

Converting RLBWT to LZ77 in smaller space

Kyushu Institute of Technology
Masaki Shigekuni & Tomohiro I

Background

- Various lossless compression methods have been proposed to efficiently process large-scale data
- Each compression method has its advantages and disadvantages, so it would be nice to be able to convert the compression format as needed

RLBWT: Compression method suited for compressed string indexes

LZ77: Dictionary-based compression achieving a high compression rate

- A one-pass algorithm of converting from RLBWT to LZ77 in compressed space has been proposed by [Nishimoto & Tabei, 2019]
- In this study, we propose a two-pass algorithm that reduces its peak memory usage

Suffix array

- The suffix array (SA) of T is a list of text positions sorted in the lexicographic order of suffixes starting at their positions

$T =$

1	2	3	4	5	6
a	b	c	a	b	\$

Suffixes
abcab\$
bcab\$
cab\$
ab\$
b\$
\$




SA position	SA	Sorted suffixes
1	6	\$
2	4	ab\$
3	1	abcab\$
4	5	b\$
5	2	bcab\$
6	3	cab\$

Burrows-Wheeler Transform (BWT)

- BWT is a permutation of characters of T
- $BWT[i] = T[SA[i] - 1]$ if $SA[i] > 1$, otherwise $BWT[i] = \$$
- BWT of a highly repetitive string can be compressed greatly by run-length encoding
- Run-length encoded BWT is called RLBWT

Suffixes
abcab\$
bcab\$
cab\$
ab\$
b\$
\$



BWT	SA	Sorted suffixes
b	6	\$
c	4	ab\$
\$	1	abcab\$
a	5	b\$
a	2	bcab\$
b	3	cab\$

BWT of "abcab\$"

RLBWT

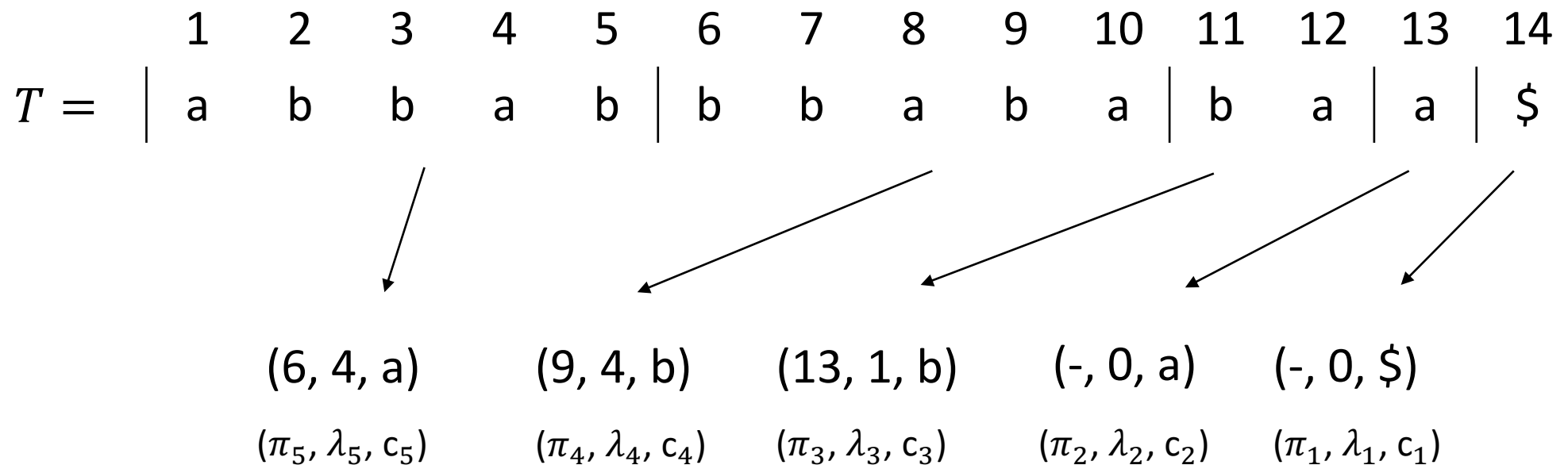
"bc\$aab"



"bc\$a²b"

Lempel-Ziv 77 (LZ77)

- Parse a string greedily into phrases from right-to-left such that each phrase consists of the longest substring that appears to the right plus one character
- The h -th phrase is encoded by a triplet (π_h, λ_h, c_h) , representing $c_h T[\pi_h.. \pi_h + \lambda_h - 1]$



Backward search

- The maximum interval prefixed with a string w is called w -interval
- The process of computing cw -interval from w -interval for a character c is called backward search

SA position	SA	Sorted suffixes
1	6	\$
2	4	ab\$
3	1	abcab\$
4	5	b \$
5	2	b cab\$
6	3	cab\$

b-interval {

Backward search

- The maximum interval prefixed with a string w is called w -interval
- The process of computing cw -interval from w -interval for a character c is called backward search

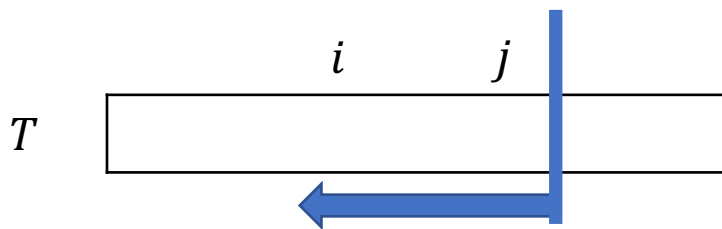
	SA position	SA	Sorted suffixes
	1	6	\$
ab-interval	2	4	ab\$
	3	1	abcab\$
b-interval	4	5	b\$
	5	2	bcab\$
	6	3	cab\$

- Can be conducted in $O(r)$ space (r is the number of the runs of BWT)

Compute LZ77 phrases using backward search on RLBWT of T

- Suppose the next LZ77 phrase ends with $T[j]$
- Compute $T[i..j]$ -interval in decreasing order of $i = j, j - 1, \dots$
- If $T[i..j]$ -interval contains a SA-value greater than i , the phrase will continue to grow
- If not, encode the LZ77 phrase

In order to compute π of LZ77 phrases, we need to find a checked position and its SA-value



$T[i..j]$ -interval

Sorted suffixes of T

✓	
✓	
✓	

✓ : SA-value greater than i

One-pass Algorithm [Nishimoto & Tabei, 2019]

- One-pass algorithm can compute the text position of LZ77 phrase in a single pass while keeping track of two SA-positions and their SA-values per run

$T[i..j]$ -interval

✓ 1 2	
✓ 1 1	
✓ 6	
✓ 1 0	
✓	
✓ 8	
✓ 7	
✓ 9	

✓ : SA-value greater than i

One-pass Algorithm [Nishimoto & Tabei, 2019]

- One-pass algorithm can compute the text position of LZ77 phrase in a single pass while keeping track of two SA-positions and their **SA-values** per run

$T[i..j]$ -interval

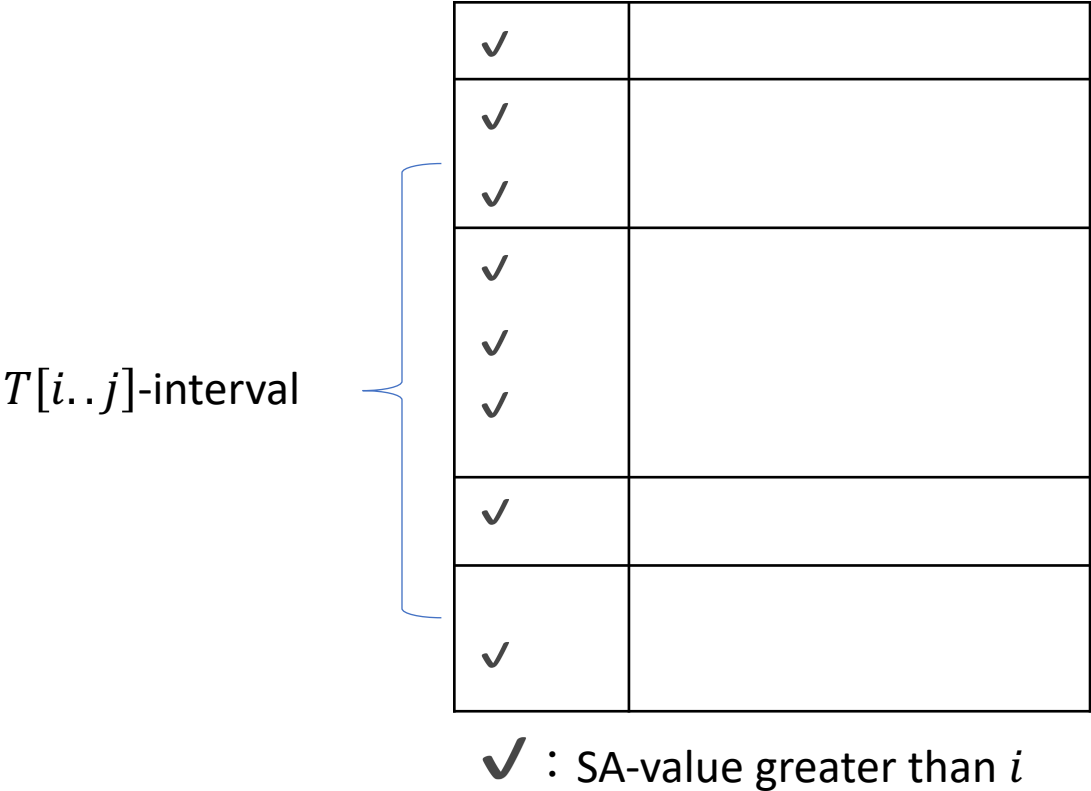
✓ 1 2	
✓ 1 1	
✓ 6	
✓ 1 0	
✓	
✓ 8	
✓ 7	
✓ 9	

✓ : SA-value greater than i

Spend $2r \lg n$ bits
 n is the length of T

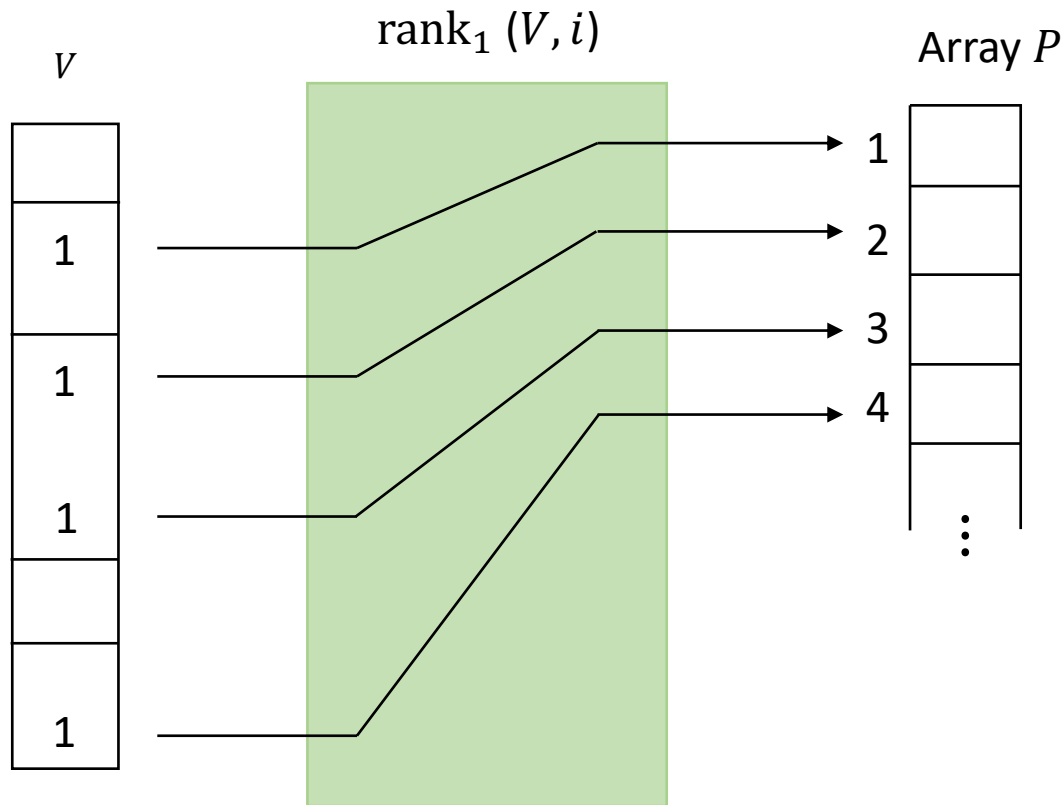
Two-pass Algorithm (First pass)

- In the first pass, we keep track of only SA-positions, which are enough to compute λ_h and c_h of LZ77 phrase (π_h, λ_h, c_h) , and also compute the sequence k_1, k_2, \dots, k_z of SA-positions such that $SA[k_h] = \pi_h$.
- By discarding SA-values, we can reduce the space by $2r \lg n$ bits



Two-pass Algorithm (Second pass)

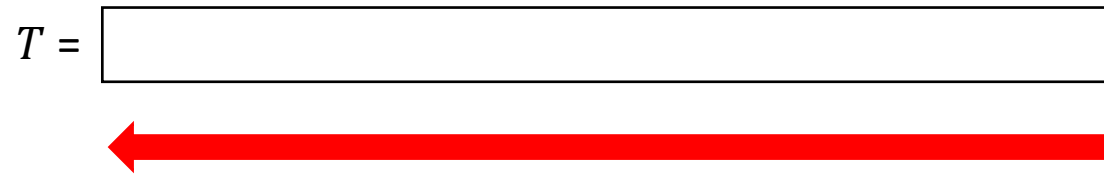
- Build the rank data structure for a bit vector V marking SA-positions
- While visiting SA-positions in the decreasing order of their SA-values, we check if the current SA-position is marked, and if so store the current SA-value (text position) at $P[\text{rank}_1(V, i)]$
- Finally, we scan the sequence k_1, k_2, \dots, k_z and output $\pi_h = P[\text{rank}_1(V, k_h)]$



Return the number of 1's in $V[1..i]$

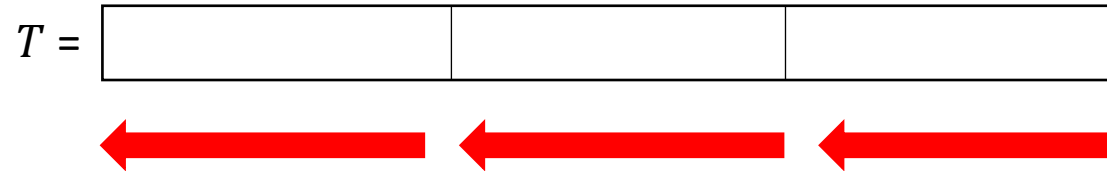
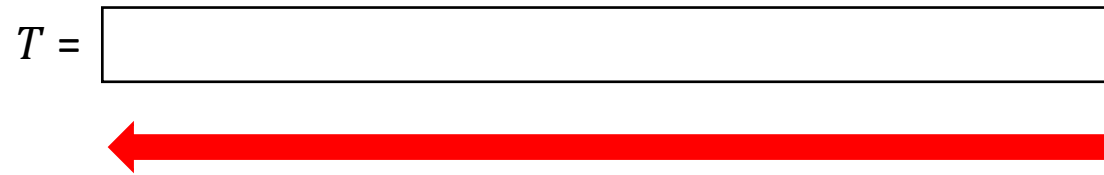
Two-pass Algorithm (Second pass)

- $\pi_h = SA[k_h]$ can be computed in the second pass of retrieving SA-positions for suffixes of T from right to left order



Two-pass Algorithm (Second pass)

- $\pi_h = SA[k_h]$ can be computed in the second pass of retrieving SA-positions for suffixes of T from right to left order
- The second pass can be conducted in parallel



We compared one-pass and two-pass algorithms on some highly-compressible texts

dataset	Alphabet size	Length of the string	#runs in the BWT	#LZ77 phrases	<i>r</i> -index [KiB]
einstein	139	467,626,544	290,239	75,700	1,084
kernel	160	257,961,616	2,791,368	708,336	8,124
para	5	222,953,928	15,636,740	1,886,379	29,191
chr19x50	6	2,956,259,455	33,139,327	3,798,554	73,499

- *r*-index : RLBWT + Data structures for backward search

Results Peak memory usage [MiB]

23% to 37% less space

dataset	One-pass	Two-pass	$\frac{\text{Two-pass}}{\text{One-pass}}$
einstein	4.62	3.60	0.779
kernel	38.05	27.53	0.723
para	191.39	119.91	0.626
chr19x50	463.76	289.95	0.625

Results Computational time [sec]

dataset	one-pass	Two-pass				<u>Two-pass</u> One-pass
		#threads	total	first-pass	second-pass	
einstein	853	1	1207	855	352	1.414
		2	1041	860	180	1.219
		4	951	858	93	1.114
		8	936	872	63	1.097
kernel	566	1	778	548	230	1.373
		2	665	546	119	1.174
		4	605	544	60	1.068
		8	584	544	40	1.032
para	924	1	1302	933	368	1.408
		2	1118	930	188	1.209
		4	1039	939	99	1.124
		8	985	923	62	1.066
chr19x50	6930	1	9916	6965	2950	1.430
		2	8533	7044	1488	1.231
		4	7532	6773	758	1.086
		8	7353	6855	498	1.061

Results Computational ti

The overheads of the two-pass algorithm are within 10% when we use 8 threads.

dataset	one-pass	Two-pass				Two-pass One-pass
		#threads	total	first-pass	second-pass	
einstein	853	1	1207	855	352	1.414
		2	1041	860	180	1.219
		4	951	858	93	1.114
		8	936	872	63	1.097
kernel	566	1	778	548	230	1.373
		2	665	546	119	1.174
		4	605	544	60	1.068
		8	584	544	40	1.032
para	924	1	1302	933	368	1.408
		2	1118	930	188	1.209
		4	1039	939	99	1.124
		8	985	923	62	1.066
chr19x50	6930	1	9916	6965	2950	1.430
		2	8533	7044	1488	1.231
		4	7532	6773	758	1.086
		8	7353	6855	498	1.061

Conclusion

- We propose a two-pass algorithm and show by experiments that it works in 23% to 37% less space with up to 10% increase of computational time when we use 8 threads.
- The reduced space may be used to employ a space-consuming but faster *r*-index to improve the throughput if processing 3GB text in 2 hours is too slow.