

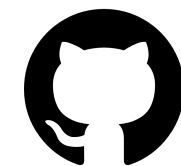
# The mod-minimizer: a simple and efficient sampling algorithm for long $k$ -mers

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Joint work with  
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ETH, Zurich

**24-th WABI**

Egham, UK, 2 September 2024

# Sketching with minimizers

- Consider each window of  $w$  consecutive  $k$ -mers from a string  $S$ : sample one  $k$ -mer out of  $w$  and call it the “representative” of the window — or its *minimizer*.

Example for  $w = 4$  and  $k = 7$ .

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- We would like to sample the **same minimizer** from consecutive windows so that the **set of distinct minimizers** forms a succinct sketch for  $S$ .
- This reduces the memory footprint and comput. time of countless applications in Bioinformatics: such as:
  - sequence comparison,
  - assembly,
  - construction of compacted DBGs,
  - sequence indexing, etc.

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# Sketching with minimizers

- **Q.** How do we compare different sampling algorithms?

**A.** We define the *density* of a sampling algorithm as the fraction between the number of (distinct) minimizers and the total number of  $k$ -mers of  $S$ .

The lower the density, the better!

- Since the “window guarantee” must be respected, we immediately have a lower bound of  $1/w$  on the density of any sampling algorithm.

# Example: the “folklore” minimizer

---

```
1: function MINIMIZER( $W, w, k, \mathcal{O}_k$ )
2:    $o_{min} = +\infty$ 
3:    $p = 0$ 
4:   for  $i = 0; i < w; i = i + 1$  do
5:      $o = \mathcal{O}_k(W[i..i + k])$ 
6:     if  $o < o_{min}$  then
7:        $o_{min} = o$ 
8:        $p = i$ 
9:   return  $p$ 
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- We usually define the total order using a random hash function (*random* minimizer).
- In this case, the density is  $2/(w + 1)$ : almost a factor of 2 away from the lower bound for large  $w$ .

# Introducing the *mod-sampling* algorithm

---

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1: function MOD-SAMPLING( $W, w, k, t, \mathcal{O}_t$ )
2:    $o_{min} = +\infty$ 
3:    $x = 0$ 
4:   for  $i = 0; i < w + k - t; i = i + 1$  do
5:      $o = \mathcal{O}_t(W[i..i + t))$ 
6:     if  $o < o_{min}$  then
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8:        $x = i$ 
9:    $p = x \bmod w$ 
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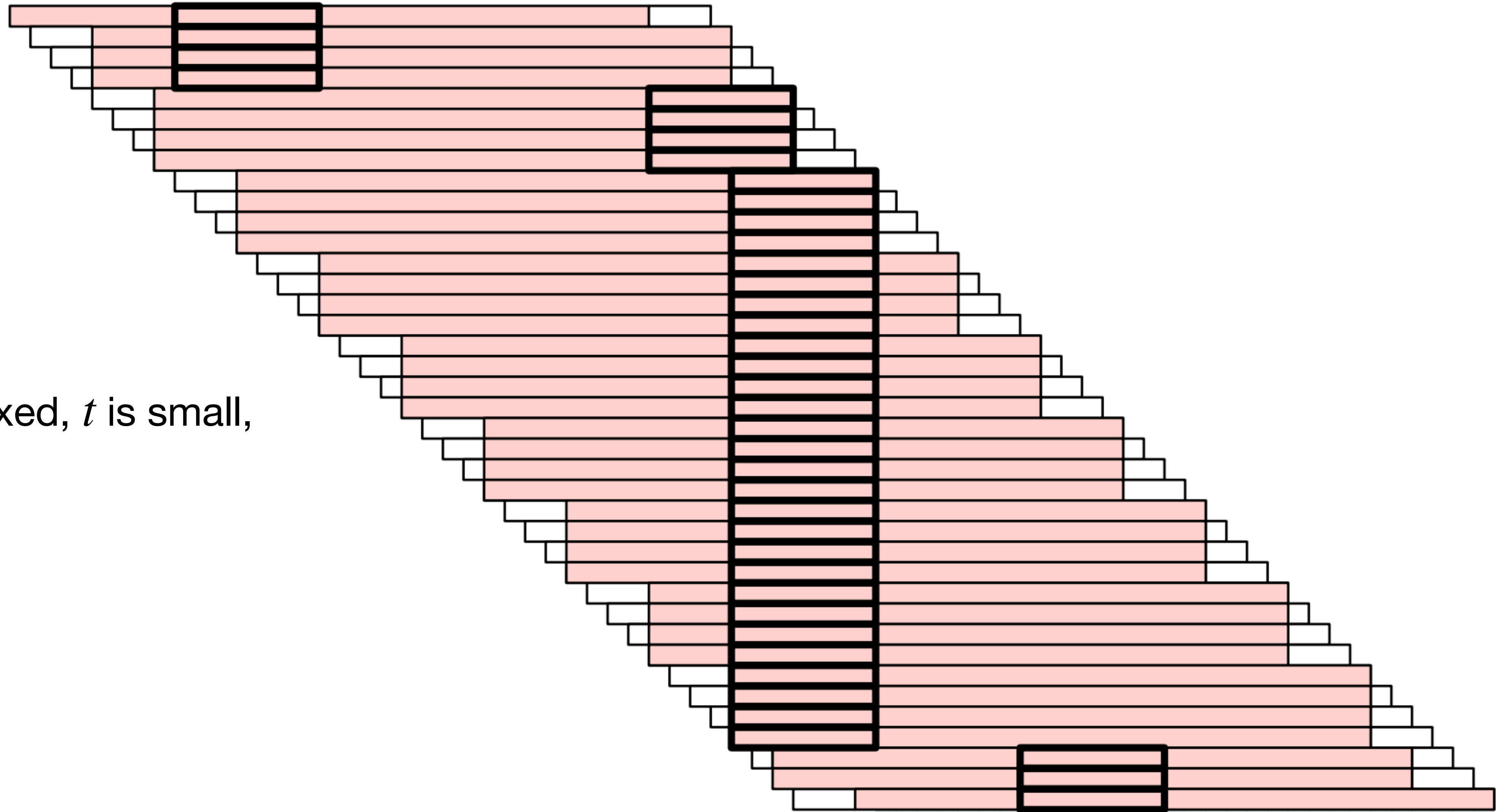
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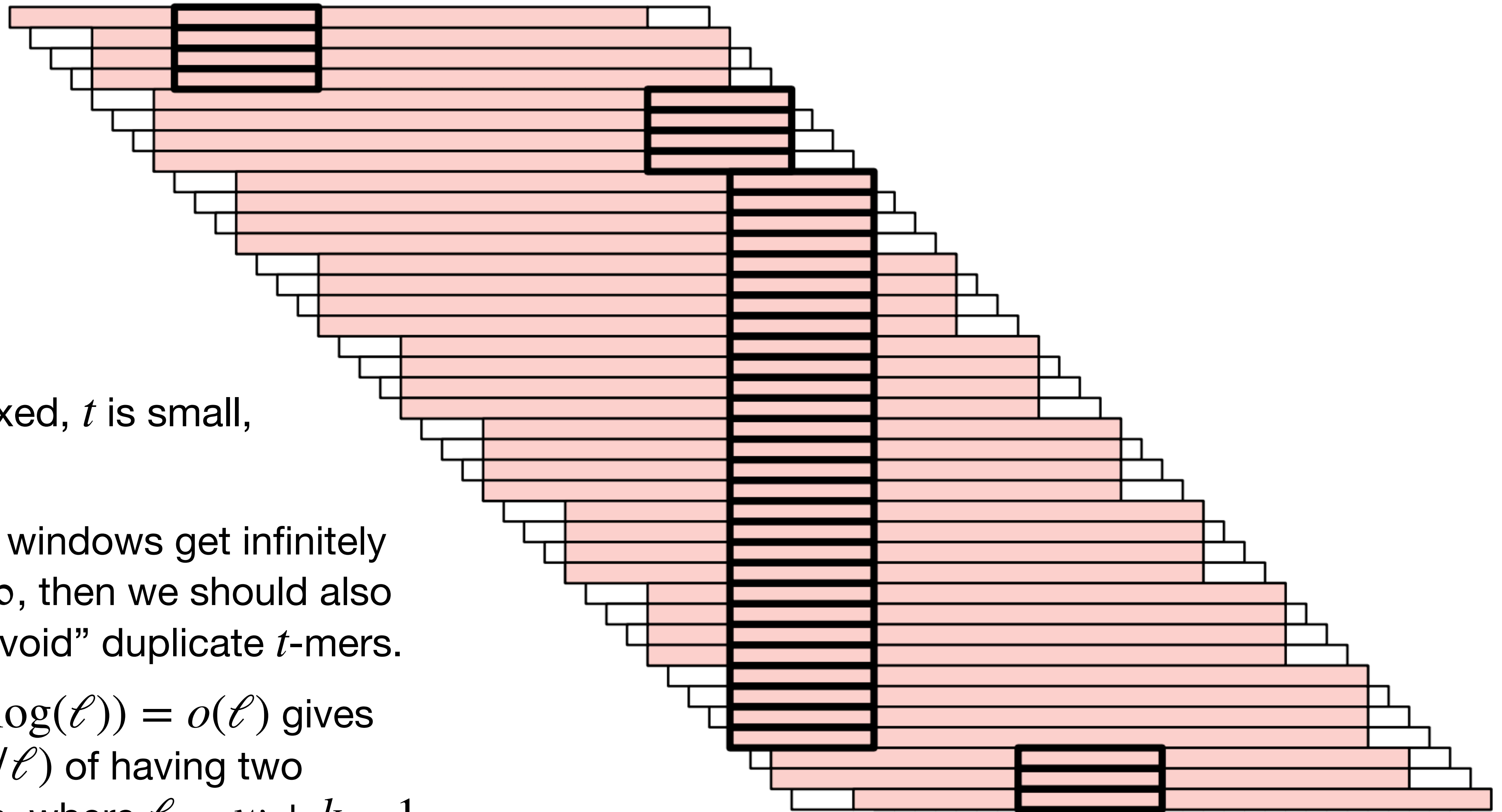
# Why does mod-sampling work well for large $k$ ?

- Assume  $w$  is fixed,  $t$  is small, and  $k \rightarrow \infty$ .



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- Assume  $w$  is fixed,  $t$  is small, and  $k \rightarrow \infty$ .
- One caveat: as windows get infinitely large as  $k \rightarrow \infty$ , then we should also increase  $t$  to “avoid” duplicate  $t$ -mers.
- Setting  $t = \Theta(\log(\ell)) = o(\ell)$  gives probability  $o(1/\ell)$  of having two identical  $t$ -mers, where  $\ell = w + k - 1$ .



# mod-sampling is optimal for large $k$

- We have a closed-form formula for the density of mod-sampling:

$$\frac{\left\lfloor \frac{\ell-t}{w} \right\rfloor + 2}{\ell - t + 2} + o(1/\ell)$$

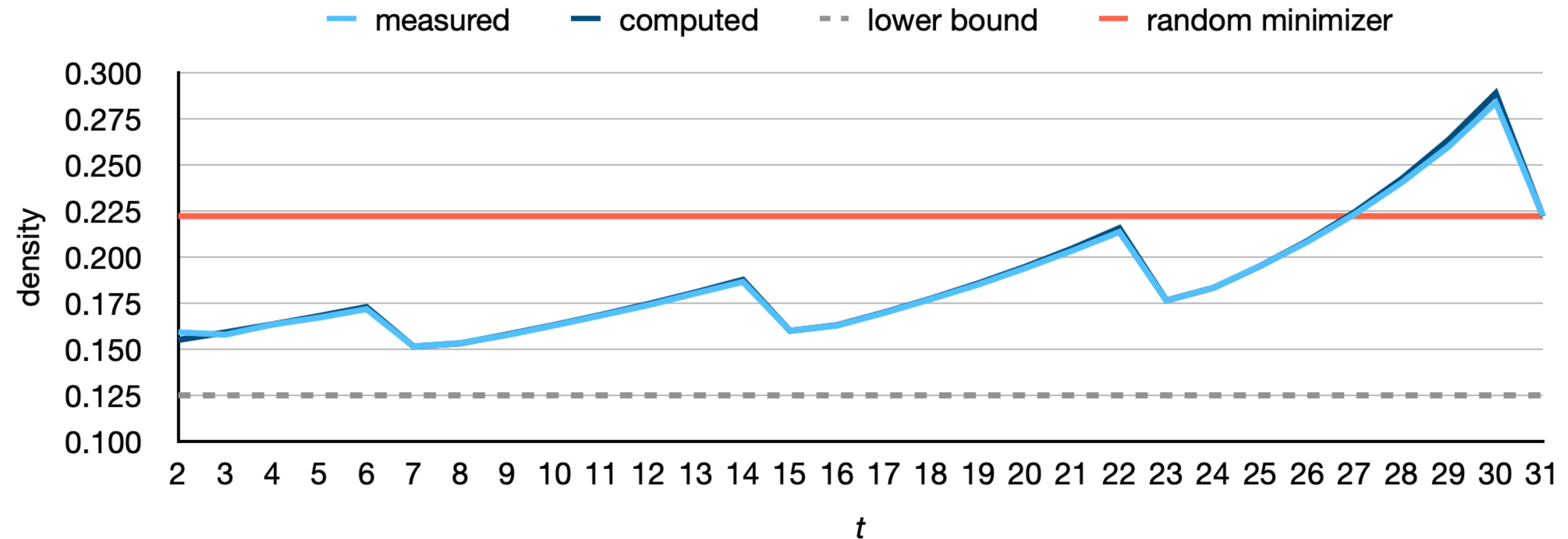
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$$\frac{\left\lfloor \frac{\ell-t}{w} \right\rfloor + 2}{\ell - t + 2} + o(1/\ell) \xrightarrow{k \rightarrow \infty} \frac{\frac{\ell-t}{w}}{\ell - t} = 1/w$$

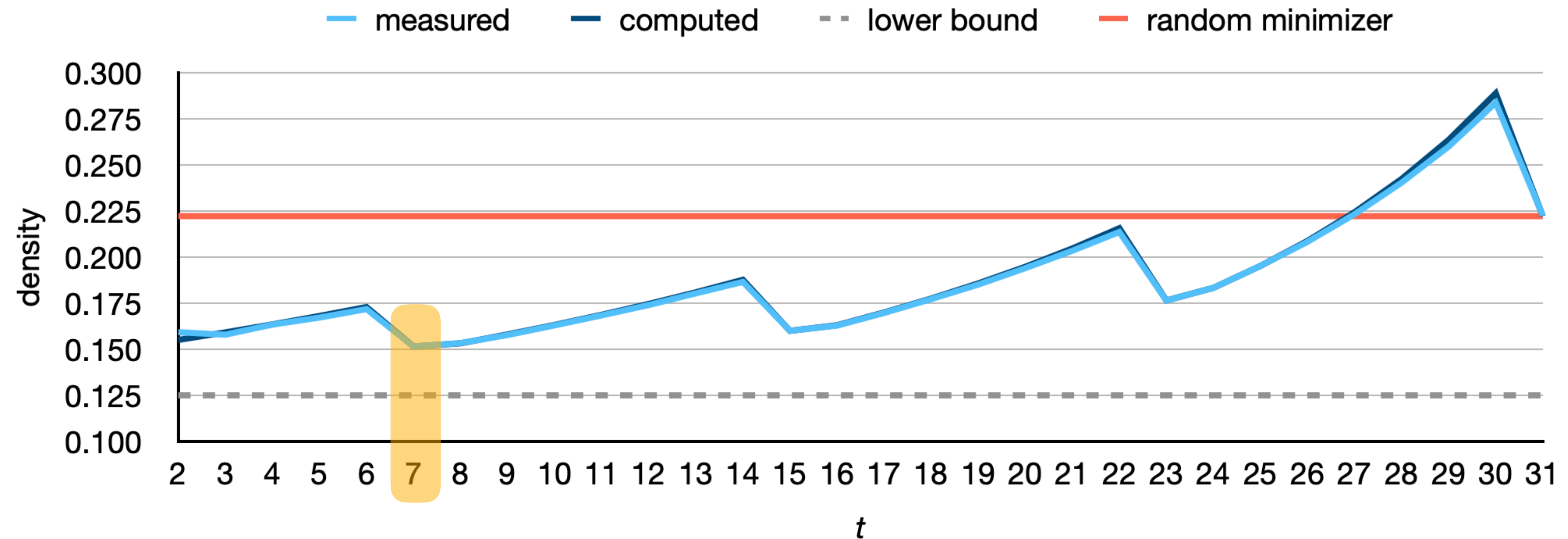
(we have  $t = o(\ell)$ , hence also  $\ell - t \rightarrow \infty$  as  $k \rightarrow \infty$ )

# Density of mod-sampling by varying $t$



- Example for  $k = 31$  and  $w = 8$ . Measured over a string of 1 million i.i.d. random characters with an alphabet size of 4.

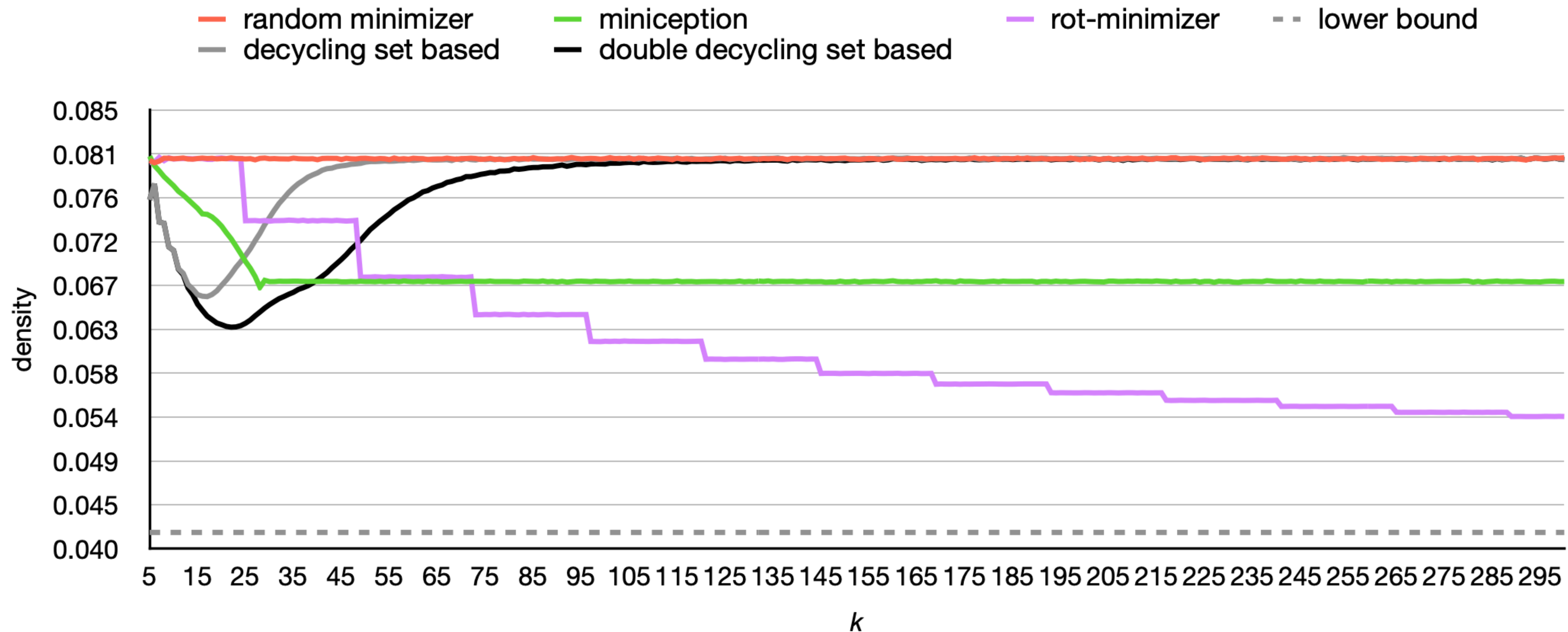
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- Density is minimum for the choice  $t = k \bmod w \rightarrow$  **mod-minimizer** !

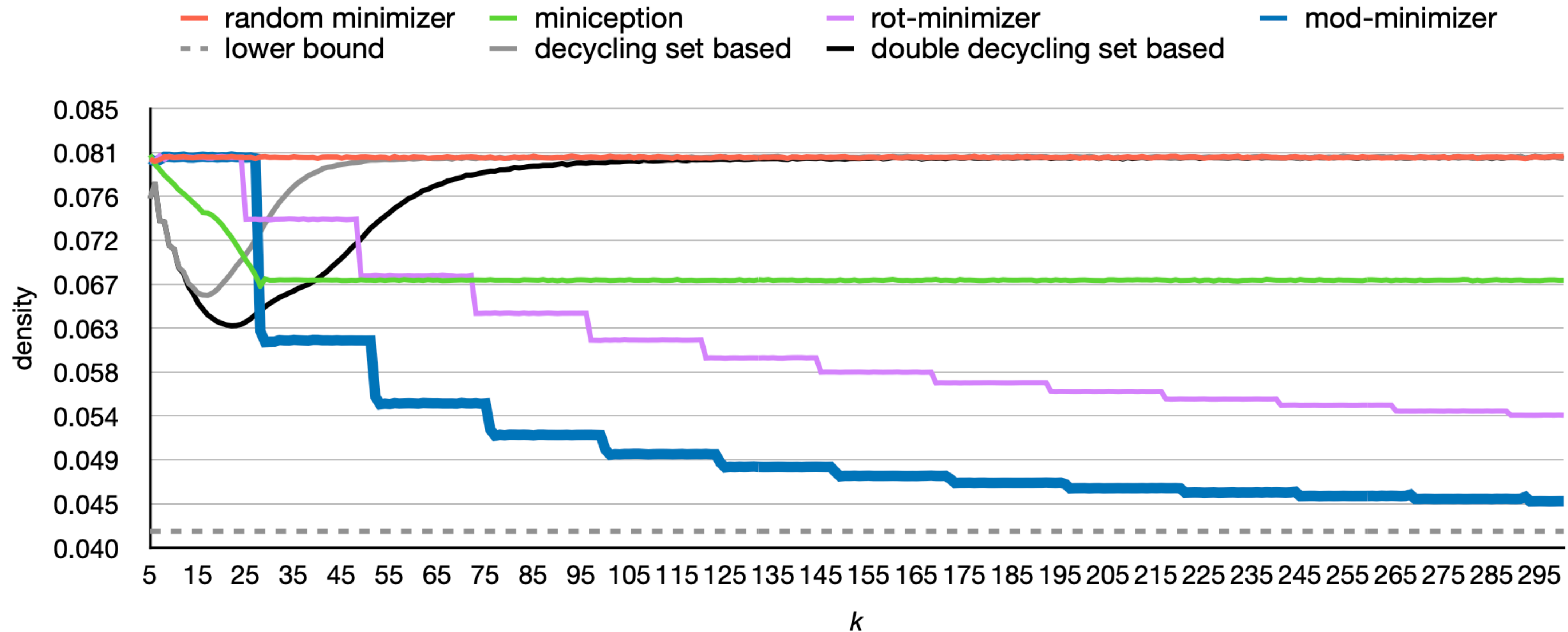


# Density by varying $k$



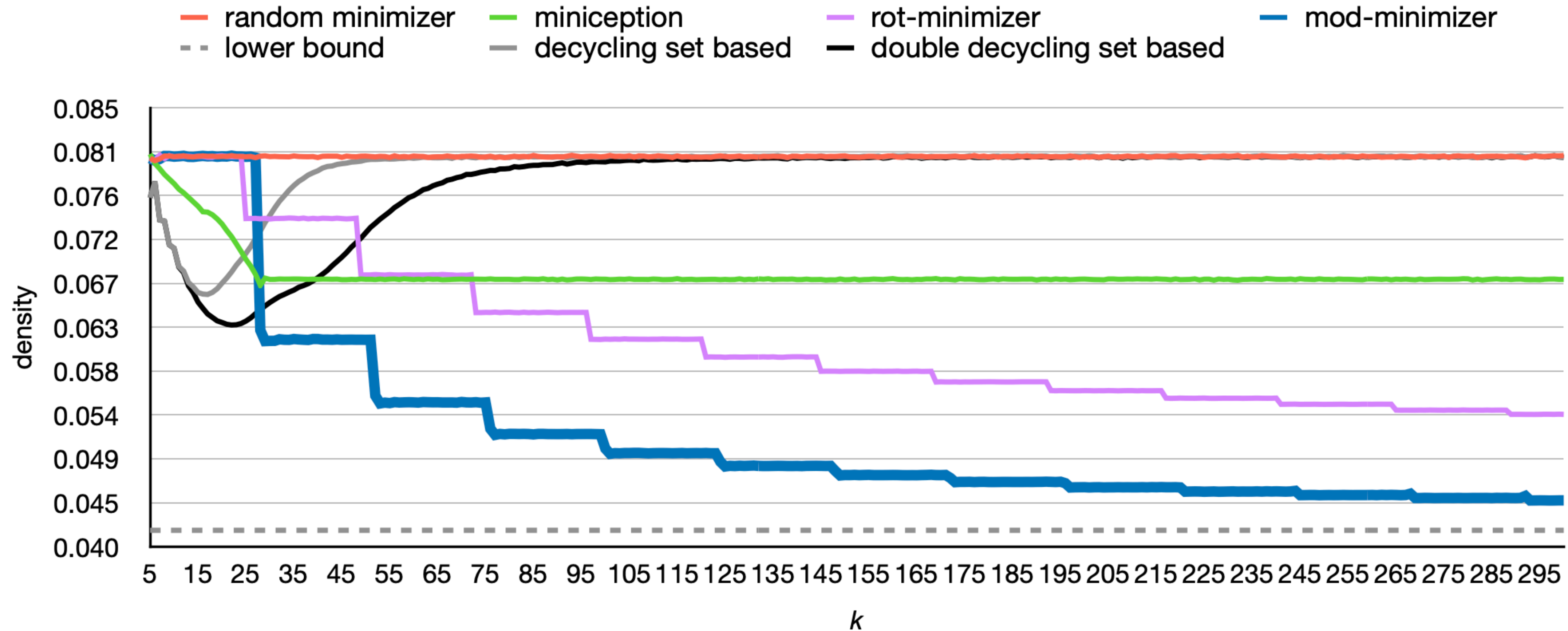
- Example for  $w = 24$ .
- Measured over a string of 10 million i.i.d. random characters with an alphabet size of 4.

# Density by varying $k$



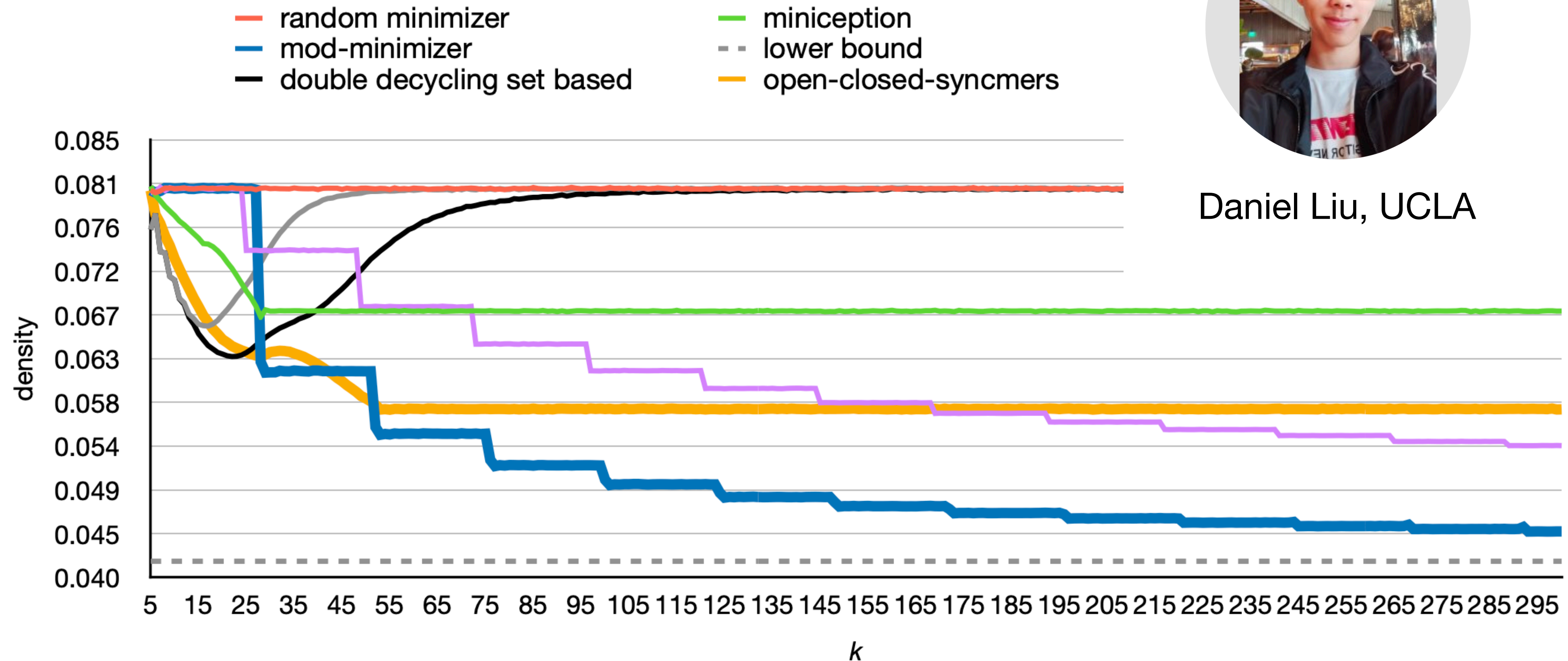
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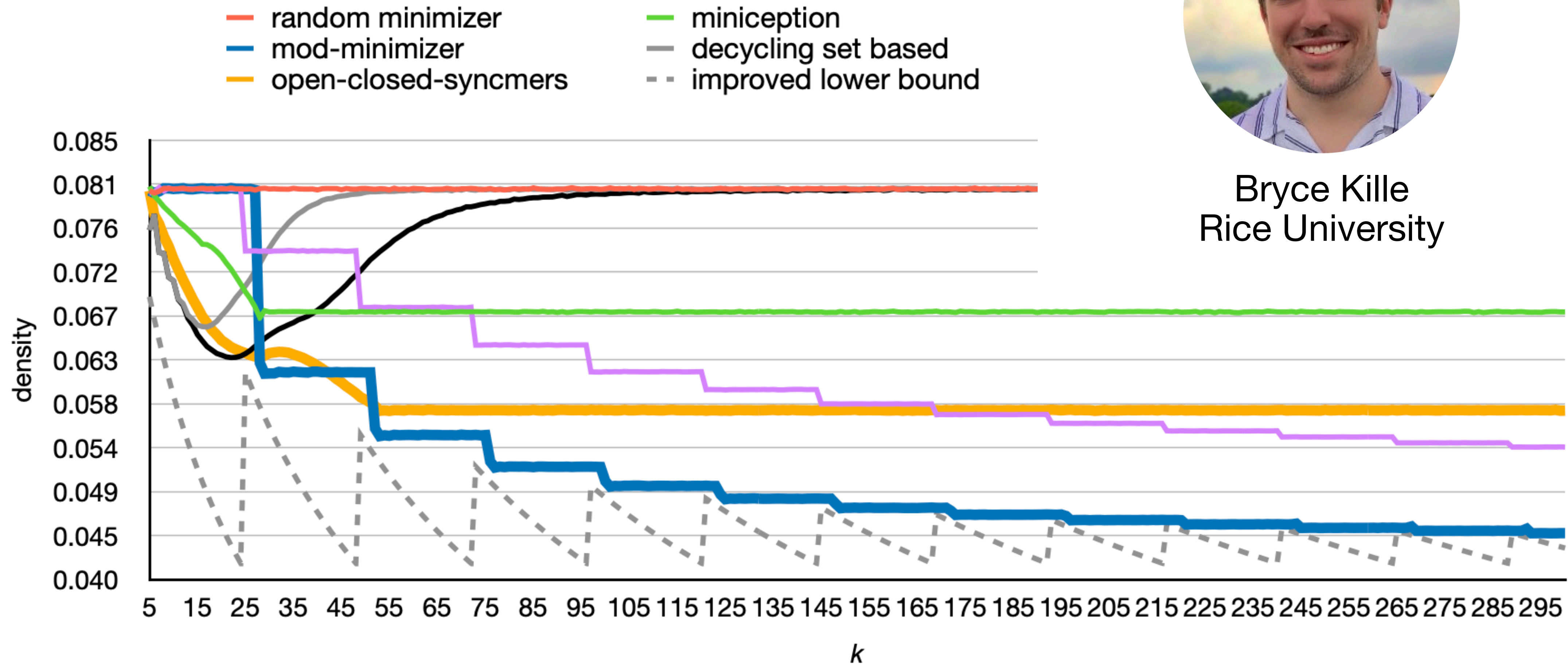
- The miniception: sample the **closed syncmer** with the smallest hash value in the window.
- Daniel: “ *If it works well with closed syncmers, why not trying with **open syncmers** ?* ”



# Improved lower bound for small $k$



Bryce Kille  
Rice University



- Bryce and Ragnar independently proposed an improved lower bound, which shows that the mod-minimizer is tight when  $k \equiv 1 \pmod{w}$ .

# Conclusions

- We introduced *mod-sampling* — a simple framework that gives new minimizer schemes depending on the choice of a parameter  $t$ .
- For  $t = k \bmod w$ , mod-sampling yields the mod-minimizer that is optimal for  $k \rightarrow \infty$ .
- Replacing random minimizers with mod-minimizers in **SSHash** decreases index space consistently by  $\approx 15\%$ .
- C++ code: <https://github.com/jermp/minimizers>
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Thank you for the attention!