

Compressed q -gram Indexing for Highly Repetitive Biological Sequences

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Abstract—The study of compressed storage schemes for highly repetitive sequence collections has been recently boosted by the availability of cheaper sequencing technologies and the flood of data they promise to generate. Such a storage scheme may range from the simple goal of retrieving whole individual sequences to the more advanced one of providing fast searches in the collection. In this paper we study alternatives to implement a particularly popular index, namely, the one able of finding all the positions in the collection of substrings of fixed length (q -grams). We introduce two novel techniques and show they constitute practical alternatives to handle this scenario. They excell particularly in two cases: when q is small (up to 6), and when the collection is extremely repetitive (less than 0.01% mutations).

I. INTRODUCTION AND RELATED WORK

The sequencing of the whole Human Genome was a celebrated breakthrough. The goal was to obtain a *consensus* sequence accounting for the common parts of the genomes of all humans. Less than one decade later, DNA sequencing technologies have become so fast and cost-effective that sequencing *individual* genomes will soon become a common task [1], [2], [3]. Huge DNA collections are at the next corner.

The computational challenges posed by handling collections of thousands of genomes are formidable. In general, DNA and proteins are not compressible (beyond exploiting their small alphabet size) using classical methods [4]. Compression methods tailored for DNA, such as GenCompress [5], Biocompress [6], Fact [7], and GSCompress [8], have only moderate success. Fortunately, massive collections of *related* DNA sequences are *highly repetitive*. For example, two human genomes are 99.9% and even 99.99% similar. This makes them compressible.

Compressing and indexing those highly repetitive sequence collections, however, poses many challenges, as most of the current compression technology is not well prepared to deal with them. In practice, methods like those in `ppmdi`, `gzip` and `bzip2` will not take advantage of the repetitiveness because they search for repetitions in a bounded window of the text. Another less known member of the family, `p7zip`, uses a larger buffer and is very successful, yet unable to decompress individual sequences. Grammar-based compressors have a good chance to succeed, as long as the compression does not proceed by limited chunks. This is well illustrated by software `comrad`¹, which achieves good compression ratios and efficient extraction of individual sequences [9].

On the other hand, recent research [10] has shown that the current compressed-indexing technology is also not properly prepared to handle this high repetitiveness. However, they show that the BWT of highly repetitive collections contains long runs of identical symbols, which they successfully exploit to build extremely compact indices that are able not only to retrieve the individual sequences, but also to extract arbitrary subsequences of them, and to count and locate the number of occurrences of arbitrary strings in the collection.

A weak point of these BWT-based indices is that, although counting the number of occurrences of pattern substrings is fast, retrieving their positions in the collection is relatively slow. This is particularly noticeable when searching for short sequences, which have many occurrences. In turn, this is particularly unfortunate because the search for short sequences is an extremely popular task in Computational Biology. For example, all the techniques that build on analyzing K -mers require that kind of search. Another example is the approximate search of sequences for conserved regions, that is, subsequences that are sufficiently similar to a given pattern sequence. Such searches usually start by identifying areas where short pattern substrings appear, then they extract the sequence around those occurrences, and finally run a sequential approximate pattern matching algorithm on the spotted areas. This is how the popular BLAST tool² proceeds, for example.

In this paper we focus on providing compressed storage schemes for highly repetitive sequence collections, while providing efficient indexed search for substrings of a fixed length q . We study two widely different mechanisms.

The first method is inspired in a result [11] showing that a compressed q -gram index is more effective than the BWT-based self-indexes when searching for short patterns. We compress the sequences using a grammar-based compressor (Re-Pair [12]) and compress the lists of occurrences of each q -gram using Lempel-Ziv compression (more precisely, LZ77 [13]) after differentially encoding the positions. The rationale is that highly repetitive sequences will induce also repetitiveness in the sequences of relative positions where the q -grams occur.

The second method is inspired in a recent technique [14] to turn a grammar-based compressor into an index able not only to retrieve any part of the sequence, but also to locate patterns in the collection. We explain how to adapt the method to Re-

¹<http://www.cs.mu.oz.au/~kuruppu/comrad>

²<http://blast.ncbi.nlm.nih.gov/Blast.cgi>

Pair compression [12], and use it to search for the desired q -grams. The index is able to search for pattern strings of any length, and particularly effective on short ones.

Our experimental results show that both techniques are competitive with the state of the art in this particular scenario, where they offer practical alternatives to compress and index highly repetitive sequence collections. The q -gram index is unrivalled for $q \leq 6$, whereas the grammar-based index is unbeatable for collections with less than 0.01% of differences.

We use T to denote the text collection, which we represent as the concatenation of all the texts in the collection (using proper separators). We call N the total length, in symbols, of T . In general we will explain search operations for q -grams, yet we will also refer to them as a pattern P . We call occ the number of times the q -gram or P occurs in T .

II. A LEMPEL-ZIV COMPRESSED q -GRAM INDEX

A classical q -gram index is formed by a *vocabulary* comprising all the different substrings of length q in T , and for each of those q -grams, a *posting list* recording the positions in T where they appear, in increasing order. To reduce space, *block addressing* is used, that is, the text is divided into blocks of b characters and the posting lists mention only the distinct blocks where their q -gram appears.

A search for all the positions where a given q -gram appears proceeds as follows. First, the query is looked up in the vocabulary and its posting list is retrieved. Second, each block in the list is scanned using a sequential string matching algorithm, and the exact occurrences of the q -gram are reported. To ensure that q -grams overlapping blocks are correctly found, it is necessary to replicate the first $q - 1$ symbols of each block at the end of the previous block.

We choose binary search for the vocabulary lookup, and Horspool algorithm [15] for the sequential search of blocks, as it is usually a good choice for the typical range of pattern lengths q to search (4 to 12).

In order to further reduce the space, we compress both the q -gram index and the text with techniques tailored for highly repetitive sequences. As both decompress in linear time, we can already give the expected search time for a q -gram. The binary search time can be upper bounded by $O(q \log N)$, the decompression time for the posting list by $O(occ)$, and decompression and scanning of a block by $O(b)$. The average number of blocks, out of $n = \lceil N/b \rceil$, where any of the occ occurrences appear, is $(N/b)(1 - (1 - b/N)^{occ})$. Multiplied by the processing cost $O(b)$, we have the average time $O(N(1 - (1 - b/N)^{occ}))$, which in the worst case is bounded by $O(\min(b \cdot occ, N))$.

A. Compressing the Index

A customary way of compressing inverted indexes [16], which also applies to q -gram indexes, starts by differentially encoding the posting lists. Let $L_t = p_1 p_2 \dots p_\ell$ the list of blocks where q -gram t appears. Its differentially encoded version is $D_t = d_1 d_2 \dots d_\ell$, where $d_1 = p_1$ and $d_{i+1} = p_{i+1} - p_i$ for $1 \leq i < \ell$. Because $1 \leq p_i \leq n$, the

numbers d_i are smaller when ℓ is larger, that is, when the lists are longer. Hence a variable-length encoding technique that assigns shorter codewords to smaller numbers achieves compression especially on the longer lists.

In Natural Language, this technique takes advantage of the fact that some words are much more frequent than others [17], but not of the fact that a collection might be repetitive. We now modify the scheme to account for that scenario, which is the one of interest for us. Consider a sequence SXS , where string S appears twice. Let s_1, s_2, \dots, s_a be the occurrences of a given q -gram t in S , and x_1, x_2, \dots, x_b its occurrences in X . Then, a repetition of the sequence of numbers $(s_2 - s_1), (s_3 - s_2), \dots, (s_a - s_{a-1})$ appears in D_t thanks to the differential encoding. Because we wish to retrieve the whole list L_t from the beginning, any compression algorithm able to take advantage of long repetitions can be used. We choose LZ77 [13], as it is fast to decompress and can detect any repeated sequence seen in the past in order to compress the upcoming text. In particular, LZ77 would spend just $O(\log(a+b))$ bits to encode the second occurrence of $(s_2 - s_1), (s_3 - s_2), \dots, (s_a - s_{a-1})$ in D_t .

Several variable-length encoders emit codes of arbitrary numbers of bits. We opt instead for Vbyte encoding [18], which uses a variable number of whole bytes. Its advantages are that it decompresses fast and that the repetitions in D_t will show up as repeated sequences of bytes, which can be spotted by available LZ77 implementations.

Therefore, we transform each list L_t into D_t by writing the differences, then encode the numbers d_i using Vbyte encoding, and finally use LZ77 compression on the resulting list. Each posting list is compressed separately, so that it can be decompressed independently. As our LZ77 compressor we use `lzma` from the `p7zip` distribution (www.p7zip.org). If the resulting list compressed with `lzma` is longer than the uncompressed version, we represent the list using only Vbyte encoding. A bitmap marks which lists are `lzma`-compressed.

B. Compressing the Text

The text itself is also compressed, in such a way that repetitions are exploited and individual blocks can be efficiently decompressed. LZ77 compression is not suitable because we should compress each block separately in order to be able to independently decompress it.

We opt for a grammar-based compression algorithm, as in previous work [9]. These are strong enough to detect long-range repetitions in the text, and allow fast local decompression. In particular, we choose Re-Pair [12], which compresses and decompresses in linear time and offers good compression ratios on highly repetitive sequences.

Re-Pair operates as follows. (1) It finds the most common pair ab of characters in the sequence; (2) It creates a rule $A \rightarrow ab$, where A is a new (nonterminal) symbol; (3) It replaces all the occurrences of ab in the sequence by A ; (4) It iterates from step (1) until no pair appears twice. Note that newly created symbols A can be further replaced by other rules. The outcome of the algorithm is a set of rules \mathcal{D} and the final compressed

stream \mathcal{C} where no repeated pairs appear. Note that \mathcal{C} is a sequence of integers, not characters, as many nonterminals can be created. Compression, somewhat surprisingly, can be executed in linear time. Decompression is linear-time and very efficient in practice if we want to decompress a subsequence of \mathcal{C} : we recursively unroll each nonterminal of \mathcal{C} until reaching the terminals (i.e., the original characters).

In order to detect long-range repetitions and at the same time allow for isolated block decompression in an efficient way, we insert the special integer symbol $-i$ after the i -th block. As this symbol is unique, it cannot participate in any pair that appears twice, and thus Re-Pair will not create nonterminals that cross a block border. Those symbols will remain in sequence \mathcal{C} and will mark the limits of blocks. After executing Re-Pair, symbols $-i$ are removed from the sequence, and we set up an array of pointers to the beginning of each block in \mathcal{C} . These pointers are used to identify the area of \mathcal{C} that must be decompressed and then searched for the pattern.

The dictionary is stored as an array of pairs of integers.

III. A GRAMMAR-COMPRESSED SELF-INDEX

Instead of combining a compressed index with a text compression mechanism, we can opt for a *self-index*, which is a compressed index that is able to reproduce any text passage, and thus it replaces the text as well [19]. However, traditional self-indexes, as explained in the Introduction, are not well suited to compressing highly repetitive sequences.

Recent theoretical work [14] proposes a self-index technique for straight-line programs (SLPs), a restricted kind of grammar. This type of compression is very promising for highly repetitive sequences, and such a self-index could be competitive to retrieve q -grams from the collection.

Finding the smallest grammar that generates a given sequence is an NP-hard problem, so one must resort to good heuristics. We choose Re-Pair as a concrete instance of grammar-based compressor to apply, as it compresses in linear time and yields good results. Re-Pair does not generate exactly an SLP, so in the sequel we explain the self-indexing technique used for Re-Pair compression, including the practical decisions made during the implementation.

Recall that \mathcal{C} is the sequence resulting from applying Re-Pair to T , and \mathcal{D} is the set of n rules created during the process. We regard every terminal symbol as a rule that generates itself. All the rules generated by Re-Pair are of the form $X_i \rightarrow X_l X_r$, and no loops are allowed. We call $\mathcal{F}(X)$ the expansion of X into terminals, and $\mathcal{F}^{rev}(X)$ the corresponding reversed string (read backwards, not complemented).

A. Representing the Set of Rules

For representing the rules generated by Re-Pair, we use a *labeled binary relation* data structure (LBR) [14]. The LBR represents a binary relation \mathcal{R} between sets $A = [1, n]$ and $B = [1, n]$, where the labels are from the set $\mathcal{L} = [1, n]^3$. We refer to A as the rows of the binary relation and B as the

³This is a particular case of the original structure, which serves the purposes of this paper.

columns. The operations we require in this work, all of which are supported in $O(\log n)$ time per datum retrieved, are: $\mathcal{L}(a \in A, b \in B)$ returns the label associated to the pair $(a, b) \in \mathcal{R}$ or \perp if a is not related to b ; $R(a_1, a_2, b_1, b_2)$ retrieves the set of elements $(a, b) \in \mathcal{R}$ such that $a_1 \leq a \leq a_2$, $b_1 \leq b \leq b_2$; $\mathcal{L}(s)$ computes the set of pairs (a, b) related through label s .

The rules $X \rightarrow X_\ell X_r$ are seen as “ X_ℓ relates to X_r through label X ”. The rows are sorted by lexicographic order of \mathcal{F}^{rev} and the columns by lexicographic order of \mathcal{F} . We store the permutation π that maps from rows to columns, and also support mapping from columns to rows in $O(\log n)$ time [20]. The operations allow direct and reverse access to the rules in $O(\log n)$ time per element retrieved: $\mathcal{L}(l, r)$ returns j such that $X_j \rightarrow X_l X_r$ if any; $R(l_1, l_2, r_1, r_2)$ returns the set of right-hands $X_l X_r$ where $l_1 \leq l \leq l_2$ and $r_1 \leq r \leq r_2$; $\mathcal{L}(s)$ retrieves the pair (l, r) such that $X_s \rightarrow X_l X_r$.

The space required by the structure is $3n \log n + n \log N$ bits plus lower-order terms: $2n \log n$ for the binary relation, $n \log n$ for π , and $n \log N$ for the length of the phrases \mathcal{F} .

B. Searching for Primary Occurrences

We define the primary occurrences of a pattern $P = p_1 p_2 \dots p_q$ as those within symbols $X_i \rightarrow X_l X_r$ so that P spans from X_l to X_r . This means $\mathcal{F}(X_l) = \dots p_1 p_2 \dots p_j$ and $\mathcal{F}(X_r) = p_{j+1} \dots p_q \dots$. Once we find the primary occurrences, all the occurrences of the pattern can be retrieved by obtaining symbols that contain the primary occurrences. In other words, we track each primary occurrence inside X_i upwards through the parse forest⁴ defined by the rules, by recursively using $R(i, i, 1, n)$ and $R(1, n, \pi(i), \pi(i))$ and then $\mathcal{L}(a, b)$ on the resulting pairs (a, b) . We simultaneously track the position of the occurrence as we find it inside other nonterminals. This can be done in time $O(h \log n)$ per occurrence, at worst, where h is the height of the parse forest.

The search for the primary occurrences of a pattern P proceeds as follows. For every partition $P = P_l P_r$, we search for P_l^{rev} in the rows and for P_r in the columns using binary search (on \mathcal{F}^{rev} and \mathcal{F} , respectively; these strings are extracted on the fly for the comparisons). That determines the range of phrases ending with P_l and the ones starting with P_r . Using the general R query we retrieve the elements that combine those phrases, and thus contain the pattern as a primary occurrence. This takes $O((q + h) \log^2 n)$ time per partition, and has to be repeated $q - 1$ times, once per partition of P .

C. Locating the Occurrences in \mathcal{C}

Once we find all the occurrences inside every nonterminal, we have to track where each such symbol appears in \mathcal{C} , in order to obtain the actual occurrences in T .

In order to locate the occurrences of each relevant nonterminal we use *select* queries on \mathcal{C} : $select_{\mathcal{C}}(X, i)$ retrieves the i -th occurrence of X in \mathcal{C} . During our upward traversal carried out to propagate each primary occurrence, we call $select_{\mathcal{C}}(X, i)$ for $i = 1, 2, \dots$ until we retrieve all the occurrences of the

⁴Recall that the rules generated by Re-Pair do not constitute a complete grammar that generates T , but we have to expand each symbol of \mathcal{C} .

current nonterminal X , and then we continue with its parents. By representing \mathcal{C} , as a wavelet tree without pointers [21], operation *select* takes time $O(\log c \log n)$, where $c = |\mathcal{C}|$.

The only kind of occurrences remaining are those that appear when expanding more than one consecutive symbol in \mathcal{C} . For solving this, we create another binary relation, relating the n rules with the c positions in \mathcal{C} . If $\mathcal{C} = s_1 s_2 \dots s_c$, then we relate each s_i (sorted in lexicographic order of $\mathcal{F}^{rev}(s_i)$) with suffix $s_{i+1} \dots$ (sorted in lexicographic order of $\mathcal{F}(s_{i+1} \dots)$), with label i . Any occurrence of a pattern P starting at s_i and continuing at $s_{i+1} \dots$ can be obtained with a mechanism similar as before: first binary search for the range of rules whose string finishes with $p_1 \dots p_j$, then binary search for the range of suffixes of \mathcal{C} which string start with $p_{j+1} \dots p_q$, and then retrieve all the labels i from the intersection of both ranges in the binary relation. Those are the positions in \mathcal{C} where P occurs, shifted by j . This is done for each $1 \leq j < q$.

A simple sampling records the original position of every symbol $s_{i,\ell}$, for some sampling step ℓ . This permits converting from positions in \mathcal{C} to positions in the original sequence.

D. The Resulting Index

The self-index requires $c(\log n + \log c + (\log N)/s) + n(3\log n + \log N)$ bits plus sublinear terms. It finds the occ occurrences of any q -gram pattern in time $O(q(q+h)\log(c+n)\log n + occ\log n(h+\log c))$. We ensure $h = O(\log N)$ by running a *balanced* Re-Pair, where compression proceeds in rounds, such that symbols generated in a round can only be used in subsequent rounds [22]. A simplified running time upper bound is $O((q(q+\log N) + occ)\log N \log n)$.

Note that such a self-index is not built for any particular q , and thus it can search for any string. Yet, as we see in the experimental results, it performs best with small q values.

IV. EXPERIMENTAL RESULTS

We compared the space and time performance of our compressed indexing proposals against the state of the art, over several real-life and synthetic repetitive biological sequences.

Our machine is an Intel Core2Duo E6420@2.13Ghz, with 4GB of DDR2-800 RAM. It runs GNU/Linux, 64-bit Ubuntu 8.04 with kernel 2.6.24-24-generic. We compiled with gcc 4.2.4 and the option `-O9`.

The experimental setup is divided into three parts. First, we compare the best available compressors for repetitive DNA sequences. Second, we experiment on several alternative designs for the q -gram index. Third, we compare both compressed indexes and RLCSA [10], which is the state of the art. We use four real-life collections for the experiments.

The datasets used are *hemo*⁵ with 7,282,339 bases; *influ*⁶ composed of 78,041 sequences of *H. Influenzae* containing 112,640,397 bases; *para*⁷ with 27 sequences of *S. Paradoxus* adding up to 412,279,603 bases; and *cere*⁷ with 37 sequences of *S. Cerevisiae* comprising 428,118,842 bases.

We also use three synthetic 100MB collections over $\{A, C, G, T, N\}$, by taking the first 1,048,576 symbols of the DNA file in *PizzaChili* (<http://pizzachili.dcc.uchile.cl>), and repeating it 100 times. Collections *s001*, *s01*, and *s1*, are obtained by mutating a fraction 0.01%, 0.1%, and 1%, respectively, of the symbols. A mutation chooses a random position and changes it to the value of another random position of the initial sequence.

We express the compression ratio as the percentage of the compressed over uncompressed file size, assuming the original file uses one byte per base. This means that 25% compression can be achieved over $\{A, C, G, T\}$ files by simply using 2 bits per symbol. These four symbols are usually predominant, so it is not hard to get close to 25% on general DNA sequences.

A. Plain Compressors

We test the compression ratio achieved by plain DNA compressors. As most only handle alphabets $\{A, C, G, T\}$, we removed the 'N' symbols in this experiment. As explained in the Introduction, most DNA compressors are only mildly successful in improving compression further than 2 bits per symbol. There are, however, some that perform well on highly repetitive collections: *Comrad* [9], *XM* [23] and *dna2* [24].

Another renowned compressor, *DNACompress*, has not been included because it needs proprietary software *PatternHunter*. Others, such as *BioCompress* and *GenComp*, did not run on our long sequences. We have considered also general-purpose compressors that are well suited to highly repetitive sequences, such as *p7zip* (<http://www.p7zip.org>), a LZ77-based compressor; our own implementation of Re-Pair; and an implementation using a more compact representation for the dictionary, *Re-Pair-cr* [25]. We believe our coverage of compressors is sufficient to give a good perspective of the state of the art.

The table inside Fig. 3 gives the results. *Dna2* is the fastest compressor. On the other hand, *XM* achieves the best compression ratios, followed by *p7zip* and *dna2*. *Comrad* and *Re-Pair* compress less, arguably in exchange of their random-access ability (*Re-Pair* performs better on the more compressible sequences). We note that *Re-Pair* is the compressor we use for our compressed q -gram index, so it gives the base space consumption on top of which we add the compressed inverted lists. In the last column we include *SLP*, the size of our *Re-Pair*-based self-index. It takes much more space due to its ability to perform indexed searches.

The table confirms that the collections are highly compressible because they are highly repetitive. The least compressible is *hemo*, yet it is still well below the 25% barrier.

B. Study of the q -gram Index

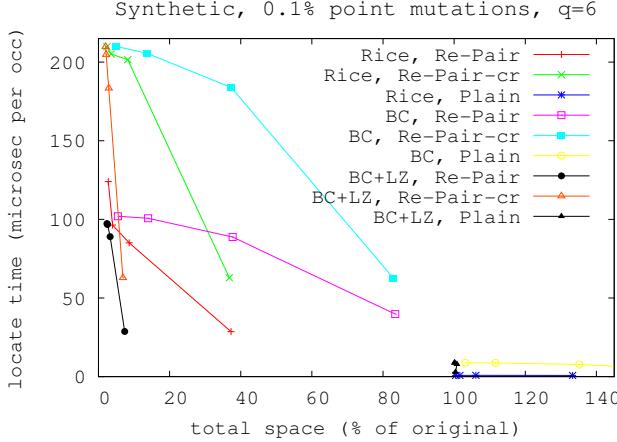
Compared to previous work on compressed inverted indexes [16] and compressed q -gram indexes [11], our compressed q -gram index has two novelties: (1) It compresses the text with block-aligned Re-Pair, so that the compression uses global repetitions but can decompress individual blocks (whereas in

⁵<http://srs.ebi.ac.uk/srsbin/cgi-bin/wgetz>

⁶<ftp://ftp.ncbi.nih.gov/genomes/INFLUENZA/>

⁷<http://www.sanger.ac.uk/Teams/Team71/durbin/sgrp>

Fig. 1. Space-time tradeoffs achieved by different implementations of the q -gram index.



natural language one can use natural-language-oriented compression [16], and on general sequences previous work simply does not compress the sequence [11]). (2) It compresses the differential lists with LZ77, which exploits high repetitiveness in the sequences (whereas previous work uses only variable-length coding of the differences [16], [11]).

We consider the 9 combinations of the alternatives of compressing (with Re-Pair or Re-Pair-cr) or not the sequences; and of compressing the inverted lists using Rice codes (one of the best variable-length encoders [16]), VByte codes [18] (BC, which compresses less but decompresses faster), and VByte codes followed by `lzma` compressor. We note that `lzma` spots only byte-aligned repetitions, so it cannot be successfully combined with Rice codes.

Fig. 1 shows the results on the synthetic sequence `s001`, with $q = 6$. The tradeoffs are achieved by using blocks of 1KB, 8KB, 32KB, and 128KB. We generate a unique set of 100 search patterns per collection, by extracting random substrings of length q from the collection. This is used consistently for all the indexes. The search time given is the average time over all the occurrences of all the patterns.

C. Comparison of Compressed Indexes

We compare our q -gram index of Section II using variants “BC+LZ, Re-Pair” (II, for “inverted index”), and “BC+LZ, Re-Pair-cr” (II-cr), our grammar-based index of Section III (SLP, for “straight-line program”), and the best previous index, based on run-length compressed suffix arrays (RLCSA [10]). The latter offers a space-time tradeoff given by a sampling parameter on the text.

Fig. 2 shows the result over the synthetic collections (the missing lines of II and II-cr fall well outside the plots). It can be seen that the II variants are extremely competitive for small $q = 4$ and $q = 6$, while for $q = 8$ both their space and time performance degrades sharply. For very repetitive sequences (`s0001`), the SLP alternative stands out as an excellent choice, offering good space performance for all q (indeed, the index does not depend on q), and good time

TABLE I
CONSTRUCTION SPACE AND TIME (IN SECONDS) FOR THE INDEXES.

Index	hemo	influ	cere
RLCSA	57MB	5.17	874MB 148
SLP	197MB	17.7	2.5GB 331
$q = 4$	125MB	25.5	1.6GB 296
$q = 8$	125MB	717.1	1.6GB 2,302
			3.5GB 1,004
			10.9GB 1,899
			6.8GB 1,104
			6.8GB 2,505

performance for medium $q \leq 8$. This deteriorates as we look for longer q -grams. The performance of RLCSA, instead, is largely independent of q , both in space (where, again, the index does not depend on q) and time. When the sequences become less repetitive (`s001` and `s01`), RLCSA takes over SLP in both space and time.

Fig. 3 gives the result on real-life collections. The results are roughly similar to those for `s001` and `s01`: II and II-cr are competitive for small $q \leq 6$, whereas RLCSA dominates SLP.

D. Construction Time and Space

Table I gives time and space required to build some instances of the indexes on three collections of different size. We remark that the construction is not optimized in our prototypes. Anyway, the required resources demonstrate that this is an important area for future work.

V. CONCLUSIONS

We have proposed two new compressed indexes specialized on searching short substrings (q -grams) on highly repetitive sequences. The first one (II) is particularly relevant for small q values ($q \leq 6$), whereas the other (SLP) stands out on extremely highly repetitive collections (as shown on synthetic data). The real collections we have found are not yet sufficiently repetitive for SLP to be competitive on those, but we expect its properties to become very relevant for the massive repetitive collections that are expected to appear in the next years. An existing approach [10] is still unbeatable when searching for longer strings. These techniques will make it possible to carry out BLAST-like sequence analyses on these huge collections, and are also directly usable on other q -gram-based indexed approximate sequence matching algorithms.

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Fig. 2. Comparison of compressed indexes over the synthetic collections.

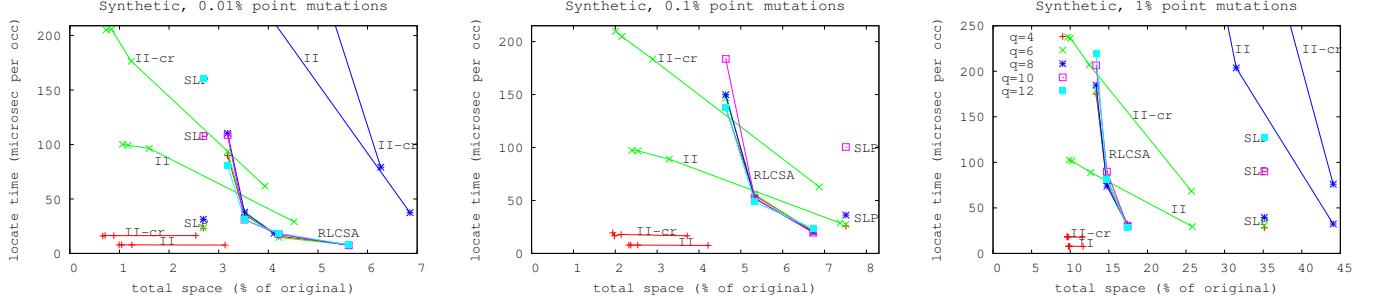
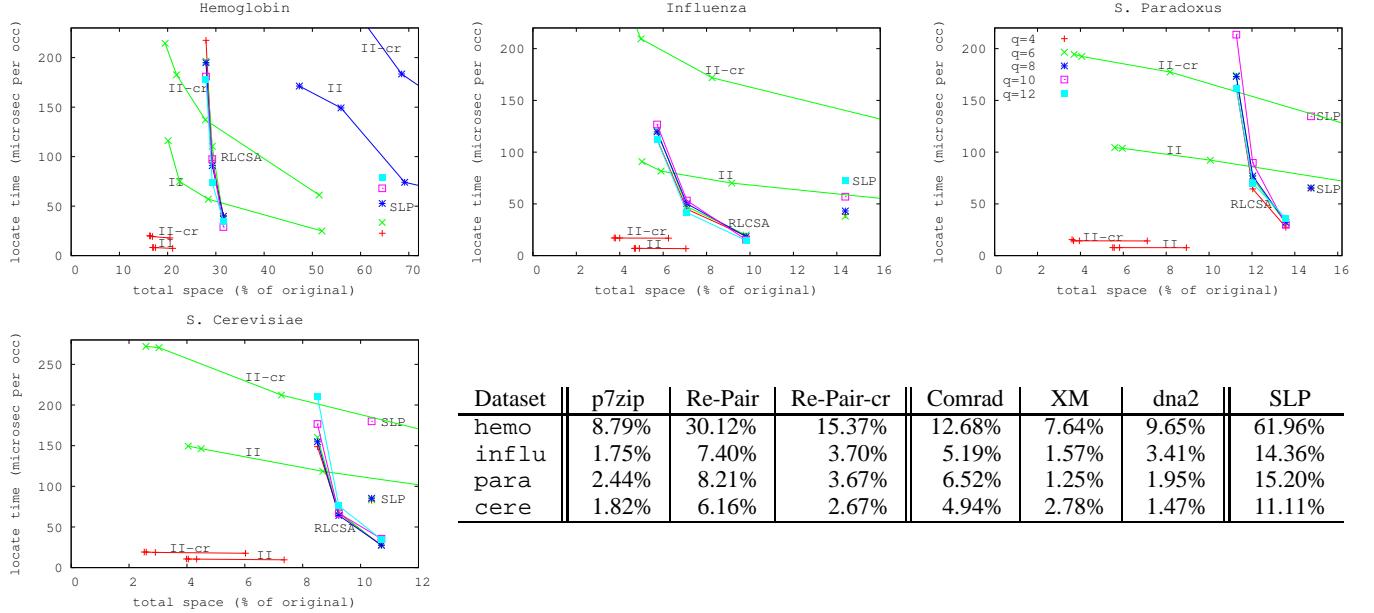


Fig. 3. Comparison of compressed indexes over the real collections. The table shows compression ratios on the 4-letter sequences. The groups are general-purpose compressors, DNA-specific compressors, and our self-index.



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