A Fully Compressed Pattern Matching Algorithm for Simple Collage Systems

Shunsuke Inenaga\textsuperscript{1}, Ayumi Shinohara\textsuperscript{2,3} and Masayuki Takeda\textsuperscript{2,3}

\textsuperscript{1} Department of Computer Science, P.O. Box 26 (Teollisuuskatu 23) FIN-00014 University of Helsinki, Finland
e-mail: inenaga@cs.helsinki.fi

\textsuperscript{2} Department of Informatics, Kyushu University 33, Fukuoka 812-8581, Japan
\textsuperscript{3} SORST, Japan Science and Technology Agency (JST)
e-mail: \{ayumi, takeda\}@i.kyushu-u.ac.jp

Abstract. We study the fully compressed pattern matching problem (FCPM problem): Given $T$ and $P$ which are descriptions of text $T$ and pattern $P$ respectively, find the occurrences of $P$ in $T$ without decompressing $T$ or $P$. This problem is rather challenging since patterns are also given in a compressed form. In this paper we present an FCPM algorithm for simple collage systems. Collage systems are a general framework that can represent various kinds of dictionary-based compressions, and simple collage systems are a subclass that includes LZW and LZ78 compressions. Collage systems are of the form $\langle D, S \rangle$, where $D$ is a dictionary and $S$ is a sequence of variables from $D$. Our FCPM algorithm performs in $O(\|D\|^2 + mn \log |S|)$ time, where $n = |T| = \|D\| + |S|$ and $m = |P|$. This is faster than the previous best result of $O(m^2 n^2)$ time.

Keywords: string processing, text compression, fully compressed pattern matching, collage systems, algorithm

1 Introduction

The pattern matching problem, which is the most fundamental problem in Stringology, is the following: Given text $T$ and pattern $P$, find the occurrences of $P$ in $T$. The compressed pattern matching problem (CPM problem) \cite{1} is a more challenging version of the above problem, where text $T$ is given in a compressed form $\tilde{T}$, and the aim is to find the pattern occurrences without decompressing $T$. This problem has been intensively studied for a variety of text compression schemes, e.g. \cite{2, 4, 3, 17}.

Classically, effectiveness of compression schemes was measured by only compression ratio and (de)compression speeds. As regards recent increasing demands for fast CPM, CPM speed has become another measurement. Shibata et al. \cite{21} proposed a CPM algorithm for byte-pair encoding (BPE) \cite{5} which is even faster than pattern matching in uncompressed texts. Though BPE is less effective in compression speed and ratio, BPE has gathered much attention due to its potential for fast CPM. Another good example is Manber’s text compression designed to achieve fast CPM \cite{15}. 
An ultimate extension of the CPM problem is the fully compressed pattern matching problem (FCPM problem) [9] where both text $T$ and pattern $P$ are given in a compressed form. We formalize this problem as follows: Given $T$ and $\mathcal{P}$ that are descriptions of text $T$ and pattern $P$ respectively, find the occurrences of $P$ in $T$ without decompressing $T$ or $\mathcal{P}$. Miyazaki et al. [18] presented an algorithm to solve the FCPM problem for straight line programs, in $O(m^2n^2)$ time using $O(mn)$ space, where $m = |\mathcal{P}|$ and $n = |T|$. We refer to [20] for more details of the FCPM problem.

Collage systems [10] are a general framework that enables us to capture the essence of CPM for various dictionary-based compressions. Dictionary-based compression generates a dictionary of repeating segments of a given string and in this way a compressed representation of the string is obtained. A collage system is a pair $\langle \mathcal{D}, \mathcal{S} \rangle$ where $\mathcal{D}$ is a dictionary and $\mathcal{S}$ is a sequence of variables from $\mathcal{D}$. Collage systems cover dictionary-based compressions such as LZ family [24, 22, 25, 23] and run-length encoding, as well as grammar-based compressions such as BPE [5], RE-PAIR [14], SEQUITUR [19], grammar transform [11, 13, 12], and straight line programs [9].

In this paper, we treat simple collage systems which are a subclass of collage systems. Simple collage systems include LZ78 [25] and LZW [23] compressions. Although simple collage systems in general give weaker compression, CPM on simple collage systems can be accelerated and thus they are still quite attractive [16].

We reveal another yet potential benefit of simple collage systems by proposing an efficient FCPM algorithm. The proposed algorithm runs in $O(\|\mathcal{D}\|^2 + mn \log |\mathcal{S}|)$ time using $O(\|\mathcal{D}\|^2 + mn)$ space. Although our algorithm requires more space than the algorithm of [18], ours is faster than that. It should also be mentioned that Gąsieniec and Rytter [7] addressed an FCPM algorithm running in $O((m+n)\log(m+n))$ time for LZW compression, but actually their algorithm explicitly decompresses part of $\mathcal{T}$ or $\mathcal{P}$ when the decompressed size does not exceed $n$. Hence their algorithm does not suit the FCPM problem setting where pattern matching without decompressing is required. On the other hand, the algorithm proposed in this paper permits us to solve the FCPM problem without any explicit decompression.

2 Preliminary

Let $\mathcal{N}$ be the set of natural numbers, and $\mathcal{N}^+$ be the set of positive integers. Let $\Sigma$ be a finite alphabet. An element of $\Sigma^*$ is called a string. The length of a string $T$ is denoted by $|T|$. The $i$-th character of a string $T$ is denoted by $T[i]$ for $1 \leq i \leq |T|$, and the substring of a string $T$ that begins at position $i$ and ends at position $j$ is denoted by $T[i:j]$ for $1 \leq i \leq j \leq |T|$. A period of a string $T$ is an integer $p$ ($1 \leq p \leq |T|$) such that $T[i] = T[i+p]$ for any $i = 1, 2, \ldots, |T| - p$.

Collage systems [10] are a general framework that enables us to capture the structure of different types of dictionary-based compressions. A collage system is a pair $\langle \mathcal{D}, \mathcal{S} \rangle$ such that $\mathcal{D}$ is a sequence of assignments

$$X_1 = expr_1, X_2 = expr_2, \ldots, X_h = expr_h,$$
where $X_k$ are variables and $expr_k$ are expressions of any of the form

\begin{align*}
  a & \quad \text{where } a \in (\Sigma \cup \varepsilon), \quad \text{(primitive assignment)} \\
  X_iX_j & \quad \text{where } i, j < k, \quad \text{(concatenation)} \\
  [j]X_i & \quad \text{where } i < k \text{ and } j \in \mathbb{N}^+, \quad \text{(prefix truncation)} \\
  X^{[j]} & \quad \text{where } i < k \text{ and } j \in \mathbb{N}^+, \quad \text{(suffix truncation)} \\
  (X_i)^{s} & \quad \text{where } i < k \text{ and } j \in \mathbb{N}^+, \quad \text{(repetition)}
\end{align*}

and $\mathcal{S}$ is a sequence of variables $X_{i_1}, X_{i_2}, \ldots, X_{i_s}$ obtained from $\mathcal{D}$. The size of $\mathcal{D}$ is $h$ and is denoted by $|\mathcal{D}|$, and the size of $\mathcal{S}$ is $s$ and is denoted by $|\mathcal{S}|$. The total size of the collage system $\langle \mathcal{D}, \mathcal{S} \rangle$ is $n = |\mathcal{D}| + |\mathcal{S}| = h + s$.

LZW [23] and LZ78 [25] compressions can be represented by the following collage systems:

**LZW.** $\mathcal{S} = X_{i_1}, X_{i_2}, \ldots, X_{i_s}$ and $\mathcal{D}$ is the following:

\[
  X_1 = a_1; \quad X_2 = a_2; \quad \ldots; \quad X_q = a_q; \\
  X_{q+1} = X_{i_1}X_{\sigma(i_2)}; \quad X_{q+2} = X_{i_2}X_{\sigma(i_3)}; \quad \ldots; \quad X_{q+s-1} = X_{i_{s-1}}X_{\sigma(i_s)},
\]

where the alphabet is $\Sigma = \{a_1, a_2, \ldots, a_q\}$, $1 \leq i_1 \leq q$, and $\sigma(j)$ denotes the integer $k$ ($1 \leq k \leq q$) such that $a_k$ is the first symbol of $X_j$.

**LZ78.** $\mathcal{S} = X_1, X_2, \ldots, X_s$ and $\mathcal{D}$ is the following:

\[
  X_0 = \varepsilon; \quad X_1 = X_{i_1}b_1; \quad X_2 = X_{i_2}b_2; \quad \ldots; \quad X_s = X_{i_s}b_s;
\]

where $b_j$ is a symbol in $\Sigma$.

We remark that LZW is a simplification of LZ78.

**Definition 1** A collage system is said to be regular if it contains primitive assignments and concatenations only. A regular collage system is said to be simple if, for any variable $X = X_{i}X_{r}$, $|X_{i}| = 1$ or $|X_{r}| = 1$.

Simple collage systems were first introduced by Matsumoto et al. [16]. LZW and LZ78 compressions are a simple collage system.

In this paper, we study the fully compressed pattern matching problem for simple collage systems. Given two simple collage systems that are the descriptions of text $T$ and pattern $P$, find all occurrences of $P$ in $T$. Namely, we compute the following set:

\[
  \text{Occ}(T, P) = \{ i \mid T[i : i + |P| - 1] = P \}.
\]

We emphasize that our goal is to solve this problem without decompressing either of the two simple collage systems. Our result is the following:

**Theorem 1** Given two simple collage systems $\langle \mathcal{D}, \mathcal{S} \rangle$ and $\langle \mathcal{D}', \mathcal{S}' \rangle$ that are the description of $T$ and $P$ respectively, $\text{Occ}(T, P)$ can be computed in $O(|\mathcal{D}|^2 + mn \log |\mathcal{S}|)$ time using $O(|\mathcal{D}|^2 + mn)$ space, where $n = |\mathcal{D}| + |\mathcal{S}|$ and $m = |\mathcal{D}'| + |\mathcal{S}'|$. 

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3 Overview of algorithm

3.1 Translation to straight line programs

Consider a regular collage system \( \langle D, S \rangle \). Note that \( S = X_1, X_2, \ldots, X_n \) can be translated in linear time to a sequence of assignments of size \( s \). For instance, \( S = X_1, X_2, X_3, X_4 \) can be rewritten to \( X_5 = X_1X_2; X_6 = X_5X_3; X_7 = X_6X_4 \), and \( S = X_7 \). Therefore, a regular collage system, which represents string \( T \in \Sigma^* \), can be seen as a context-free grammar of the Chomsky normal form that generates only \( T \). This means that regular collage systems correspond to straight line programs (SLPs) introduced in [9]. In the sequel, for string \( T \in \Sigma^* \), we denote the SLP representing \( T \). The size of \( T \) is denoted by \( \|T\| \), and \( \|T\| = \|D\| + |S| = h + s = n \).

Now we introduce simple straight line programs (SSLP) that correspond to simple collage systems.

**Definition 2** An SSLP \( T \) is a sequence of assignments such that

\[
X_1 = \text{expr}_1; \; X_2 = \text{expr}_2; \ldots; \; X_n = \text{expr}_n,
\]

where \( X_i \) are variables and \( \text{expr}_i \) are expressions of any of the form

\[
\begin{align*}
\text{a} & \quad \text{where } a \in \Sigma \quad \text{(primitive)}, \\
X_iX' & \quad \text{where } \ell < i \text{ and } X' = a \quad \text{(right simple)}, \\
X'X_r & \quad \text{where } r < i \text{ and } X' = a \quad \text{(left simple)}, \\
X_iX_r & \quad \text{where } \ell, r < i \quad \text{(complex)},
\end{align*}
\]

and \( T = X_n \). Moreover, each type of variable satisfies the following properties:

- For any right simple variable \( X_i = X_\ell X' \), \( X_\ell \) is either simple or primitive.
- For any left simple variable \( X_i = X'X_r \), \( X_r \) is either simple or primitive.
- For any complex variable \( X_i = X_\ell X_r \), \( X_r \) is either simple or primitive.

An example of an SSLP \( T \) for string \( T = \text{abaabababb} \) is as follows:

\[
X_1 = a, \; X_2 = b, \; X_3 = X_1X_2, \; X_4 = X_1X_3, \; X_5 = X_3X_1, \; X_6 = X_2X_2, \\
X_7 = X_3X_4, \; X_8 = X_7X_5, \; X_9 = X_8X_6,
\]

and \( T = X_9 \). See also Figure 1 that illustrates the derivation tree of \( T \). \( X_1 \) and \( X_2 \) are primitive variables, \( X_3, X_4 \) and \( X_5 \) and \( X_6 \) are simple variables, and \( X_7, X_8 \) and \( X_9 \) are complex variables.

For any simple collage system \( \langle D, S \rangle \), let \( T \) be its corresponding SLP. Let \( \|D\| = h \) and \( |S| = s \). Then the total number of primitive and simple variables in \( T \) is \( h \), and the number of complex variables in \( T \) is \( s \).

In the sequel, we consider computing \( \text{Occ}(T, P) \) for given SLPs \( T \) and \( P \). We use \( X \) and \( X_i \) for variables of \( T \), and \( Y \) and \( Y_j \) for variables of \( P \). When not confusing, \( X_i \) (\( Y_j \), respectively) also denotes the string derived from \( X_i \) (\( Y_j \), respectively). Let \( \|T\| = n \) and \( \|P\| = m \).

**Proposition 1** For any simple variable \( X \), \( |X| = \|X\| \), where \( \|X\| \) denotes the number of variables in \( X \).
3.2 Basic idea of algorithm

In this section, we show a basis of our algorithm that outputs a compact representation of \( \text{Occ}(T, P) \) for given SSLPs \( T, P \).

For strings \( X, Y \in \Sigma^* \) and integer \( k \in \mathcal{N} \), we define the set of all occurrences of \( Y \) that cover or touch the position \( k \) in \( X \) by

\[
\text{Occ}^\uparrow(X, Y, k) = \{ i \in \text{Occ}(X, Y) \mid k - |Y| \leq i \leq k \}.
\]

In the following, \([i, j]\) denotes the set \( \{i, i + 1, \ldots, j\} \) of consecutive integers. For a set \( U \) of integers and an integer \( k \), we denote \( U \oplus k = \{i + k \mid i \in U\} \) and \( U \ominus k = \{i - k \mid i \in U\} \).

**Observation 1** ([8]) For any strings \( X, Y \in \Sigma^* \) and integer \( k \in \mathcal{N} \),

\[
\text{Occ}^\uparrow(X, Y, k) = \text{Occ}(X, Y) \cap [k - |Y|, k].
\]

**Lemma 1** ([8]) For any strings \( X, Y \in \Sigma^* \) and integer \( k \in \mathcal{N} \), \( \text{Occ}^\uparrow(X, Y, k) \) forms a single arithmetic progression.

For positive integers \( p, d \in \mathcal{N}^+ \) and non-negative integer \( t \in \mathcal{N} \), we define \( \langle p, d, t \rangle = \{p + (i - 1)d \mid i \in [1, t]\} \). Note that \( t \) denotes the cardinality of the set \( \langle p, d, t \rangle \). By Lemma 1, \( \text{Occ}^\uparrow(X, Y, k) \) can be represented as the triple \( \langle p, d, t \rangle \) with the minimum element \( p \), the common difference \( d \), and the length \( t \) of the progression. By ‘computing \( \text{Occ}^\uparrow(X, Y, k) \)’, we mean to calculate the triple \( \langle p, d, t \rangle \) such that \( \langle p, d, t \rangle = \text{Occ}^\uparrow(X, Y, k) \).

**Observation 2** Assume each of sets \( A_1 \) and \( A_2 \) of integers forms a single arithmetic progression, and is represented by a triple \( \langle p, d, t \rangle \). Then, the union \( A_1 \cup A_2 \) can be computed in constant time.

**Lemma 2** ([8]) For strings \( X, Y \in \Sigma^* \) and integer \( k \in \mathcal{N} \), let \( \langle p, d, t \rangle = \text{Occ}^\uparrow(X, Y, k) \). If \( t \geq 1 \), then \( d \) is the shortest period of \( X[p : q + |Y| - 1] \) where \( q = p + (t - 1)d \).
Lemma 3 ([8]) For any strings $X, Y_1, Y_2 \in \Sigma^*$ and integers $k_1, k_2 \in \mathcal{N}$, the intersection $Occ^1(X, Y_1, k_1) \cap (Occ^1(X, Y_2, k_2) \oplus |Y_1|)$ can be computed in $O(1)$ time, provided that $Occ^1(X, Y_1, k_1)$ and $Occ^1(X, Y_2, k_2)$ are already computed.

For variables $X = X_tX_r$ and $Y$, we denote $Occ^\triangle(X, Y) = Occ^1(X, Y, |X_t| + 1)$.

The following observation is explained in Figure 2.

Observation 3 ([18]) For any variables $X = X_tX_r$ and $Y$,

$$Occ(X, Y) = Occ(X_t, Y) \cup Occ^\triangle(X, Y) \cup (Occ(X_r, Y) \oplus |X_t|).$$

Observation 3 implies that $Occ(X_n, Y)$ can be represented by a combination of

$$\{Occ^\triangle(X_i, Y)\}_{i=1}^n = Occ^\triangle(X_1, Y), Occ^\triangle(X_2, Y), \ldots, Occ^\triangle(X_n, Y).$$

Thus, the desired output $Occ(T, P) = Occ(X_n, Y_m)$ can be expressed as a combination of $\{Occ^\triangle(X_i, Y_m)\}_{i=1}^n$ that requires $O(n)$ space. Hereby, computing $Occ(T, P)$ is reduced to computing $Occ^\triangle(X_i, Y_m)$ for every $i = 1, 2, \ldots, n$. In computing each $Occ^\triangle(X_i, Y_j)$ recursively, the same set $Occ^\triangle(X_{i'}, Y_{j'})$ might repeatedly be referred to, for $i' < i$ and $j' < j$. Therefore we take the dynamic programming strategy.

We use an $m \times n$ table $App$ where each entry $App[i, j]$ at row $i$ and column $j$ stores the triple for $Occ^\triangle(X_i, Y_j)$. We compute each $App[i, j]$ in a bottom-up manner, for $i = 1, \ldots, n$ and $j = 1, \ldots, m$. In the following sections, we will show that the whole table $App$ can be computed in $O(h^2 + mn \log s)$ time using $O(h^2 + mn)$ space, where $h$ is the number of simple variables in $T$ and $s$ is the number of complex variables in $T$. This leads to the result of Theorem 1.

4 Details of algorithm

In this section, we show how to compute each $Occ^\triangle(X_i, Y_j)$ efficiently. Our result is as follows:

Lemma 4 For any variables $X_i$ of $T$ and $Y_j$ of $P$, $Occ^\triangle(X_i, Y_j)$ can be computed in $O(\log s)$ time, with extra $O(h^2 + mn)$ work time and space.
The key to prove this lemma is, given integer \( k \), to pre-compute \( \text{Occ}^\uparrow(X_{i'}, Y_{j'}, k) \) for any \( 1 \leq i' < i \) and \( 1 \leq j' < j \). In case that \( X \) is simple, we have the following lemma:

**Lemma 5** Let \( X \) be any simple variable of \( T \) and \( Y \) be any variable of \( P \). Given integer \( k \in \mathbb{N} \), \( \text{Occ}^\uparrow(X, Y, k) \) can be computed in \( O(1) \) time, with extra \( O(h^2 + mh) \) work time and space.

**Proof.** Let \( b = k - |Y| \) and \( e = k + |Y| - 1 \). Let \( X_b \) denote any descendant of \( X \) for which the beginning position of \( X_b \) in \( X \) is \( b \). Similarly, let \( X_e \) denote any descendant of \( X \) for which the ending position of \( X_e \) in \( X \) is \( e \). That is, \( X[|b| + 1 : b + |Y| - 1] \) = \( X_b \) and \( X[e - |X_e| : e] \) = \( X_e \).

(1) when \( |X_b| \geq |X_e| \). In this case we have

\[
\text{Occ}^\uparrow(X, Y, k) = \text{Occ}^\uparrow(X, Y, b + |Y|) = \text{Occ}^\uparrow(X_b, Y, |Y| + 1) \oplus (b - 1).
\]

(2) when \( |X_b| < |X_e| \). In this case we have

\[
\text{Occ}^\uparrow(X, Y, k) = \text{Occ}^\uparrow(X, Y, e - |Y| + 1) = \text{Occ}^\uparrow(X_e, Y, |Y| + |X_e| + 1) \oplus (e - |X_e|).
\]

Let us now consider how to compute \( \text{Occ}^\uparrow(X_b, Y, |Y| + 1) \) in case (1). \( \text{Occ}^\uparrow(X_e, Y, |Y| + |X_e| + 1) \) in case (2) can be computed similarly. Let \( X_b = X_e X_r \). Depending on the type of \( X_b \), we have the two following cases:

(i) when \( X_b \) is right simple (see Figure 3, left).

Let \( \langle p, d, t \rangle = \text{Occ}^\uparrow(X_e, Y, |Y| + 1) \).

\[
\text{Occ}^\uparrow(X_b, Y, |Y| + 1) = \begin{cases} 
\langle p, d', t + 1 \rangle & \text{if } |X_b| - |Y| + 1 \in \text{Occ}^\Delta(X_b, Y) \text{ and } |X_b| \leq 2|Y|, \\
\langle p, d, t \rangle & \text{otherwise},
\end{cases}
\]

where \( d' = \begin{cases} 
0 & \text{if } t = 0, \\
p - 1 & \text{if } t = 1, \\
d & \text{if } t > 1.
\end{cases} \)

(ii) when \( X_b \) is left simple (see Figure 3, right).

Let \( \langle p, d, t \rangle = \text{Occ}^\uparrow(X_r, Y, |Y| + 1) \).

- when \( t = 0 \).

\[
\text{Occ}^\uparrow(X_b, Y, |Y| + 1) = \begin{cases} 
\langle 1, 0, 1 \rangle & \text{if } 1 \in \text{Occ}^\Delta(X_b, Y), \\
\emptyset & \text{otherwise}.
\end{cases}
\]
Figure 3: Two cases for \( \text{Occ}^\uparrow(X_b, Y, |Y| + 1) \), where \( X_b = X_lX_r \). To the left is the case where \( |X_r| = 1 \), and to the right is the case where \( |X_l| = 1 \).

- when \( t \geq 1 \). Let \( q = p + (t - 1)d \).

\[
\text{Occ}^\uparrow(X_b, Y, |Y| + 1) = \begin{cases} 
\langle p + 1, d, t \rangle & \text{if } q < |Y| + 1 \text{ and } 1 \notin \text{Occ}^\Delta(X_b, Y), \\
\langle 1, d', t + 1 \rangle & \text{if } q < |Y| + 1 \text{ and } 1 \in \text{Occ}^\Delta(X_b, Y), \\
\langle p + 1, d, t - 1 \rangle & \text{if } q = |Y| + 1 \text{ and } 1 \notin \text{Occ}^\Delta(X_b, Y), \\
\langle 1, d', t \rangle & \text{if } q = |Y| + 1 \text{ and } 1 \in \text{Occ}^\Delta(X_b, Y),
\end{cases}
\]

where \( d' = \begin{cases} 
p & \text{if } t = 1, \\
d & \text{if } t > 1.
\end{cases} \)

Checking whether \( |Y| + 1 \in \text{Occ}^\Delta(X_b, Y) \) and whether \( 1 \in \text{Occ}^\Delta(X_b, Y) \) can be done in \( O(1) \) time since \( \text{Occ}^\Delta(X_b, Y) \) forms a single arithmetic progression by Lemma 1. We here take the dynamic programming strategy. We use an \( h \times m \) matrix \( R \) where each entry \( R[i, j] \) at row \( i \) and column \( j \) stores the triple representing \( \text{Occ}^\uparrow(X_i, Y_j, |Y_j| + 1) \). We compute each \( R[i, j] \) in a bottom-up manner, for \( i = 1, \ldots, h \) and \( j = 1, \ldots, m \). Each \( R[i, j] \) can be computed in \( O(1) \) time as shown above. Also, each \( R[i, j] \) requires \( O(1) \) space by Lemma 1. Hence we can construct the whole table \( R \) in \( O(mh) \) time and space.

Now we show that it is possible to find \( X_b \) in constant time after an \( O(h^2) \) time preprocessing. We use an \( h \times h \) matrix \( \text{Beg} \) in which each row \( i \) corresponds to simple variable \( X_i \), and each column \( j \) corresponds to each position \( j \) in \( X_i \). Each entry of the matrix stores the following information:

\[
\text{Beg}[i : j] = \begin{cases} 
X_j & \text{if } X_i[j : j + |X_j| - 1] = X_j \text{ for some } X_j, \\
\text{nil} & \text{otherwise.}
\end{cases}
\]

For our purpose, \( X_j \) can be any simple variable satisfying the condition. To be specific, however, we use the smallest possible variable as \( X_j \). By Proposition 1, for any simple variable \( X_i \) we have \( |X_i| = \|X_i\| \). Thus finding the smallest variable corresponding to each position in \( X_i \) is feasible in \( O(\|X_i\|) \) time in total. Therefore, matrix \( \text{Beg} \) can
be computed in $O(h^2)$ time and space. Once having these $B_e$ computed, for any position $b$ with respect to $X$, we can retrieve $X_b$ in constant time.

In total, the extra time and space requirement is $O(h^2 + mh)$. This completes the proof. □

As a counterpart to Lemma 5 with respect to simple variables, in case that $X$ is complex we have the following lemma:

**Lemma 6** Let $X$ be any complex variable of $T$ and $Y$ be any variable of $P$. Given integer $k \in \mathbb{N}$, $\text{Occ}^\uparrow(X, Y, k)$ can be computed in $O(\log s)$ time with extra $O(ms)$ work time and space.

To prove Lemma 6 above, we need to establish Lemma 7 and Lemma 8 below.

**Lemma 7** Let $X = X_\ell X_r$ be any complex variable of $T$ and let $Y$ be any variable of $P$. Assume $\text{Occ}^\uparrow(X_\ell, Y, |X_\ell| - |Y| + 1)$ and $\text{Occ}^\triangle(X, Y)$ are already computed. Then $\text{Occ}^\uparrow(X, Y, |X| - |Y| + 1)$ can be computed in $O(1)$ time, with extra $O(ms)$ work space.

**Proof.** Let $A = \text{Occ}^\uparrow(X, Y, |X| - |Y| + 1)$. Depending on the length of $X_r$ with respect to the length of $Y$, we have the following cases:

1. when $|X_r| \leq |Y|$ (Figure 4, left). In this case, it stands that:
   
   $$A = (\text{Occ}^\uparrow(X_\ell, Y, |X_\ell| - |Y| + 1) \cap [|X| - 2|Y| + 1, |X| - |Y| + 1]) \cup \text{Occ}^\triangle(X, Y).$$

2. when $|X_r| > |Y|$ (Figure 4, right). In this case, it stands that:
   
   $$A = (\text{Occ}^\triangle(X, Y) \cap [|X| - 2|Y| + 1, |X_\ell| + 1]) \cup \text{Occ}^\uparrow(X_r, Y, |X_r| - |Y| + 1).$$

Figure 4: Two cases for $\text{Occ}^\uparrow(X, Y, |X| - |Y| + 1)$. To the left is the case where $|X_r| \leq |Y|$, and to the right is the case where $|X_r| > |Y|$. 
Due to Lemma 5, $\text{Occ}^\downarrow(X_r, Y, |X_r| - |Y| + 1)$ of case (2) can be computed in constant time since $X_r$ is simple. By Lemma 1 and Observation 2 the union operations can be done in $O(1)$ time.

What remains is how to compute $\text{Occ}^\downarrow(X_\ell, Y, |X_\ell| - |Y| + 1)$ in case (1). We construct an $s \times m$ matrix where each entry at row $i$ and column $j$ stores the triple representing $\text{Occ}^\downarrow(X_i, Y_j, |X_i| - |Y_j| + 1)$ where $X_i$ is a complex variable. Using this matrix, $\text{Occ}^\downarrow(X_\ell, Y, |X_\ell| - |Y| + 1)$ of case (1) can be referred to in constant time. Each entry takes $O(1)$ space by Lemma 1, and thus the whole matrix requires $O(ms)$ space. This matrix can be constructed in $O(ms)$ time. 

For any complex variable $X = X_\ell X_r$, let $\text{range}(X)$ denote the range $[r_1, r_2]$ such that $T[r_1, r_2] = X_r$. It is clear that for each complex variable its range is uniquely determined, since each complex variable appears in $T$ exactly once.

**Lemma 8** Given integer $k \in \mathbb{N}$, we can retrieve in $O(\log s)$ time the complex variable $X$ such that $\text{range}(X) = [r_1, r_2]$ and $r_1 \leq k \leq r_2$, after a preprocessing taking $O(s)$ time and space.

**Proof.** We construct a balanced binary search tree where each node consists of a pair of a complex variable and its range. The sequence of complex variables $X_1, X_2, \ldots, X_s$ corresponds to $\text{range}(X_1), \text{range}(X_2), \ldots, \text{range}(X_s) = [1, |X_1|], [|X_1| + 1, |X_2|], \ldots, [|X_{s-1}| + 1, |X_s|]$. This means that the ranges are already sorted in decreasing order. Therefore, we can construct a balanced binary search tree in $O(s)$ time and space.

Given integer $k$, at each node of the balanced tree corresponding to some variable $X$, we examine whether $k \in \text{range}(X) = [r_1, r_2]$. If $r_1 \leq k \leq r_2$, $X$ is the desired variable. If $k < r_1$, we take the left edge of the node. If $k > r_2$, we take the right edge of the node. This way we can retrieve the desired complex variable in $O(\log s)$ time.

We are now ready to prove Lemma 6 as follows.

**Proof.** Let $A = \text{Occ}^\downarrow(X, Y, k)$. Let $X_\ell_1$ be the complex variable such that $k \in \text{range}(X_\ell_1)$, and let $X_\ell_1 = X_{\ell(\ell_1)} X_{r(\ell_1)}$. Let $X_\ell_2$ be the complex variable satisfying $k - |Y| \in \text{range}(X_\ell_2)$, and let $X_\ell_2 = X_{\ell(\ell_2)} X_{r(\ell_2)}$. There are the three following cases:

1. when $k - |Y| \geq |X_{\ell(\ell_1)}| + 1$ and $k + |Y| - 1 \leq |X_\ell_1|$ (Figure 5, left).
   In this case, we have $A = \text{Occ}^\downarrow(X_{\ell(\ell_1)}, Y, k) \oplus |X_{\ell(\ell_1)}|$.

2. when $k - |Y| < |X_{\ell(\ell_1)}| + 1$ and $k + |Y| - 1 \leq |X_\ell_1|$ (Figure 5, right).
   In this case, we have $A = (\text{Occ}^\downarrow(X_{\ell_1}, Y) \cap [k - |Y|, X_{\ell(\ell_1)} + 1]) \cup (\text{Occ}^\downarrow(X_{\ell(\ell_1)}, Y, k) \oplus |X_{\ell(\ell_1)}|)$.

3. when $k + |Y| - 1 > |X_\ell_1|$ (Figure 6).
   In this case, we have $A = (\text{Occ}^\downarrow(X_{\ell(\ell_2)}, Y, |X_{\ell(\ell_2)}| - |Y| + 1) \cap [k - |Y|, |X_{\ell(\ell_2)}| - |Y| + 1])$
   $\cup (\text{Occ}^\downarrow(X_{\ell_2}, Y) \cap [|X_{\ell(\ell_2)}| - |Y| + 1, k])$.

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Due to Lemma 8, $X_{\ell_1}$ and $X_{\ell_2}$ can be found in $O(\log s)$ time. Since $X_{r(\ell_1)}$ is simple, $Occ^\uparrow(X_{r(\ell_1)}, Y, k)$ of cases (1) and (2) can be computed in $O(1)$ time by Lemma 5. According to Lemma 7, $Occ^\uparrow(X_{\ell(\ell_2)}, Y, |X_{\ell(\ell_2)}| - |Y| + 1)$ of case (3) can be computed in $O(1)$ time. By Observation 2, the union operations can be done in $O(1)$ time. Thus, in any case $A = Occ^\uparrow(X, Y, k)$ can be computed in $O(\log s)$ time. By Lemma 7 and Lemma 8, the extra work time and space are $O(ms)$. This completes the proof. □

Now we have got Lemma 5 and Lemma 6 proved. Using these lemmas, we can prove Lemma 4 as follows:

Proof. Let $X_i = X_{\ell_i}X_r$ and $Y_j = Y_{\ell_i}Y_r$. Then, as seen in Figure 7, we have

$$Occ^\Delta(X_i, Y_j) = (Occ^\wedge(X_i, Y_\ell) \cap (Occ(X_r, Y_\ell) \oplus |X_{\ell_i} - |Y_{\ell_i}|) \cup (Occ(X_r, Y_\ell) \cap (Occ^\Delta(X_i, Y_r) \ominus |Y_{\ell_i}))).$$

Let $A = Occ^\Delta(X_i, Y_\ell) \cap (Occ(X_r, Y_\ell) \oplus |X_{\ell_i} \ominus |Y_{\ell_i} |)$ and $B = Occ(X_r, Y_\ell) \cap
Figure 7: \( k \in \text{Occ}^\Delta(X,Y) \) if and only if either \( k \in \text{Occ}^\Delta(X,Y_\ell) \) and \( k + |Y_\ell| \in \text{Occ}(X,Y_r) \) (left case), or \( k \in \text{Occ}(X,Y_\ell) \) and \( k + |Y_\ell| \in \text{Occ}^\Delta(X,Y_r) \) (right case).

\( (\text{Occ}^\Delta(X_1,Y_r) \oplus |Y_\ell|) \). Since \( \text{Occ}^\Delta(X_1,Y_j) \) forms a single arithmetic progression by Lemma 1, the union operation of \( A \cup B \) can be done in constant time. Therefore, the key is how to compute \( A \) and \( B \) efficiently.

Now we show how to compute set \( A \). Let \( z = |X_\ell| - |Y_\ell| \). Let \( \langle p_1, d_1, t_1 \rangle = \text{Occ}^\Delta(X_1,Y_\ell) \) and \( q_1 = p_1 + (t_1 - 1)d_1 \). Depending on the value of \( t_1 \), we have the following cases:

1. when \( t_1 = 0 \).
   In this case we have \( A = \emptyset \).

2. when \( t_1 = 1 \).
   In this case, \( \text{Occ}^\Delta(X_r,Y_\ell) = \{p_1\} \). It stands that
   \[
   A = \{p_1\} \cap (\text{Occ}(X_r,Y_r) \oplus z)
   = \{(p_1 - z) \cap \text{Occ}(X_r,Y_r) \oplus z\}
   = \{(p_1 - z) \cap |p_1 - z - |Y_\ell|, p_1 - z| \cap \text{Occ}(X_r,Y_r) \oplus z\}
   = \{(p_1 - z) \cap \text{Occ}^\triangledown(X_r,Y_r,p_1 - z) \oplus z\} \quad \text{(By Observation 1)}
   = \begin{cases} \{p_1\} & \text{if } p_1 - z \in \text{Occ}^\triangledown(X_r,Y_r,p_1 - z), \\ \emptyset & \text{otherwise.} \end{cases}
   \]
   Since \( X_r \) is simple, \( \text{Occ}^\triangledown(X_r,Y_r,p_1 - z) \) can be computed in constant time by Lemma 5. Checking whether \( p_1 - z \in \text{Occ}^\triangledown(X_r,Y_r,p_1 - z) \) or not can be done in constant time since \( \text{Occ}^\triangledown(X_r,Y_r,p_1 - z) \) forms a single arithmetic progression by Lemma 1.

3. when \( t_1 > 1 \).
   There are two sub-cases depending on the length of \( Y_r \) with respect to \( q_1 - p_1 = (t_1 - 1)d_1 \geq d_1 \), as follows.
   - when \( |Y_r| \geq q_1 - p_1 \) (see the left of Figure 8). By this assumption, we have
Figure 8: Long case (left) and short case (right).

$q_1 - |Y_r| \leq p_1$, which implies $[p_1, q_1] \subseteq [q_1 - |Y_r|, q_1]$. Thus

\[
A = \langle p_1, d_1, t_1 \rangle \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= ((p_1, d_1, t_1) \cap [p_1, q_1]) \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= (\langle p_1, d_1, t_1 \rangle \cap [q_1 - |Y_r|, q_1]) \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= \langle p_1, d_1, t_1 \rangle \cap ([q_1 - |Y_r|, t_1] \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= \langle p_1, d_1, t_1 \rangle \cap (\text{Occ}(X_r, Y_r, q_1 - z) \oplus z),
\]

where the last equality is due to Observation 1. Since $X_r$ is simple, due to Lemma 5, $\text{Occ}^\dagger(X_r, Y_r, q_1 - z)$ can be computed in $O(1)$ time. By Lemma 3, $\langle p_1, d_1, t_1 \rangle \cap (\text{Occ}^\dagger(X_r, Y_r, q_1 - z) \ominus |Y_r|)$ can be computed in constant time.

- when $|Y_r| < q_1 - p_1$ (see the right of Figure 8). The basic idea is the same as the previous case, but computing $\text{Occ}^\dagger(X_r, Y_r, q_1 - z)$ is not enough, since $|Y_r|$ is ‘too short’. However, we can fill up the gap as follows.

\[
A = \langle p_1, d_1, t_1 \rangle \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= ((p_1, d_1, t_1) \cap [p_1, q_1]) \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= ((p_1, d_1, t_1) \cap [q_1 - |Y_r|, q_1]) \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= \langle p_1, d_1, t_1 \rangle \cap ((|q_1 - |Y_r| - z, q_1 - z] \cap (\text{Occ}(X_r, Y_r) \oplus z) \\
= \langle p_1, d_1, t_1 \rangle \cap (\text{Occ}^\dagger(X_r, Y_r, q_1 - z) \oplus z),
\]

where $S = [p_1 - z, q_1 - z - |Y_r| - 1] \cap \text{Occ}(X_r, Y_r)$.

By Lemma 2, $d_1$ is the shortest period of $X_r[p_1 : q_1 + |Y_r| - 1]$. For this string, we have

\[
X_r[p_1 : q_1 + |Y_r| - 1] \\
= X_r[p_1 : |X_r|]X_r[1 : q_1 + |Y_r| - 1 - |X_r|] \\
= X_r[p_1 : |X_r|]X_r[1 : q_1 - z - 1] \\
= X_r[p_1 : |X_r|]X_r[1 : p_1 - z - 1 |X_r[p_1 - z : q_1 - z - 1] \\
= X_r[p_1 : p_1 + |Y_r| - 1]X_r[p_1 - z : q_1 - z - 1].
\]

Therefore, $X_r[p_1 - z : q_1 - z - 1] = u^{d_1}$ where $u$ is the suffix of $Y_r$ of length $d_1$. Thus,

\[
S = \begin{cases} 
\langle p_1 - z, d_1, t' \rangle & \text{if } p_1 - z \in \text{Occ}(X_r, Y_r), \\
\emptyset & \text{otherwise},
\end{cases}
\]
where \( t' \) is the maximum integer satisfying \( p_1 - z + (t' - 1)d_1 \leq q_1 - z - |Y_r| - 1 \). According to Observation 2, the union operation of \( S \cup \text{Occ}^{\Delta}(X_r, Y_r, q_1 - z) \) can be done in constant time in both cases. By Observation 1, checking whether \( p_1 - z \in \text{Occ}(X_r, Y_r) \) or not can be reduced to checking if \( p_1 - z \in \text{Occ}^{\Delta}(X_r, Y_r, p_1 - z) \). Since \( X_r \) is simple, it can be done in \( O(1) \) time by Lemma 1 and Lemma 5. Finally, the intersection operation can be done in constant time by Lemma 3.

Therefore, in any case we can compute \( A \) in constant time.

Now we consider computing \( B = \text{Occ}(X_t, Y_t) \cap (\text{Occ}^{\Delta}(X_t, Y_t) \oplus |Y_t|) \). Let \( \langle p_2, d_2, t_2 \rangle = \text{Occ}^{\Delta}(X_t, Y_t) \). We now have to consider how to compute \( \text{Occ}^{\Delta}(X_t, Y_t, p_2 - |Y_t|) \) efficiently. When \( X_t \) is simple, we can use the same strategy as computing \( A \). In case where \( X_t \) is complex, \( \text{Occ}^{\Delta}(X_t, Y_t, p_2 - |Y_t|) \) can be computed in \( O(\log s) \) time by Lemma 6.

Due to Lemma 5 and Lemma 6, the total extra work time and space are \( O(h^2 + mh) + O(ms) = O(h^2 + m(h + s)) = O(h^2 + mn) \). This completes the proof. \[ \square \]

We have proven that each \( \text{Occ}^{\Delta}(X, Y) \) can be computed in \( O(\log s) \) time with extra \( O(h^2 + mn) \) work time and space. Thus, the whole time complexity is \( O(h^2 + mn) + O(mn \log s) = O(h^2 + mn \log s) \), and the whole space complexity is \( O(h^2 + mn) \). This leads to the result of Theorem 1.

5 Conclusions

Miyazaki et al. [18] presented an algorithm to solve the FCPM problem for straight line programs in \( O(m^2n^2) \) time and with \( O(mn) \) space. Since simple collage systems can be translated to straight line programs, their algorithm gives us an \( O(m^2n^2) \) time solution to the FCPM problem for simple collage systems. In this paper we developed an FCPM algorithm for simple collage systems which runs in \( O(\|D\|^2 + mn \log |S|) \) time using \( O(\|D\|^2 + mn) \) space. Since \( n = \|D\| + |S| \), the proposed algorithm is faster than that of [18] which runs in \( O(m^2n^2) \) time.

An interesting extension of this research is to consider the FCPM problem for composition systems [24]. Composition systems can be seen as collage systems without repetitions. Since it is known that LZ77 compression can be translated into a composition system of size \( O(n \log n) \), an efficient FCPM algorithm for composition systems would lead to a better solution for the FCPM problem with LZ77 compression. We remark that the only known FCPM algorithm for LZ77 compression takes \( O((n + m)^3) \) time [6], which is still very far from desired optimal time complexity.

References


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