INTRODUCTION

Information retrieval is the computational discipline that deals with the efficient representation, organization, and access to information objects that represent natural language texts (Baeza-Yates, & Ribeiro-Neto, 1999; Salton & McGill, 1983; Witten, Moûat, & Bell, 1999). A crucial subproblem in the information retrieval area is the design and implementation of efficient data structures and algorithms for indexing and searching information objects that are vaguely described. In this article, we are going to present the latest developments in the indexing area by giving special emphasis to: data structures and algorithmic techniques for string manipulation, space efficient implementations, and compression techniques for efficient storage of information objects.


BACKGROUND

Dictionary Data Structures

The dictionary data structure stores a set $S$ of $n$ elements in order to support the operations of insertion, deletion, and the test of membership. A basic criterion for categorizing dictionary data structures is whether only comparisons are used, or the representation of elements for guiding the
search is also employed. Typical representatives of the former group are search trees and of the latter tries and hashing. Search trees need $O(\log n)$ update/search time and $O(n)$ space and the most prominent examples of them are: AVL-trees, red-black trees, $(\alpha,b)$-trees, BB$[\alpha]$-trees and Weight Balanced B-trees (Arge, & Vitter, 1996; Cormen, Leiserson, & Rivest, 1990; Mehlhorn, 1984). On the other hand, tries and hashing structures (Cormen, Leiserson, & Rivest, 1990; Czegh, Havas, & Majewski, 1997; Pagh, 2002) try to use the representation (for example, the value of the element written as a string of digits or the value itself), to compute directly the element’s position in system’s memory. The time and space complexities of these structures generally vary; however, it should be mentioned that a lately developed structure (Anderson & Thorup, 2001) answers both search and update operations in $O(\sqrt{\log n / \log \log n})$ time. This structure is also able to retrieve the largest element in the stored set smaller than a query element (predecessor query).

This automaton accepts all the patterns of the set and can be constructed in time linear to the sum of the lengths of them. Running the automaton with the characters of $T$, all the occurrences of the patterns are reported in $O(|T|)$ time.

On most of the modern applications, the patterns arrive in an online manner and the $O(|T| + |P|)$ computational time is prohibitive; there is need for indexing structures (indices) that can perform the queries as closer as possible to $O(|P|)$ computational time, assuming that the text has been preprocessed once. The indices that try to satisfy this demand are divided in two categories: the word-based (or keyword-based) indices, which have been designed for sequences of symbols that can be divided in tokens/words, and the full-text (or sequential scan) indices, where the previous feature does not hold and the strings involved are non-tokenizable.

**TEXT AND STRING DATA STRUCTURES**

**Word Based Indices**

The most commonly used indexing structures in this category are inverted files, signature files and bitmaps. An inverted file consists of two parts: a structure for storing the set of all different words in the text and, for each such word, a list of the text positions where the word appearances are stored. Signature files are term-oriented structured based on hashing while bitmaps represent each document as a bit vector having length equal to the size of the lexicon. In typical applications compressed inverted files are considered to be superior to both signature files and bitmaps (Faloutsos, 1985; Zobel, Moffat, & Ramamohanarao, 1998).

More analytically, consider a document collection and a lexicon containing the terms that appear in the documents of the collection. An inverted file consists of a search structure containing all the distinct terms that appear in the lexicon and,
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