

Burrows-Wheeler Transform, part 1

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Burrows-Wheeler Transform

Rotations of a string:

b o n b o n

o n b o n b

Burrows-Wheeler Transform

Rotations of a string:

b o n b o n
o n b o n **b**
n b o n b o
b o n b o n
o n b o n b
n b o n b o
(etc)

b o n b o n
o n b o n b
n b o n b o
b o n b o n
o n b o n b
n b o n b o

(not necessarily distinct)

Burrows-Wheeler Transform

We know dictionary order:

as < ash and flower < flowers

For cases where no character "breaks the tie," i.e. where one string is a prefix of the other

We could have said ash < as and
flowers < flower; still a total order

Burrows-Wheeler Transform

Define new symbol \$ ("terminator"), to be alphabetically less than others:

bonbon\$

Enforces dictionary order and:

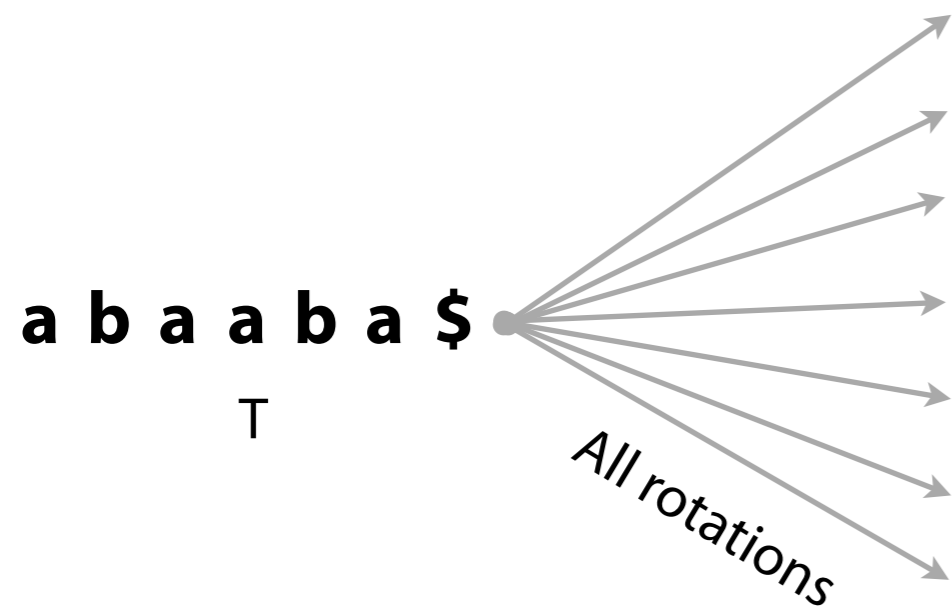
No suffix is a prefix of another suffix:

- bonbon\$
- onbon\$
- nbon\$
- bon\$
- on\$
- n\$
- \$

No two rotations are the same:

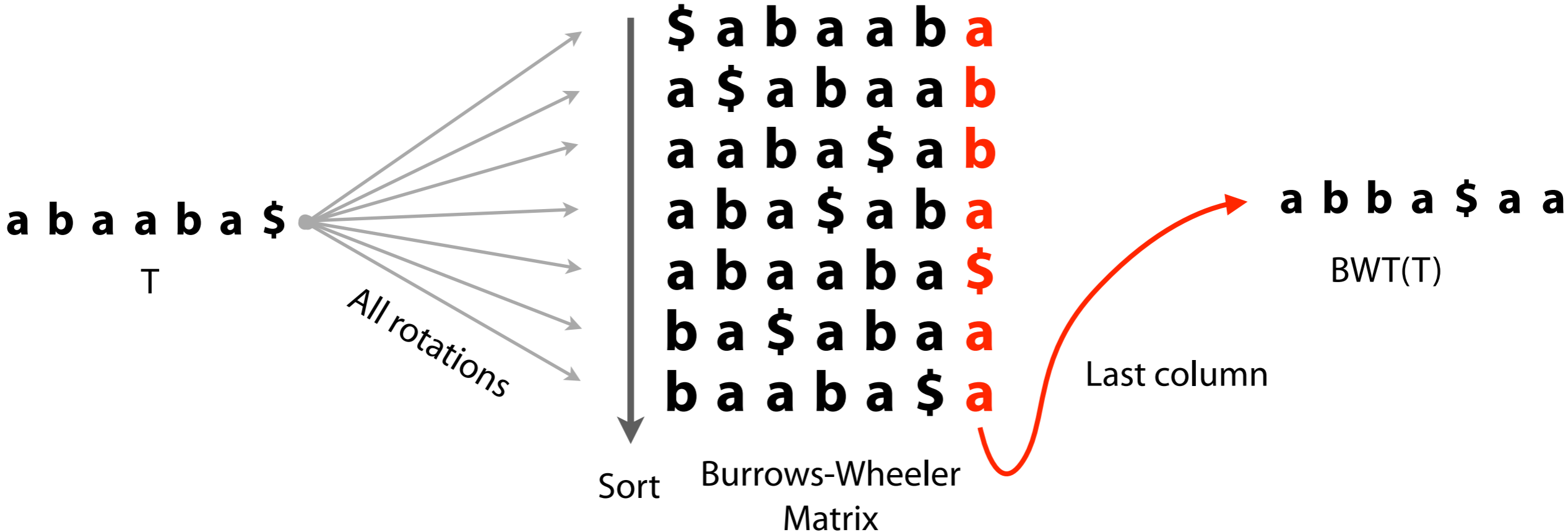
- bonbon\$
- \$bonbon
- n\$bonbo
- on\$bonb
- bon\$bon
- nbon\$bo
- onbon\$b

Burrows-Wheeler Transform



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



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

a b a a b a \$
T

\$ 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



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

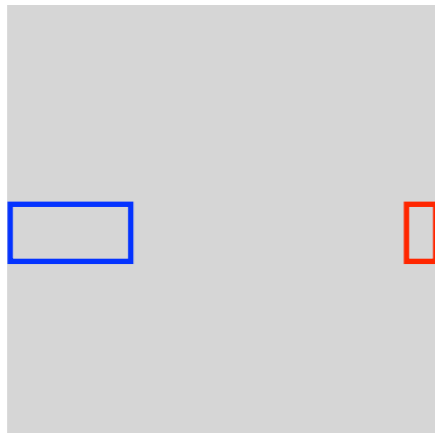
BWT

Right contexts

BWT(T) orders T's characters according to alphabetical order of right contexts in T

Burrows-Wheeler Transform

Ordered by *right-context*



Colors show what parts of matrix are shown on right

final char (L)	sorted rotations
a	n to decompress. It achieves compression
o	n to perform only comparisons to a depth
o	n transformation} This section describes
o	n transformation} We use the example and
o	n treats the right-hand side as the most
a	n tree for each 16 kbyte input block, enc
a	n tree in the output stream, then encodes
i	n turn, set \$L[i]\$ to be the
i	n turn, set \$R[i]\$ to the
o	n unusual data. Like the algorithm of Man
a	n use a single set of probabilities table
e	n using the positions of the suffixes in
i	n value at a given point in the vector \$R
e	n we present modifications that improve t
e	n when the block size is quite large. Ho
i	n which codes that have not been seen in
i	n with \$ch\$ appear in the {\em same order
i	n with \$ch\$. In our exam
o	n with Huffman or arithmetic coding. Bri
o	n with figures given by Bell~\cite{bell}.

Figure 1: Example of sorted rotations. Twenty consecutive rotations from the sorted list of rotations of a version of this paper are shown, together with the final character of each rotation.

Burrows-Wheeler Transform

Compression strategy:

- (a)** Get BWT(T)
- (b)** Partition by k -context
- (c)** H_0 encode partitions

Decompression strategy:

- (a)** H_0 decode partitions
- (b)** Concatenate partitions
- (c)** Reverse BWT(T) to get T

Space: H_0 code for each partition


TODO

BWT is a "compression booster"

Burrows-Wheeler Transform

Consider building a H_1 compressor for mississippi

\$mississippi	H_0
i\$mississipp	
ippi\$mississ	H_0
issippi\$miss	
ississippi\$m	
mississippi\$	H_0
pi\$mississip	H_0
ppi\$mississi	
sippi\$missis	
ssissippi\$mis	H_0
ssippi\$missi	
ssissippi\$mi	

$$\begin{aligned}
 H_1(T) &= (4/11) H_0(\text{pssm}) + (1/11) H_0(\text{i}) + \\
 &= (2/11) H_0(\text{pi}) + (4/11) H_0(\text{ssii})
 \end{aligned}$$

Burrows-Wheeler Transform

\$ m i s s i s s i p p i	H_0	
i \$ m i s s i s s i p p	H_0	
i p p i \$ m i s s i s s	H_0	
i s s i p p i \$ m i s s	H_0	
i s s i s s i p p i \$ m	H_0	
m i s s i s s i p p i \$	H_0	
p i \$ m i s s i s s i p	H_0	
p p i \$ m i s s i s s i	H_0	
s i p p i \$ m i s s i s	H_0	
s i s s i p p i \$ m i s	H_0	
s s i p p i \$ m i s s i	H_0	
s s i s s i p p i \$ m i	H_0	Overall: H_2

Obtain H_k code by applying H_0
code in each k -context chunk

Or just take chunks of fixed #
rows. Either way, **order is key**.