

Text Indexing

Lecture 08: LZ and BWT Compressed Indices

Florian Kurpicz

The slides are licensed under a Creative Commons Attribution-ShareAlike 4.0 International License © ⓘ ⓘ: www.creativecommons.org/licenses/by-sa/4.0 | commit 224e27c compiled at 2022-12-19-13:18



<https://pingo.scc.kit.edu/309703>

Recap: FM-Index and r -Index

- based on backwards-search
- used to answer rank-queries on BWT

Function *BackwardsSearch*($P[1..n]$, C , $rank$):

```
1 |  $s = 1, e = n$ 
2 | for  $i = m, \dots, 1$  do
3 | |  $s = C[P[i]] + rank_{P[i]}(s - 1) + 1$ 
4 | |  $e = C[P[i]] + rank_{P[i]}(e)$ 
5 | | if  $s > e$  then
6 | | | return  $\emptyset$ 
7 | return  $[s, e]$ 
```

Recap: FM-Index and r -Index

- based on backwards-search
- used to answer $rank$ -queries on BWT

FM-Index

- build wavelet tree directly on BWT
- wavelet tree can be H_0 compressed
- blind to repetitions

Function $BackwardsSearch(P[1..n], C, rank)$:

```
1 |  $s = 1, e = n$ 
2 | for  $i = m, \dots, 1$  do
3 | |  $s = C[P[i]] + rank_{P[i]}(s - 1) + 1$ 
4 | |  $e = C[P[i]] + rank_{P[i]}(e)$ 
5 | | if  $s > e$  then
6 | | | return  $\emptyset$ 
7 | return  $[s, e]$ 
```

Recap: FM-Index and r -Index

- based on **backwards-search**
- used to answer *rank*-queries on *BWT*

FM-Index

- build wavelet tree directly on *BWT*
- wavelet tree can be H_0 compressed
- blind to repetitions

r -Index

- many arrays with r entries
- build wavelet tree on one of these arrays
- size in numbers of *BWT* runs r

Function *BackwardsSearch*($P[1..n]$, C , *rank*):

```

1  |  $s = 1, e = n$ 
2  | for  $i = m, \dots, 1$  do
3  |   |  $s = C[P[i]] + \text{rank}_{P[i]}(s - 1) + 1$ 
4  |   |  $e = C[P[i]] + \text{rank}_{P[i]}(e)$ 
5  |   | if  $s > e$  then
6  |   |   | return  $\emptyset$ 
7  | return  $[s, e]$ 
  
```

Different Types of Compression

Statistical Coding

- based on frequencies of characters
- results in size $|T| \cdot H_k(T)$
 - ⓘ k -th order empirical entropy
- good if frequencies are skewed

- blind to repetitions

$$\underbrace{|T \dots T|}_{\ell} \cdot H_k(\underbrace{T \dots T}_{\ell}) \approx \ell |T| \cdot H_k(T)$$

Different Types of Compression

Statistical Coding

- based on frequencies of characters
- results in size $|T| \cdot H_k(T)$
 - ⓘ k -th order empirical entropy
- good if frequencies are skewed

- blind to repetitions

$$|\underbrace{T \dots T}_\ell| \cdot H_k(\underbrace{T \dots T}_\ell) \approx \ell |T| \cdot H_k(T)$$

LZ-Compression

- references to previous occurrences
- each LZ factor can be encoded in $O(1)$ space
- good for repetitions
- index in this lecture

Different Types of Compression

Statistical Coding

- based on frequencies of characters
- results in size $|T| \cdot H_k(T)$
 - ❗ k -th order empirical entropy
- good if frequencies are skewed

- blind to repetitions

$$|\underbrace{T \dots T}_\ell| \cdot H_k(\underbrace{T \dots T}_\ell) \approx \ell |T| \cdot H_k(T)$$

LZ-Compression

- references to previous occurrences
- each LZ factor can be encoded in $O(1)$ space
- good for repetitions
- index in this lecture

BWT-Compression

- used in powerful index
- theoretical insight in this lecture

LZ-Compressed Index

Definition: LZ77 Factorization [ZL77]

Given a text T of length n over an alphabet Σ , the **LZ77 factorization** is

- a set of z factors $f_1, f_2, \dots, f_z \in \Sigma^+$, such that
- $T = f_1 f_2 \dots f_z$ and for all $i \in [1, z]$ f_i is
- single character not occurring in $f_1 \dots f_{i-1}$ or
- longest substring occurring ≥ 2 times in $f_1 \dots f_i$

$T =$ **a****bab****abbbb****aba****\$**

- | | |
|------------------------|-----------------------|
| ■ $f_1 = $ a | ■ $f_4 = $ bbb |
| ■ $f_2 = $ b | ■ $f_5 = $ aba |
| ■ $f_3 = $ abab | ■ $f_6 = $ \$ |

LZ-Compressed Index

Definition: LZ77 Factorization [ZL77]

Given a text T of length n over an alphabet Σ , the **LZ77 factorization** is

- a set of z factors $f_1, f_2, \dots, f_z \in \Sigma^+$, such that
- $T = f_1 f_2 \dots f_z$ and for all $i \in [1, z]$ f_i is
- single character not occurring in $f_1 \dots f_{i-1}$ or
- longest substring occurring ≥ 2 times in $f_1 \dots f_i$

$T = \text{abababbbbaba\$}$

- | | |
|----------------|---------------|
| ■ $f_1 = a$ | ■ $f_4 = bbb$ |
| ■ $f_2 = b$ | ■ $f_5 = aba$ |
| ■ $f_3 = abab$ | ■ $f_6 = \$$ |

Now

- LZ-compressed replacement for wavelet trees
- *rank* and *access* queries $\text{\textcircled{i}}$ *select* also supported
- LZ-compression better than H_k -compression

Block Trees [Bel+21] (1/4)

Definition: Block Tree (1/4)

Given a text T of length n over an alphabet of size σ

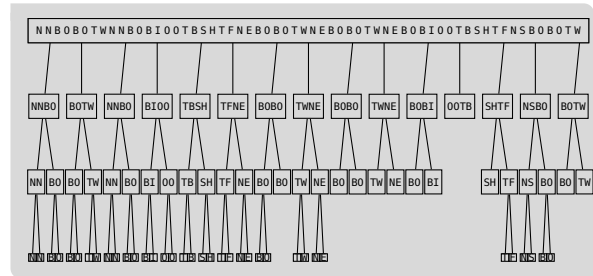
- $\tau, s \in \mathbb{N}$ greater 1
- assume that $n = s \cdot \tau^h$ for some $h \in \mathbb{N}$
- append $\$s$ until n has this form

A **block tree** is a

- perfectly balanced tree with height h
- that may have leaves at higher levels

such that

- the root has s children,
- each other inner node has τ children



Block Trees (2/4)

Definition: Block Tree (2/4)

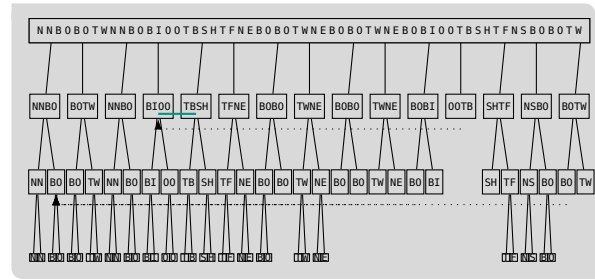
In a block tree, leaves at

- the last level store characters or substrings of T
- at higher levels store special leftward pointer

Each node u

- represents a block B^u
- which is a substring of T identified by a position

The root represents T and its children consecutive blocks of T of size n/s



Block Trees (3/4)

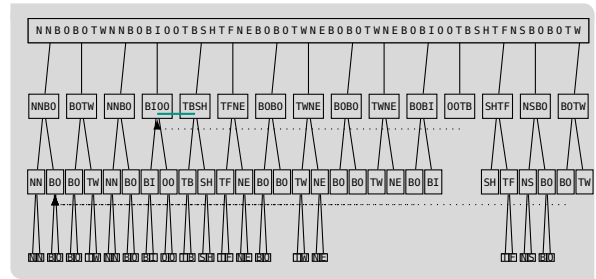
Definition: Block Tree (3/4)

Let ℓ_u be the level (depth) of node u

- the level of the root is 0

Let B_1, B_2, \dots be the blocks represented at level ℓ_u from left to right

- for any i , B_i and B_{i+1} are consecutive in T
- if $B_i B_{i+1}$ are the leftmost occurrence in T , the nodes representing the blocks are **marked**



Block Trees (4/4)

Definition: Block Tree (4/4)

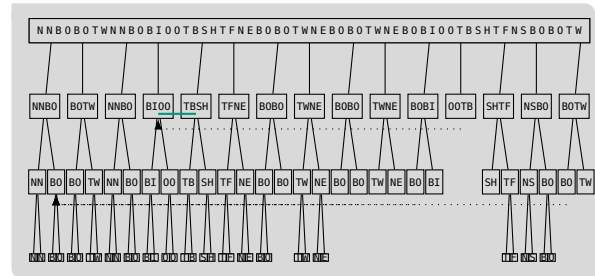
If node u is marked, then

- it is an internal node
- with τ children

otherwise, if node u is not marked, then

- u is a leaf storing
 - pointers to nodes v_i, v_{i+1} at the same level
 - that represent blocks B_i and B_{i+1}
 - covering the leftmost occurrence of B^u
 - offset to the occurrence of B^u in $B_i B_{i+1}$

leaves on last level store text explicitly



Block Trees (4/4)

Definition: Block Tree (4/4)

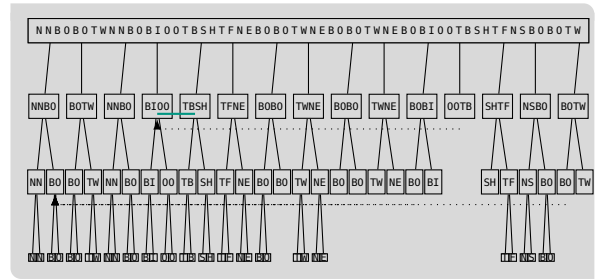
If node u is marked, then

- it is an internal node
- with τ children

otherwise, if node u is not marked, then

- u is a leaf storing
- pointers to nodes v_i, v_{i+1} at the same level
 - that represent blocks B_i and B_{i+1}
 - covering the leftmost occurrence of B^u
- offset to the occurrence of B^u in $B_i B_{i+1}$

leaves on last level store text explicitly



- $|B^u| = n / (s\tau^{\ell_u - 1})$
- if $|B_u|$ is small enough, store text explicitly
 - ⓘ $|B^u| \in \Theta(\lg_{\sigma} n)$

Block Trees (4/4)

Definition: Block Tree (4/4)

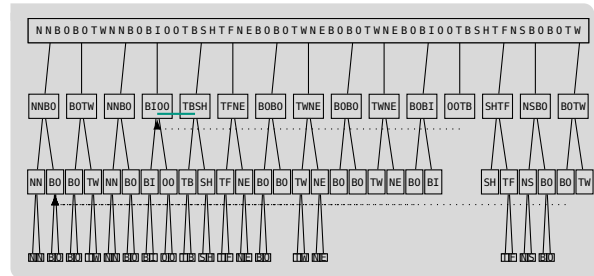
If node u is marked, then


- it is an internal node
- with τ children

otherwise, if node u is not marked, then

- u is a leaf storing
- pointers to nodes v_i, v_{i+1} at the same level
 - that represent blocks B_i and B_{i+1}
 - covering the leftmost occurrence of B^u
- offset to the occurrence of B^u in $B_i B_{i+1}$

leaves on last level store text explicitly



- $|B^u| = n / (s\tau^{\ell_u - 1})$
- if $|B_u|$ is small enough, store text explicitly
 - $|B^u| \in \Theta(\lg_{\sigma} n)$
-  **PINGO** how many blocks are there per level?

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau Z$

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

- $O(\tau z)$ blocks per level

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

- $O(\tau z)$ blocks per level
- unmarked block requires $O(\lg n)$ bits of space

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level $\ell > 0$ in the block tree is at most $3\tau z$

- $O(\tau z)$ blocks per level
- unmarked block requires $O(\lg n)$ bits of space
- marked block requires $O(\tau \lg n)$ bits of space
 - ⓘ charged to child

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level $\ell > 0$ in the block tree is at most $3\tau z$

- $O(\tau z)$ blocks per level
- unmarked block requires $O(\lg n)$ bits of space
- marked block requires $O(\tau \lg n)$ bits of space
 - ⓘ charged to child
- last level has $O(\tau z)$ blocks with plain text
 - $O(\lg_\sigma n)$ symbols of $\lceil \lg n \rceil$ bits
 - requiring $O(\lg \sigma)$ bits per block

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

- $O(\tau z)$ blocks per level
- unmarked block requires $O(\lg n)$ bits of space
- marked block requires $O(\tau \lg n)$ bits of space
 - ⓘ charged to child
- last level has $O(\tau z)$ blocks with plain text
 - $O(\lg_\sigma n)$ symbols of $\lceil \lg n \rceil$ bits
 - requiring $O(\lg \sigma)$ bits per block
- $h = \lg_\tau \frac{n \lg_\sigma n}{s \lg n}$ and $O(s)$ pointers to top level

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (1/2)

Lemma: Number of Blocks per Level

The number of blocks in any level > 0 in the block tree is at most $3\tau z$

- $O(\tau z)$ blocks per level
- unmarked block requires $O(\lg n)$ bits of space
- marked block requires $O(\tau \lg n)$ bits of space
 - ⓘ charged to child
- last level has $O(\tau z)$ blocks with plain text
 - $O(\lg_\sigma n)$ symbols of $\lceil \lg n \rceil$ bits
 - requiring $O(\lg \sigma)$ bits per block
- $h = \lg_\tau \frac{n \lg_\sigma n}{s \lg n}$ and $O(s)$ pointers to top level
- rounding up length adds $\leq O(\tau)$ blocks per level

Proof (Sketch)

Let $\ell > 0$ be a level in the block tree and

- $C = B_{i-1}B_iB_{i+1}$ a concatenation of three consecutive blocks at level $\ell - 1$
- not containing the end of an LZ factor
- thus a leftwards occurrence in T

B_{i-1} and B_{i+1} can only be marked if B_i is marked

- B_i is marked if it contains end of LZ factor
- there are only z LZ factors

Each marked block results in τ children

Block Trees are LZ Compressed (2/2)

Lemma: Space Requirements of Block Trees

Given a text T of length n over an alphabet of size σ and integers $s, \tau > 1$, a block tree of T has height $h = \lg_{\tau} \frac{n \lg \sigma}{s \lg n}$. The block tree requires

$$O\left(\left(s + z_{\tau} \lg_{\tau} \frac{n \lg \sigma}{s \lg n}\right) \lg n\right) \text{ bits of space,}$$

where z is the number of LZ77 factors of T

Block Trees are LZ Compressed (2/2)

Lemma: Space Requirements of Block Trees

Given a text T of length n over an alphabet of size σ and integers $s, \tau > 1$, a block tree of T has height $h = \lg_{\tau} \frac{n \lg \sigma}{s \lg n}$. The block tree requires


$$O\left(\left(s + z_{\tau} \lg_{\tau} \frac{n \lg \sigma}{s \lg n}\right) \lg n\right) \text{ bits of space,}$$

where z is the number of LZ77 factors of T

- $s = z$ results in a tree of height $O\left(\lg_{\tau} \frac{n \lg \sigma}{z \lg n}\right)$
- space requirements $O\left(z_{\tau} \lg_{\tau} \frac{n \lg \sigma}{z \lg n} \lg n\right)$ bits
- however z not known

Access Queries in Block Trees

- queries are easy to realize
- if not supported directly, additional information can be stored for blocks

- example on the board 

Access Query

Given position i return $T[i]$

- follow nodes that represent block containing $T[i]$
- if not marked follow pointer and consider offset
- at leaf, if last level, return character
- else, follow pointer and continue

- time $O(\lg_{\tau} \frac{n \lg \sigma}{s \lg n})$

Access Queries in Block Trees


- queries are easy to realize
- if not supported directly, additional information can be stored for blocks


Access Query

Given position i return $T[i]$

- follow nodes that represent block containing $T[i]$
- if not marked follow pointer and consider offset
- at leaf, if last level, return character
- else, follow pointer and continue

- time $O(\lg_{\tau} \frac{n \lg \sigma}{s \lg n})$


- example on the board 

-  **PINGO** can we answer rank queries the same way?

Rank Queries in Block Trees


- for each block add histogram $Hist_{B_u}$ for prefix of T up to block (not containing)
- $O(\sigma(s + z_T \lg_\tau \frac{n \lg n}{s \lg \sigma}) \lg n)$ bits of space

- time $O(\lg_\tau \frac{n \lg \sigma}{s \lg n})$

- example on the board 

Rank Query


Given position i and character α return $rank_\alpha(T, i)$

- follow nodes that represent block containing $T[i]$
- remember $Hist_{B_u}[\alpha]$
- if not marked follow pointer and consider offset
- at leaf, if last level, compute local rank  binary rank for each character
- else, follow pointer and continue

Rank Queries in Block Trees


- for each block add histogram $Hist_{B_u}$ for prefix of T up to block (not containing)
- $O(\sigma(s + z_T \lg_\tau \frac{n \lg n}{s \lg \sigma}) \lg n)$ bits of space


- time $O(\lg_\tau \frac{n \lg \sigma}{s \lg n})$

- example on the board 

Rank Query

Given position i and character α return $rank_\alpha(T, i)$

- follow nodes that represent block containing $T[i]$
- remember $Hist_{B_u}[\alpha]$
- if not marked follow pointer and consider offset
- at leaf, if last level, compute local rank  binary rank for each character
- else, follow pointer and continue

-  **PINGO** what can be problematic with block tree construction?

Construction of Block Trees

$O(n)$ Working Space

- build Aho-Corasick automaton for containing all pairs of consecutive unmarked blocks
- identify unmarked blocks on next level
- $O(n(1 + \lg_{\tau} \frac{z}{s}))$ time and $O(n)$ space

Construction of Block Trees



$O(n)$ Working Space

- build Aho-Corasick automaton for containing all pairs of consecutive unmarked blocks
- identify unmarked blocks on next level
- $O(n(1 + \lg_{\tau} \frac{\tau}{s}))$ time and $O(n)$ space

Pruning

- size of block tree can be reduced further
- some blocks not necessary
- those blocks can easily be identified

Construction of Block Trees

$O(n)$ Working Space

- build Aho-Corasick automaton for containing all pairs of consecutive unmarked blocks
- identify unmarked blocks on next level
- $O(n(1 + \lg_{\tau} \frac{z}{s}))$ time and $O(n)$ space

Pruning

- size of block tree can be reduced further
- some blocks not necessary
- those blocks can easily be identified

$O(s + z\tau)$ Working Space

- replace Aho-Corasick automaton with Karp-Rabin fingerprints
- validate if matching fingerprints due to matching strings ⓘ Monte Carlo algorithm
- $O(n(1 + \lg_{\tau} \frac{z}{s}))$ expected time and $O(n)$ space
- only expected construction time!

Construction of Block Trees

$O(n)$ Working Space

- build Aho-Corasick automaton for containing all pairs of consecutive unmarked blocks
- identify unmarked blocks on next level
- $O(n(1 + \lg_{\tau} \frac{z}{s}))$ time and $O(n)$ space

Pruning

- size of block tree can be reduced further
- some blocks not necessary
- those blocks can easily be identified

$O(s + z\tau)$ Working Space

- replace Aho-Corasick automaton with Karp-Rabin fingerprints
- validate if matching fingerprints due to matching strings ☹ Monte Carlo algorithm
- $O(n(1 + \lg_{\tau} \frac{z}{s}))$ expected time and $O(n)$ space
- only expected construction time!

- queries very fast in practice
- construction very slow in practice
- good topic for thesis 😊
- space-efficient construction of block trees

Relation Between BWT Runs and LZ Factors [KK20] (1/3)

Let T be a text, then

- $r(T)$ is number of *BWT* runs of T
- $z(T)$ is number of LZ77 factors of T

Definition: Burrows-Wheeler Transform [BW94]

Given a text T of length n and its suffix array SA , for $i \in [1, n]$ the **Burrows-Wheeler transform** is

$$BWT[i] = \begin{cases} T[SA[i] - 1] & SA[i] > 0 \\ \$ & SA[i] = 0 \end{cases}$$

	1	2	3	4	5	6	7	8	9	10	11	12	13
T	a	b	a	b	c	a	b	c	a	b	b	a	\$
SA	13	12	1	9	6	3	11	2	10	7	4	8	5
LCP	0	0	1	2	2	5	0	2	1	1	4	0	3
BWT	a	b	\$	c	c	b	b	a	a	a	a	b	b

Relation Between BWT Runs and LZ Factors (2/3)

Lemma: Number of BWT Runs

Let T be a text of length n , then

$$r(T) \in O(z(T) \lg^2 n)$$

- $LCP[i]$ is **irreducible** if $i = 1$ or $BWT[i] \neq BWT[i - 1]$
- number of irreducible LCP-values is $r(T)$

Relation Between BWT Runs and LZ Factors (2/3)

Lemma: Number of BWT Runs

Let T be a text of length n , then

$$r(T) \in O(z(T) \lg^2 n)$$

- $LCP[i]$ is irreducible if $i = 1$ or $BWT[i] \neq BWT[i - 1]$
- number of irreducible LCP-values is $r(T)$

Lemma: Sum of Irreducible LCP-Values

The number of irreducible LCP-Values in $[\ell, 2\ell]$ is in $O(z\ell \lg n)$

Relation Between BWT Runs and LZ Factors (2/3)

Lemma: Number of BWT Runs

Let T be a text of length n , then

$$r(T) \in O(z(T) \lg^2 n)$$

- $LCP[i]$ is **irreducible** if $i = 1$ or $BWT[i] \neq BWT[i - 1]$
- number of irreducible LCP-values is $r(T)$

Lemma: Sum of Irreducible LCP-Values

The number of irreducible LCP-Values in $[\ell, 2\ell)$ is in $O(z\ell \lg n)$

Proof (Sketch)

- $T^\infty[i] = T[i \% n]$
- $S_m = \{S \in \Sigma^m : S \text{ is substring of } T^\infty\}$
- $|S_m| \leq mz$
- for irreducible $LCP[i] \in [\ell, 2\ell)$ charge ℓ characters in $S_{3\ell}$
- each string is charged at most $2 \lg n$ time

Relation Between BWT Runs and LZ Factors (2/3)

Lemma: Number of BWT Runs

Let T be a text of length n , then

$$r(T) \in O(z(T) \lg^2 n)$$

- $LCP[i]$ is **irreducible** if $i = 1$ or $BWT[i] \neq BWT[i - 1]$
- number of irreducible LCP-values is $r(T)$

Lemma: Sum of Irreducible LCP-Values

The number of irreducible LCP-Values in $[\ell, 2\ell)$ is in $O(z\ell \lg n)$

Proof (Sketch)


- $T^\infty[i] = T[i \% n]$
 - $S_m = \{S \in \Sigma^m : S \text{ is substring of } T^\infty\}$
 - $|S_m| \leq mz$
 - for irreducible $LCP[i] \in [\ell, 2\ell)$ charge ℓ characters in $S_{3\ell}$
 - each string is charged at most $2 \lg n$ time
-
- apply lemma for $[2^i, 2^{i+1})$ for $i \in [0, \lfloor \lg n \rfloor]$
 - number of $LCP[i] = 0$ entries is $\sigma \leq z$

Relation Between BWT Runs and LZ Factors (3/3)

Lemma: Number of Occurrences of Substrings

For any $\ell > 1$, the number of distinct substrings of T of length ℓ is $\leq z\ell$

Proof (Sketch)

- consider any substring of length $\ell > 1$
- if substring is contained in LZ factor, there is previous occurrence
- distinct substrings overlap LZ factors
- there are at most ℓ substring per end of LZ factor 

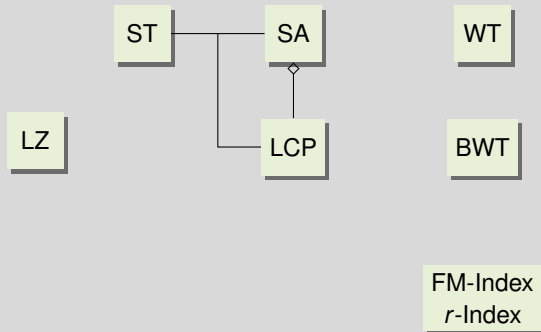
- use number of distinct substrings
- to show that the number of irreducible LCP-values
- is limited as stated in lemma

Conclusion and Outlook

This Lecture

- block trees
- $r \in O(z \lg^2 n)$

Linear Time Construction



Conclusion and Outlook

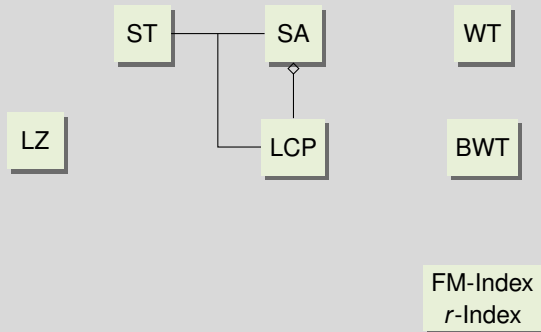
This Lecture

- block trees
- $r \in O(z \lg^2 n)$

Open Questions

- efficient block tree construction
- linear time block tree construction

Linear Time Construction



Conclusion and Outlook

This Lecture

- block trees
- $r \in O(z \lg^2 n)$

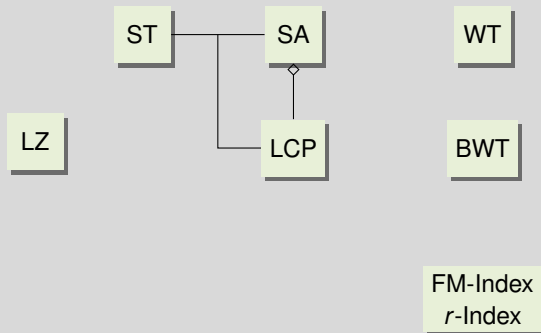
Open Questions

- efficient block tree construction
- linear time block tree construction

Next Lecture

- suffix array construction in different models of computation

Linear Time Construction



Bibliography I

- [Bel+21] Djamal Belazzougui, Manuel Cáceres, Travis Gagie, Pawel Gawrychowski, Juha Kärkkäinen, Gonzalo Navarro, Alberto Ordóñez Pereira, Simon J. Puglisi, and Yasuo Tabei. “Block Trees”. In: *J. Comput. Syst. Sci.* 117 (2021), pages 1–22. DOI: [10.1016/j.jcss.2020.11.002](https://doi.org/10.1016/j.jcss.2020.11.002).
- [BW94] Michael Burrows and David J. Wheeler. *A Block-Sorting Lossless Data Compression Algorithm*. Technical report. 1994.
- [KK20] Dominik Kempa and Tomasz Kociumaka. “Resolution of the Burrows-Wheeler Transform Conjecture”. In: *FOCS*. IEEE, 2020, pages 1002–1013. DOI: [10.1109/FOCS46700.2020.00097](https://doi.org/10.1109/FOCS46700.2020.00097).
- [ZL77] Jacob Ziv and Abraham Lempel. “A Universal Algorithm for Sequential Data Compression”. In: *IEEE Trans. Inf. Theory* 23.3 (1977), pages 337–343. DOI: [10.1109/TIT.1977.1055714](https://doi.org/10.1109/TIT.1977.1055714).