

# String

~~gnitxakobrx~~

(or, tips and tricks for index design)

~~xrginx~~

diarsitidi isa, tau

ferraginadinipiit

# An overview

String

glibc

libc

glibc

# digital indrethod

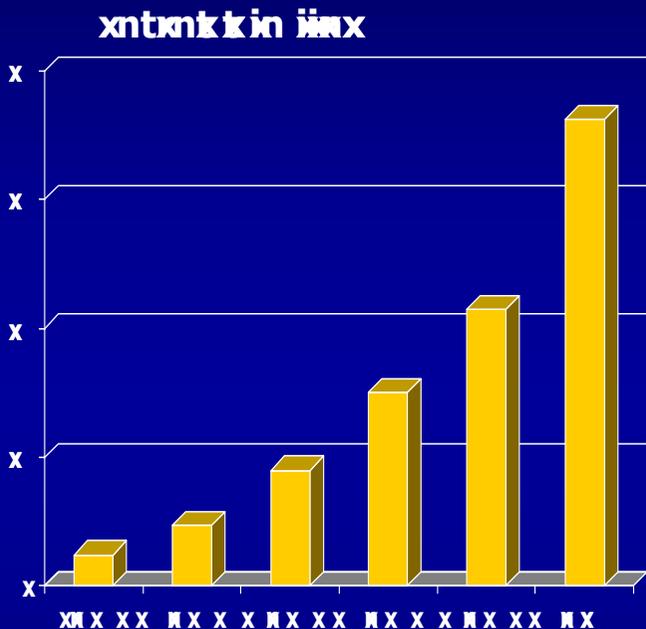
They are ubiquitous:

- digital libraries and databases
- electronic journals
- digital information sources and their use
- web based repositories
- digital information
- 

Principles are based on a standard:

- are the most important in the field
- are the most basic in the field

# del ited



Uurfaceeu u auoti u ÷ u u u  
 ✓ uu ions of docænts (u ions per da)

uweepæu u auoti u u u  
 ✓ uu u of interesting textadata

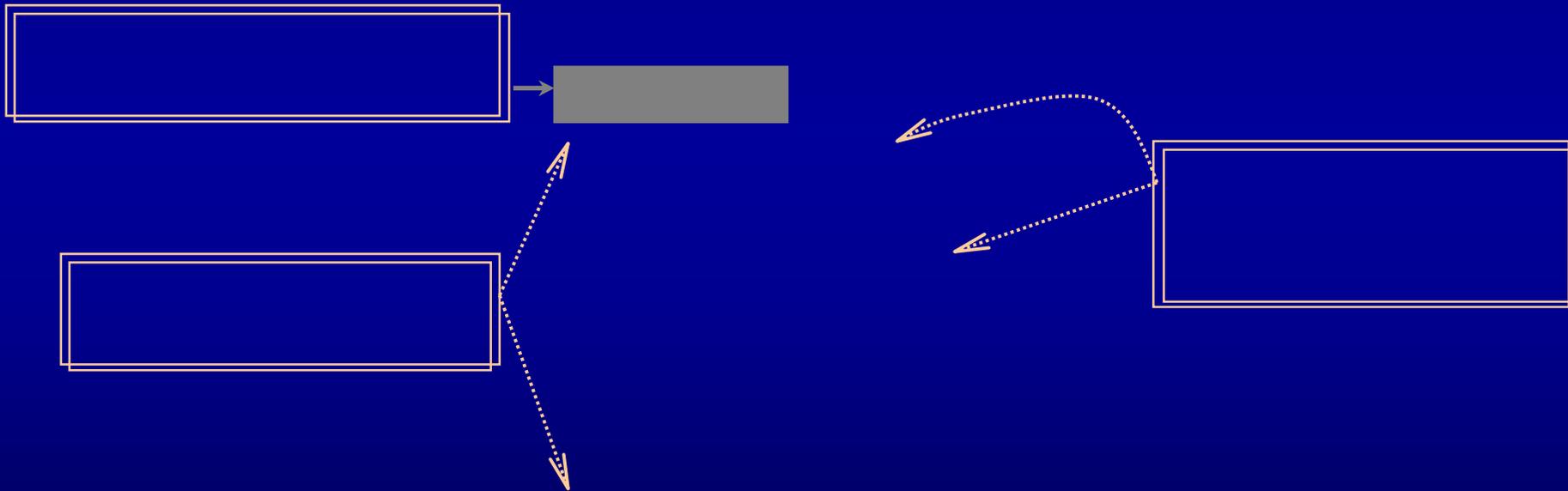
aiing u istu auoti u u (ææruæar)  
 ✓ u ions of sg per da u ituin u aiing ists

# code

code the d



- code is a set of test cases and that is sensitive so you have as easy read by human computers

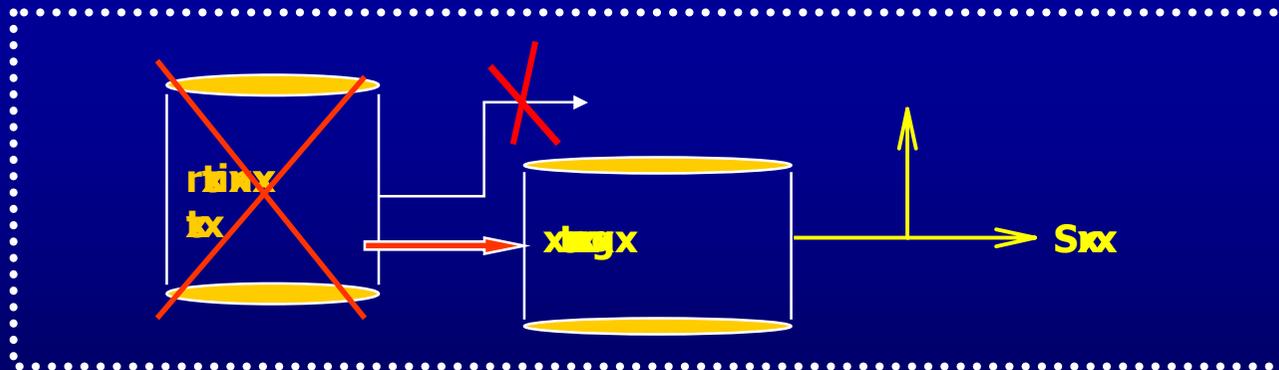


✓ code is test based ✓

# Redundant and

Queries that edit the table structure to reinsert  
 select the retrieved the address or edit:

- **Reliability** by edit table
- **Corruption** by edit tables



✓ Structure is usually reset as a

set of paths **strip**

✓ Queries are turned into strip queries:

**bootstrap**

# Need for Indexing

Route based search at a table approach:

- Fast search
- Full search or queries

The B-tree index

is as follows

B-tree is a persistent data structure that allows the search for a query string on a set of the data blocks.



# dd dbd dde

- **Learn about:**

- **Implement abstract or educational data structures and algorithms on classic data sets**

- **Implement**

- **Define the syntax of construction query operations**

- **Implement theoretical questions on basic**

- **The subsystems of other basic**

- **Types of queries and data**

- **Use of the tree**

- **Implementation of basic**



- **Implement various interesting**

- **Use of list, stack, array, tree and tree**

- **Use of more advanced operations on the buffer**

✓ **Implement these data structures** □

delword

String

gintxiblx

xtixtrixinx

xginx

# do we do odd

## the last day

island	1000	per year	} 1000000
every year	1000	per year	
Professor	1000	per year	} 1000000

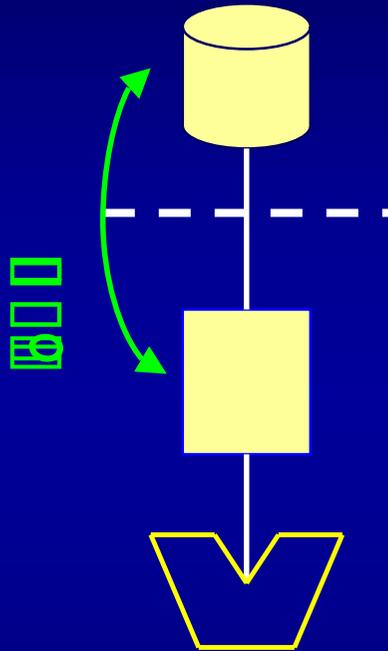
## irref day

island	1000	1000	÷ 1000	} 1000000
	10000	10000	÷ 1000	
	100000	100000		
island	1000	1000000	≈ 1000000	
	10000	1000000	÷ 1000000	
	100000	1000000		

still between every island

# el d d d

dAdwd idr d d



## Characteristics

- string is  $\Delta$ s  $\Delta$ ratio
- total number of characters in string
- characters are  $\Delta$ ratio
- characters are  $\Delta$ ratio

## Characteristics

To take care of  $\Delta$ ratio  $\Delta$ ratio  
 a  $\Delta$ ratio  $\Delta$ ratio between

- $\Delta$ ratio :  $\Delta$ ratio  $\Delta$ ratio data
- $\Delta$ ratio : any other type of

**Characteristics** is therefore  $\Delta$ ratio:

Number of  $\Delta$ ratio

Characteristics  $\Delta$ ratio

Number of  $\Delta$ ratio  $\Delta$ ratio by the  $\Delta$ ratio  $\Delta$ ratio

# What is needed

## Types of data

• Distinct tokens  
• Sequence of characters or bytes

• Sequences  
• Lists  
• Tables

## Types of query

• Correlation query  
• Character-based query

• All or  
• Correlation sum  
• Phrase

• Arbitrary substring  
• Matches

## Two approaches:

### Correlation rules

There a set of must be else

• Artificially or

### Rule rules

• Constraint of the queries

• Array, tree, hybrid or tree

die in die

String

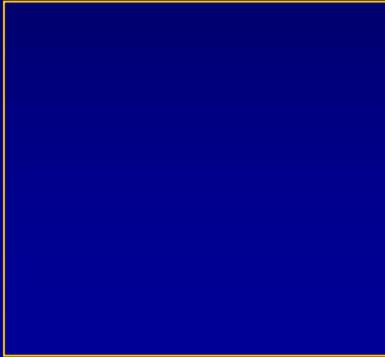
gint

int

int

# diveršā ēdri d id

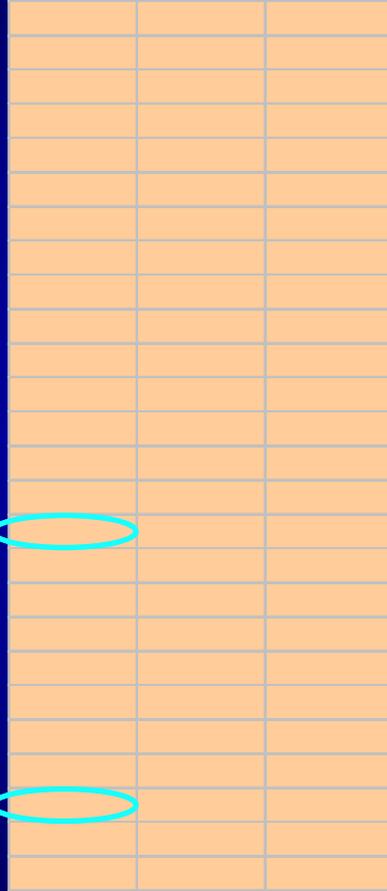
8000



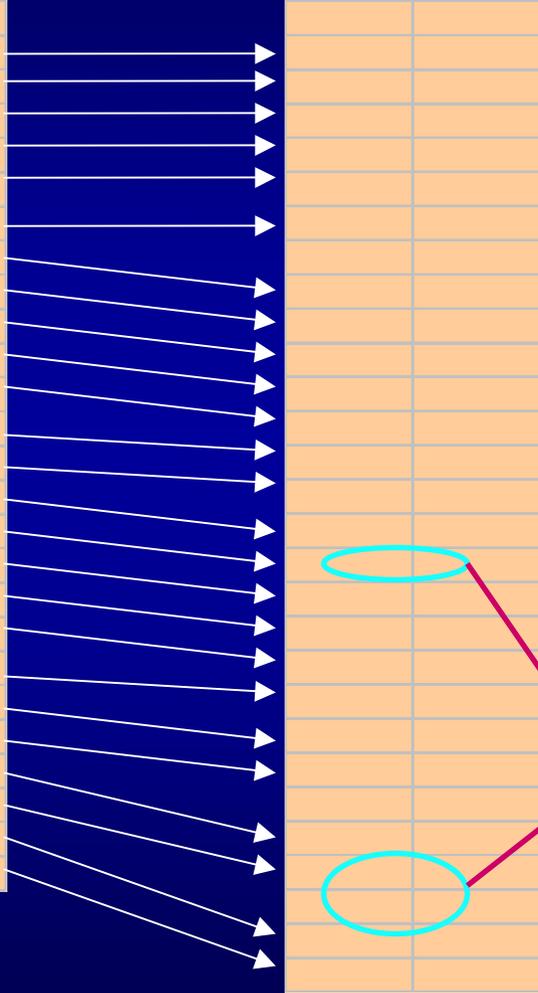
8000



0dbuāry



0stiā



✓ Query ašērišs a tēse 0āss:

00+ 00tiā

# de dōn e dō

dd

- **de dōn e dō**

- **de dōn** o the uerification
- **de dō** squee dō dō dō dō dō dō dō

- **de dō** is usually **de dō**

- **de dō** says **de dō**  $\beta$  here  $\beta$  is the **de dō**
- $\beta$  is **de dō** between **de dō**

- **de dō**

- **de dō**: **de dō** sub dō queries
- **de dō**: **de dō** search
- **de dō**: **de dō** search but it is **de dō**
- **de dō** **de dō** **de dō**

- **de dō**

**de dō** o the o dō

□

- **de dō** **de dō**
- **de dō** **de dō**







- **AVL:**

- preserve the BST tree in trees or set of nodes
- *balanced* → use to rotate into the tree
- query elem use standard *find* as *search*
- be attributes or search classes



• **Generalizations**

:

- Query attributes distinguished by disj
- Query filters poses  $\theta$  of structure of the  $\theta$
- Use tables or  $\theta$  should be  $\theta$
- Relational algebra or  $\theta$  *with queries*

•  $\theta$   $\theta$   $\theta$   $\theta$

•  $\theta$   $\theta$   $\theta$   $\theta$

# divide and conquer

The literature offers various proposals:

- **Segment Trees** : build a tree incrementally at query time
- **Wavelet Matrix** : tree for storing bits
- **Wavelet Matrix** : divide tree into cells
- **Wavelet Matrix** : tree is partitioned into cells
- **Wavelet Matrix** : tree is partitioned into cells
- **Wavelet Matrix** : tree is partitioned into cells

Wavelet Matrix is usually better than other methods

abbb

abbbcd

- **abbb** is by be:

- strong textual **distinctions**
- of **already** or **thout** a **cc**
- **arbitrarily** **establish** **their** **structure**
- **retrieved** **in** **their** **order** **brothers**



**abbb**

dbdd

edd died

- **is good is it**

- is software architecture

- instance is called is they are heterogeneous

- use appropriate distribution

- *it* identifier *meta meta* to select query

- 

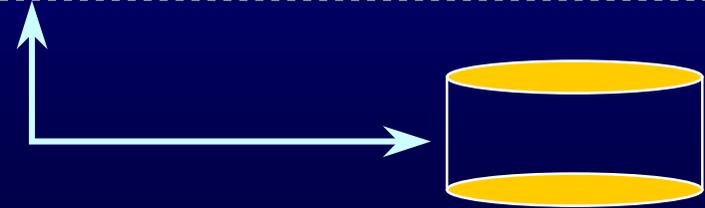
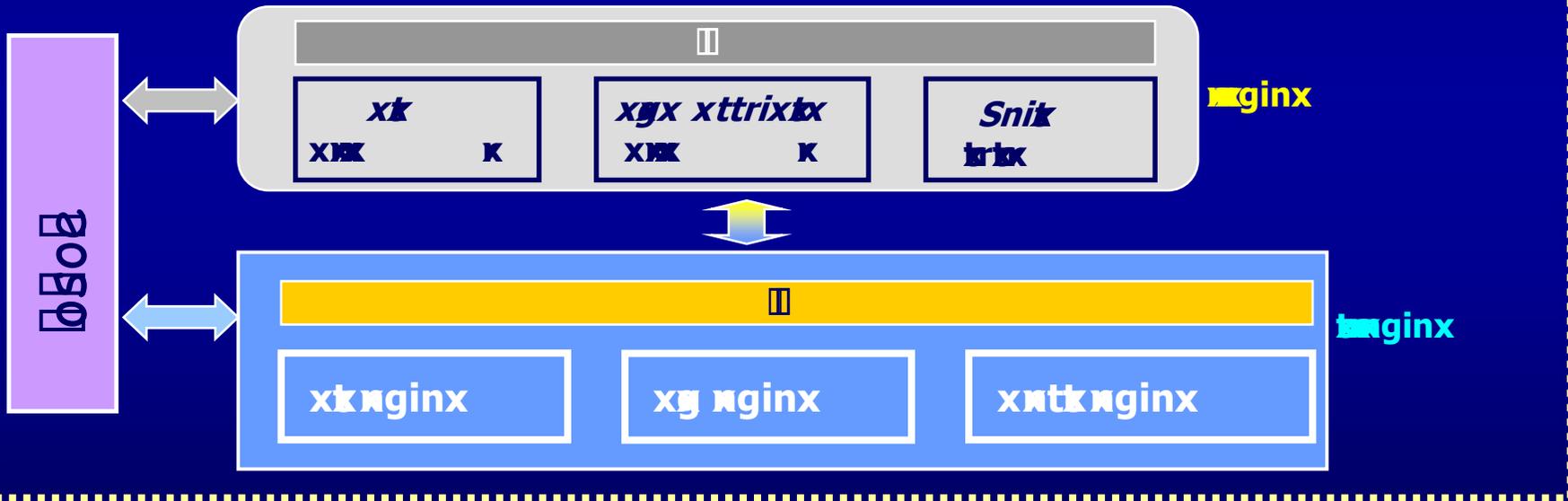
-

dbdd

el dbe



sggs



el elin elid

String

grixiolriox

otixtriixignx

xriinx

# el dcd oel

## Their deis erdsia:

- **data** : sequences of bits
- **distribs** : data statistics
- **boundary** or **artefacts**
- **path** queries of objects
- **resio** **teio** **truses**

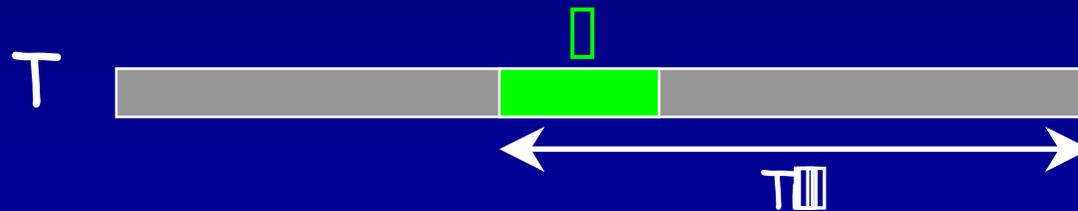
## Our dsses odes:

- ✓ **array** or **tree**
- ✓ **Tree** **des**: **array** **dry** **da**
- ✓ **tree** **base** **ta** **strures**: **de** **tree**
- ✓ **tree**: **tree** **tria** **trie**

Our future exists on a tour through these tools □ □

# Information

Letter **o** occurs at position  $i$  of the string



**Occurrences** of  $T$  includes  $i$  has a hit

$T$   $\left\{ \begin{array}{l} \text{Th is is a usual word} \\ \text{This is a usual word} \\ \text{This is a usual word} \end{array} \right. \}$

$\mathbb{O}_T$   $\left\{ \begin{array}{l} \text{bracket set of } T \end{array} \right.$

$\mathbb{O}_T \Delta$   $\left\{ \begin{array}{l} \text{bracket set of } T \end{array} \right.$   $\Delta$

# who embedded

deleted

rules in that they are different

partitions the library of

0 1 2 3



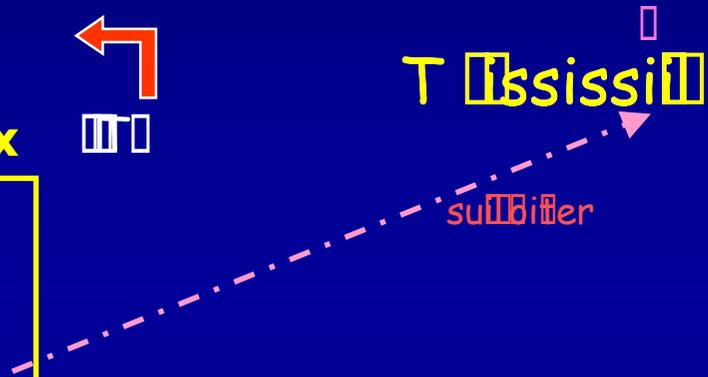
Sx



T 1 2 3 4 5



subi

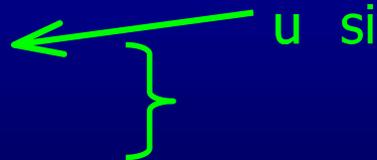


array

array of bytes

Te T: bytes

✓ bytes of odd

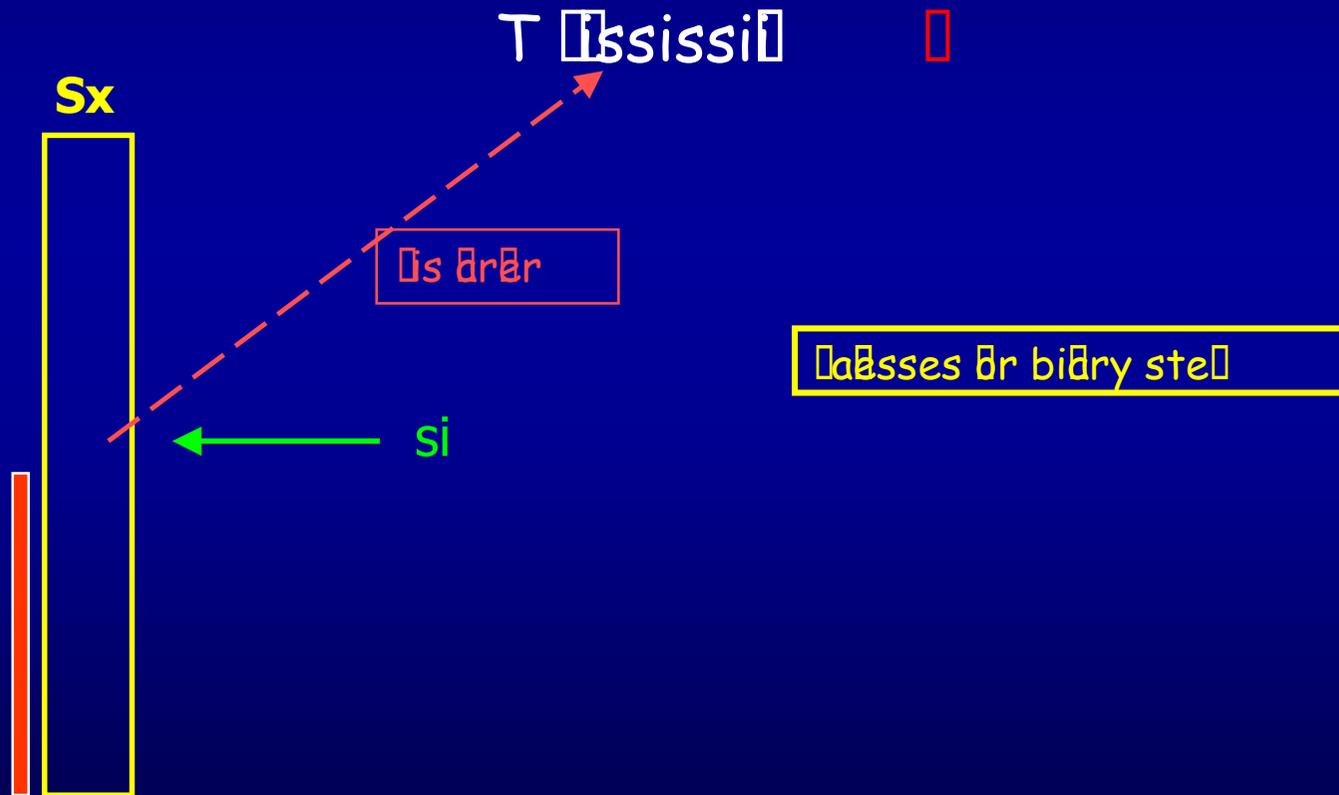


# Binary Search

Recursion

Recursive search of

low, high



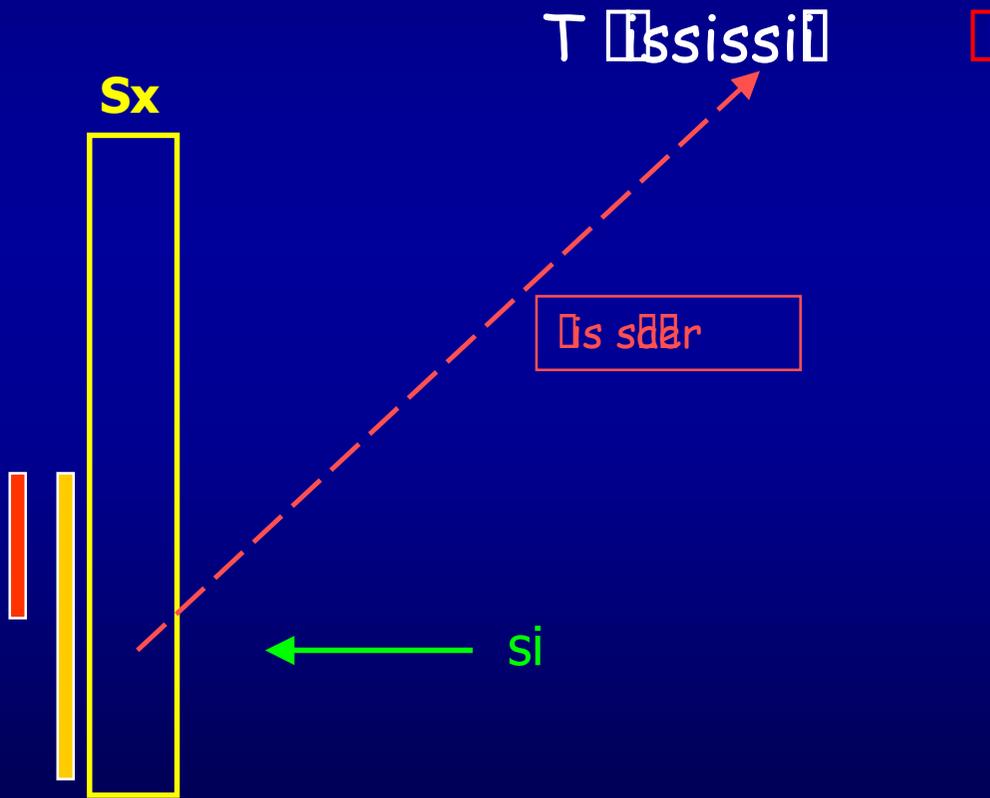
# Radix Search

Radix

Radix search

10

10



# Ordered

Order

Order

Order

Order

Order

Sx

o



si

si

is a

sissi

is a

issi

is not a

Array search

Order

Order

Order

Order

Order

Order

Order

Order

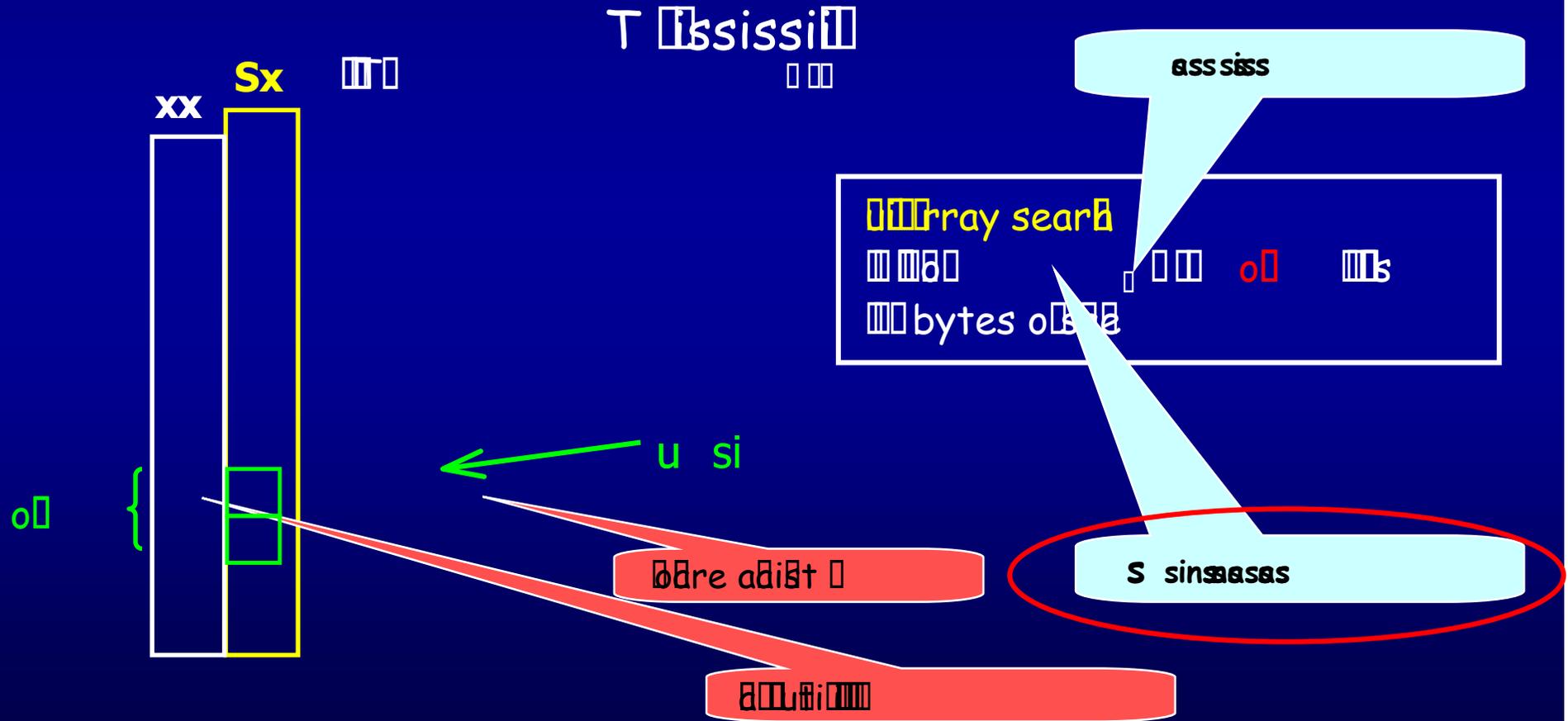
Order

o

# chive relevel



stores the best of the best results and it



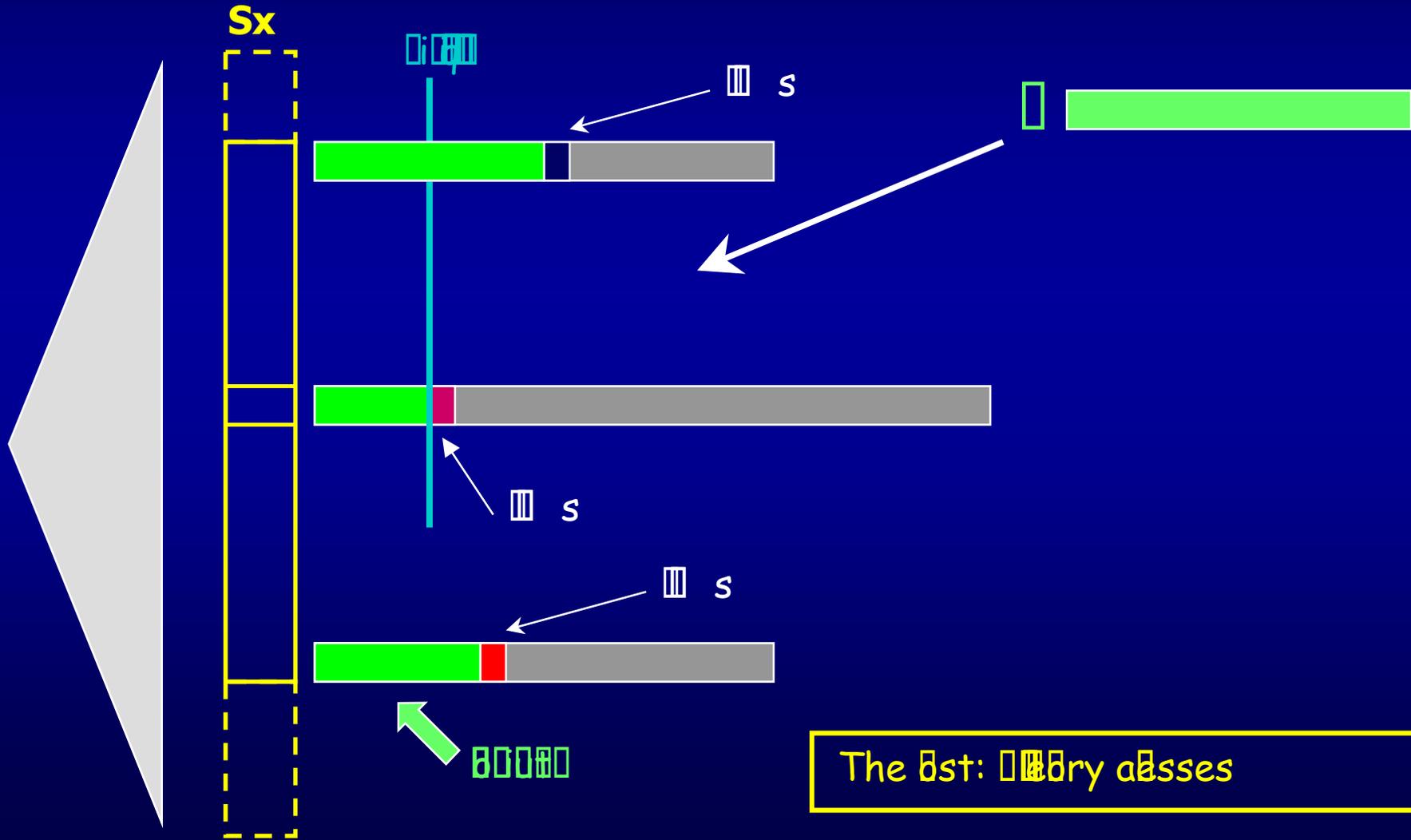
# ch de el net dd

ed d

He a search

use the array

: a result after bars



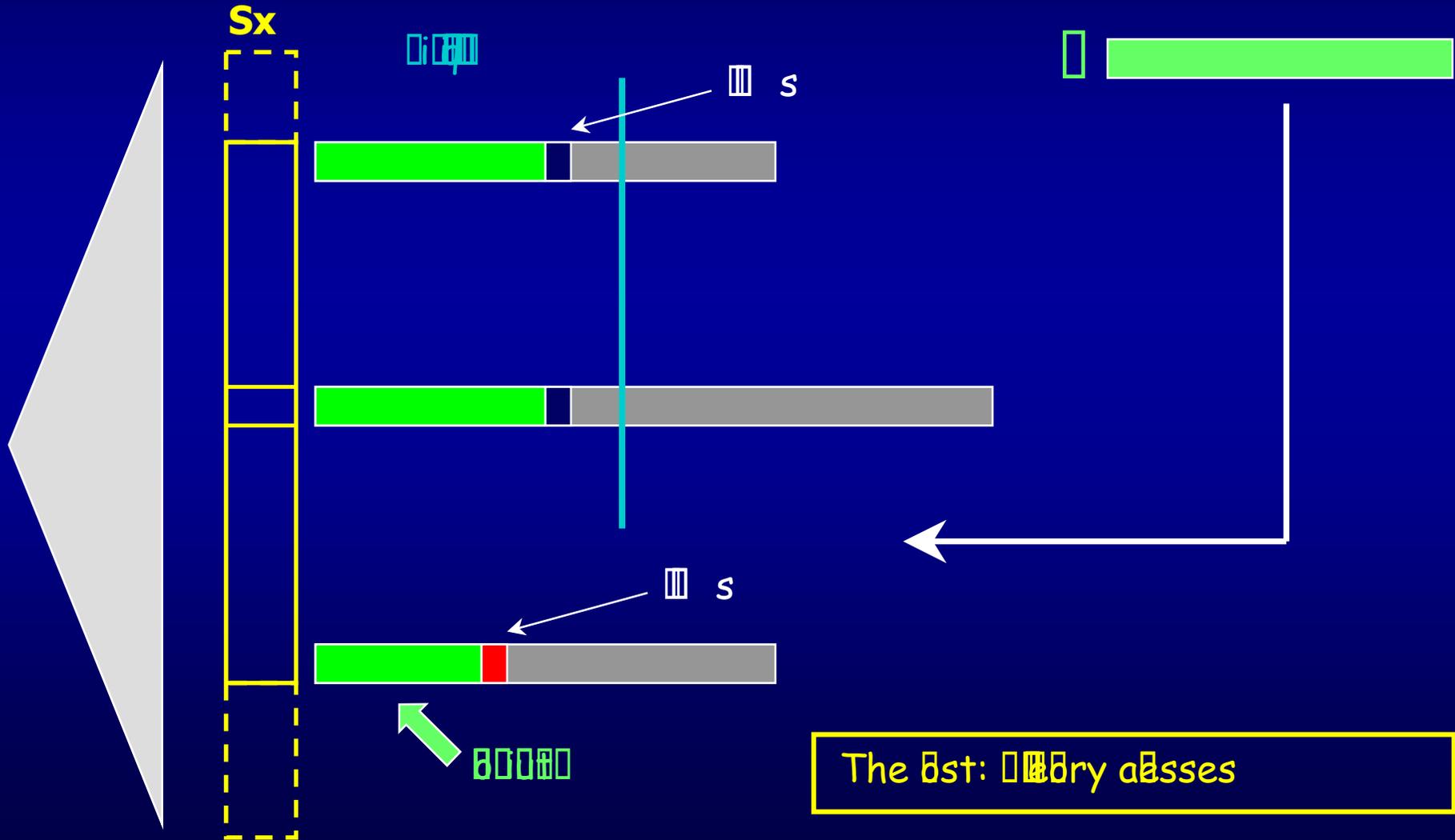
# ch de el net dd

d d

He a search

usi the array

: d res d b after dars



# ch de e n e d d

d d

Be a search

use the array

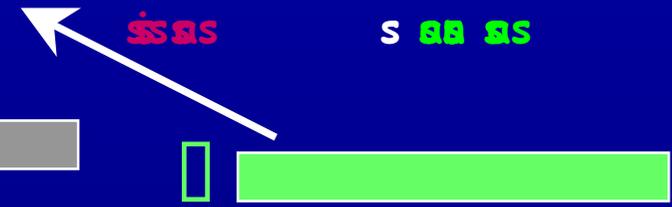
: a result after bars

Sx



s

The best: array



array search

- array
- binary search
- total number of routes
- ✓ array
- s





al olee

cteid

al

is a trie

built on letter suits

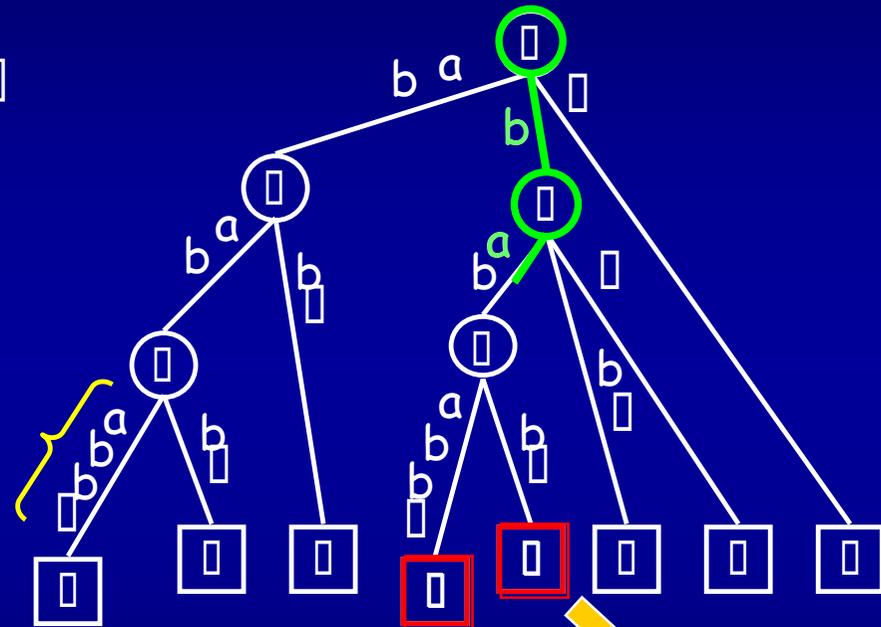
ba ✓ each is a path traversal



ia

aabia

isa



What about the letter library

add tree to

try



the sa

} tree on

T abababb

s s s s s

Ωs

Ωs

spisnsainssand pass

# el d nœle

dmtef ðtef iæ



**String**

**gñt>ñolrñx**

**ñt>ñtr>ñgnx**

**ñgnx**

# el dcd od

They are affected by the following issues:

- **array** : memory
- **tree** : more data  $\Omega(n)$
- **hybrid** heuristic to improve the search

Tree is ubiquitous in search algorithms:

- **toys** : in-classroom
- **heuristic** : bounding boxes  $\leq \text{chars}$

Trees Trees



Hybrid

Practical

- ✓ Bounding boxes
- ✓ Boosted search
- ✓ Parameterization

# de dnrönd

## triß hæ arbitrary æh:

- **is** æt eßure the storæ o□  $\Theta$ triß
- □ æy be uðbæ to store eælbæ siæ stri□

## trißstoræ:

- **biters** æðto it  $\Theta$ triß ær is
- **trißriso** æs is læss æy be eæsiæ

## trißbiters ordætio see so ær:

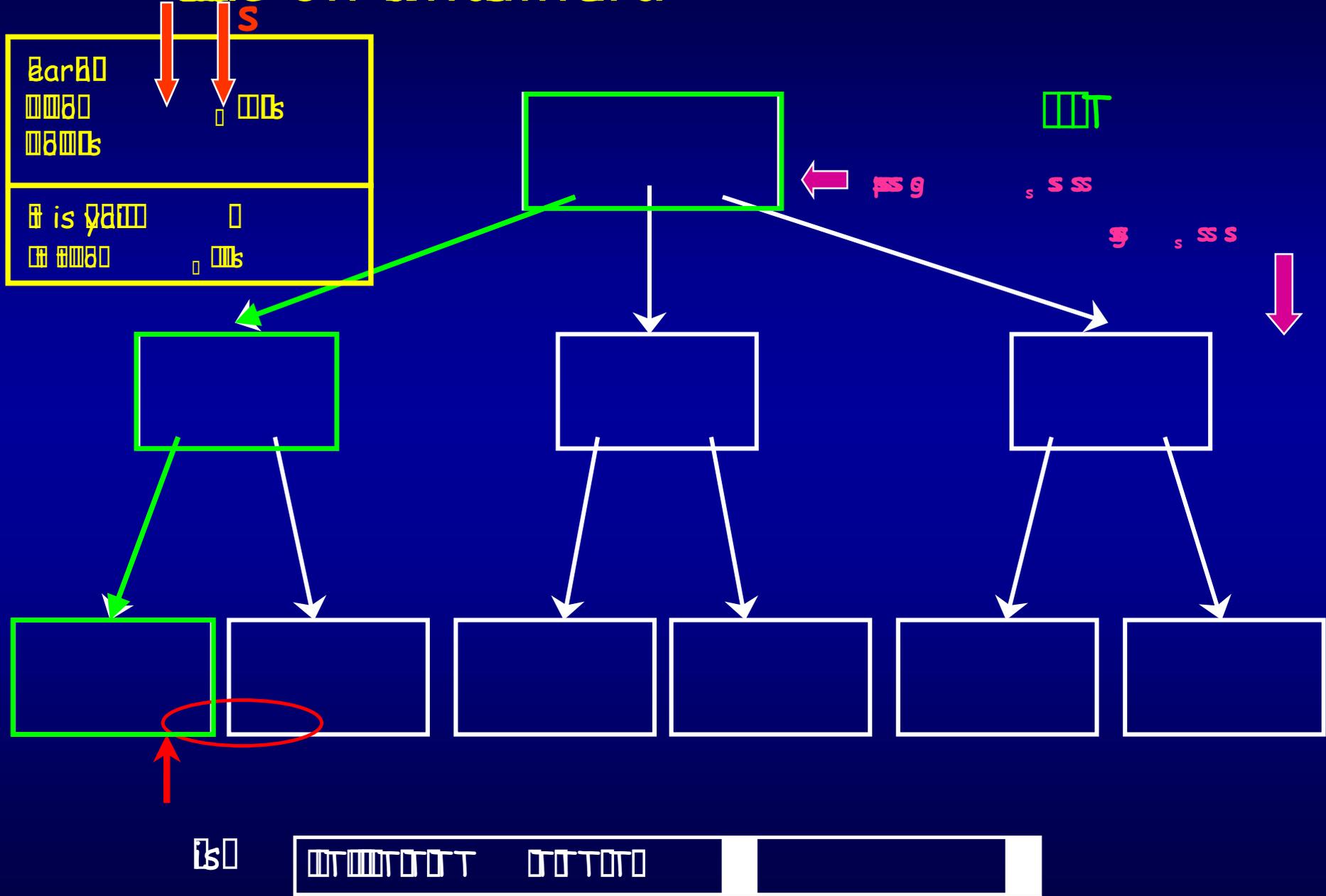
- ✓ **array:** siæ but stati læt oðid□
- ✓ **trie:** soðisti læ æ æ æ ðid□

## æð the ðobæ

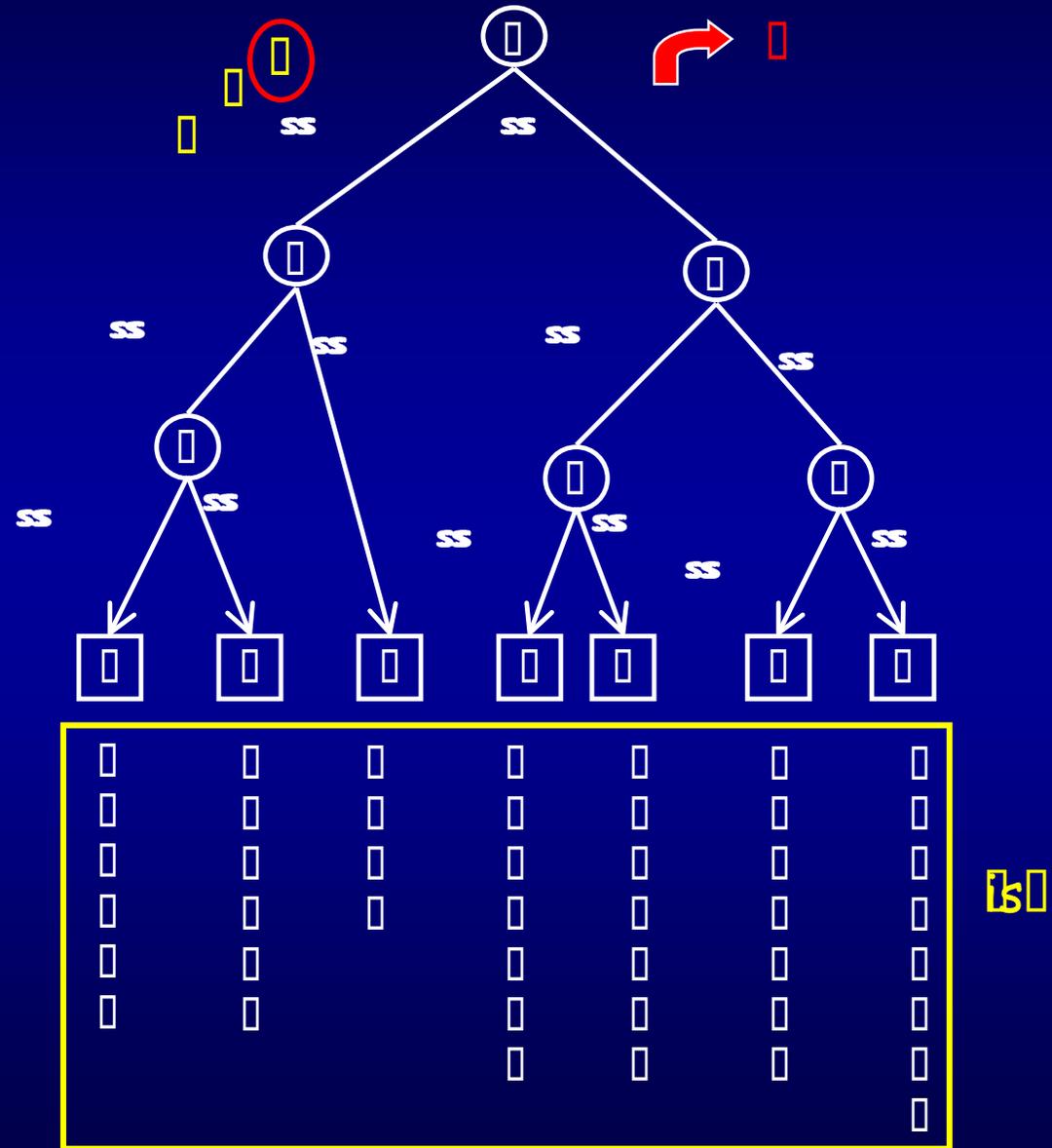
:  $\Delta$  is a test ðætio□

- ✓ **æar** retrieved æb rreæs o□□  $\Delta$  tests
- ✓ **æte** idert or ææte a test T ðo□  $\Delta$

# File on dindinerd



# albero e

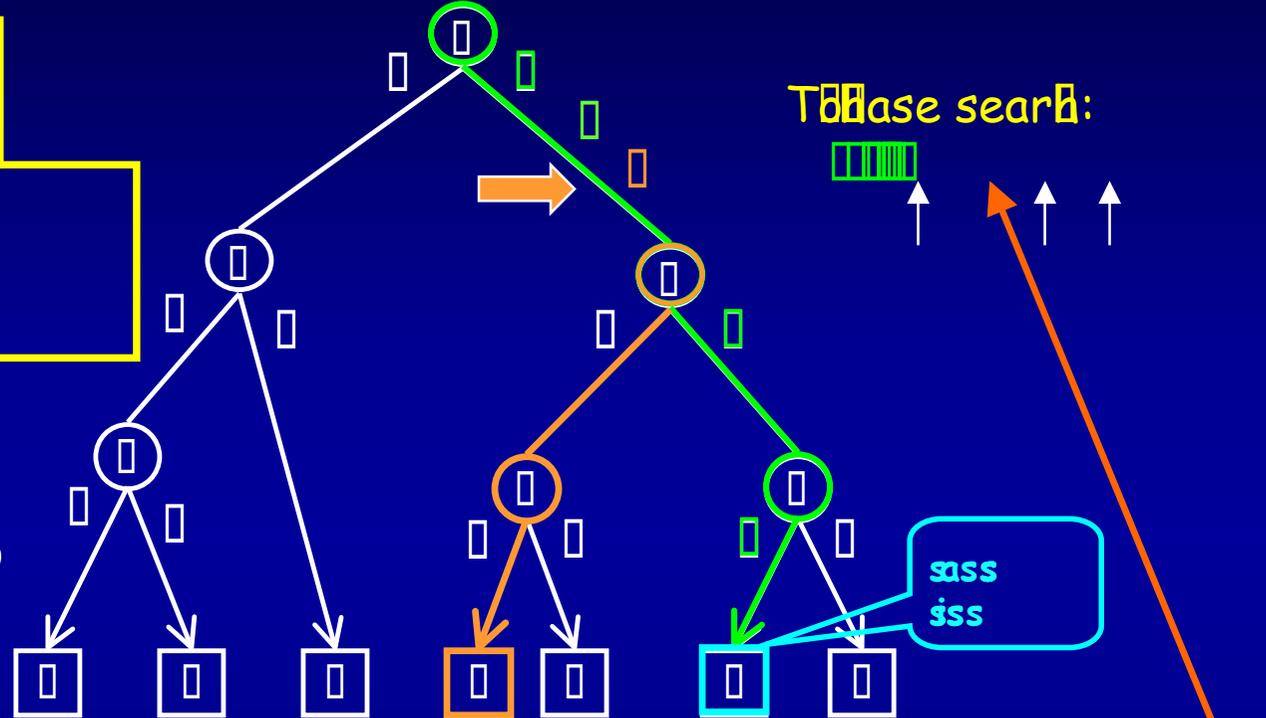


# Database

aa T  
|||| |

Bar  
First base: 0 strin  
Base: |||

sasing  
iss s



is


is sitio

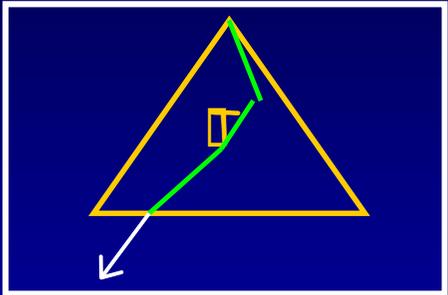
isat



ebd

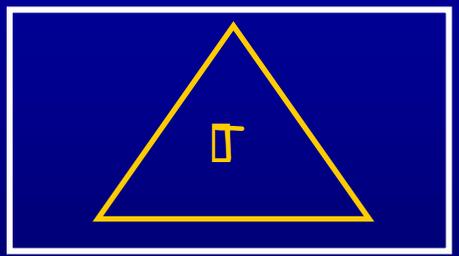
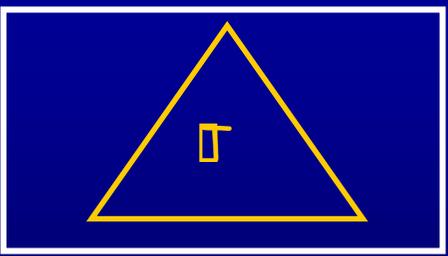
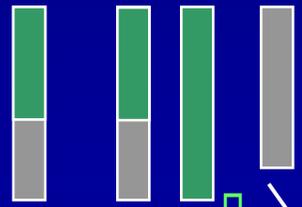
n de e n e b d

Bar  
to to the



ee

a



ee



ee

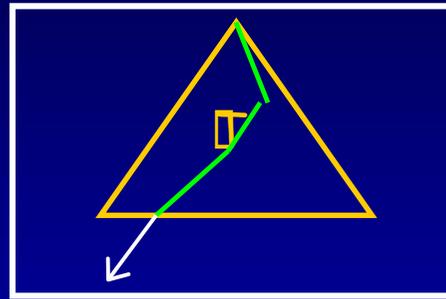


ee

ebd

n de e n e b d

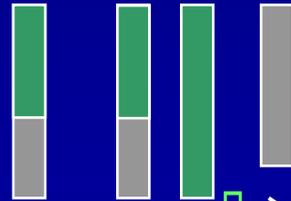
e a r e  
 e e e  
 e e e



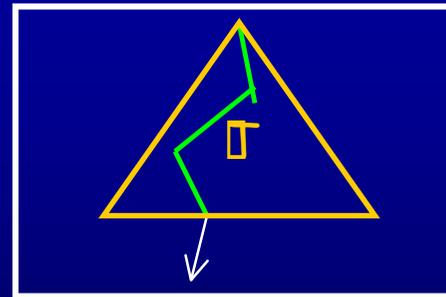
e e e



e a e



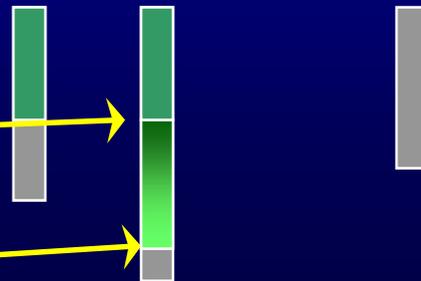
e e e  
e e



e e e e

i e h s t e  
 e e is e e i e e e

s i e a e



e a e

# dh dd

## Tree structure:

array

- bar takes ...
- tree takes ...
- is ...

## Using the tree structure:

- bar takes ...
- tree takes ...
- is ... bytes
- ✓ is a sort of array

## Other additions:

- sorti et al
- iodry dthi et al
- quistriqueries et al

# Adriana Heerind

de drie ees aai aai

String

gri x x x x x

otix x rix in x gn x

x r g i n x

# red ich d d n d r d n d

Red ich d d n d r d n d

$\pi$  d d n d:

- $\pi$  is set of all strings stored in  $\pi$
- $b$  is a binary string

Hereditary property:

- $b$  has as a subsequence  $b$  in  $\Delta$ 's structure
- $b$  is related to the set of all  $\pi$  in  $\pi$

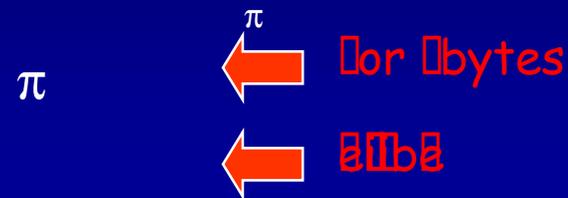
✓ The order is binary order are search and data operations

✓ Our data queue  $\pi$  as  $\pi$  as possible

# Radix Search

Each node contains pointers to:

- The root of the trie
- The pointers to the children
- An auxiliary array of pointers



Each node contains pointers to:

- The root of the trie
- The pointers to the children
- An auxiliary array of pointers

Each node contains pointers to:

- The root of the trie
- The pointers to the children
- An auxiliary array of pointers

del edd

addred

d

Exercises have shown that:

arrange possibilities

□ **Barth**

□ takes about 100 classes

as the first case bound

□ is 10 times faster than array search

□ comparable to Tree search

□ **Bert** is a better alternative

□ is 10 times faster than heuristics

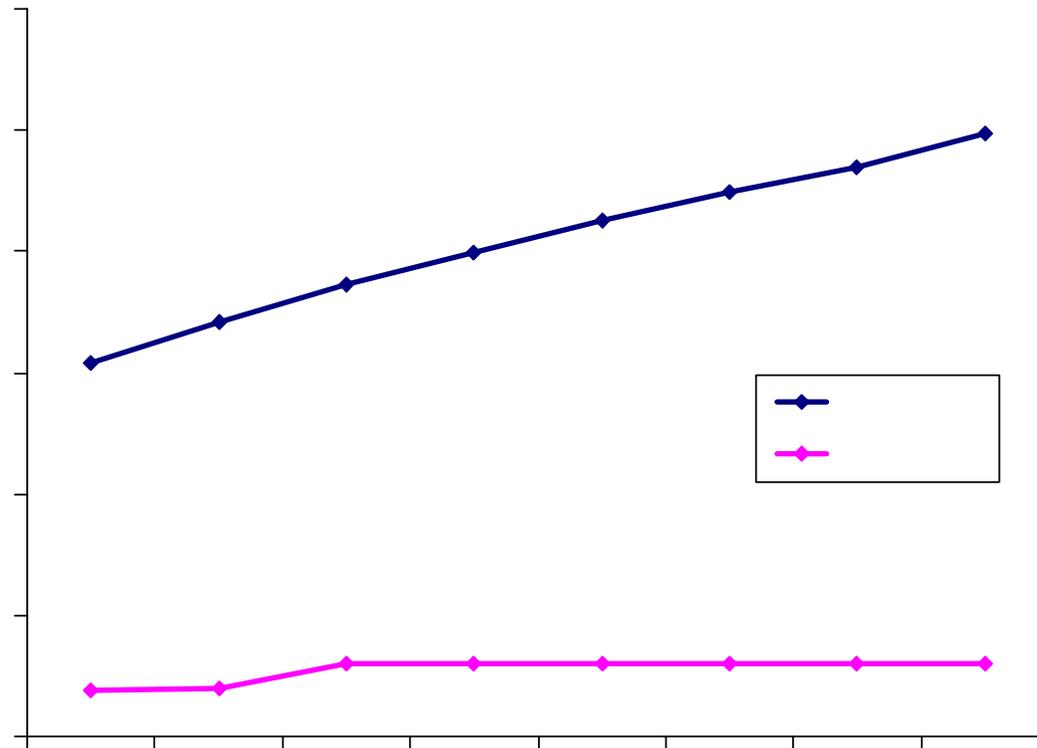
□ better alternative than trees

To illustrate:

□ the usage of is too high

□ The update of are bound

# An e<sub>1</sub> friend



# A new odd

the  $\pi$

$\pi$ :

- trillions of bits
- bits
- bytes
- the bits of  $\pi$  store a distribution of bits that are very small
- byte

is a  $\pi$

should be seen as a basic distribution

results of the sum of binary trees:

- bits basic distribution
- bits are distributed
- absolutely
- do *et al*

To summarize our effort:

- $\pi$  is about a thousand of bits
- distribution of bits
- is not the only resource
- is sure to die

$\pi$  is totally by be

$\pi$   
 basis

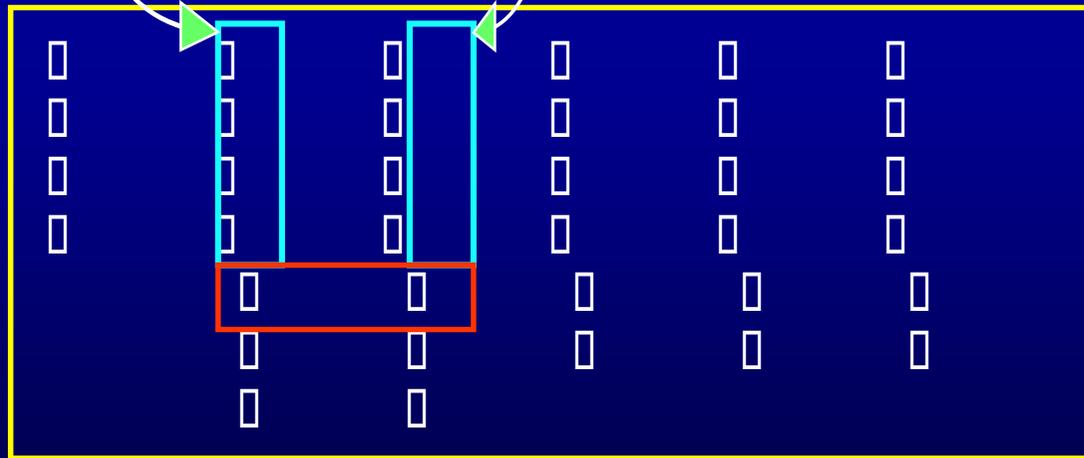
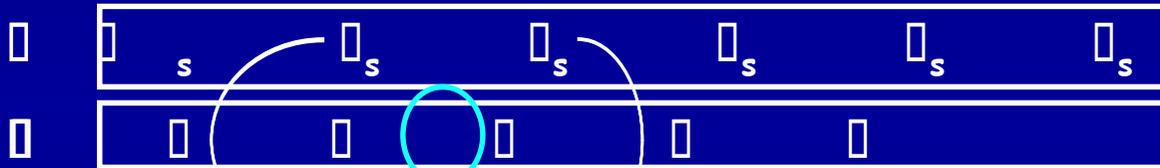
Take the inner bit of

array of bits to

array of bit strings and

$\pi$  :  
 $\pi$  is string

$\pi$  basis



$\pi$  is string  
 of

$\pi$  is totally by be

is

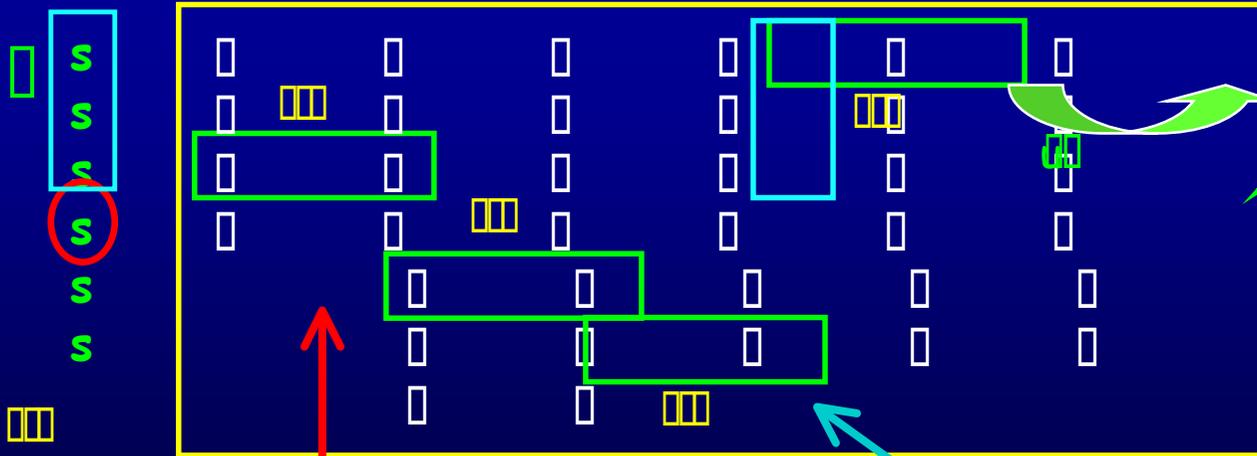
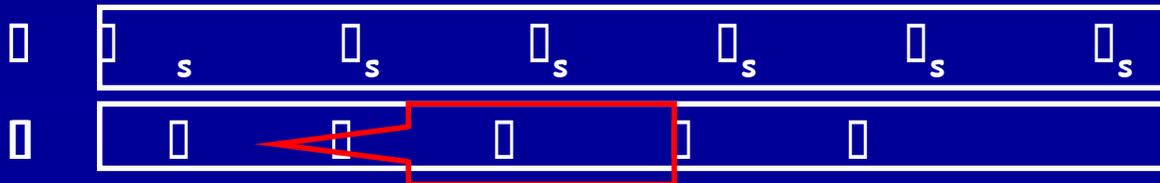
Take the order list of

array of bits to

array of bits between bits and  $i$

$\pi$  :  
 $\pi$  is string

$\pi$  is



is

is

$i$

is

is the date bitio

# ch dd

ba  $\pi$  bbaib et  $\pi$   $\pi$ :

ba biter array

ba bter array more by batio

barhi s bsitio ab  $\pi$  s strib:

ba to etb the bba bbaib  $\pi$

ba array sb : bars a bter bbriso

ba stribss to the bba stribs

ba is about a thousand obstrib:

ba The ba to etb the bba tabs  $\mu$ s

ba The tb array sb are bry bst:  $\mu$ s bbe bba bba

ba The stribss bba bba bba bba

ba ba bou as bba bba about bba bytes obba bba

!!

# eldd ed

- How a **probabilistic trees**
  - ✓ **learn to learn** for the **tree**
- **Path queries**: how to **find a subtree** for **path queries**
  - ✓ **author nodes**
- **Utilization of subqueries**: **file search**
  - ✓ **use of data structures in trees**
- **Area queries** possibly **biased** **tree** is **not** **off**
  - ✓ **use of sensitive** **data**
- **Arbitrary tries**: **to** **find** **relationships**
  - ✓ **tree are bad** but **good**

# deduction

[[[It's not a habit]]]]

]]

String

xxxxxxxxxx

xxxxxxxxxx

xxxxxx

# de dnrönd

we have already shown that the array of the  
 corresponding array suffices to build the tree

## we can build the arrays

- Every array is itself
- In fact it is but see below Hauser *et al.*
- $\exists$  theoretical method but not a good one

array *et al.*

## There exists a method which is

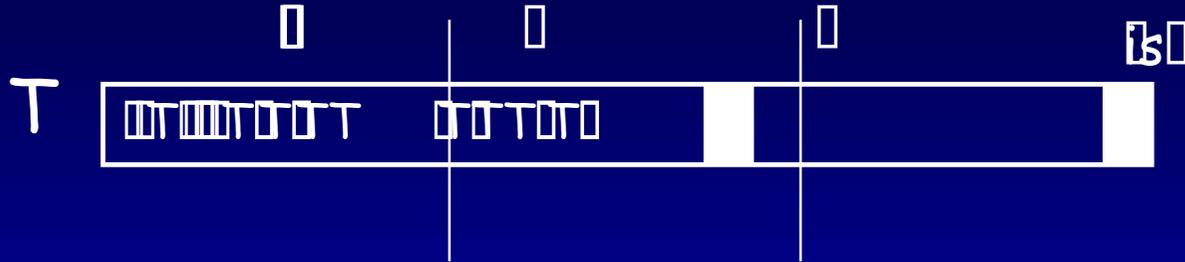
- Theoretically unfeasible: impossible
- In fact every array is a good one
- Its asymptotic behavior is not too bad Hauser *et al.*

method *et al.*

Hauser *et al.*

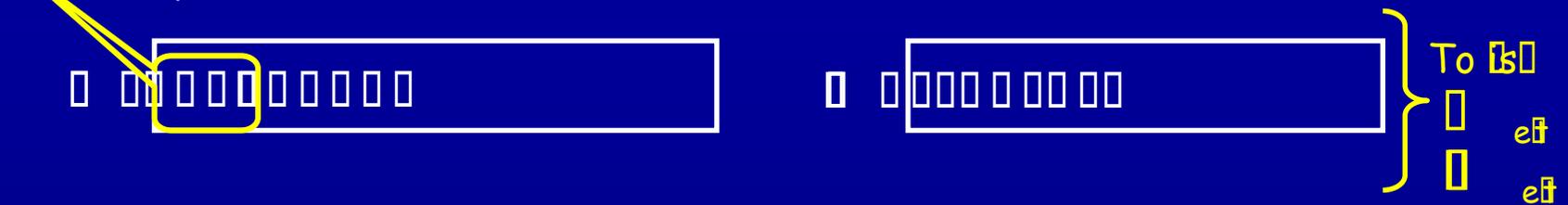
# Array

# add



Let's ignore the first few ~~elements~~ ~~elements~~ for the  
 slices that start at position 0

possibly some extra ~~elements~~ are added at the end

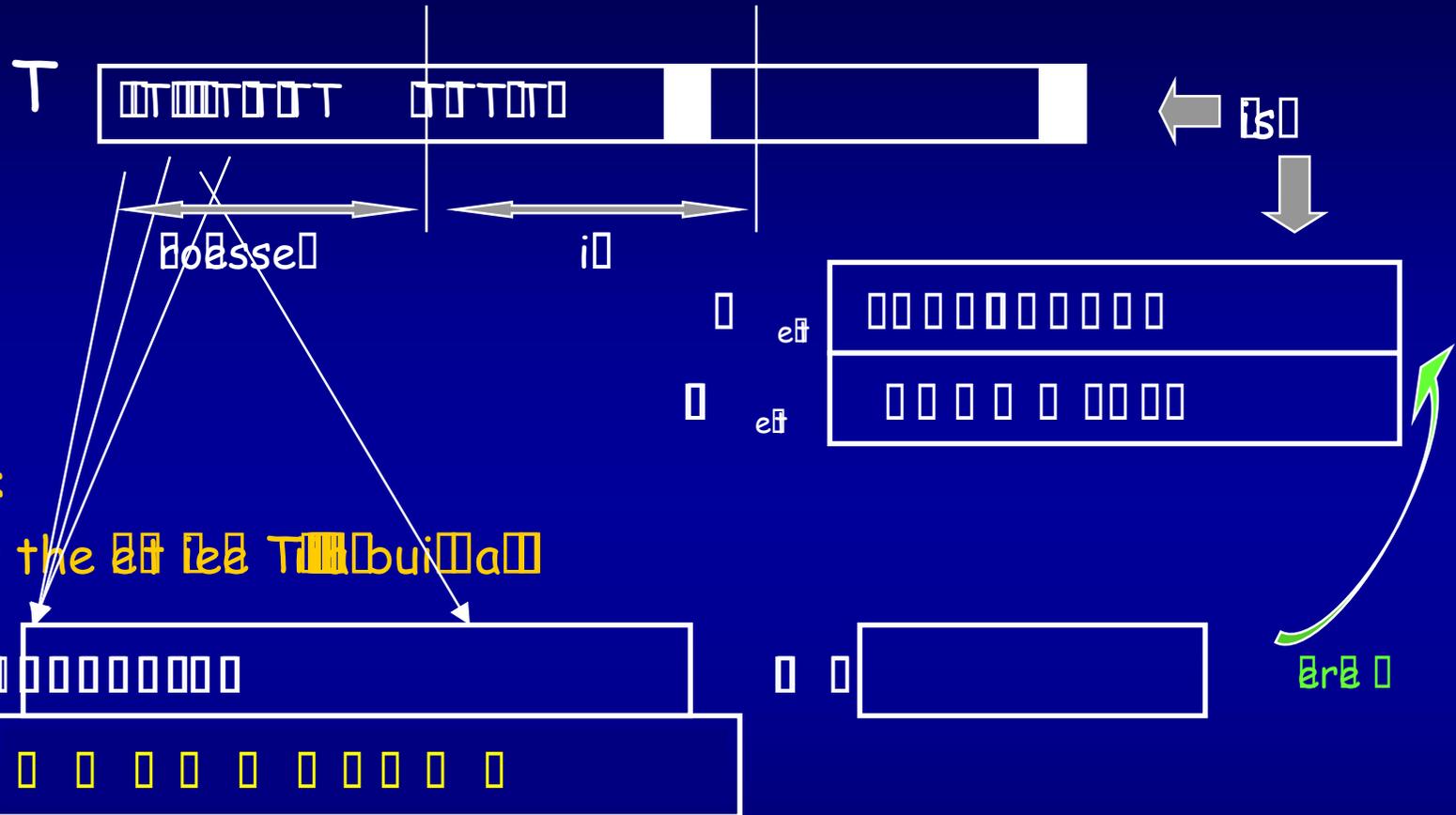


Info: We have ~~elements~~ ~~elements~~ for the slices starting at  
 this to the slices starting at

The array ~~elements~~ ~~elements~~

# Array

# index



let i be the bit level of the address

let i be the bit level of the address

let i be the bit level of the address

- let i be the bit level of the address
- This takes away the array buffer



# di n d r h d

drtilstriß is sißr to sortißeußeß []

String

gritxololinx

otixxtrixinxgnx

xrginx

# deinde ordinanda

## Ordering by subproblems

- In a tree  $T$  at node  $v$ ,  $v$  is the root of a subtree
- The subtrees are the subproblems

## Ordering by level:

Level 0      Level 1

but

Traverses are to level      Level 0      Level 1

Depth first sort is      Level 0      Level 1      Level 2

The situation is more subtle than it appears:

- Breadth first search is better
- the search tree is related to

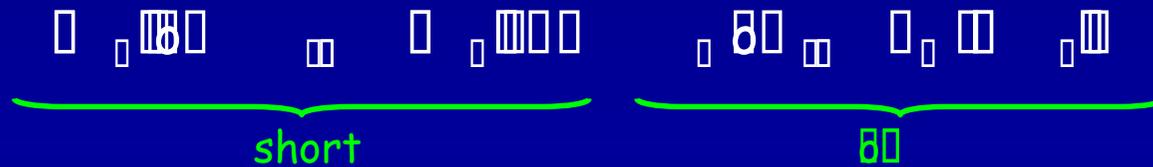
# el endo

let us see how to use the `str` and `string` types:

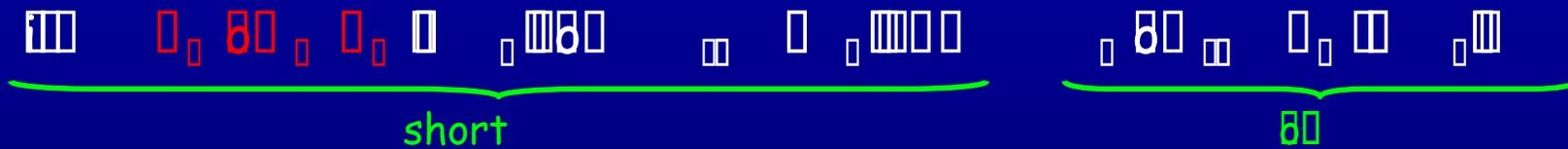
- `str` is a pointer to a string stored in memory
- `string` is a string object

Strings are immutable everywhere

It is official:



Strings are only immutable in C++:



Strings can be allocated in:

- the stack
- the heap



el rdd ddb

drid

et rch ddb

ab	bb	ab	bb	aa	ab
ab	b	ab	b	bb	
b	a	b			aa
B	aa	aa		bb	b
ab	bb	bb	aa	aa	ab



as

s

ssad nass

s nass

ans

aa		
ab		
bb		
a		
B		
B		



sss  
ssad as

ass

ad an

psps sas  
nangd ssas

dridd

drid

dnd d

ab	bb	ab	bb	aa	ab
ab	b	ab	b	bb	
b	a	b			aa
B	aa	aa		bb	b
ab	bb	bb	aa	aa	ab

+


ashe|sorte|striß


Tab T after |dr|

Be the surly


pspp sas  
aangl ssas




and an

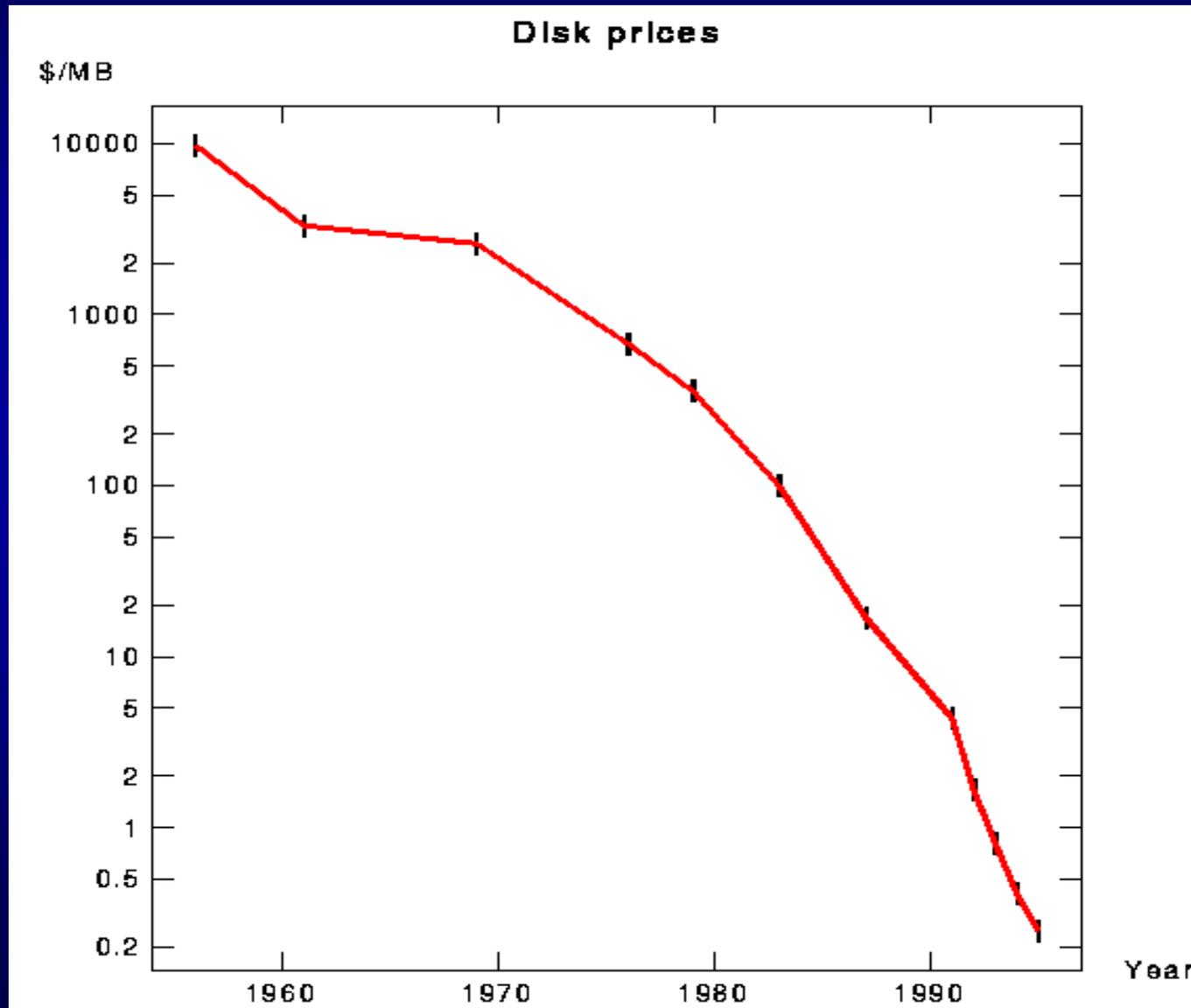
S

# Radix

- Use the various  $\log$ 
  - ✓ Distribute the use of probability of letter/digits
  - ✓ Letter analysis for the radix algorithm
- $\log$  of those digits
- What about  $\log$  of those digits
  - ✓ Most of them are base 10
  - ✓ Arbitrary  $\log$  beats a bit of  $\log$
  - ✓ Probably the radix algorithm does this use too



# the old dædr





# el endo

Assidually uses

- Array:  $\log n$
- Tree:  $\log n$

$\Theta(n)$  bits of storage  
 are stored into  $\log n$

$\log n$

subtrees use

$\log n$  bits

$\Theta(n)$  bits of storage

and so on

easy to see

Recursion can be avoided

- ✓ binary trees  $\log n$  bits of storage

$\log n$

subarray uses

$\Theta(n)$  bits of storage

possibilities

- ✓ query time is  $\log n$

easy to see

any achievable test is in the base

# Algorithm

- **Input:**

- A string  $S$  over alphabet  $\Sigma$
- An arbitrary string  $T$  over  $\Sigma$

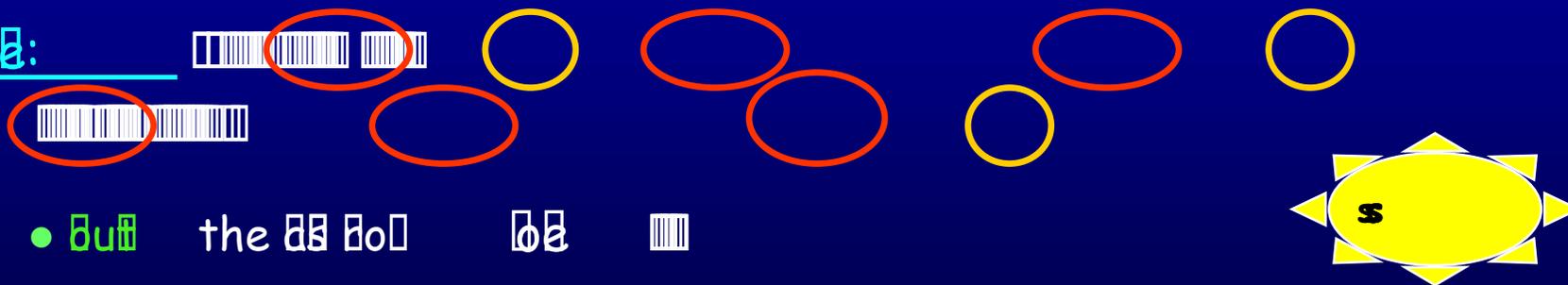
- **Query** on arbitrary string

- **Count** the occurrences of  $T$
- **Index** the positions of the occurrences of  $T$

What are the limitations of the naive algorithm to search the index?

Does it exist a better algorithm?

aa:



- **Count** the  $aa$  in  $aa$   $aa$   $aa$   $aa$

- **Index** the positions of  $aa$  in  $aa$   $aa$   $aa$   $aa$

# data

# compression

## Data structure basic compression techniques:

- ✓ Array data structure
- ✓ Huffman Tree
- ✓ binary search tree

## The theoretical result:

- ✓ Query complexity:  $\log n$
  - ✓  $\epsilon$  bits
  - ✓  $\log n$  bits
  - ✓  $\log n$  is achievable
- in order to achieve  $\log n$  bits

## The result states that this result:

- ✓ is achieved in the information theory
- ✓ it shows that arrays are compressible

## That is the basis of an algorithm

- ✓ use to the best compressors
- ✓ query time complexity of  $\log n$

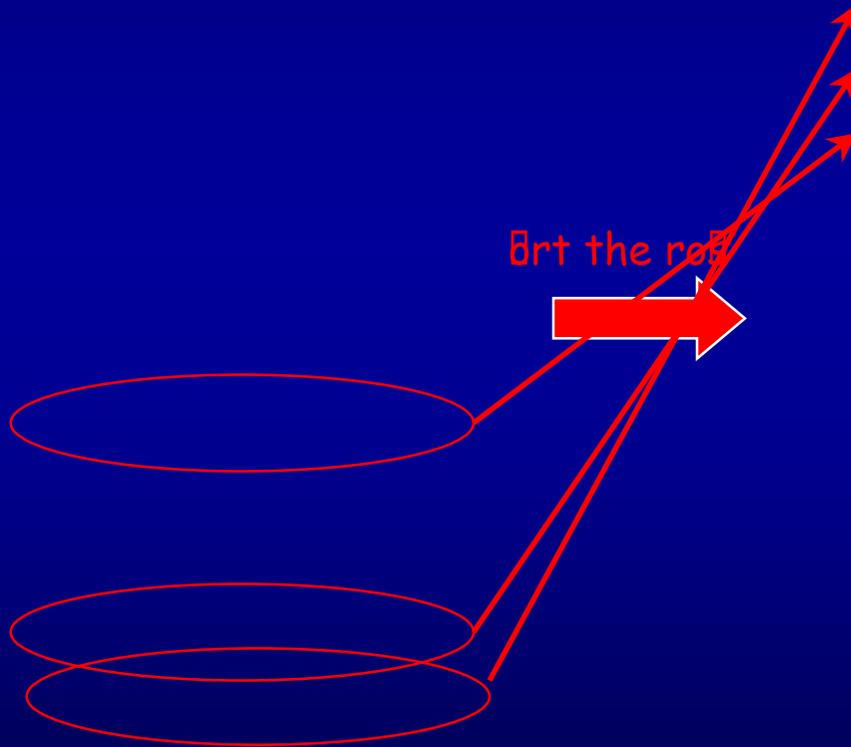
# etdrd

et us [a] te[ ] T [ssisi]

[ ]

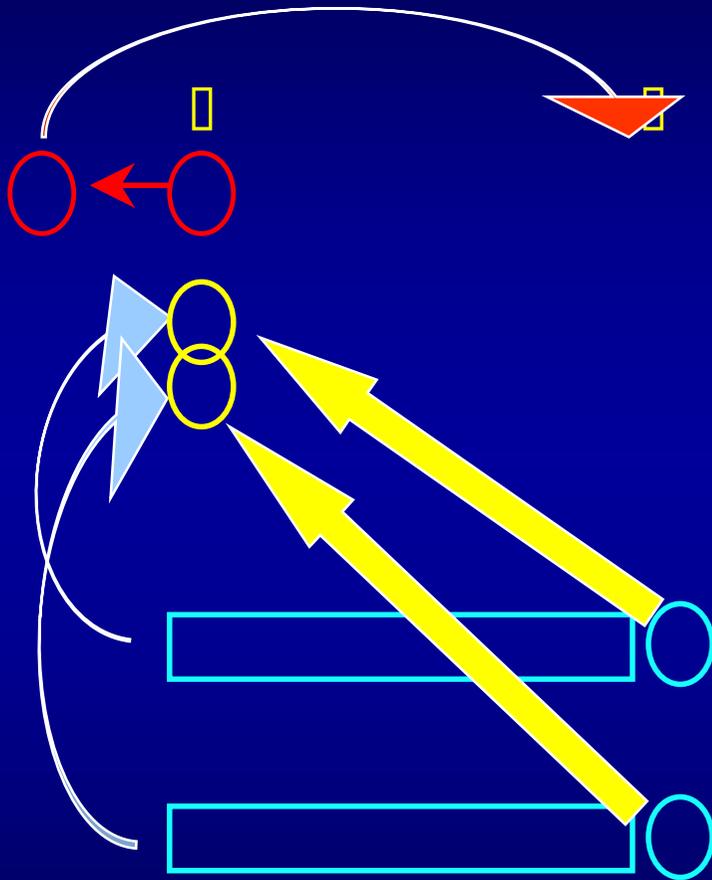
[ ]

[ ]



ery [ ] is a [ ] r[ ] tatio[ ] b[ ] the[ ] a[ ] so [ ] a[ ]

# Abstraction



□ s has been □ s i

→ establish invariant

↳ the state □ □ □ □

□ □ □ □ □ □ □ □ □ □

Need to establish invariants in

→ Take to equation □ □ □ □

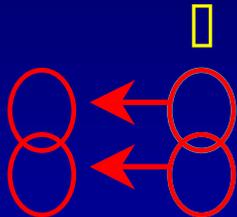
→ state their role

↳ as red thread order □ □

Each □ □ is the □ □ □ □

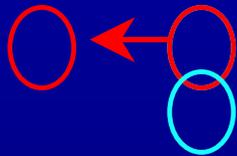
# Abinverid

e dnd d

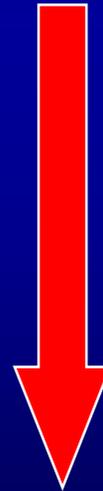


T0 Boarties:

- s Bars Bebe s iT
- ith [ ] [ ] ith [ ]



Abstru T  
[ ] [ ]



T0

[ ] [ ] [ ] [ ]

ddd

dded

e

□



□

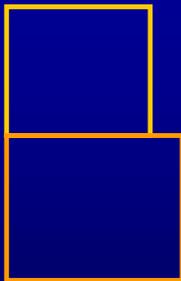


To obseratio:

- quassubstr de... ros
- use bars are side



ddry □ □



Brith

✓ obatiof dib

✓ □

✓ math dib

✓ □ □

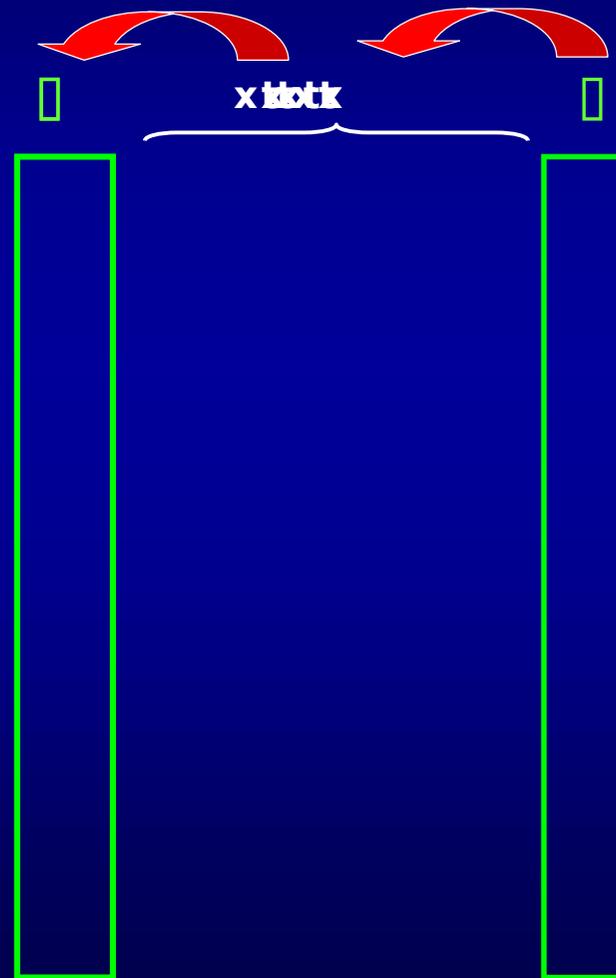
✓ statistidber o

□ rithati

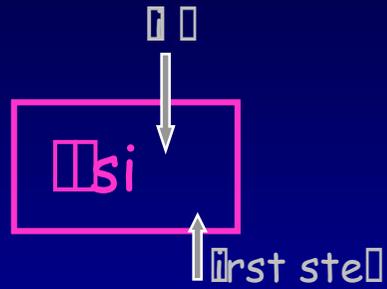
✓ messes is better than but it sar iessio

□

# Arrod



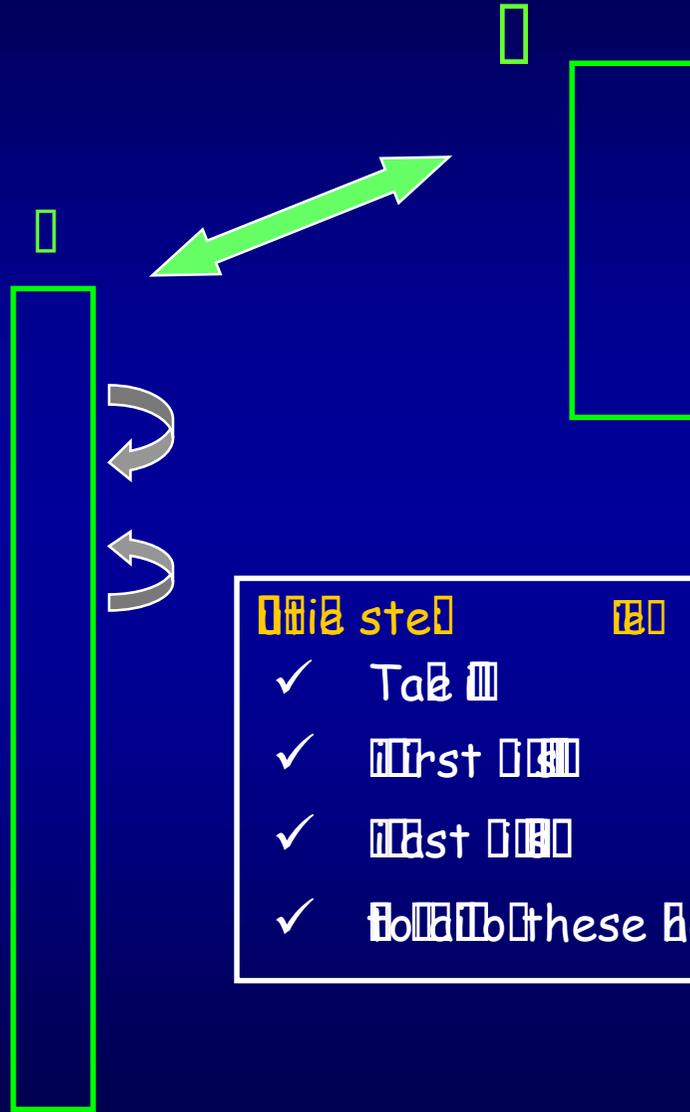
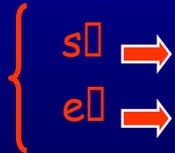
# of addition d



s →

e →

o  
pps



first step      s or e

- ✓ Tab
- ✓ first
- ✓ last
- ✓ these bars

# de d odrenedd

si

□

T [ssissi]

s s s s



ε to

s →  
e →



Or this be to bad

ssissi si

ro s[ss] s[si]o[ss] at [ ] [ ] [ ] [ ] [ ]

This order is [ste] [ate] □



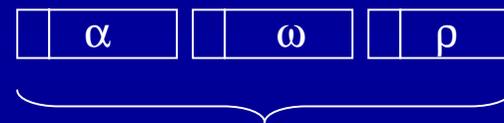
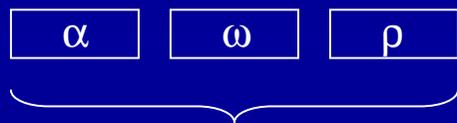


# etwled

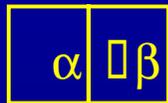
## Qria o uab rith

- ✓ yob o the hud tree are the br o
- ✓ The ud tree has but
- ✓ obr are byte a tab

y br

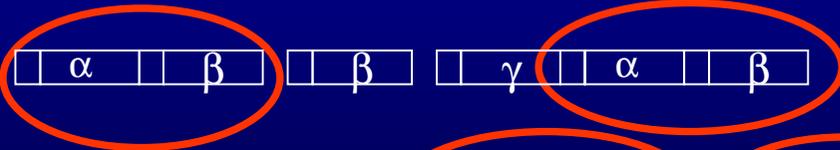


b



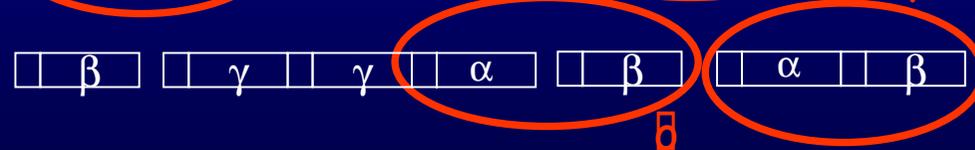
T obr ot b

yes



b

yes



b

Q

iodry obr

ud tree

obui o

pass

as

# εδεδεδ

- This bit is ~~incorrectly~~ retried

✓ 000 100 000  $\epsilon$  000bits

00000000

- This block is ~~incorrectly~~ retried

✓ 00000000s are 00000000s

- Last bit is ~~incorrectly~~ or 00000000s

✓ 00000000 or 00000000

✓ 00000000 00000000

✓ 00000000s

000

- All the 00000000s

✓ This is the theoretical 00000000s

# end

in 5 years be able to

store everything

May

to in *Haefus* substance that

bits

but hate

directness in the in those no bar to use it  
a the shop is without the reality



hope that this is not our radi

in

