Burrows wheeler transform

abaaba$ →

"distinct rotations" produce BW matrix

BW transfor

abba$aa

This proc

is reversi

used for

compres

m

ess

e

ss.on

How do we reve

BWT → Matrix

Tranking

give character

a rank, occ

in T

rse

er t

urence

e.g. a_0, b_0, a_1, a_2

$x = 0$ always

new matr

T rank

$b_1 a_3 \$_x$

x. with

g

$\$ \; a_0 \; b_0 \; a_1$

$a_3 \; \$ \; a_0 \; b_0$

$a_2 \; b_1 \; a_3$

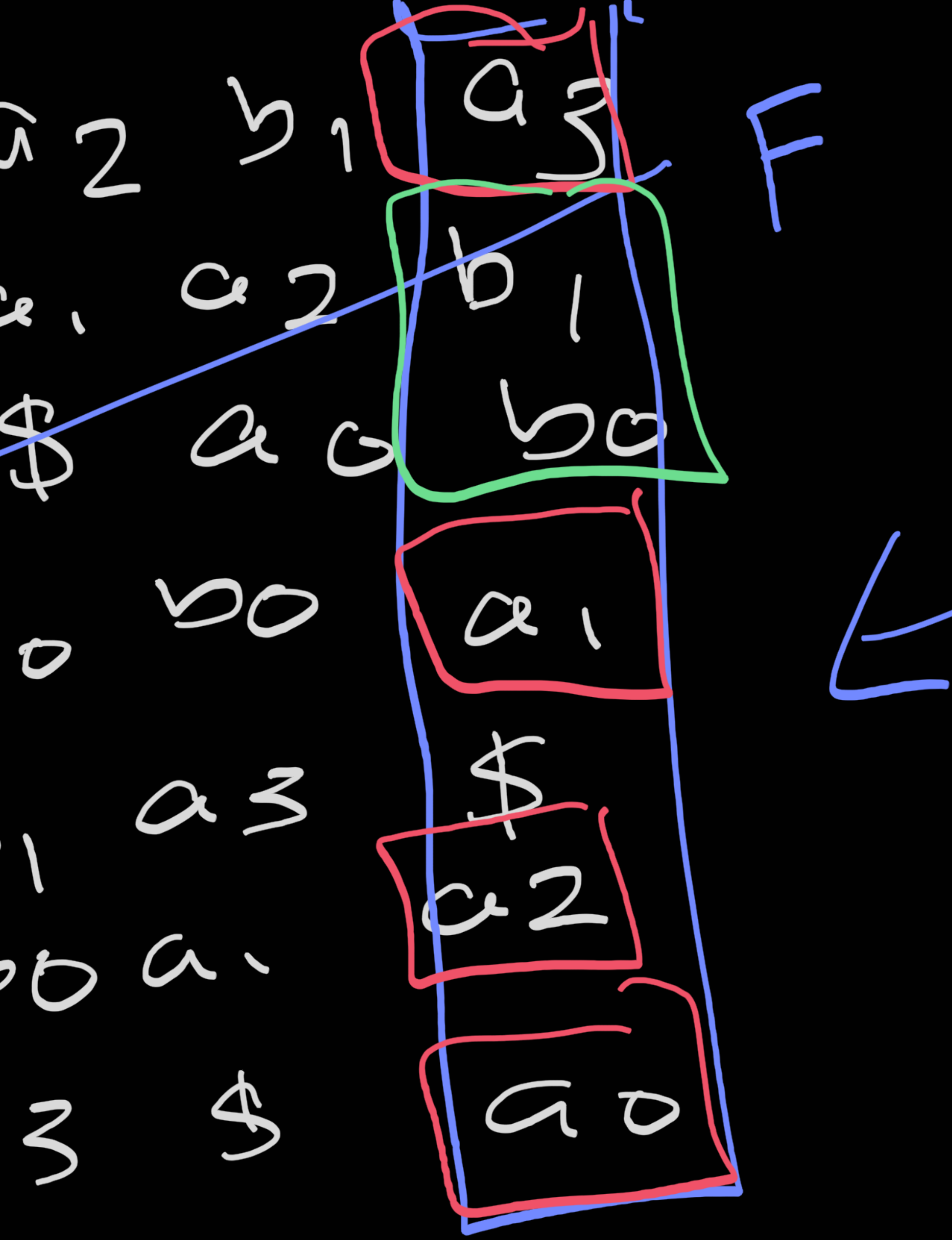
$a_1 \; b_1 \; a_3 \; \$ \; a$

$a_2 \; b_0 \; a_1 \; a_2 \; b$

$a_0 \; a_3 \; \$ \; a_0 \; b$

$b_1 \; a. \; a_2 b_1 \; a$

$b \; a$



F and L

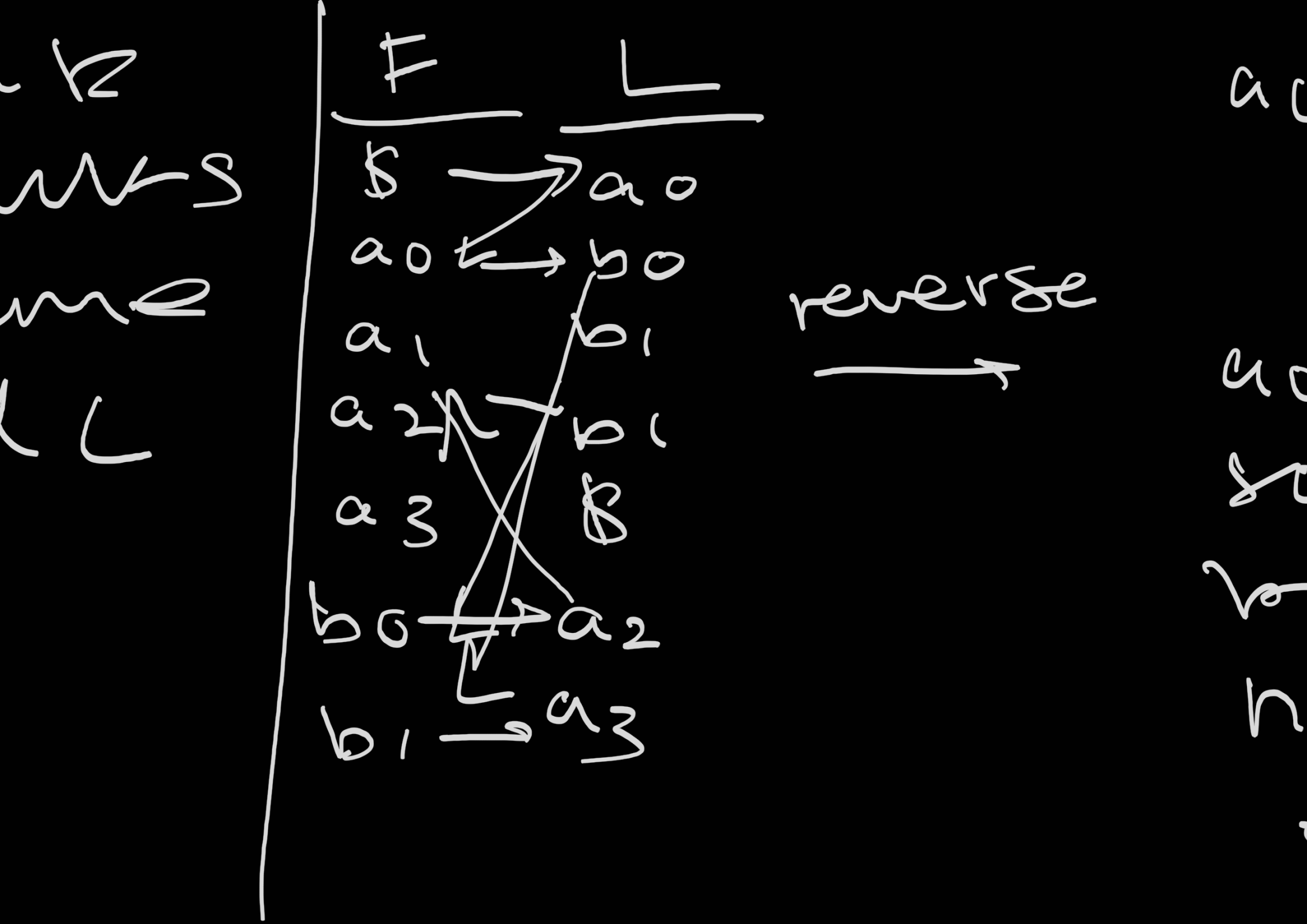
as order is maintai

bs order maintai

ned.

ned

However no ran
character c, ra
occw in the sc
under in F and


F
L
$
a0
a0
b0
a1
b1
a2
b1
a3
$
b0
a2
b1
a3
reverse

o must be before
s by rotation
o is the first a,
o bo must be
efore ao
an check bo
etc...