Engineering Rank and Select Queries on Wavelet Trees

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Overview

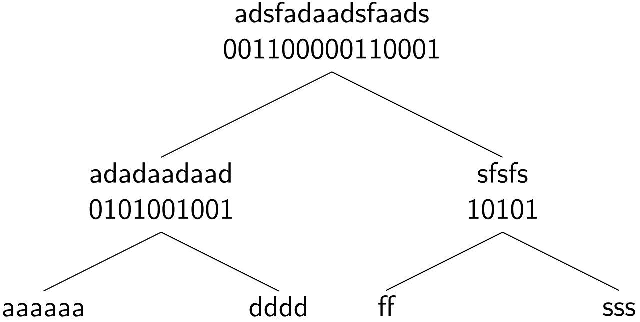
What is a wavelet tree?

Wavelet Tree: Definitions

- Balanced binary tree.
- Stores a *sequence* $S[1, n] = c_1 c_2 c_3 \ldots c_n$ of *symbols* $c_i \in \Sigma$, where $\Sigma = [1 \ldots \sigma]$ is the *alphabet* of S.
- Height $h = \lceil \log \sigma \rceil$.
- $2\sigma - 1$ nodes
- Construction time: $O(n \log \sigma)$
- Memory usage: $O(n \log \sigma + \sigma \cdot ws)$ bits.
  - ws er wordsize og $ws \geq \log n$.

Constructing the Wavelet Tree

- The wavelet tree is constructed recursively.
- Each node calculates the middle character of Σ and uses it to set the bits in the bitmap and split S in two substrings S_{left} and S_{right}.



$S = \text{adsfadaadsfaads}, \Sigma = \text{adfs}$

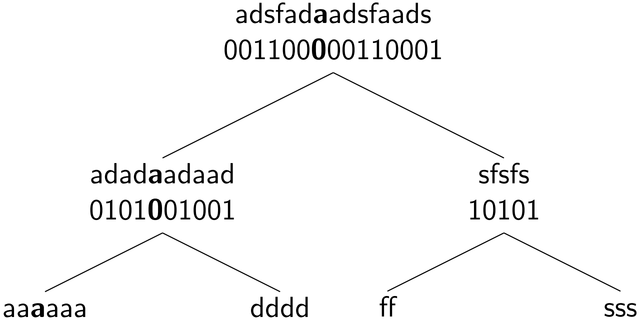
Queries

Wavelet Tree: Queries

- The wavelet tree supports three queries:
  - **Access(p)**: Return the character c at position p in sequence S.
    - Running time: $O(n \log \sigma)$.
    - Can be reduced to $O(\log \sigma)$ using a minimal amount of extra space.
  - **Rank(c, p)**: Return the number of occurrences of character c in S up to position p.
    - Running time: $O(n \log \sigma)$.
    - Can be reduced to $O(\log \sigma)$ using a minimal amount of extra space.
  - **Select(c, o)**: Return the position of the oth occurrence of character c in S.
    - Running time: $O(n \log \sigma)$
    - Can be reduced to $O(\log \sigma)$ using a minimal amount of extra space.

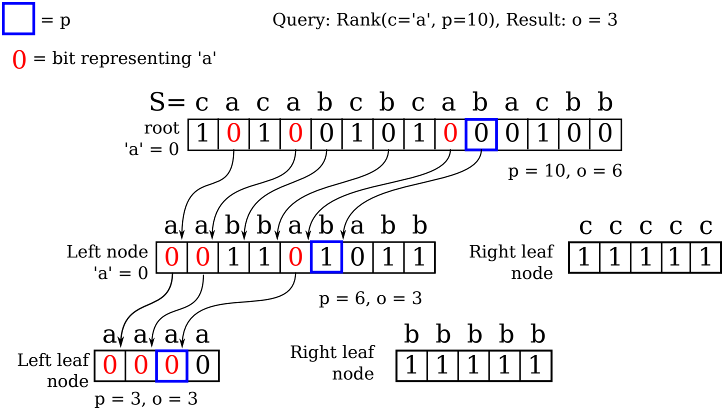
Example: Access

Query = Access(p=7).

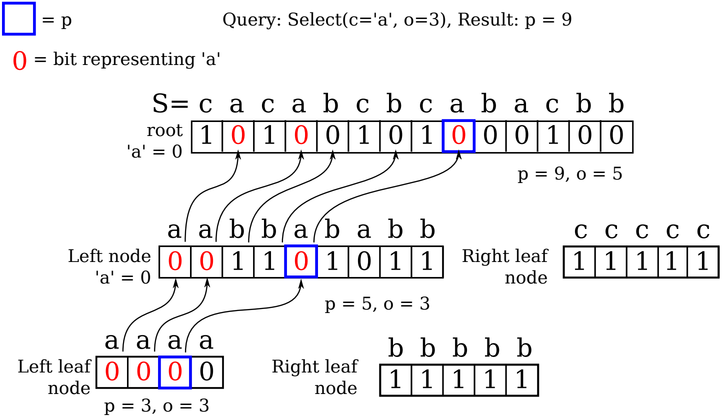


S = adsfadaadsfaads, Σ = adfs

Rank on a Wavelet Tree



Select on a Wavelet Tree



Applications

Information Retrieval and Compression

Information Retrieval: Applications

- Information Retrieval
  - Positional inverted index.
    - For each word: Return positions of occurrences.
    - S = words, can, consist, of, several, words.
    - Position of *word* = Select(*words*, 2)
    - Word at position p = Access(p).
  - Document retrieval.
    - Return what document a word appears in.
    - Example: S = $dasfdfsd$fadfadfa$afadfadfadf$dfasgsdag
    - Position p in S = $\text{Select}_c(f, 7)$.
    - Document number dn = $\text{Rank}_\$(\$, p)$.
    - Position within document = $p - \text{Select}(\$, dn)$
  - Range Quantile Query.
    - Return the *k*th smallest number within a subsequence of a given sequence of elements.

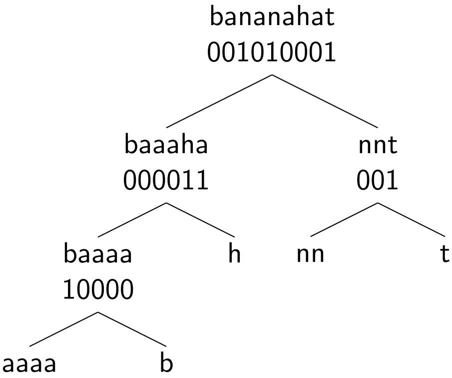
Compression: Applications

- Compression
  - Zero-order entropy compression (H_0)
    - The amount of compression it is possible to achieve when looking at each symbol in a sequence individually.
  - Higher-order entropy compression (H_k)
    - The amount of compression that can be achieved when looking at a symbol and its context.
  - $H_k <= H_0 <= \log \sigma$.

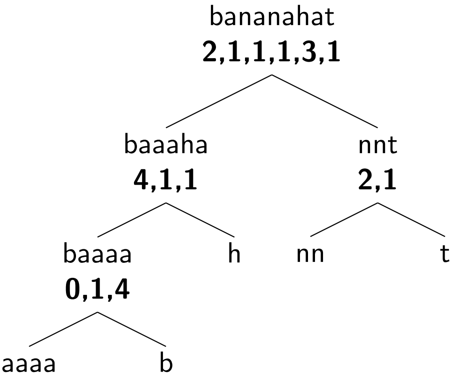
H_0 Compression: Run-length encoding

- Run-length Encoding (RLE)
- Example: $RLE(\text{aaaaabbbaacccccaaaaa}) = \text{a5,b3,a2,c5,a5}$.
- Binary example: $RLE(00000000001111100000) = 10, 5, 5$
- Query by reversing RLE. It takes linear time $O(n)$ to reverse. Rank and select query time becomes $O(2n \log \sigma) = O(n \log \sigma)$
- Because it looks at each symbol individually it achieves H_0 compression.

Run-length encoded Wavelet Tree on string *bananahat* with alphabet $\Sigma = abhnt$



(a) Wavelet Tree on string *bananahat* with alphabet $\Sigma = abhnt$



(b) RLE Wavelet Tree on string *bananahat* with alphabet $\Sigma = abhnt$

Compression: Burrows-Wheeler transform

- BWT permutes the order of the characters.
- Group characters based on context.
- As a result it groups symbols more which improves the effect of Run-length encoding
- BWT is reversible
- Combined with RLE Wavelet Tree it achieves H_k compression.

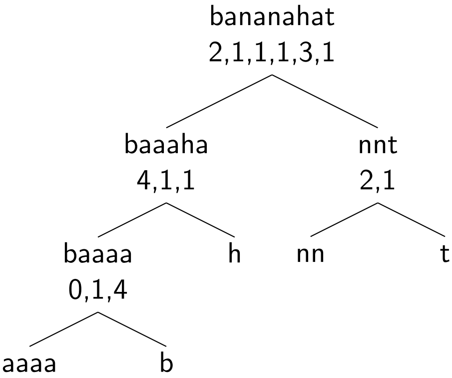
BWT example

$S =$ bananahat.

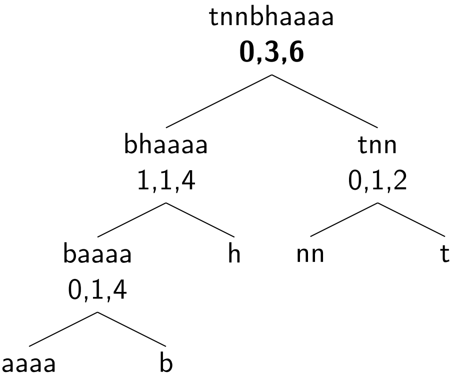
$$\begin{bmatrix} bananahat\# \\ ananahat\#b \\ nanahat\#ba \\ anahat\#ban \\ nahat\#bana \\ ahat\#banan \\ hat\#banana \\ at\#bananah \\ t\#bananaha \\ \#bananahat \end{bmatrix} \Rightarrow \begin{bmatrix} \#bananaha\mathbf{t} \\ ahat\#bana\mathbf{n} \\ anahat\#ba\mathbf{n} \\ ananahat\#\mathbf{b} \\ at\#banana\mathbf{h} \\ bananahat\# \\ hat\#banan\mathbf{a} \\ nahat\#ban\mathbf{a} \\ nanahat\#b\mathbf{a} \\ t\#bananah\mathbf{a} \end{bmatrix}$$

$BWT(S) =$ tnnbhaaaa.

RLE Wavelet Tree on string *bananahat* with alphabet $\Sigma = abhnt$



(a) RLE Wavelet Tree on string *bananahat* with alphabet $\Sigma = abhnt$

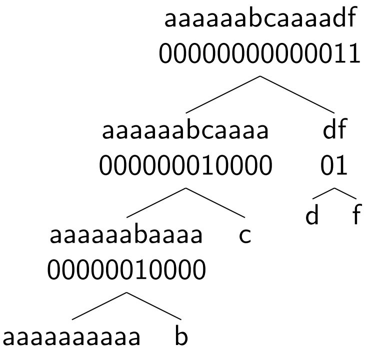


(b) BWT RLE Wavelet Tree on string *tnnbhaaaa* with alphabet $\Sigma = abhnt$

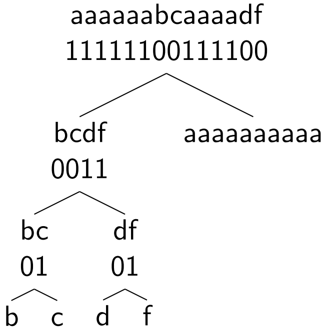
Huffman shaped wavelet tree

- Use Huffman codes of symbols to shape the tree.
- Most frequent symbols at the top of the tree.
- Least frequent symbols at the bottom of the tree.
- Best using non-uniformly distributed data like a natural language text.

Huffman Shaped Wavelet Tree: Example



(a) Balanced Wavelet tree: 39 bits



(b) Huffman-shaped wavelet tree: 22 bits

Huffman Shaped WT: Space complexity

- Balanced version: $n \log \sigma + o(n \log \sigma) + O(\sigma \cdot \mathrm{ws})$ bits
- Huffman-shaped: $n(H_0(S) + 1) + o(n(H_0(S) + 1) + O(\sigma \cdot \mathrm{ws})$ bits.
  - From [Efficient Compressed Wavelet Trees over Large Alphabets by Navarro et al.]

Experiments and Results

Focus of experiments

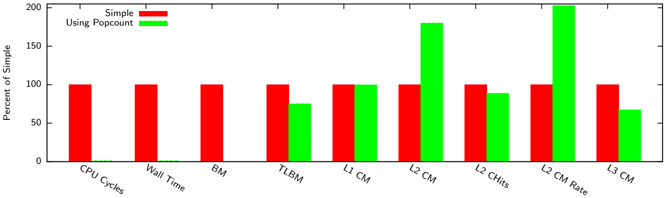
- Focus on optimizing and observing the effect of hardware penalties.
    - Cache Misses.
    - Branch Mispredictions.
    - Translation Lookaside Buffer (TLB) Misses.

Experiments

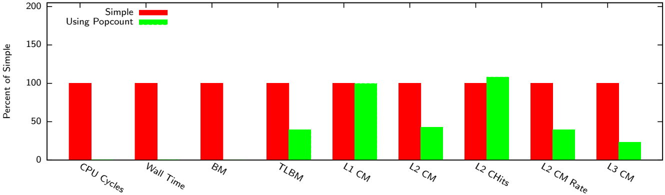
- Calculate binary rank and select using popcount.
  - Popcount counts number of 1's in a binary number of size 64 bit in $O(1) time$.
  - Reduces time spent in binary rank and select.
  - Reduces branch mispredictions and cpu cycles
- Pre-compute binary rank values in blocks.
  - Loop blocks of precomputed rank values to reduce time spent in in binary rank and select.
  - Reduces running time and cache misses
- Concatenate bitmaps and Page-align blocks.
  - Concatenate bitmaps to reduce memory and page-align blocks of precomputed ranks to reduce TLB misses.
- Pre-compute cumulative sums of rank values.
  - Remove need to linear scan blocks.
  - Enables binary rank in $O(b)$ time.

Calculate binary rank and select using popcount

- Rank: Running time $O(n \log \sigma)$.
- Select: Running time $O(n \log \sigma)$.



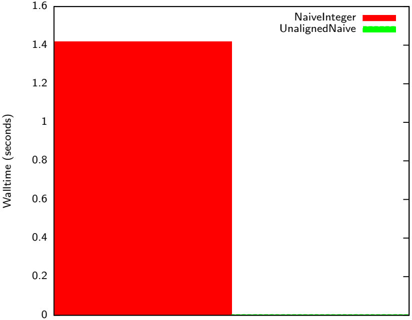
(a) Rank



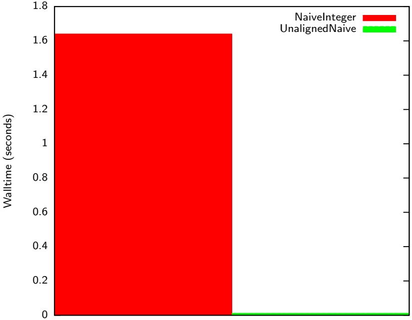
(b) Select

Pre-compute binary rank values in blocks

- Rank: Running time $O((\frac{n}{b} + b)\log\sigma)$.
- Select: Running time $O((\frac{n}{b} + b)\log\sigma)$.



(a) Rank

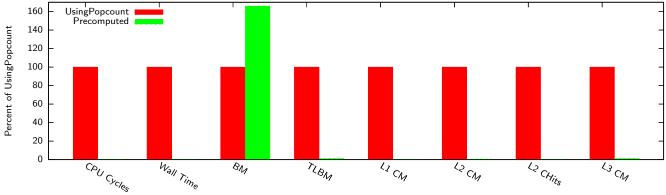


(b) Select

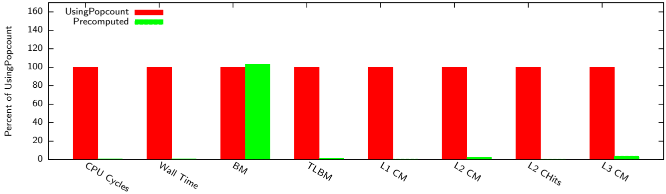
Figure : Comparison of wall time of rank and select queries between SimpleNaive not using precomputed values and UnalignedNaive using precomputed values.

Calculate binary rank and select using popcount

- Increased branch misprediction because of extra checks to handle edge cases.



(a) Rank

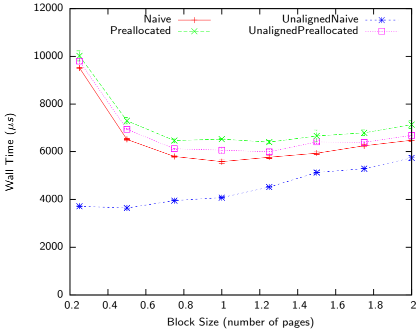


(b) Select

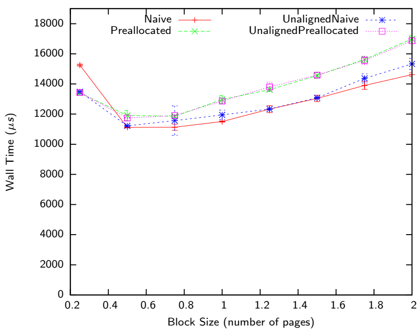
The various precomputed versions

Name	Concatenated Bitmaps	Page-aligned Blocks
Preallocated	yes	yes
UnalignedPreallocated	yes	no
Naive	no	yes
UnalignedNaive	no	no

Running time: Pre-compute binary rank values in blocks



(a) Rank: Running Time

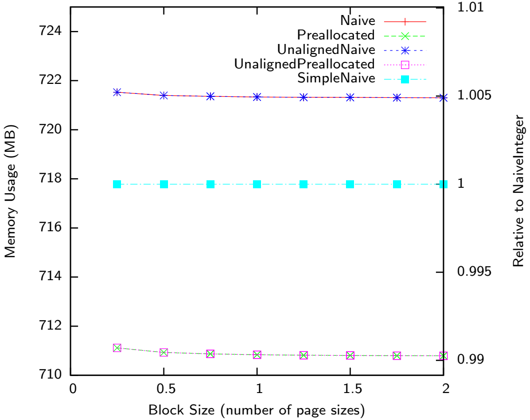


(b) Select: Running Time

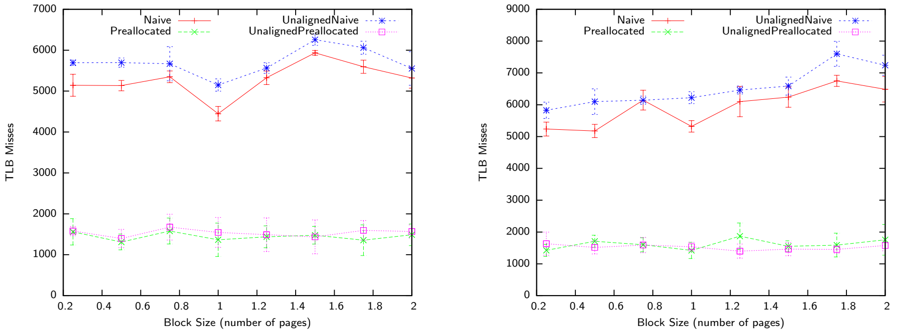
Best Block size: $\frac{1}{2}$ page size $= \frac{1}{2} * 4096$ bytes $= 2048$ bytes.

Memory usage: Pre-compute binary rank values in blocks

- There are $O(\frac{n}{b})$ blocks per level of the tree, and so an extra memory consumption of $O(\frac{n}{b}\log\sigma)$ words making the total memory consumption $O(n\log\sigma + (\sigma + \frac{n}{b}\log\sigma)\cdot ws)$ bits.



Page-align TLB misses



(a) Rank: TLB Misses

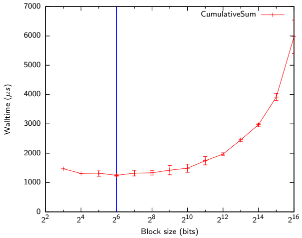
(b) Select: TLB Misses

- *Naive* does reduce TLB misses because of page alignment.
- Concatenated bitmaps reduces TLB misses, but page-aligning does not have much effect.

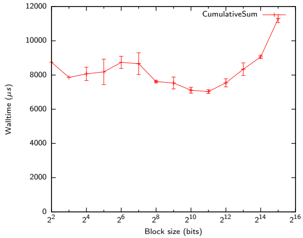
Cumulative sum

- Each block contain sum of previous blocks.
- Binary rank in $O(b)$ time in stead of $O(\frac{n}{b} + b)$ time.
- Binary search in select.
- Work per level change from $O(\frac{n}{b} + b)$ to $O(\log \frac{n}{b} + b)$. Select query total work $O((\log \frac{n}{b} + b) \log \sigma)$.
- A block size below 64 bits should not be an improvement because popcount works on words of size 64 bits.

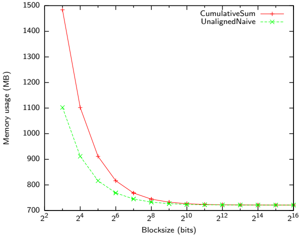
Cumulative sum: Rank and Select running time



(a) Rank.



(b) Select.



(c) Memory Usage.

Conclusion

Conclusion: What did we learn?

- What effect hardware can have on running time and memory.
- How to do tests and how to show their results in an understandable way.
- The wavelet tree has many applications.
- The wavelet tree is great for compression of natural language texts.
- How to do literature search and how important it is.
- In general, improvements that reduced the raw amount of computations and memory accesses needed were a big improvement.
- That a simple concept can be very difficult to implement.
- Gained experience with profilers and hardware measurement tools (cachegrind, PAPI, Massif)

Conclusion: Problems and questions we faced

- Should we use uniform or non-uniform data?
- How should non-uniform data be distributed?
- How large alphabet and input size should we use?
- Debugging implementation errors in c++
- Making the implementations work
- Should we have focused on compression in stead?
- PAPI produced weird memory measurements. Figuring out what was wrong took some time.
- How to avoid introducing bias in tests.

The End