

Move structure in practice: memory and speed

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For original Keynote files, email me (ben.langmead@gmail.com)

r-index critique

Match query for
length- m string

	Time	Space
r-index	$O(m)$	$O(r \log \log_w(\sigma + n/r))$
	$O(m \log \log_w(\sigma + n/r))$	$O(r)$

Takaaki Nishimoto and Yasuo Tabei. Optimal-Time Queries on BWT-Runs Compressed Indexes. In 48th International Colloquium on Automata, Languages, and Programming (ICALP 2021). Leibniz International Proceedings in Informatics (LIPIcs), Volume 198, pp. 101:1-101:15

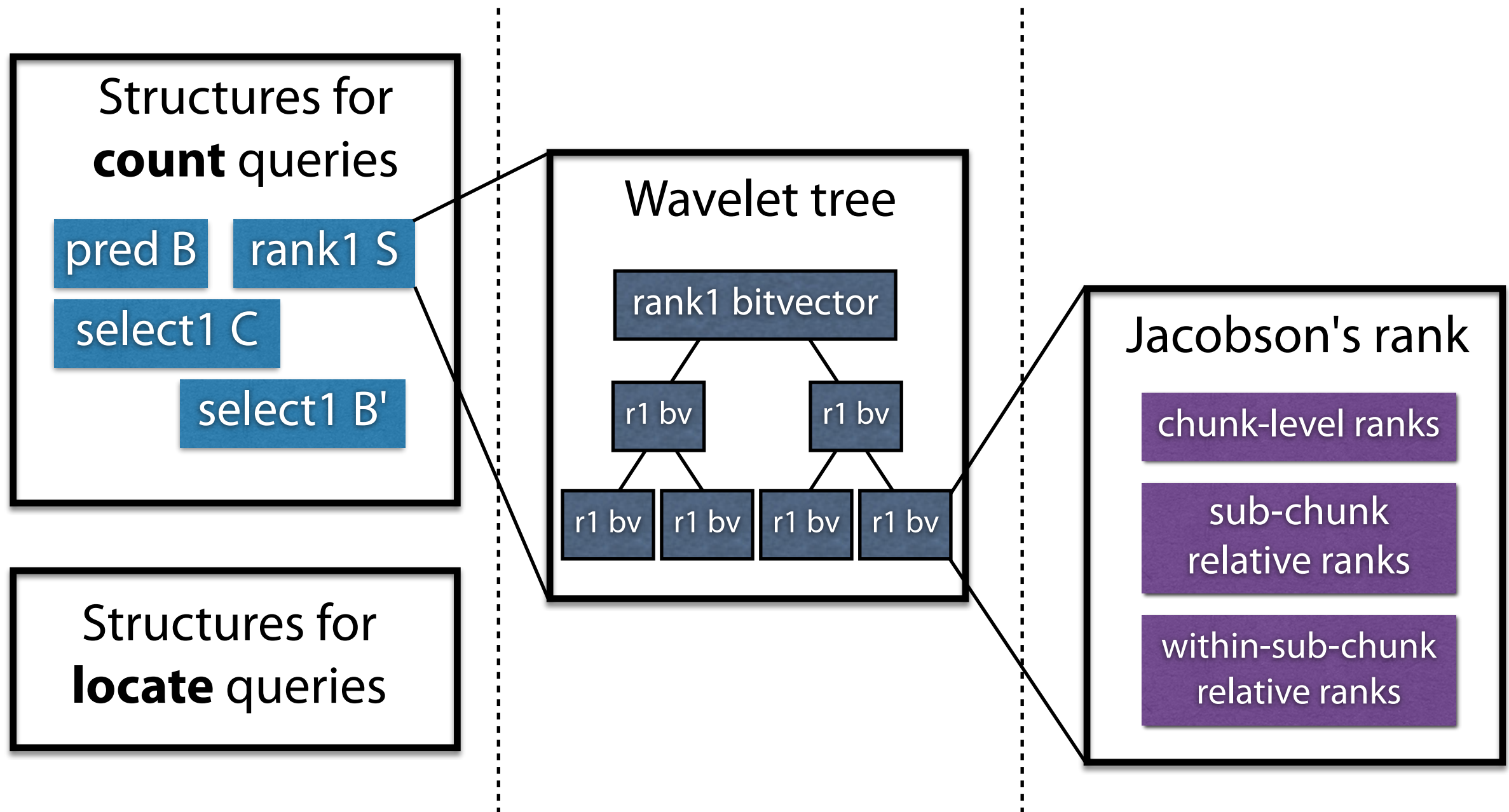
r-index critique

Match query for
length- m string

	Time	Space
r-index	$O(m)$	$O(r \log \log_w(\sigma + n/r))$
	$O(m \log \log_w(\sigma + n/r))$	$O(r)$
Move	$O(m)$	$O(r)$

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Another r-index critique



Another r-index critique

Main memory



https://en.wikipedia.org/wiki/George_Peabody_Library

Cache memory



For *recently* or
frequently used data

<https://unsplash.com/photos/books-and-pencil-on-wooden-table-Q8HfuO9udts>



Processor

Another r-index critique

Main memory



https://en.wikipedia.org/wiki/George_Peabody_Library

When needed data was accessed recently, or is near data that was accessed recently, we can get it quickly from cache

Cache memory



<https://unsplash.com/photos/books-and-pencil-on-wooden-table-Q8HfuO9udts>



Processor

Another r-index critique

Main memory



https://en.wikipedia.org/wiki/George_Peabody_Library

Cache memory

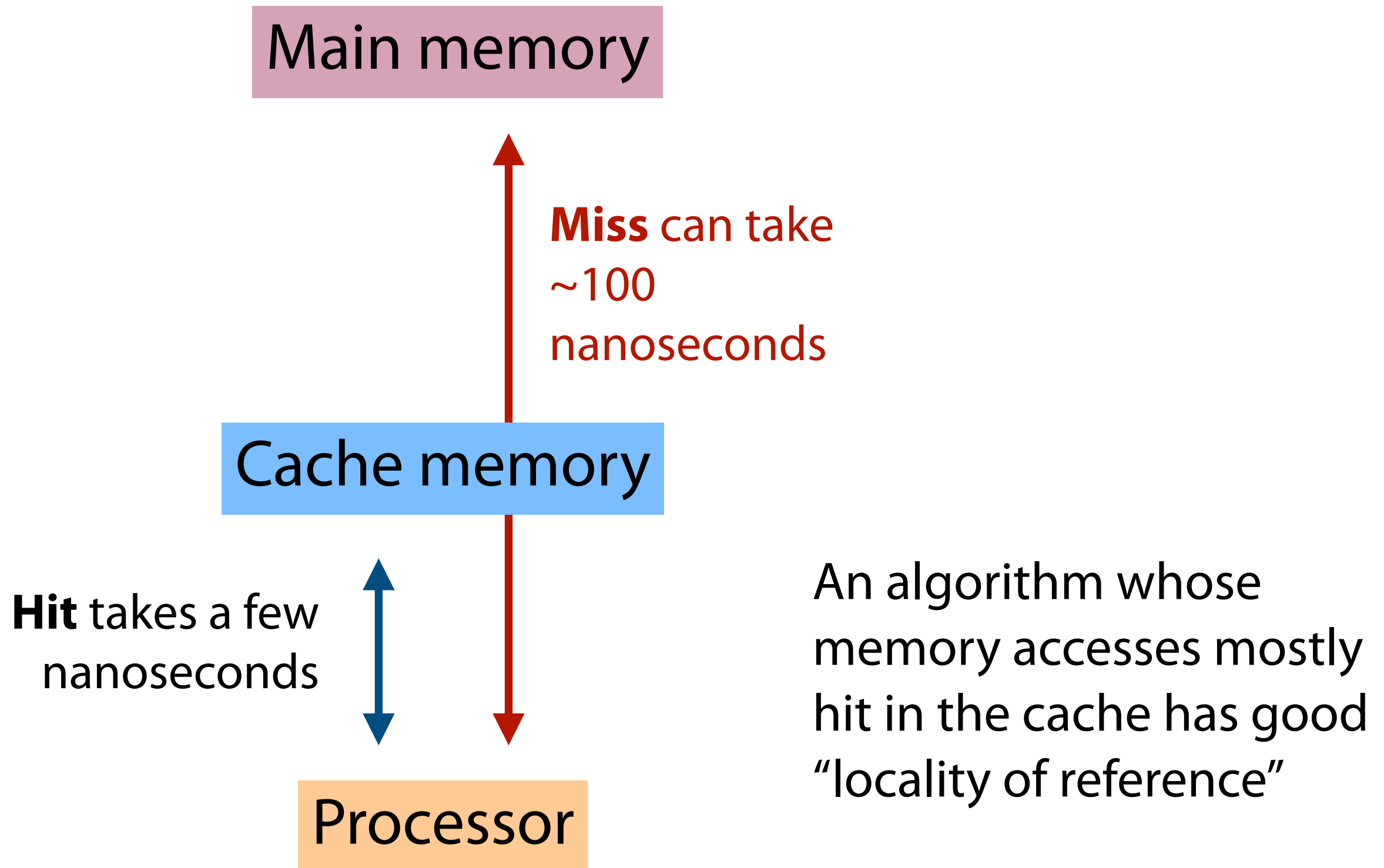
When needed data was **not** accessed recently, and is **far** from any data accessed recently, we have a “cache miss”; we must wait as the data is retrieved from main memory

<https://unsplash.com/photos/books-and-pencil-on-wooden-table-Q8HfuO9udts>

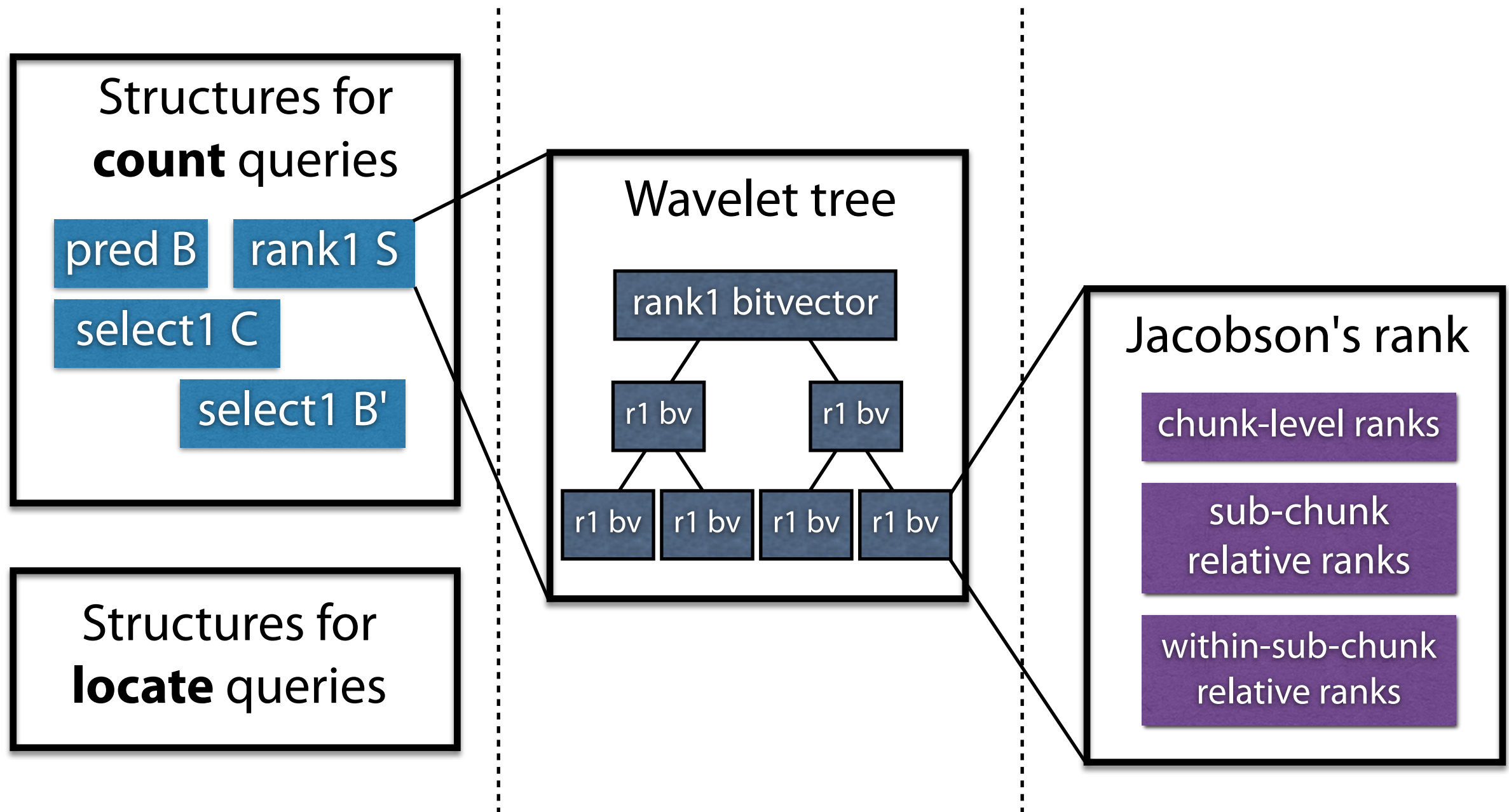


Processor

Another r-index critique



Another r-index critique



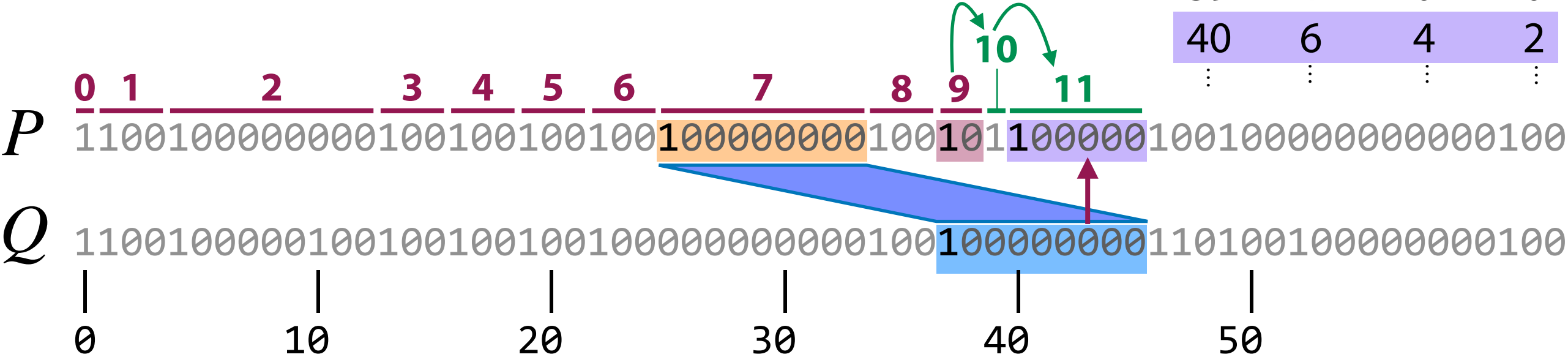
Accesses to many parts of many disparate structures means:
poor locality → many cache misses → lower speed

Query reminder

First we make a big move to $M[i] \cdot \xi$

Then we make smaller moves to compute the final i'

$\langle p, \ell, \pi, \xi \rangle$			
0	1	46	12
1	3	34	8
4	9	52	13
13	3	19	5
16	3	1	1
19	3	16	4
22	3	61	14
25	9	37	9
34	3	49	13
37	2	47	12
39	1	0	0
40	6	4	2
⋮	⋮	⋮	⋮



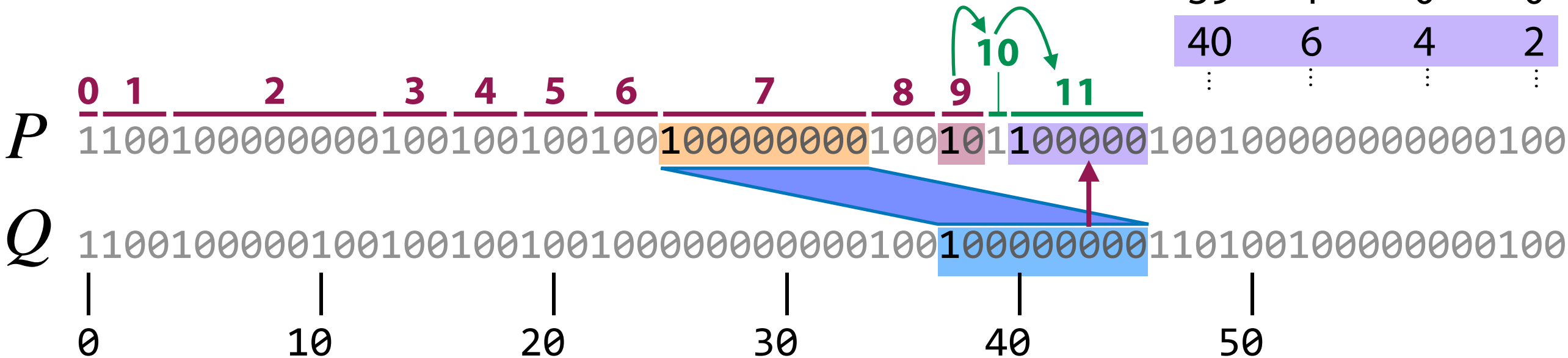
Query reminder

Function $\pi(k, i)$:

$k' \leftarrow M[i].\pi + (k - M[i].p)$
 $i' \leftarrow M[i].\xi$
while $k' \geq (M[i'].p + M[i'].l)$ **do**
 $i' \leftarrow i' + 1$
end
return $\langle k', i' \rangle$

$\langle p, \ell, \pi, \xi \rangle$

0	1	46	12
1	3	34	8
4	9	52	13
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⋮	⋮	⋮	⋮



Idea: hide memory latency

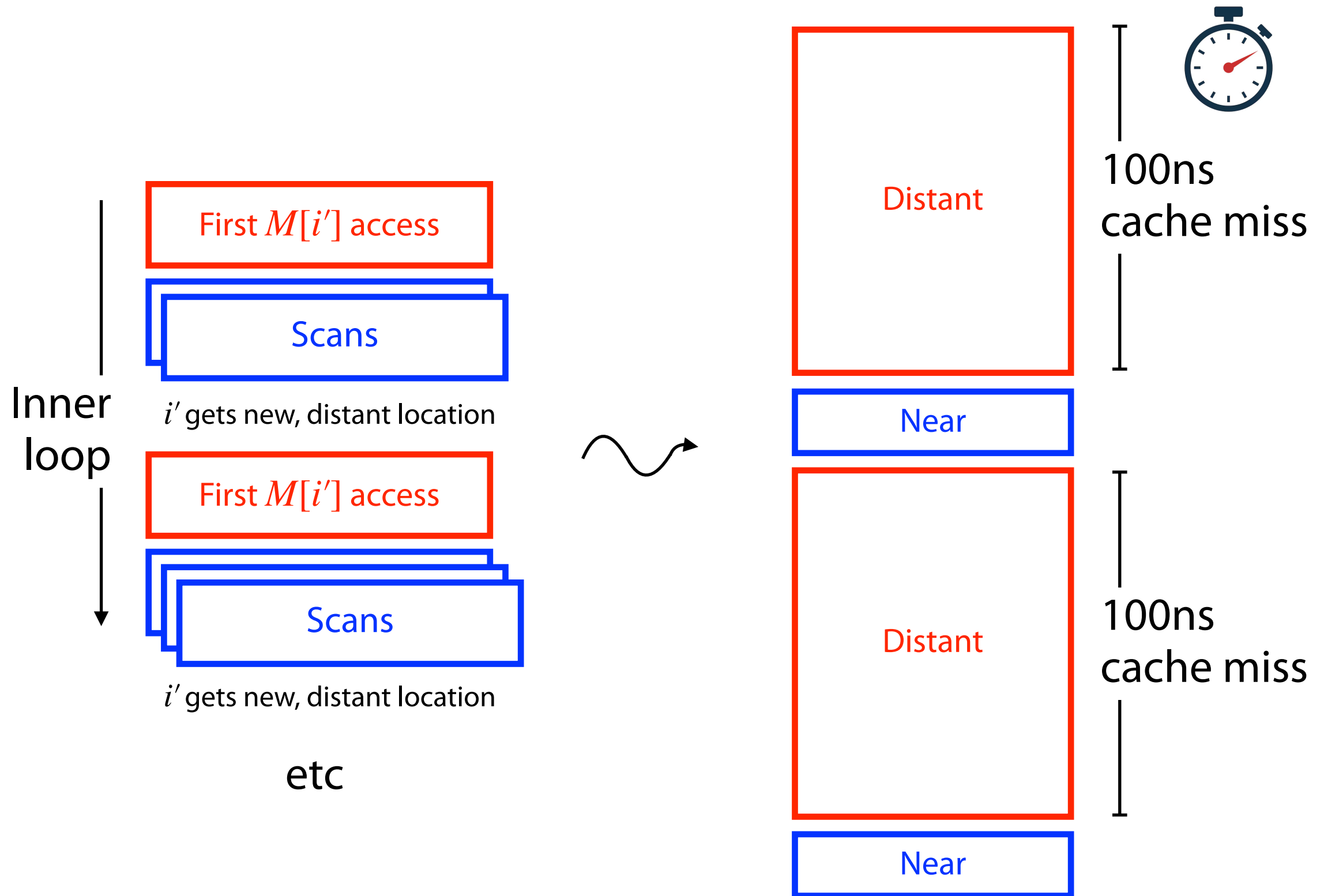
First access to destination
row of move table jumps to
a distant memory address;
cache miss

Function $\pi(k, i)$:

```
     $k' \leftarrow M[i].\pi + (k - M[i].p)$   
     $i' \leftarrow M[i].\xi$   
    while  $k' \geq (M[i'].p + M[i'].l)$  do  
         $i' \leftarrow i' + 1$   
    end  
return  $\langle k', i' \rangle$ 
```

Later iterations scan
sequentially along rows;
cache hits

Idea: hide memory latency



Idea: prefetching

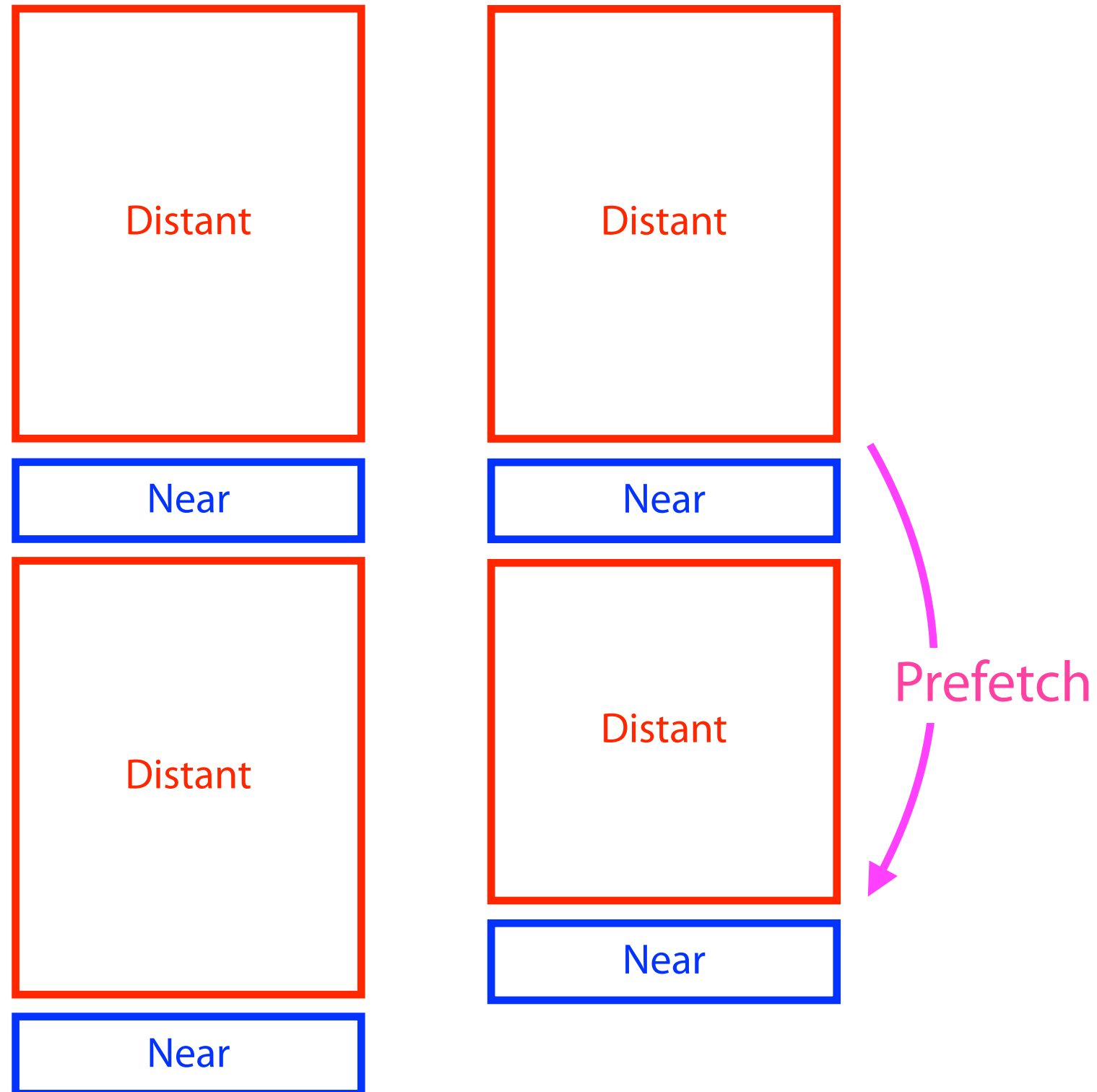
`__builtin_prefetch (const void *addr)`

Asynchronous request to retrieve data & install it in the cache

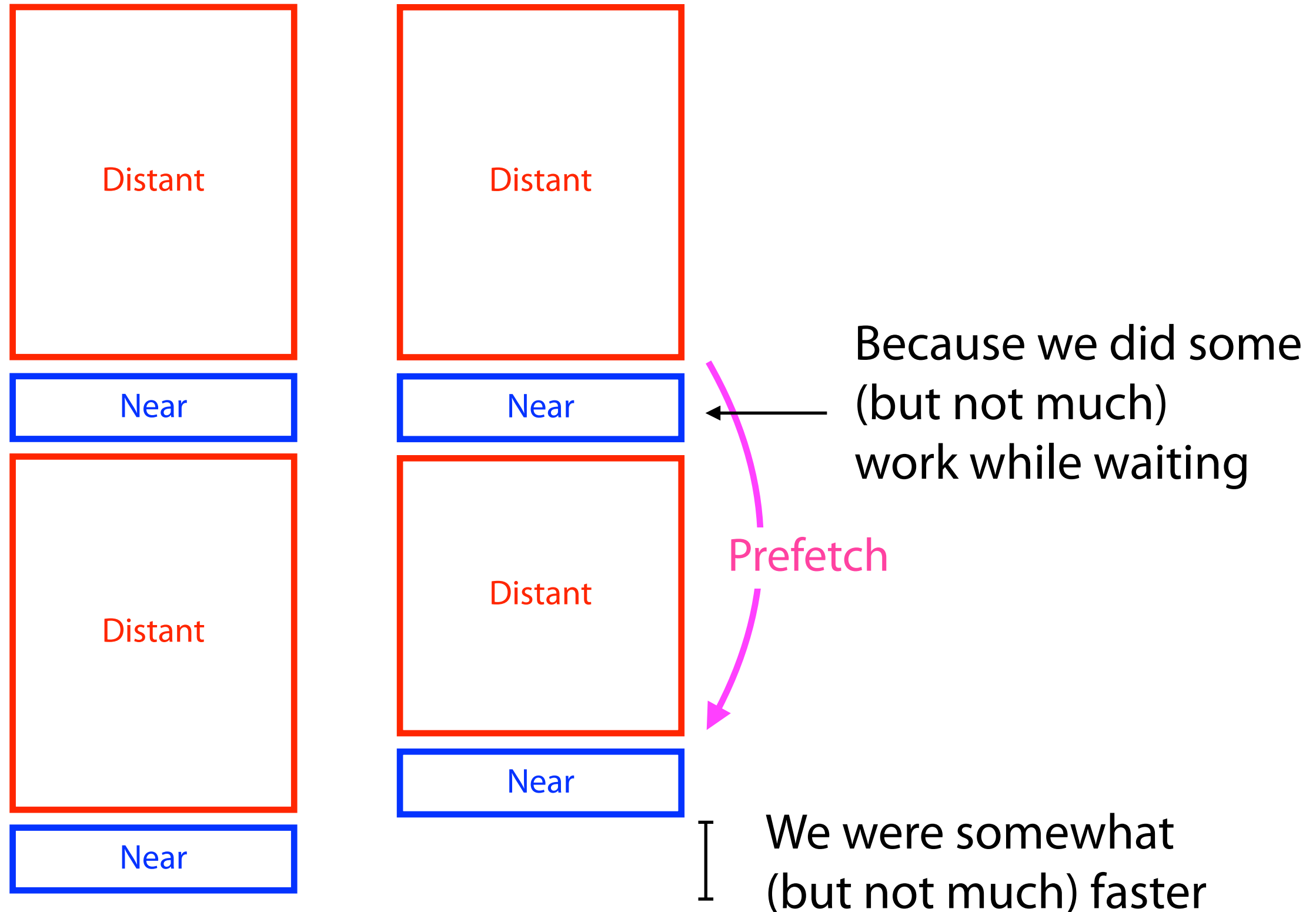
Does *asynchronously* what would otherwise have happened *synchronously*

Why ***asynchronously***? Because sometimes we can do productive work while we wait.

Idea: prefetching



Idea: prefetching



Idea: interleaving queries

Usually we have **many queries**
(sequencing reads) to match

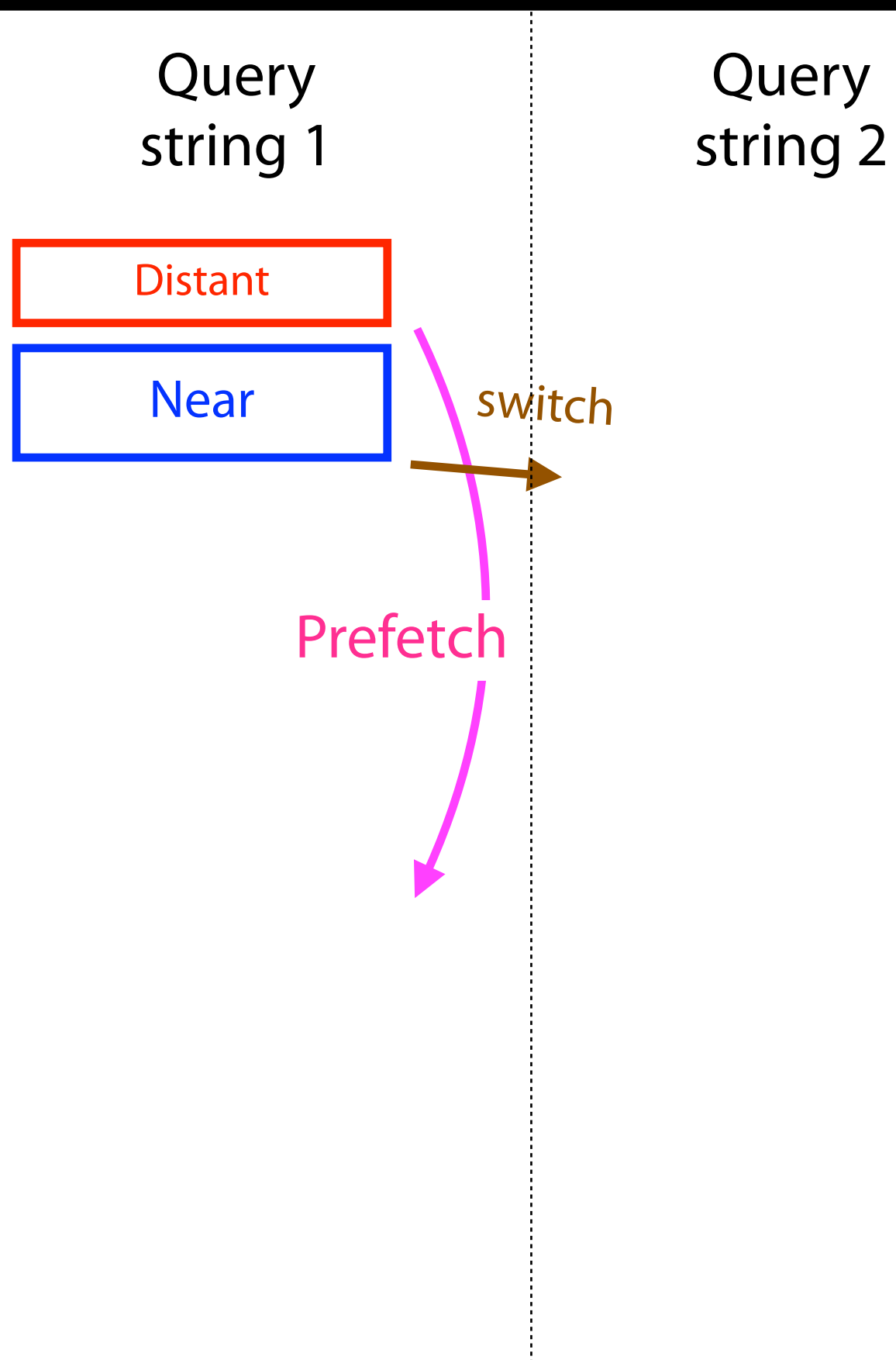


Image: Illumina Inc.

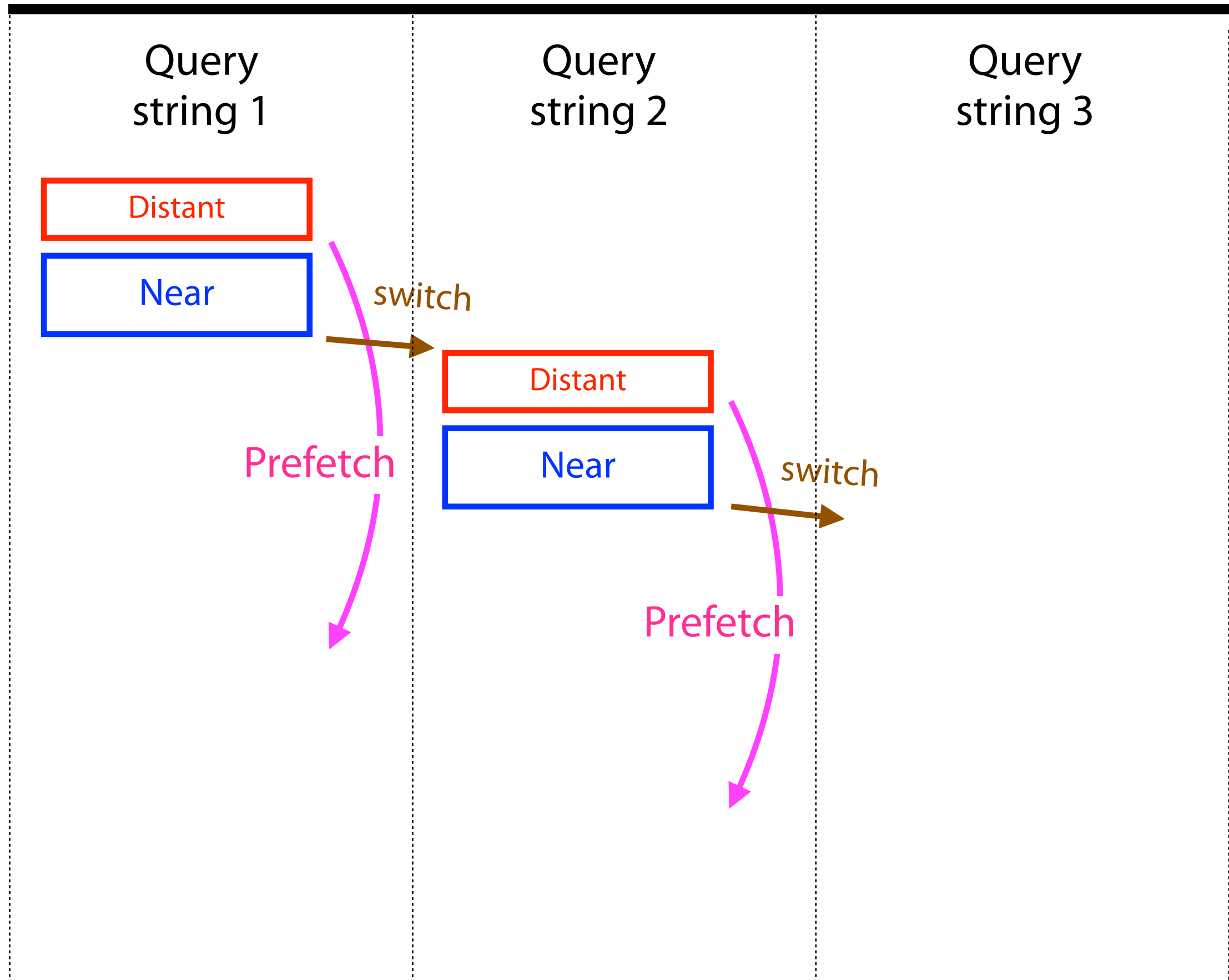
[illegible][illegible]

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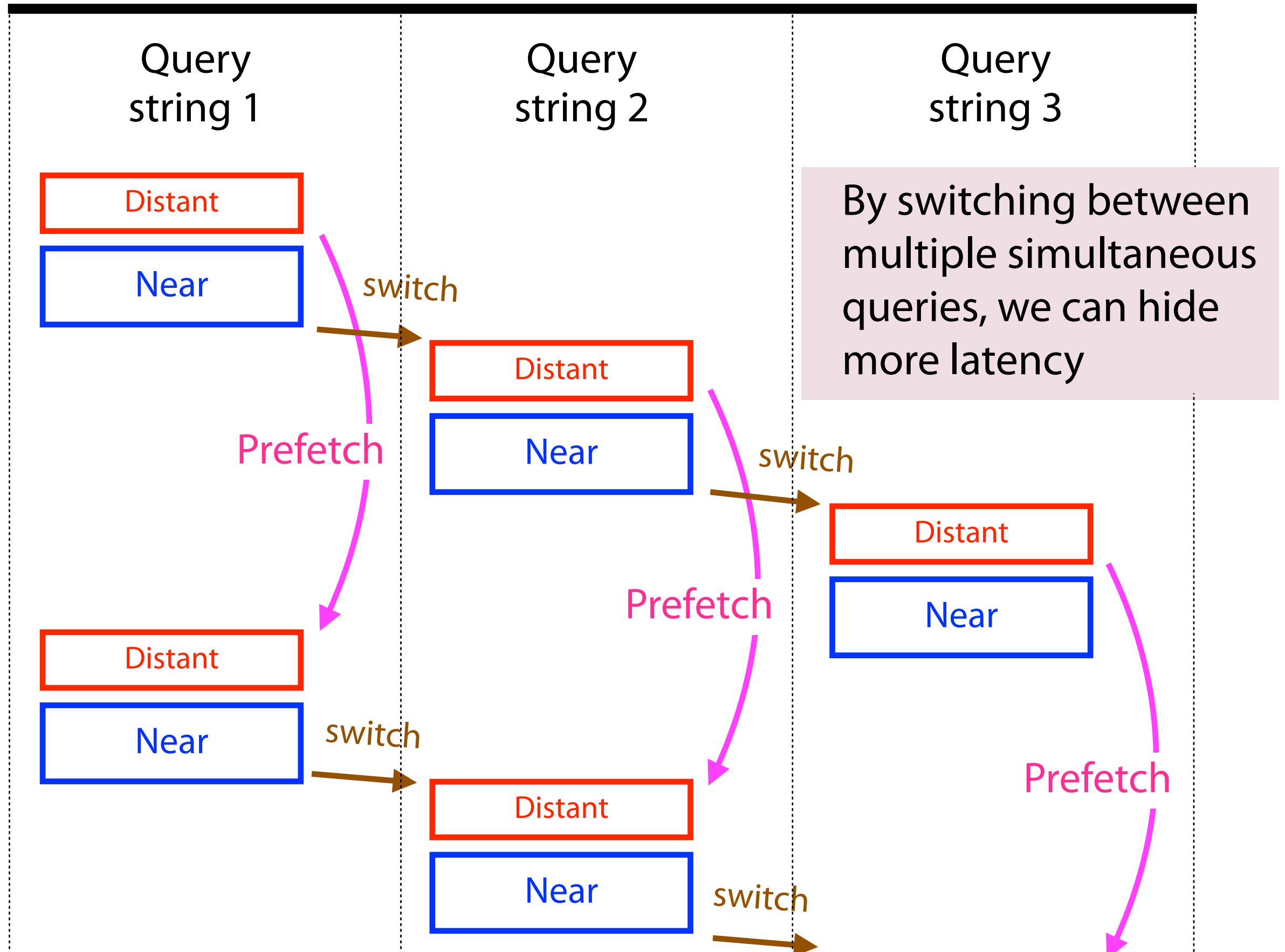
Idea: interleaving queries



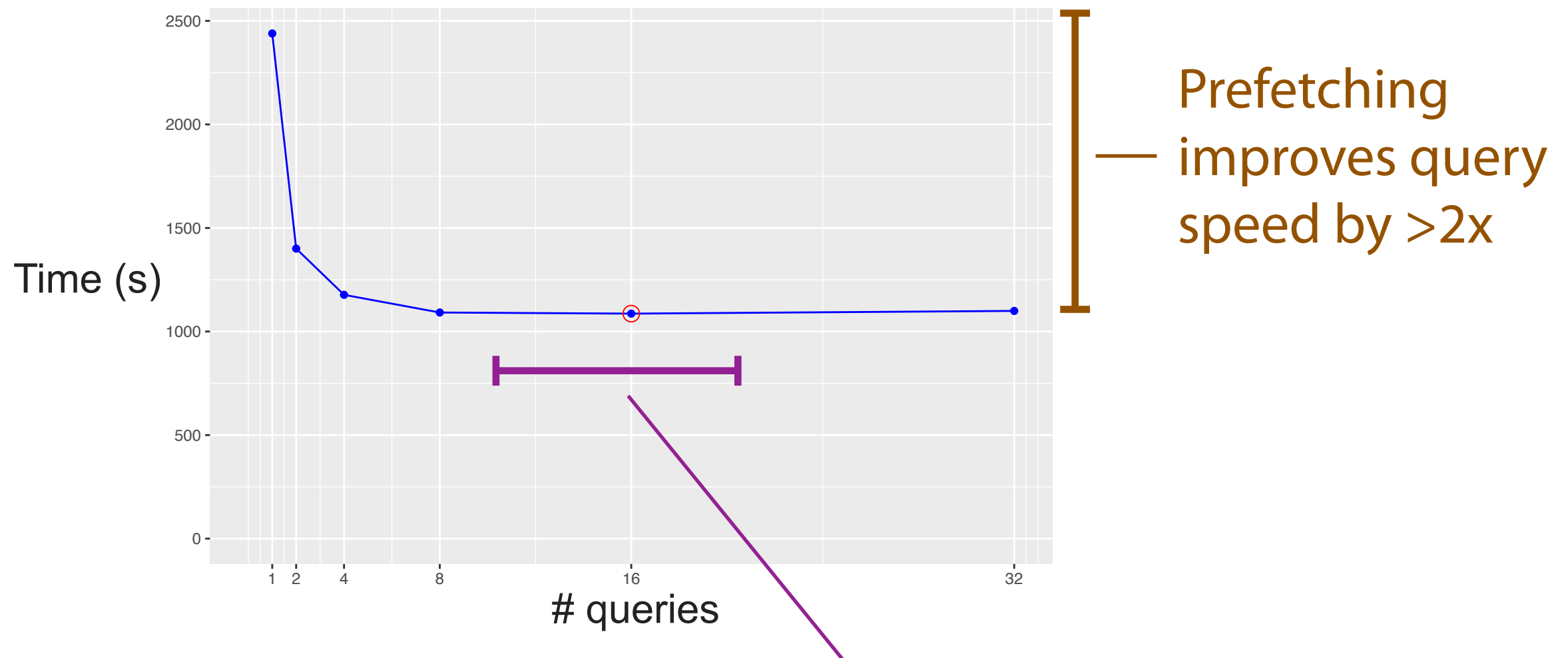
Idea: interleaving queries



Idea: interleaving queries



Speed improvement



Zakeri, M., Brown, N. K., Ahmed, O. Y., Gagie, T., & Langmead, B. (2024). Movi: a fast and cache-efficient full-text pangenome index. *iScience*, 27(12).