## **Supplemental Material**

Algorithm 1 Partition Sequence S into sets of modimizers **Input:** List of hashed k-mers  $S_k[x_1, x_2, ..., x_n]$ , window size w, sparsity s **Output:** List of modimizer sets  $MOD_s = [A_1, A_2, ..., A_r]$ 1: **function** BASELAYER( $S_k, w, s$ ) 2:  $n \leftarrow \text{length of } S_k$  $r \leftarrow \lceil \tfrac{n}{w} \rceil$  $\triangleright$  Set number of windows (resolution) based on n and w3:  $m \leftarrow \frac{w}{s}$ 4: ▷ Set the expected modimizer density  $MOD_s \leftarrow \text{list of size } r$ 5: for  $i \leftarrow 0$  to r do > Retrieve all modimizers within each interval 6:  $MOD_s[i] \leftarrow \{\}$ 7:  $start \leftarrow wi$ Set non-overlapping interval boundaries 8:  $end \gets \min\left((start + w), n - 1\right)$ 9:  $MOD_s[i] \leftarrow \text{GETMODIMIZERS}(S_k[start:end], s, d)$ > Populate list with sets of modimizers 10: end for 11: return MOD<sub>s</sub> 12: 13: end function 14: **function** GETMODIMIZERS $(S_k, s, m)$  $A \leftarrow \forall x \in \{S_k[A]\} : x \equiv 0 \bmod s$ > Gather the set of unique modimizers per interval 15:  $\hat{s} \leftarrow \frac{s}{2}$ 16: while  $|A| < \frac{m}{2}$  and  $\hat{s} > 1$  do > Resample at higher density if number of modimizers is under threshold 17:  $A \leftarrow \forall x \in \{S_k[A]\} : x \equiv 0 \mod \hat{s}$ 18:  $\hat{s} \leftarrow \frac{\hat{s}}{2}$ 19: 20: end while return A 21: 22: end function

## Algorithm 2 Partition Sequence S into a modimizer hierarchy H **Input:** List of hashed k-mers $S_k[x_1, x_2, ..., x_n]$ , minimum window size $\hat{w}$ , sparsity $\hat{s}$ , resolution r **Output:** List $H = [MOD_{\hat{s}}, MOD_{2\hat{s}}, ..., MOD_{2^{l-1}\hat{s}}]$ 1: **function** BUILDHIERARCHY( $S_k, \hat{w}, \hat{s}, r$ ) $n \leftarrow \text{length of } S_k$ 2: $l \leftarrow \lfloor \log_2\left(\frac{n}{\hat{w}r}\right) \rfloor$ > Initialize number of layers based on min. window size and resolution 3: $H \leftarrow \text{list of size } l$ 4: 5. $H[0] \leftarrow \text{BASELAYER}(S_k, \hat{w}, \hat{s})$ $\triangleright$ Compute bottom layer for $i \leftarrow 1$ to l do > Iteratively compute subsequent layers from previous layer 6: $\hat{r} \gets 2^{l-1-i}r$ ▷ Halve the resolution when building subsequent layer 7: $H[i] \leftarrow \text{AddLayer}(H[i-1], 2^i \hat{s}, 2^i \hat{w}, n, \hat{r})$ 8: end for 9: return H 10: 11: end function 12: function ADDLAYER $(MOD_{\hat{s}}[A_1, A_2, ..., A_r], s, w, n, \hat{r})$ $MOD_s \leftarrow \text{list of size } \hat{r}$ ▷ Initialize current layer 13: $m \leftarrow \frac{w}{w}$ > Update expected sketch size for current layer 14: for $i \leftarrow 0$ to $\hat{r}$ do > Retrieve modimizers from matching intervals within the previous layer 15: $MOD_{s}[i] = \text{GETMODIMIZERS}((MOD_{\hat{s}}[A_{2i}] \cup MOD_{\hat{s}}[A_{2i+1}]), s, m)$ 16: end for 17: return MOD<sub>s</sub> 18: 19: end function

## References



**Supplementary Figure 1.** Screenshots of ModDotPlot run on a human acrocentric short arm (CHM13 chr14:2,000,000-3,600,000), highlighting the rDNA array with and without ModDotPlot's interval extension activated. **a)** With no interval extension, the full 16 copy rDNA array is visible; however, when zoomed in (chr14:2,100,000-2,800,000) and filtered for >98% sequence identity, some rDNA copies disappear from the plot due to registration artifacts. **b)** With intervals extended (i.e. when computing similarity for the cell M(A,B), interval B is extended by w/2 in both directions), all rDNA copies appear at all zoom levels.



**Supplementary Figure 2.** Screenshot of ModDotPlot's interactive mode, showcasing the entire Y chromosome of a gibbon (mSym-Syn1, Makova *et. al* 2024)). Despite spanning almost 30 Mbp, ModDotPlot was able to create 3 matrices in under 2 minutes, with around 2.5GB of memory. Screenshot was taken using ModDotPlot version v0.8.0 (git commit ed190c7).



**Supplementary Figure 3.** Scatterplot of  $ANI_m$  against the  $ANI_c$  distances under various sketch sizes. The 10-mer non-canonical HOR region from Figure 4 was excluded from analysis.