

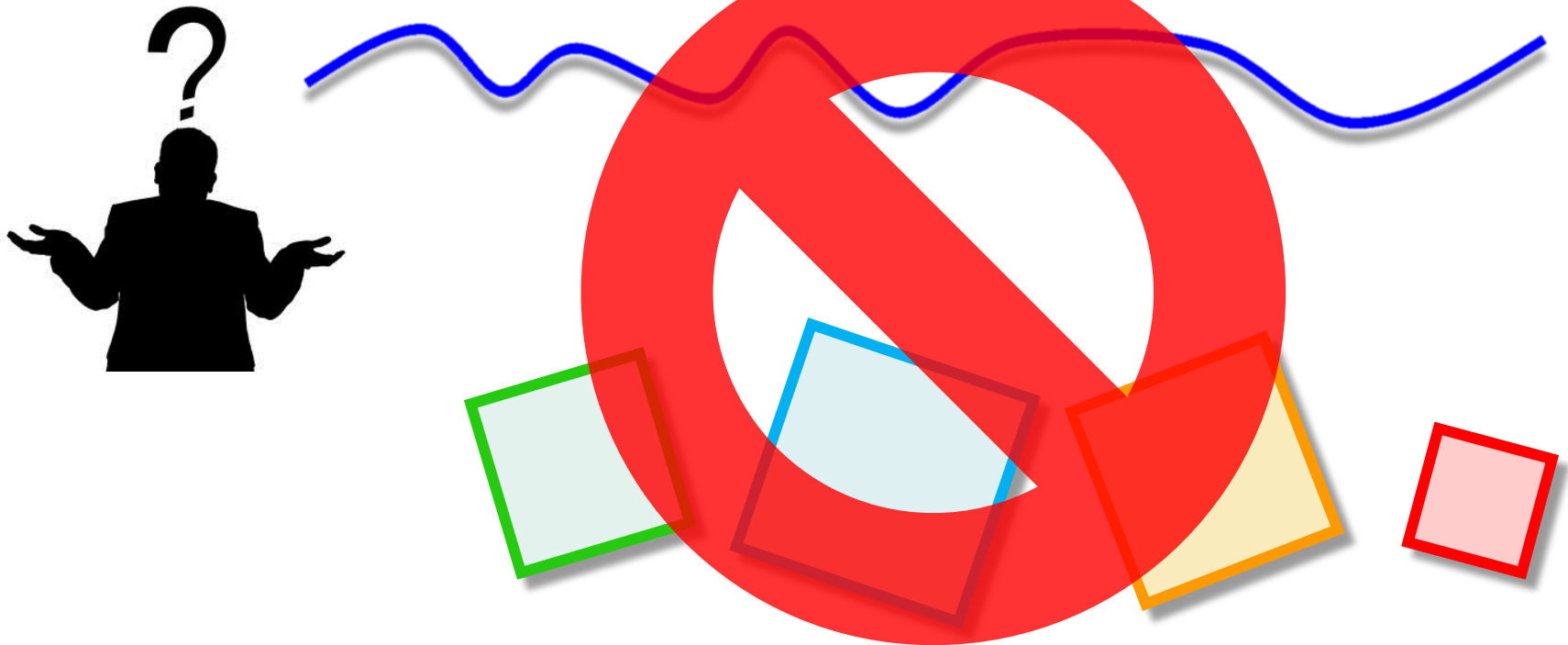
# Factorizing a string into squares in linear time

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# From string to squares?

- In this presentation, I talk about decomposition of a *string* into *squares*.



# Squares (as strings!)




□ “Our square” is a string of form  $xx$ .

◆ aabaab  


◆ abababab  


◆ ababaababa  


# Primitively rooted squares

- A square  $xx$  is called a *primitively rooted square* if its root  $x$  is primitive (i.e.,  $x \neq y^k$  for any string  $y$  and integer  $k$ ).
- ◆ **aabaab** : primitively rooted square  

- ◆ **abababab** : not primitively rooted square  

- ◆ **ababaababa** : primitively rooted square  


# Our problem

- Determine whether a given string can be factorized into a sequence of squares. If the answer is yes, then compute one of such factorizations.

E.g.)

- ◆ aabaabaaaaaa → Yes
  - (aabaab, aaaaaa),
  - (aabaab, aaaa, aa),
  - (aa, baabaa, aa, aa), and so on.
- ◆ aabaabbbab → No

# Previous work

Times for computing square factorization

	[Dumitran et al., 2015]
A sq. factor.	$O(n \log n)$

- $n$  is the length of the input string.

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A sq. factor.	$O(n \log n)$
Largest sq. factor.	$O(n \log n)$

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# Our contribution

Times for computing square factorization

	[Dumitran et al., 2015]	Our solutions
A sq. factor.	$O(n \log n)$	$O(n)$
Largest sq. factor.	$O(n \log n)$	$O(n + (n \log^2 n) / \omega)$
Smallest sq. factor.	—	$O(n \log n)$

- $n$  is the length of the input string.
- Our results for arbitrary/largest square factorizations are valid on word RAM with word size  $\omega = \Omega(\log n)$ .



# Our contribution

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# Simple observation

- Every square is of even length.
- Thus, if string  $w$  has a square factorization, then  $w$  also has a square factorization which consists *only of primitively rooted squares*.

E.g.)

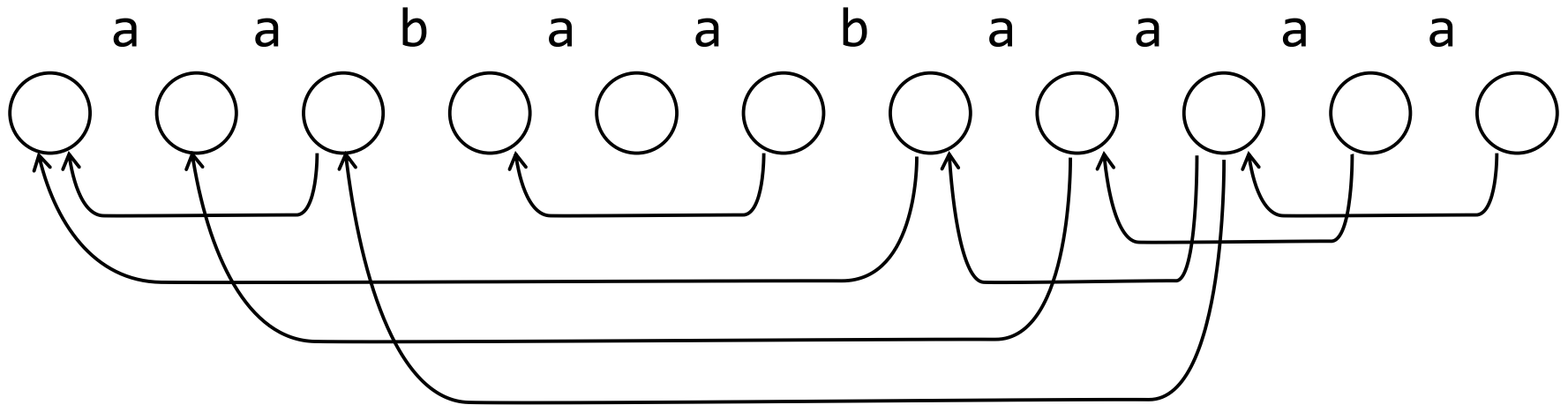
- ◆ aaaaaa | abababab
- ◆ aa | aa | aa | abab | abab

# # of primitively rooted squares

- Any string of length  $n$  contains  $O(n \log n)$  primitively rooted squares [Crochemore & Rytter, 1995].
- The simple observation + the above lemma lead to a natural DP approach which computes a square factorization in  $O(n \log n)$  time.

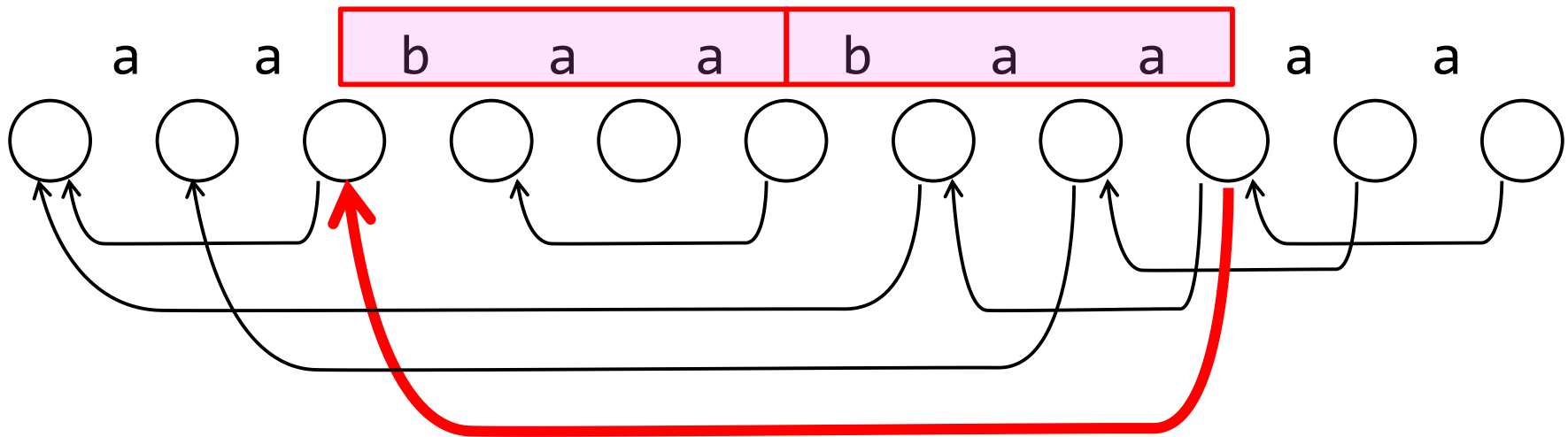
# Dumitran et al.'s algorithm

- Consider the following DAG  $G$  for string  $w$ :
  - ◆ There are  $n+1$  nodes.
  - ◆ There is a directed edge  $(e+1, b)$  in  $G$ .  $\Leftrightarrow$  Substring  $w[b..e]$  is a primitively rooted square.



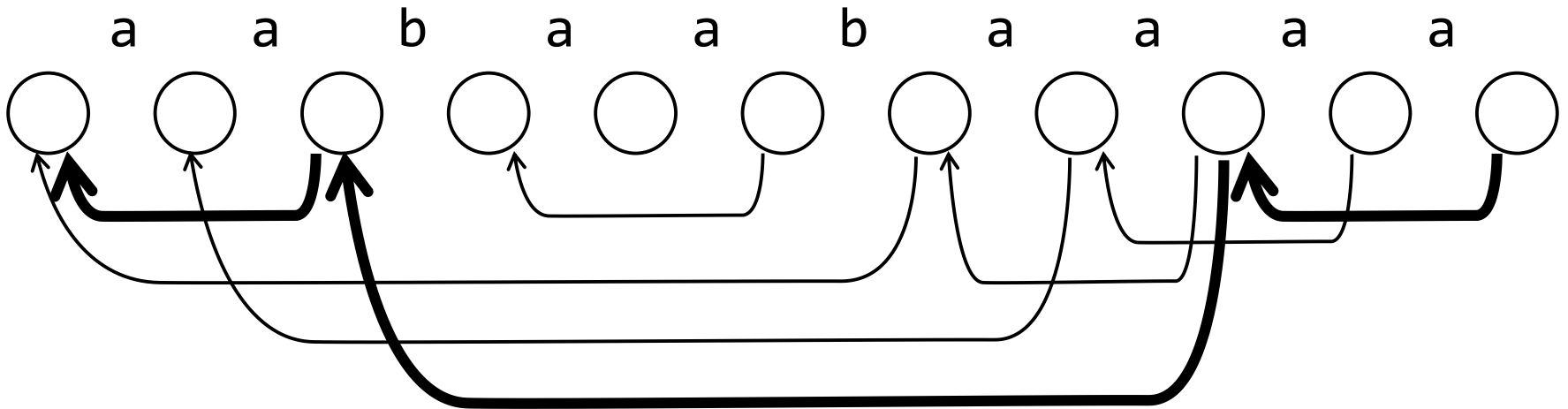
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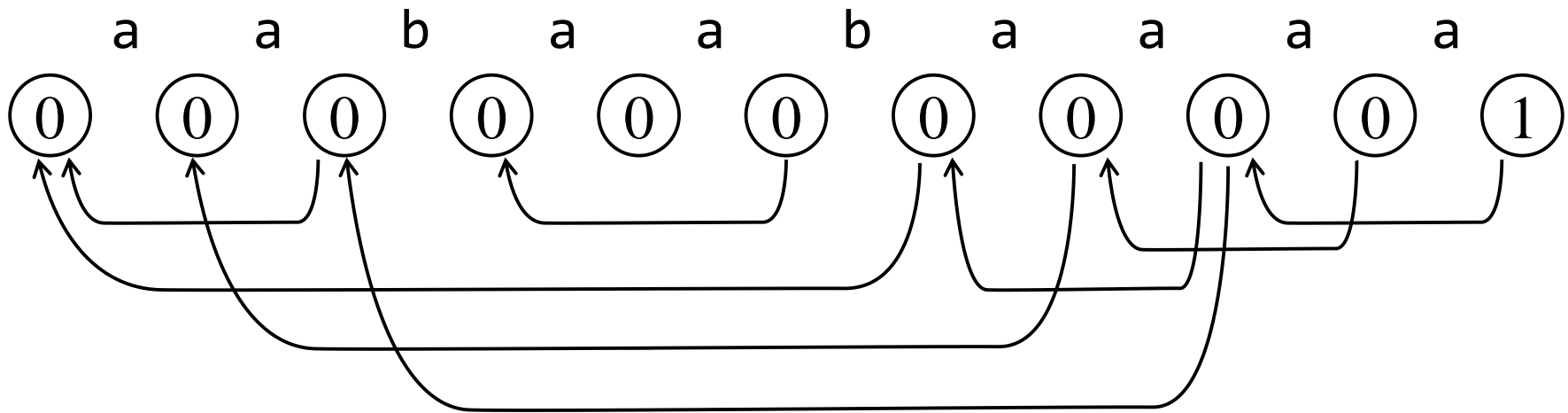


# Dumitran et al.'s algorithm

- DAG  $G$  has a path from the rightmost node to the leftmost node.  
⇔ There is a square factorization of  $w$ .



# Dumitran et al.'s algorithm

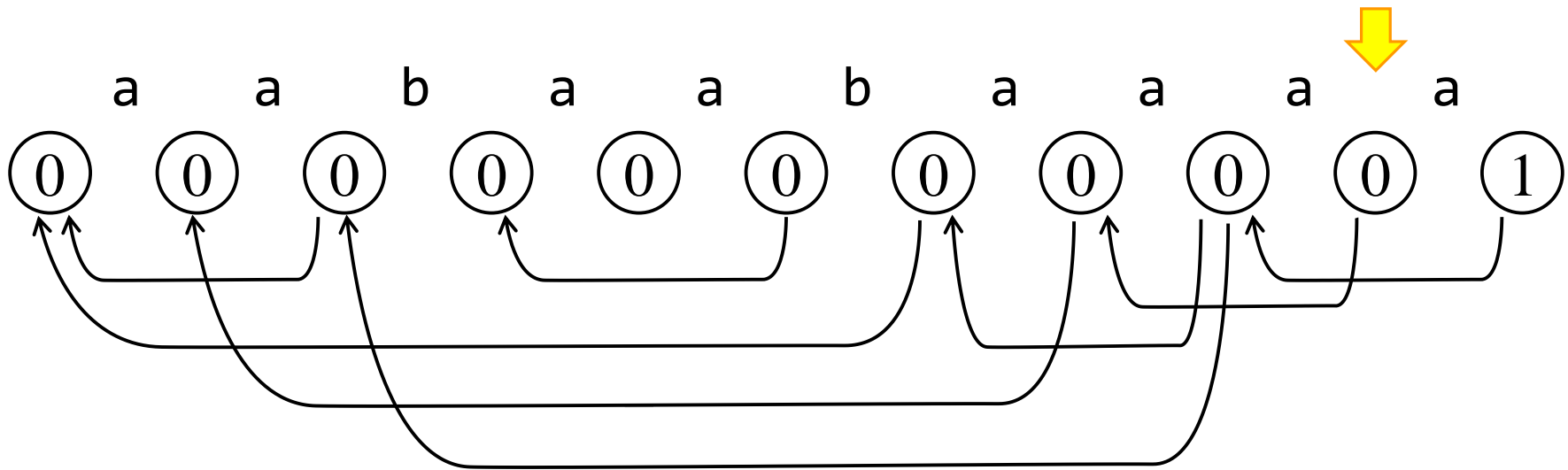


- The rightmost node is associated with a 1.
- Initially, all the other nodes are associated with 0's.



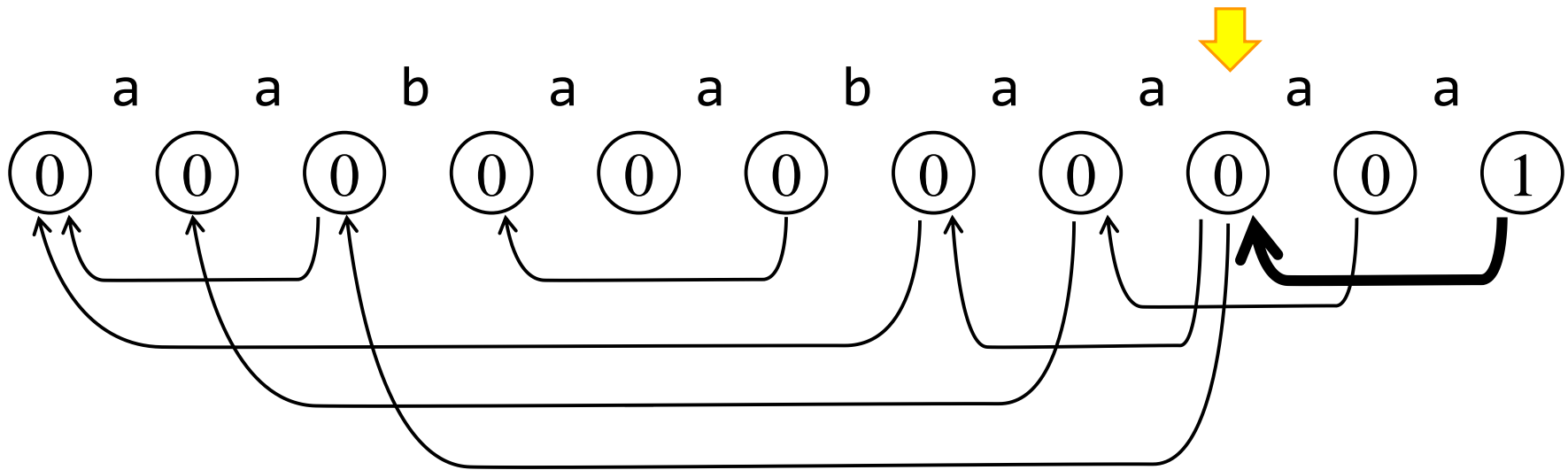


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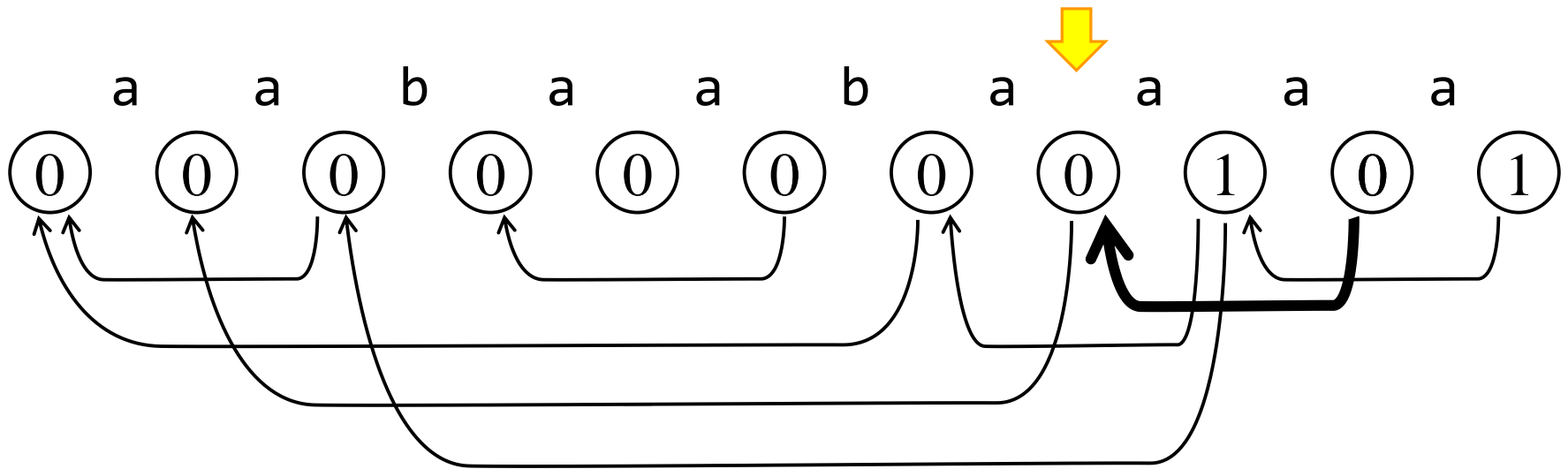
- We process each node from right to left.
- Each node  $v$  gets a 1 iff there is an incoming edge to  $v$  from a node that is associated with a 1.

# Dumitran et al.'s algorithm



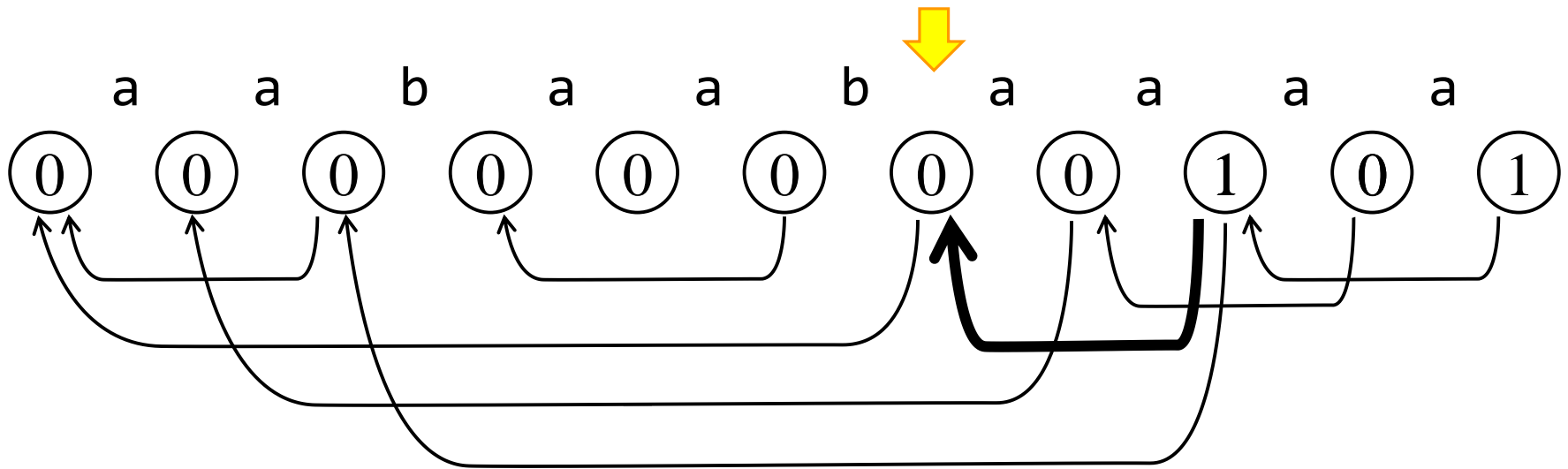
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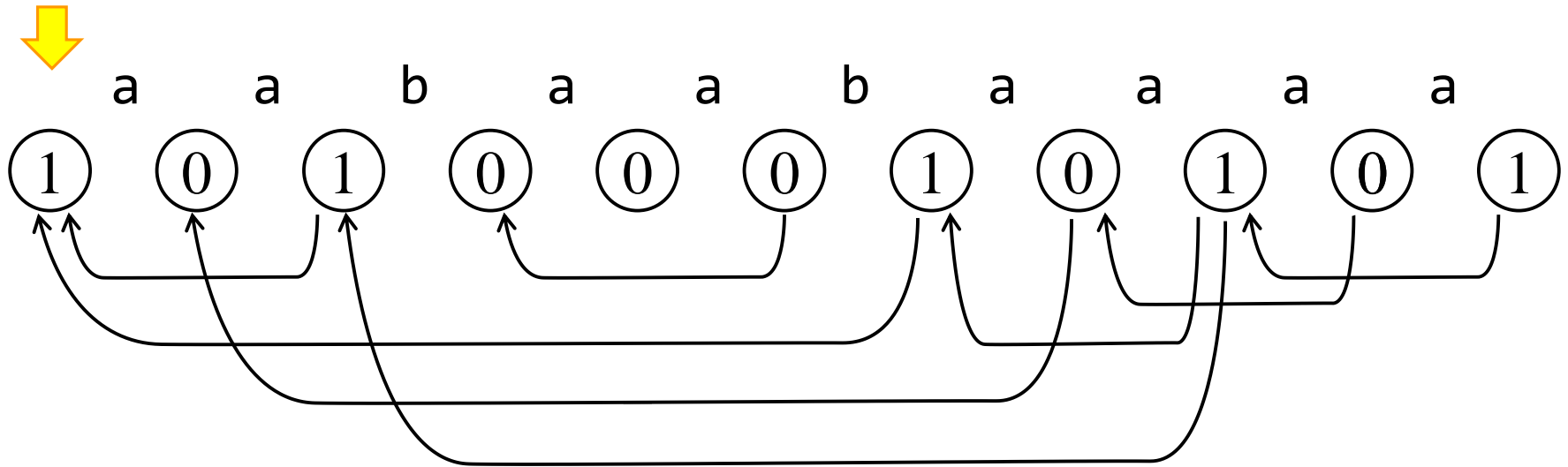
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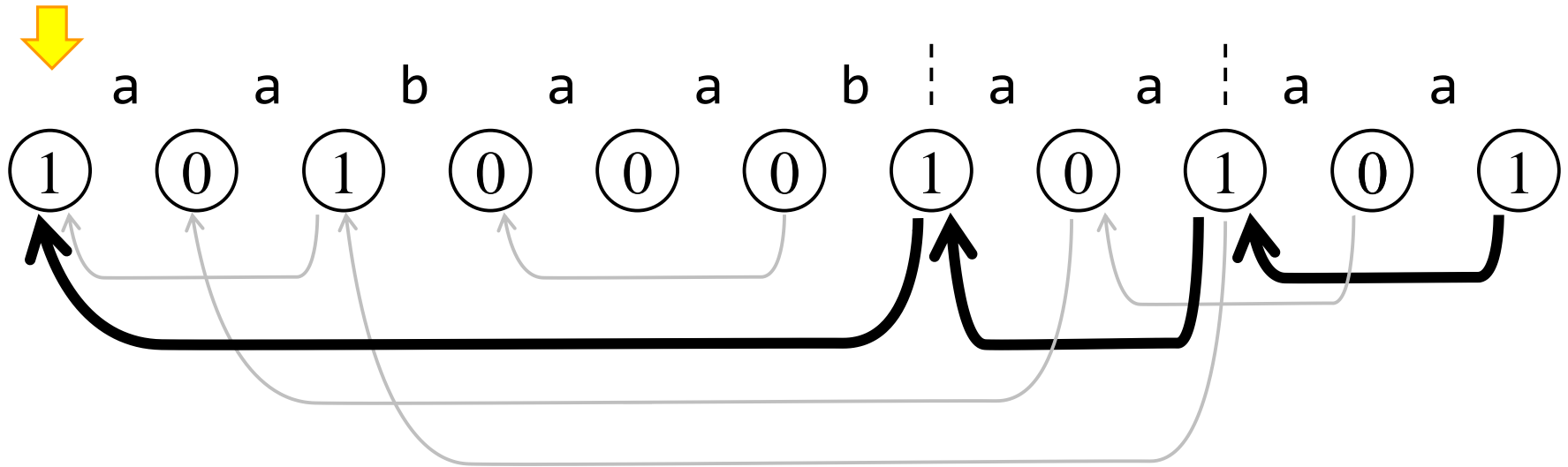
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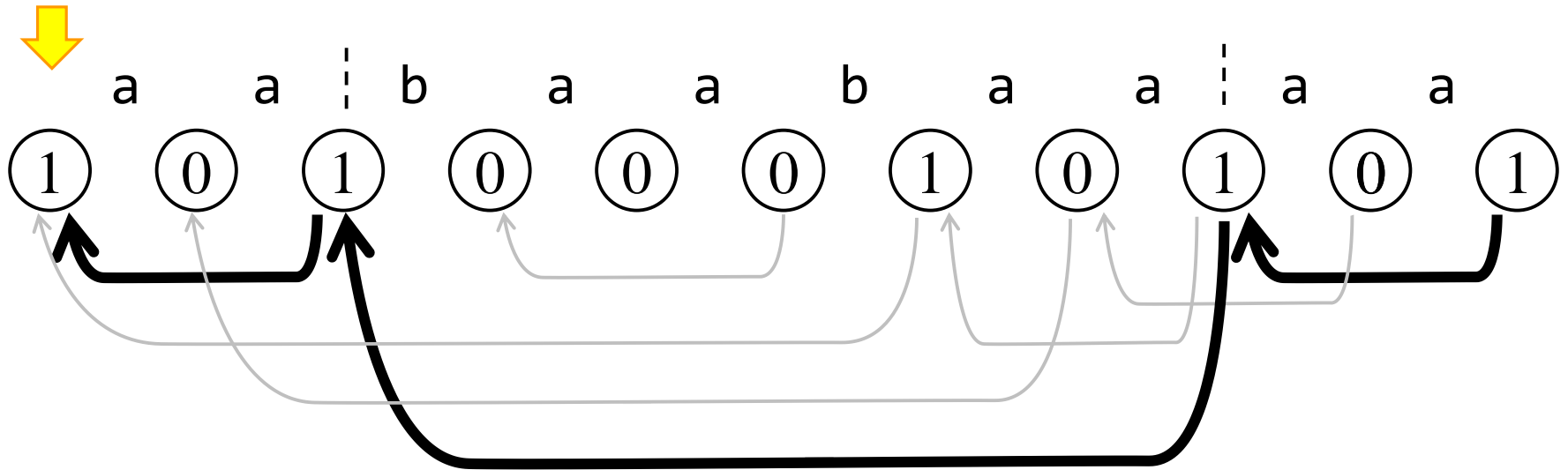
- Finally, there is a square factorization of the string iff the leftmost node is associated with a 1.

# Dumitran et al.'s algorithm



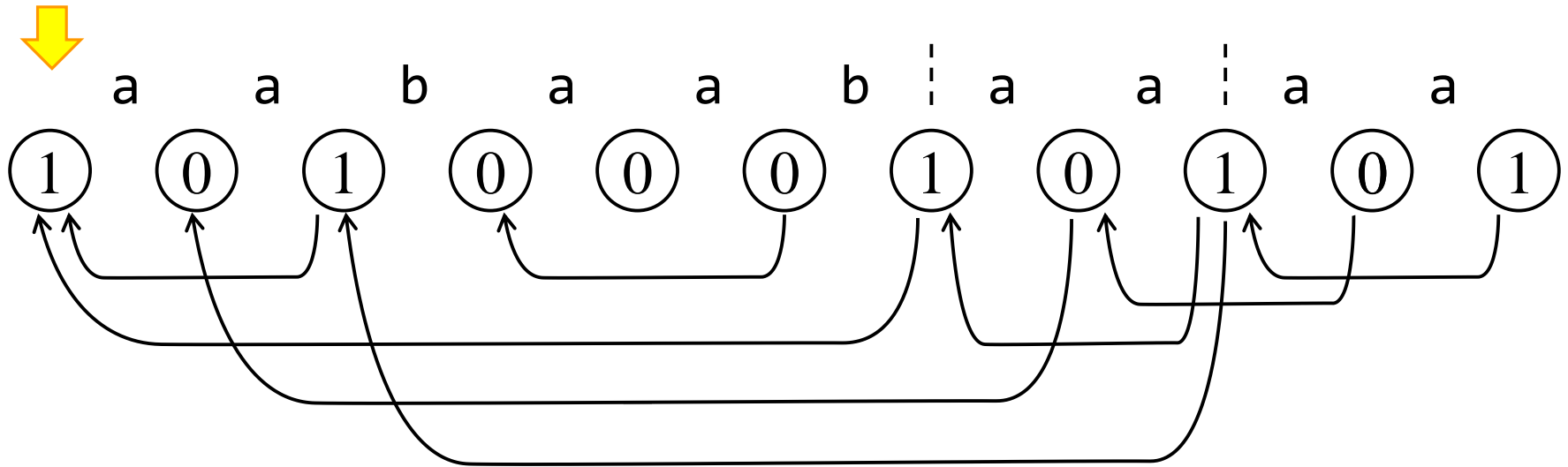
- A path from the rightmost node to the leftmost node corresponds to a square factorization.

# Dumitran et al.'s algorithm



- Another path from the rightmost node to the leftmost node corresponds to another square factorization.

# Dumitran et al.'s algorithm



- Clearly, the number of edges in this DAG is equal to the number of primitively rooted squares in the string, which is  $O(n \log n)$ .
- Hence, their algorithm takes  $O(n \log n)$  time.

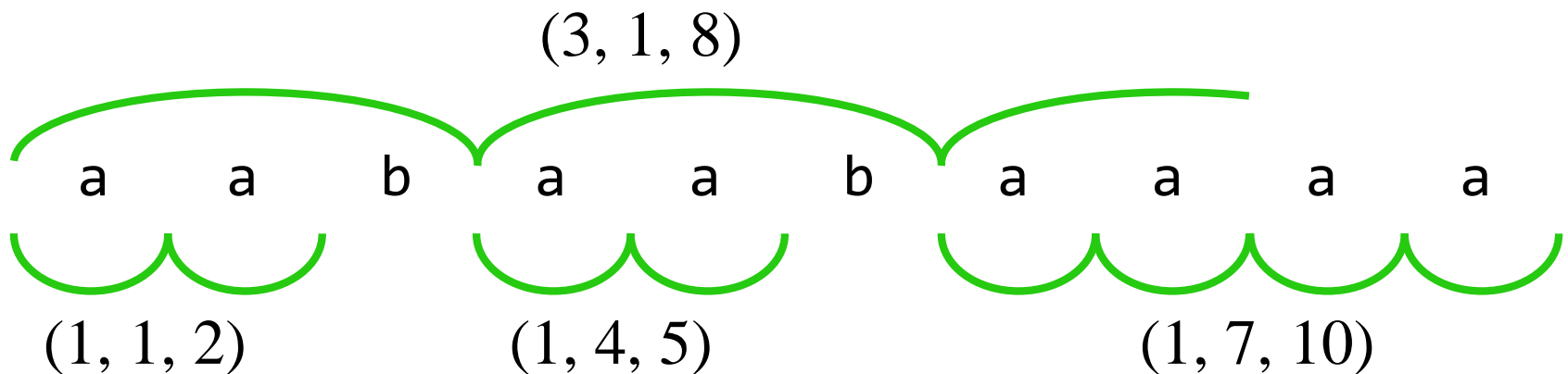


# Ideas of our $O(n)$ -time algorithm

- We accelerate Dumitran et al.'s algorithm by a mixed use of
  - ◆ *runs* (maximal repetitions in the string);
  - ◆ *bit parallelism* (performing some DP computation in a batch).

# Runs

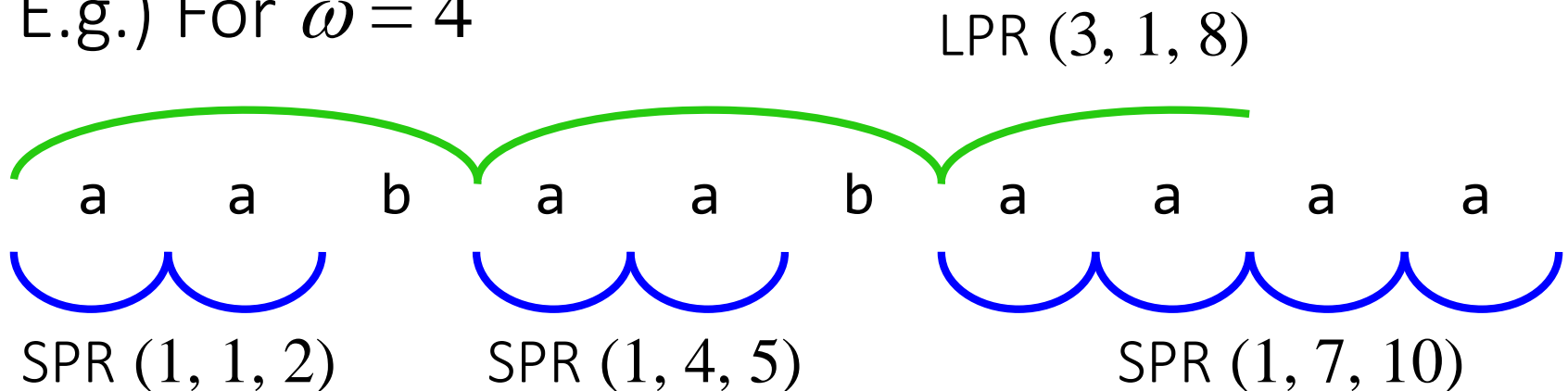
- A triple  $(p, b, e)$  of integers is said to be a *run* of a string  $w$  if
  - ◆ The substring  $w[b..e]$  is a repetition with the smallest period  $p$  (i.e.,  $2p \leq e - b + 1$ ), and
  - ◆ The repetition is non-extensible to left nor right with the same period  $p$ .



# Long and short period runs

- Let  $\omega$  be the machine word size.
- A run  $(p, b, e)$  in a string is called
  - ◆ a *long period run (LPR)* if  $2p \geq \omega$  ;
  - ◆ a *short period run (SPR)* if  $2p < \omega$  .

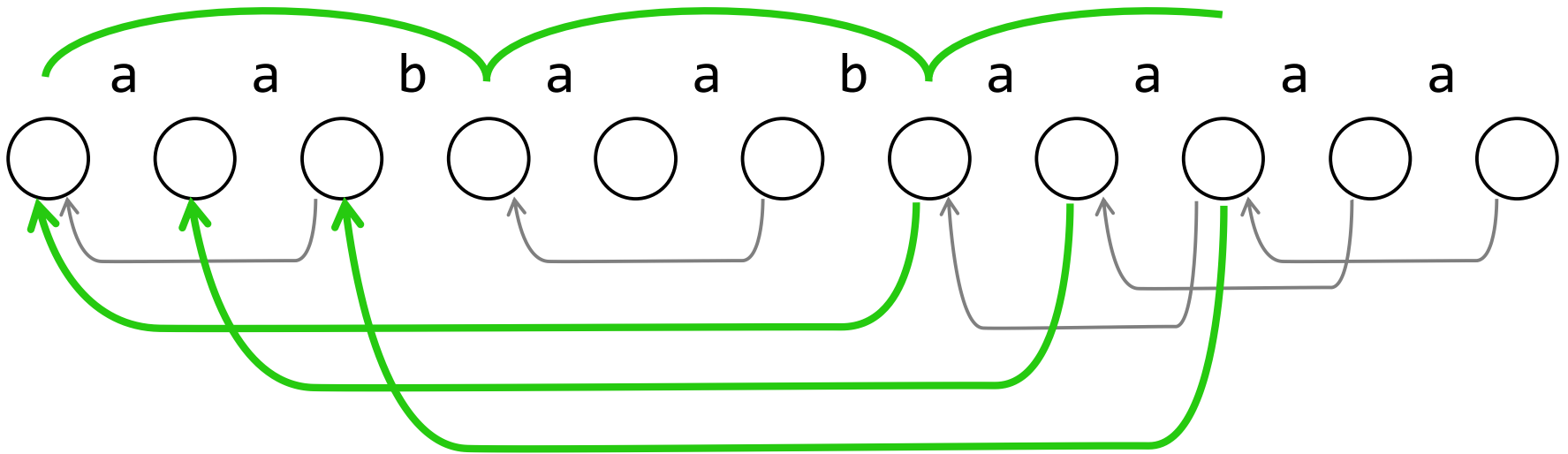
E.g.) For  $\omega = 4$



# Long edges

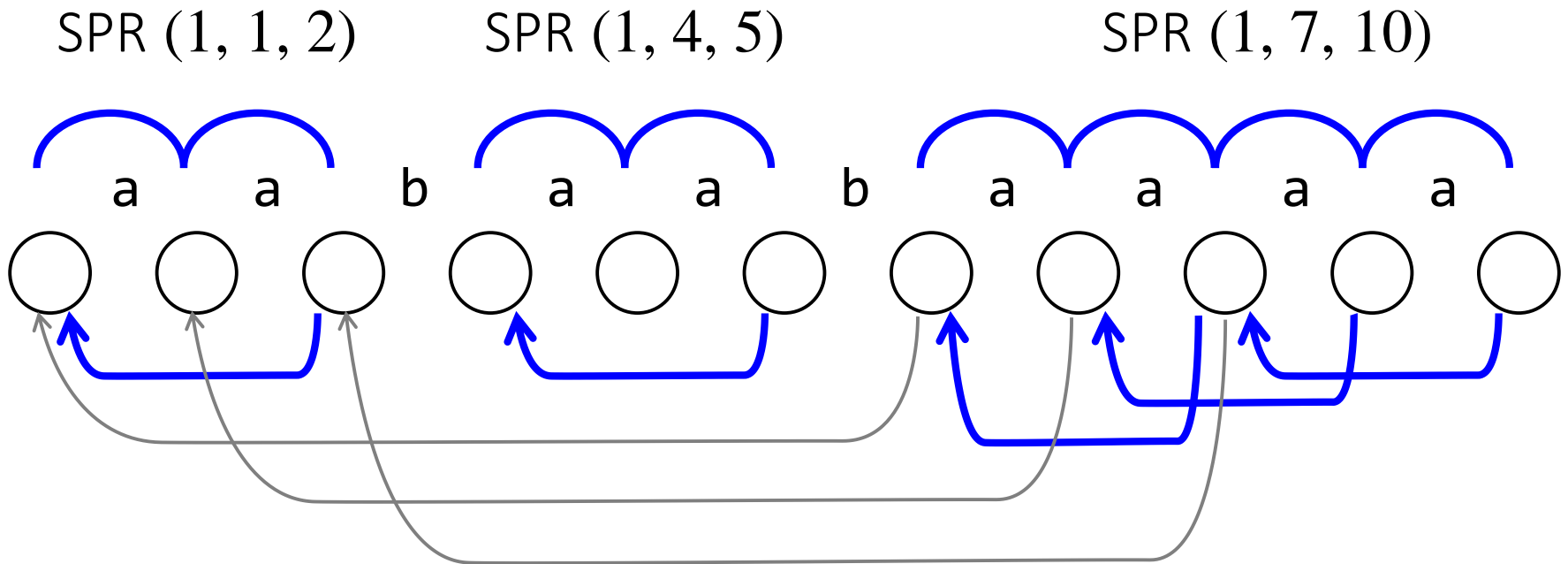
- Edges that correspond to long period runs are called *long edges*.

LPR (3, 1, 8)



# Short edges

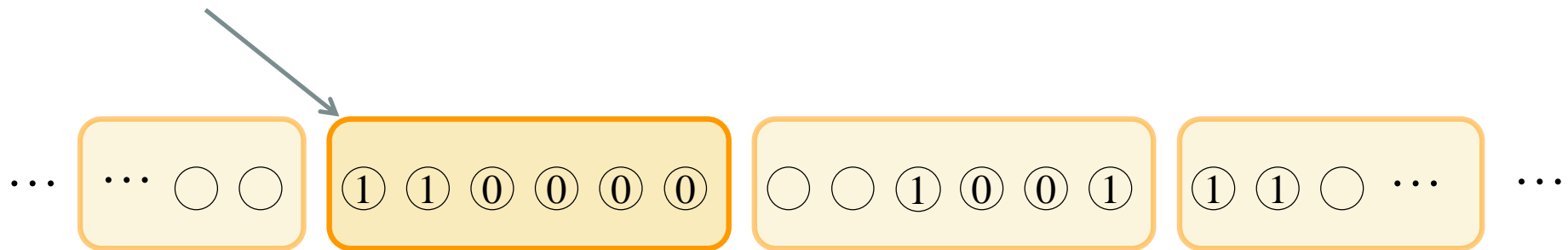
- Edges that correspond to short period runs are called *short edges*.



# How to process long edges

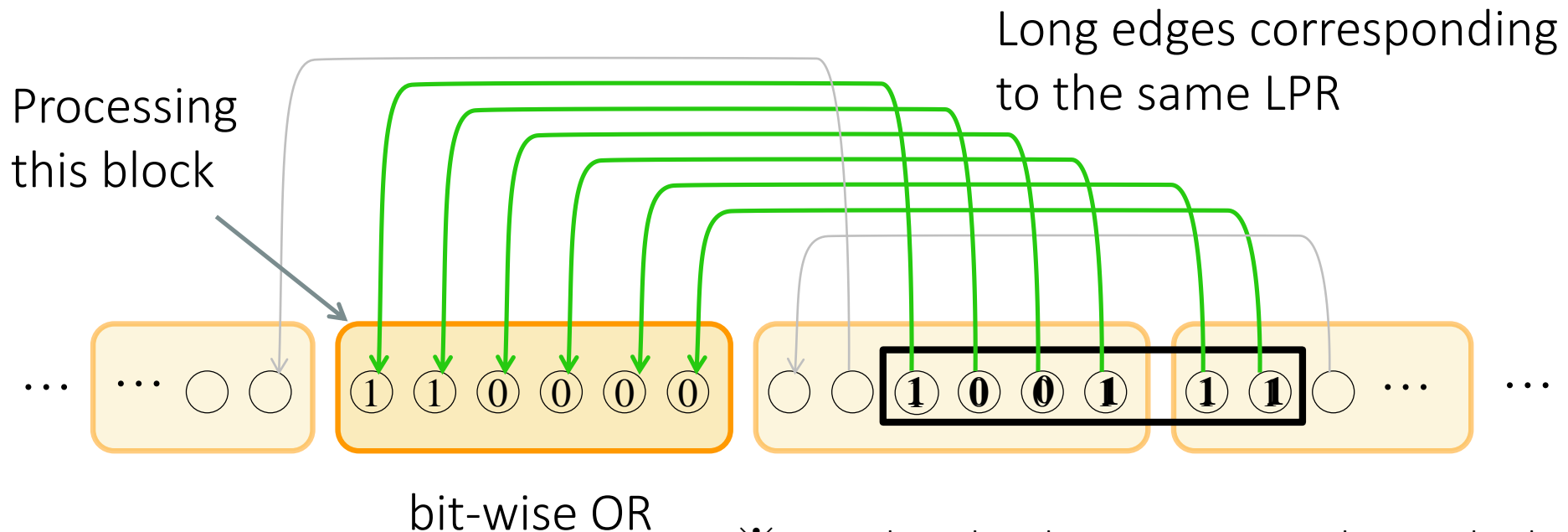
- We partition the nodes into blocks of length  $\omega$  each.

Processing  
this block



# How to process long edges

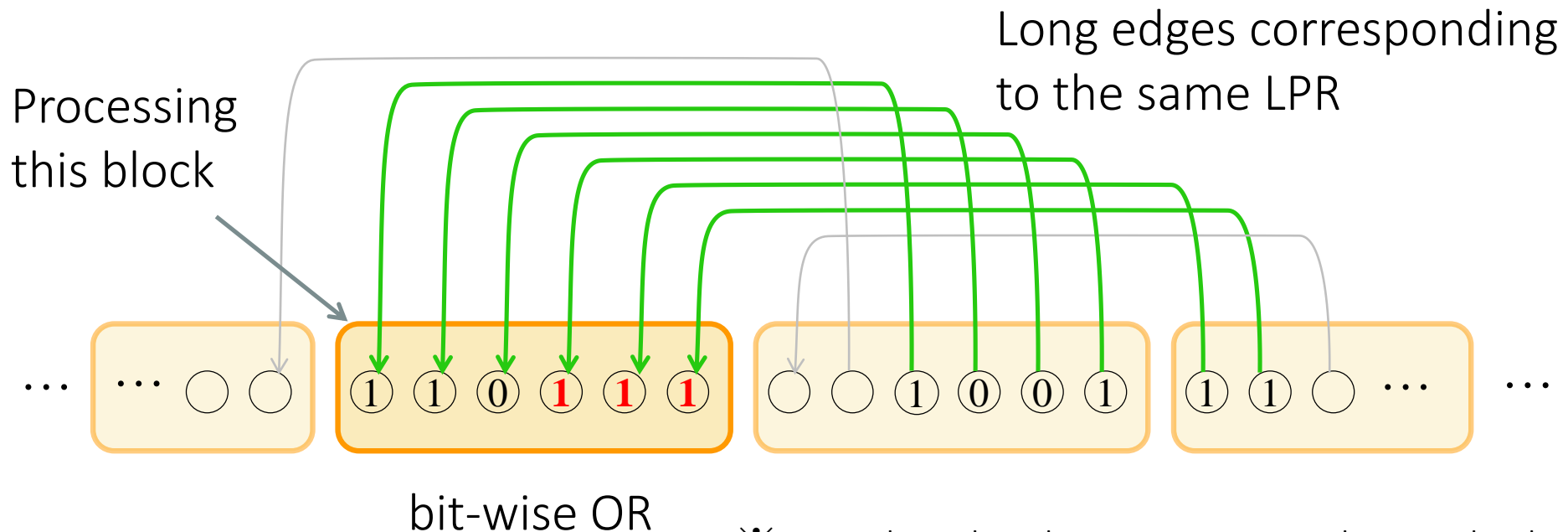
- Since the long edges that correspond to the same LPR have the same length and are consecutive, we can process  $\omega$  of them in a batch, by performing a bit-wise OR.



⌘ Our algorithm does NOT create edges explicitly.

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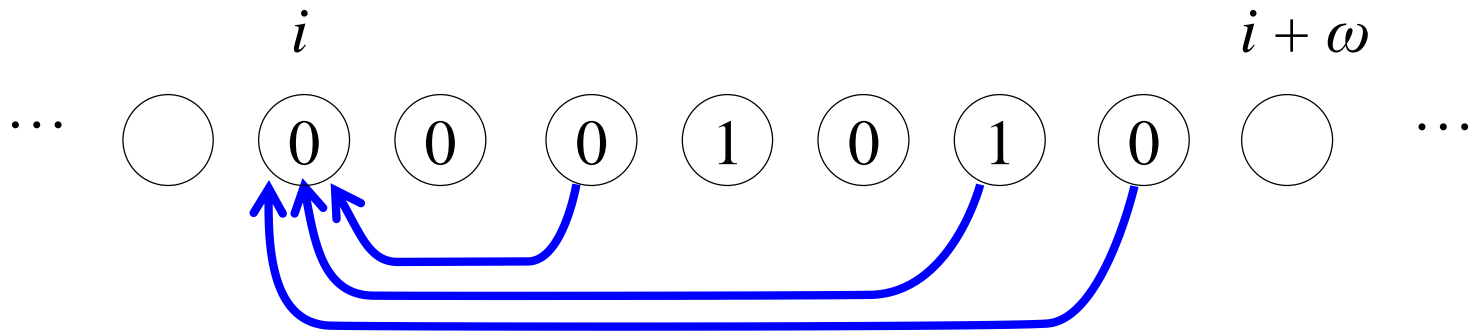


# Time cost for long edges

- We can process at most  $\omega$  long edges in a batch in  $O(1)$  time, hence we can process all long edges in  $O((n \log n)/\omega)$  time.
- An  $O(n + \#\text{LPR})$ -time preprocessing allows us to perform these operations without constructing long edges explicitly.
- Thus we need  $O(n + \#\text{LPR} + (n \log n)/\omega)$  total time for long edges.

# How to process short edges

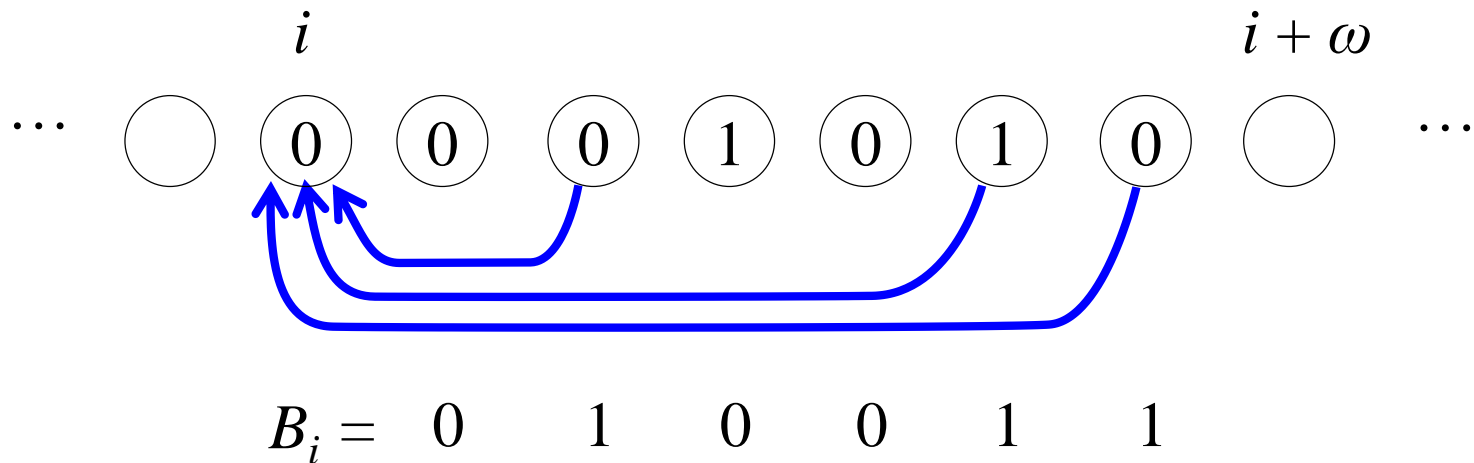
- Every short edge is shorter than  $\omega$ .
- Hence, for each node  $i$ , it is enough to consider at most  $\omega$  in-coming short edges.



✂ Our algorithm does NOT create edges explicitly.

# How to process short edges

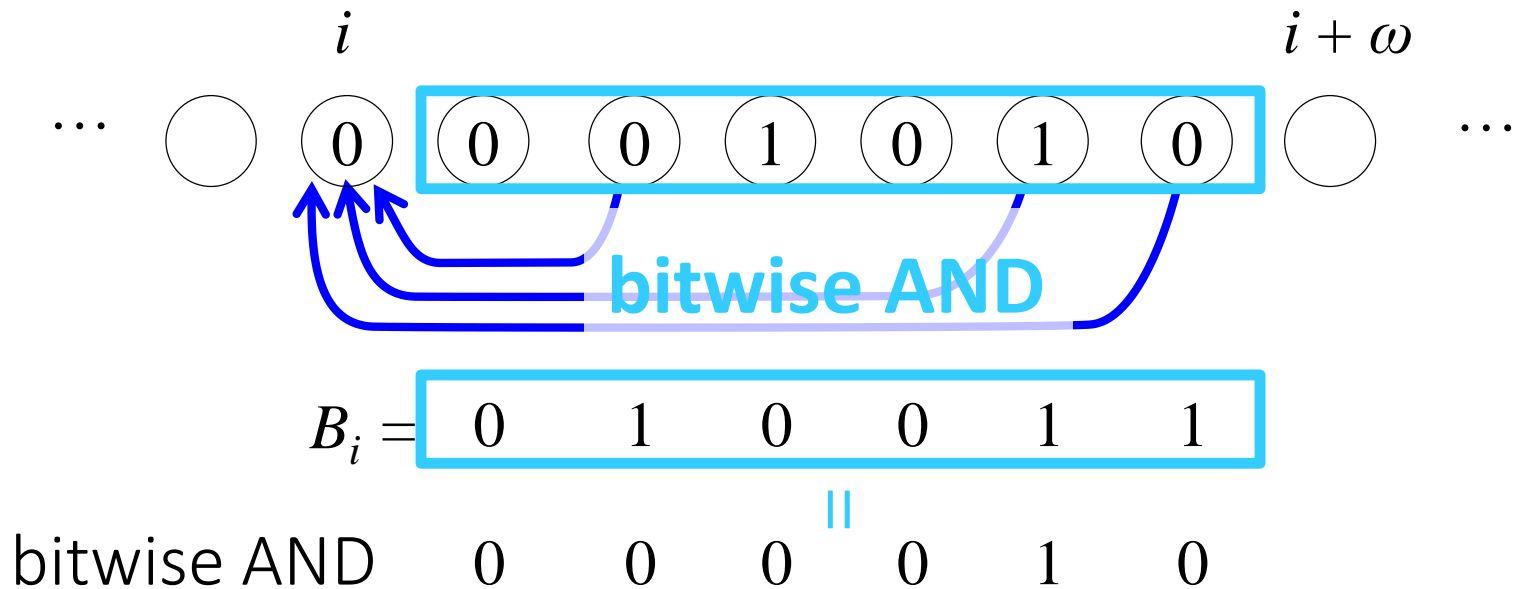
- To process these short edges in a batch, we use a bit mask  $B_i$  indicating if each node has a short edge to node  $i$ .



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# How to process short edges

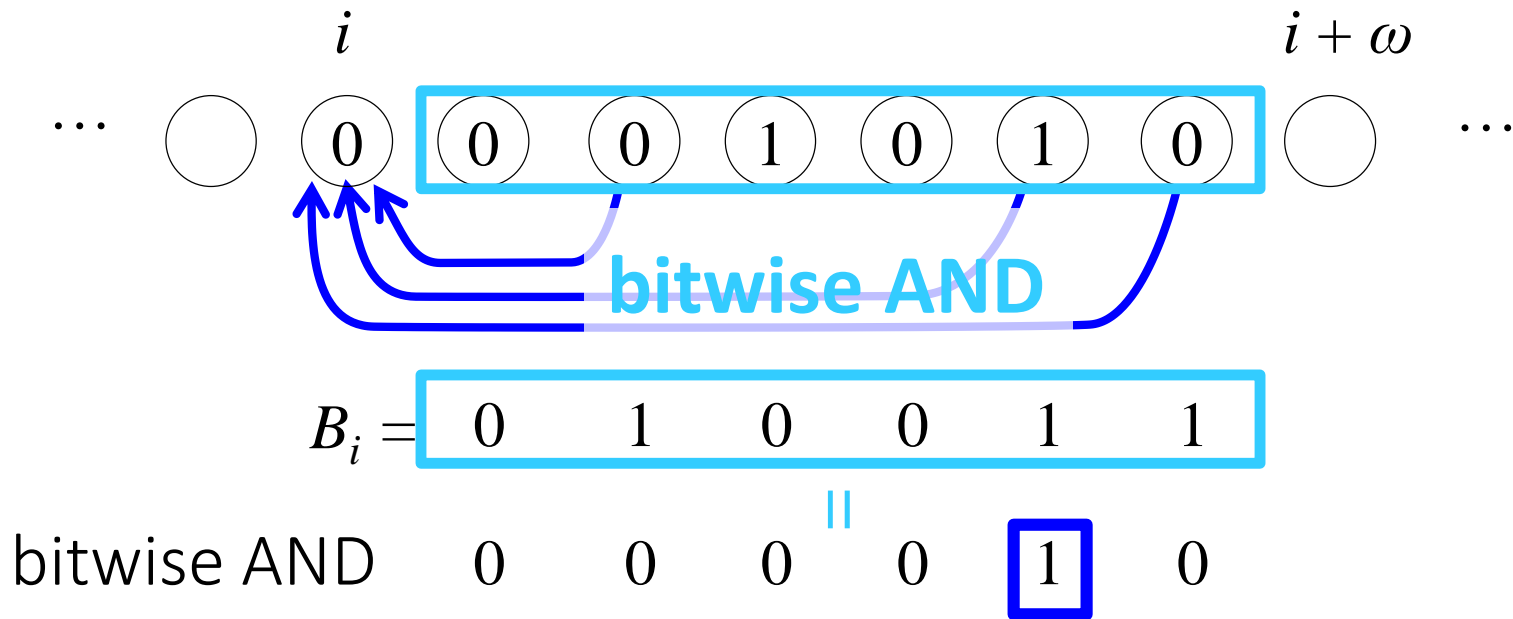
- To process these short edges in a batch, we use a bit mask  $B_i$  indicating if each node has a short edge to node  $i$ .



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# How to process short edges

- If there is a 1 in the resulting bit string, then node  $i$  gets a 1.



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# Time cost for short edges

- Given bit mask  $B_i$ , we can process all incoming short edges of node  $i$  in  $O(1)$  time.
- An  $O(n + \#\text{SPR})$ -time preprocessing allows us to compute the bit mask  $B_i$  for all nodes  $i$ .
- Overall, we need  $O(n + \#\text{SPR})$  total time for short edges.

# Main result

## Theorem

Given a string of length  $n$ , we can compute a square factorization of the string in  $O(n)$  time.

- $O(n + \#\text{LPR} + \#\text{SPR} + (n \log n)/\omega)$  time.
  - ◆  $\#\text{LPR} + \#\text{SPR} < n$  [Bannai et al., 2015]
  - ◆  $(n \log n)/\omega = O(n)$  because  $\omega = \Omega(\log n)$ .
- Hence, it takes  $O(n)$  total time.



# Open questions

- Is it possible to compute a square factorization in  $O(n)$  time *without bit parallelism*?
- Is it possible to compute largest/smallest square factorizations in  $O(n)$  time?
- It is possible to compute largest/smallest *repetition factorization* in  $O(n \log n)$  time [PSC 2016, accepted].
  - ◆ Here each factor is a *repetition* of form  $x^k x'$  with  $k \geq 2$  and  $x'$  being a prefix of  $x$ .
  - ◆  $O(n)$ -time algorithm exists for this?