# Random Access to Compressed Strings

Philip Bille
Gad Landau
**Oren Weimann**

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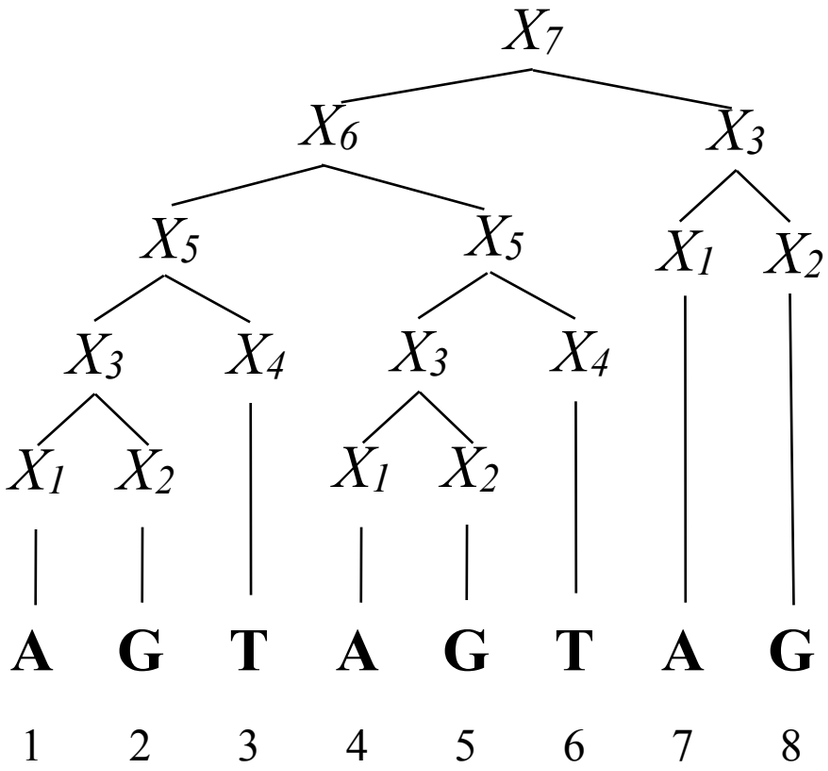
- What is the i'th character ?

# Grammar
# Random Access to Compressed Strings





- What is the i'th character ?

# Grammar
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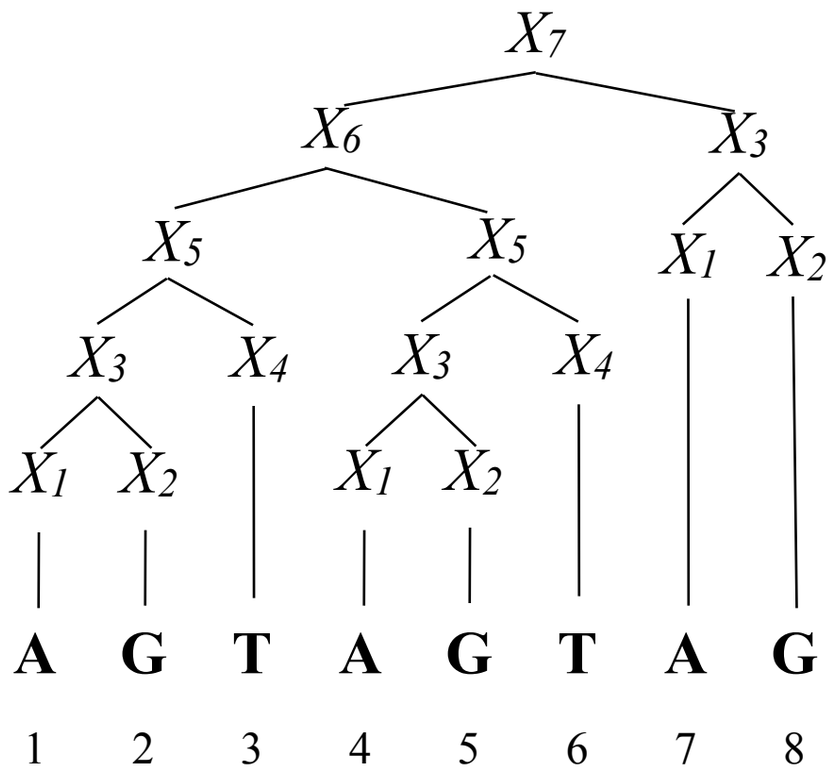
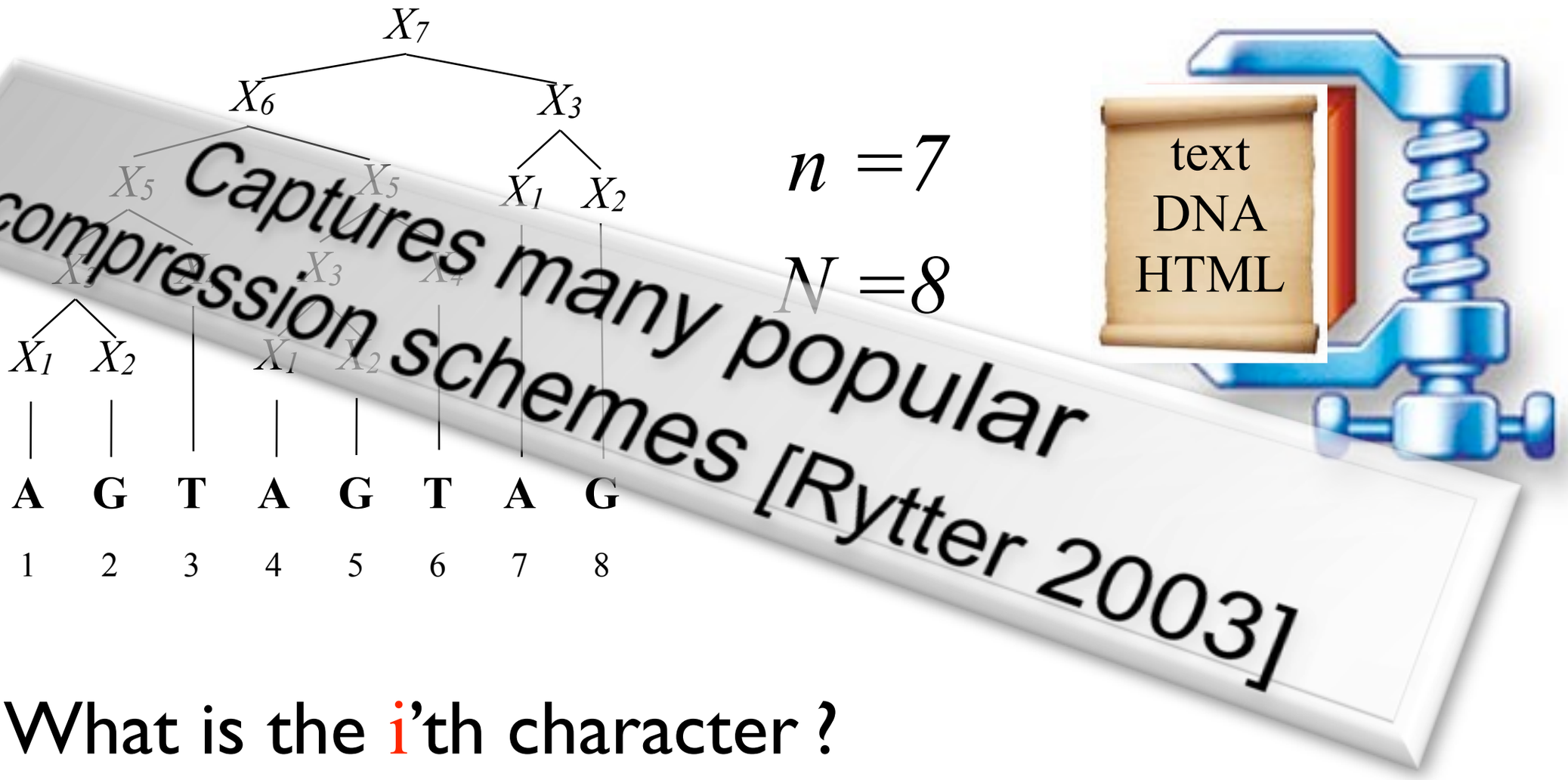



$n = 7$

$N = 8$


- What is the i'th character ?

# Grammar Random Access to Compressed Strings

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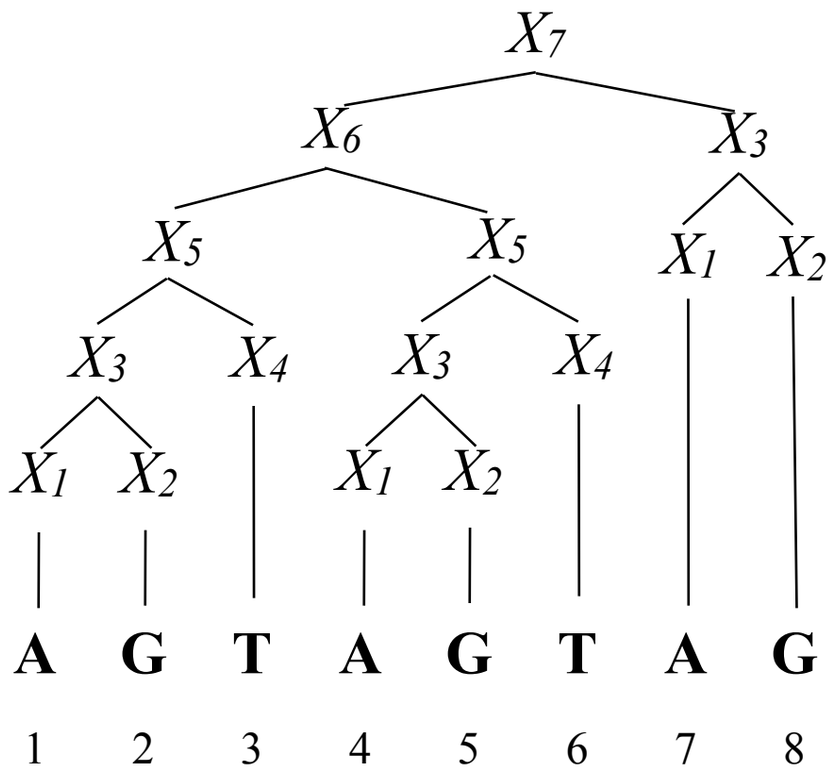


$n = 7$

$N = 8$


- What is the i'th character ?

  O($N$) space

  O(1) query

# Grammar
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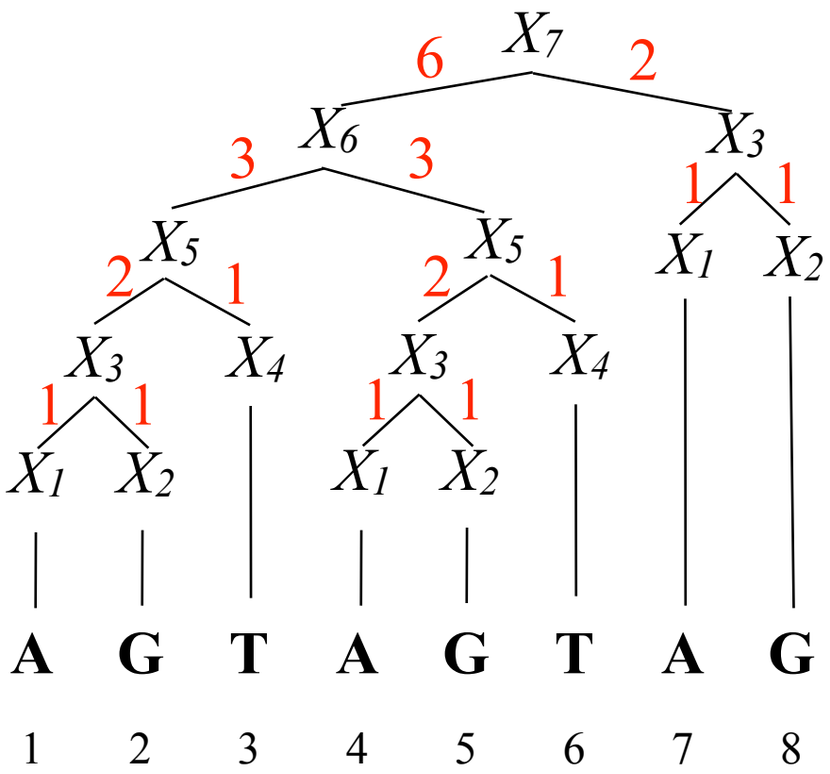


$n = 7$

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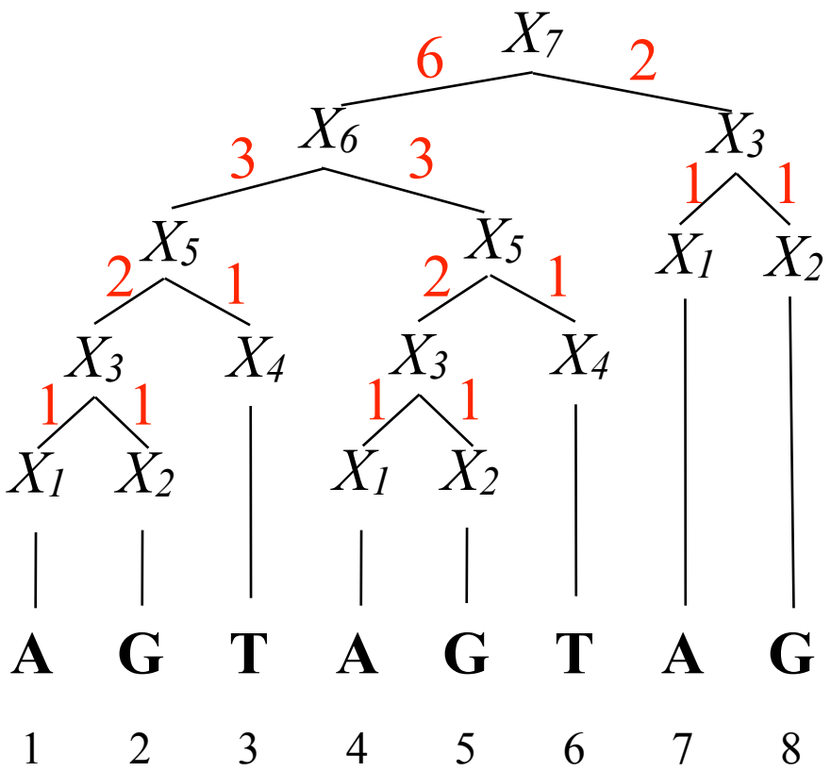
- What is the i'th character ?

O($N$) space  O($n$) space

O(1) query  O($n$) query

# Grammar
# Random Access to Compressed Strings



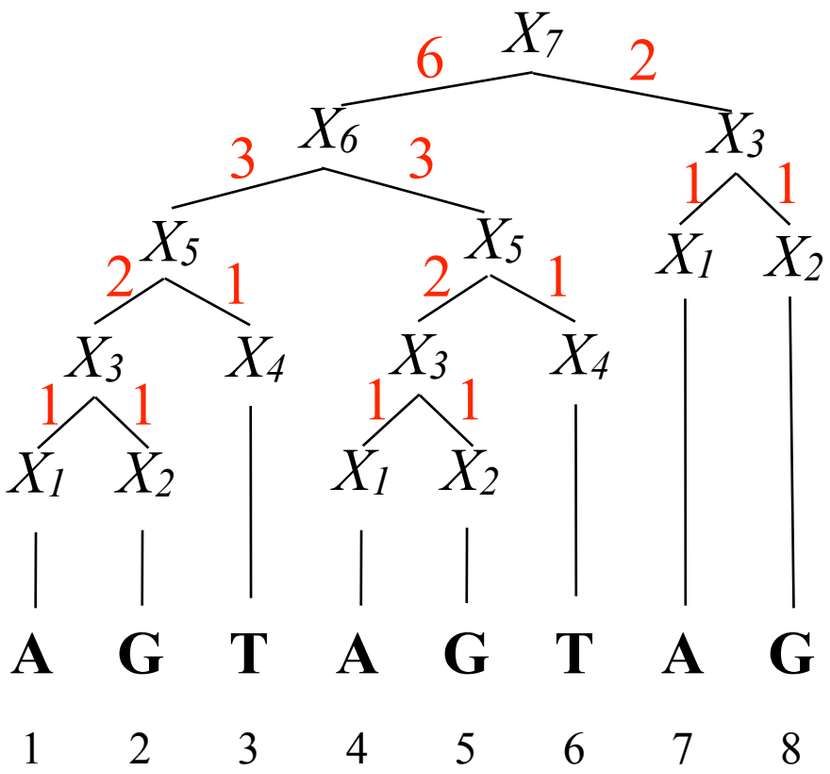

$n = 7$

$N = 8$


- What is the i'th character ?

| | | |
|---|---|---|
| O($N$) space | O($n$) space | O($n$) space |
| O(1) query | O($n$) query | O($\log N$) query |

# Grammar
# Random Access to Compressed Strings




$n = 7$

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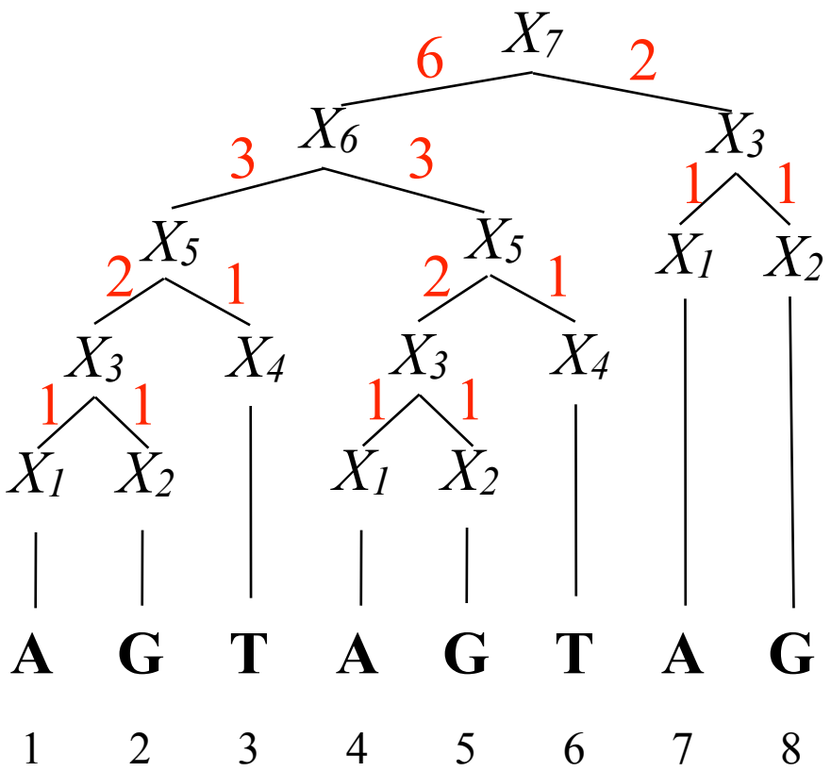
- What is the i'th character ?
- What is the substring [i,j] ?

O($n$) space
O(log $N$) query

# Grammar
# Random Access to Compressed Strings



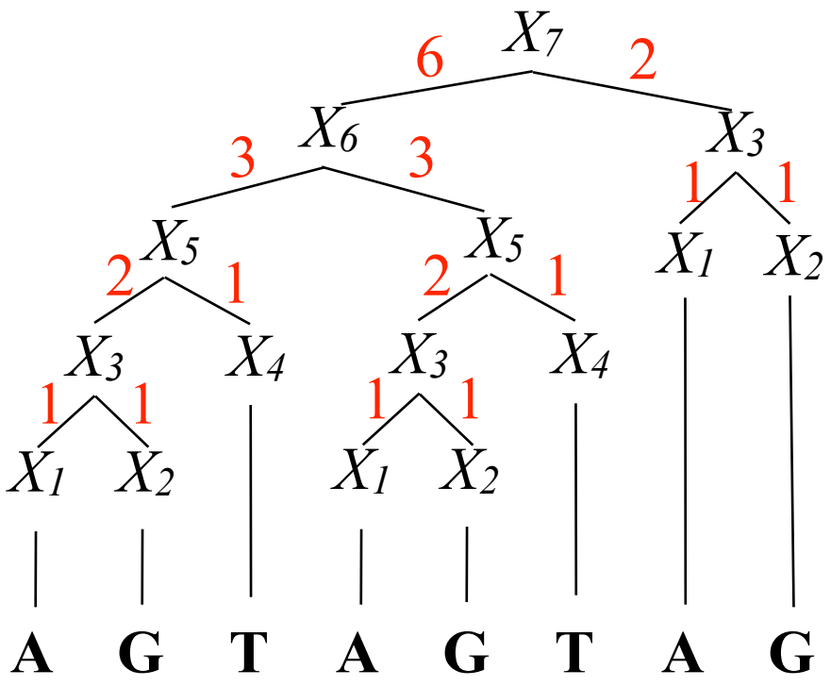

$n = 7$

$N = 8$


- What is the i'th character ?
- What is the substring [i,j] ?

O($n$) space
O($\log N$ + j-i) query

# Application:
# Black-box compressed pattern matching

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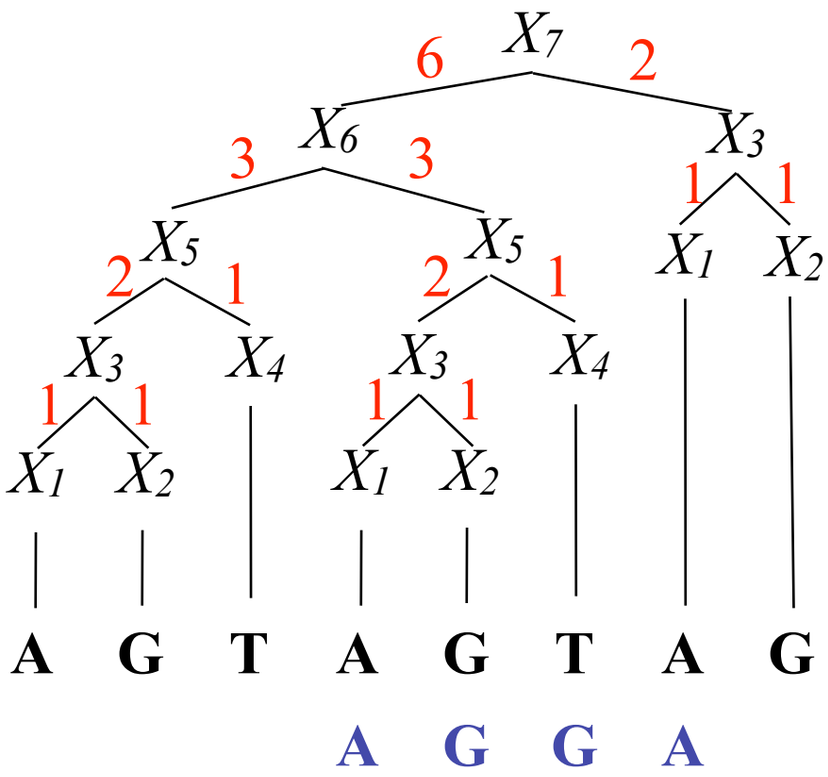
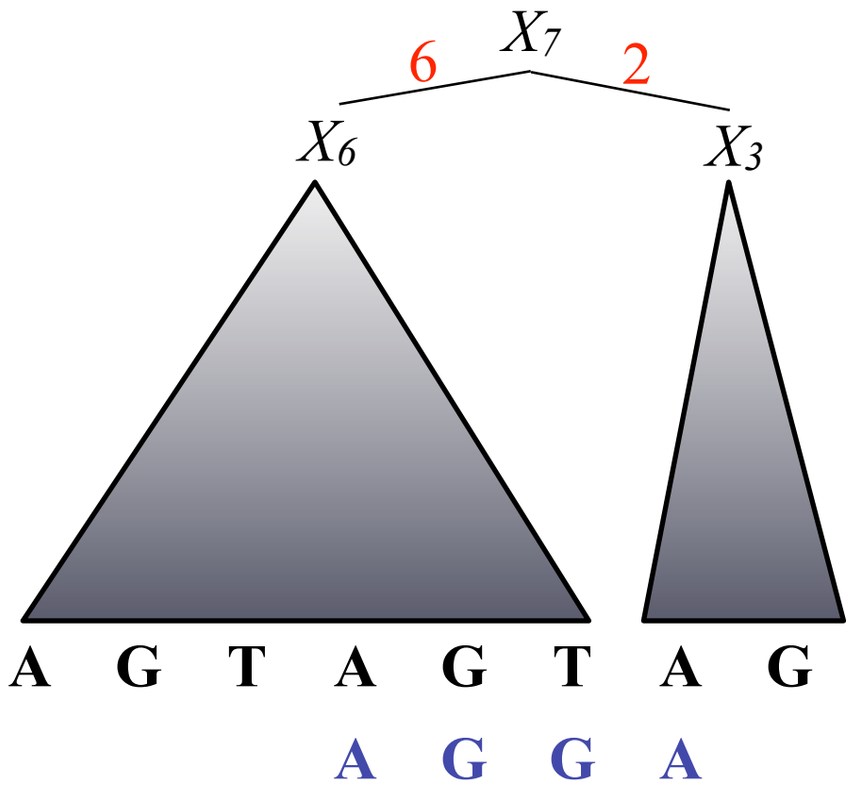
# Black-box compressed pattern matching





- Does the pattern "**A G G A**" appear in the text?
  - perhaps with $k$ errors

# Application:
# Black-box compressed pattern matching





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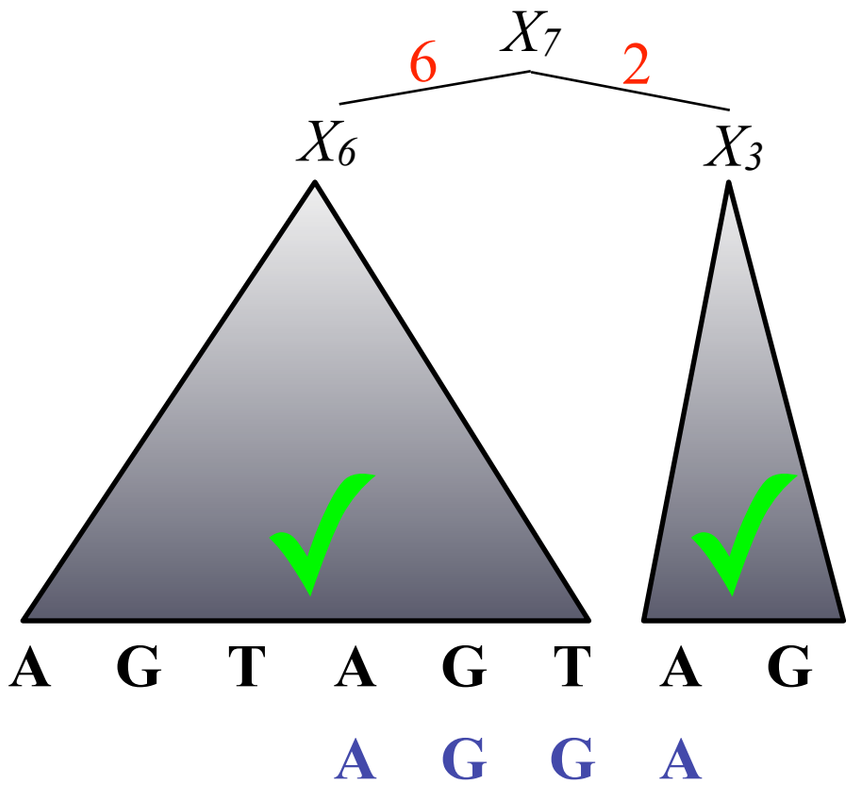


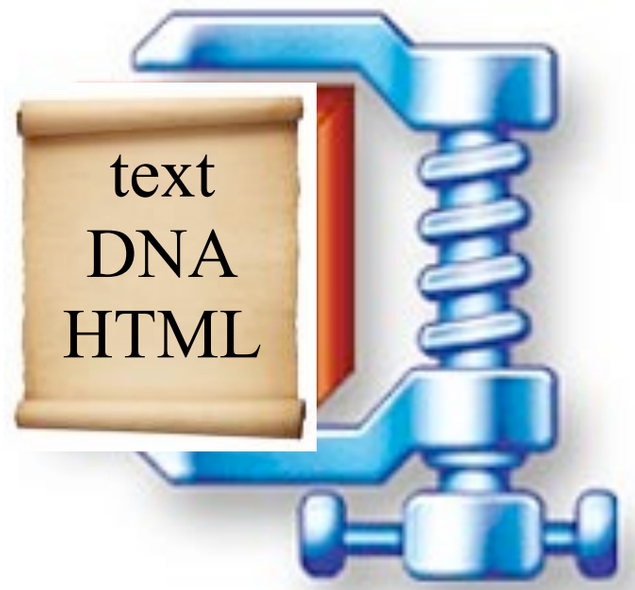


- Does the pattern "**A G G A**" appear in the text?
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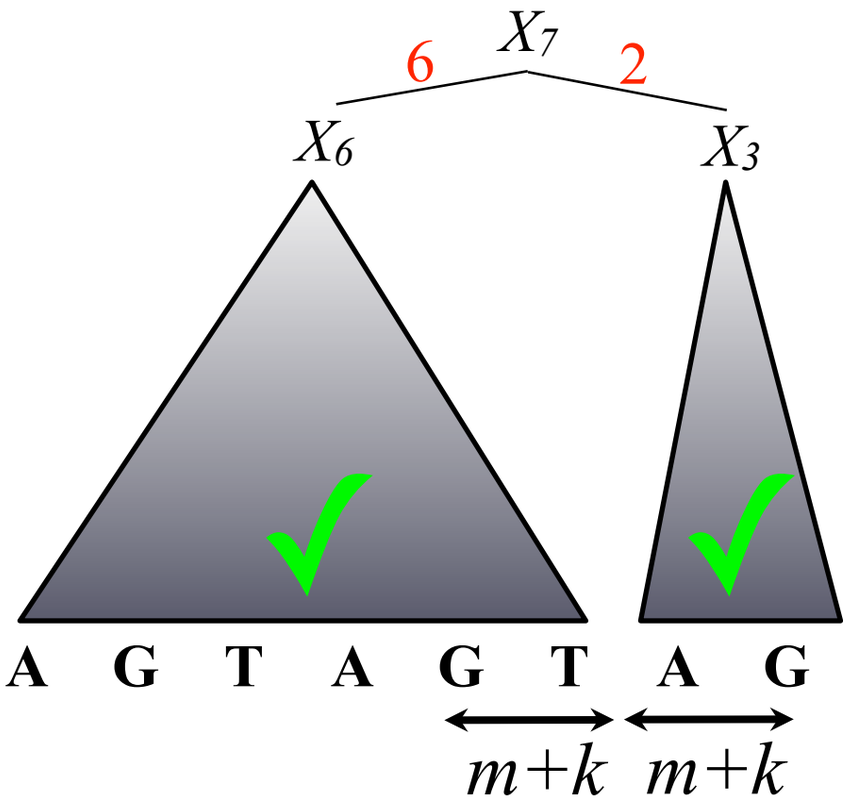



- Does the pattern "**A G G A**" appear in the text?
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# Application:
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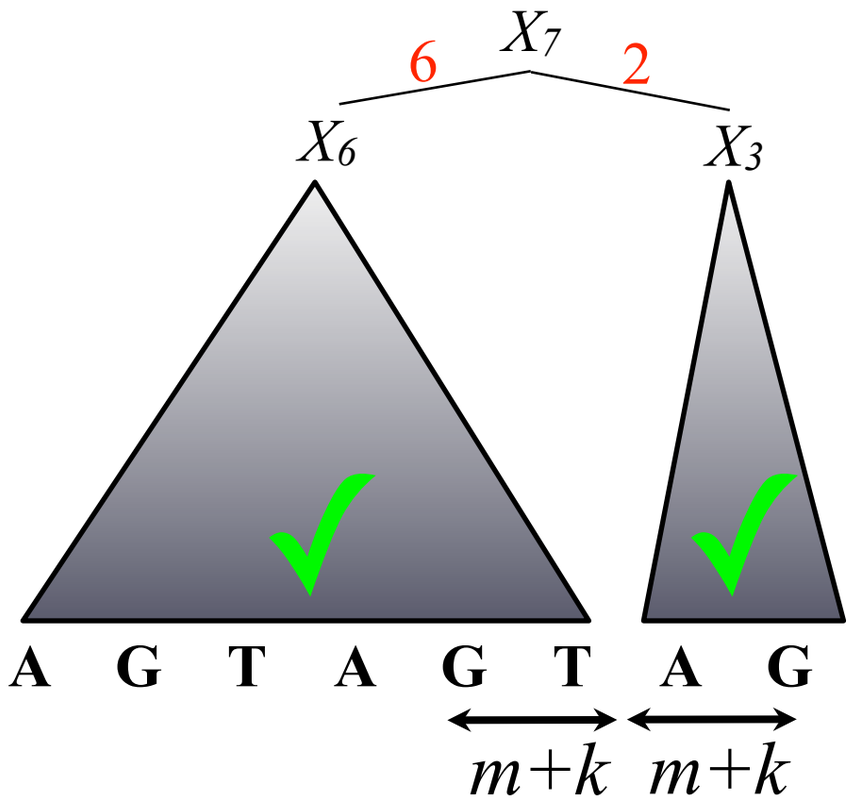
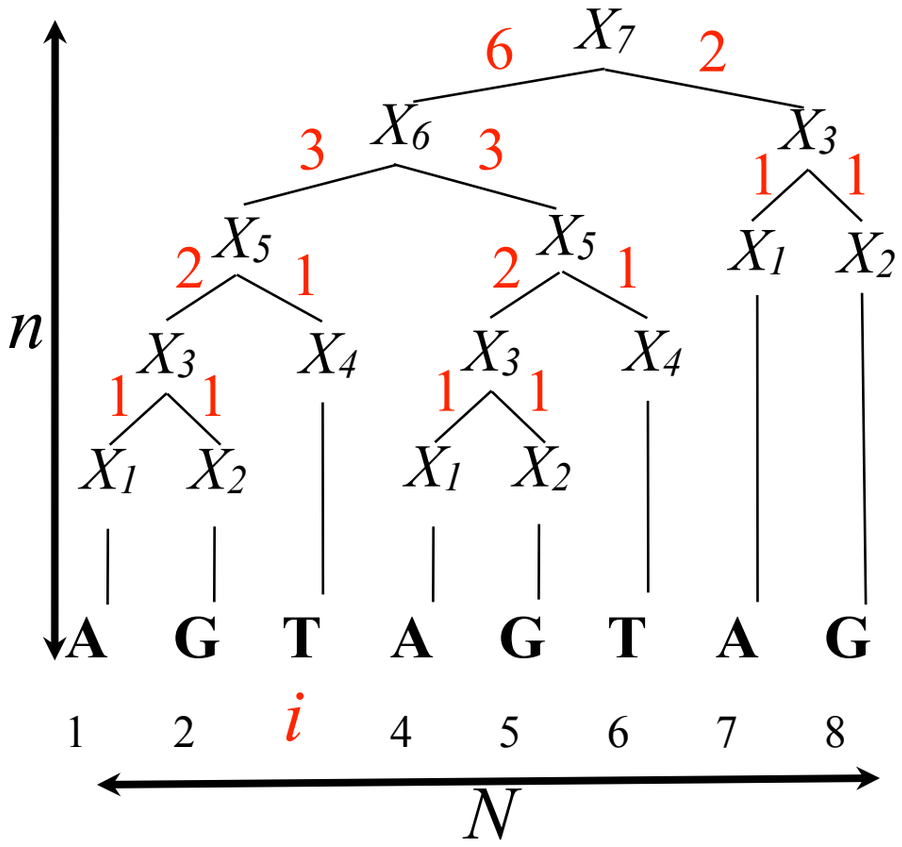


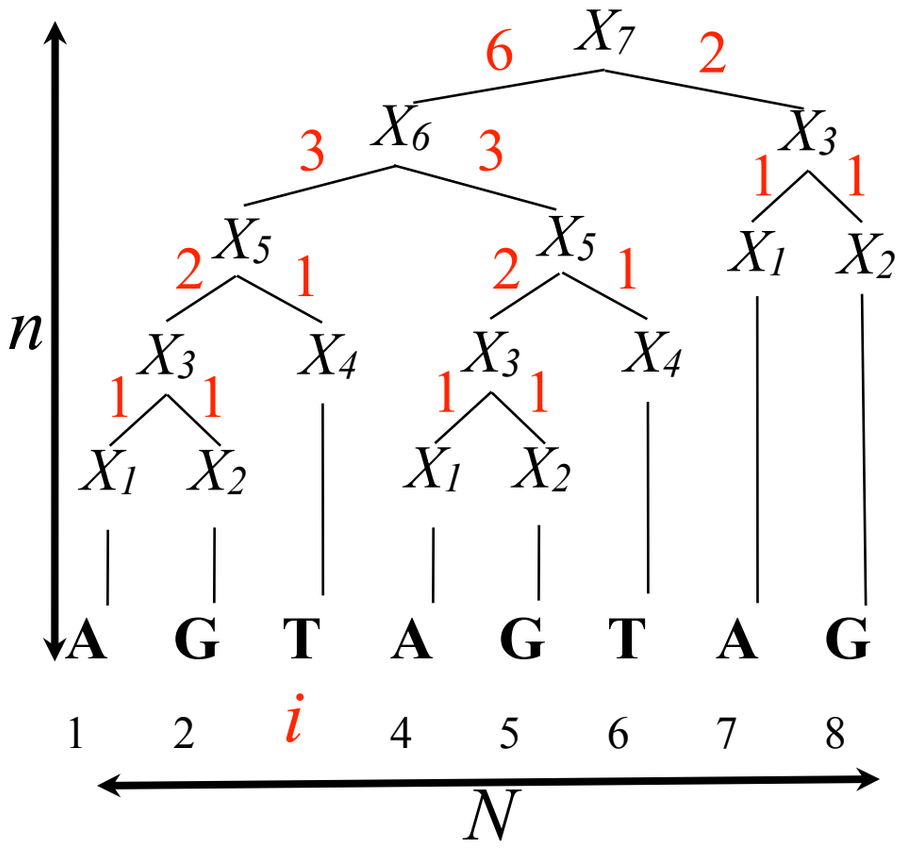


- Does the pattern "**A G G A**" appear in the text?
  - perhaps with $k$ errors
- Total time complexity: $(\log N + m + \text{BlackBox}(m))\ n$

# Our Algorithm



# Heavy Path Decomposition [HT84]



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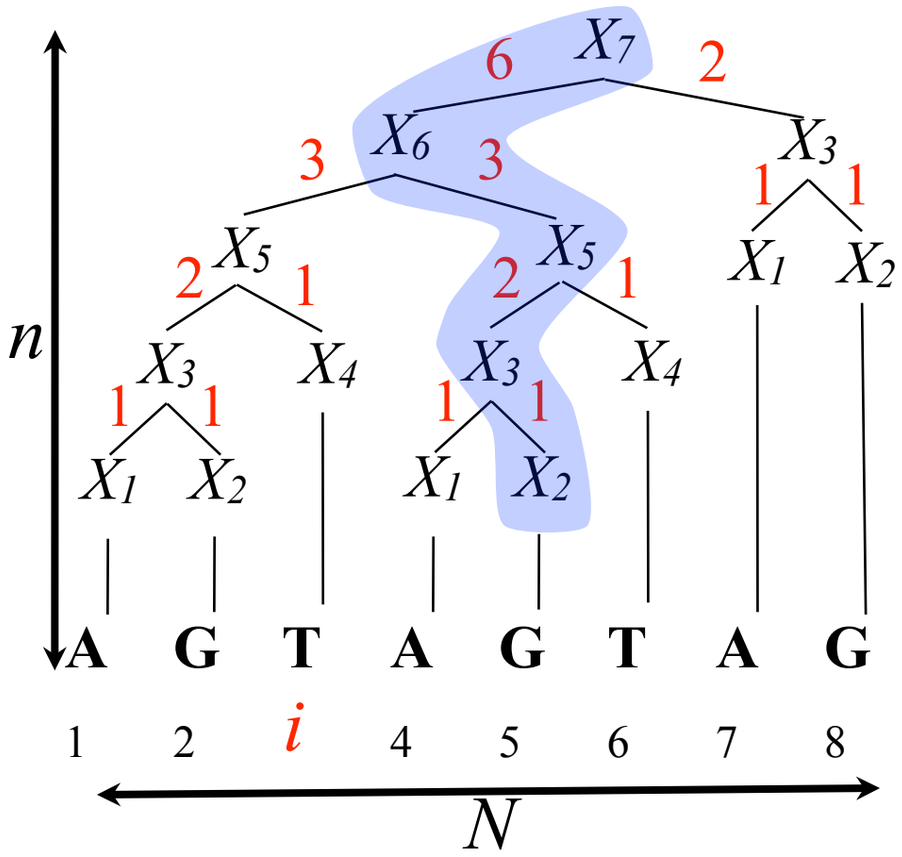

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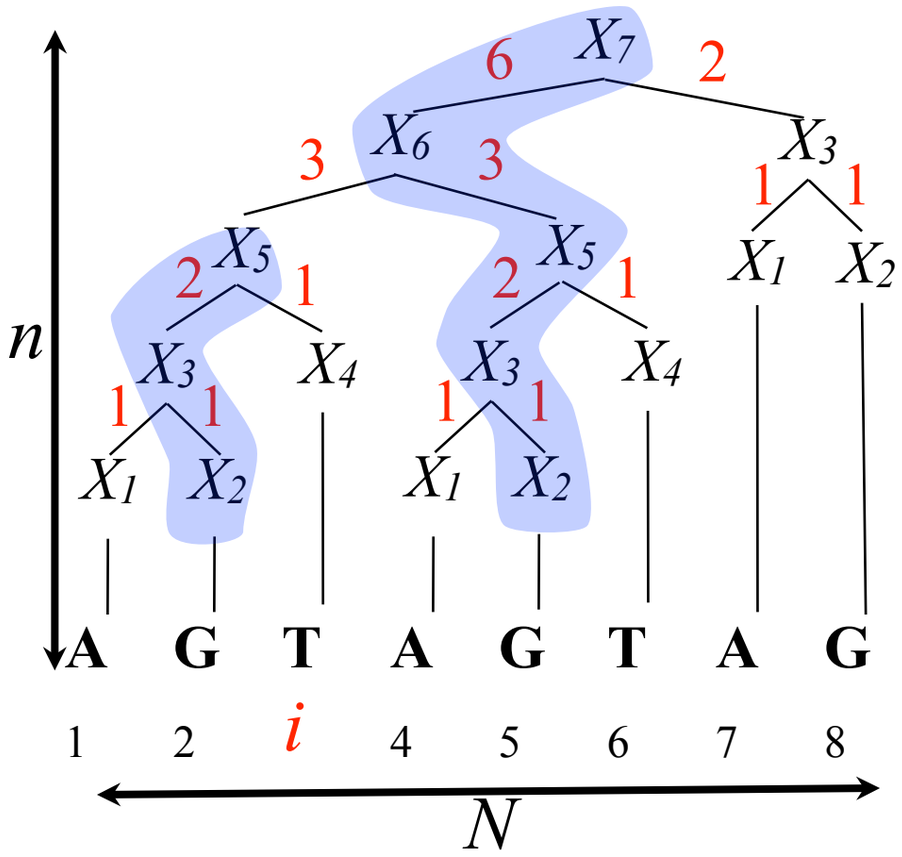

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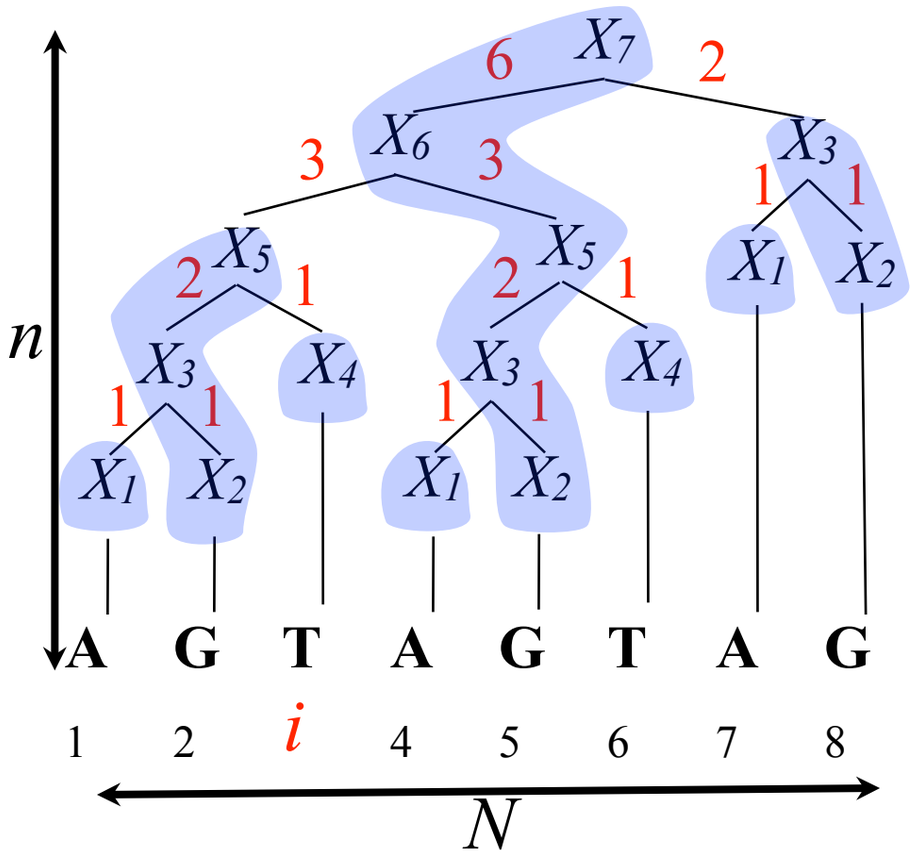

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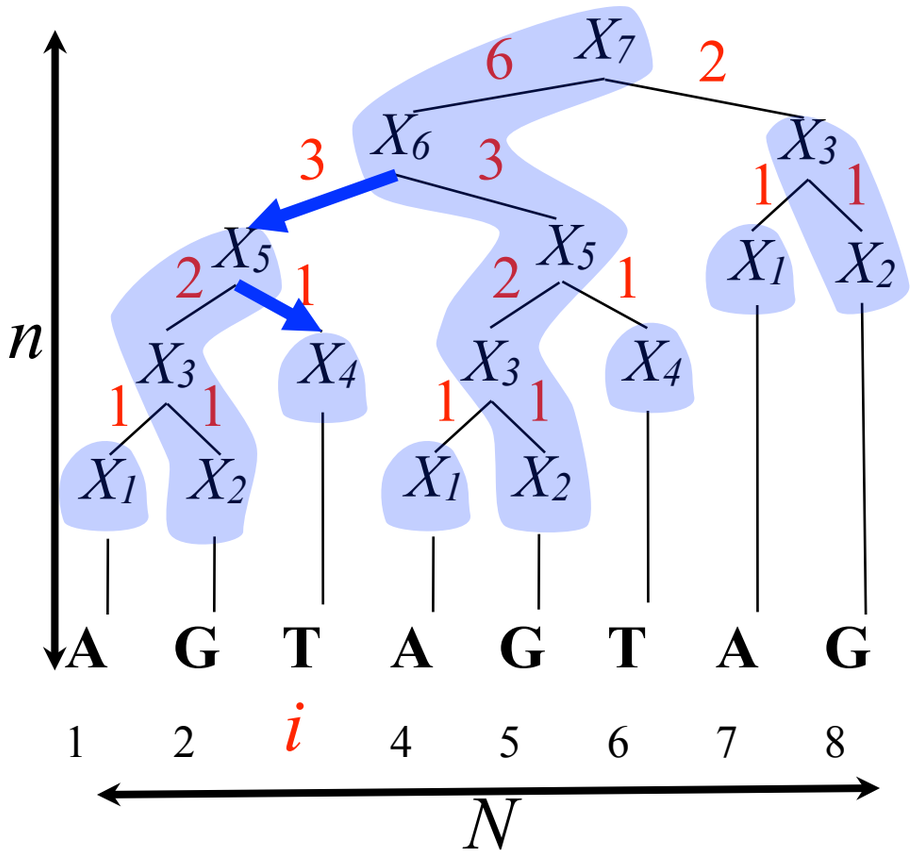
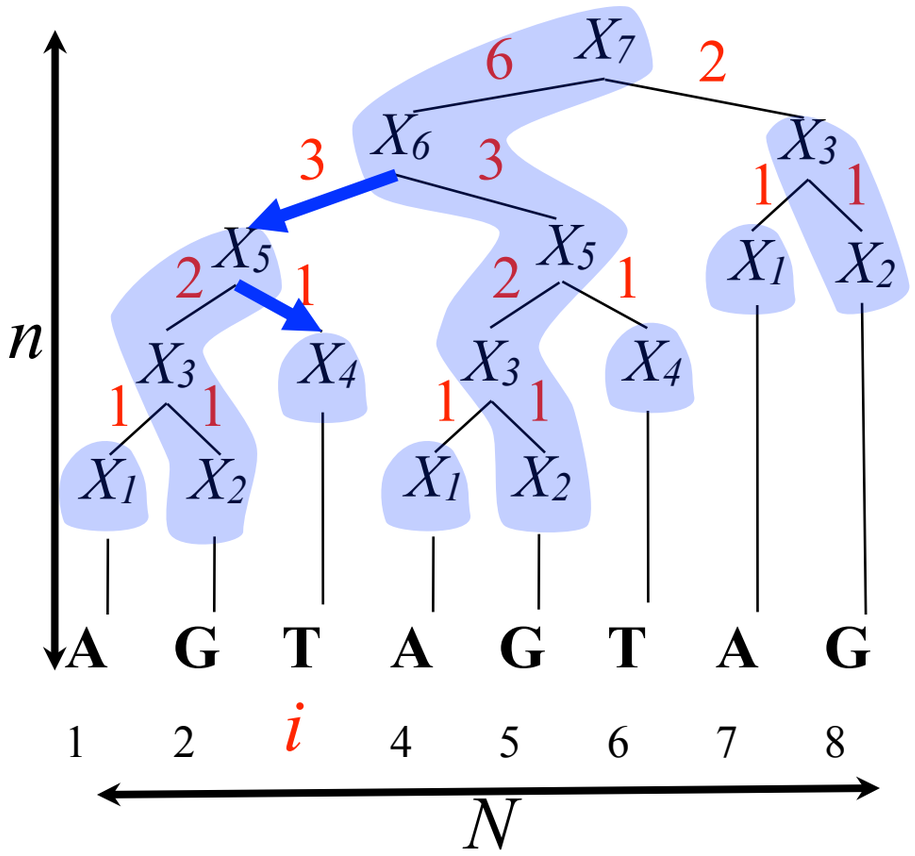


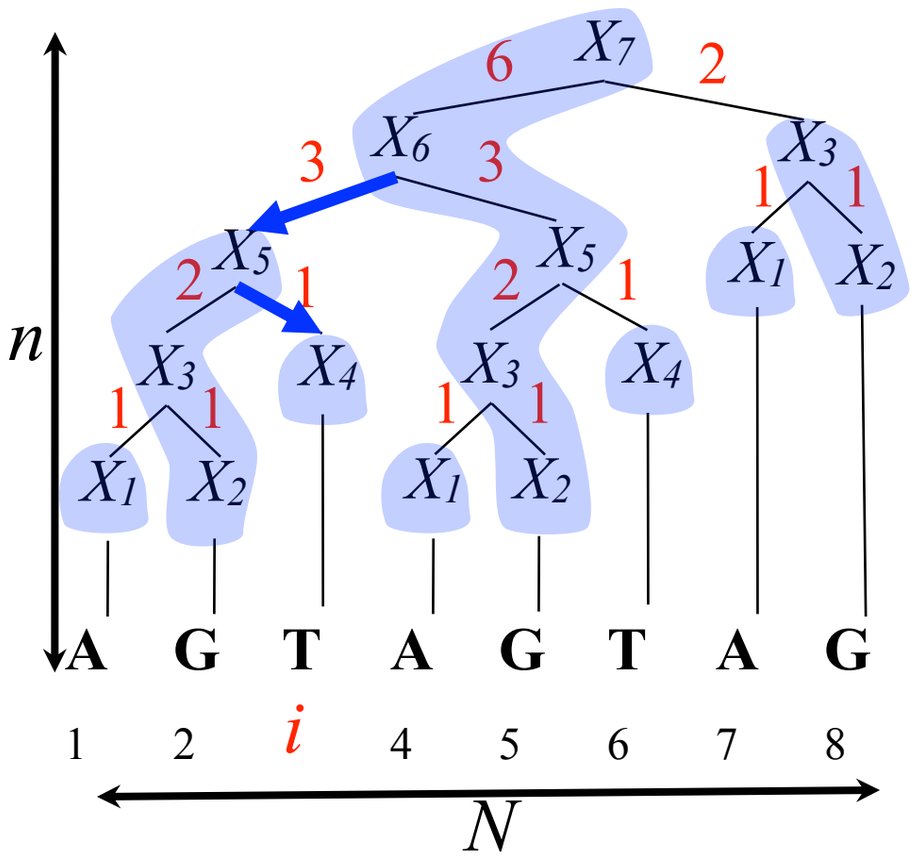

- The way to $i$ goes through $O(\log N)$ paths

# Random Access Query




- The way to $i$ goes through $O(\log N)$ paths
- Query: binary-search all paths on the way

# Random Access Query

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$$O(\log n)$$

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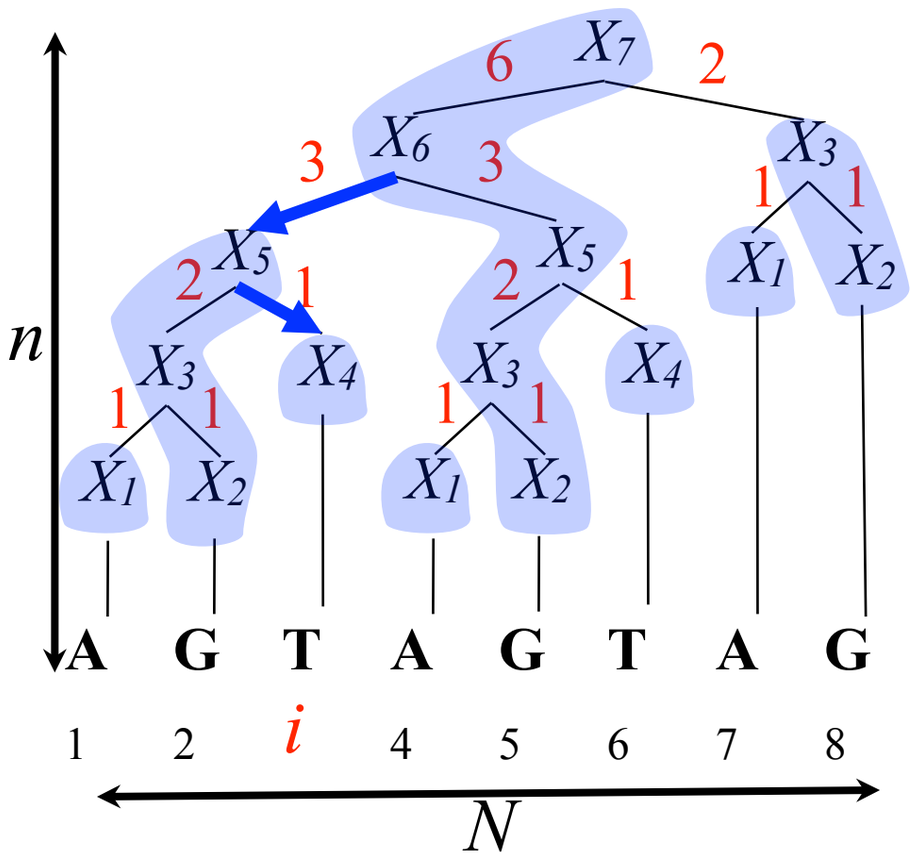
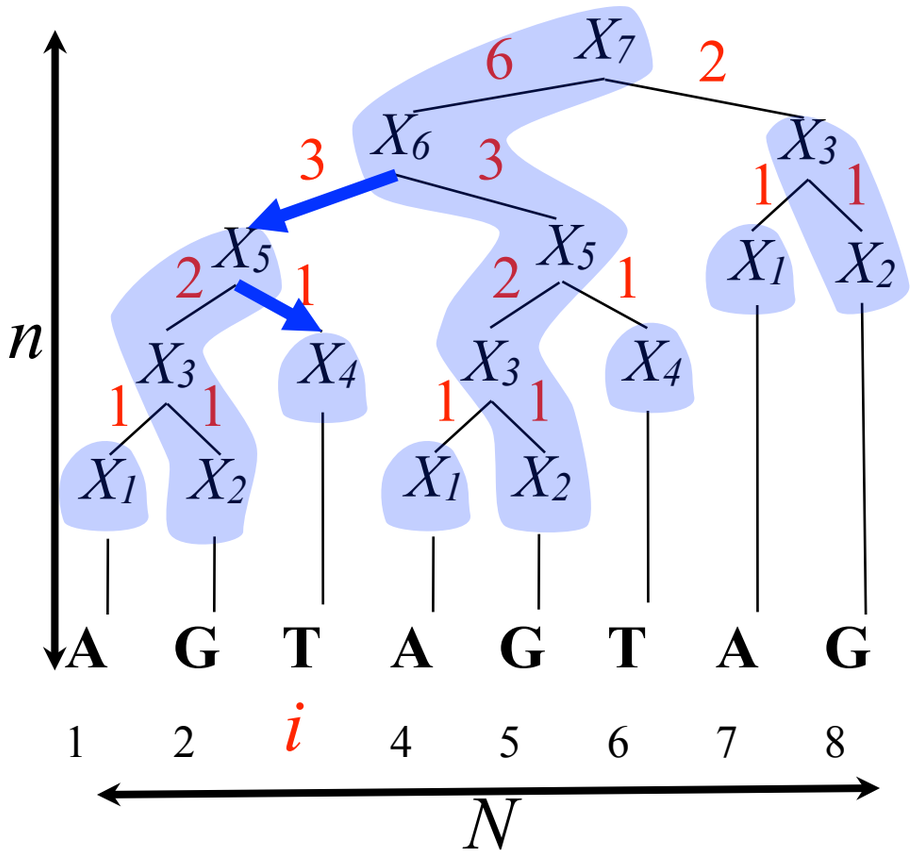



- The way to $i$ goes through $\mathrm{O}(\log N)$ paths
- Query: binary-search all paths on the way

$$\mathrm{O}(\log n) \cdot \mathrm{O}(\log N)$$

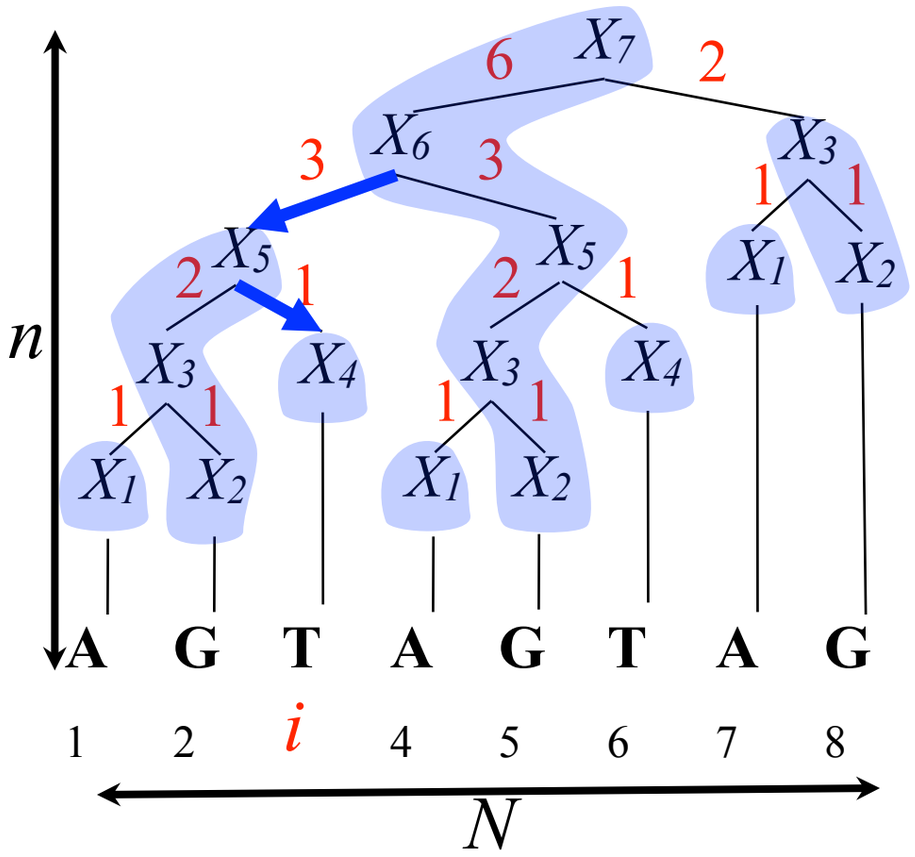
# Random Access Query




- The way to $i$ goes through $O(\log N)$ paths
- Query: binary-search all paths on the way

~~$O(\log n)$~~ $\cdot\ O(\log N)$

# Interval Biased Search Tree

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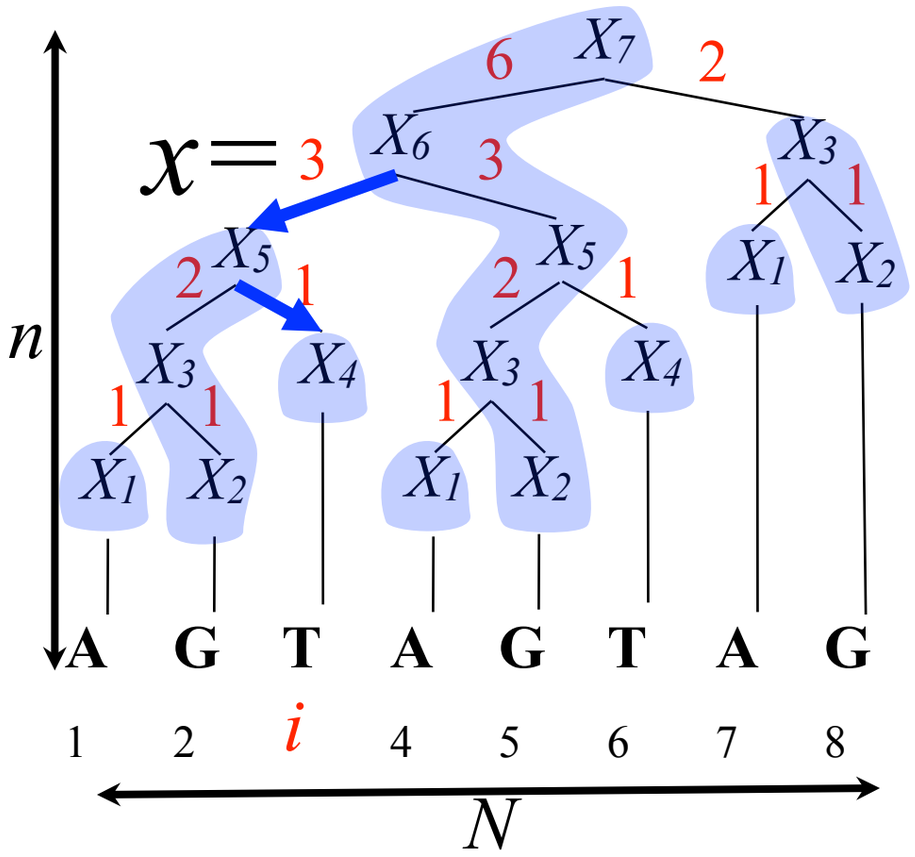


- The way to $i$ goes through $O(\log N)$ paths
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~~$O(\log n)$~~ $\cdot\ O(\log N)$

$O(\log N/x)$

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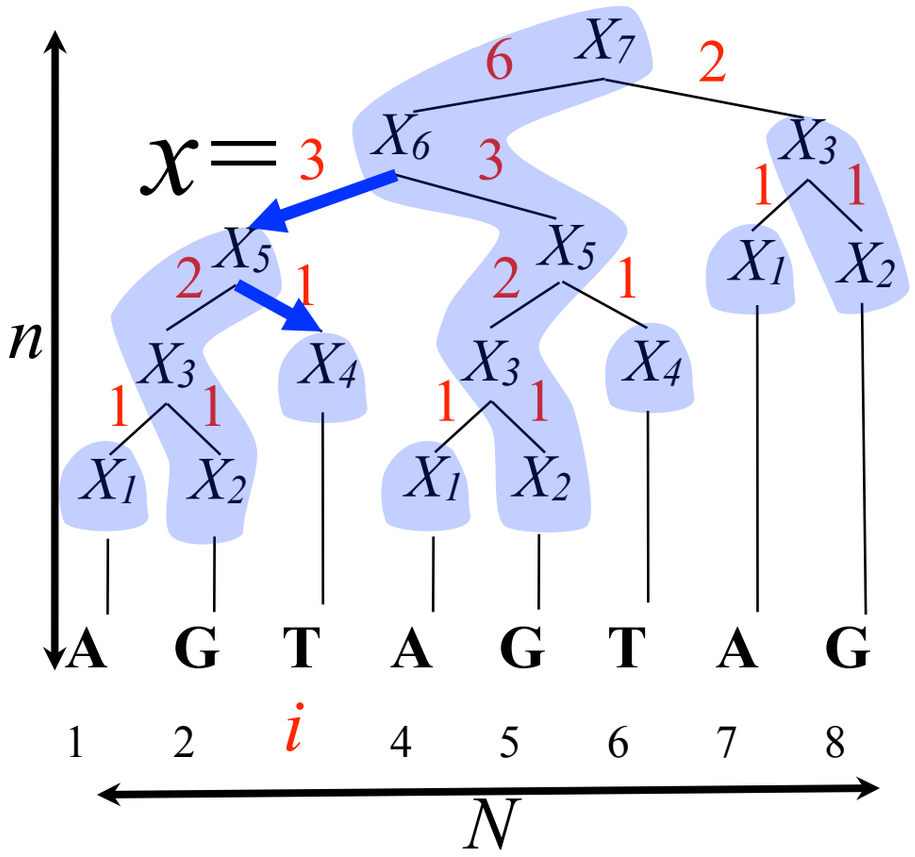


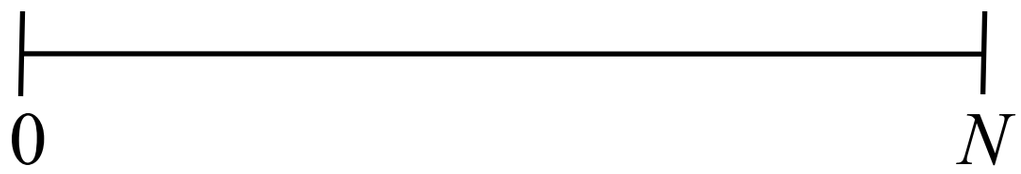


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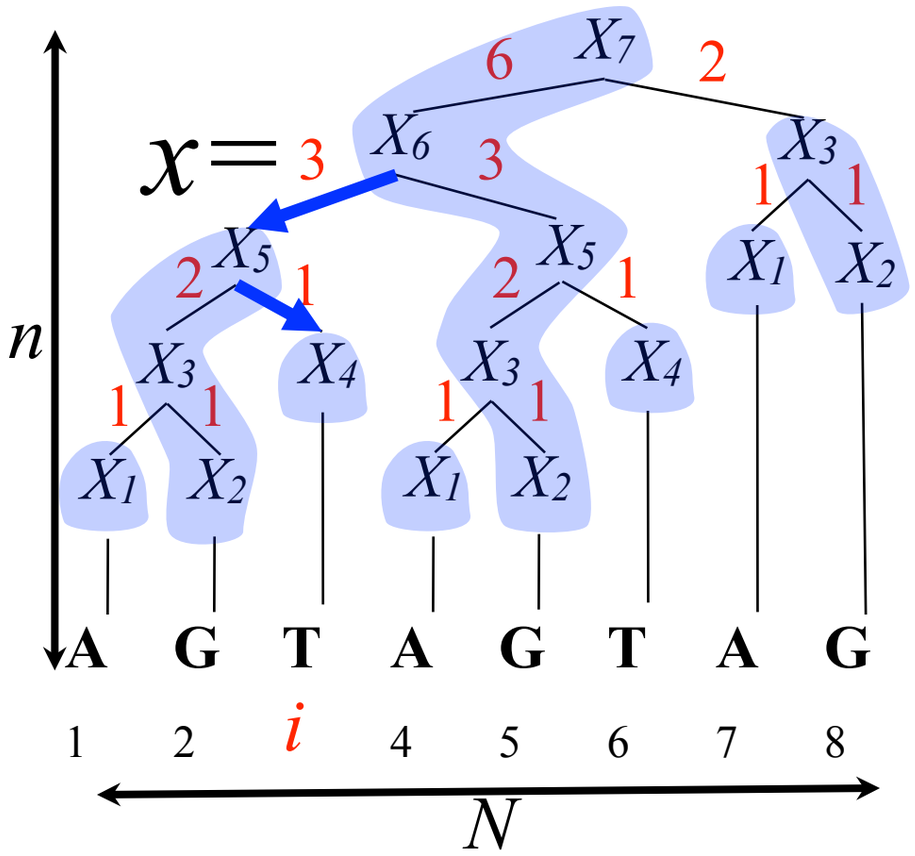


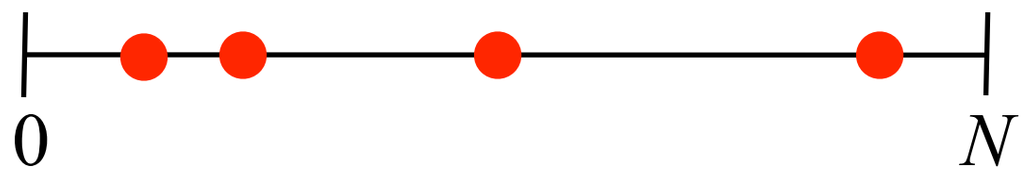


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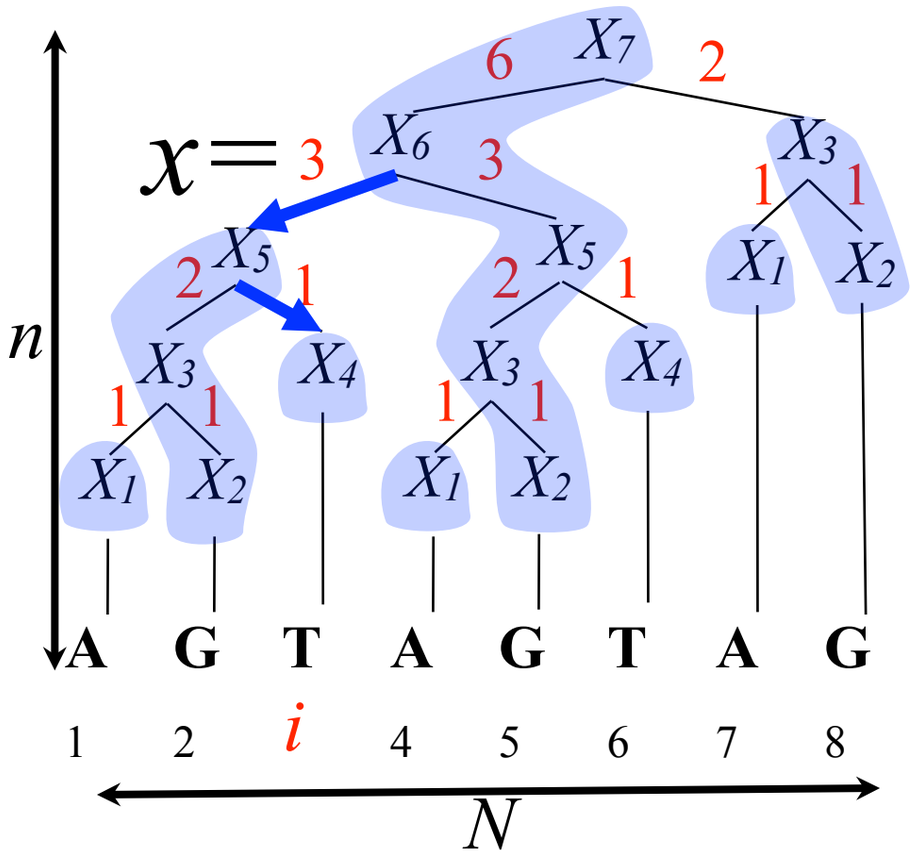
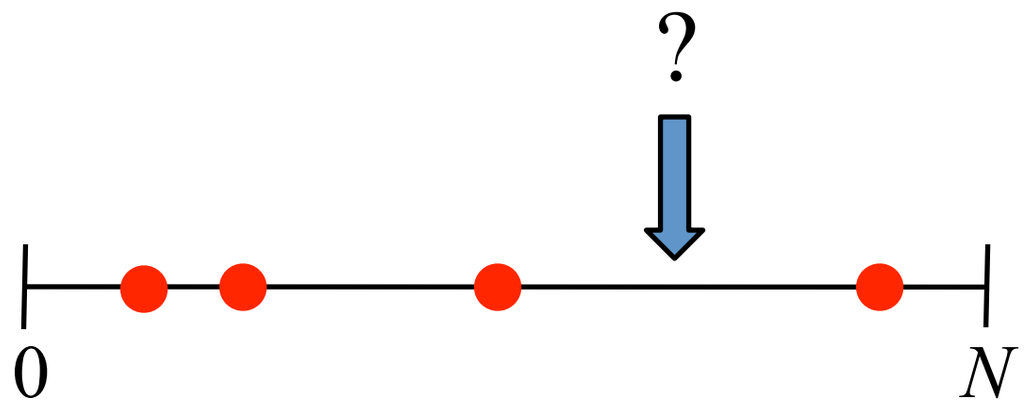


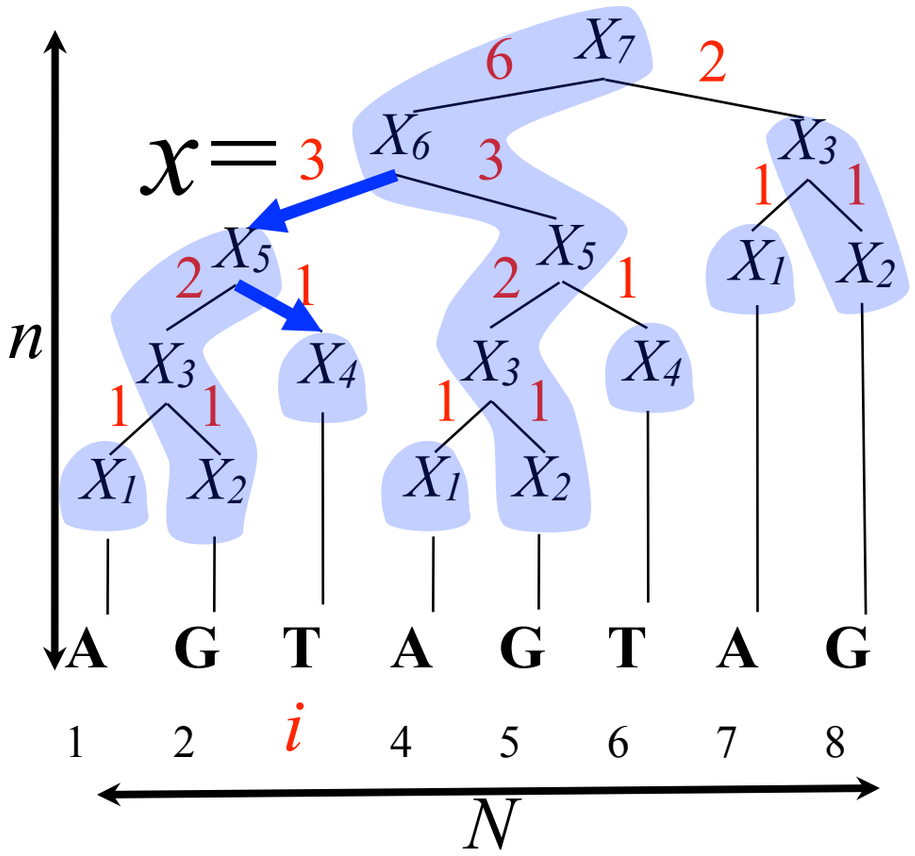



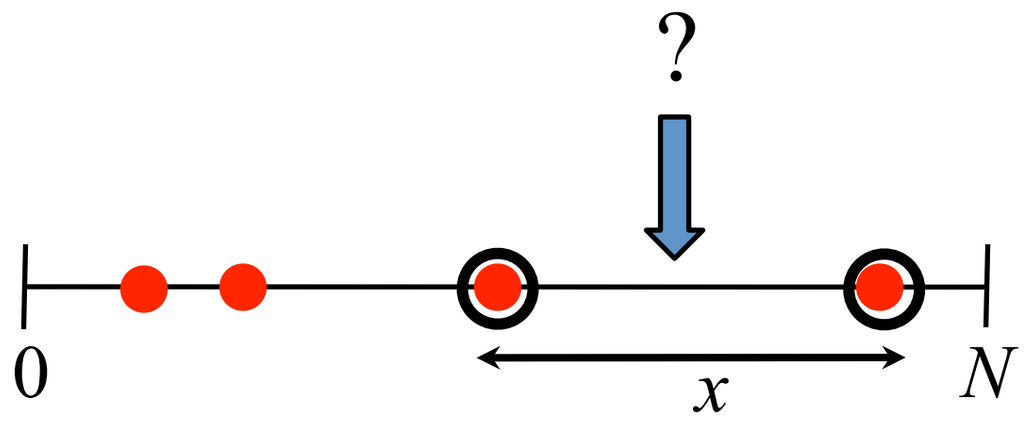

- The way to $i$ goes through $O(\log N)$ paths
- Query: binary-search all paths on the way

~~$O(\log n)$~~ $\cdot\ O(\log N)$

$O(\log N/x)$

# Interval Biased Search Tree




- The way to $i$ goes through $O(\log N)$ paths
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~~$O(\log n)$~~ $\cdot\ O(\log N)$

$O(\log N/x)$

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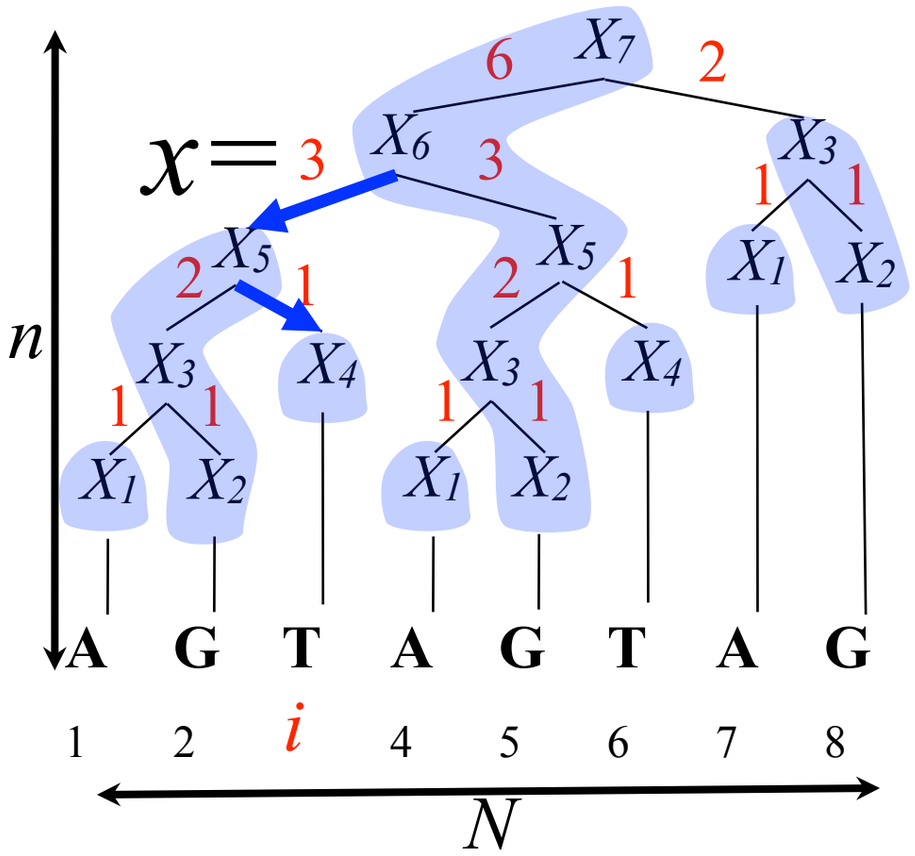


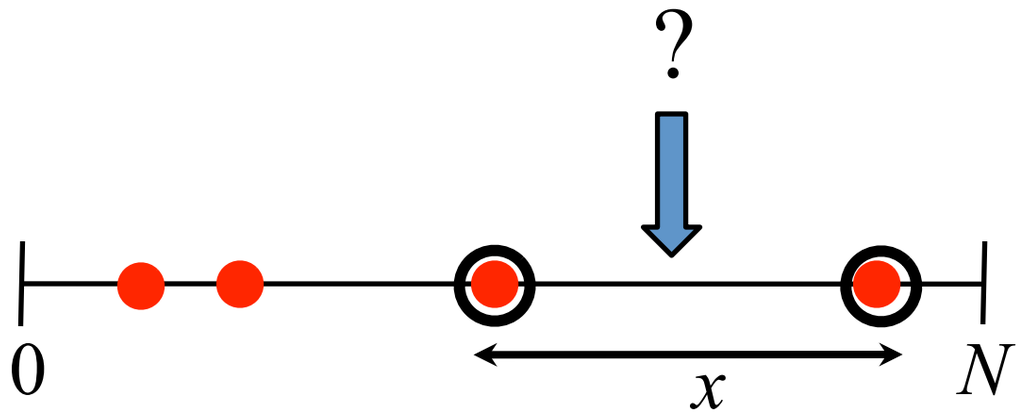


- The way to $i$ goes through $O(\log N)$ paths
- Query: binary-search all paths on the way

~~$O(\log n)$~~ $\cdot\ O(\log N)$

$O(\log N/x)$ telescopes to $O(\log N)$

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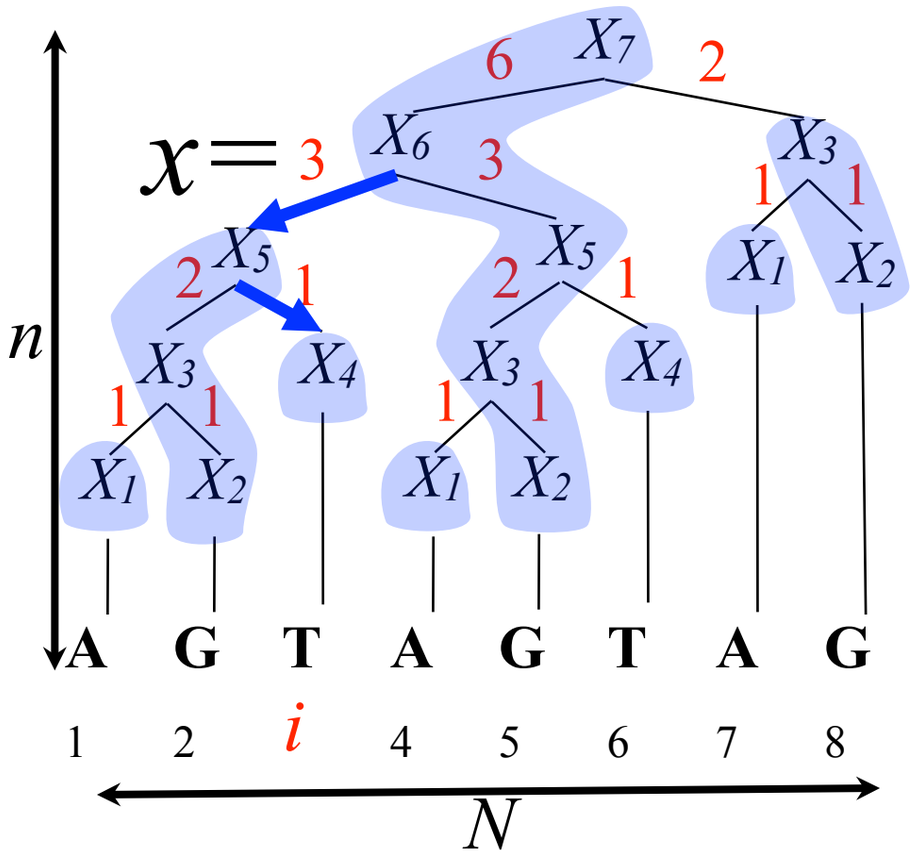
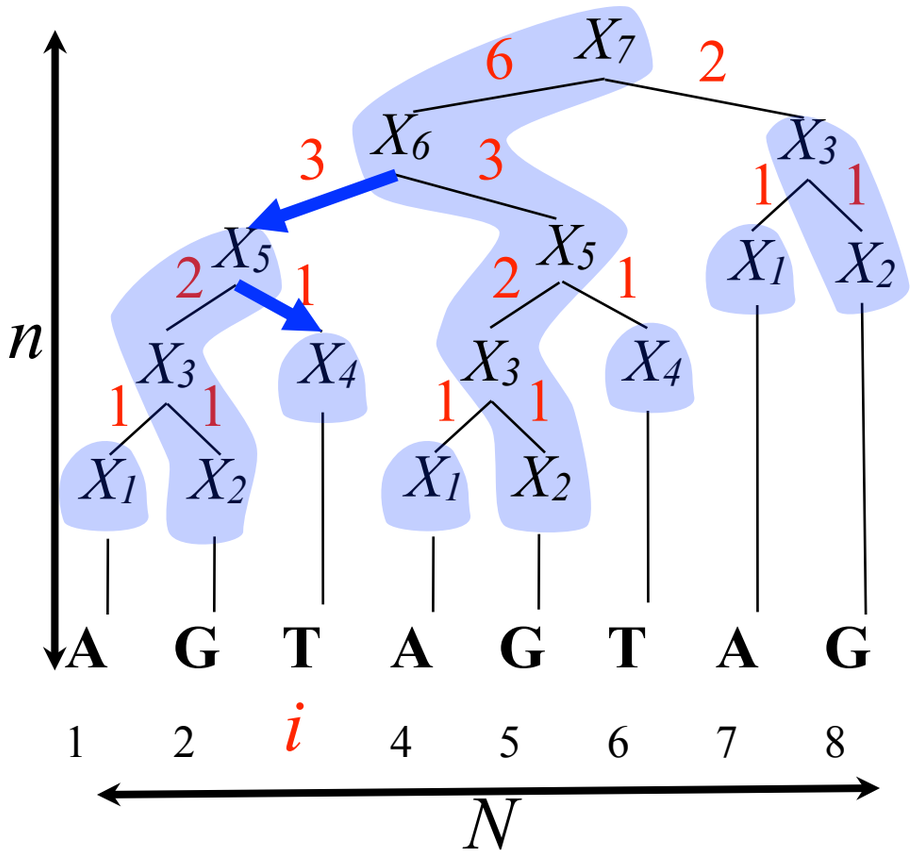



- The way to $i$ goes through $O(\log N)$ paths
- Query: binary-search all paths on the way
- Space: can't actually store all paths

# O($n$) Representation of Heavy Paths



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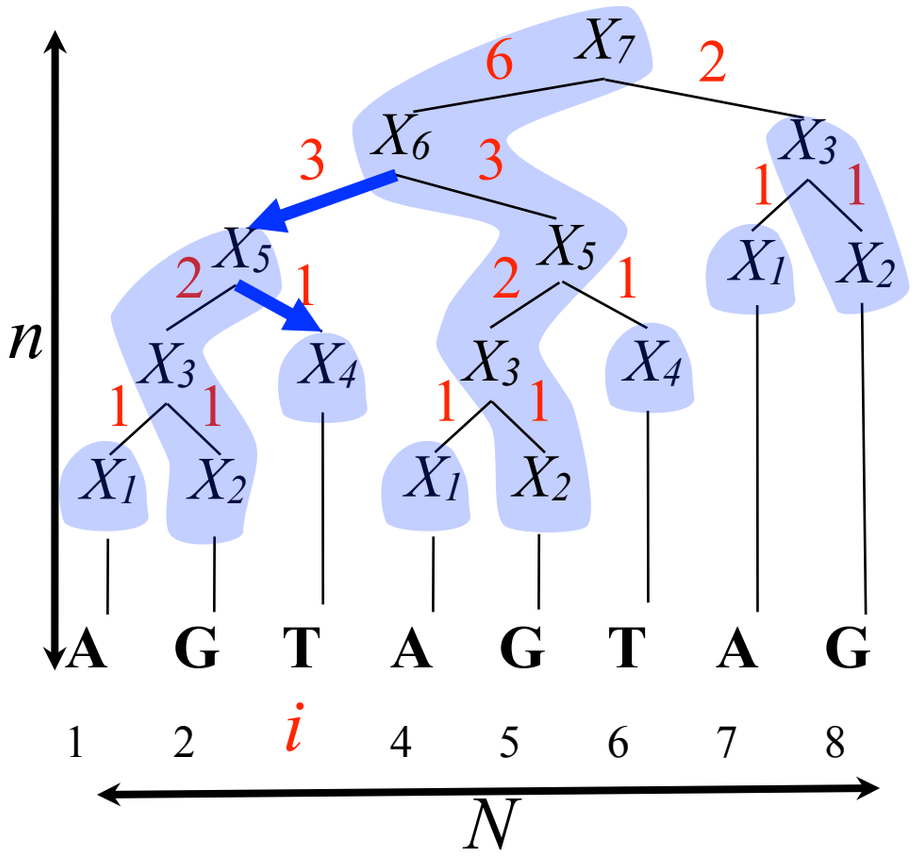


$X_7$

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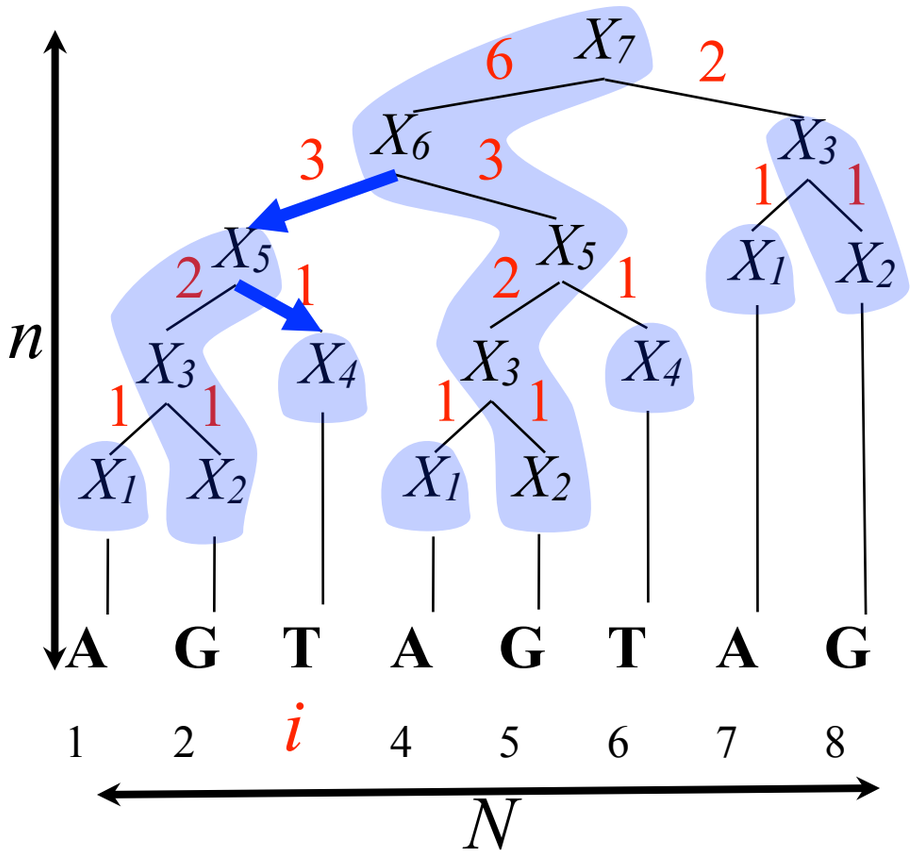


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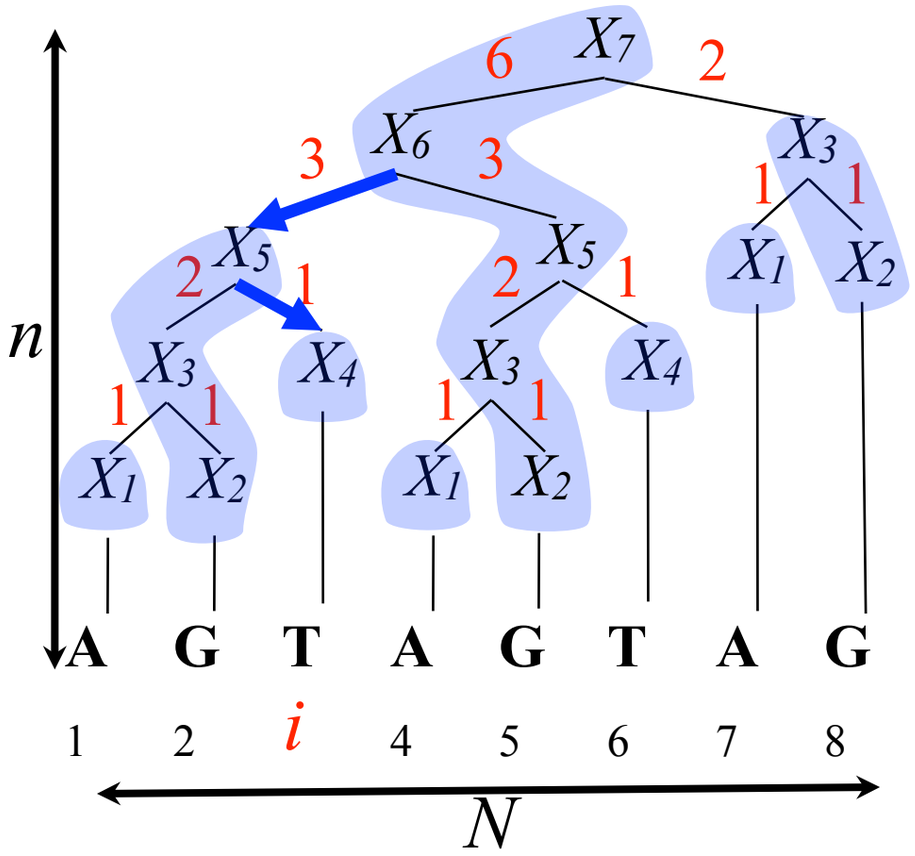


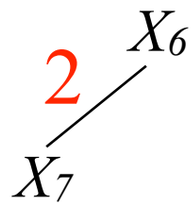

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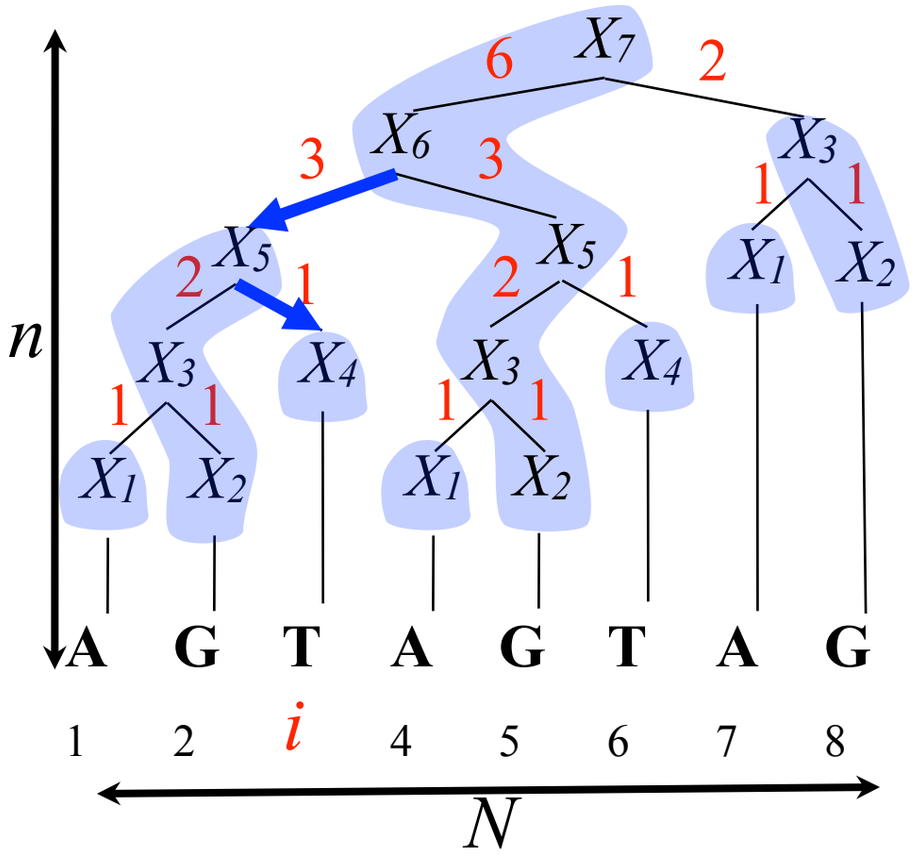


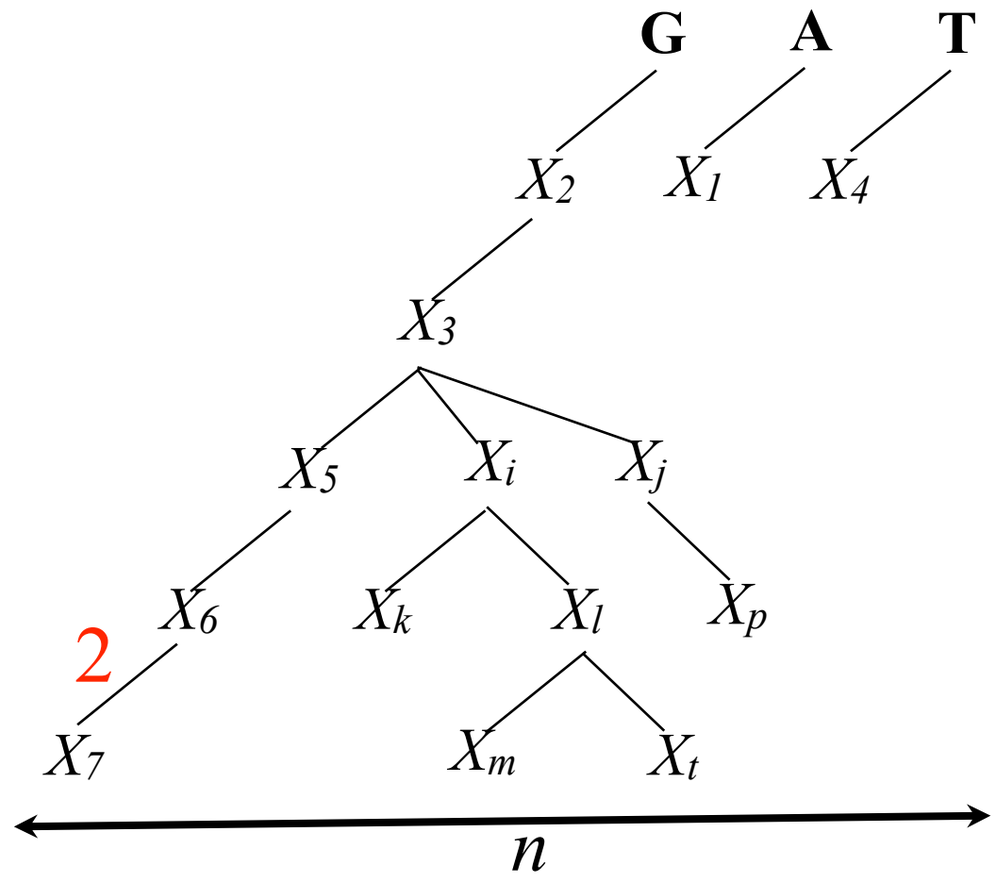

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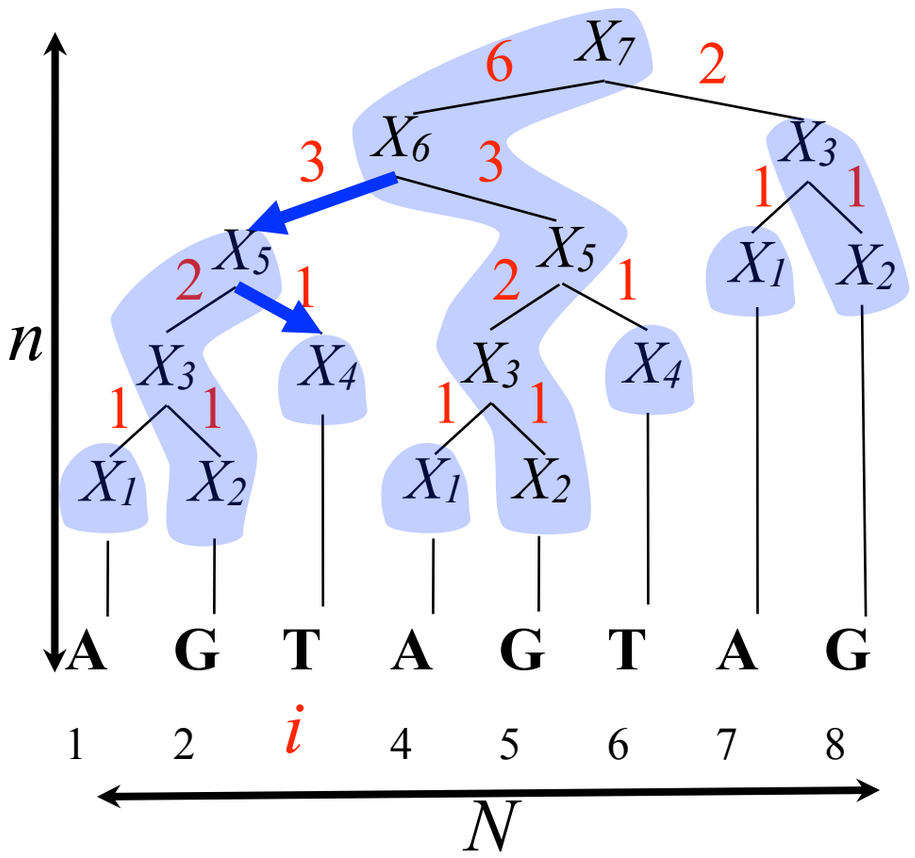


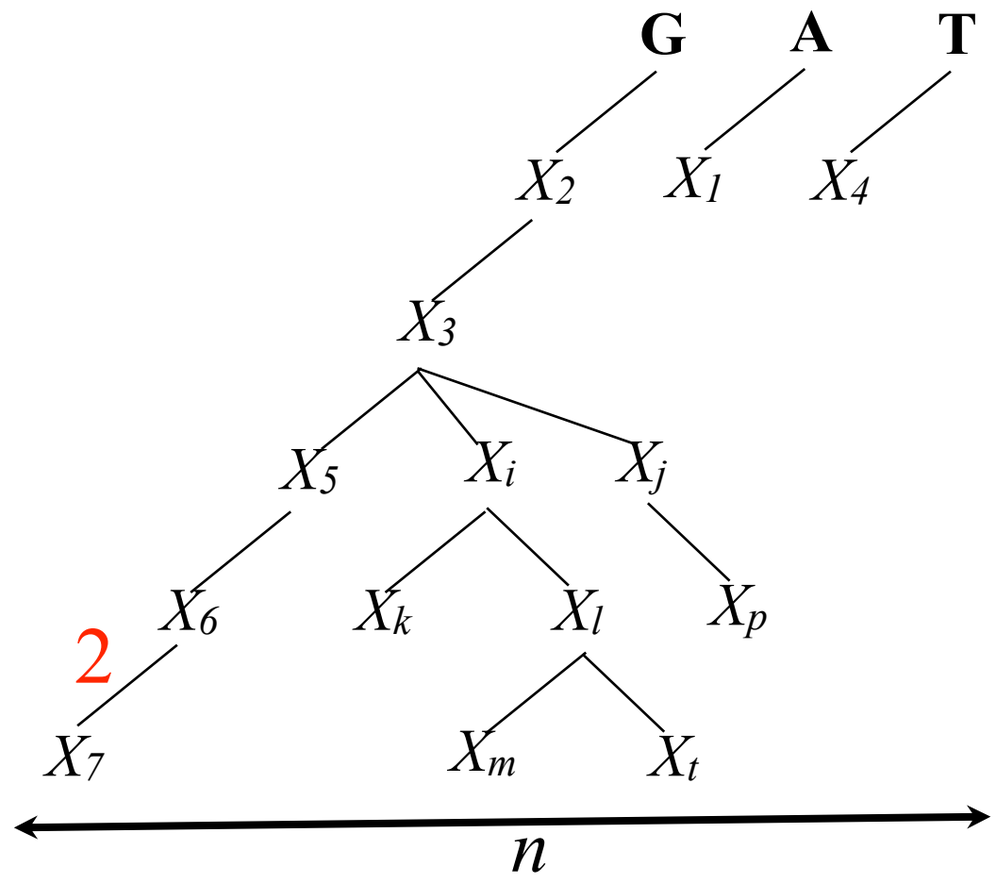


- Binary-search for $i$ = Lowest ancestor of distance $i$.

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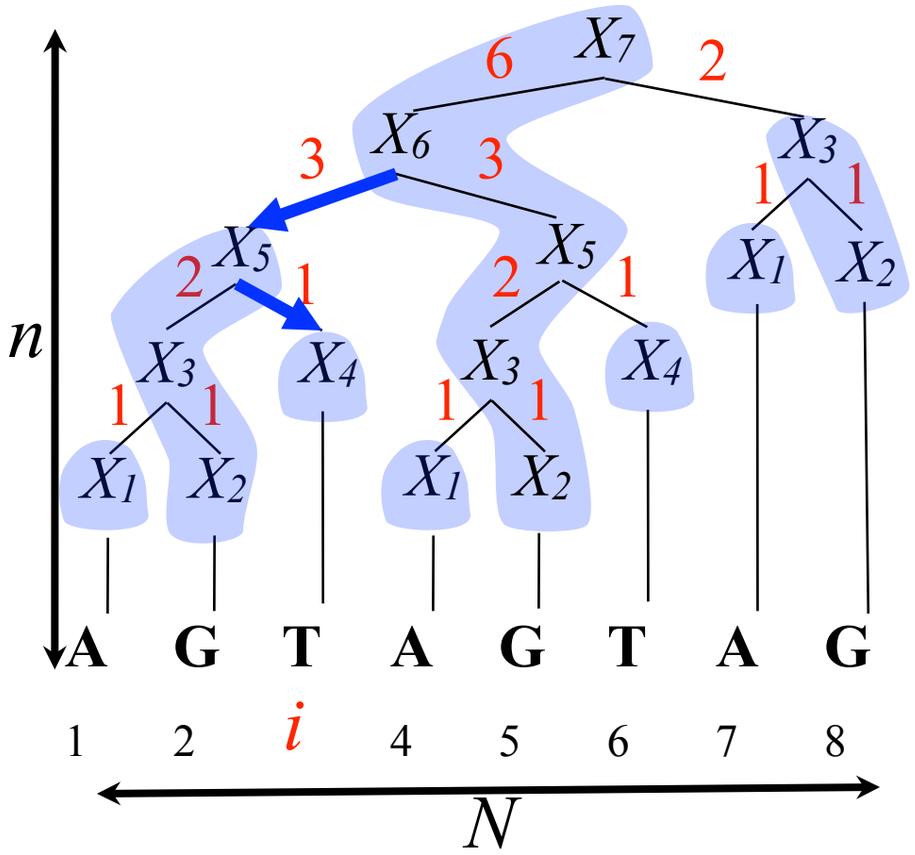
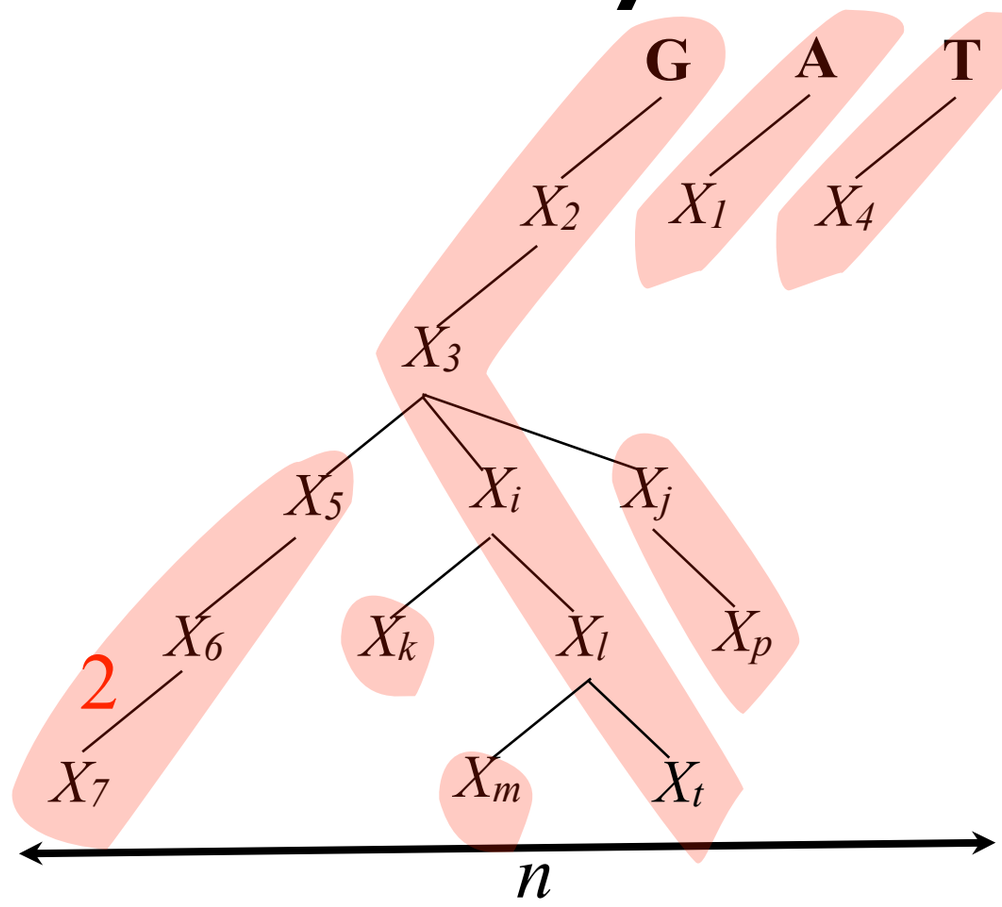
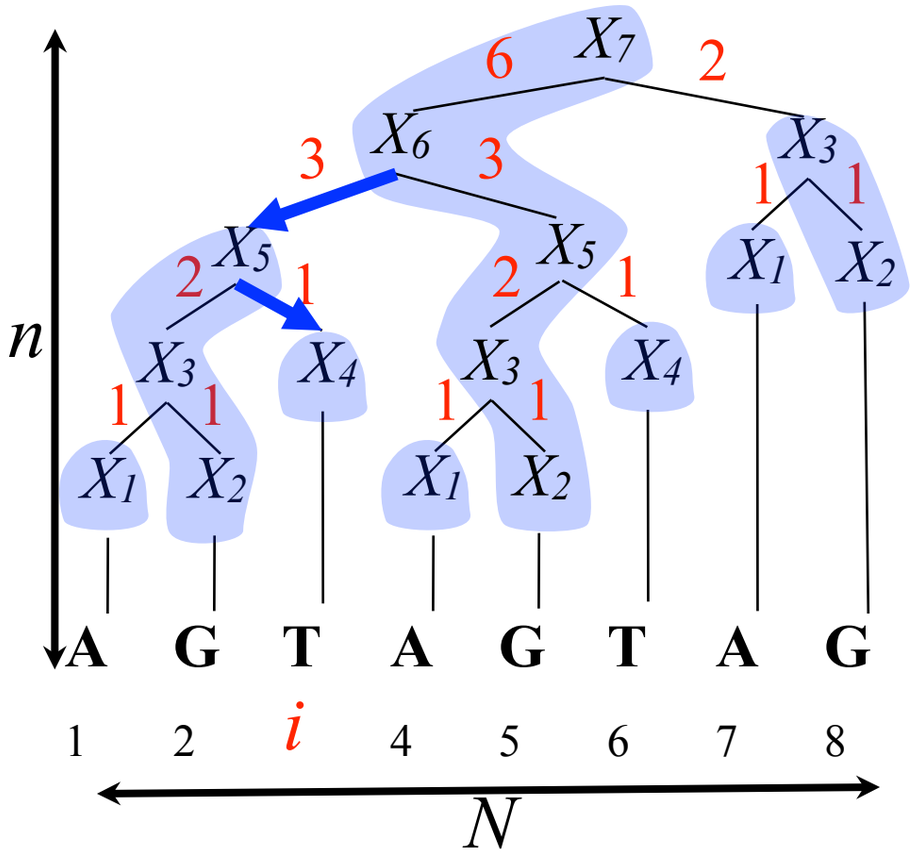
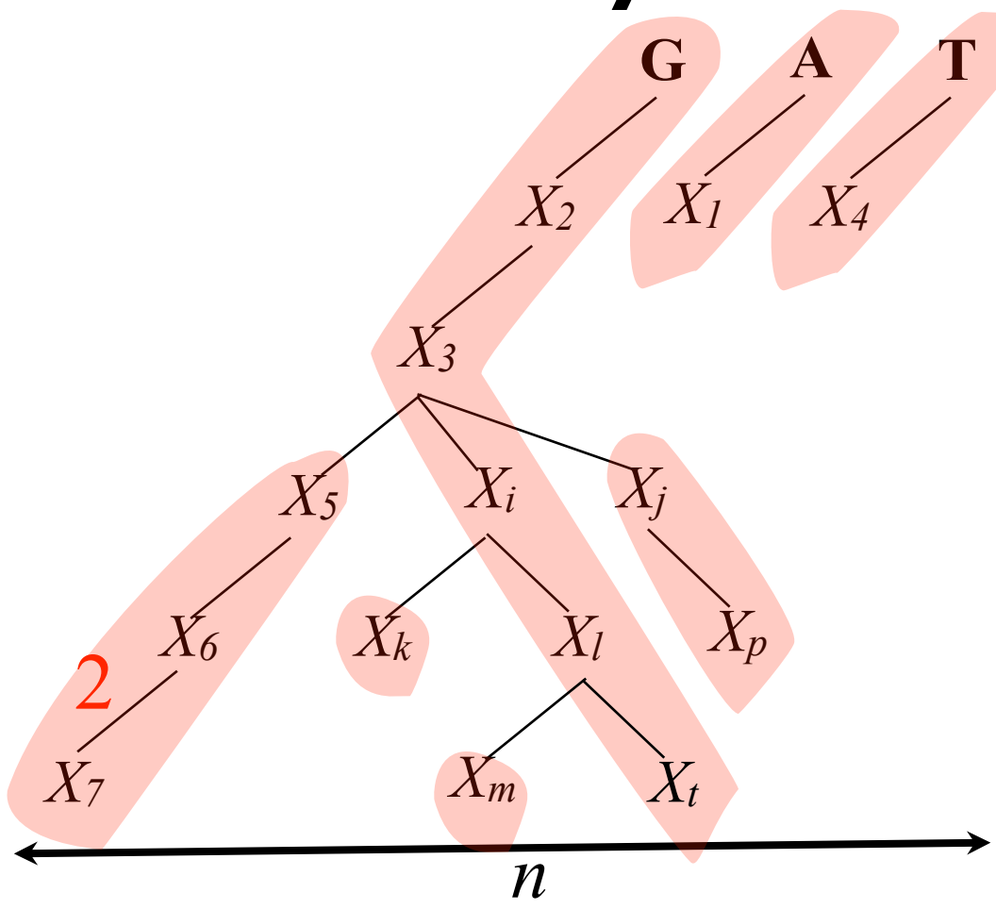



- Binary-search for $i$ = Lowest ancestor of distance $i$.
- A heavy path decomp. of the heavy path representation

# O($n$) Representation of Heavy Paths




- Binary-search for $i$ = Lowest ancestor of distance $i$.
- A heavy path decomp. of the heavy path representation
- in-path: O(log $N/x$) time, total O($n$) space

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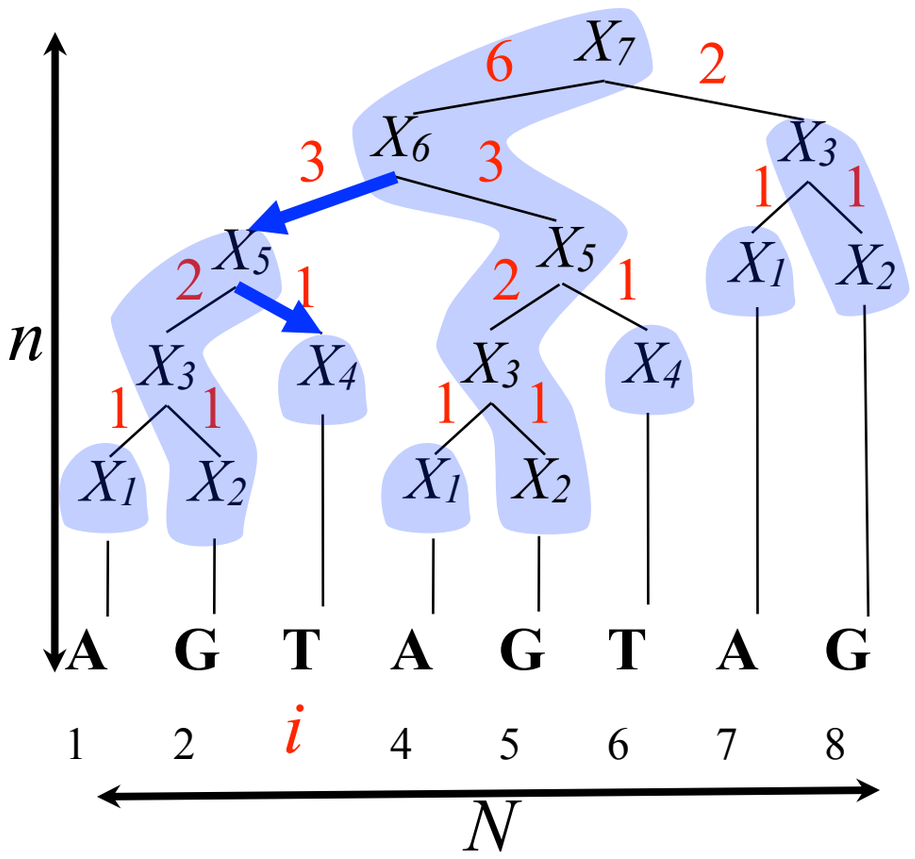


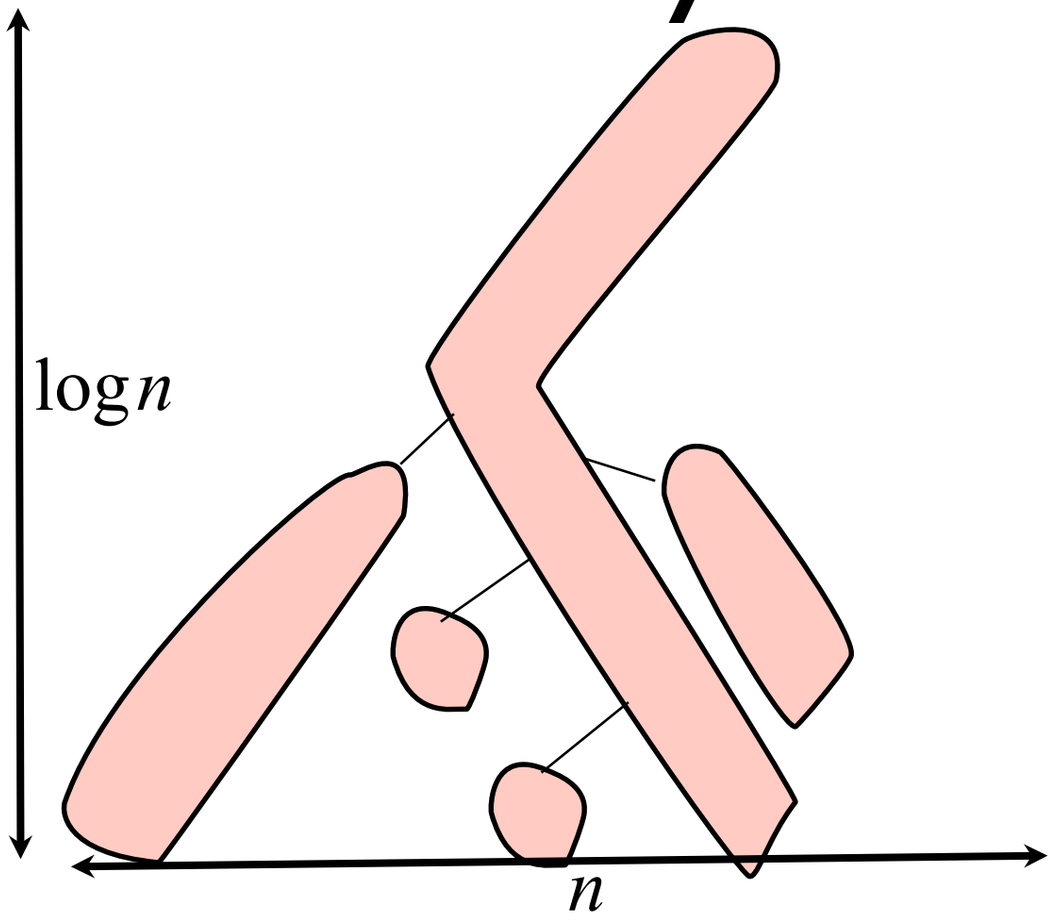


- Binary-search for $i$ = Lowest ancestor of distance $i$.
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- in-path: $O(\log N/x)$ time, total $O(n)$ space
- between-paths: $O(\log N/x)$ time, total $O(n \log n)$ space

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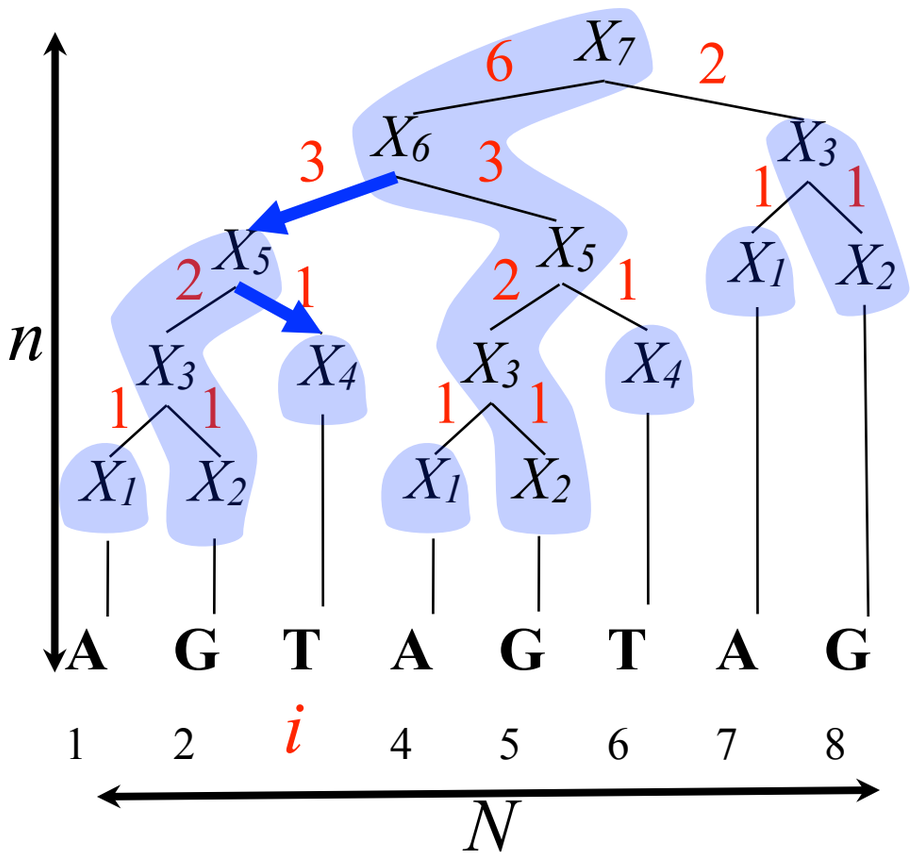


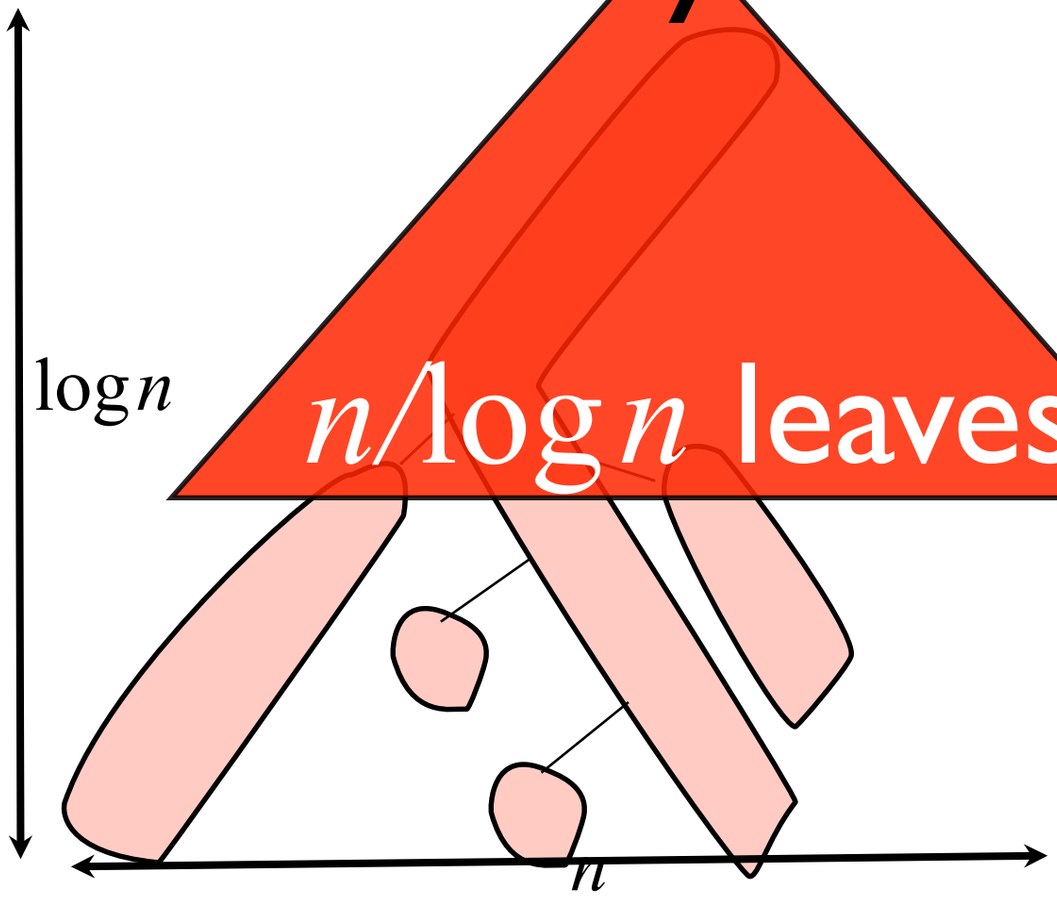


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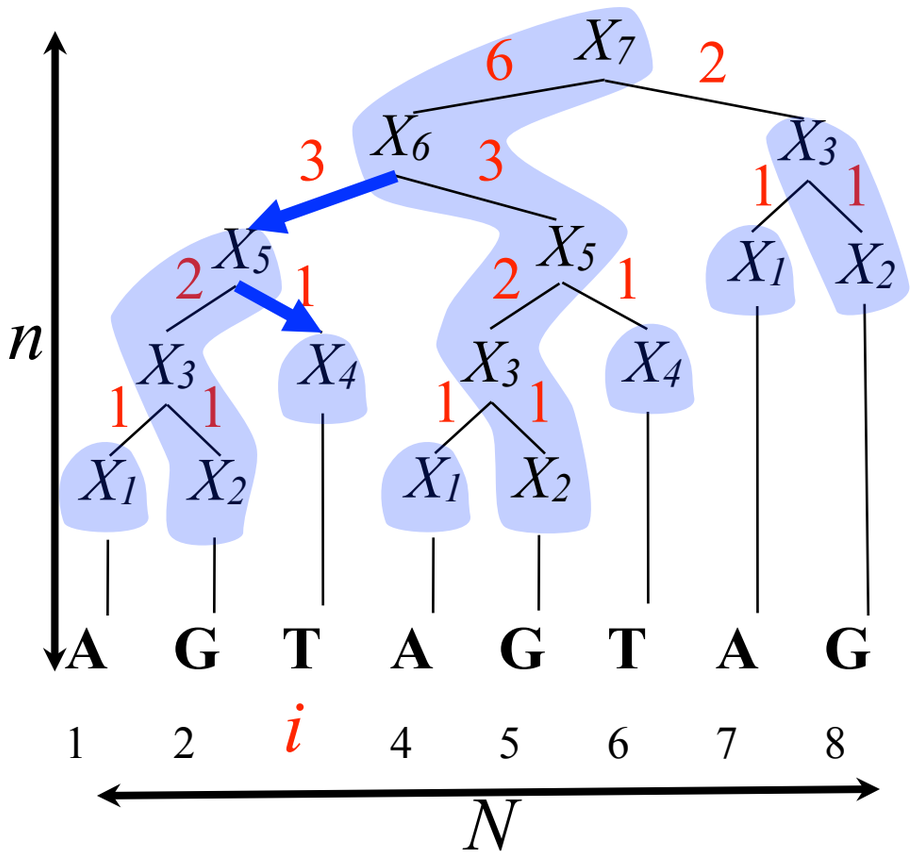


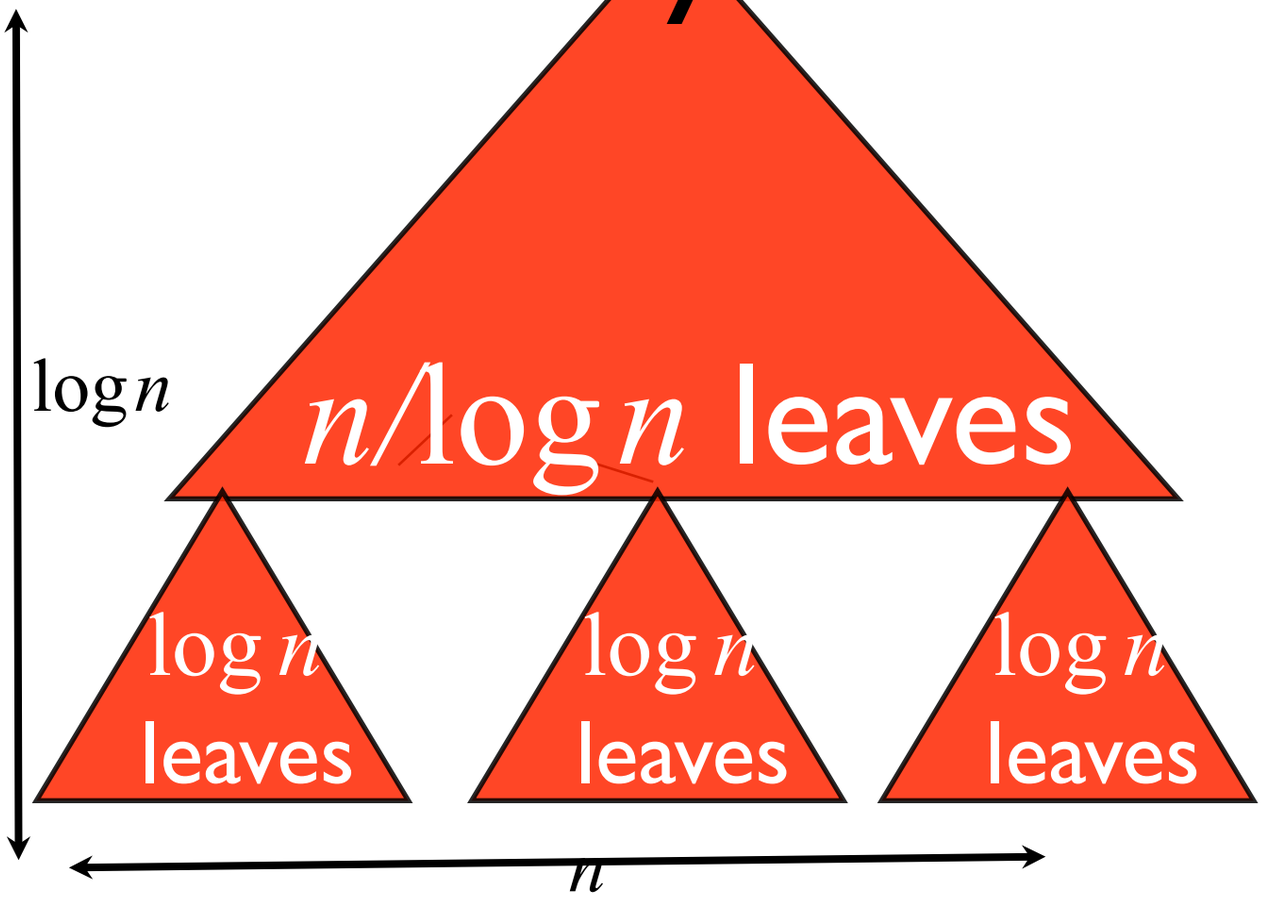


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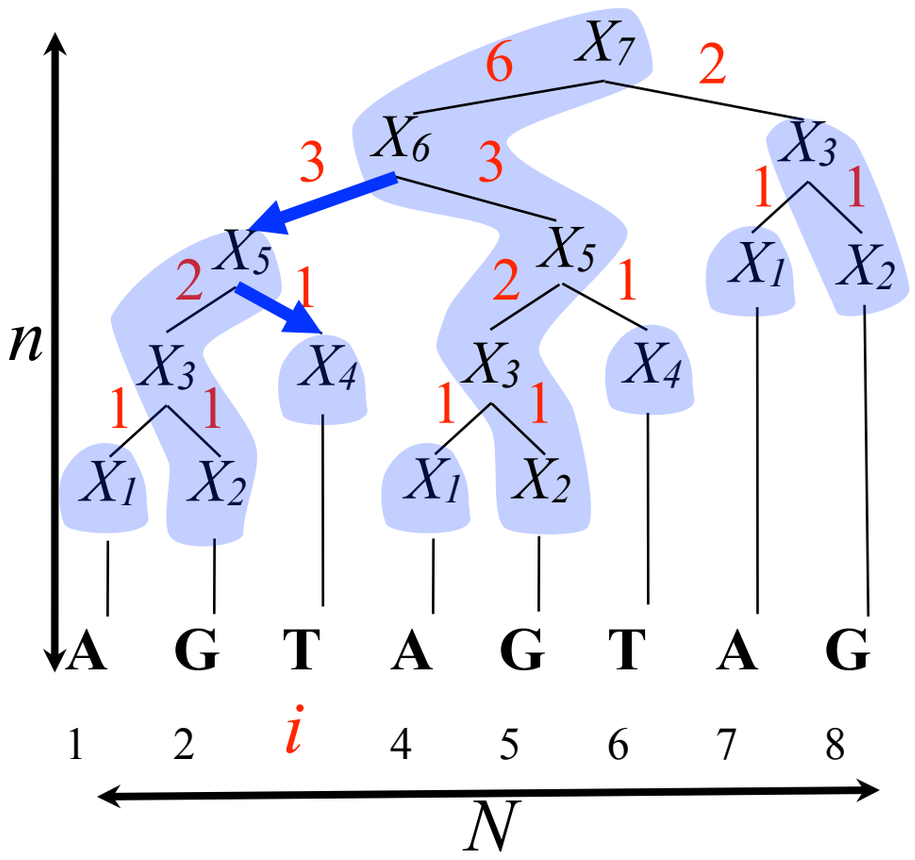


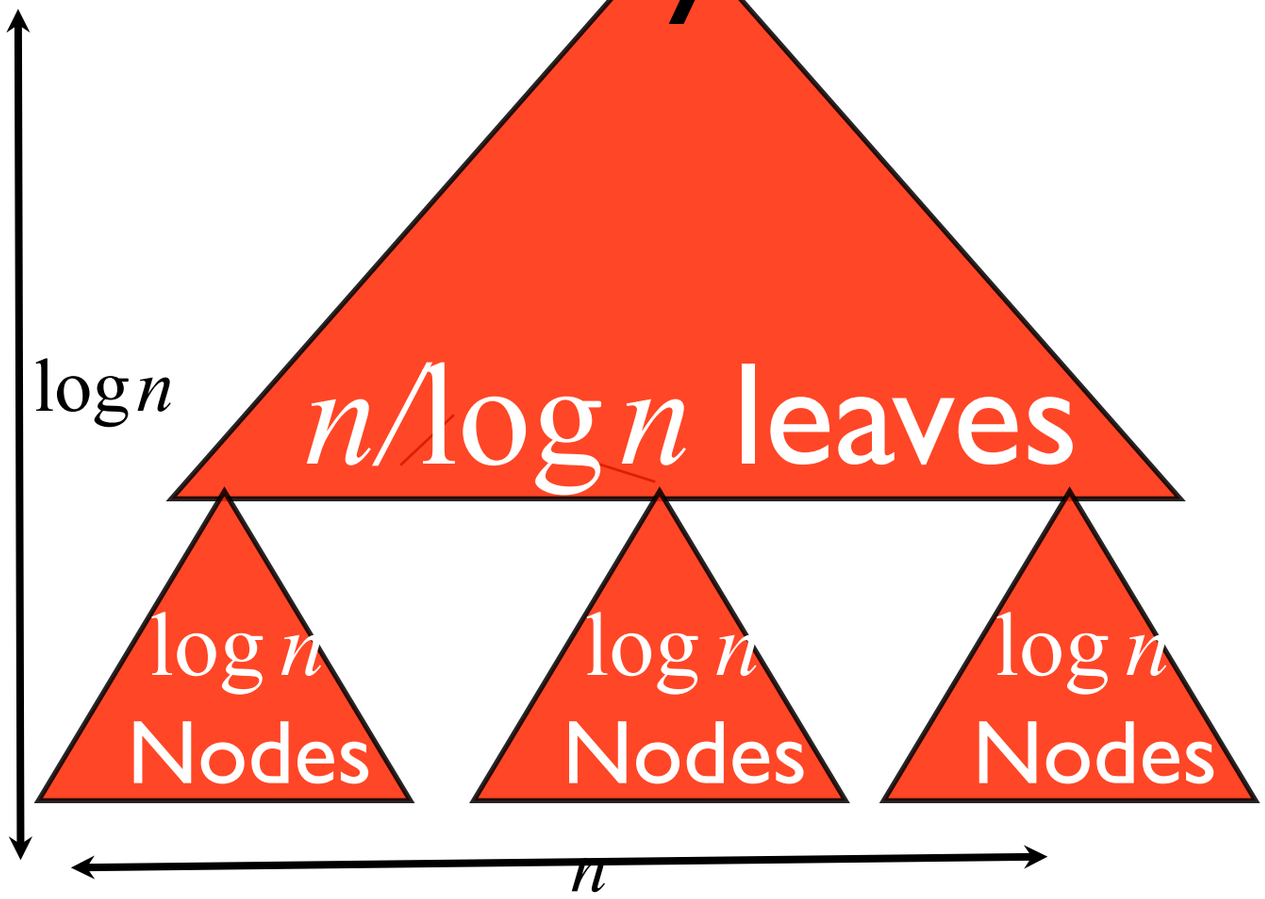


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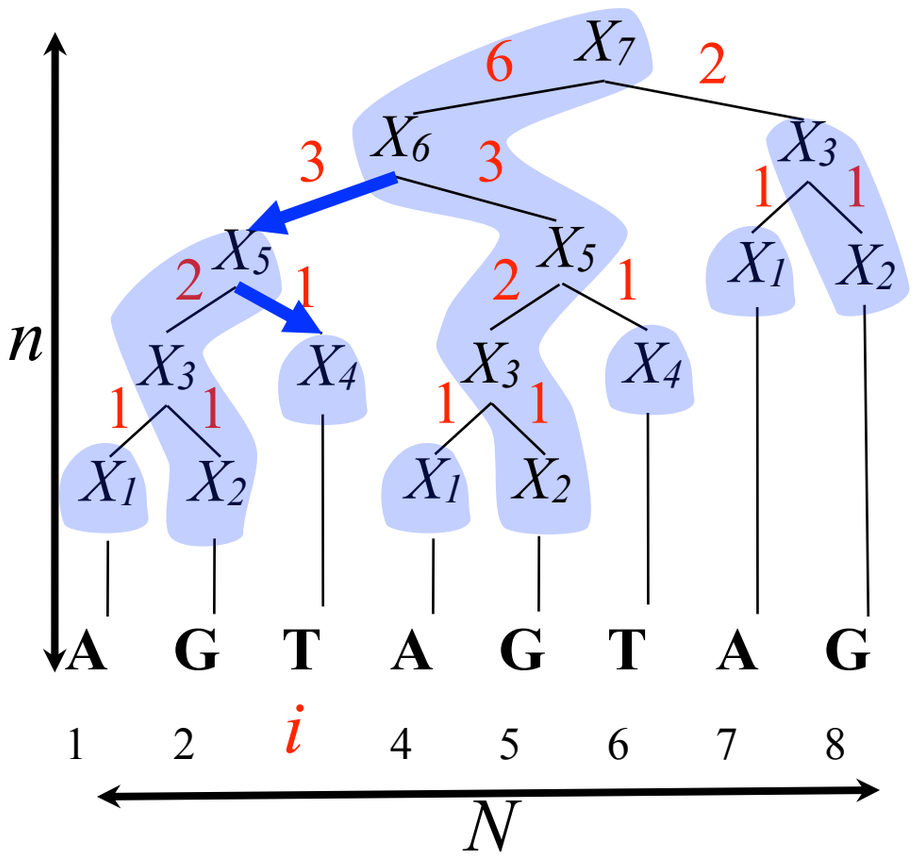


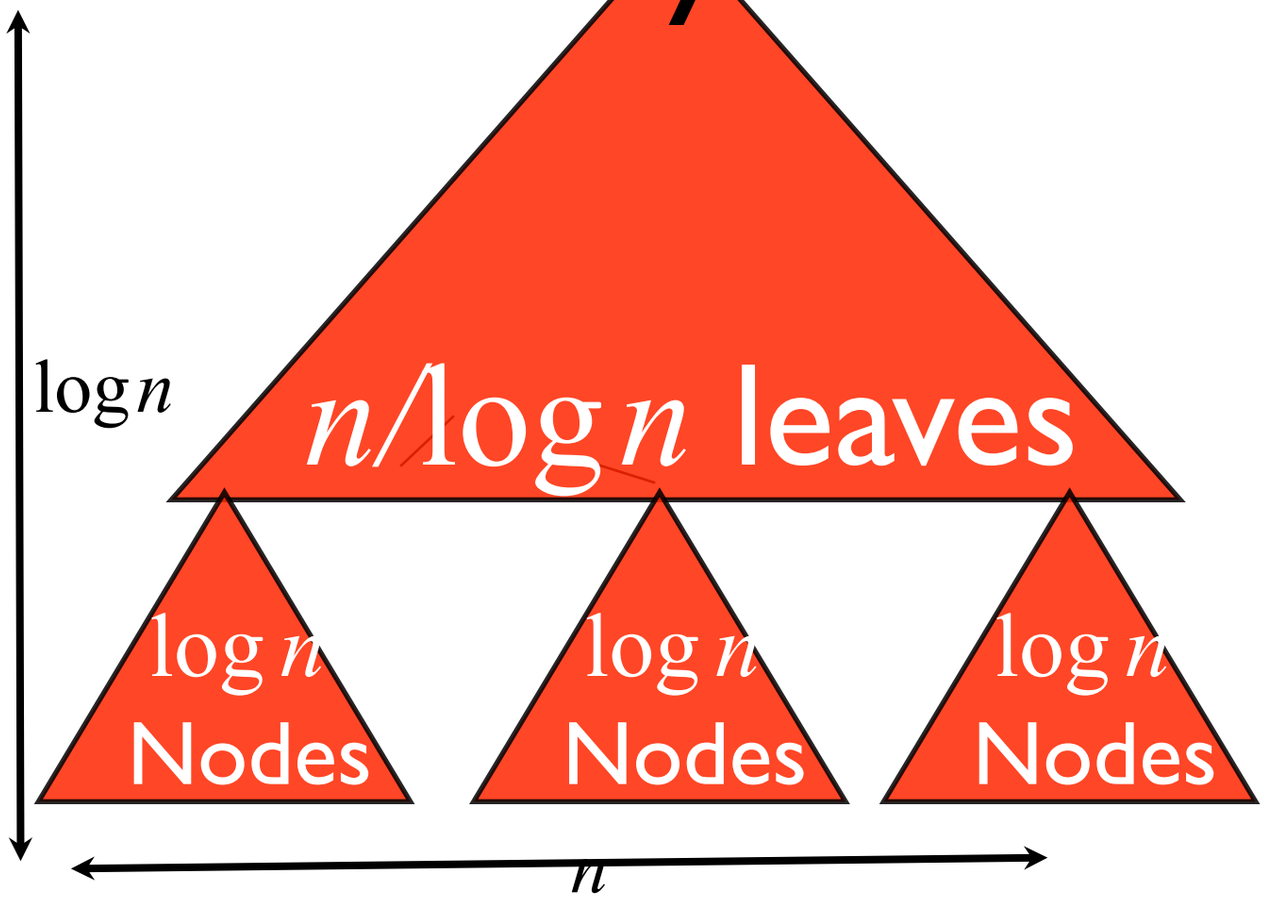


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  O($n\,\alpha(n)$)

# Thank You!