

Introduction to Information Retrieval

<http://informationretrieval.org>

IIR 5: Index Compression

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2014-04-17

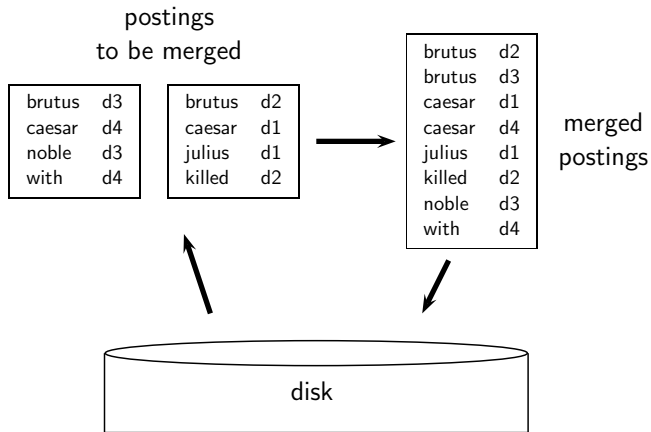
Overview

- 1 Recap
- 2 Compression
- 3 Term statistics
- 4 Dictionary compression
- 5 Postings compression

Outline

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Blocked Sort-Based Indexing



Single-pass in-memory indexing

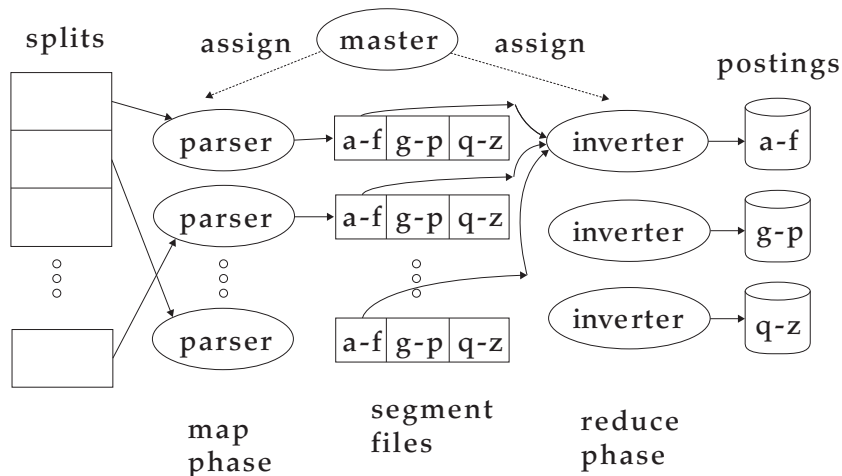
- Abbreviation: SPIMI
- Key idea 1: Generate separate dictionaries for each block – no need to maintain term-termID mapping across blocks.
- Key idea 2: Don't sort. Accumulate postings in postings lists as they occur.
- With these two ideas we can generate a complete inverted index for each block.
- These separate indexes can then be merged into one big index.

SPIMI-Invert

SPIMI-INVERT(*token_stream*)

```
1  output_file ← NEWFILE()
2  dictionary ← NEWHASH()
3  while (free memory available)
4  do token ← next(token_stream)
5      if term(token) ∉ dictionary
6          then postings_list ← ADDTODICTIONARY(dictionary,term(token))
7          else postings_list ← GETPOSTINGSLIST(dictionary,term(token))
8          if full(postings_list)
9              then postings_list ← DOUBLEPOSTINGSLIST(dictionary,term(token))
10         ADDTOPOSTINGSLIST(postings_list,docID(token))
11 sorted_terms ← SORTTERMS(dictionary)
12 WRITEBLOCKTODISK(sorted_terms,dictionary,output_file)
13 return output_file
```

MapReduce for index construction

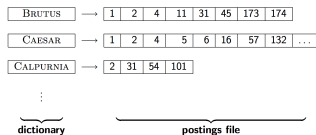


Dynamic indexing: Simplest approach

- Maintain **big main index on disk**
- New docs go into **small auxiliary index in memory**.
- Search across both, merge results
- Periodically, merge auxiliary index into big index

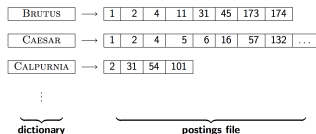
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For each term t , we store a list of all documents that contain t .



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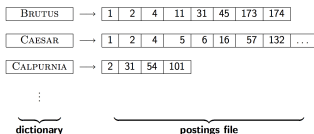
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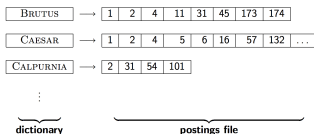
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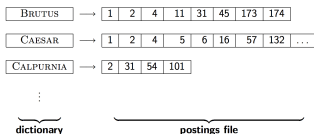
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- How can we compress the **dictionary** component of the inverted index?
- How can we compress the **postings** component of the inverted index?
- Term statistics: how are terms distributed in document collections?

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- We will devise various compression schemes for dictionary and postings.

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- Lossless compression: All information is preserved.
 - What we mostly do in index compression

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Model collection: The Reuters collection

symbol	statistic	value
N	documents	800,000
L	avg. # word tokens per document	200
M	word types	400,000
	avg. # bytes per word token (incl. spaces/punct.)	6
	avg. # bytes per word token (without spaces/punct.)	4.5
	avg. # bytes per word type	7.5
T	non-positional postings	100,000,000

Effect of preprocessing for Reuters

size of	word types (terms)	non-positional postings	positional postings (word tokens)
	dictionary	non-positional index	positional index
	size Δ cml	size Δ cml	size Δ cml
unfiltered	484,494	109,971,179	197,879,290
no numbers	473,723 -2 -2	100,680,242 -8 -8	179,158,204 -9 -9
case folding	391,523 -17 -19	96,969,056 -3 -12	179,158,204 -0 -9
30 stopw's	391,493 -0 -19	83,390,443 -14 -24	121,857,825 -31 -38
150 stopw's	391,373 -0 -19	67,001,847 -30 -39	94,516,599 -47 -52
stemming	322,383 -17 -33	63,812,300 -4 -42	94,516,599 -0 -52

Explain differences between numbers non-positional vs positional:

-3 vs -0, -14 vs -31, -30 vs -47, -4 vs -0

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- Heaps' law is linear in log-log space.

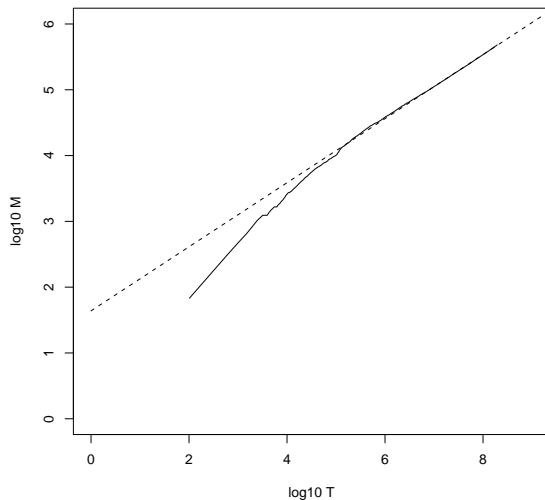
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 - Empirical law

Heaps' law for Reuters



Vocabulary size M as a function of collection size T (number of tokens) for Reuters-RCV1. For these data, the dashed line $\log_{10} M = 0.49 * \log_{10} T + 1.64$ is the best least squares fit. Thus, $M = 10^{1.64} T^{0.49}$ and $k = 10^{1.64} \approx 44$ and $b = 0.49$.

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- Empirical observation: fit is good in general.

Exercise

- ❶ What is the effect of including spelling errors vs. automatically correcting spelling errors on Heaps' law?
- ❷ Compute vocabulary size M
 - Looking at a collection of web pages, you find that there are 3000 different terms in the first 10,000 tokens and 30,000 different terms in the first 1,000,000 tokens.
 - Assume a search engine indexes a total of 20,000,000,000 (2×10^{10}) pages, containing 200 tokens on average
 - What is the size of the vocabulary of the indexed collection as predicted by Heaps' law?

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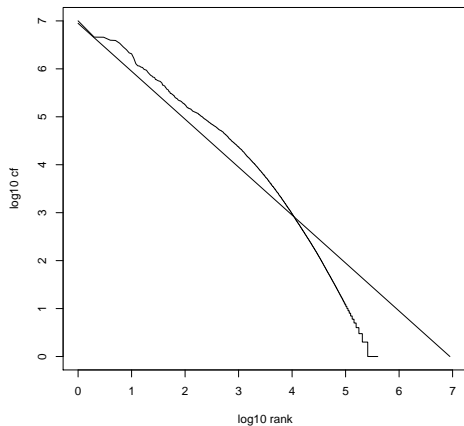
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- Example of a power law

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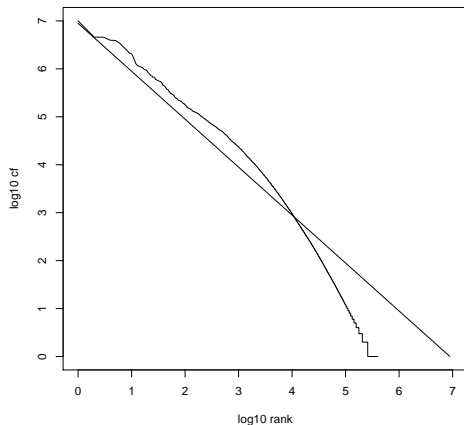
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Fit is not great. What is important is the key insight: Few frequent terms, many rare terms.



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Dictionary compression

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- But we want to keep it in memory.
- Also: competition with other applications, cell phones, onboard computers, fast startup time
- So compressing the dictionary is important.

Recall: Dictionary as array of fixed-width entries

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term	document frequency	pointer to postings list
a	656,265	→
aachen	65	→
...
zulu	221	→

space needed: 20 bytes 4 bytes 4 bytes

Space for Reuters: $(20+4+4)*400,000 = 11.2 \text{ MB}$

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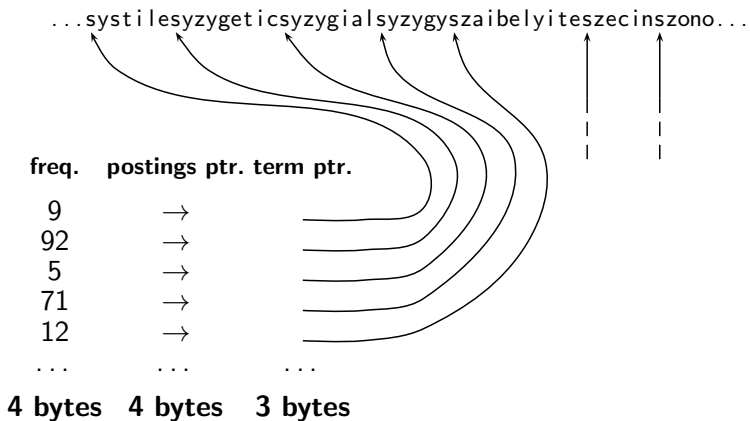
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- How can we use on average 8 characters per term?

Dictionary as a string

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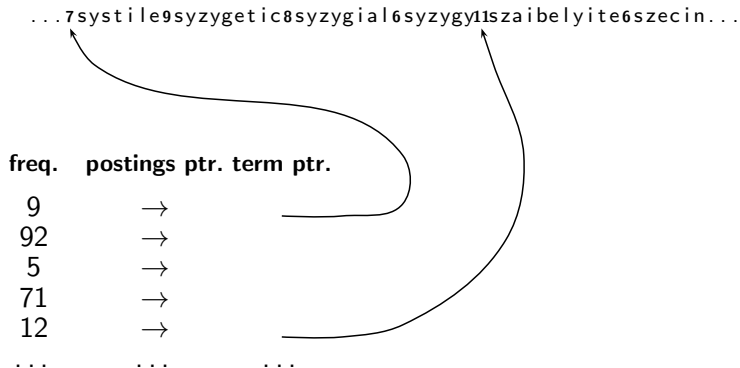
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- Space: $400,000 \times (4 + 4 + 3 + 8) = 7.6\text{MB}$ (compared to 11.2 MB for fixed-width array)

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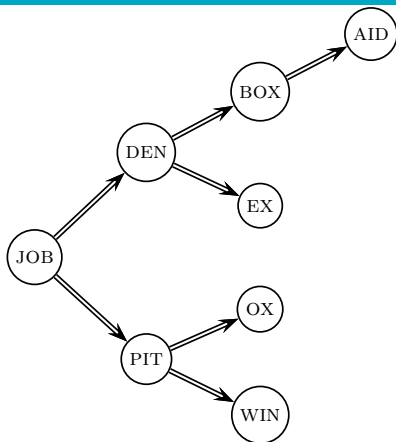
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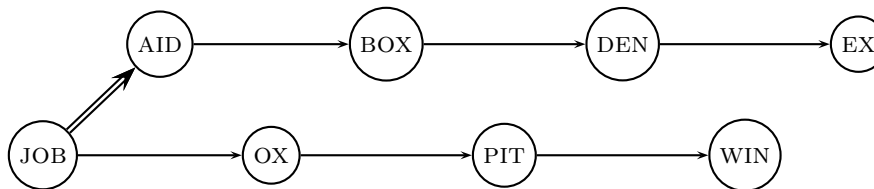
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- Total savings: $400,000/4 * 5 = 0.5$ MB
- This reduces the size of the dictionary from 7.6 MB to 7.1 MB.

Lookup of a term without blocking



Lookup of a term with blocking: (slightly) slower



Front coding

One block in blocked compression ($k = 4$) ...

8 a u t o m a t a **8** a u t o m a t e **9** a u t o m a t i c **10** a u t o m a t i o n



... further compressed with front coding.

8 a u t o m a t * a **1** ◇ e **2** ◇ i c **3** ◇ i o n

Dictionary compression for Reuters: Summary

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data structure	size in MB
dictionary, fixed-width	11.2
dictionary, term pointers into string	7.6
~, with blocking, $k = 4$	7.1
~, with blocking & front coding	5.9

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- Which prefixes should be used for front coding? What are the tradeoffs?
- Input: list of terms (= the term vocabulary)
- Output: list of prefixes that will be used in front coding

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- Our goal: use a lot less than 20 bits per docID.

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- Gaps for frequent terms are small.
- Thus: We can encode small gaps with fewer than 20 bits.

Gap encoding

	encoding	postings list				
THE	docIDs	...	283042	283043	283044	283045 ...
	gaps		1	1	1	...
COMPUTER	docIDs	...	283047	283154	283159	283202 ...
	gaps		107	5	43	...
ARACHNOCENTRIC	docIDs	252000	500100			
	gaps	252000	248100			

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- In order to implement this, we need to devise some form of **variable length encoding**.
- Variable length encoding uses few bits for small gaps and many bits for large gaps.

Variable byte (VB) code

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- At the end set the continuation bit of the last byte to 1 ($c = 1$) and of the other bytes to 0 ($c = 0$).

VB code examples

docIDs	824	829	215406
gaps		5	214577
VB code	00000110 10111000	10000101	00001101 00001100 10110001

VB code encoding algorithm

VBENCODENUMBER(n)

```
1   $bytes \leftarrow \langle \rangle$ 
2  while  $true$ 
3  do PREPEND( $bytes, n \bmod 128$ )
4    if  $n < 128$ 
5      then BREAK
6     $n \leftarrow n \text{ div } 128$ 
7   $bytes[\text{LENGTH}(bytes)] += 128$ 
8  return  $bytes$ 
```

VBENCODE($numbers$)

```
1   $bytestream \leftarrow \langle \rangle$ 
2  for each  $n \in numbers$ 
3  do  $bytes \leftarrow \text{VBENCODENUMBER}(n)$ 
4     $bytestream \leftarrow \text{EXTEND}(bytestream, bytes)$ 
5  return  $bytestream$ 
```

VB code decoding algorithm

VBDECODE(*bytestream*)

1 *numbers* $\leftarrow \langle \rangle$

2 *n* $\leftarrow 0$

3 **for** *i* $\leftarrow 1$ **to** **LENGTH**(*bytestream*)

4 **do if** *bytestream*[*i*] < 128

5 **then** *n* $\leftarrow 128 \times n + \text{bytestream}[i]$

6 **else** *n* $\leftarrow 128 \times n + (\text{bytestream}[i] - 128)$

7 **APPEND**(*numbers*, *n*)

8 *n* $\leftarrow 0$

9 **return** *numbers*

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- Variable byte alignment wastes space if you have many small gaps – nibbles do better on those.
- There is work on word-aligned codes that efficiently “pack” a variable number of gaps into one word – see resources at the end

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 - Unary code for 3 is 1110

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- Encode length in **unary** code: 1110.
- Gamma code of 13 is the concatenation of length and offset: 1110101.

Gamma code examples

number	unary code	length	offset	γ code
0	0			
1	10	0		0
2	110	10	0	10,0
3	1110	10	1	10,1
4	11110	110	00	110,00
9	1111111110	1110	001	1110,001
13		1110	101	1110,101
24		11110	1000	11110,1000
511		111111110	11111111	111111110,11111111
1025		11111111110	0000000001	11111111110,0000000001

Exercise

- Compute the variable byte code of 130
- Compute the gamma code of 130

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- γ codes are always of odd length.
- Gamma codes are within a factor of 2 of the optimal encoding length $\log_2 G$.
 - (assuming the frequency of a gap G is proportional to $\log_2 G$ – only approximately true)

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- Compressing and manipulating at granularity of bits can be slow.
- Variable byte encoding is aligned and thus potentially more efficient.
- Regardless of efficiency, variable byte is conceptually simpler at little additional space cost.

Compression of Reuters

data structure	size in MB
dictionary, fixed-width	11.2
dictionary, term pointers into string	7.6
~, with blocking, $k = 4$	7.1
~, with blocking & front coding	5.9
collection (text, xml markup etc)	3600.0
collection (text)	960.0
T/D incidence matrix	40,000.0
postings, uncompressed (32-bit words)	400.0
postings, uncompressed (20 bits)	250.0
postings, variable byte encoded	116.0
postings, γ encoded	101.0

Term-document incidence matrix

	Anthony and Cleopatra	Julius Caesar	The Tempest	Hamlet	Othello	Macbeth	...
ANTHONY	1	1	0	0	0	1	
BRUTUS	1	1	0	1	0	0	
CAESAR	1	1	0	1	1	1	
CALPURNIA	0	1	0	0	0	0	
CLEOPATRA	1	0	0	0	0	0	
MERCY	1	0	1	1	1	1	
WORSE	1	0	1	1	1	0	

...

Entry is 1 if term occurs. Example: CALPURNIA occurs in *Julius Caesar*.

Entry is 0 if term doesn't occur. Example: CALPURNIA doesn't occur in *The tempest*.

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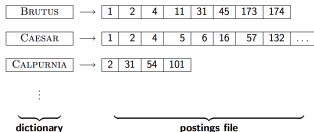
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- Only 10-15% of the total size of the text in the collection.
- However, we've ignored positional and frequency information.
- For this reason, space savings are less in reality.

Take-away today

For each term t , we store a list of all documents that contain t .



- Motivation for compression in information retrieval systems
- How can we compress the **dictionary** component of the inverted index?
- How can we compress the **postings** component of the inverted index?
- Term statistics: how are terms distributed in document collections?

Resources

- Chapter 5 of IIR
- Resources at <http://cis1mu.org>
 - Original publication on word-aligned binary codes by Anh and Moffat (2005); also: Anh and Moffat (2006a)
 - Original publication on variable byte codes by Scholer, Williams, Yiannis and Zobel (2002)
 - More details on compression (including compression of positions and frequencies) in Zobel and Moffat (2006)