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# Computing the optimal BWT of very large string collections

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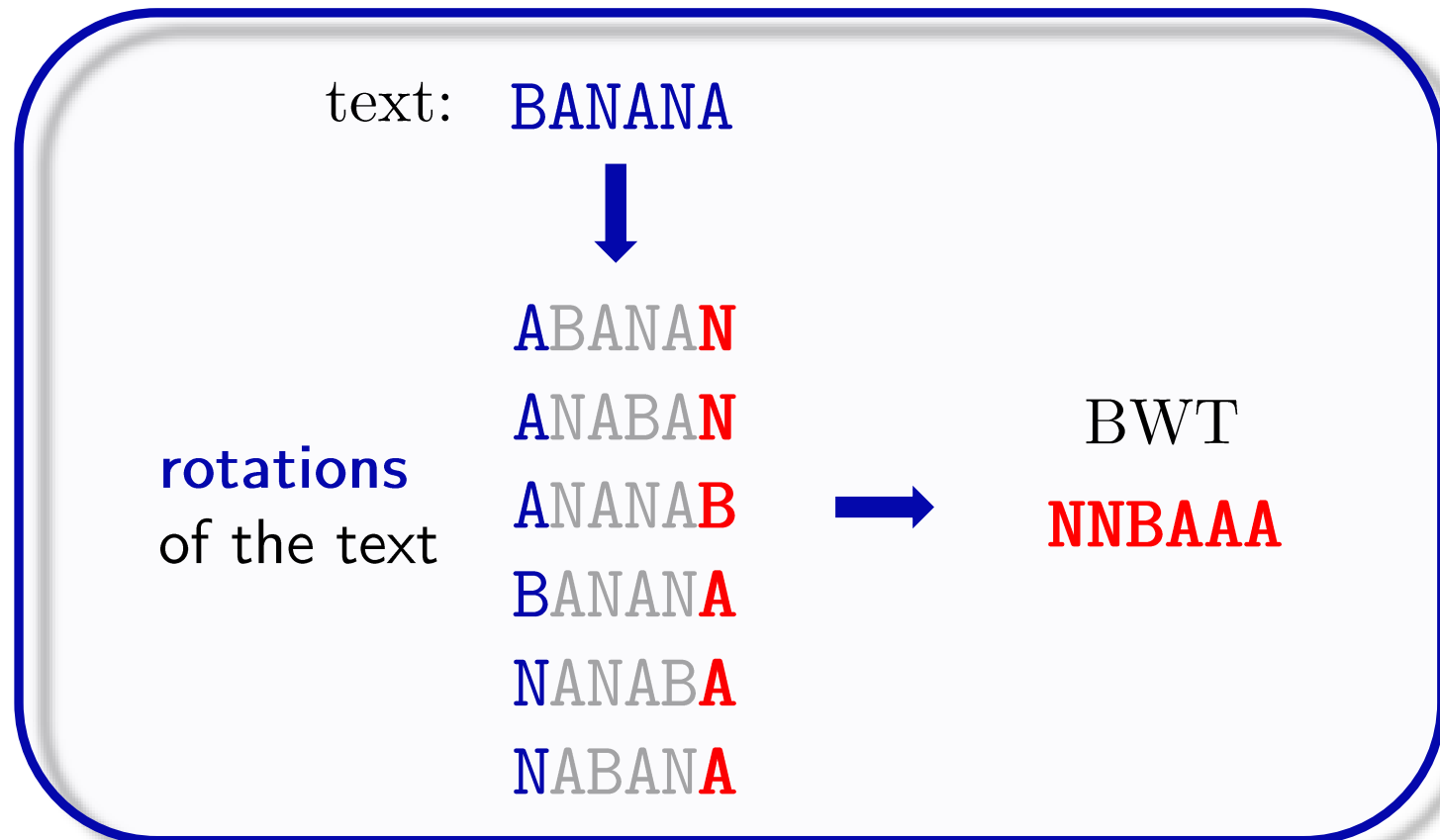
<sup>3</sup>University of Verona, Department of Computer Science

DCC 2023, March 22nd, 2023 - Snowbird, Utah, United States



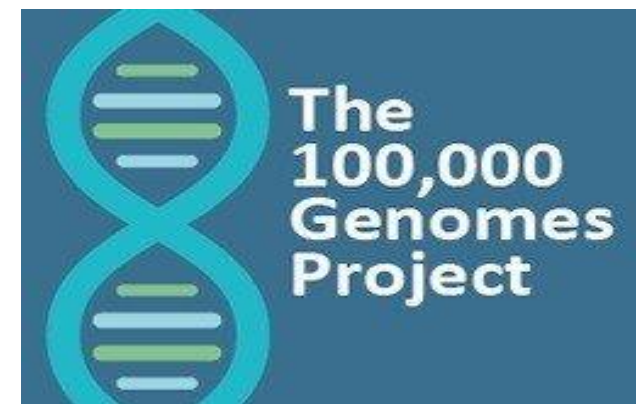
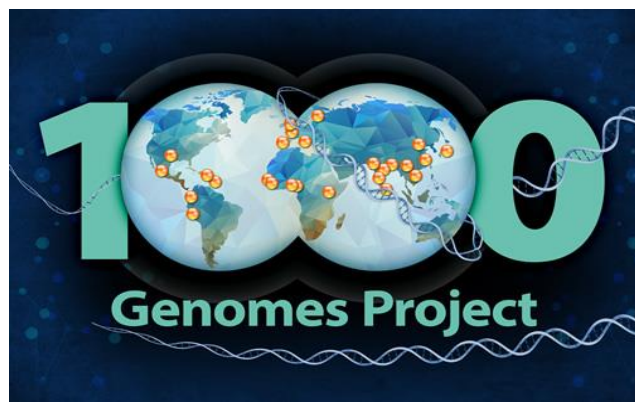
## The Burrows-Wheeler-Transform (BWT)

- **sorting** the rotations of the input text



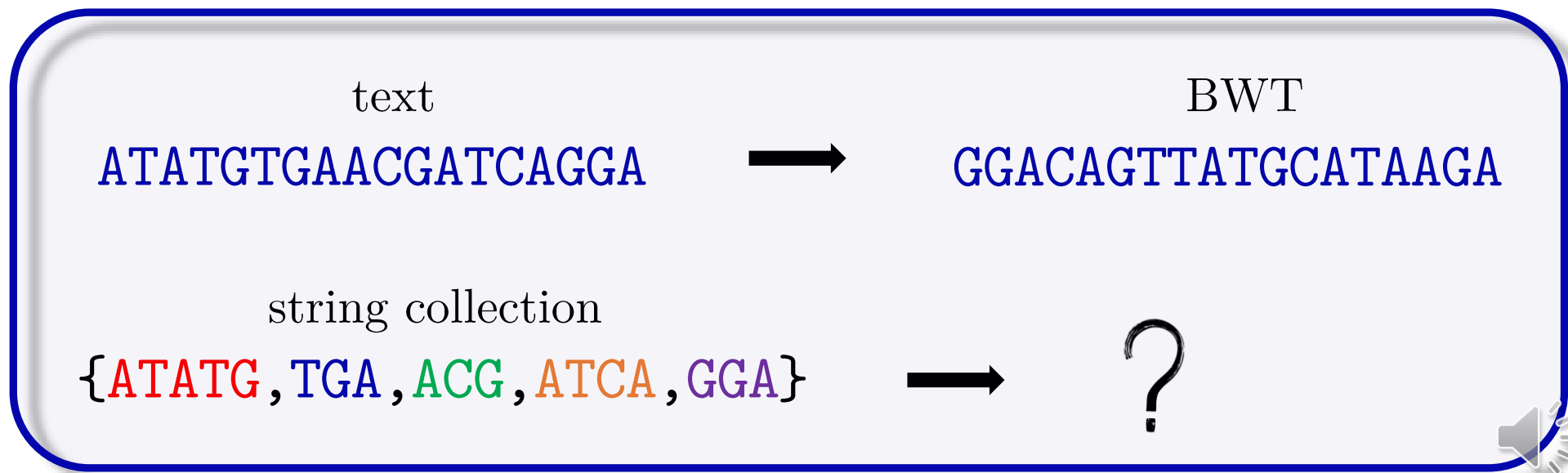
The focus has shifted from individual sequences to collections of strings

- strings collections are abundant in bioinformatics
- BWT plays a **central role** in processing such large and repetitive datasets
- pattern matching while keeping data compressed (**run-length encoding**)



## The Burrows-Wheeler-Transform for string collections

- basis of several **compressed data structures** for strings
- originally defined for **single sequences**
- several tools in literature computing **different BWT variants**



There are **different methods** to compute the BWT of string collections

- systematically analyzed the different methods [Cenzato and Lipták, CPM 2022]

These differences extend to the **number of runs** of the BWT ( $r$ )

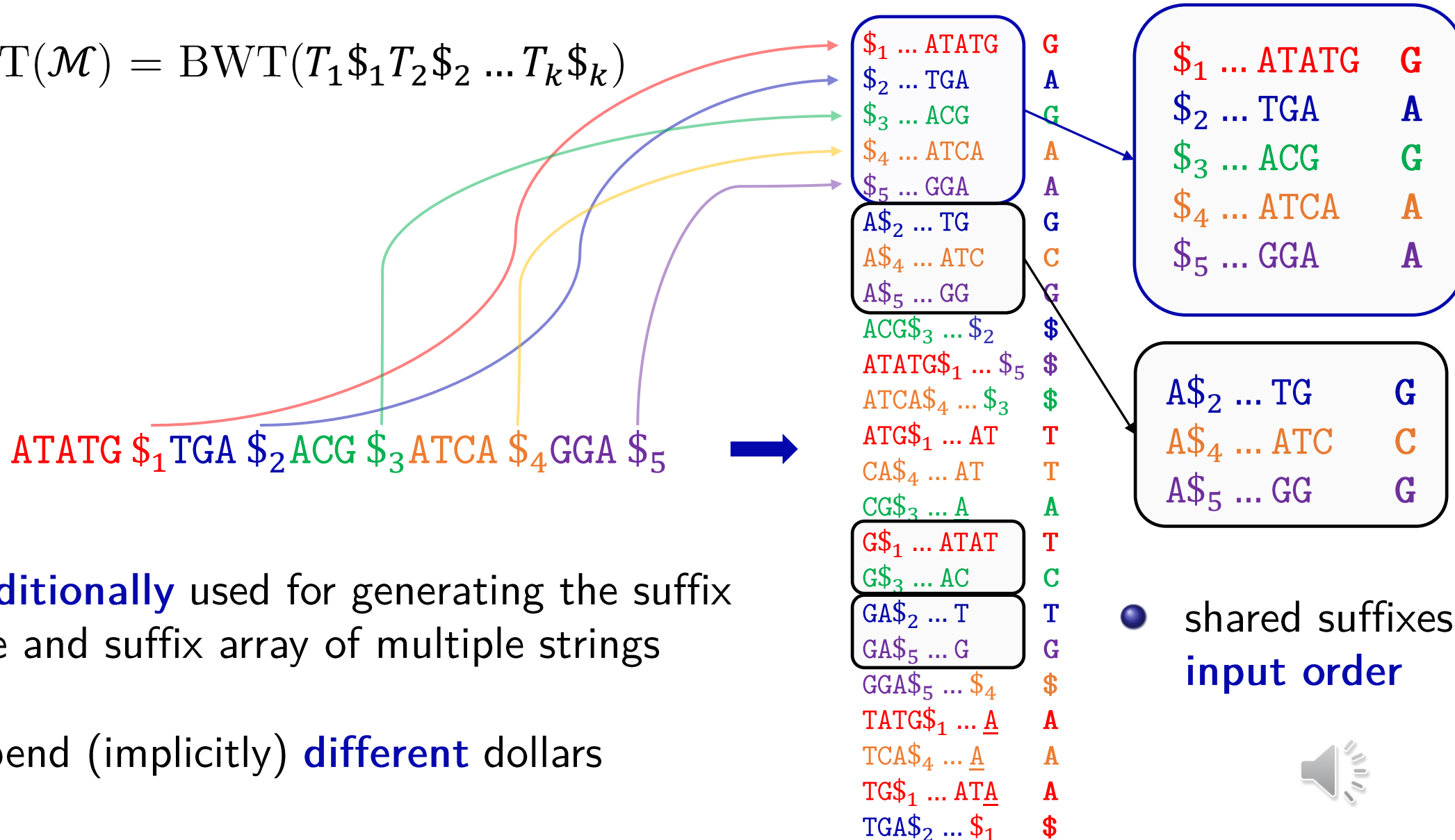
- $r(w)$  = number of equal-letter runs of BWT( $w$ )
- depend on the **input order** of the sequences

The **most used** BWT variant is the “multidollar-BWT”



# The multidollar BWT

$$\text{mdolBWT}(\mathcal{M}) = \text{BWT}(T_1\$_1T_2\$_2 \dots T_k\$_k)$$

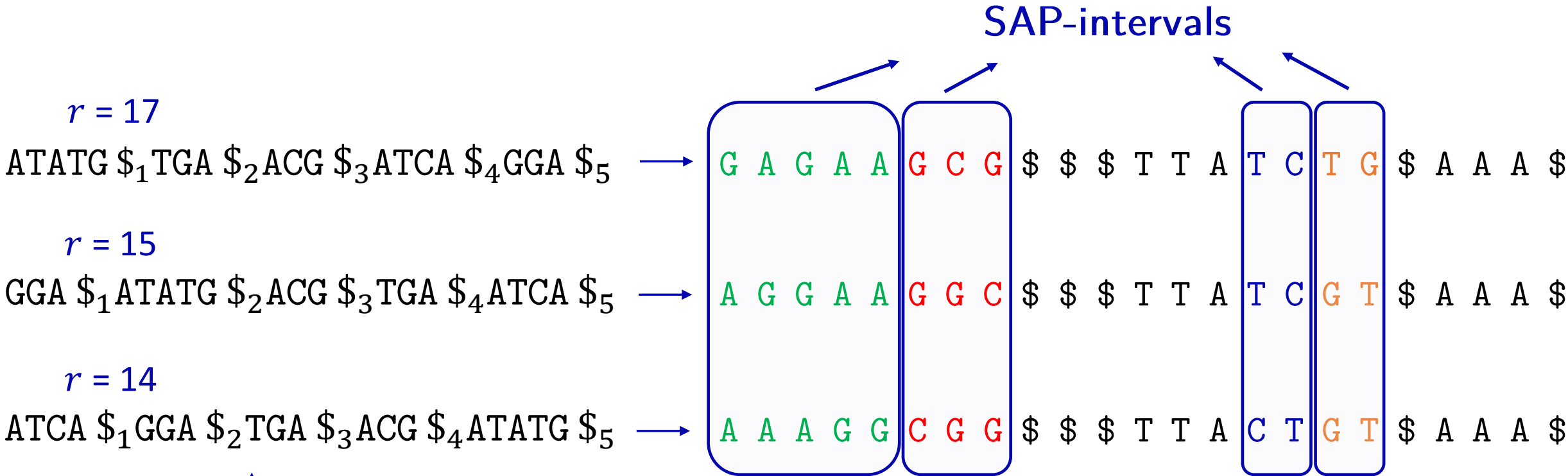


- **traditionally** used for generating the suffix tree and suffix array of multiple strings
- append (implicitly) **different** dollars



# The effect on the $r$ parameter

- different input orders generate **different outputs**



**Colexicographic order** (aka reverse lexicographic order RLO) [Cox et al., Bioinformatics, 2012]

- Is **colexicographic order** optimal?



Bentley et al. [ESA 2020] introduced a linear-time algorithm for computing the **optimal permutation** of the input collection, which yields the minimum number of runs of the resulting multidollarBWT.

- we refer to this transform as **optimal BWT (optBWT)**

Here, we give the **first tool** (“optimalBWT”) to compute the optBWT:

- use the **BWT**, the **SAP-array**, and the algorithm by **Bentley et al.**
- **reduce the number of runs** up to a 31 factor
- **negligible** time and space overhead



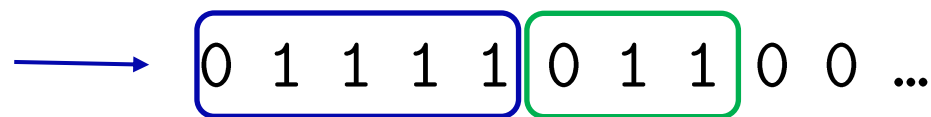


# The SAP-array

The SAP-array is a **bitvector** storing the positions of the BWT blocks containing rotations starting with a shared suffix.

- the 0s define the starting points of the SAP-intervals
- the 1s define the extensions of the SAP-intervals

all rotations starting with \$

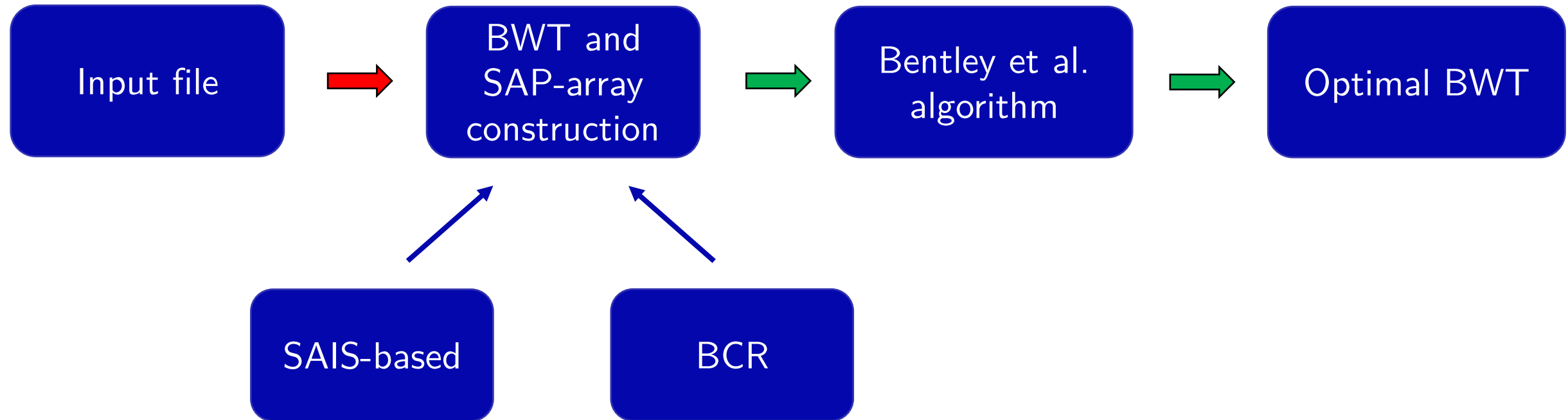


all rotations starting with A\$

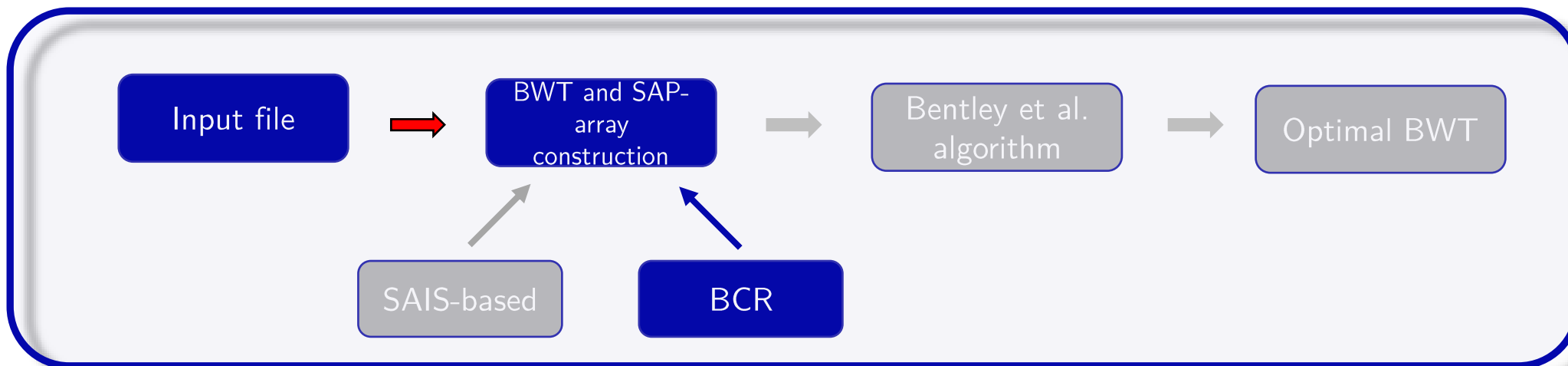
\$ <sub>1</sub> ... ATATG	G	0
\$ <sub>2</sub> ... TGA	A	1
\$ <sub>3</sub> ... ACG	G	1
\$ <sub>4</sub> ... ATCA	A	1
\$ <sub>5</sub> ... GGA	A	1
A\$ <sub>2</sub> ... TG	G	0
A\$ <sub>4</sub> ... ATC	C	1
A\$ <sub>5</sub> ... GG	G	1
ACG\$ <sub>3</sub> ... \$ <sub>2</sub>	\$	0
ATATG\$ <sub>1</sub> ... \$ <sub>5</sub>	\$	0
ATCA\$ <sub>4</sub> ... \$ <sub>3</sub>	\$	0
ATG\$ <sub>1</sub> ... AT	T	0
CA\$ <sub>4</sub> ... AT	T	0
CG\$ <sub>3</sub> ... A	A	0
G\$ <sub>1</sub> ... ATAT	T	0
G\$ <sub>3</sub> ... AC	C	1
GA\$ <sub>2</sub> ... T	T	0
GA\$ <sub>5</sub> ... G	G	1
GG\$ <sub>5</sub> ... \$ <sub>4</sub>	\$	0
TATG\$ <sub>1</sub> ... A	A	0
TCAS\$ <sub>4</sub> ... A	A	0
TG\$ <sub>1</sub> ... AT	A	0
TGAS\$ <sub>2</sub> ... \$ <sub>1</sub>	\$	0

# The Workflow

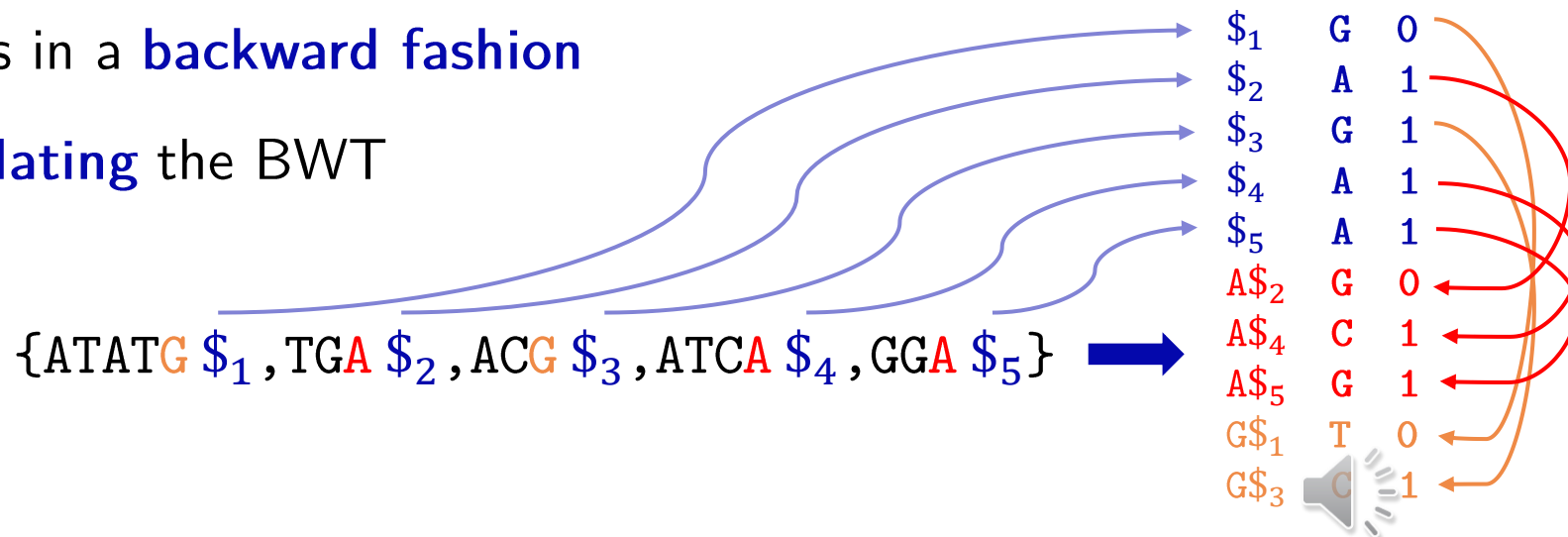
Our method is divided in two steps, first (→), we compute the BWT, and second (→), we compute the optimal permutation of the BWT characters.



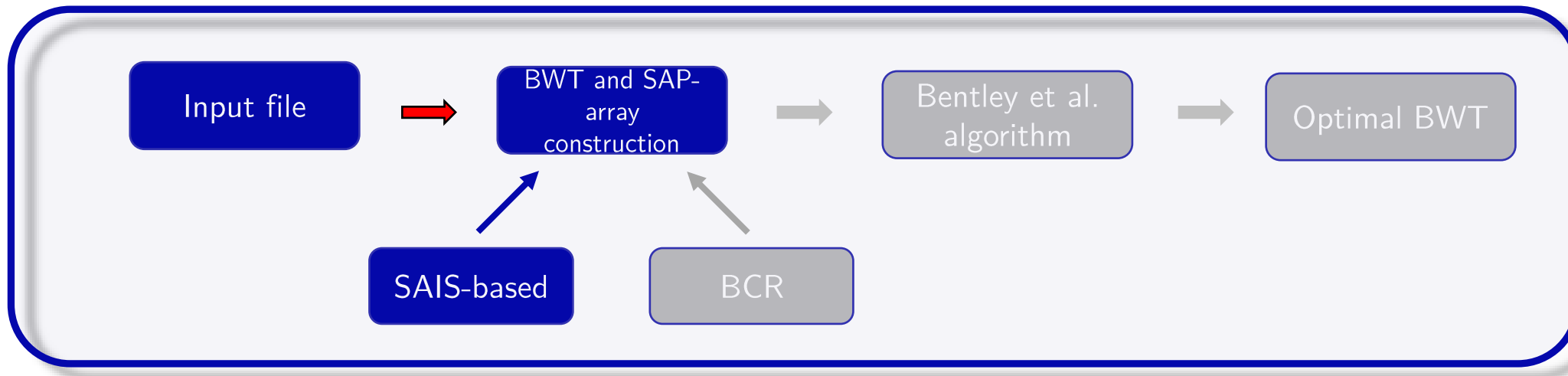
# The BCR algorithm



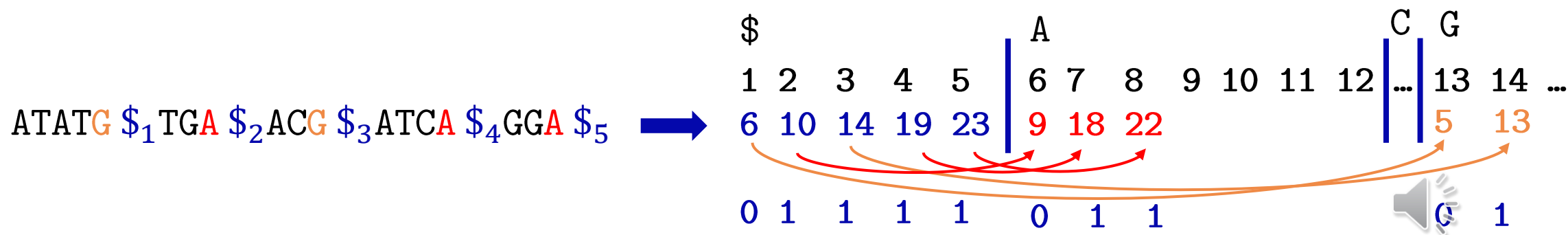
- BCR inserts BWT characters in a **backward** fashion
- update SAP-array **while updating** the BWT



# The SAIS-based algorithm

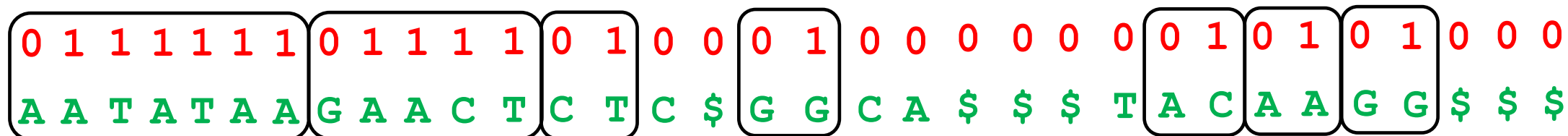


- SAIS sort suffixes by **induced sorting**
- **update** SAP-array while inducing types



# The Bentley et al. algorithm

Bentley et al. reduced the problem of finding an optimal input permutation to the **Tuple Ordering** (TO) problem.



(A, T) (A, C, G, T) (C, T) (C) (\$) (G) (C) (A) (\$) (\$) (\$) (T) (A, C) (A) (G) (\$) (\$) (\$)



(A, T) (A, C, G, T) (C, T) (C) (\$) (G) (C) (A) (\$) (\$) (\$) (T) (A, C) (A) (G) (\$) (\$) (\$)

(T, A) (A, C, G, T) (T, C) (C) (\$) (G) (C) (A) (\$) (\$) (\$) (T) (C, A) (A) (G) (\$) (\$) (\$)



# Computing the optimal BWT

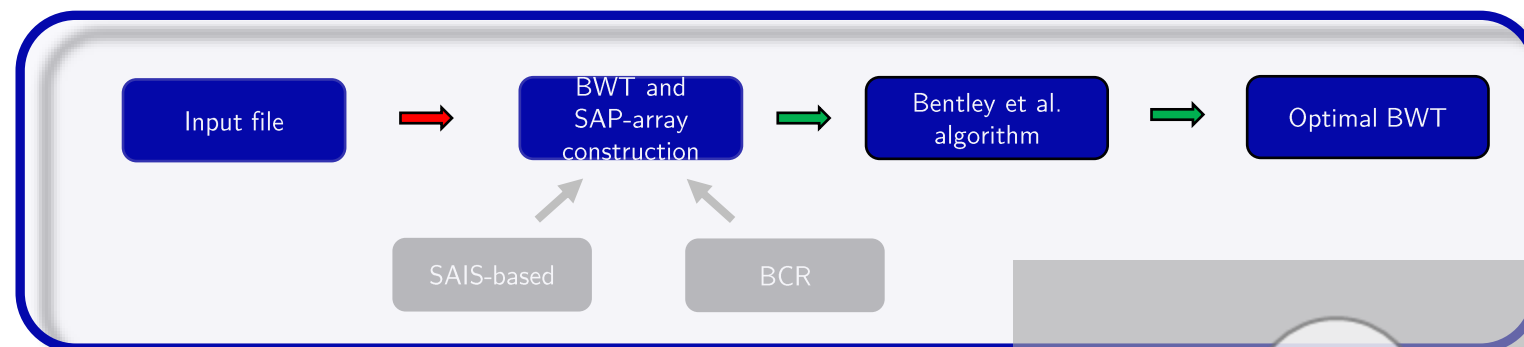
- we implemented this algorithm using a **stack** data structure containing the Parikh vectors of the **SAP-intervals**
- we keep inserting the Parikh vectors in the stack until we find either a **fixed position** or a tuple containing one character

(A,T) (A,C,G,T) (C,T) (**C**) (\$) (G) (C) (A) (\$) (\$) (\$) (T) (A,C) (A) (G) (\$) (\$) (\$)

↓

\$ A C G T  
(0, 5, 0, 0, 2)

↑

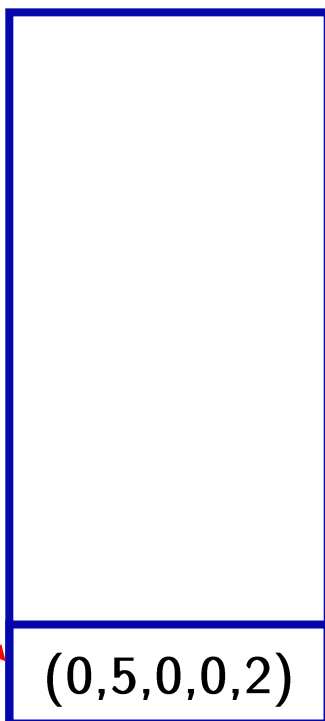


- we output the optimal BWT **permuting** different blocks separately

# Computing the optimal BWT

0 1 1 1 1 1 1 0 1 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0 0 1 0 1 0 1 0 0 0  
A A T A T A A G A A C T C T C \$ G G C A \$ \$ \$ T A C A A G G \$ \$ \$

stack



---

**Algorithm 1** Procedure to process a Parikh vector  $P$

---

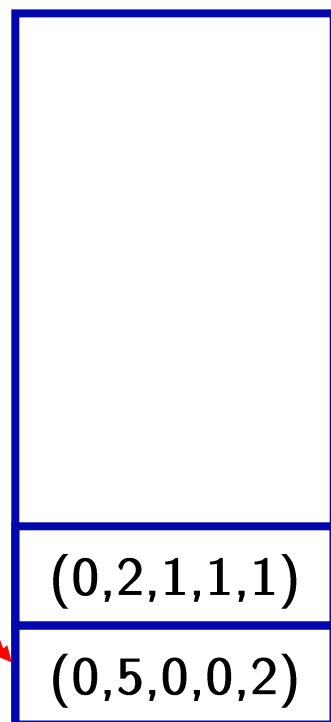
```
1: if Stack is empty then
2:   if there is exactly one  $j$  such that  $P[j] > 0$  then // interval not interesting
3:     write  $P[j]$  copies of character  $j$ 
4:   else
5:     if  $P[x] > 0$  where  $x$  is the last character inserted in the BWT then
6:       write  $P[x]$  copies of the character  $x$ ,  $P[x] \leftarrow 0$ 
7:     end if
8:     Stack  $\leftarrow$  pushTop( $P$ ) // push a new Parikh vector on the stack
9:   end if
10: else
11:    $T \leftarrow$  Stack.top() // first element of the stack
12:   if there are at least two  $j$  s.t.  $T[j] > 0$  and  $P[j] > 0$  then
13:     Stack  $\leftarrow$  pushTop( $P$ )
14:   else
15:     write corresponding characters for each  $T$  in Stack // see text for details
16:   end if
17: end if
```



# Computing the optimal BWT

0 1 1 1 1 1 1 0 1 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0 0 1 0 1 0 1 0 0 0  
 A A T A T A A G A A C T C T C \$ G G C A \$ \$ \$ T A C A A G G \$ \$ \$

stack




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17: end if
    
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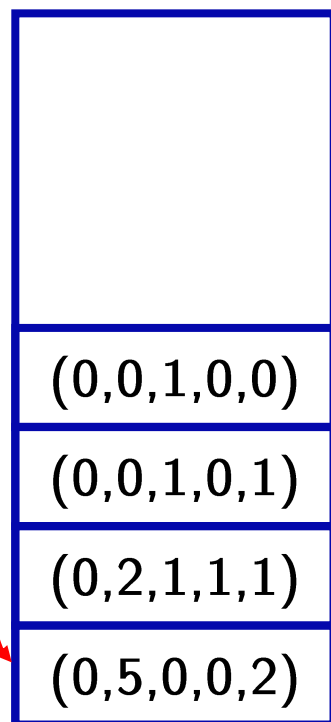




# Computing the optimal BWT

0 1 1 1 1 1 1 0 1 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0 0 1 0 1 0 1 0 0 0  
 A A T A T A A G A A C T C T C \$ G G C A \$ \$ \$ T A C A A G G \$ \$ \$

stack



**Algorithm 1** Procedure to process a Parikh vector  $P$

```

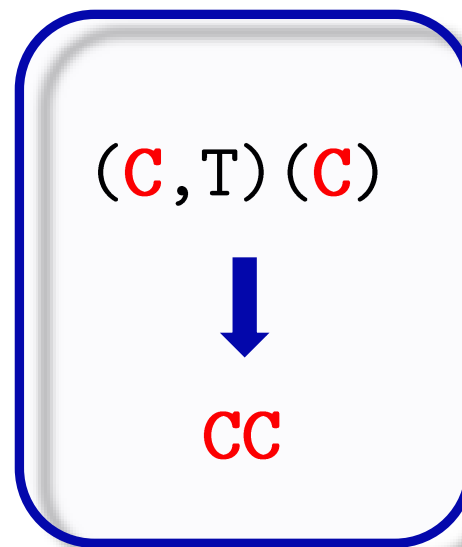
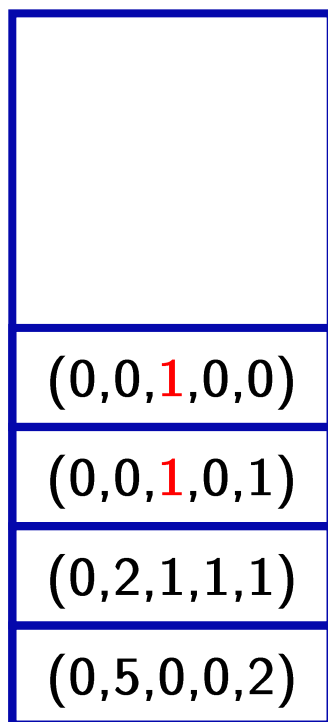
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```



# Computing the optimal BWT

0 1 1 1 1 1 1 0 1 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0 1 0 1 0 1 0 0 0  
A A T A T A A G A A C T C T C \$ G G C A \$ \$ \$ T A C A A G G \$ \$ \$

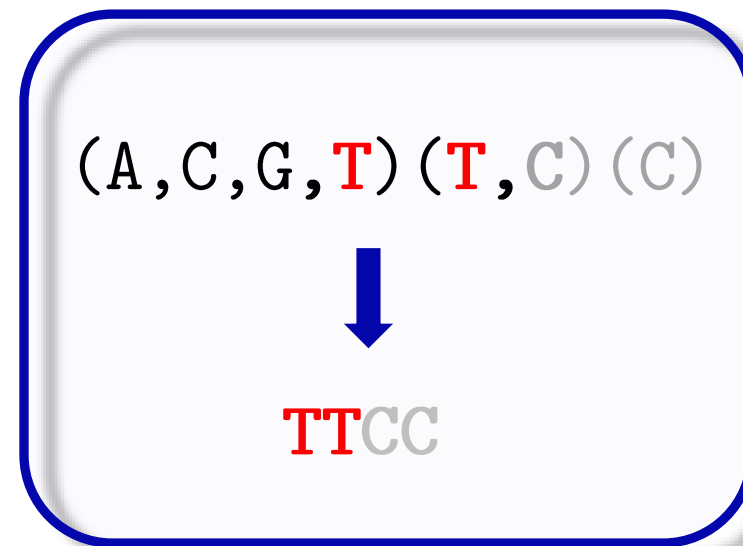
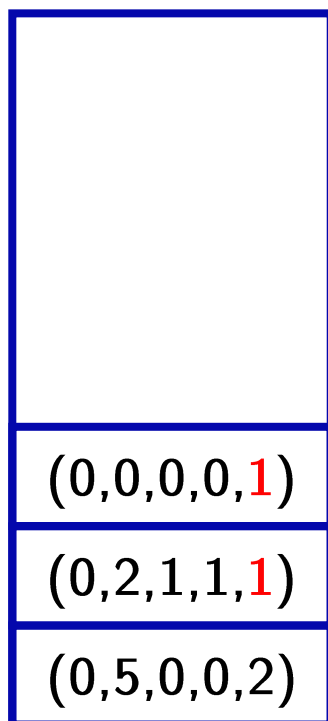
stack



# Computing the optimal BWT

0 1 1 1 1 1 1 0 1 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0 0 1 0 1 0 1 0 0 0  
A A T A T A A G A A C T C T C \$ G G C A \$ \$ \$ T A C A A G G \$ \$ \$

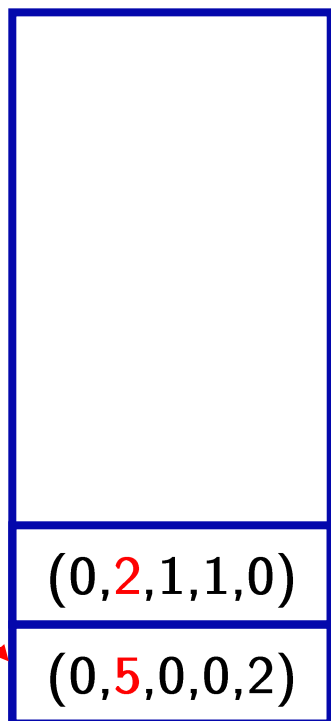
stack



# Computing the optimal BWT

0 1 1 1 1 1 1 0 1 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0 1 0 1 0 1 0 0 0  
A A T A T A A G A A C T C T C \$ G G C A \$ \$ \$ T A C A A G G \$ \$ \$

stack



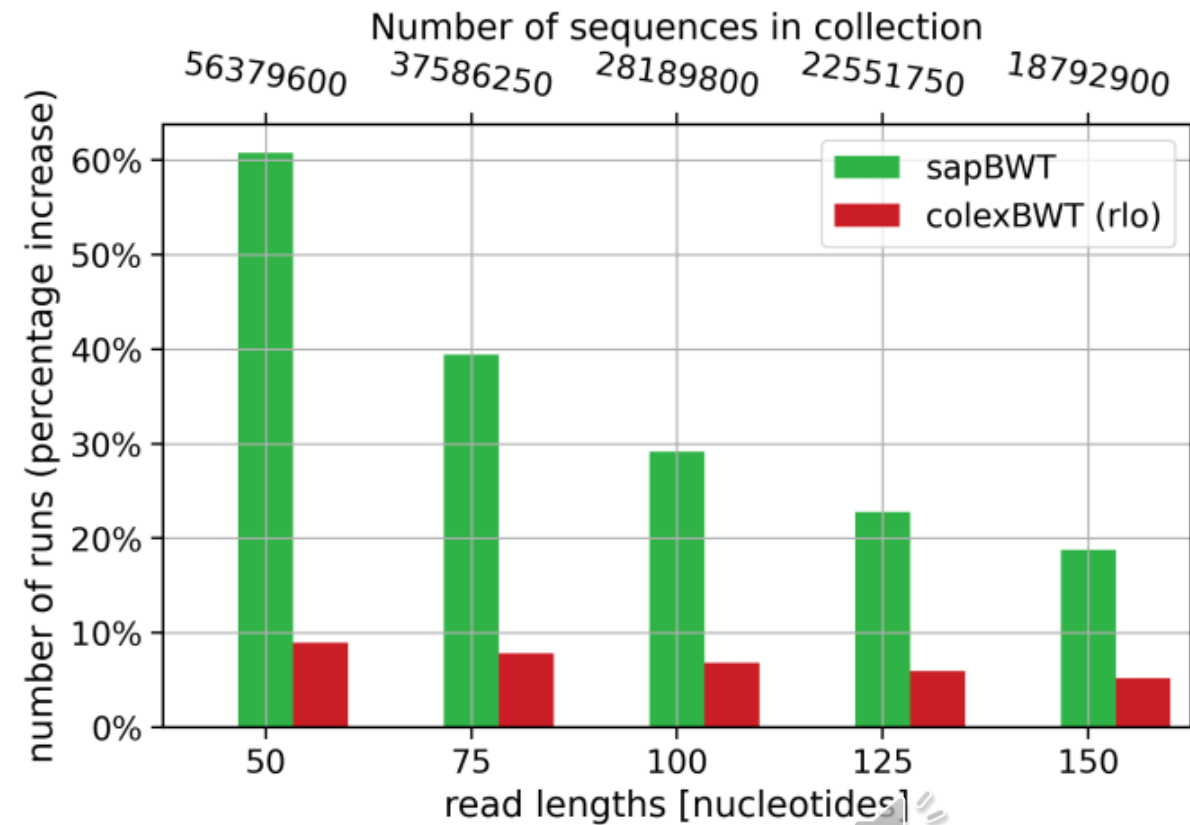
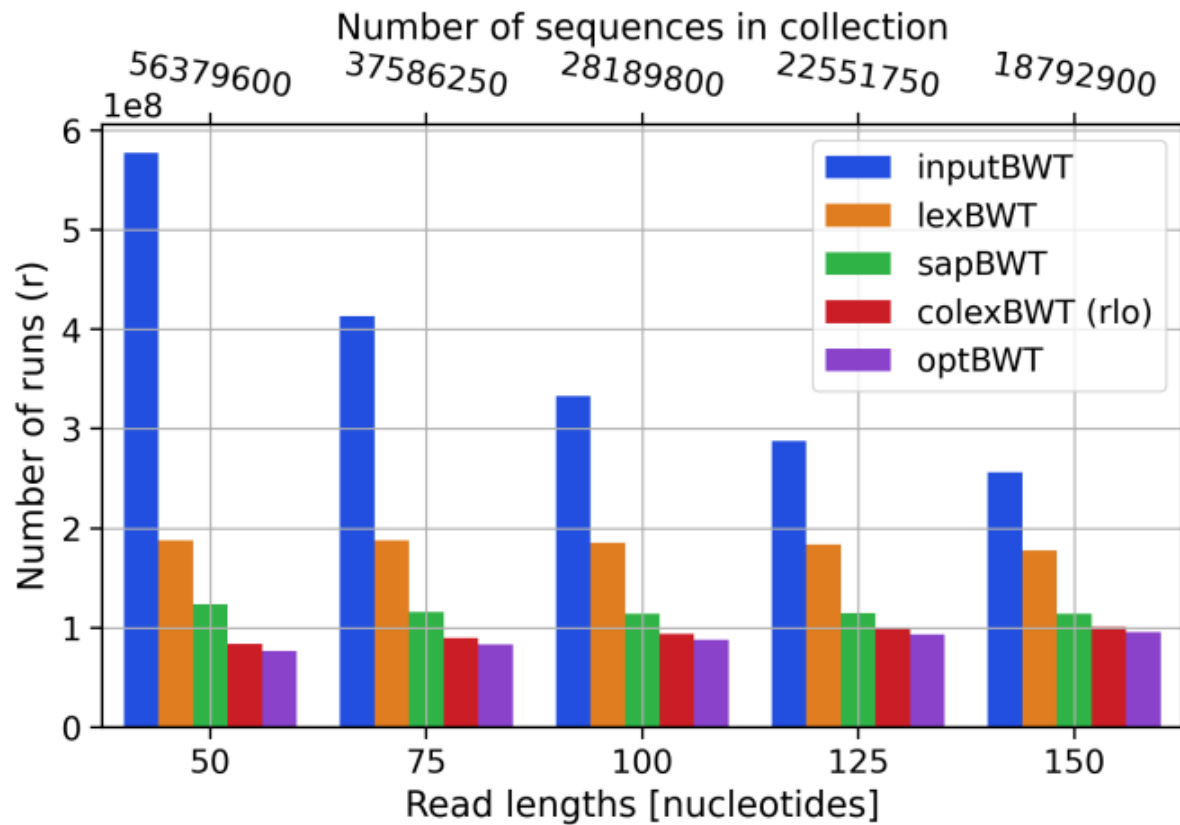
(A, T) (A, C, G, T) (T, C) (C)



TTAAAAAAGCTTCC



## ● *Pseudomonas aeruginosa*



- we tested our method on 7 **real-life** datasets
- **different features**: read length, dataset size,  $n/r$

dataset	description	length BWT $n$	len.	no. seq	$r_{opt}$	$n/r_{opt}$	$n/r$	
1	ERR732065–70	<i>HIV-virus</i>	1,345,713,812	150	8,912,012	11,539,661	116.62	27.62
2	SRR12038540	<i>SARS-CoV-2 RBD</i>	1,690,229,250	50	33,141,750	14,864,523	113.71	8.08
3	ERR022075_1	<i>E. Coli str. K-12</i>	2,294,730,100	100	22,720,100	71,203,469	32.23	8.83
4	SRR059298	<i>Deformed wing virus</i>	2,455,299,082	72	33,634,234	48,376,632	50.75	9.83
5	SRR065389–90	<i>C. Elegans</i>	14,095,870,474	100	139,563,074	921,561,895	15.30	6.26
6	SRR2990914_1	<i>Sindibis virus</i>	15,957,722,119	36	431,289,787	105,250,120	151.62	4.81
7	ERR1019034	<i>H. Sapiens</i>	123,506,926,658	100	1,222,840,858	10,860,229,434	11.37	5.35



# Real data

dataset	description	length BWT $n$	len.	no. seq	$r_{opt}$	$n/r_{opt}$	$n/r$	
1	ERR732065-70	<i>HIV-virus</i>	1,345,713,812	150	8,912,012	11,539,661	116.62	27.62
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data set	number of runs increase compared to optimal BWT (factor and perc.)				resource usage (optBWT)	
	inputBWT	colexBWT (rlo)	sapBWT	lexBWT	RAM (GB)	Time (hh:mm:ss)
1	<b>4.22</b> (322.26%)	1.03 (3.48%)	1.53 (53.06%)	1.30 (30.13%)	6.45 (1.02×)	7:18 (1.12×)
2	<b>14.07</b> (1306.95%)	1.15 (14.54%)	1.21 (20.75%)	3.52 (252.39%)	8.08 (1.03×)	6:32 (1.15×)
3	<b>3.65</b> (264.90%)	1.07 (6.52%)	1.30 (29.63%)	2.07 (107.01%)	11.15 (1.04×)	18:29 (1.26×)
4	<b>5.17</b> (416.52%)	1.04 (4.38%)	1.55 (55.33%)	1.55 (54.87%)	21.03 (1.02×)	22:08 (1.08×)
5	<b>2.44</b> (144.36%)	1.05 (5.05%)	1.16 (15.73%)	2.03 (103.35%)	4.31 (1.04×)	2:25:46 (1.28×)
6	<b>31.49</b> (3048.66%)	1.04 (4.30%)	1.79 (79.40%)	1.89 (89.17%)	8.86 (1.05×)	1:59:46 (1.39×)
7	<b>2.13</b> (112.56%)	1.04 (4.17%)	1.12 (11.89%)	1.96 (96.04%)	34.42 (1.03×)	26:24:18 (1.48×)

We presented the first tool for computing the BWT of a string collection that guarantees the **fewest** possible runs.

- number of runs reduction is **significant for all read lengths**
- on real-data, the optBWT can reduce  $r$  by up to a **31 factor**
- the space and time **overhead** to compute the optimal BWT is small
- can compute the optimal BWT of **very large** string collections
- implementation **available** on GitHub







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Thank you for your attention

**contact:** [davide.cenzato@unive.it](mailto:davide.cenzato@unive.it)

**github:** <https://github.com/davidecenzato/optimalBWT>

