String Algorithms and Data Structures

FM Index

CS 199-225

Brad Solomon

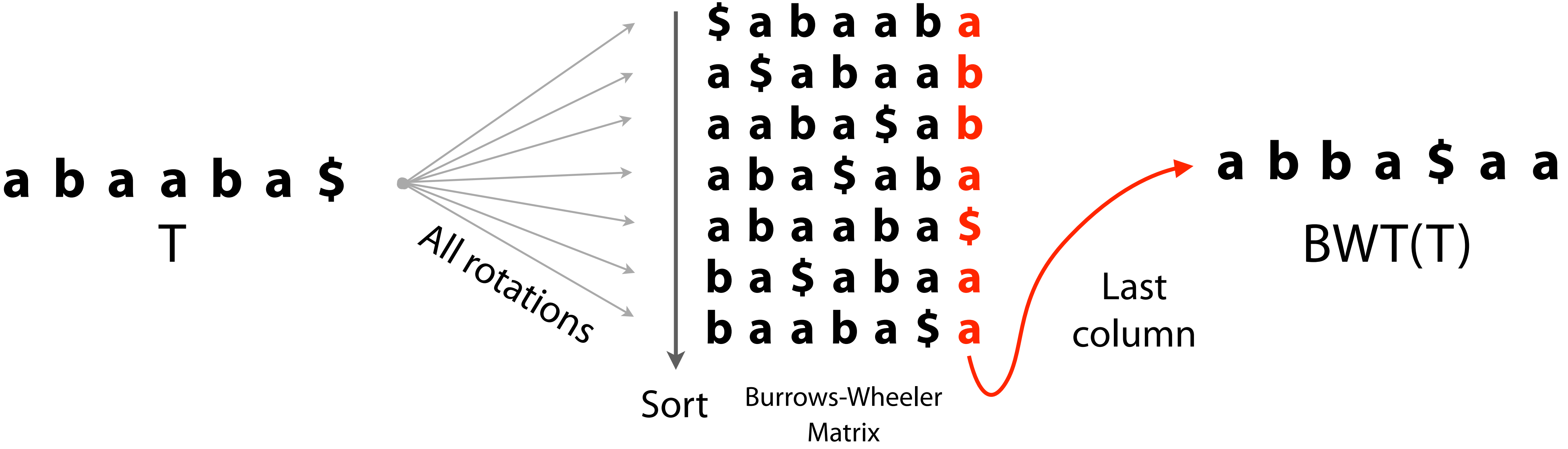
November 4, 2024

UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN

Department of Computer Science

Burrows-Wheeler Transform

Reversible permutation of the characters of a string



a b a a b a $

T

All rotations

Sort

$ a b a a b a

a $ a b a a b

a a b a $ a b

a b a $ a b a

a b a a b a $

b a $ a b a a

b a a b a $ a

Burrows-Wheeler Matrix

Last column

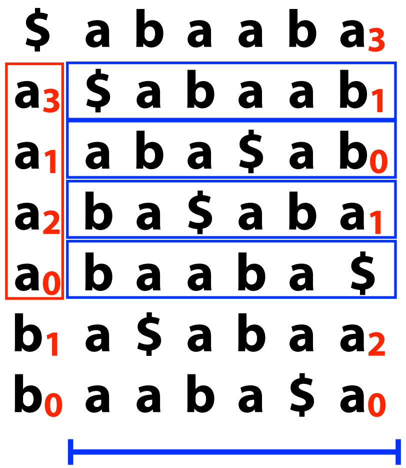
a b b a $ a a

BWT(T)

Burrows M, Wheeler DJ: A block sorting lossless data compression algorithm. *Digital Equipment Corporation, Palo Alto, CA* 1994, Technical Report 124; 1994

Burrows-Wheeler Transform: LF Mapping

The *i*th occurrence of a character *c* in *L* and the *i*th occurrence of *c* in *F* correspond to the *same* occurrence in *T* (i.e. have same rank)



$\$\ a\ b\ a\ a\ b\ a_3$

$a_3\ \$\ a\ b\ a\ a\ b_1$

$a_1\ a\ b\ a\ \$\ a\ b_0$

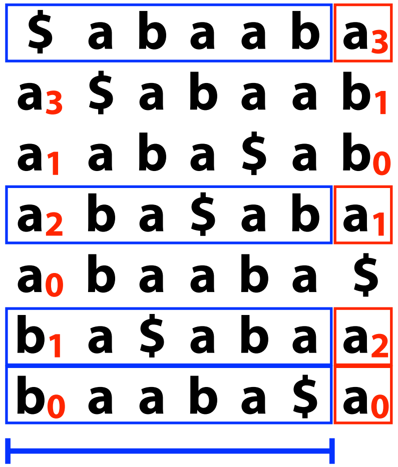
$a_2\ b\ a\ \$\ a\ b\ a_1$

$a_0\ b\ a\ a\ b\ a\ \$$

$b_1\ a\ \$\ a\ b\ a\ a_2$

$b_0\ a\ a\ b\ a\ \$\ a_0$

They're sorted by right-context



$\$\ a\ b\ a\ a\ b\ a_3$

$a_3\ \$\ a\ b\ a\ a\ b_1$

$a_1\ a\ b\ a\ \$\ a\ b_0$

$a_2\ b\ a\ \$\ a\ b\ a_1$

$a_0\ b\ a\ a\ b\ a\ \$$

$b_1\ a\ \$\ a\ b\ a\ a_2$

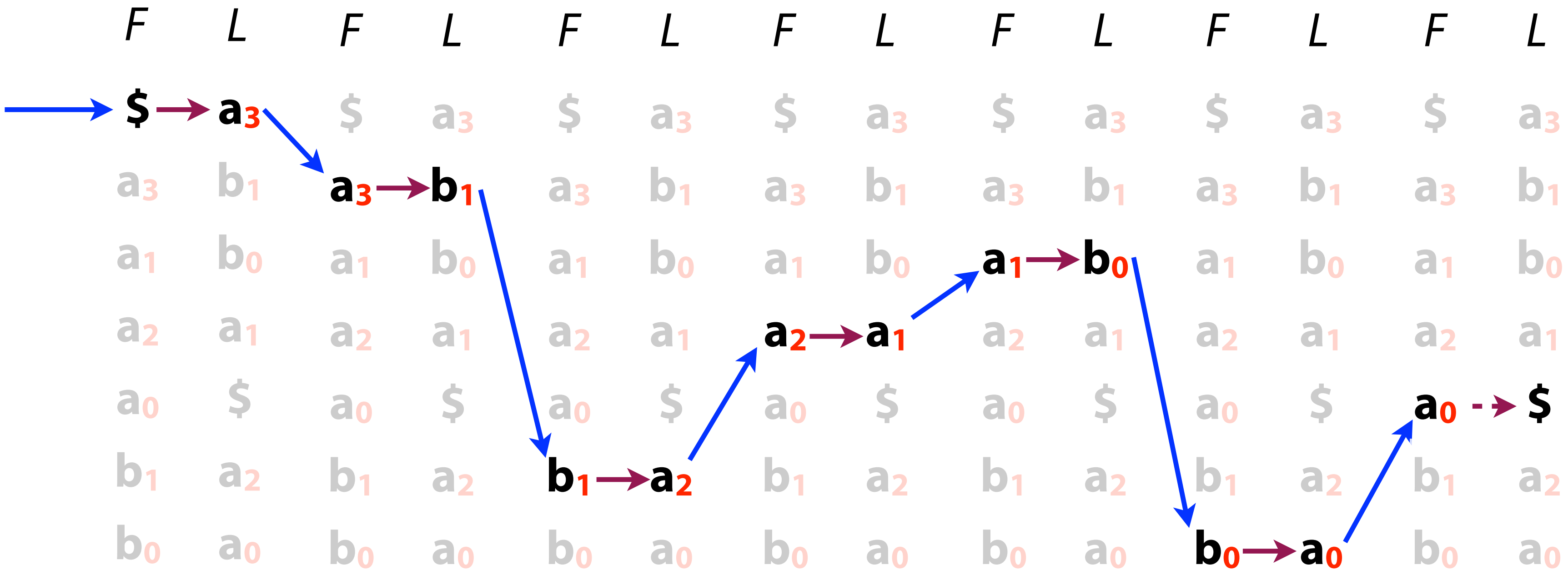
$b_0\ a\ a\ b\ a\ \$\ a_0$

They're sorted by right-context

Any ranking we give to characters in *T* will match in *F* and *L*

Burrows-Wheeler Transform: LF Mapping

Another way to visualize:



F	*L*	*F*	*L*	*F*	*L*	*F*	*L*	*F*	*L*	*F*	*L*	*F*	*L*
$\$$	a_3	$\$$	a_3	$\$$	a_3	$\$$	a_3	$\$$	a_3	$\$$	a_3	$\$$	a_3
a_3	b_1	a_3	b_1	a_3	b_1	a_3	b_1	a_3	b_1	a_3	b_1	a_3	b_1
a_1	b_0	a_1	b_0	a_1	b_0	a_1	b_0	a_1	b_0	a_1	b_0	a_1	b_0
a_2	a_1	a_2	a_1	a_2	a_1	a_2	a_1	a_2	a_1	a_2	a_1	a_2	a_1
a_0	$\$$	a_0	$\$$	a_0	$\$$	a_0	$\$$	a_0	$\$$	a_0	$\$$	a_0	$\$$
b_1	a_2	b_1	a_2	b_1	a_2	b_1	a_2	b_1	a_2	b_1	a_2	b_1	a_2
b_0	a_0	b_0	a_0	b_0	a_0	b_0	a_0	b_0	a_0	b_0	a_0	b_0	a_0

T: a_0 b_0 a_1 a_2 b_1 a_3 $\$$

A review of ‘F' and ‘L’

L = CGGGCC$ Σ = “ACGT”

How can we represent *F*?

A review of ‘F' and ‘L’

L = CGGGCC$ Σ = “ACGT”

How can we represent *F*?

As a full text string:	*F* = $CCCGGG
As a map<string, int>:	*F* = {‘$’: 1, ‘C’: 3, ‘G’ : 3}
As a vector<int>:	*F* = [0, 3, 3, 0]

A review of ‘F' and ‘L’

BWT(T) = `e$lppa`

$	a	p	p	l	**e**
a	p	p	l	e	**$**
e	$	a	p	p	**l**
l	e	$	a	p	**p**
p	l	e	$	a	**p**
p	p	l	e	$	**a**

What row index in *F* contains ‘e’?

What row index in *L* contains ‘e’?

What row index in *F* contains the second ‘p’?

FM Index

An index combining the BWT *with a few small auxiliary data structures*

Core of index is ***first (F)*** and ***last (L) rows*** from BWM:

F						*L*
$	a	b	a	a	b	**a**
a	$	a	b	a	a	**b**
a	a	b	a	$	a	**b**
a	b	a	$	a	b	**a**
a	b	a	a	b	a	**$**
b	a	$	a	b	a	**a**
b	a	a	b	a	$	**a**

L is the same size as *T*

F can be represented as array of |Σ| integers (or not stored at all!)

We're discarding *T* — *we can recover it from L!*

FM Index: Querying

$P =$ **A A A**

$	B	B	B	A	A	**A_0**
A_0	$	B	B	B	A	**A_1**
A_1	A	$	B	B	B	**A_2**
A_2	A	A	$	B	B	**B_0**
B_0	A	A	A	$	B	**B_1**
B_1	B	A	A	A	$	**B_2**
B_2	B	B	A	A	A	**$**

FM Index: Querying

P = **B A B**

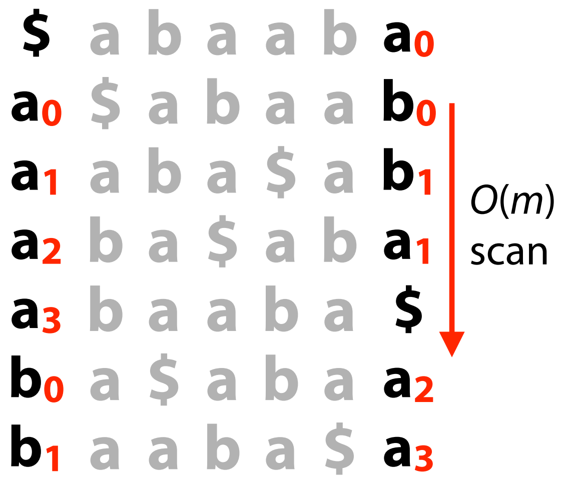
$	B	B	B	A	A	A_0
A_0	$	B	B	B	A	A_1
A_1	A	$	B	B	B	A_2
A_2	A	A	$	B	B	B_0
B_0	A	A	A	$	B	B_1
B_1	B	A	A	A	$	B_2
B_2	B	B	A	A	A	$

FM Index: Lingering Issues

FM Index: Lingering Issues

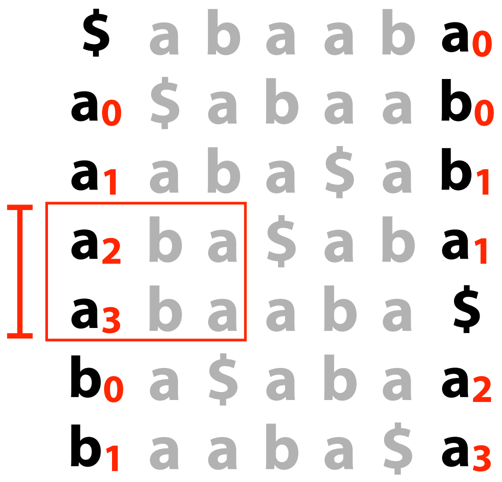
(1) Scanning for preceding character in *L* is slow

(2) Need way to find where matches occur in *T*:



$\$$	a	b	a	a	b	a_0
a_0	$\$$	a	b	a	a	b_0
a_1	a	b	a	$\$$	a	b_1
a_2	b	a	$\$$	a	b	a_1
a_3	b	a	a	b	a	$\$$
b_0	a	$\$$	a	b	a	a_2
b_1	a	a	b	a	$\$$	a_3

We don't store ranks!



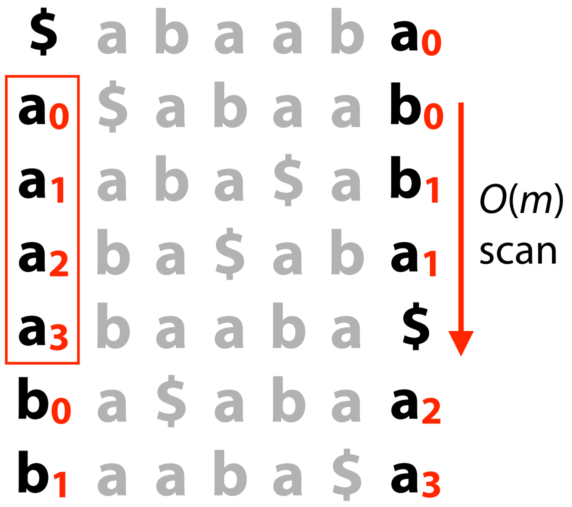
$\$$	a	b	a	a	b	a_0
a_0	$\$$	a	b	a	a	b_0
a_1	a	b	a	$\$$	a	b_1
a_2	b	a	$\$$	a	b	a_1
a_3	b	a	a	b	a	$\$$
b_0	a	$\$$	a	b	a	a_2
b_1	a	a	b	a	$\$$	a_3

```
Current output: [3,4]
 Location in T: [0,3]
```

This is where our auxiliary data structures come in…

FM Index: Fast rank calculations

Is there a fast way to determine which *specific* **b**s precede the **a**s in our range?



$ a b a a b a_0

a_0 $ a b a a b_0

a_1 a b a $ a b_1

a_2 b a $ a b a_1

a_3 b a a b a $

b_0 a $ a b a a_2

b_1 a a b a $ a_3

More generally, given a range in *L* and a character to search, how can we quickly find all matches (and their ranks)?

FM Index: Occurrence Table

Idea: pre-calculate cumulative # **a**s, **b**s in *L* up to every row:

L	**a**	**b**
a		
b		
b		
a		
$		
a		
a		

FM Index: Occurrence Table

Idea: pre-calculate cumulative # **a**s, **b**s in *L* up to every row:

L	**a**	**b**
a	**1**	0
b	1	**1**
b	1	**2**
a	**2**	2
$	2	2
a	**3**	2
a	**4**	2

FM Index: Occurrence Table

Query: ‘aba’

Idea: pre-calculate cumulative # **a**s, **b**s in *L* up to every row:

F	*L*	**a**	**b**
$	**a**	**1**	**0**
a	**b**	**1**	**1**
a	**b**	**1**	**2**
a	**a**	**2**	**2**
a	**$**	**2**	**2**
b	**a**	**3**	**2**
b	**a**	**4**	**2**

FM Index: Occurrence Table

Query: ‘aba’

Idea: pre-calculate cumulative # **a**s, **b**s in *L* up to every row:

F	*L*	**a**	**b**
$	**a**	**1**	**0**
a	**b**	**1**	**1**
a	**b**	**1**	**2**
a	**a**	**2**	**2**
a	**$**	**2**	**2**
b	**a**	**3**	**2**
b	**a**	**4**	**2**

← 0 **b**s up to & including this row

← 2 **b**s up to & including this row

FM Index: Occurrence Table

Query: 'aba'

Idea: pre-calculate cumulative # **a**s, **b**s in *L* up to every row:

F	*L*	**a**	**b**
$	**a**	**1**	**0**
a	**b**	**1**	**1**
a	**b**	**1**	**2**
a	**a**	**2**	**2**
a	**$**	**2**	**2**
b	**a**	**3**	**2**
b	**a**	**4**	**2**

What values of **a** (including rank) should I look up next?

FM Index: Occurrence Table

Query: ‘bb’

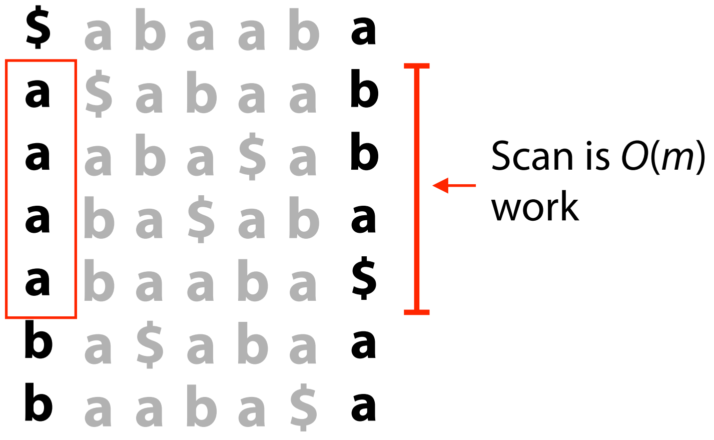
What two indices should I look up? What ranks did we find?

F	*L*	**a**	**b**
$	a	1	0
a	b	1	1
a	$	1	1
b	b	1	2
b	b	1	3
b	b	1	4
b	a	2	4

FM Index: Occurrence Table

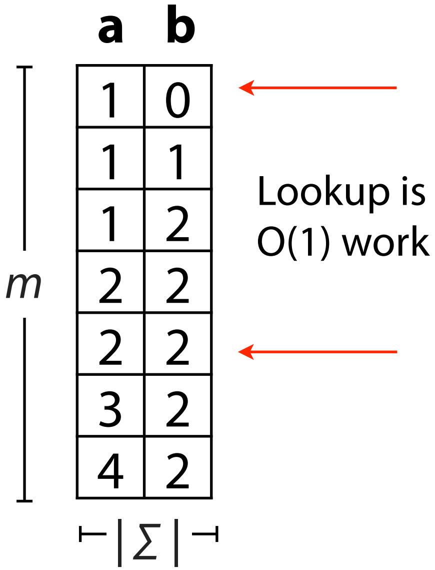
An index combining the BWT *with a few small auxiliary data structures*

Occurrence table speeds up *L* lookup by implicitly storing **ranks**



```
$ a b a a b a
a $ a b a a b
a a b a $ a b
a b a $ a b a
a b a a b a $
b a $ a b a a
b a a b a $ a
```

Scan is *O*(*m*) work



a	b
1	0
1	1
1	2
2	2
2	2
3	2
4	2

Lookup is O(1) work

Table is $m \times |\Sigma|$ integers — that's worse than a suffix array!

FM Index: Occurrence Table

Next idea: pre-calculate # **a**s, **b**s in *L* up to *some* rows, e.g. every 5th row. Call pre-calculated rows *checkpoints*.

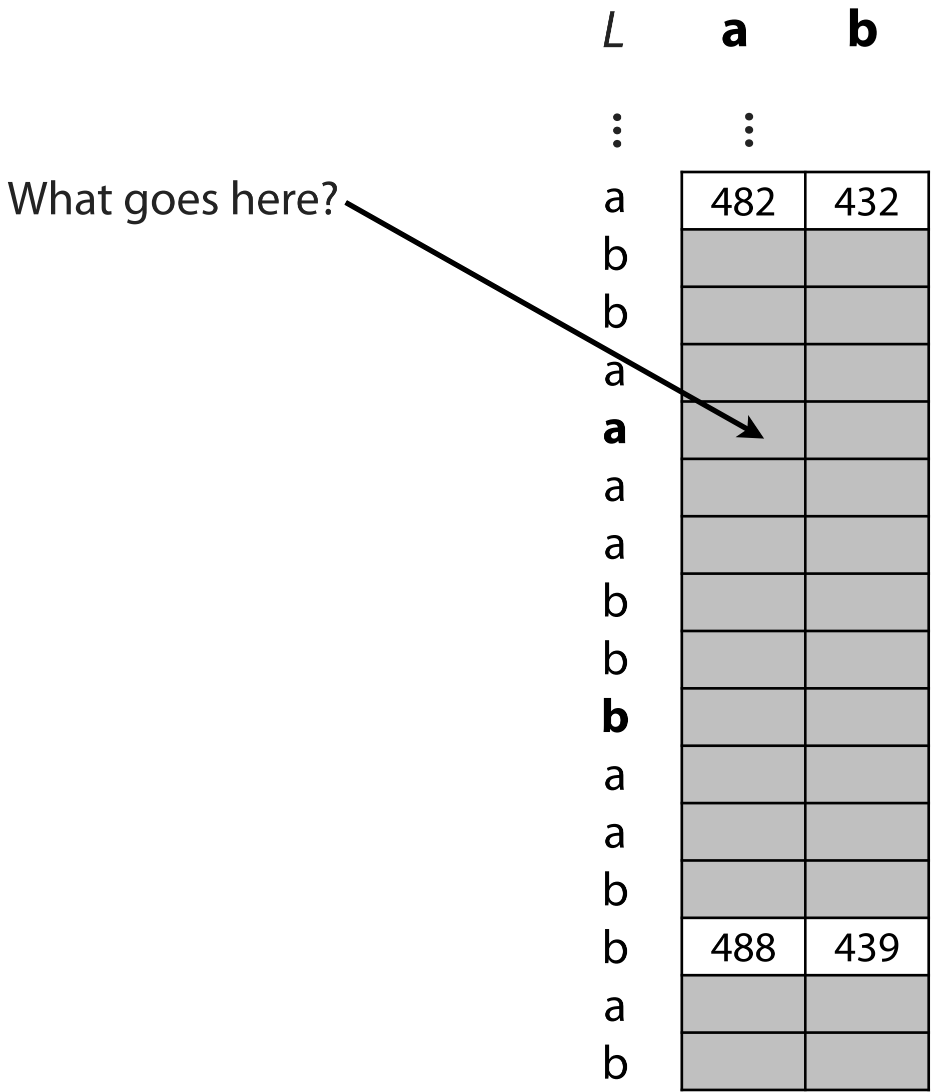
F	*L*	**a**	**b**
$	**a**	**1**	**0**
a	**b**		
a	**b**		
a	**a**		
a	**$**		
b	**a**	**3**	**2**
b	**a**		

FM Index: Occurrence Table

To resolve a lookup for a non-checkpoint row, walk to nearest checkpoint. Use value at that checkpoint, *adjusted for characters we saw along the way*.

F	*L*	**a**	**b**
$	**a**	**1**	**0**
a	**b**	▨	▨
a	**b**	▨	▨
a	**a**	▨	▨
a	**$**	▨	▨
b	**a**	**3**	**2**
b	**a**	▨	▨

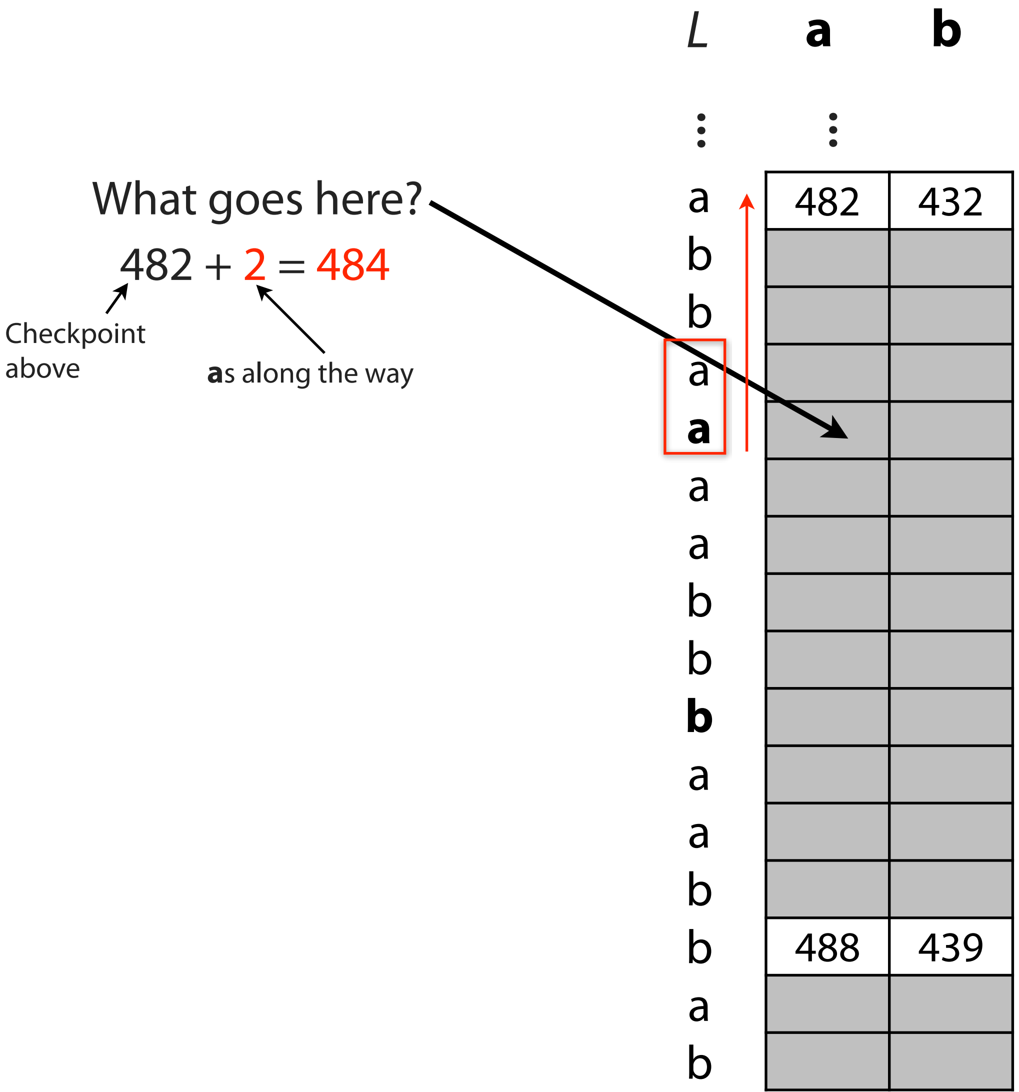
FM Index: Occurrence Table



What goes here?

L	**a**	**b**
⋮	⋮	
a	482	432
b		
b		
a		
a		
a		
a		
b		
b		
b		
a		
a		
b		
b	488	439
a		
b		

FM Index: Occurrence Table



What goes here?

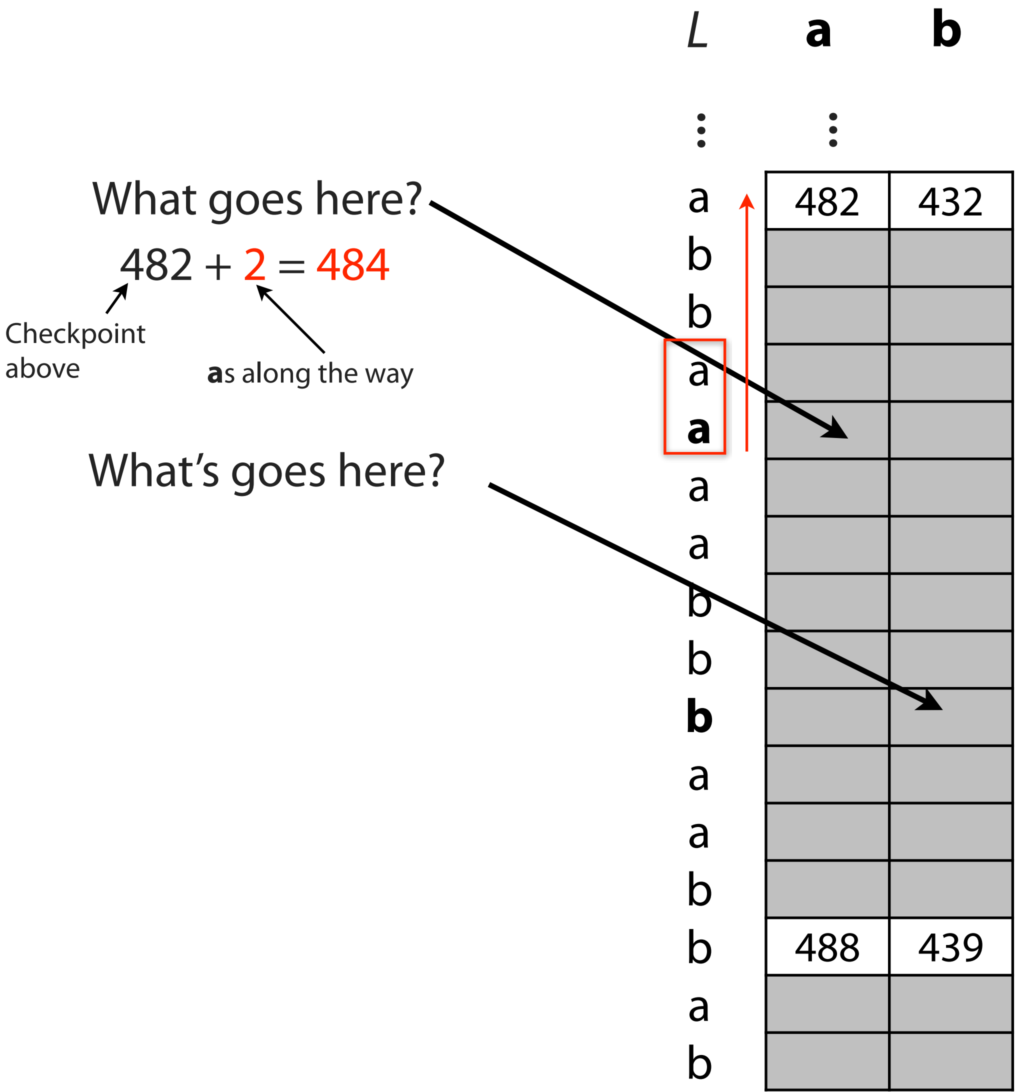
482 + 2 = 484

Checkpoint above

as along the way

L	**a**	**b**
⋮	⋮	
a	482	432
b		
b		
a		
a		
a		
a		
b		
b		
b		
a		
a		
b		
b	488	439
a		
b		

FM Index: Occurrence Table



L	**a**	**b**
⋮	⋮	
a	482	432
b		
b		
a		
a		
a		
a		
b		
b		
b		
a		
a		
b		
b	488	439
a		
b		

What goes here?

482 + 2 = 484

Checkpoint above

as along the way

What's goes here?

FM Index: Occurrence Table

What goes here?

482 + 2 = 484

Checkpoint above

as along the way

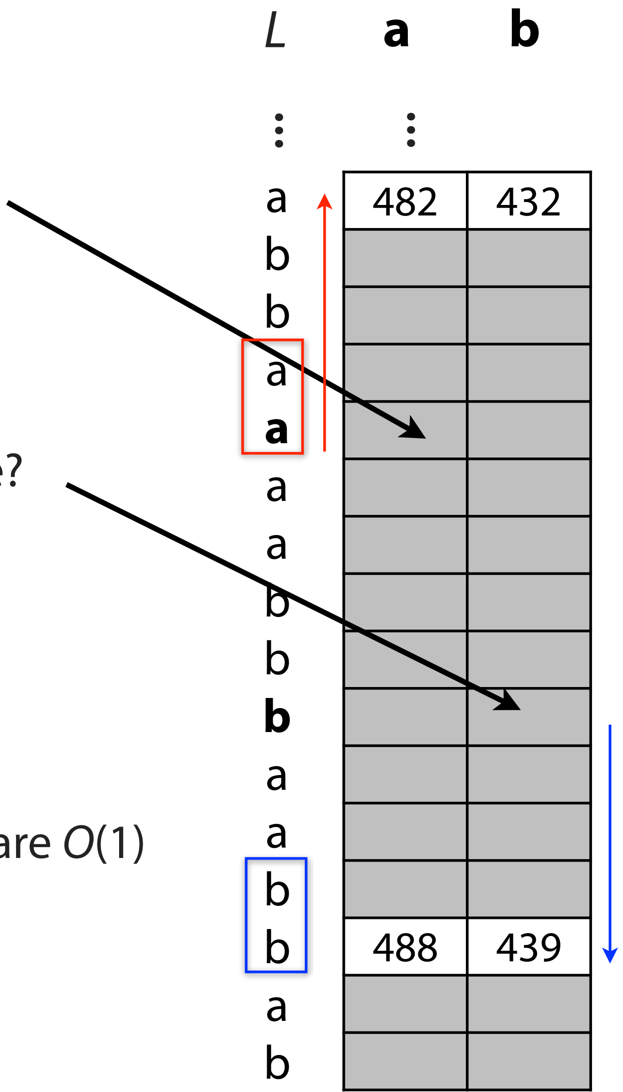
What's goes here?

439 - 2 = 437

Checkpoint below

bs along the way

If checkpoints are *O*(1) distance apart, lookups are *O*(1)

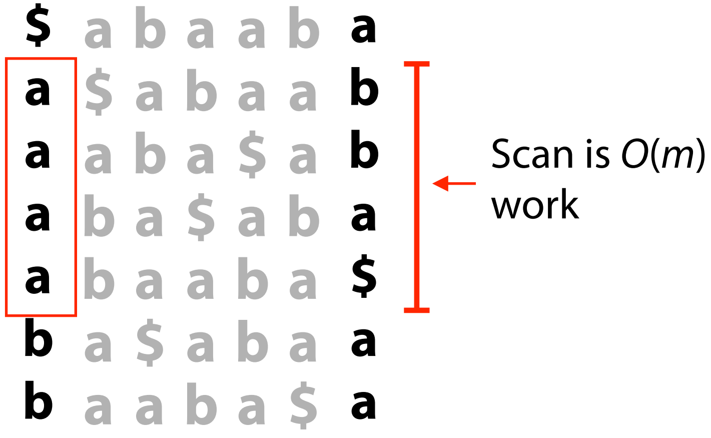


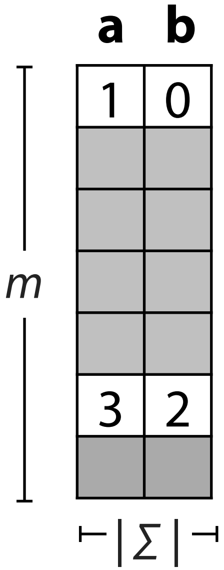
L	**a**	**b**
⋮	⋮	
a	482	432
b		
b		
a		
a		
a		
a		
b		
b		
b		
a		
a		
b		
b	488	439
a		
b		

FM Index: Occurrence Table

An index combining the BWT *with a few small auxiliary data structures*

Occurrence table speeds up *L* lookup by implicitly storing **ranks**





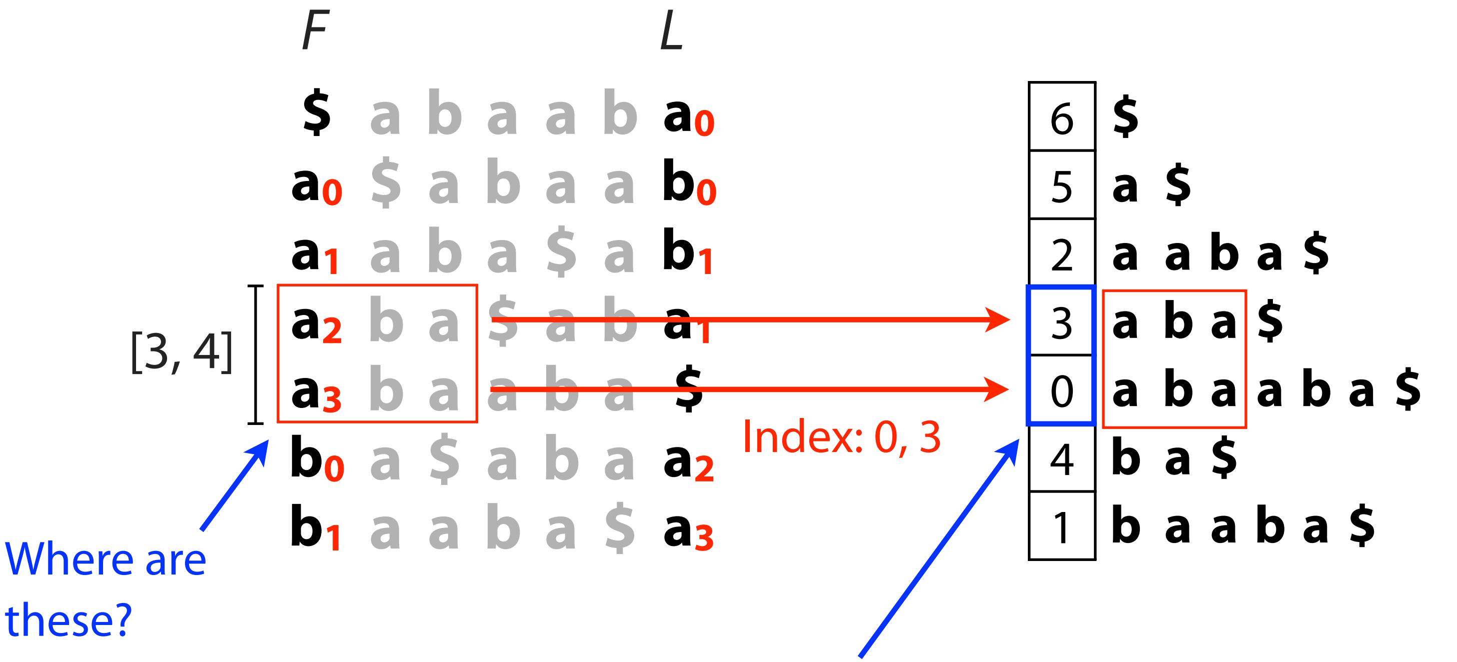
Checkpoints reduce the storage costs (Still O(m) but better than SA)

FM Index: Querying

Problem 2: We don't know *where* the matches are in T...

P = **aba**

Got the same range, [3, 4], we would have got from suffix array

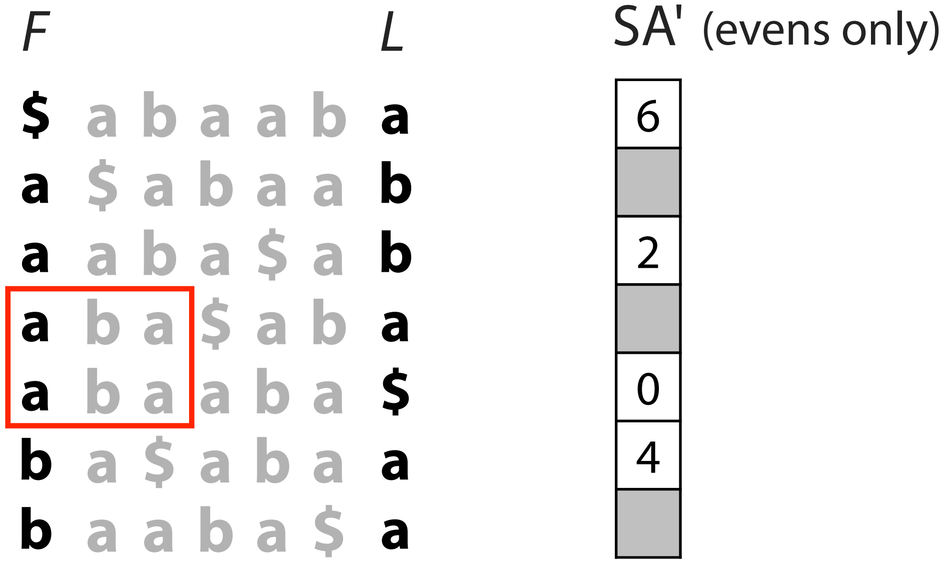


F						L
$	a	b	a	a	b	a_0
a_0	$	a	b	a	a	b_0
a_1	a	b	a	$	a	b_1
a_2	b	a	$	a	b	a_1
a_3	b	a	a	b	a	$
b_0	a	$	a	b	a	a_2
b_1	a	a	b	a	$	a_3

6	$
5	a $
2	a a b a $
3	a b a $
0	a b a a b a $
4	b a $
1	b a a b a $

FM Index: Suffix Array Sampling

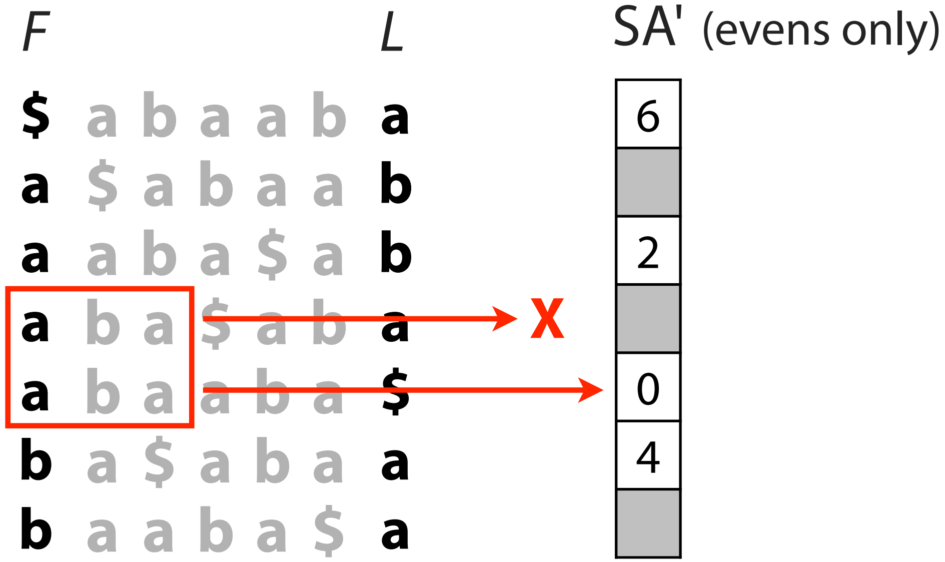
Idea: store some suffix array elements, but not all



F						*L*	SA' (evens only)
$	a	b	a	a	b	**a**	6
a	$	a	b	a	a	**b**	▨
a	a	b	a	$	a	**b**	2
a	b	a	$	a	b	**a**	▨
a	b	a	a	b	a	**$**	0
b	a	$	a	b	a	**a**	4
b	a	a	b	a	$	**a**	▨

FM Index: Suffix Array Sampling

Idea: store some suffix array elements, but not all



Lookup for row 4 succeeds

Lookup for row 3 fails - SA entry was discarded

FM Index: Suffix Array Sampling

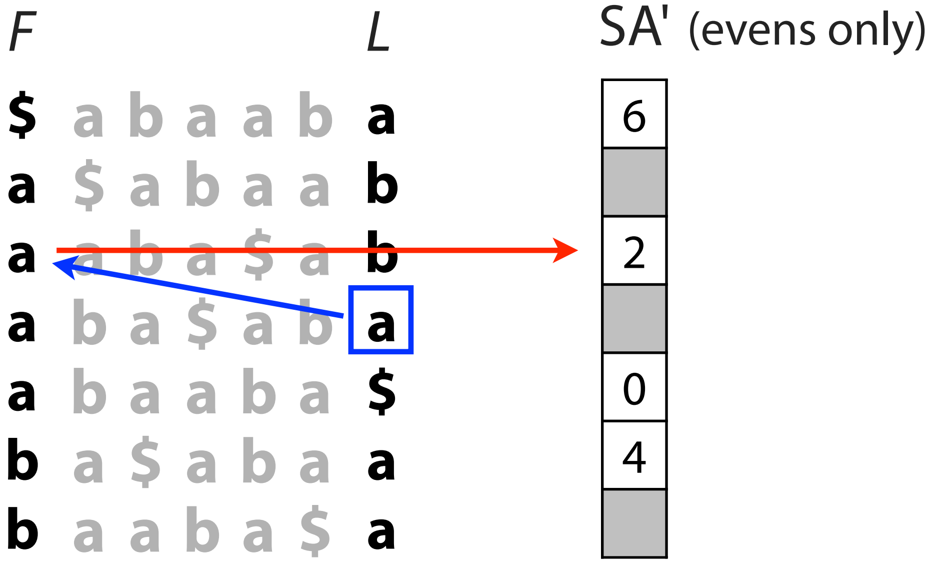
LF Mapping tells us that “**a**” at the end of row 3 corresponds to...

F						*L*	SA' (evens only)
$	a	b	a	a	b	**a**	6
a	$	a	b	a	a	**b**	
a	a	b	a	$	a	**b**	2
a	b	a	$	a	b	**a**	
a	b	a	a	b	a	**$**	0
b	a	$	a	b	a	**a**	4
b	a	a	b	a	$	**a**	

FM Index: Suffix Array Sampling

LF Mapping tells us that "**a**" at the end of row 3 corresponds to...

... "**a**" at the beginning of row 2

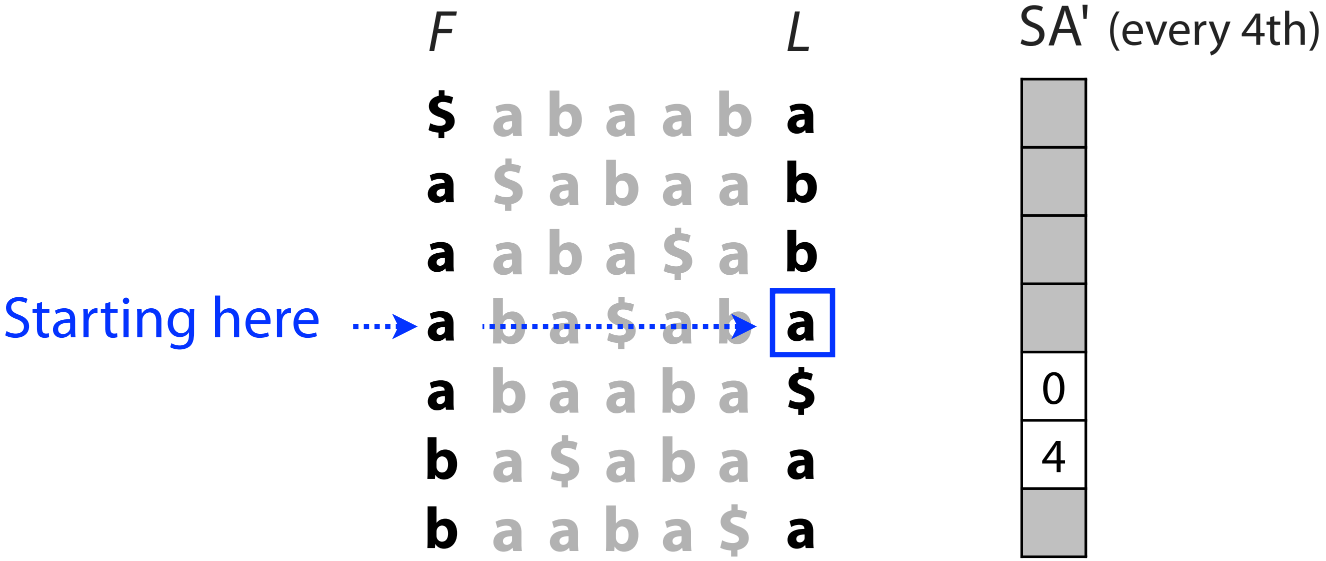


F		L	SA' (evens only)
$	a b a a b	a	6
a	$ a b a a	b	
a	a b a $ a	b	2
a	b a $ a b	a	
a	b a a b a	$	0
b	a $ a b a	a	4
b	a a b a $	a	

If saved SA values are O(1) positions apart in *T*, resolving index is O(1) time

FM Index: Suffix Array Sampling

Many LF-mapping steps may be required to get to a sampled row:

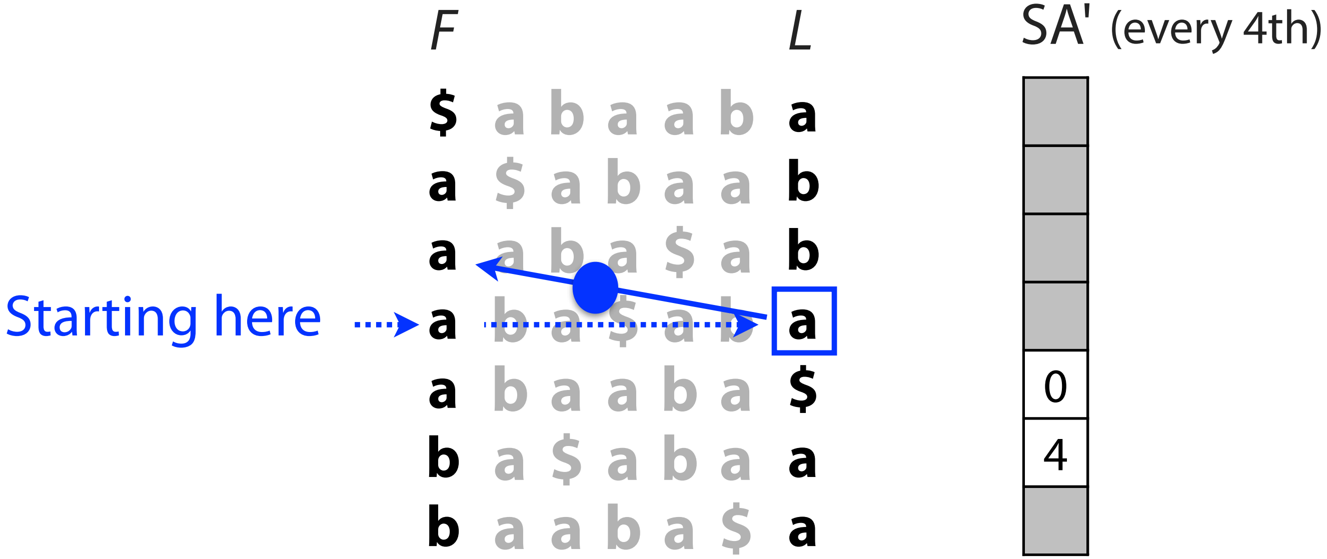


Starting here

F						L	SA' (every 4th)
$	a	b	a	a	b	a	
a	$	a	b	a	a	b	
a	a	b	a	$	a	b	
a	b	a	$	a	b	a	
a	b	a	a	b	a	$	0
b	a	$	a	b	a	a	4
b	a	a	b	a	$	a	

FM Index: Suffix Array Sampling

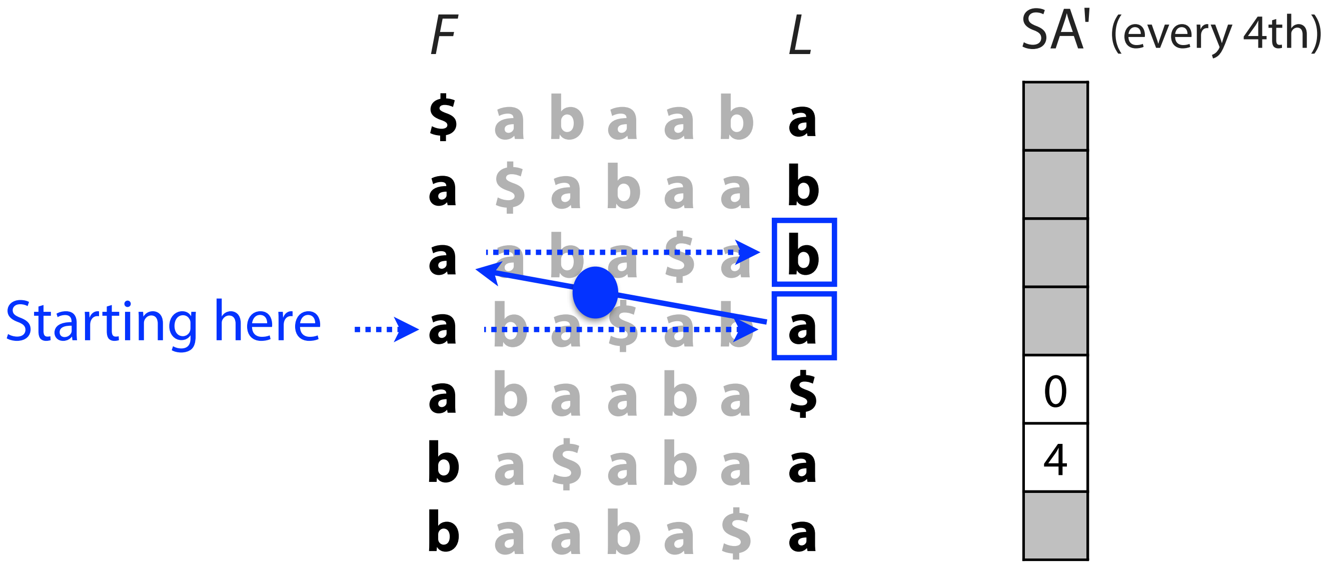
Many LF-mapping steps may be required to get to a sampled row:



F						L	SA' (every 4th)
$	a	b	a	a	b	a	
a	$	a	b	a	a	b	
a	a	b	a	$	a	b	
a	b	a	$	a	b	a	
a	b	a	a	b	a	$	0
b	a	$	a	b	a	a	4
b	a	a	b	a	$	a	

FM Index: Suffix Array Sampling

Many LF-mapping steps may be required to get to a sampled row:

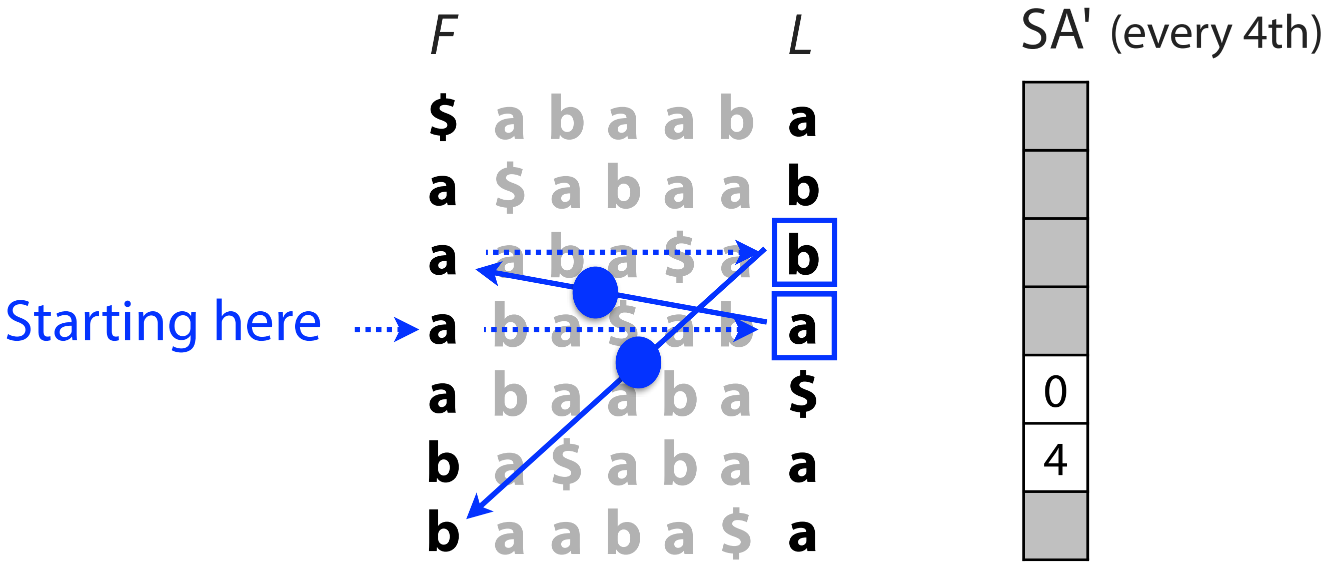


Starting here

F						*L*	SA' (every 4th)
$	a	b	a	a	b	a	
a	$	a	b	a	a	b	
a	a	b	a	$	a	b	
a	b	a	$	a	b	a	
a	b	a	a	b	a	$	0
b	a	$	a	b	a	a	4
b	a	a	b	a	$	a	

FM Index: Suffix Array Sampling

Many LF-mapping steps may be required to get to a sampled row:

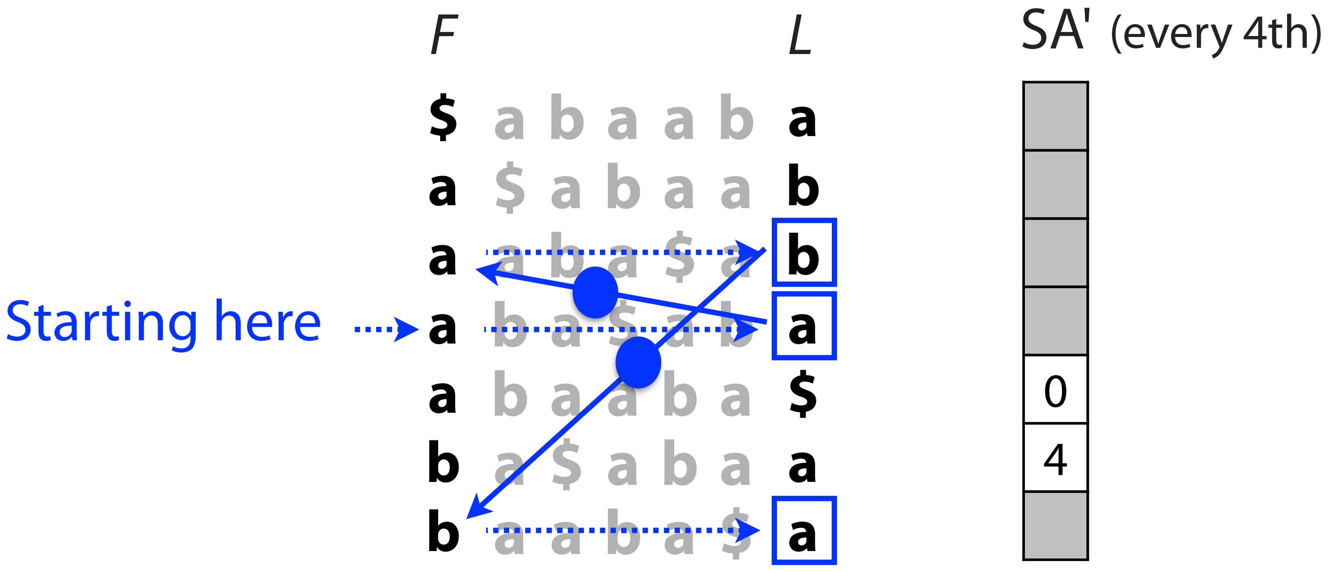


Starting here

F						L	SA' (every 4th)
$	a	b	a	a	b	a	
a	$	a	b	a	a	b	
a	a	b	a	$	a	b	
a	b	a	$	a	b	a	
a	b	a	a	b	a	$	0
b	a	$	a	b	a	a	4
b	a	a	b	a	$	a	

FM Index: Suffix Array Sampling

Many LF-mapping steps may be required to get to a sampled row:

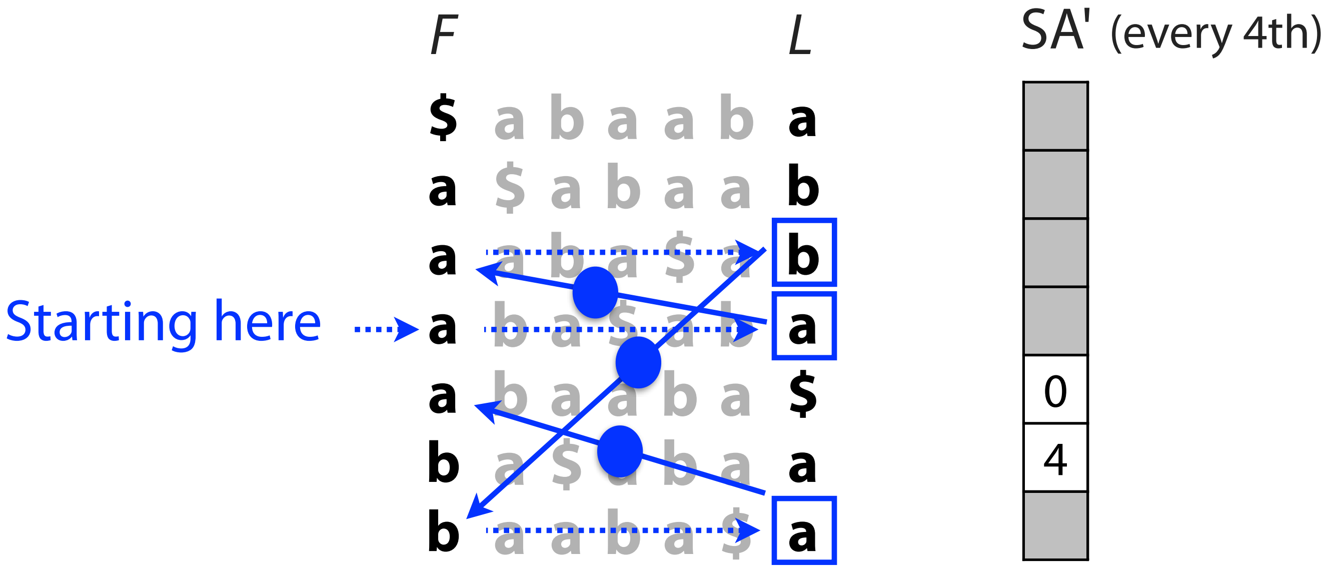


```
$ a b a a b a
a $ a b a a b
a a b a $ a b
a b a $ a b a
a b a a b a $
b a $ a b a a
b a a b a $ a
```

SA'
0
4

FM Index: Suffix Array Sampling

Many LF-mapping steps may be required to get to a sampled row:

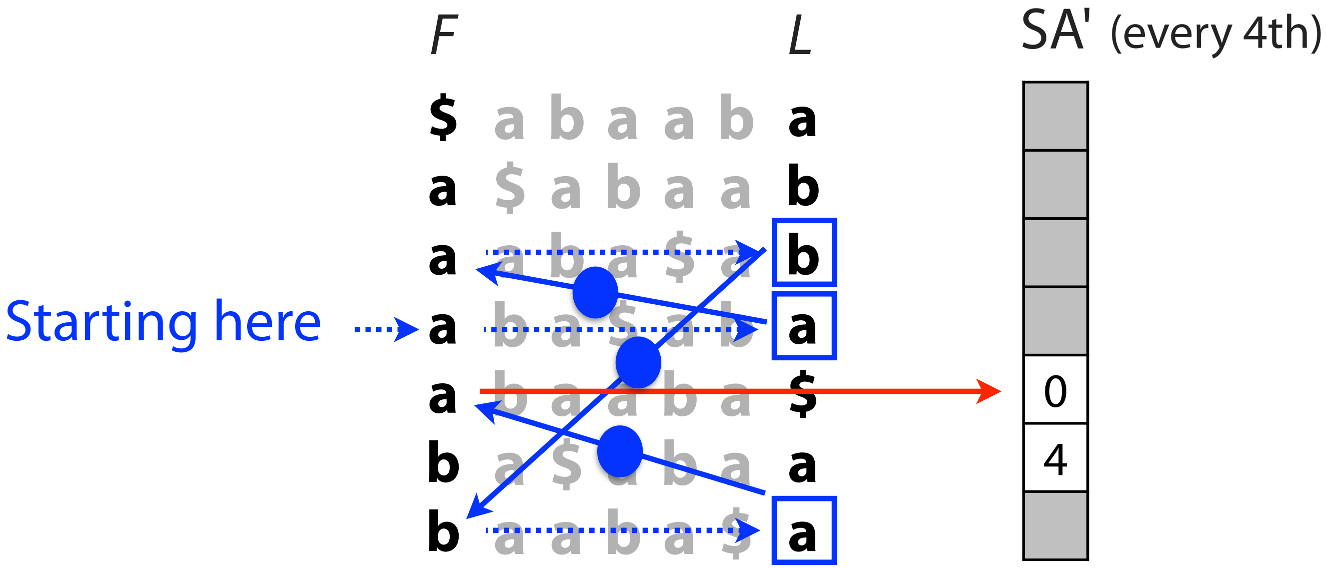


```
$ a b a a b a
a $ a b a a b
a a b a $ a b
a b a $ a a b
a b a a b a $
b a $ a b a a
b a a b a $ a
```

SA'
0
4

FM Index: Suffix Array Sampling

Many LF-mapping steps may be required to get to a sampled row:



F *L* SA' (every 4th)

$ a b a a b a

a $ a b a a b

a a b a $ a b

Starting here a b a $ a b a

a b a a b a $ 0

b a $ a b a a 4

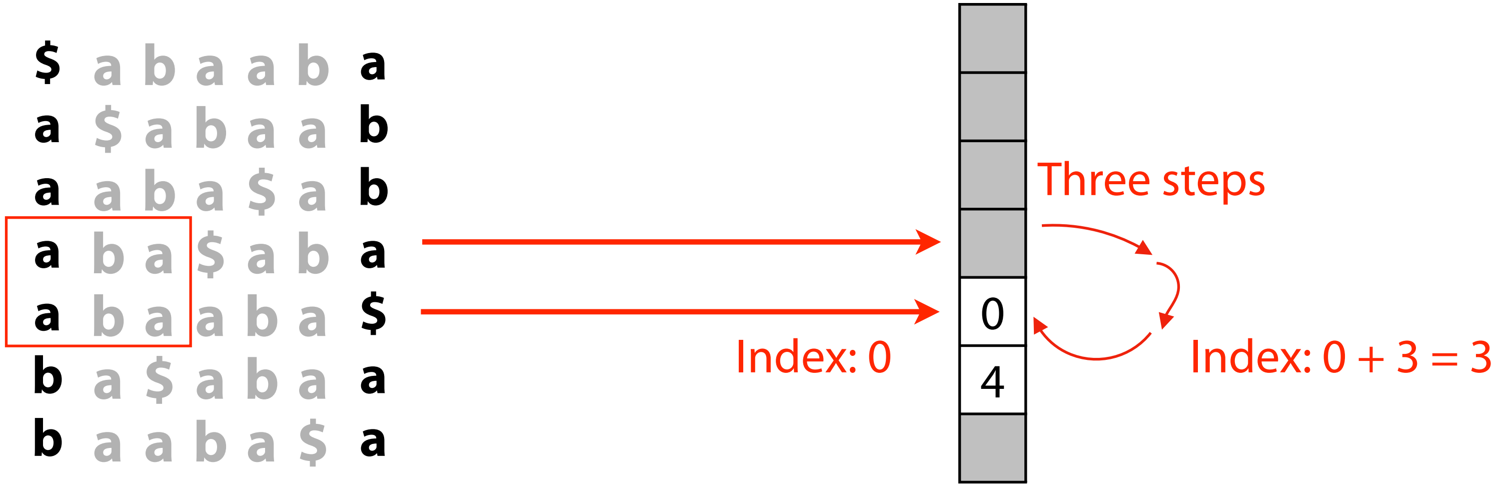
b a a b a $ a

Missing value = 0 (SA val at destination) + 3 (# steps to destination) = **3**

FM Index: Suffix Array Sampling

An index combining the BWT *with a few small auxiliary data structures*

Stores all index positions in T with O(1) extra work to calculate



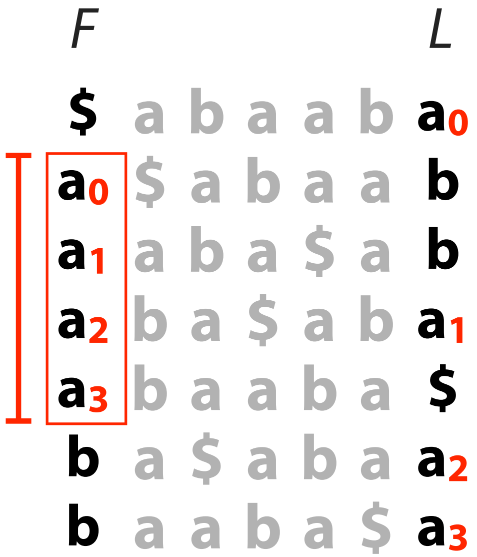
```
$ a b a a b a
a $ a b a a b
a a b a $ a b
a b a $ a b a
a b a a b a $
b a $ a b a a
b a a b a $ a
```

Lets put all these pieces together…

FM Index: Querying

P = **aba**

get_frange()



F						*L*
$	a	b	a	a	b	**a_0**
a_0	$	a	b	a	a	**b**
a_1	a	b	a	$	a	**b**
a_2	b	a	$	a	b	**a_1**
a_3	b	a	a	b	a	**$**
b	a	$	a	b	a	**a_2**
b	a	a	b	a	$	**a_3**

```
pair<int, int> get_frange(string c, int s, int e)
```

Input:

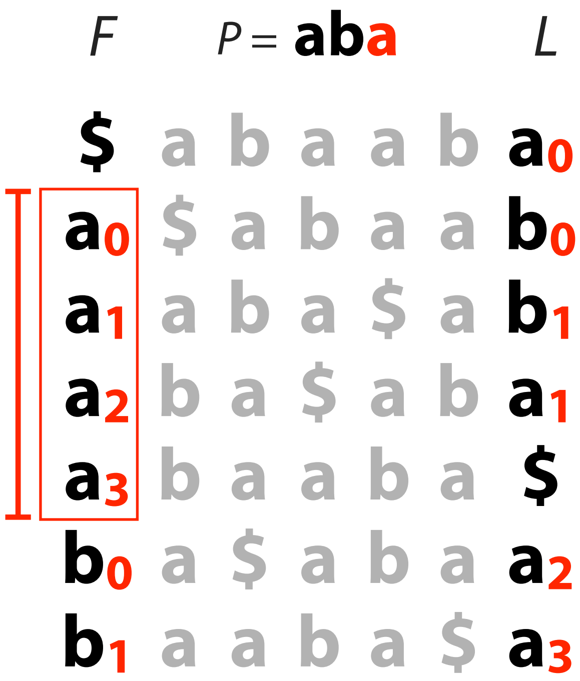
- **`string c`**: The char we are looking for in *F*
- **`int s`**: The starting ***rank*** value
- **`int e`**: The ending ***rank*** value

Output:

- A pair of values (index start, index end)

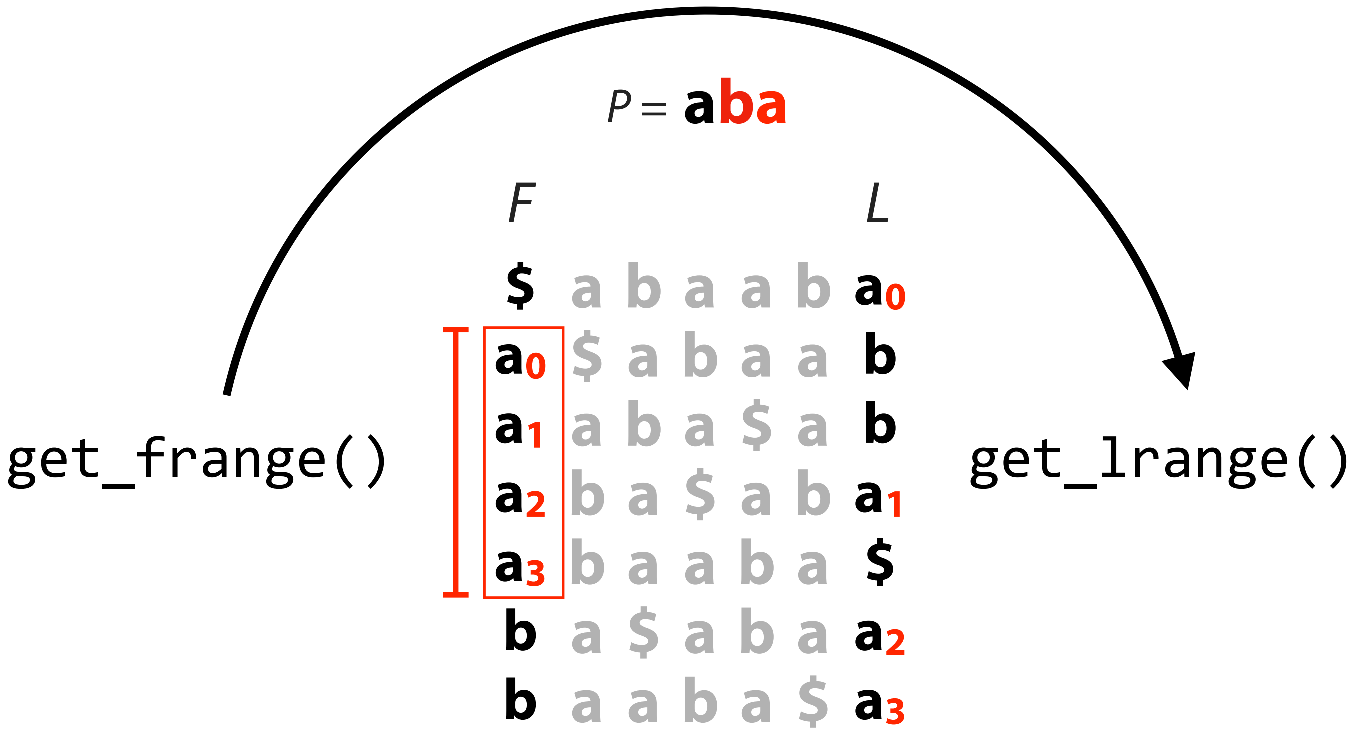
What are c, s, and e?

What are the output values?



F	*P* = **aba**					*L*
$	a	b	a	a	b	**a_0**
a_0	$	a	b	a	a	**b_0**
a_1	a	b	a	$	a	**b_1**
a_2	b	a	$	a	b	**a_1**
a_3	b	a	a	b	a	**$**
b_0	a	$	a	b	a	**a_2**
b_1	a	a	b	a	$	**a_3**

FM Index: Querying



$P =$ **aba**

$F \qquad\qquad\qquad L$

$\$\ a\ b\ a\ a\ b\ a_0$

$a_0\ \$\ a\ b\ a\ a\ b$

$a_1\ a\ b\ a\ \$\ a\ b$

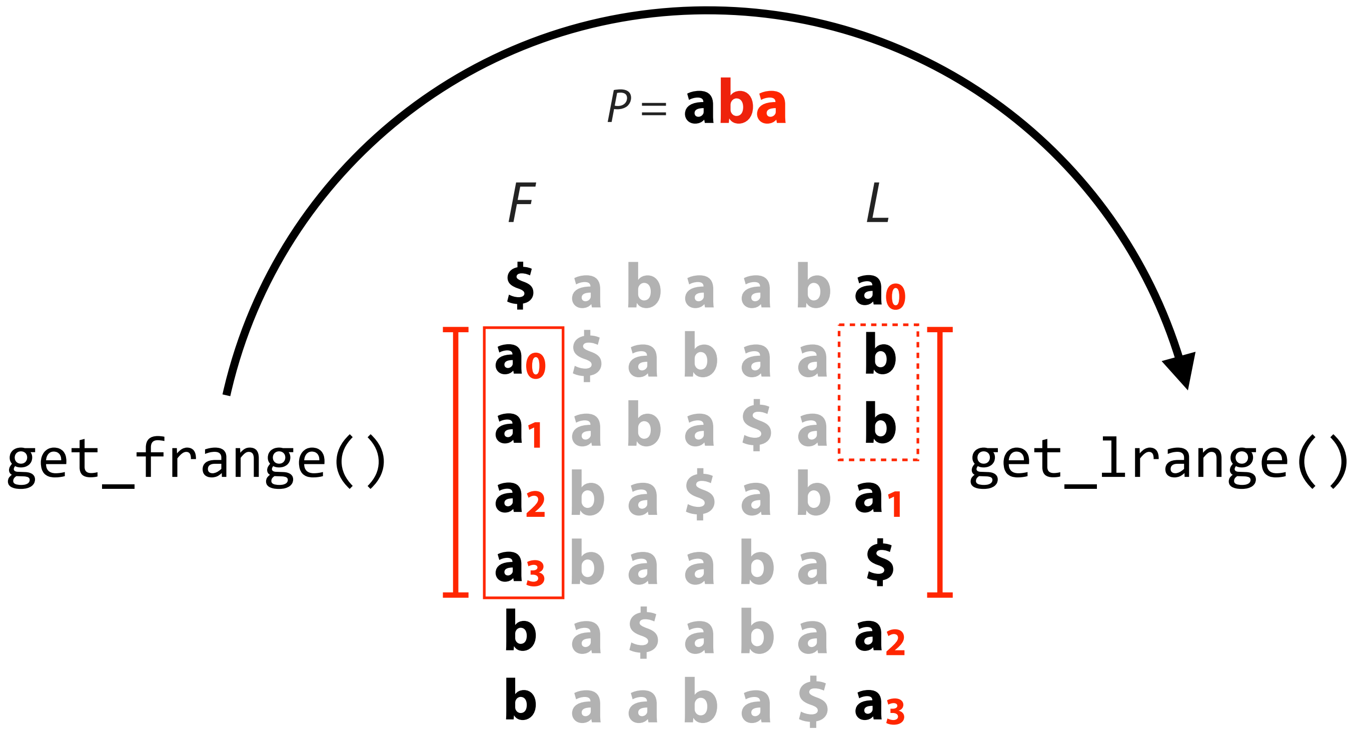
$a_2\ b\ a\ \$\ a\ b\ a_1$

$a_3\ b\ a\ a\ b\ a\ \$$

$b\ a\ \$\ a\ b\ a\ a_2$

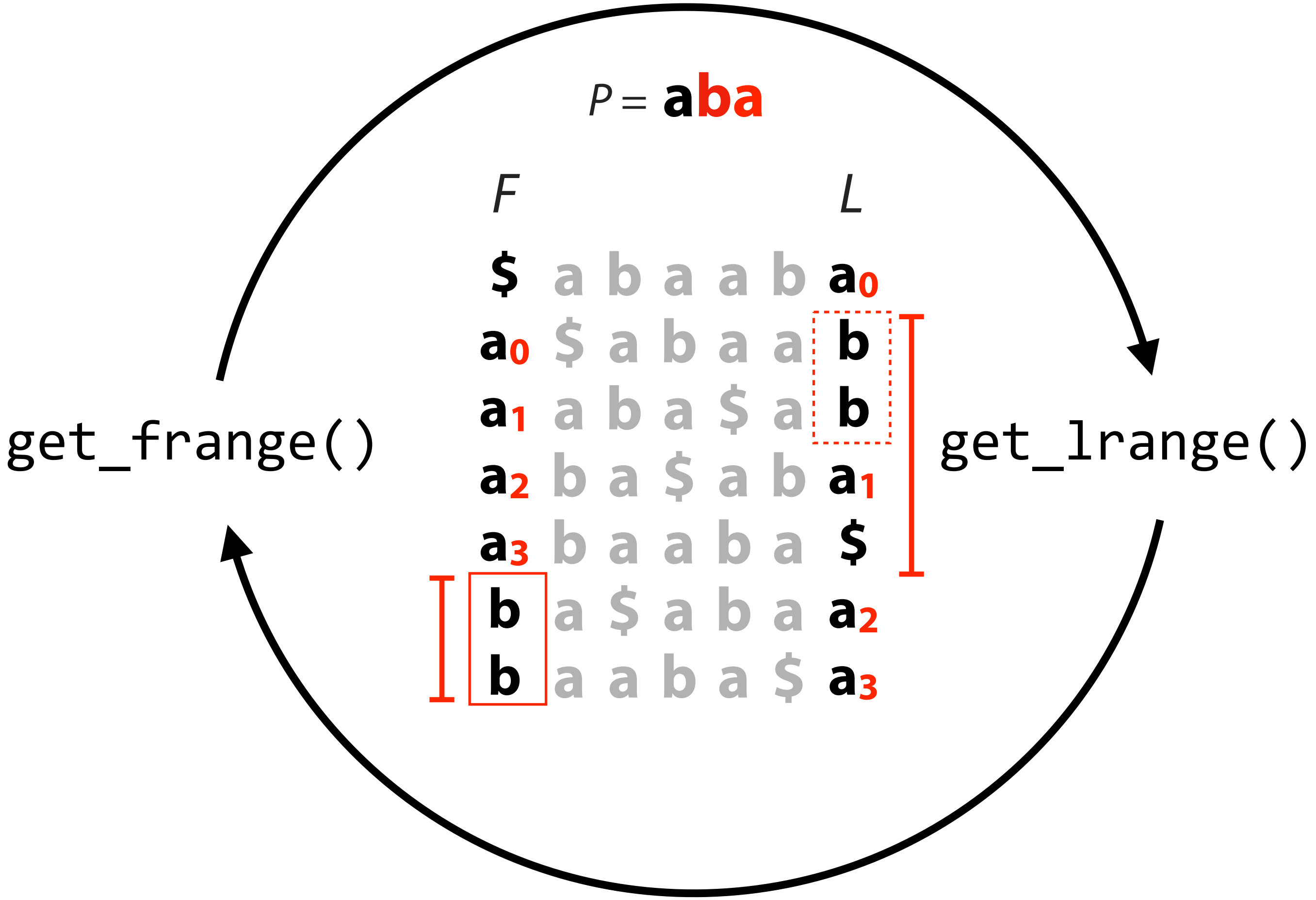
$b\ a\ a\ b\ a\ \$\ a_3$

FM Index: Querying



F						*L*
$	a	b	a	a	b	a_0
a_0	$	a	b	a	a	b
a_1	a	b	a	$	a	b
a_2	b	a	$	a	b	a_1
a_3	b	a	a	b	a	$
b	a	$	a	b	a	a_2
b	a	a	b	a	$	a_3

FM Index: Querying



P = **aba**

F						*L*
$	a	b	a	a	b	**a_0**
a_0	$	a	b	a	a	**b**
a_1	a	b	a	$	a	**b**
a_2	b	a	$	a	b	**a_1**
a_3	b	a	a	b	a	**$**
b	a	$	a	b	a	**a_2**
b	a	a	b	a	$	**a_3**

```
pair<int, int> get_lrange(string c, int s, int e)
```

Input:

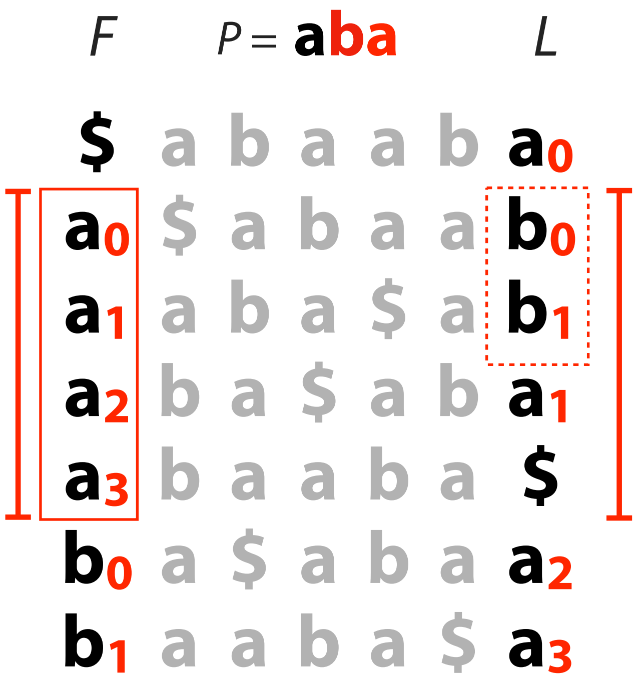
- `string c`: The char we are looking for in *F*
- `int s`: The starting ***index*** of our range
- `int e`: The ending ***index*** of our range

Output:

- A pair of values (# occurrences start, end)

What are c, s, and e?

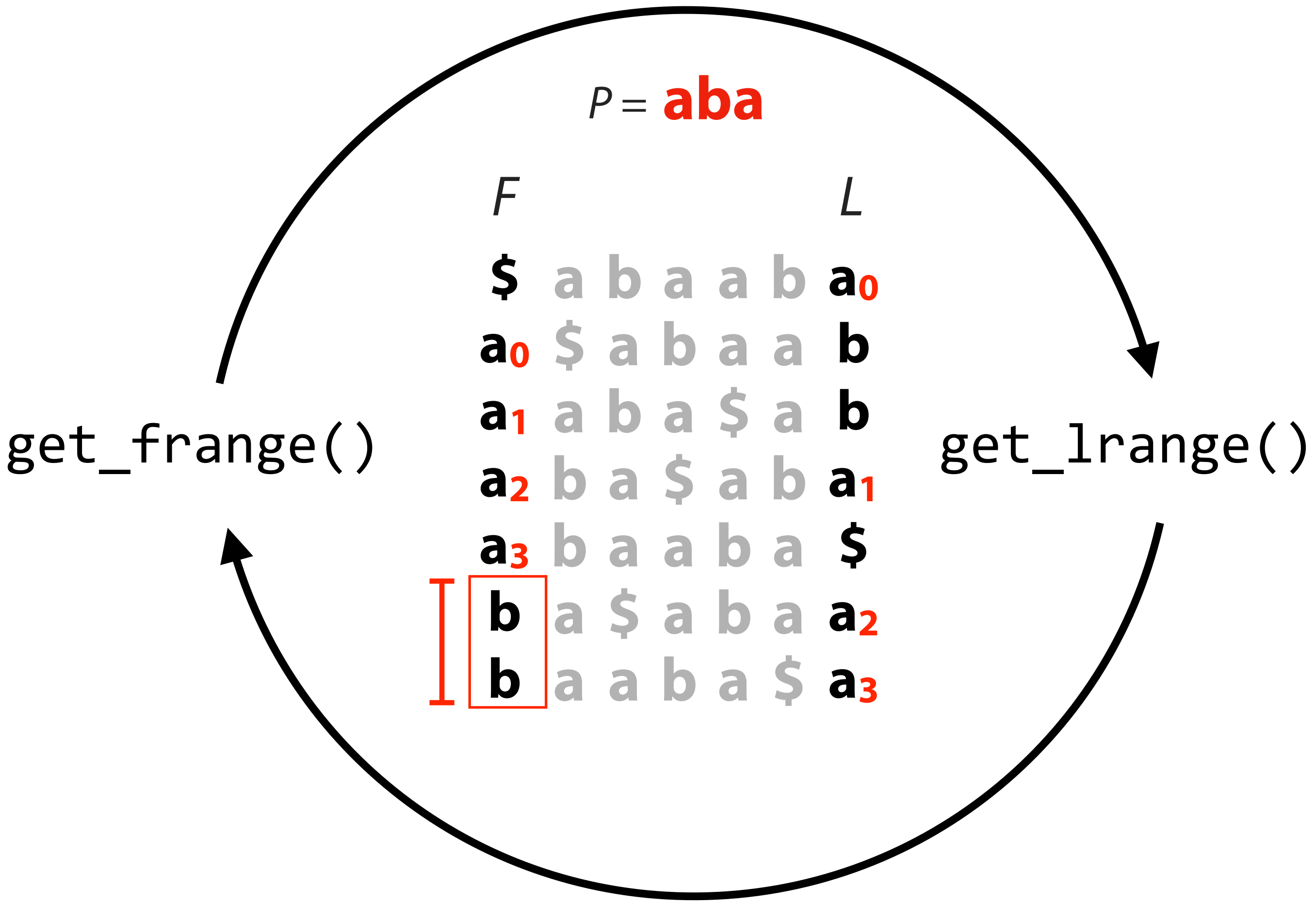
What are the output values?



F   *P* = **aba**   *L*

$\$$ a b a a b a_0
a_0 $\$$ a b a a b_0
a_1 a b a $\$$ a b_1
a_2 b a $\$$ a b a_1
a_3 b a a b a $\$$
b_0 a $\$$ a b a a_2
b_1 a a b a $\$$ a_3

FM Index: Querying



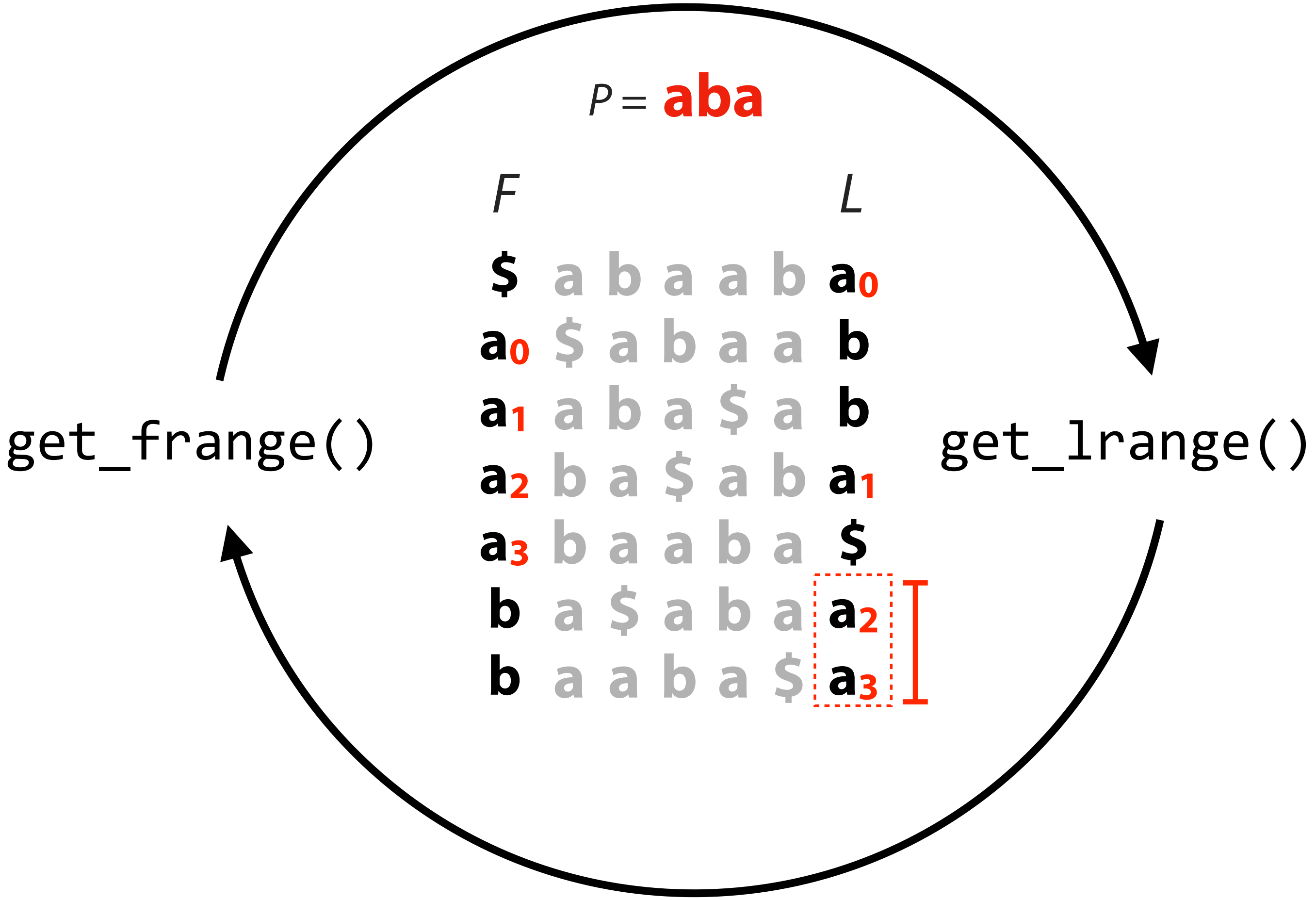
P = **aba**

F						*L*
$	a	b	a	a	b	a_0
a_0	$	a	b	a	a	b
a_1	a	b	a	$	a	b
a_2	b	a	$	a	b	a_1
a_3	b	a	a	b	a	$
b	a	$	a	b	a	a_2
b	a	a	b	a	$	a_3

`get_frange()`

`get_lrange()`

FM Index: Querying



F						*L*
$	a	b	a	a	b	a_0
a_0	$	a	b	a	a	b
a_1	a	b	a	$	a	b
a_2	b	a	$	a	b	a_1
a_3	b	a	a	b	a	$
b	a	$	a	b	a	a_2
b	a	a	b	a	$	a_3

```
pair<int, int> get_frange(string c, int s, int e)
```

Input:

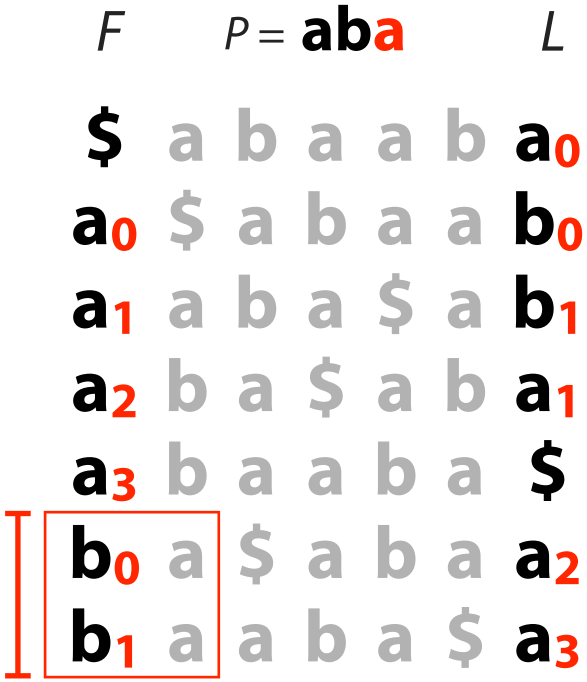
- `string c`: The char we are looking for in *F*
- `int s`: The starting ***rank*** value
- `int e`: The ending ***rank*** value

Output:

- A pair of values (index start, index end)

What are c, s, and e?

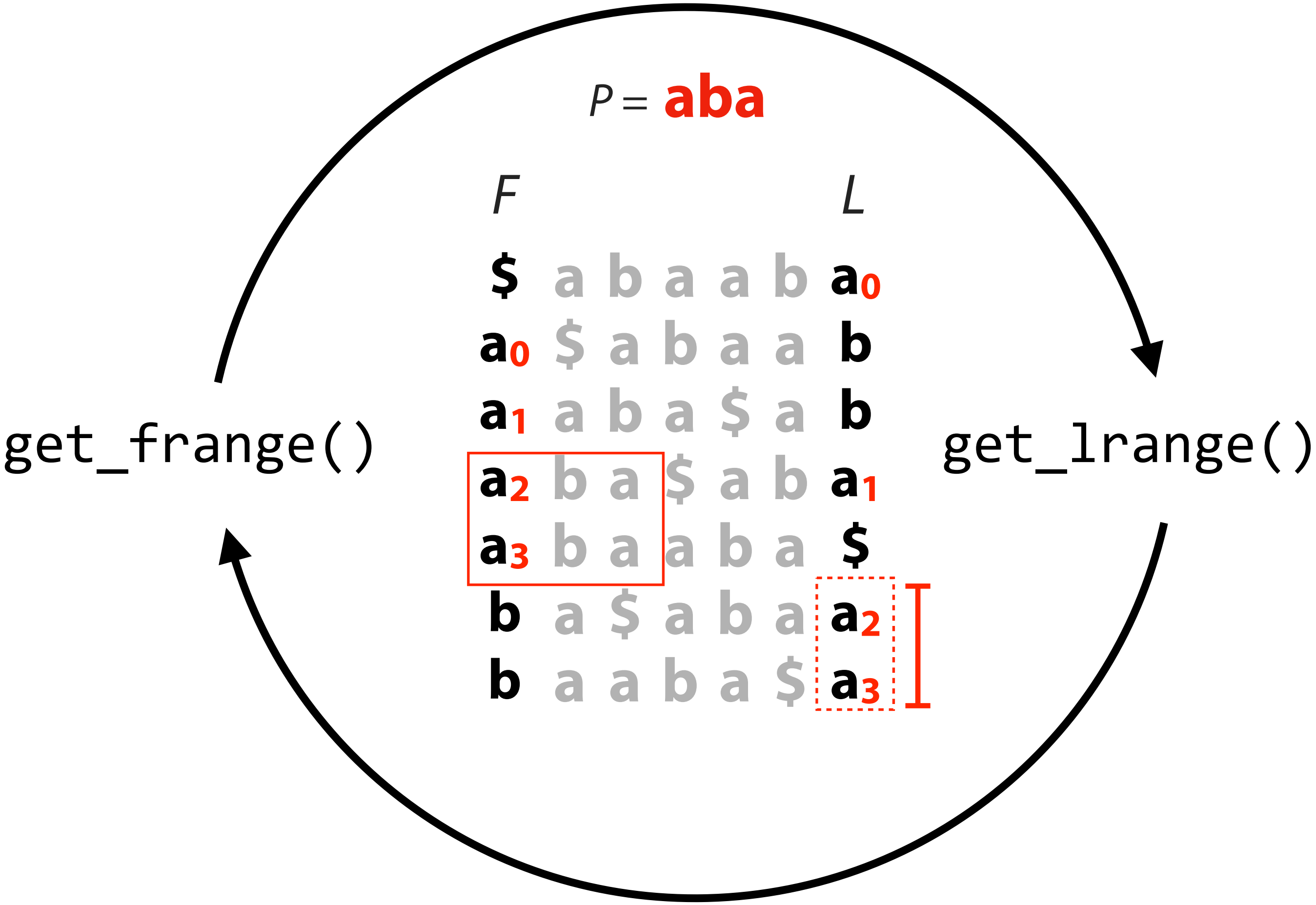
What are the output values?



P = **aba**

F						*L*
$	a	b	a	a	b	$\mathbf{a}_0$
$\mathbf{a}_0$	$	a	b	a	a	$\mathbf{b}_0$
$\mathbf{a}_1$	a	b	a	$	a	$\mathbf{b}_1$
$\mathbf{a}_2$	b	a	$	a	b	$\mathbf{a}_1$
$\mathbf{a}_3$	b	a	a	b	a	**$**
$\mathbf{b}_0$	a	$	a	b	a	$\mathbf{a}_2$
$\mathbf{b}_1$	a	a	b	a	$	$\mathbf{a}_3$

FM Index: Querying



P = **aba**

F *L*

$ a b a a b a_0

a_0 $ a b a a b

a_1 a b a $ a b

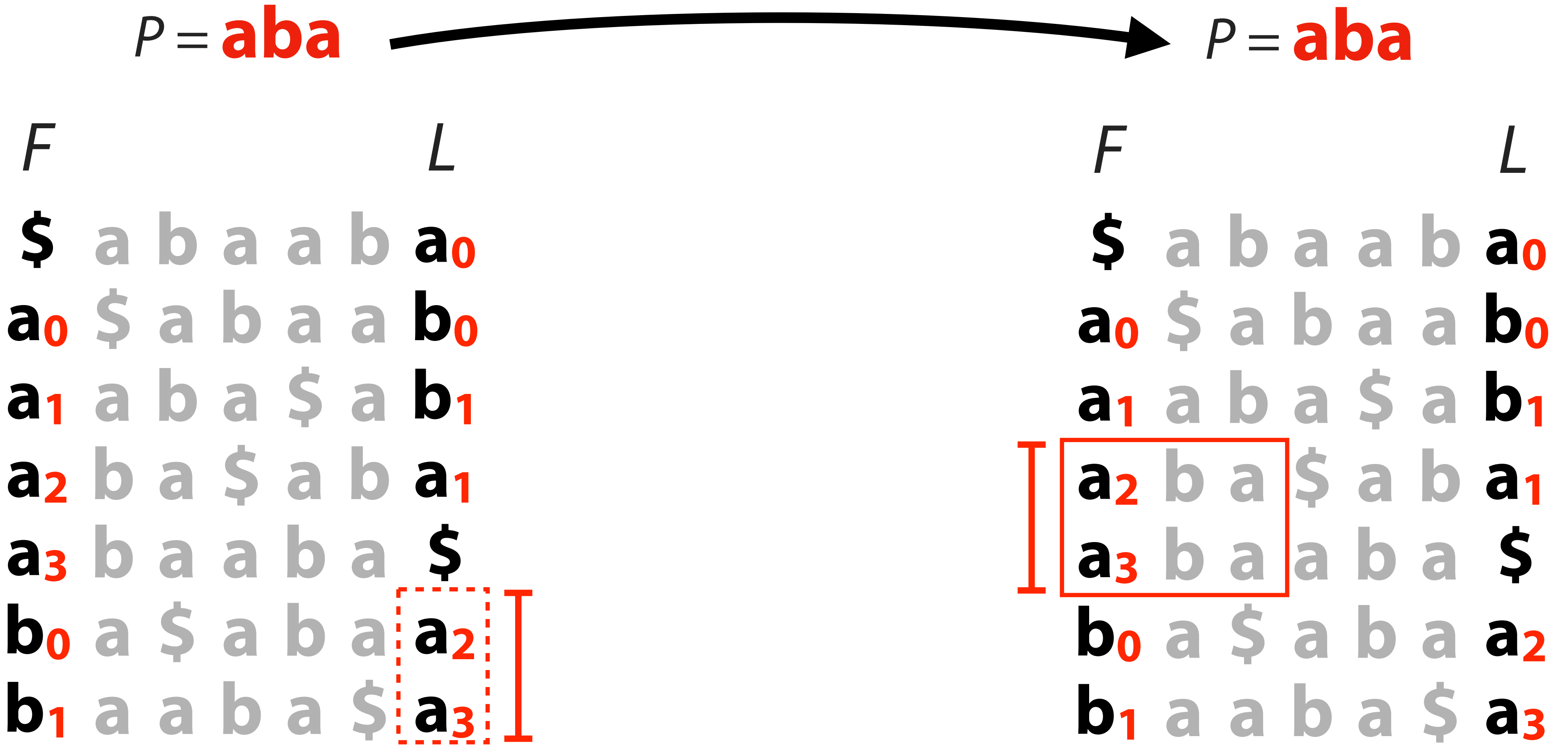
a_2 b a $ a b a_1

a_3 b a a b a $

b a $ a b a a_2

b a a b a $ a_3

get_lrange('a',5,6)->[2,4]



$P = $ **aba** → $P = $ **aba**

F						L
$	a	b	a	a	b	a_0
a_0	$	a	b	a	a	b_0
a_1	a	b	a	$	a	b_1
a_2	b	a	$	a	b	a_1
a_3	b	a	a	b	a	$
b_0	a	$	a	b	a	a_2
b_1	a	a	b	a	$	a_3

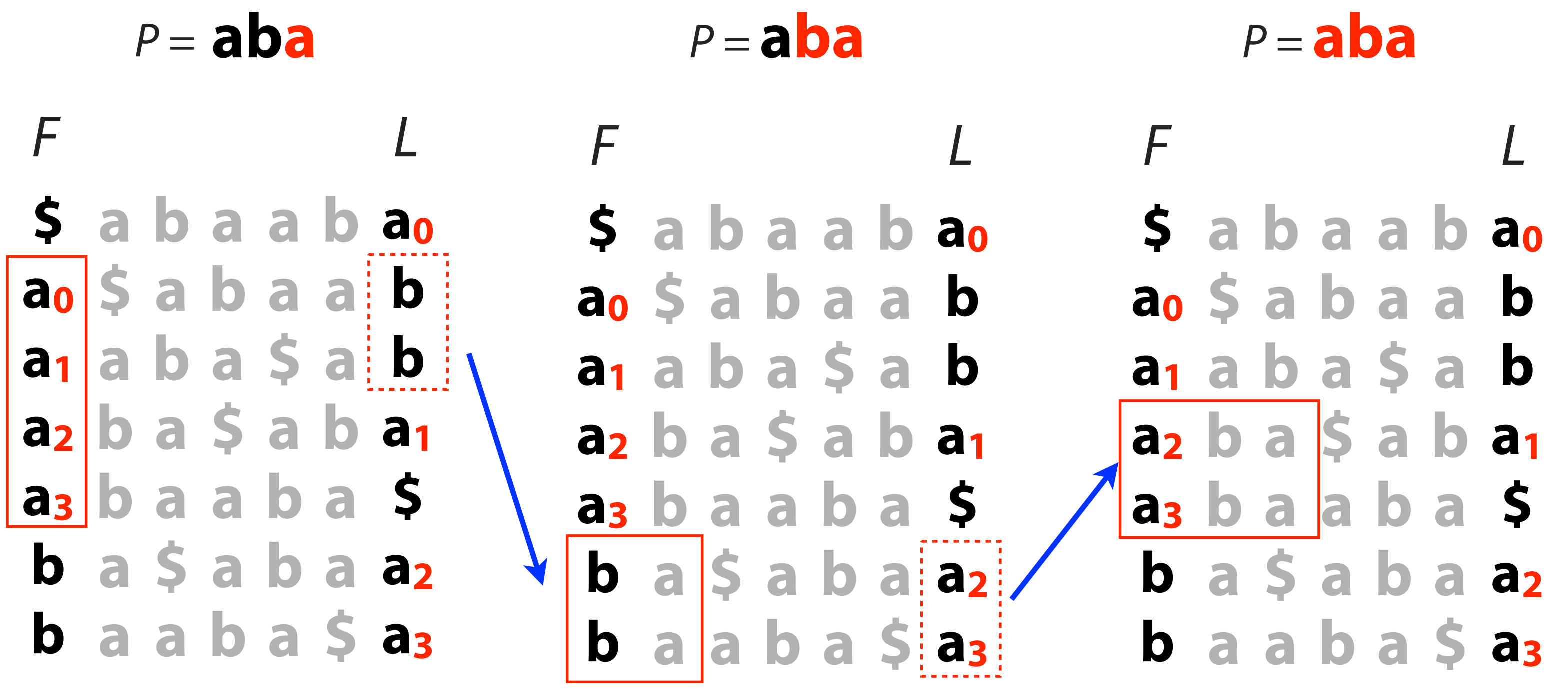
F						L
$	a	b	a	a	b	a_0
a_0	$	a	b	a	a	b_0
a_1	a	b	a	$	a	b_1
a_2	b	a	$	a	b	a_1
a_3	b	a	a	b	a	$
b_0	a	$	a	b	a	a_2
b_1	a	a	b	a	$	a_3

get_frange('a',2,3)->[3,4]

SA[3] = 3, SA[4] = 0 --> Return {0, 3}

FM Index

$|T| = m, |P| = n$



$P = \textbf{aba}$

F						L
\$	a	b	a	a	b	a_0
a_0	\$	a	b	a	a	b
a_1	a	b	a	\$	a	b
a_2	b	a	\$	a	b	a_1
a_3	b	a	a	b	a	\$
b	a	\$	a	b	a	a_2
b	a	a	b	a	\$	a_3

$P = \textbf{aba}$

F						L
\$	a	b	a	a	b	a_0
a_0	\$	a	b	a	a	b
a_1	a	b	a	\$	a	b
a_2	b	a	\$	a	b	a_1
a_3	b	a	a	b	a	\$
b	a	\$	a	b	a	a_2
b	a	a	b	a	\$	a_3

$P = \textbf{aba}$

F						L
\$	a	b	a	a	b	a_0
a_0	\$	a	b	a	a	b
a_1	a	b	a	\$	a	b
a_2	b	a	\$	a	b	a_1
a_3	b	a	a	b	a	\$
b	a	\$	a	b	a	a_2
b	a	a	b	a	\$	a_3

Finding all matches of *P* occurs in *T* in FM Index is ______________ time

Assignment 9: a_fmi

Learning Objective:

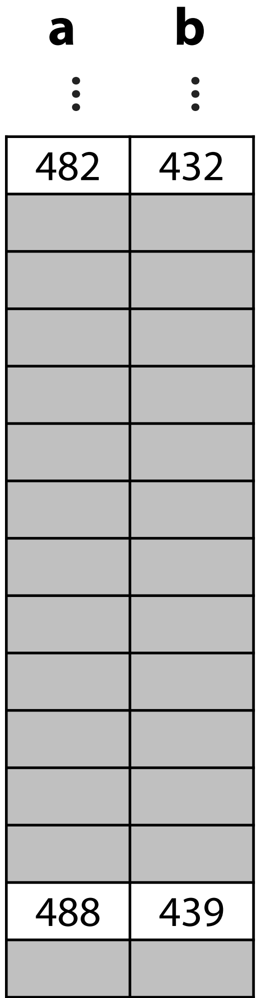
Construct a full FM Index

Implement exact pattern matching on a FM Index

Consider: How would you modify the provided code to handle sub-sampling in the Occurrence Table (OT) or Suffix Array (SA)?

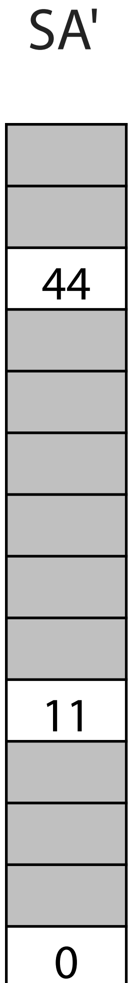
FM Index

Let ***a*** = fraction of rows we keep



a	b
⋮	⋮
482	432
488	439

Let ***b*** = fraction of SA elements we keep



SA'
44
11
0

FM Index consists of these, plus *L* and *F* columns

Note: suffix tree/array didn't have parameters like ***a*** and ***b***

FM Index

Components of FM Index: (blue indicates what we can adjust by changing *a* & *b*)

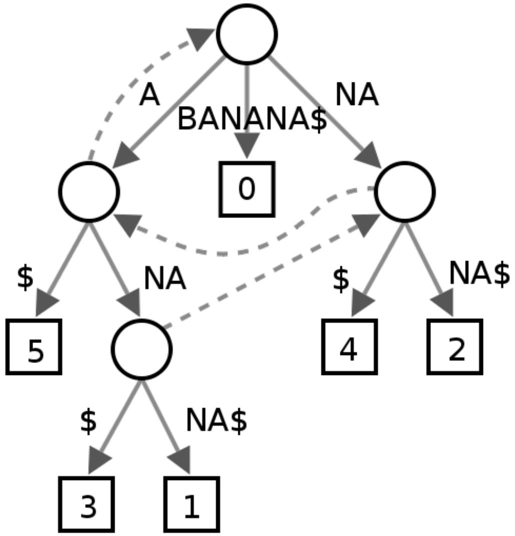
First column (*F*):	~ $\vert\Sigma\vert$ integers
Last column (*L*):	*m* characters
SA sample:	$m \cdot a$ integers, *a* is fraction of SA elements kept
OT Checkpoints:	$m \cdot \vert\Sigma\vert \cdot b$ integers, *b* is fraction of tallies kept

For DNA alphabet (2 bits / nt), *T* = human genome, ***a*** = 1/32, ***b*** = 1/128 :

First column (*F*):	16 bytes
Last column (*L*):	2 bits * 3 billion chars = 750 MB
SA sample:	3 billion chars * 4 bytes / 32 = ~ 400 MB
OT Checkpoints:	3 billion * 4 alphabet chars * 4 bytes / *128* = ~ 400 MB

Total ≈ 1.5 GB ~0.5 bytes per input char

FM Index: Small Memory Footprint



Suffix tree

≥ 45 GB

6	$
5	A$
3	ANA$
1	ANANA$
0	BANANA$
4	NA$
2	NANA$

Suffix array

≥ 12 GB

$ B A N A N **A**
A $ B A N A **N**
A N A $ B A **N**
A N A N A $ **B**
B A N A N A **$**
N A $ B A N **A**
N A N A $ B **A**

FM Index

~ 1.5 GB

Suffix-Based Index Bounds

	Suffix tree	Suffix array	FM Index
Time: Does P occur?			
Time: Count *k* occurrences of P			
Time: Report *k* locations of P			
Space			
Needs T?			
Bytes per input character			

$$m = |T|, n = |P|, k = \#\text{ occurrences of } P \text{ in } T$$

Suffix-Based Index Bounds

	Suffix tree	**Suffix array**	**FM Index**
Time: Does P occur?	$O(n)$	$O(n \log m)$	$O(n)$
Time: Count k occurrences of P	$O(n + k)$	$O(n \log m)$	$O(n)$
Time: Report k locations of P	$O(n + k)$	$O(n \log m + k)$	$O(n + k)$
Space	$O(m)$	$O(m)$	$O(m)$
Needs T?	*yes*	*yes*	*no*
Bytes per input character	>15	~4	~0.5

$m = |T|, n = |P|, k =$ # occurrences of P in T