

# Random Access Archives for Efficient Compression of Many Small Files

or  
Avoiding the void

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# Overview

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# Compression

Finding a more space-efficient way to store data.

**Lempel, Ziv '77** Replace strings of symbols by references to earlier occurrences (LZ77)

**Huffman Coding** Use fewer bits for frequent symbols

Information Theory: compression can be optimal in a sense

# Adaptive Compression

- LZ77 adapts to its input
- Huffman Coding does not: mapping of bits to symbols does not change.  
Large files: store the mapping
- Adaptive Huffman is: modify the mapping while encoding/decoding

# Adaptive Compression

## Advantages

- Compress any type of file
- Mixed files can be compressed too

Adaptive algorithms are great!

# Are they?

- LZ77 can not refer to anything until some symbols are encoded.
- Adaptive Huffman does not know the distribution of probabilities until something is read.

# Obvious solution

“Solid compression”

... and your small files are gone

# Data

- Small text files
  - newspaper articles
  - source code
  - book of law
  - tweets
  - ...
- Storage efficiency
- Random access



# Current Methods

Choice:

**Solid compression** Efficient coding, no random access

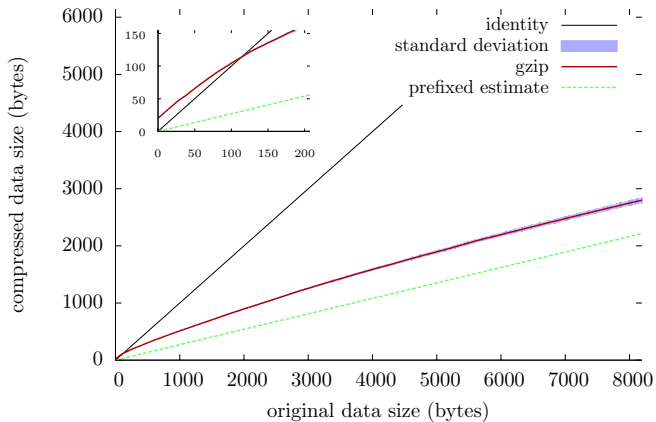
Example: back-ups and software distribution:

`.tar.gz`

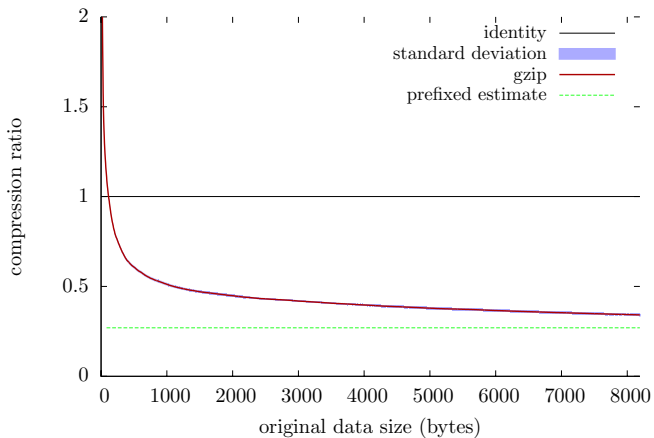
**Individual compression** Random access, inefficient coding of small files

Example: ZIP, used in `.zip`, `.jar`, OpenDocument, EPUB e-books.

# How bad is it?



# How bad is it?



# New Archiving Method

Make sure the model of the algorithm is in a suitable state.

Bad solution: group the files.

- Compression improves.
- Access time is linear in file group size; average is half group decoding time.
- Writing always requires rewriting the whole group.

# New Archiving Method

Instead: generate a redundant file.

- Compression improves.
- Access time is linear in generated file size.
- Generated file can be more dense and can be size adjusted.

# Deduplicating or trimming

How does increasing the input size help decrease the output size?

# Deduplicating or trimming

How does increasing the input size help decrease the output size?

Condition:

At any point during compression, the output does depend on future data.

Or, more formally:

*There exists a small constant  $k$ ,  
such that for any soup  $s$  and file  $f$ ,  
 $c(s)$  equals  $c(sf)$  up to  $\#c(s) - k$  bytes.*

# Archiving

- Generate Soup
- Prepend
- Compress
- Trim
- Store



# Soup Generator

**Counting:** Consider only the number of files, not total occurrences

**Locality:** Most implementations favor references at a short distance

**Frequency:** The soup should contain all substrings that occur in at least two files.

**Unicity:** Any substring should be in the soup only once

**Utility:** Any short substring in the soup should occur in a least two input files.

# Approximating Longest Common Substrings

Considering the input strings AaaaBbbbCccc and BbbAaCcccc, the longest common substrings are:

- 1 Cccc
- 2 Bbb
- 3 Aa

# Approximating Longest Common Substrings

Data structure: limited depth trie

- Easily record unique substrings in a file (Counting)
- Can define merge operation
- Redundant substrings stored only once

# Putting it together

- For all files: Read all fixed-length substrings of file into trie.
- Merge all tries
- For all frequent substrings (merged  $\geq 1$ )
  - Prediction
  - Cut off
  - Reverse prediction
- Concatenate

# Complexity

Time complexity  $O(kn + n \log n)$ .

Space complexity is  $O(kn)$  in worst case.

where  $n$  is the number of input bytes and  $k$  is the depth limit

Worst space complexity: random files

# Implementation

- Command line tool for archiving
- User space filesystem for access

# Demo

# Conclusion

- Adaptive algorithms need space to adapt to small files
- Redundancy between files can be significant and can be taken advantage of
- Redundancy between files can be modeled with a soup

Slides, paper and source code available later today

<http://roberthensing.nl/har/news.html>