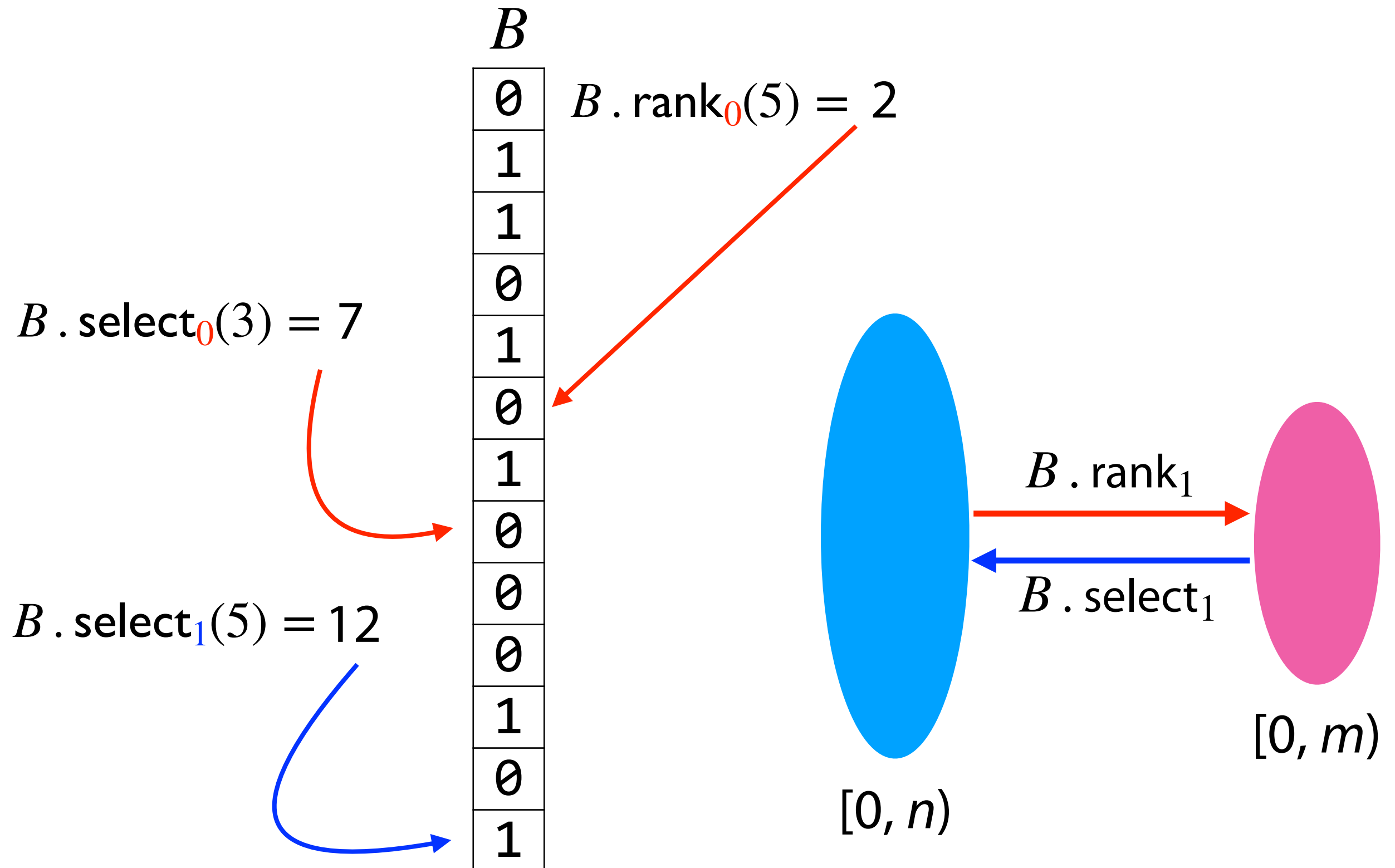
Unlike rank:

Chunks are defined by # 1s, not # bits

Two layers of special-casing on sparsity

Answer is an **offset** into the bitvector —  
not a rank — so tables will hold offsets

# Bitvectors



# Clark's select



Split into  $\log^2 n$ -weight chunks

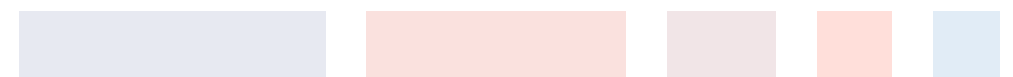


Sparse (  $\geq \log^4 n$ -length)

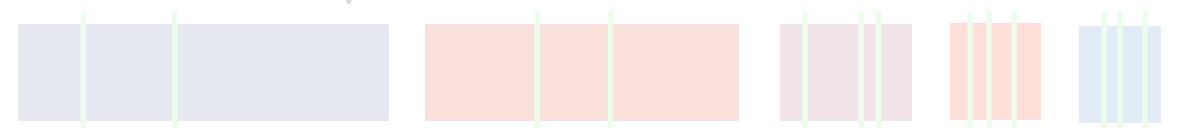


Lookup table for  
each 1-bit ✓

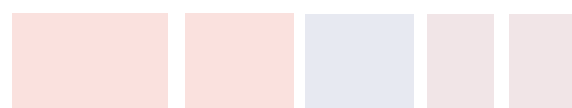
Dense (  $< \log^4 n$ -length)



Split into  $\sqrt{\log n}$ -weight sub-chunks



Sparse (  $\geq 1/2 \log n$ -length)



Lookup table for  
each 1-bit ✓

Dense (  $< 1/2 \log n$ -length)



Lookup table for *all*  
*possible* sub-chunks ✓

# Clark's select



Split the string into chunks each containing  $\log^2 n$  1-bits



Larger chunks are **sparse**; 1's spread out

Shorter chunks are **dense**; 1's packed together

# Clark's select

Each chunk contains  $\log^2 n$  1-bits

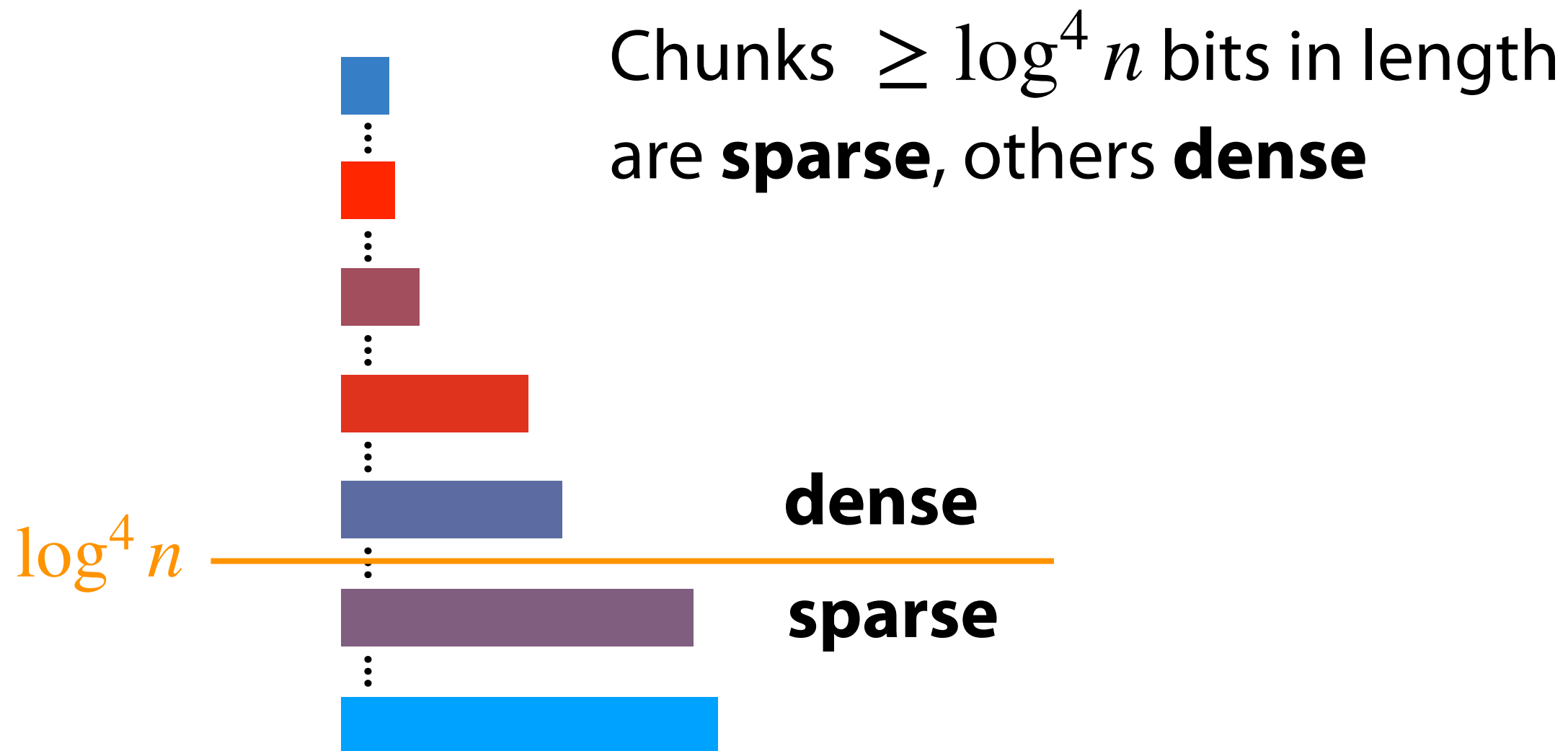


We store **offset** of each chunk start

This takes:

$$O\left(\frac{n}{\log^2 n} \log n\right) = O\left(\frac{n}{\log n}\right) = \tilde{o}(n) \text{ bits}$$

# Clark's select



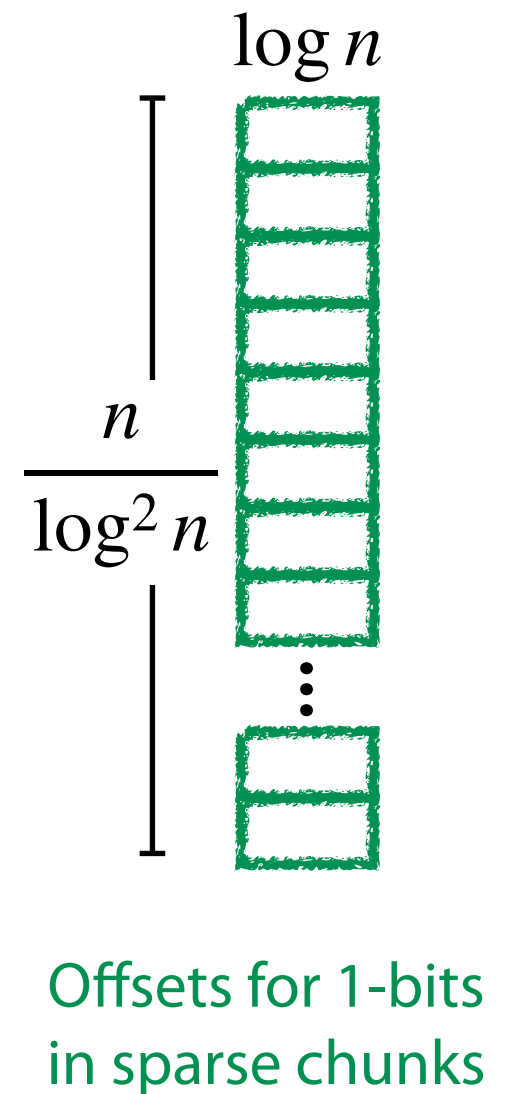
$\log^4 n$  is square of the # of set bits per chunk,  $\log^2 n$

# Clark's select: sparse case

Store answers to  $B \cdot \text{select}_1$  for 1-bits in all **sparse** chunks

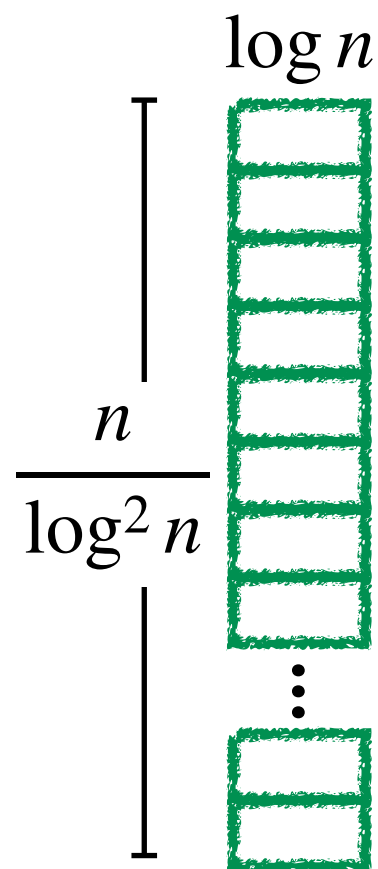
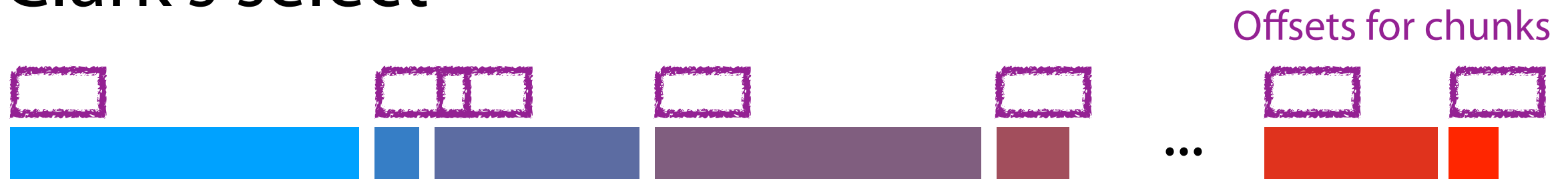
$$O\left(\underbrace{\frac{n}{\log^4 n}}_{\text{Max \# sparse chunks}} \cdot \underbrace{\log n}_{\text{\# bits to store 1 answer}} \cdot \underbrace{\log^2 n}_{\text{\# answers per chunk}}\right)$$

$$= O\left(\frac{n}{\log n}\right) = \tilde{O}(n)$$





# Clark's select



Offsets for 1-bits  
in sparse chunks

So far, strategy for select is:

- (a) find what chunk it's in (division)
- (b) if chunk is **sparse** (  $\geq \log^4 n$  bits)
  - (b.i) look up in **sparse offset table**
- (c) if chunk is **dense** (  $< \log^4 n$  bits)

**TODO**

So far, space is  $\tilde{O}(n)$

# Clark's select



Split into  $\log^2 n$ -weight chunks



Sparse (  $\geq \log^4 n$ -length)

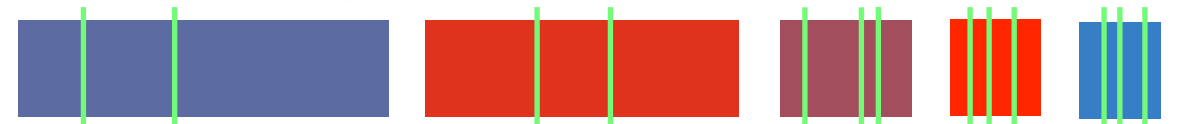


Lookup table for  
each 1-bit ✓

Dense (  $< \log^4 n$ -length)



Split into  $\sqrt{\log n}$ -weight sub-chunks



Sparse (  $\geq 1/2 \log n$ -length)



Lookup table for  
each 1-bit ✓

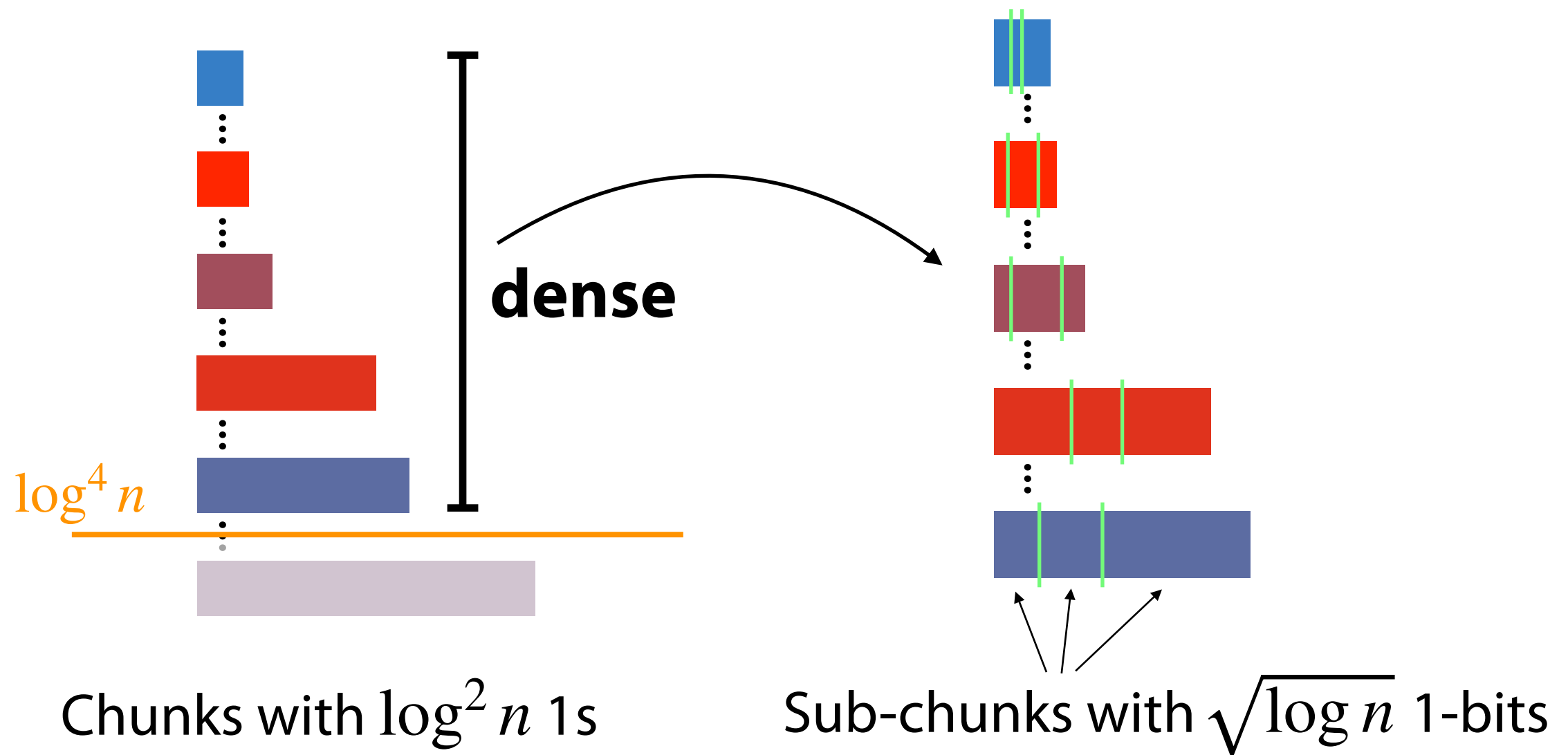
Dense (  $< 1/2 \log n$ -length)



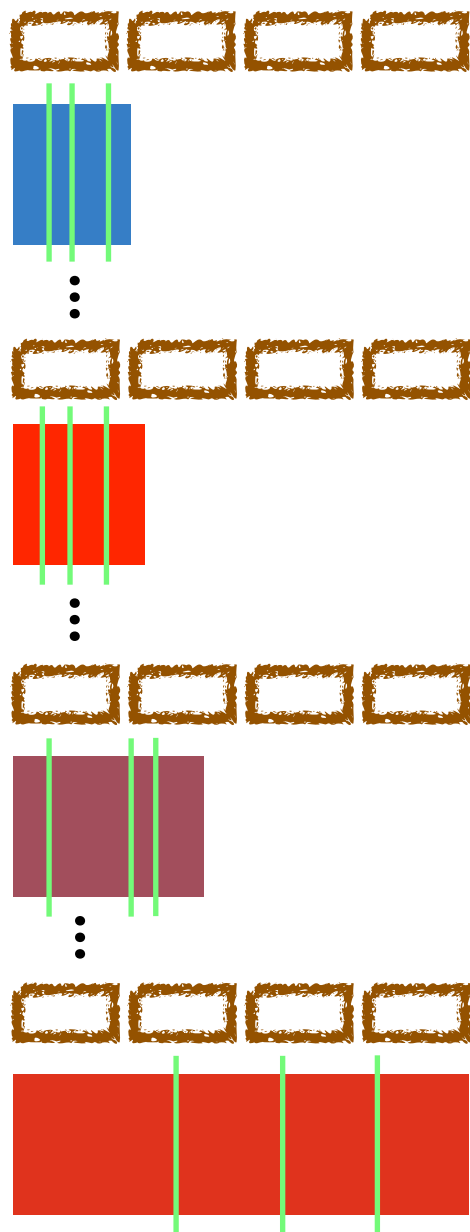
Lookup table for *all*  
*possible* sub-chunks ✓

# Clark's select: dense case

**Dense** chunks are shorter than  $\log^4 n$  bits; further subdivide these to sub-chunks of  $\sqrt{\log n}$  1-bits each



# Clark's select: dense case



Store **relative offset** per sub-chunk

There are  $\leq n/\sqrt{\log n}$  sub-chunks

Since containing chunk has length  $< \log^4 n$  bits, **relative offset** fits in  $O(\log \log^4 n) = O(\log \log n)$  bits

Overall:  $O\left(\frac{n \log \log n}{\sqrt{\log n}}\right) = \tilde{o}(n)$

# Clark's select

So far, strategy for select is:

(a) find what chunk it's in (division)

(b) if chunk is **sparse**

(b.i) look up in **sparse offset table**

(c) if chunk is **dense**

(c.i) look up **chunk's offset**

(c.ii) find what sub-chunk it's in (division by  $\sqrt{\log n}$ )

(c.iii) look up sub-chunk's **relative offset**

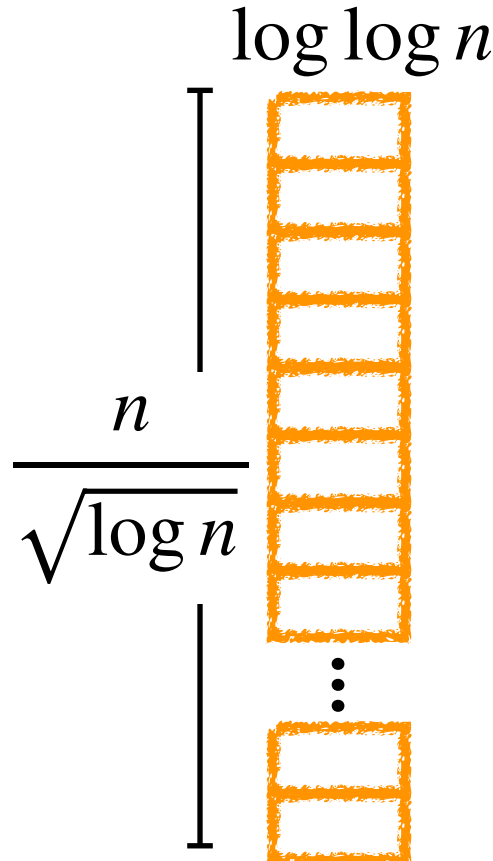
**TODO: need to look *within* sub-chunks**

# Clark's select: dense/sparse case

Sub-chunks with  $\geq 1/2 \log n$  bits are **sparse**;  
we simply store relative offsets for every 1-bit

Overall:  $O\left(\underbrace{\frac{n}{1/2 \log n}}_{\text{Max \# sparse sub-chunks}} \underbrace{\log \log n}_{\text{\# bits to store 1 answer (rel. to chunk)}} \underbrace{\sqrt{\log n}}_{\text{\# 1-bits per chunk}}\right)$

$= O\left(\frac{n \sqrt{\log n} \log \log n}{\log n}\right) = O\left(\frac{n \log \log n}{\sqrt{\log n}}\right) = \check{o}(n)$



# Clark's select



Split into  $\log^2 n$ -weight chunks



Sparse (  $\geq \log^4 n$ -length)

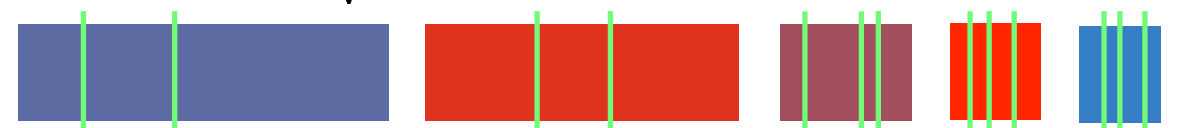


Lookup table for  
each 1-bit ✓

Dense (  $< \log^4 n$ -length)



Split into  $\sqrt{\log n}$ -weight sub-chunks



Sparse (  $\geq 1/2 \log n$ -length)



Lookup table for  
each 1-bit ✓

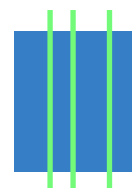
Dense (  $< 1/2 \log n$ -length)



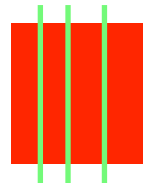
Lookup table for *all*  
*possible* sub-chunks ✓

# Clark's select: dense/dense case

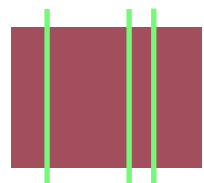
Sub-chunks  $< 1/2 \log n$  bits are **dense**;  
pre-calculate answers for all such chunks, like rank:



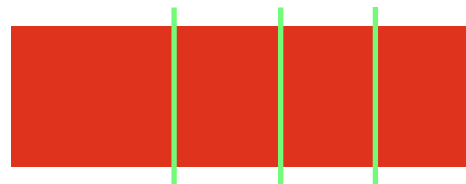
⋮



⋮



⋮



$$2^{1/2 \log n} \cdot \sqrt{\log n} \cdot \log \log n$$

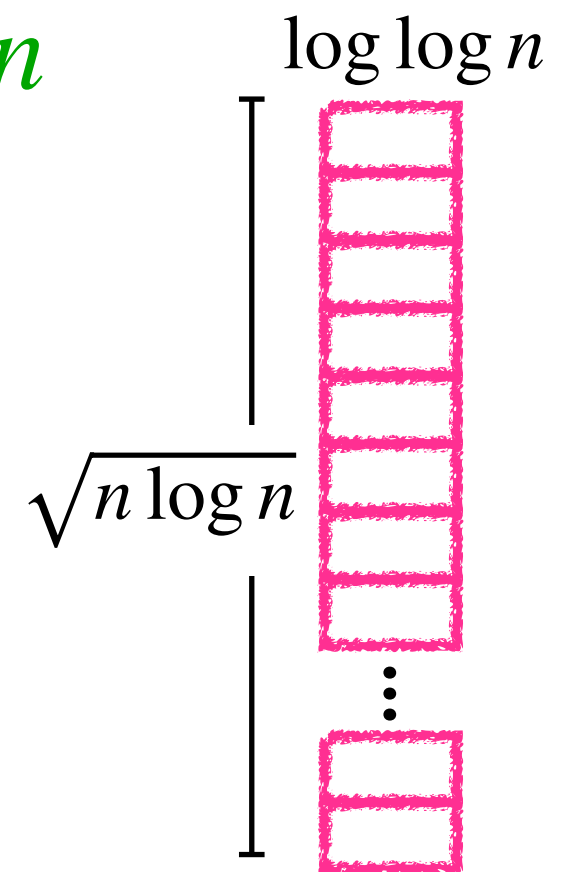
possible  
bitvectors

possible  
1-bits

answer

$$= O\left(\sqrt{n \log n} \log \log n\right)$$

$$= \tilde{o}(n)$$



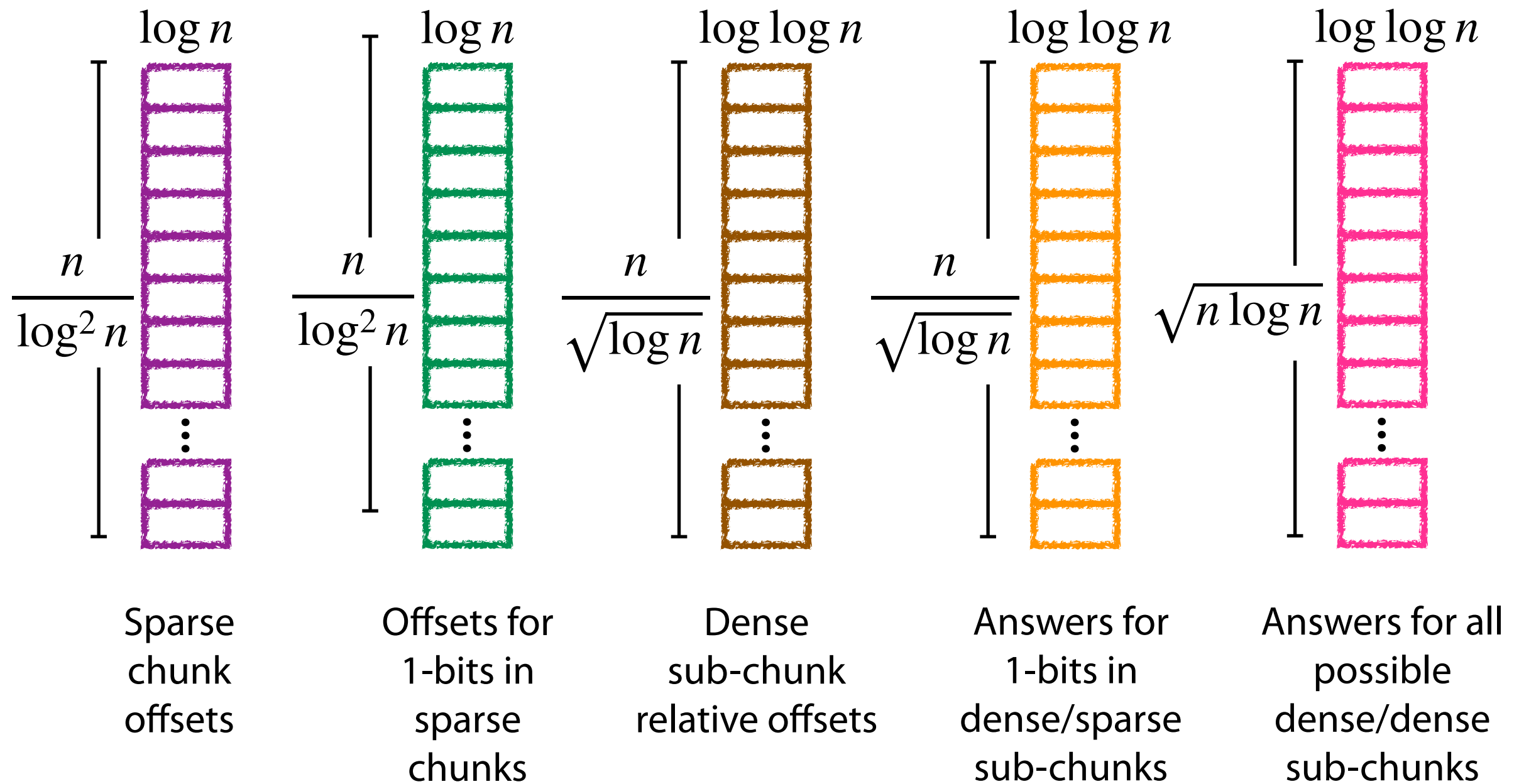


# Clark's select



- (a) find what chunk it's in (division by  $\log^2 n$ )
- (b) if chunk is **sparse** ( $\geq \log^4 n$  bits)
  - (b.i) look up answer in **sparse offset table**
- (c) if chunk is **dense** ( $< \log^4 n$  bits)
  - (c.i) look up **chunk's offset**
  - (c.ii) find what sub-chunk it's in (divide by  $\sqrt{\log n}$ )
  - (c.iii) look up sub-chunk's **relative offset**
  - (c.iv) if sub-chunk is **sparse** ( $\geq 1/2 \log n$  bits)
    - (c.iv.A) look up answer in **sparse 1-bit table**
    - (c.iv.B) return (c.i) + (c.iii) + (c.iv.A)
  - (c.v) if sub-chunk is **dense**
    - (c.v.A) look up answer in **all possible dense/dense table**
    - (c.v.B) return (c.i) + (c.iii) + (c.v.A)

# Clark's select

Overall, space is  $\tilde{O}(n)$



# Bitvectors

	Time	Space (bits)	Note
$B . \text{access}$	$O(1)$	$n$	Lookup
$B . \text{select}_1$	$O(1)$	$\tilde{O}(n)$	 Clark
$B . \text{rank}_1$	$O(1)$	$\tilde{O}(n)$	 Jacobson