

# Bitvectors and RSA queries

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# Bitvectors

Does this bitvector have a "meaning?"

What if its name was `is_prime`? 😏

How might we query it?

E.g. next-highest-prime

E.g. designing a 2-universal hash,  
we want smallest prime (leftmost 1)  
greater than some number

0
1
1
0
1
0
1
0
0
0
1
0
1
⋮



# Bitvectors

Might represent words in a document

0	abinoam
1	abiogenesis
0	abiological
0	abiosis
0	abiotic
0	abiotically
0	abiotrophy
0	abirritate
0	abishag
0	abit
0	abitibi
0	abiu
1	abject
⋮	

# Bitvectors

Could be a "one-hot" encoding of string



Navigating bitvectors = navigating the occurrences of characters in the string

# Bitvectors

How do we navigate / query bitvectors?

Proposal: "RSA" (Rank, Select, Access)

0
1
1
0
1
0
1
0
0
0
1
0
1

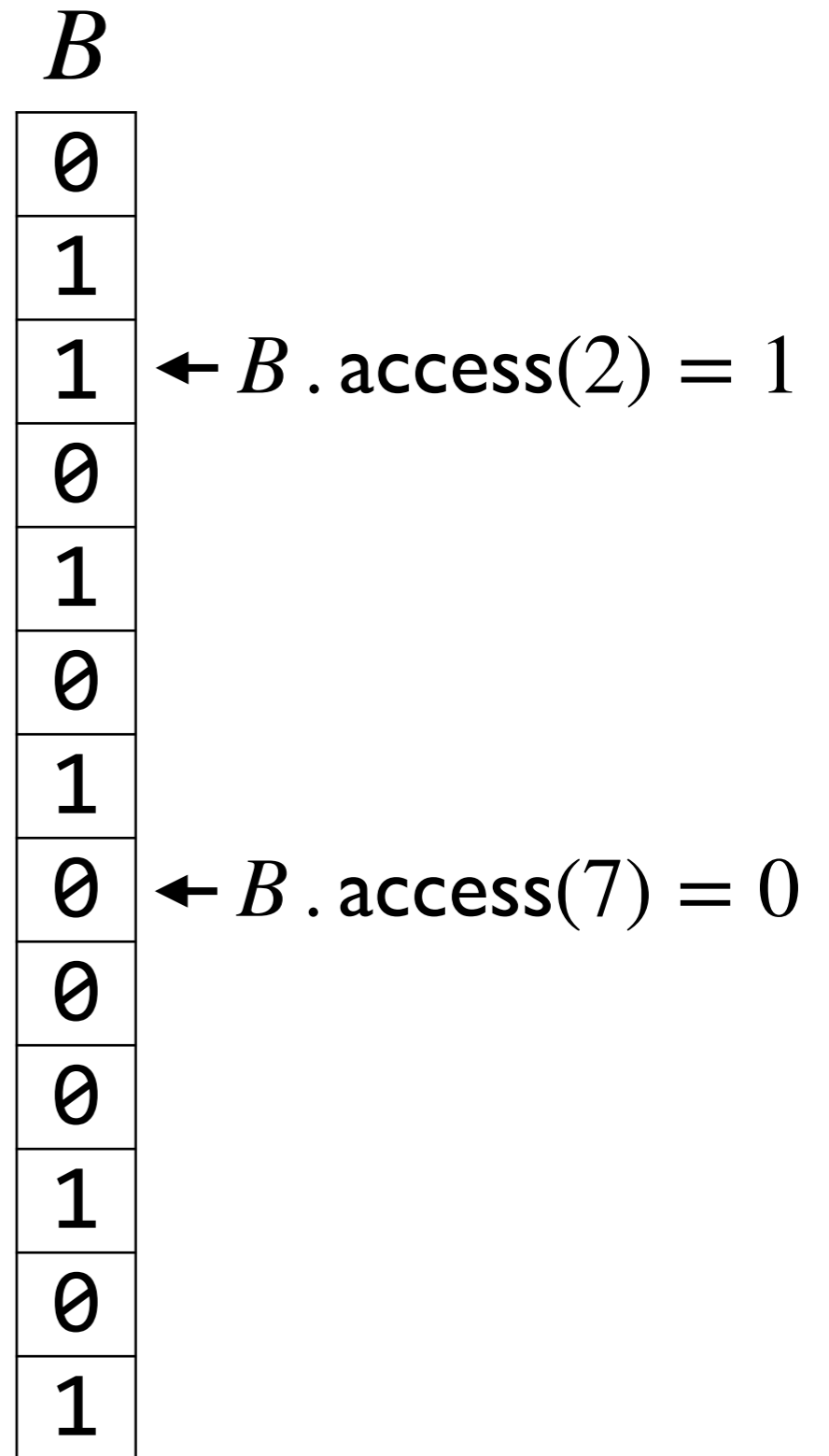
# Bitvectors

$$B . \text{access}(i) = B[i]$$

Conceptually trivial, but  
harder if we compress  $B$

(more later)

Indexing starts at 0



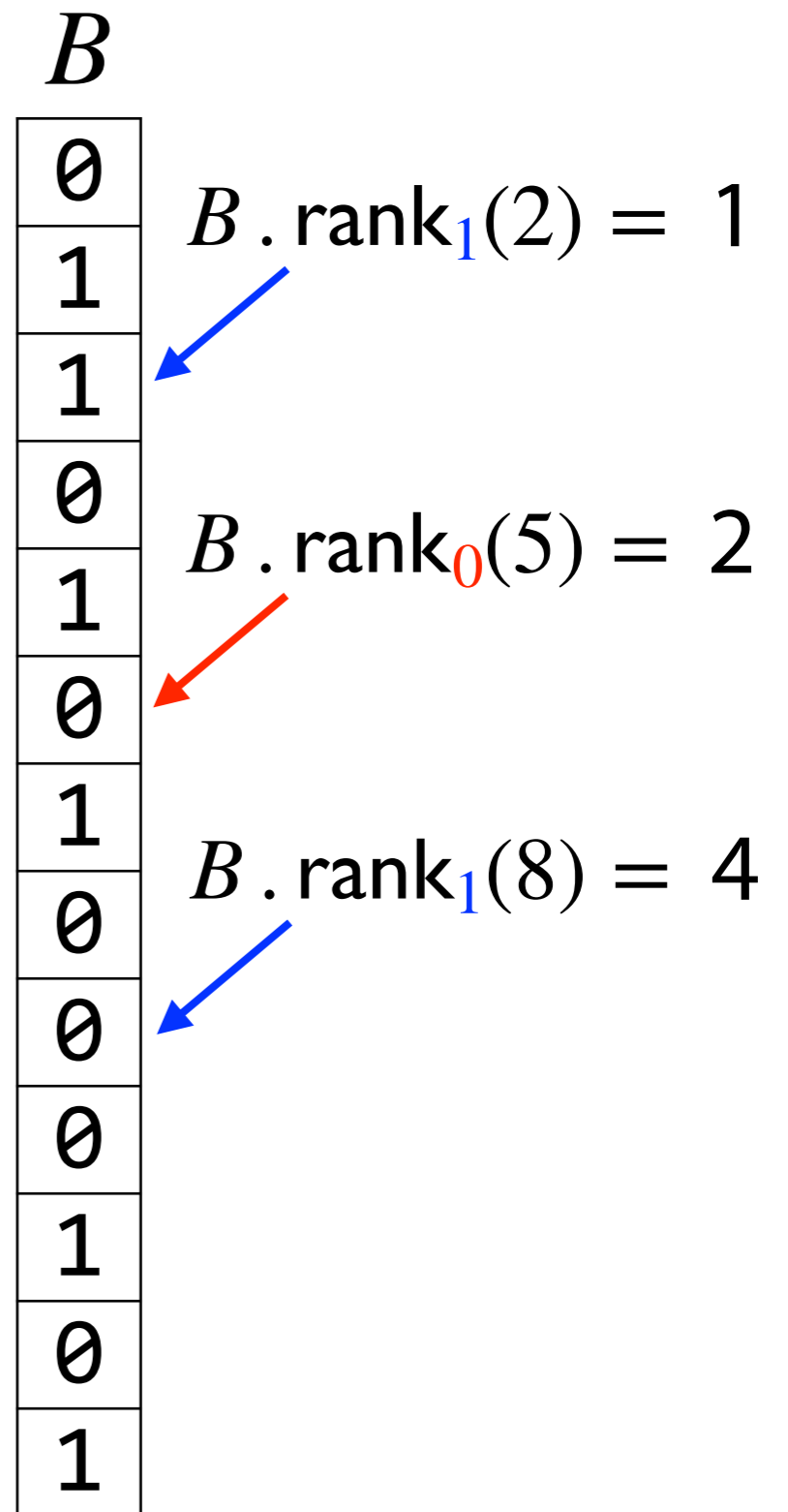


# Bitvectors

$$B . \text{rank}_1(i) = \sum_{j=0}^{i-1} B[j]$$

$$B . \text{rank}_0(i) = i - B . \text{rank}_1(i)$$

Rank counts up to  
*but not including* offset  $i$



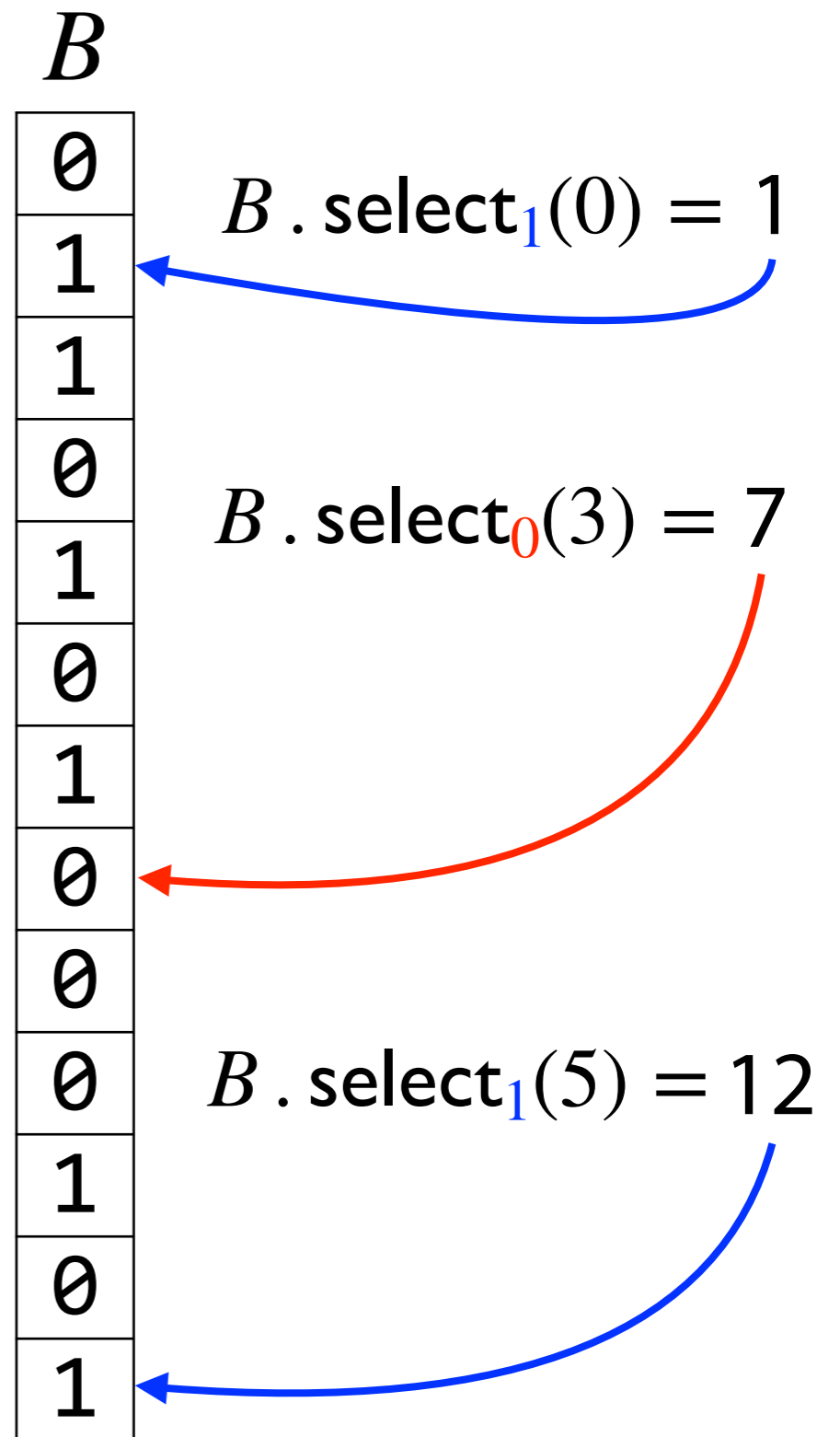
# Bitvectors

$$B . \text{select}_1(i) =$$

$$\max \{ j \mid B . \text{rank}_1(j) = i \}$$

$$B . \text{select}_0(i) =$$

$$\max \{ j \mid B . \text{rank}_0(j) = i \}$$



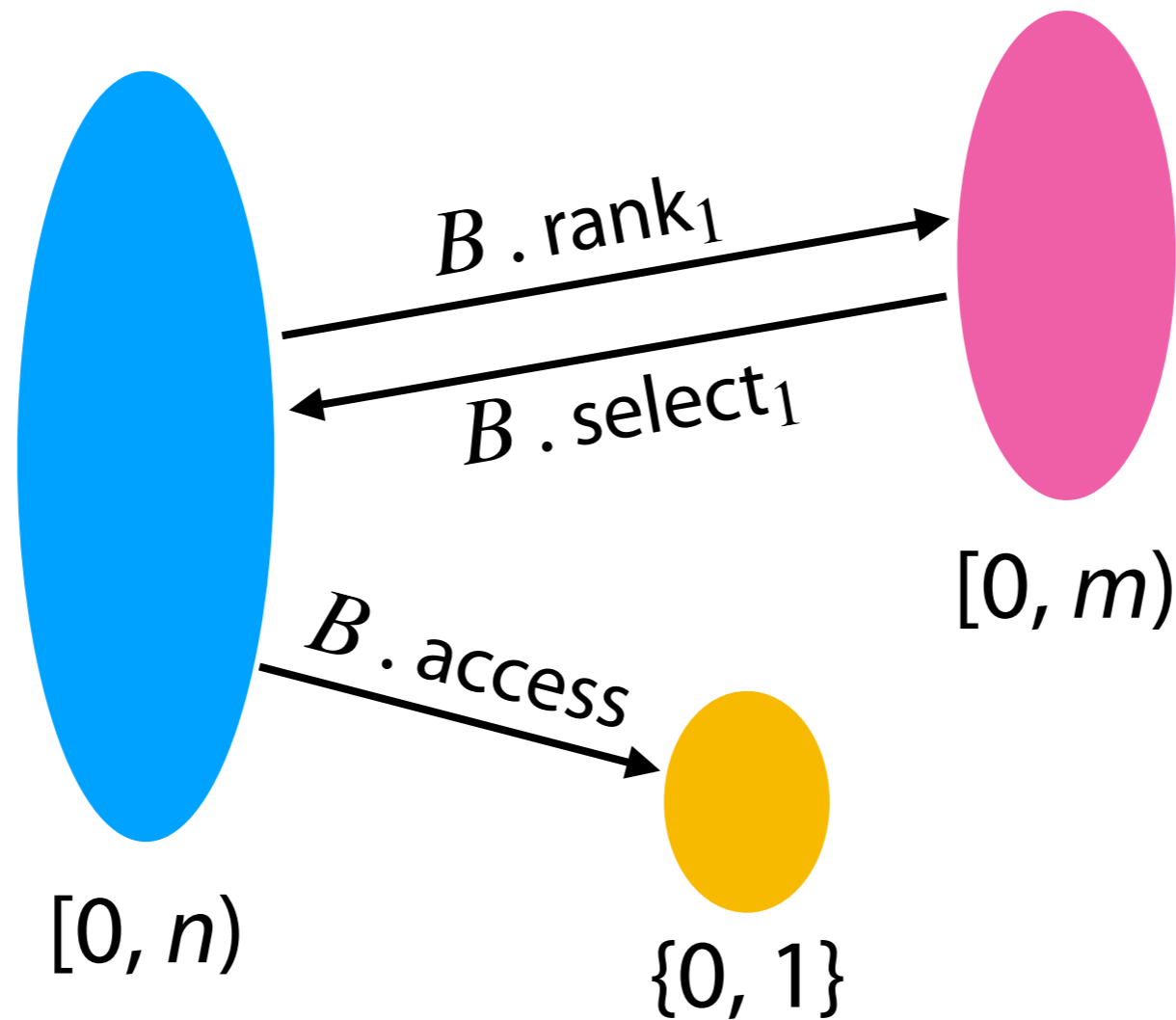
# Bitvectors

$B . \text{access}(\dots)$

$B . \text{rank}(\dots)$

$B . \text{select}(\dots)$

Let  $|B| = n$  and let  $m$  equal the number of set bits



# Bitvectors

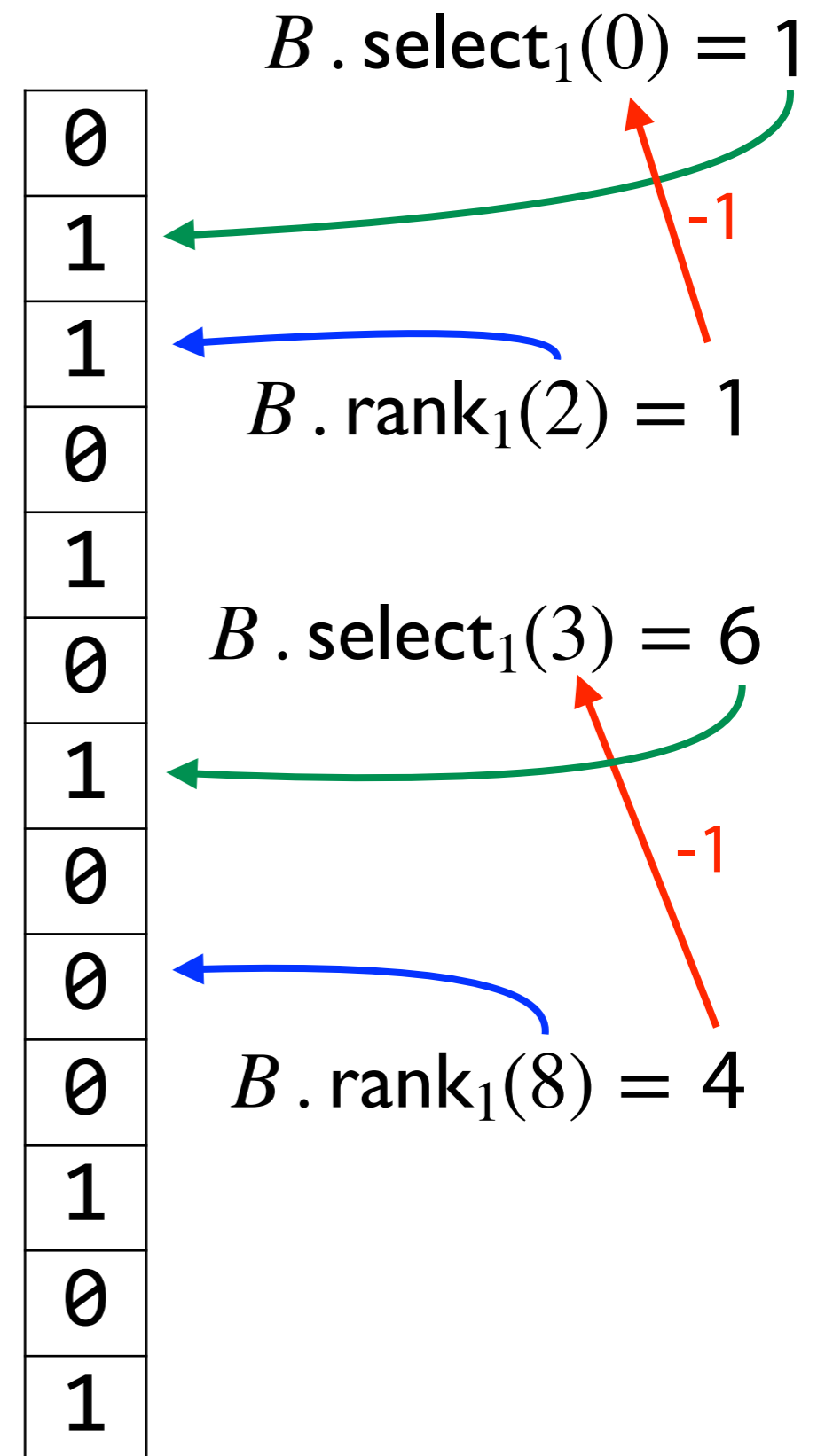
What does this do?

$$B . \text{select}_1(B . \text{rank}_1(i) - 1)$$

$$B . \text{rank}_1(i) = \sum_{j=0}^{i-1} B[j]$$

$$B . \text{select}_1(i) = \max\{ j \mid B . \text{rank}_1(j) = i \}$$

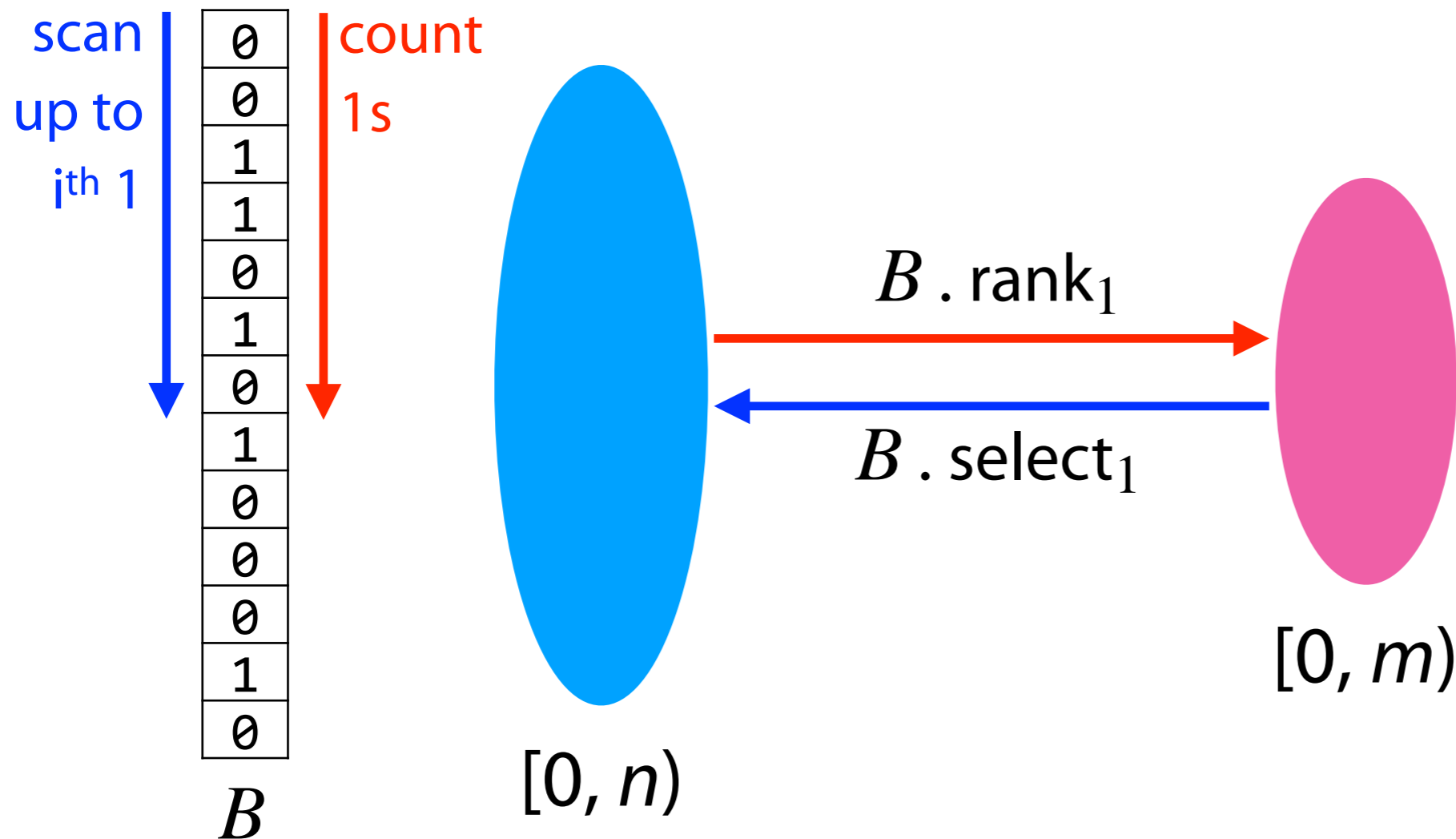
Gives offset of next-earliest set bit -- *predecessor*



# Bitvectors

How to implement  $B . \text{rank}_1$  &  $B . \text{select}_1$ ?

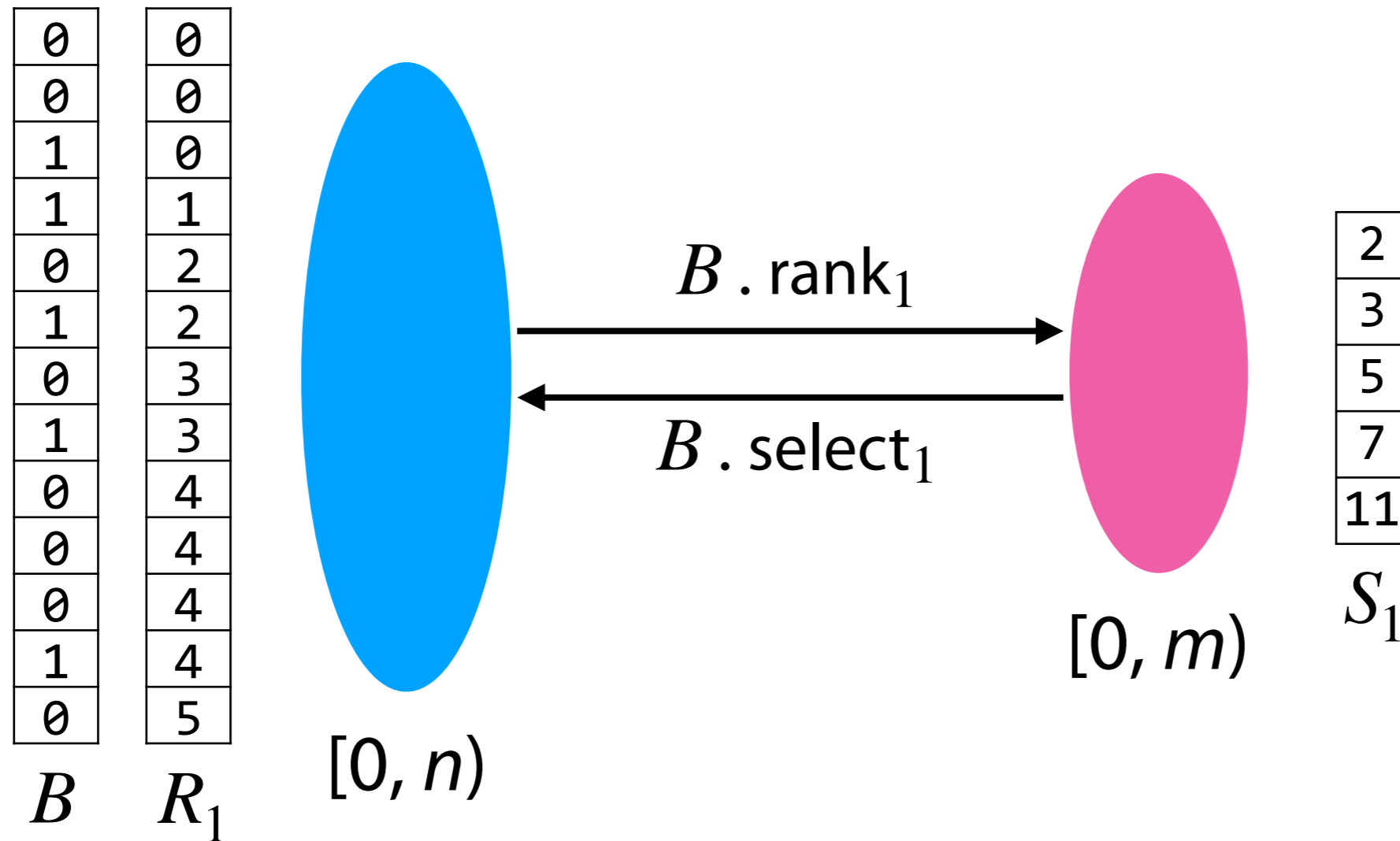
Idea 0: linear scans over  $B$



Can we be more efficient?

# Bitvectors

Idea 1: Pre-calculate all answers



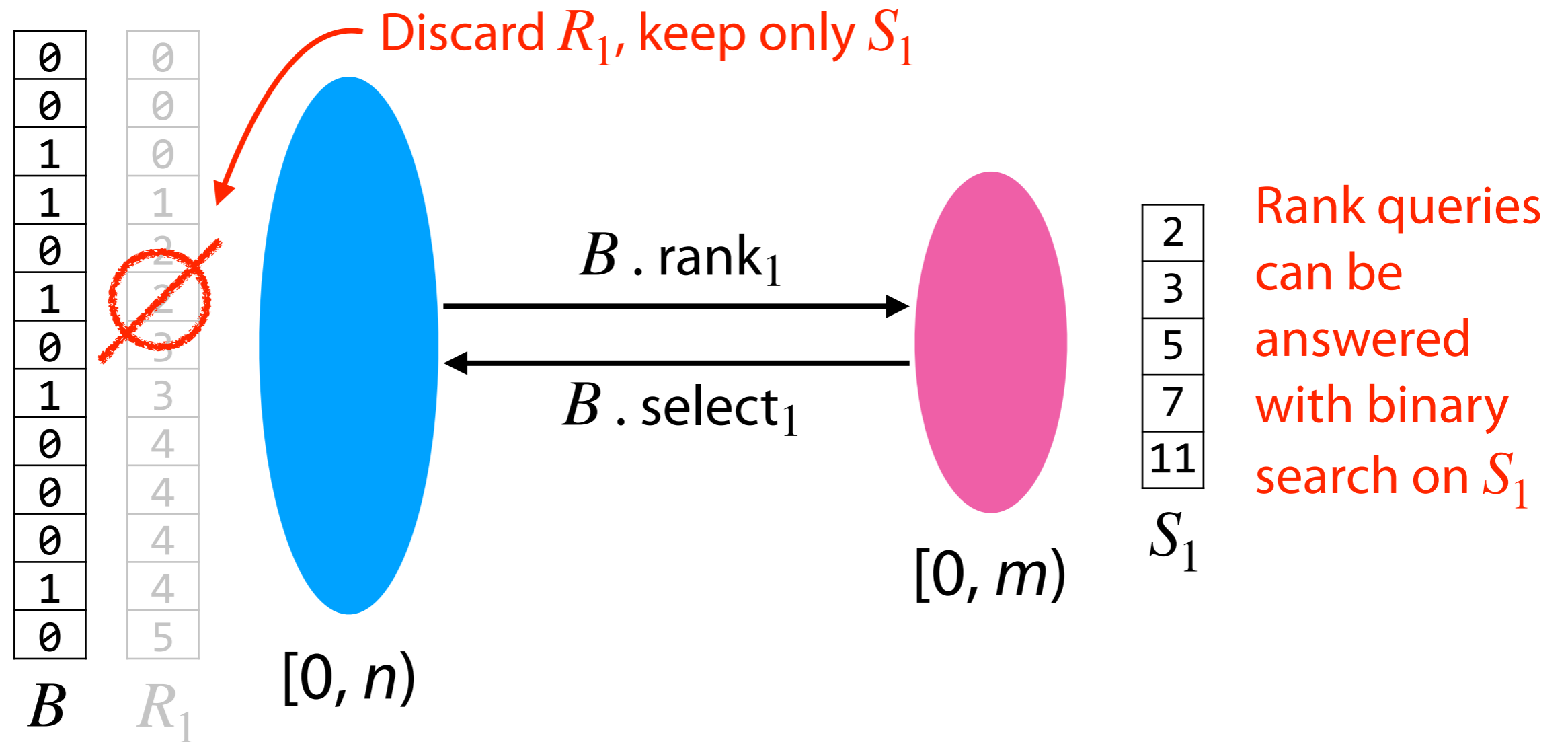
# Bitvectors

Idea 1: Pre-calculate all answers

	Time	Space (bits)	Note
$B . \text{access}$	$O(1)$	$n$	Lookup
$B . \text{select}_1$	$O(1)$	$O(m \log n)$	Pre-calculate $S_1$
$B . \text{rank}_1$	$O(1)$	$O(n \log m)$	Pre-calculate $R_1$

# Bitvectors

Idea 2: Pre-calculate all answers for  $B \cdot \text{select}_1$



$O(m \log n)$  bits.  $B \cdot \text{rank}_1$  is  $O(\log m)$  time.



# Bitvectors

Idea 2: Pre-calculate all answers for  $B$ .  $\text{select}_1$

	Time	Space (bits)	Note
$B$ . access	$O(1)$	$n$	Lookup
$B$ . $\text{select}_1$	$O(1)$	$O(m \log n)$	Pre-calculate $S_1$
$B$ . $\text{rank}_1$	$O(\log m)$	$O(m \log n)$	Binary search on $S_1$

# Bitvectors

Coming soon:

	Time	Space (bits)	Note
$B$ . access	$O(1)$	$n$	Lookup
$B$ . select <sub>1</sub>	$O(1)$	$\check{O}(n)$	? 🧚 🦄 🧚 ?
$B$ . rank <sub>1</sub>	$O(1)$	$\check{O}(n)$	? 🧚 🦄 🧚 ?