# Report of experiments

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# 1 Input properties

For various types ("mut\_XMs\_YMt\_Z" means s and t are random identical strings of length X, and Y million respectively with mutations inserted every Z characters. "rnd\_XMs\_YMt" means s and t are random strings of length X, and Y million respectively) of inputs run the MS algorithm and count the number of consecutive wl() or parent() calls during the runs or ms construction phase.

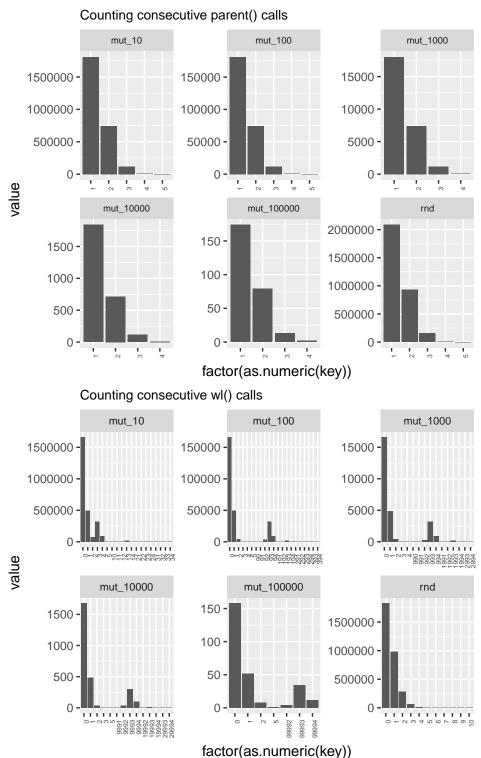


Table 1: Composition of the runs vector for various input types.

vector_value	mut_10	mut_100	mut_1000	mut_10000	mut_100000	$\overline{\mathrm{rnd}}$
0	2676093	267660	26674	2680	269	3181026
1	2323907	4732340	4973326	4997320	4999731	1818974

### 2 Double vs. single rank

#### 2.1 Code

The single rank and double rank implementations in sdsl: rank support v.hpp link // RANK(idx) const uint64\_t\* p = m\_basic\_block.data() + ((idx>>8)&0xFFFFFFFFFFFFFEULL); return \*p + ((\*(p+1)>>(63 - 9\*((idx&0x1FF)>>6)))&0x1FF) +(idx&0x3F ? trait\_type::word\_rank(m\_v->data(), idx) : 0); // DOUBLE RANK OD(i, j)  $if((i>>8) == (j>>8)){$ res.first = \*p + ((\*(p+1))>(63 - 9\*((i&0x1FF))>6)))&0x1FF) +(i&0x3F ? trait\_type::word\_rank(m\_v->data(), i) : 0); res.second = \*p + ((\*(p+1))>(63 - 9\*((j&0x1FF))>6)))&0x1FF) +(j&0x3F ? trait\_type::word\_rank(m\_v->data(), j) : 0); } else { res.first = \*p + ((\*(p+1))>(63 - 9\*((i&0x1FF)>>6)))&0x1FF) +(i&0x3F ? trait\_type::word\_rank(m\_v->data(), i) : 0); res.second = \*p + ((\*(p+1))>(63 - 9\*((j&0x1FF))>6)))&0x1FF) +(j&0x3F ? trait\_type::word\_rank(m\_v->data(), j) : 0); } return res // DOUBLE RANK FC(i, j) const uint64\_t\* b = m\_basic\_block.data(); return (\*pi + ((\*(pi+1)>>(63 - 9\*((i&0x1FF)>>6)))&0x1FF) + (i&0x3F ? trait\_type::word\_rank(m\_v->data(), i) : 0), \*pj + ((\*(pj+1)>>(63 - 9\*((j&0x1FF)>>6)))&0x1FF) +(j&0x3F ? trait\_type::word\_rank(m\_v->data(), j) : 0));

#### 2.2 Performance

Table 2: Time (in ms) of 500K calls to wl() based on single\_rank() or double\_rank() methods on 100MB random DNA input; Mean/sd over 20 repetitions.

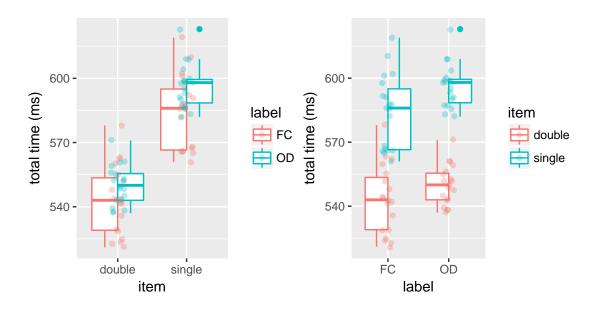
item	label	$avg\_time$	sd_time
double	FC	543.11	15.88
double	OD	550.00	9.27
single	FC	584.32	17.11
single	OD	596.37	10.20

Table 3: Single vs. double rank. Absolute (double / single) and relative (100 \* |double - single| / single) ratios of average times.

label	double	single	abs_ratio	rel_ratio
FC	543.11	584.32	0.93	7.05
OD	550.00	596.37	0.92	7.78

Table 4: FC vs. OD implementations. Absolute (FC / OD) and relative (100 \* |FC - OD| / OD) ratios of average times

item	FC	OD	abs_ratio	rel_ratio
double	543.11	550.00	0.99	1.25
single	584.32	596.37	0.98	2.02



# 3 Lazy vs non-lazy

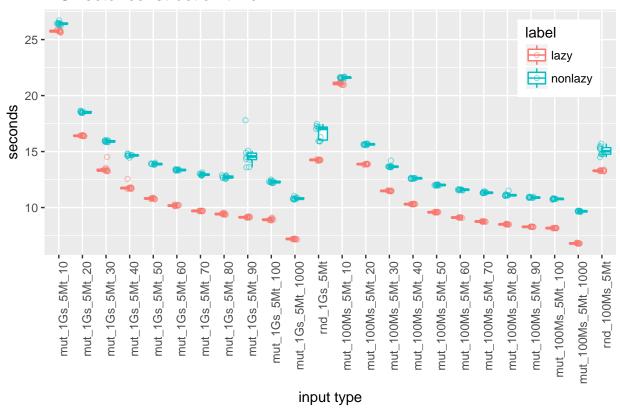
#### 3.1 Code

The lazy and non-lazy versions differ in a couple of lines of code as follows

```
if(flags.lazy){
    for(; I.first <= I.second && h_star < ms_size; ){</pre>
        c = t[h_star];
        I = bstep_interval(st, I, c); //I.bstep(c);
        if(I.first <= I.second){</pre>
            v = st.lazy_wl(v, c);
            h_star++;
        }
    }
    if(h_star > h_star_prev) // // we must have called lazy_wl(). complete the node
        st.lazy_wl_followup(v);
} else { // non-lazy weiner links
    for(; I.first <= I.second && h_star < ms_size; ){</pre>
        c = t[h_star];
        I = bstep_interval(st, I, c); //I.bstep(c);
        if(I.first <= I.second){</pre>
            v = st.wl(v, c);
            h_star++;
        }
    }
}
```

#### 3.2 Performance

# MS vector construction time



The right panel shows the time to construct the **runs** vector. This stage is the same for both versions and is shown as a control. On the left panel it can be seen that speedup correlates positively with both the size of the indexed string and the mutation period.

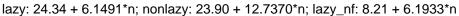
### 3.3 Sandbox timing

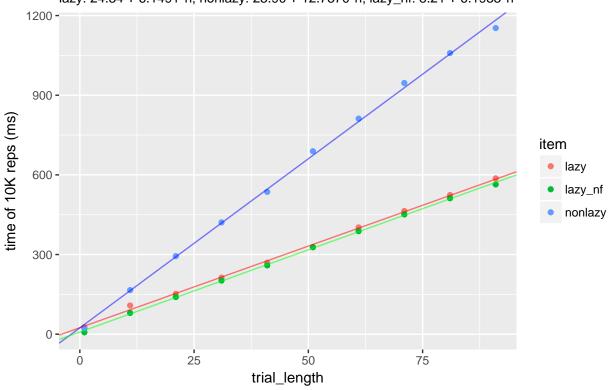
Measure the time of 10k repetitions of

- (lazy) n consecutive lazy\_wl() calls followed by a lazy\_wl\_followup()
- (nonlazy) n consecutive w1() calls
- (lazy nf) n consecutive lazy\_wl() calls

```
// lazy
for(size_type i = 0; i < trial_length; i++)
    v = st.lazy_wl(v, s_rev[k--]);
if(h_star > h_star_prev) // // we must have called lazy_wl(). complete the node
    st.lazy_wl_followup(v);
...
// non-lazy
for(size_type i = 0; i < trial_length; i++)
    v = st.wl(v, s_rev[k--]);
...
// lazy_nf
for(size_type i = 0; i < trial_length; i++)
    v = st.lazy_wl(v, s_rev[k--]);</pre>
```

### indexed input size 1G





#### absolute times for s=100M and s=1G



#### 3.4 Check

In the experiments above we ran the program with the "lazy" or "non-lazy" flag and measured. The total time of each experiment can be written as  $t_l = l_l + a$  and  $t_n = l_n + a$  for the two versions respectively; only the ts being known. Furthermore, we have  $\hat{l}_l$  and  $\hat{l}_n$  estimations – computed by combining the time / wl call with the number of with the count of wl calls in each input (Section "Input Properties"). Hence we should expect

$$\delta t = t_l - t_n = l_l + a - l_n - a = l_l - l_n \approx \delta \hat{l} = \hat{l}_l - \hat{l}_n$$

b_path	$t_l1$	$t_n$	l_l	l_n	$delta\_t$	delta_l_hat
mut_100Ms_5Mt_10	21.12	21.61	8.56	6.16	-0.49	2.39
$mut\_100Ms\_5Mt\_100$	8.16	10.77	3.36	4.33	-2.60	-0.97
mut_100Ms_5Mt_1000	6.80	9.67	2.84	4.15	-2.86	-1.31
$mut\_100Ms\_5Mt\_20$	13.87	15.64	5.66	5.14	-1.77	0.52
$mut\_100Ms\_5Mt\_30$	11.49	13.70	4.71	4.81	-2.21	-0.10
$mut\_100Ms\_5Mt\_40$	10.31	12.60	4.22	4.64	-2.30	-0.41
$mut\_100Ms\_5Mt\_50$	9.58	12.01	3.93	4.53	-2.43	-0.60
$mut\_100Ms\_5Mt\_60$	9.11	11.58	3.74	4.47	-2.48	-0.72
$mut\_100Ms\_5Mt\_70$	8.75	11.34	3.60	4.42	-2.59	-0.81
$mut\_100Ms\_5Mt\_80$	8.51	11.13	3.50	4.38	-2.63	-0.88
$mut\_100Ms\_5Mt\_90$	8.28	10.90	3.42	4.35	-2.62	-0.93
$mut\_1Gs\_5Mt\_10$	25.75	26.43	7.57	6.65	-0.68	0.92
$mut\_1Gs\_5Mt\_100$	8.94	12.29	3.49	4.90	-3.35	-1.41

b_path	t_1	t_n	1_1	l_n	delta_t	delta_l_hat
mut_1Gs_5Mt_1000	7.19	10.82	3.08	4.72	-3.63	-1.64
$mut\_1Gs\_5Mt\_20$	16.42	18.52	5.30	5.68	-2.10	-0.37
$mut\_1Gs\_5Mt\_30$	13.46	15.92	4.55	5.36	-2.46	-0.81
$mut\_1Gs\_5Mt\_40$	11.81	14.66	4.17	5.20	-2.85	-1.02
$mut\_1Gs\_5Mt\_50$	10.81	13.89	3.95	5.10	-3.08	-1.15
$mut\_1Gs\_5Mt\_60$	10.19	13.36	3.80	5.03	-3.17	-1.24
$mut\_1Gs\_5Mt\_70$	9.70	12.95	3.69	4.99	-3.26	-1.30
$mut\_1Gs\_5Mt\_80$	9.43	12.72	3.61	4.95	-3.29	-1.35
$mut\_1Gs\_5Mt\_90$	9.14	14.74	3.55	4.93	-5.60	-1.38
$rnd\_100Ms\_5Mt$	13.29	15.07	9.65	6.55	-1.78	3.10
$rnd_1Gs_5Mt$	14.25	16.72	8.20	6.92	-2.48	1.28

The numbers are not identical (process dependent factors might influence the running time of function calls), but they are correlated  $(corr(\delta t, \delta \hat{l}) = 0.71)$ .

#### 4 Double rank and fail

#### 4.1 Code

```
// Given subtree_double_rank(v, i, j) -> (a.first, a.second) -- to simplify code
// DOUBLE RANK: int i, int j, char c
p = bit_path(c)
result_i, result_j = i, j;
node_type v = m_tree.root();
for (1 = 0; 1 < path_len; ++1, p >>= 1) {
 a = subtree_double_rank(v, m_tree.bv_pos(v) + result_i, m_tree.bv_pos(v) + result_j);
  if(p&1){ // left child
      if(result_i > 0) result_i = a.first;
      if(result_j > 0) result_j = a.second;
  } else { // right child
      if(result_i > 0) result_i -= a.first;
      if(result_j > 0) result_j -= a.second;
 v = m_tree.child(v, p&1); // goto child
return(result_i, result_j)
// DOUBLE RANK AND FAIL
p = bit_path(c)
result_i, result_j = i, j;
node_type v = m_tree.root();
for (1 = 0; 1 < path_len; ++1, p >>= 1) {
  a = subtree_double_rank(v, m_tree.bv_pos(v) + result_i, m_tree.bv_pos(v) + result_j);
  if(p&1){ // left child
      if(result_i > 0) result_i = a.first;
      if(result_j > 0) result_j = a.second;
  } else { // right child
      if(result_i > 0) result_i -= a.first;
      if(result_j > 0) result_j -= a.second;
  if(result_i == result_j) // Weiner Link call will fail
   return(0, 0)
  v = m_tree.child(v, p&1); // goto child
return(result_i, result_j)
```

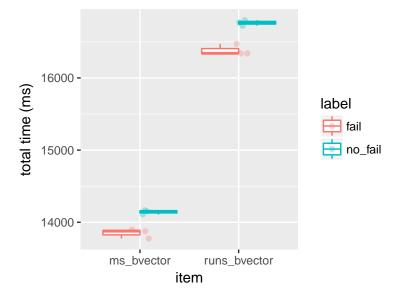
#### 4.2 Performance

Table 6: Time (in ms) of 500K calls to wl() based on single\_rank() or double\_rank() methods on 100MB random DNA input; Mean/sd over 20 repetitions.

item	label	$avg\_time$	sd_time
ms_bvector	fail	13850.33	66.16
$ms\_bvector$	$no\_fail$	14142.00	30.27
$runs\_bvector$	fail	16384.00	76.22
$runs\_bvector$	$no\_fail$	16763.67	37.69

Table 7: Single vs. double rank. Absolute (double / single) and relative (100 \* |double - single| / single) ratios of average times.

item	fail	no_fail	abs_ratio	rel_ratio
ms_bvector	13850.33	14142.00	0.98	2.06
$runs\_bvector$	16384.00	16763.67	0.98	2.26



#### 5 Parallelization

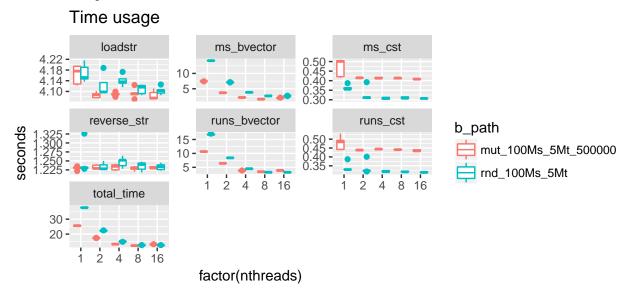
#### 5.1 Code

See the pseudo-code in the repo (link)

#### 5.2 Performance

Run the MS construction program on the same input (random strings s of length 100M and t of length 5M) with varying parallelization degree (nthreads = number of threads).

The time is reported over 5 runs for each fixed number of threads.



Space in MB for the same settings as above.

Each thread allocates its own ms vector with initial size |t|/nthreads then it resizes by a factor of 1.5 each time it needs to. Resizing will always result in a vector smaller than 2|t| elements.

