

9

Range-Minimum Queries

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Learning Outcomes

1. Know the *RMQ problem* and its *connection* to longest common extensions in strings.
2. Know and understand trivial RMQ solutions and *sparse tables*.
3. Know and understand the *Cartesian trees* data structure.
4. Know and understand the *exhaustive-tabulation technique* for RMQ with linear-time preprocessing.

Unit 9: Range-Minimum Queries



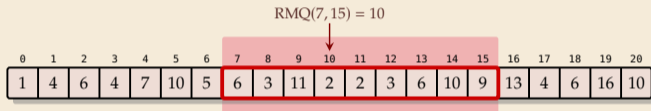
9 Range-Minimum Queries

- 9.1 Introduction
- 9.2 RMQ, LCP, LCE, LCA — WTF?
- 9.3 Trivial Solutions & Sparse Tables
- 9.4 Cartesian Trees
- 9.5 Exhaustive Tabulation

9.1 Introduction

Range-minimum queries (RMQ)

- ▶ **Given:** Static array $A[0..n]$ of numbers
array/numbers don't change
- ▶ **Goal:** Find minimum in a range;
 A known in advance and can be preprocessed



- ▶ **Nitpicks:**
 - ▶ Report *index* of minimum, not its value
 - ▶ Report *leftmost* position in case of ties

Clicker Question



Given the array from the slides, what is $\text{RMQ}_A(1, 6) = 1$

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	4	6	4	7	10	5	6	3	11	2	2	3	6	10	9	13	4	6	16	10

Handwritten annotations: A red arrow points to index 1. A red circle highlights the value 4 at index 1. A red circle highlights the value 4 at index 3. A red horizontal line is drawn under the subarray from index 1 to index 6.



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Rules of the Game

- ▶ comparison-based \rightsquigarrow values don't matter, only relative order
- ▶ Two main quantities of interest:
 1. **Preprocessing time:** Running time $P(n)$ of the preprocessing step \rightsquigarrow space usage $\leq P(n)$
 2. **Query time:** Running time $Q(n)$ of one query (using precomputed data)
- ▶ Write $\langle P(n), Q(n) \rangle$ **time solution** for short

Clicker Question



What do you think, what running times can we achieve? For a $\langle P(n), Q(n) \rangle$ time solution, enter " $\langle P(n), Q(n) \rangle$ ".



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9.2 RMQ, LCP, LCE, LCA — WTF?

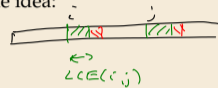
Recall Unit 6

Application 4: Longest Common Extensions

- ▶ We implicitly used a special case of a more general, versatile idea:

The *longest common extension (LCE)* data structure:

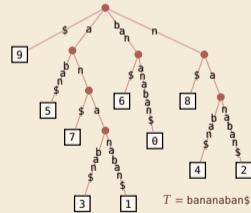
- ▶ **Given:** String $T[0..n-1]$
- ▶ **Goal:** Answer LCE queries, i.e.,
given positions i, j in T ,
how far can we read the same text from there?
formally: $LCE(i, j) = \max\{\ell : T[i..i+\ell] = T[j..j+\ell]\}$



↪ use suffix tree of $T!$

- ▶ In \mathcal{T} : $LCE(i, j) = \text{LCP}(T_i, T_j) \rightsquigarrow$ same thing, different name!
= string depth of
lowest common ancestor (LCA) of
leaves \boxed{i} and \boxed{j}

- ▶ in short: $LCE(i, j) = \text{LCP}(T_i, T_j) = \text{stringDepth}(\text{LCA}(\boxed{i}, \boxed{j}))$



Recall Unit 6

Efficient LCA

How to find lowest common ancestors?

- ▶ Could walk up the tree to find LCA $\rightsquigarrow \Theta(n)$ worst case 
- ▶ Could store all LCAs in big table $\rightsquigarrow \Theta(n^2)$ space and preprocessing 



Amazing result: Can compute data structure in $\Theta(n)$ time and space that finds any LCA is **constant(!) time**.

- ▶ a bit tricky to understand
- ▶ but a theoretical breakthrough
- ▶ and useful in practice

and suffix tree construction inside ...



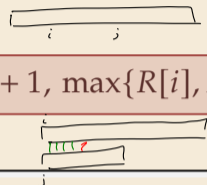
\rightsquigarrow for now, use $O(1)$ LCA as black box.

\rightsquigarrow After linear preprocessing (time & space), we can find LCEs in $O(1)$ time.

Finally: Longest common extensions

- ▶ In Unit 6: Left question open how to compute LCA in suffix trees
- ▶ But: Enhanced Suffix Array makes life easier!

$$\text{LCE}(i, j) = \text{LCP}[\text{RMQ}_{\text{LCP}}(\min\{R[i], R[j]\} + 1, \max\{R[i], R[j]\})]$$



Inverse suffix array: going left & right

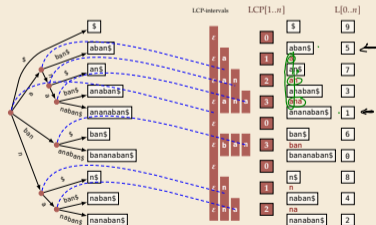
▶ to understand the fastest algorithm, it is helpful to define the *inverse suffix array*:

- ▶ $R[i] = r \iff L[r] = i$ $L = \text{leaf array}$
- \iff there are r suffixes that come before T_i in sorted order
- $\iff T_i$ has (0-based) *rank* $r \rightsquigarrow$ call $R[0..n]$ the **rank array**

i	$R[i]$	T_i	r	$L[r]$	$T_{L[r]}$
0	6 th	bananaban\$	0	9	\$
1	4 th	ananaban\$	1	5	aban\$
2	9 th	nanaban\$	2	7	an\$
3	3 th	anaban\$	3	3	anaban\$
4	8 th	naban\$	4	1	ananaban\$
5	1 th	aban\$	5	6	ban\$
6	5 th	ban\$	6	0	bananaban\$
7	2 th	an\$	7	8	n\$
8	7 th	n\$	8	4	naban\$
9	0 th	\$	9	2	nanaban\$

sort suffixes

LCP array and internal nodes



\rightsquigarrow Leaf array $L[0..n]$ plus LCP array $\text{LCP}[1..n]$ encode full tree!

RMQ Implications for LCE

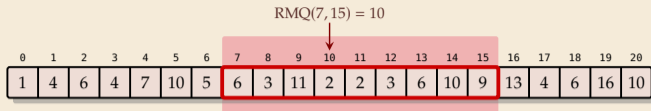
- ▶ Recall: Can compute (inverse) suffix array and LCP array in $O(n)$ time

\rightsquigarrow A $\langle P(n), Q(n) \rangle$ time RMQ data structure implies a $\langle P(n), Q(n) \rangle$ time solution for longest-common extensions

wants $\langle O(n), O(1) \rangle$

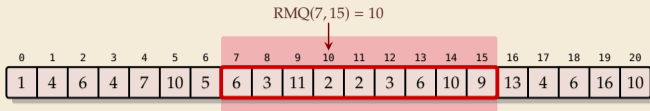
9.3 Trivial Solutions & Sparse Tables

Trivial Solutions



- ▶ Two easy solutions show extreme ends of scale:

Trivial Solutions



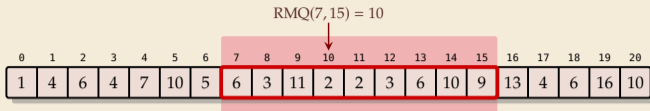
- ▶ Two easy solutions show extreme ends of scale:

1. Scan on demand

- ▶ no preprocessing at all
- ▶ answer $\text{RMQ}(i, j)$ by scanning through $A[i..j]$, keeping track of min

$\rightsquigarrow \langle O(1), O(n) \rangle$

Trivial Solutions



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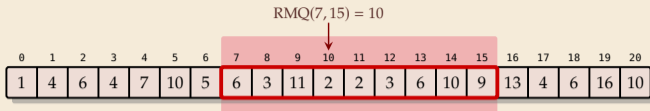
1. Scan on demand

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- ~> $\langle O(1), O(n) \rangle$

2. Precompute all

- ▶ Precompute all answers in a big 2D array $M[0..n][0..n]$
 - ▶ queries simple: $\text{RMQ}(i, j) = M[i][j]$
- ~> $\langle O(n^3), O(1) \rangle$

Trivial Solutions



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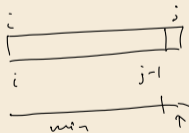
$\rightsquigarrow \langle O(1), O(n) \rangle$

2. Precompute all

- ▶ Precompute all answers in a big 2D array $M[0..n][0..n]$
- ▶ queries simple: $\text{RMQ}(i, j) = \underline{M[i][j]}$

$\rightsquigarrow \langle O(n^3), O(1) \rangle$

- ▶ Preprocessing can reuse partial results $\rightsquigarrow \underline{\langle O(n^2), O(1) \rangle}$



Sparse Table

► **Idea:** Like “precompute-all”, but keep only some entries

► store $M[i][j]$ iff $\ell = j - i + 1$ is 2^k .

↪ $\leq n \cdot \lg n$ entries

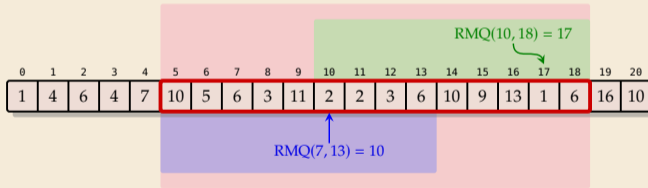
↪ Can be stored as $M'[i][k] = M[i][i + 2^k - 1]$

Sparse Table

- ▶ **Idea:** Like “precompute-all”, but keep only some entries
- ▶ store $M[i][j]$ iff $\ell = j - i + 1$ is 2^k .
 - ↪ $\leq n \cdot \lg n$ entries
 - ↪ Can be stored as $M'[i][k]$
- ▶ How to answer queries?

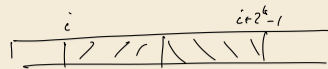
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 - ↪ Can be stored as $M'[i][k]$
- ▶ How to answer queries?



1. Find k with $\ell/2 \leq 2^k \leq \ell$
2. Cover range $[i..j]$ by 2^k positions right from i and 2^k positions left from j
3. $RMQ(i, j) = \arg \min\{A[rmq_1], A[rmq_2]\}$
 with $rmq_1 = RMQ(i, i + 2^k - 1) = M[i][k]$
 $rmq_2 = RMQ(j - 2^k + 1, j) = M[j - 2^k + 1][k]$

Sparse Table



► **Idea:** Like “precompute-all”, but keep only some entries

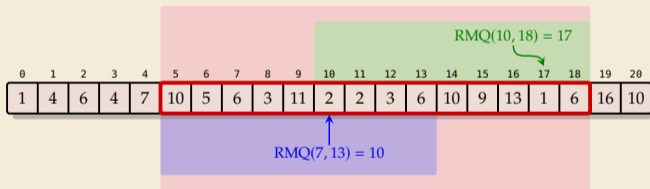
► store $M[i][j]$ iff $\ell = j - i + 1$ is 2^k .

↪ $\leq n \cdot \lg n$ entries

↪ Can be stored as $M'[i][k]$

$$M'[i][k] = \arg \min \{ A[M'[i][k-1]], A[M'[i+2^{k-1}][k-1]] \}$$

► How to answer queries?



1. Find k with $\ell/2 \leq 2^k \leq \ell$

2. Cover range $[i..j]$ by 2^k positions right from i and 2^k positions left from j

3. $RMQ(i, j) = \arg \min \{ A[rmq_1], A[rmq_2] \}$

with $rmq_1 = RMQ(i, i + 2^k - 1)$

$rmq_2 = RMQ(j - 2^k + 1, j)$

► Preprocessing can be done in $O(n \log n)$ times

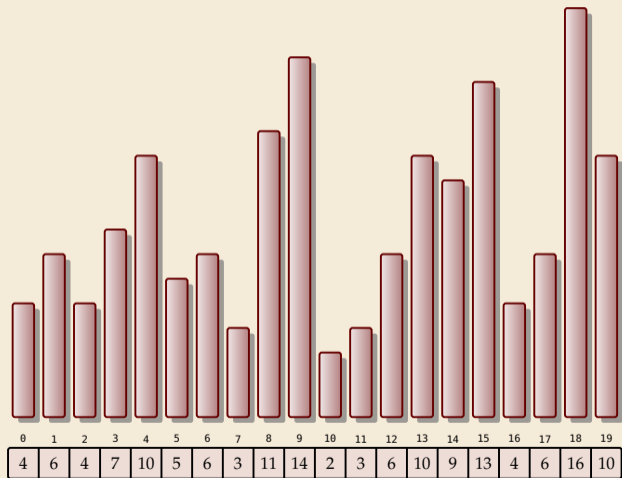
↪ $\langle O(n \log n), O(1) \rangle$ time solution!

9.4 Cartesian Trees

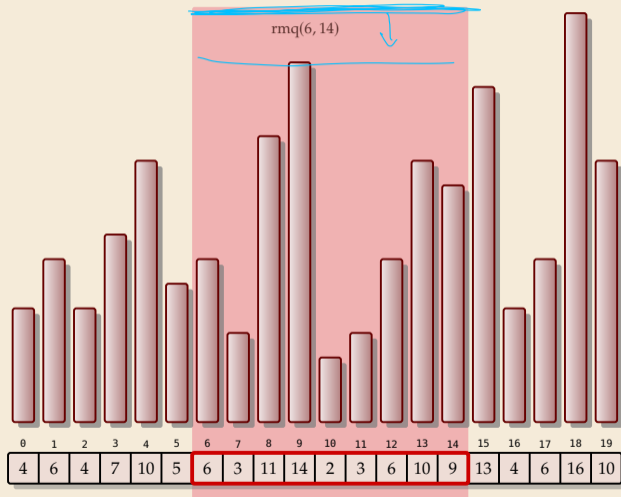
RMQ & LCA

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
4	6	4	7	10	5	6	3	11	14	2	3	6	10	9	13	4	6	16	10

RMQ & LCA



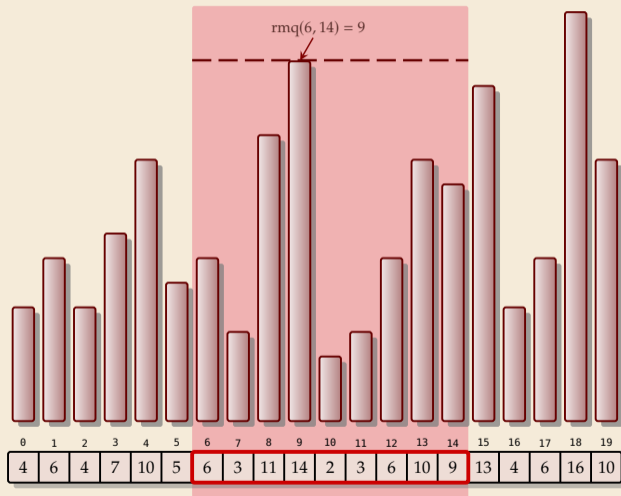
RMQ & LCA



- **Range-max** queries on array A :
$$\text{rmq}_A(i, j) = \arg \max_{i \leq k \leq j} A[k]$$

$$= \text{index of max}$$

RMQ & LCA

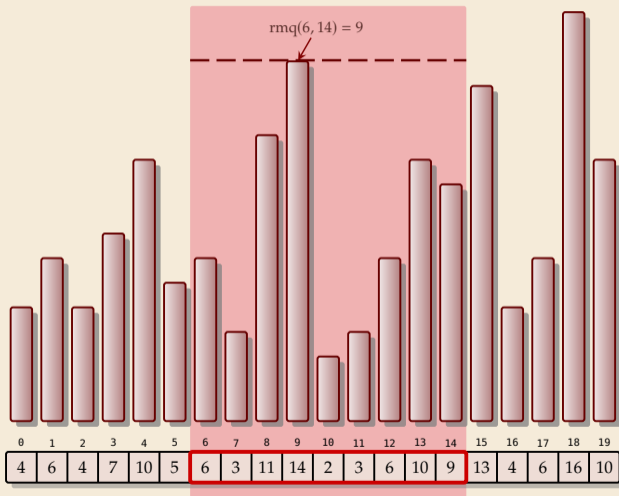


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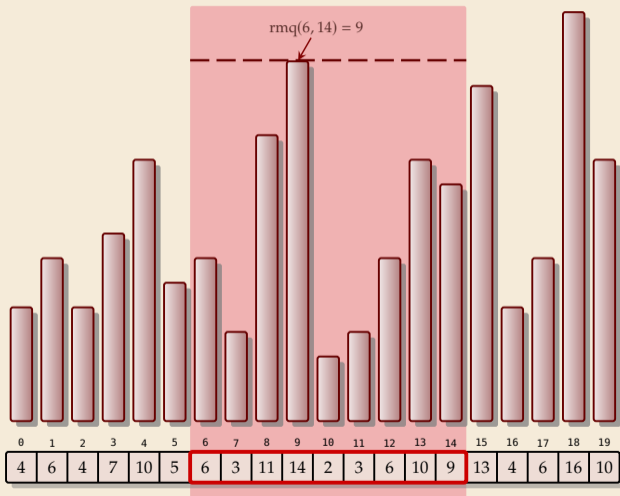
= *index of max*

RMQ & LCA



- ▶ **Range-max queries** on array A :
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 $= \text{index of max}$
- ▶ **Task:** Preprocess A ,
then answer RMQs fast

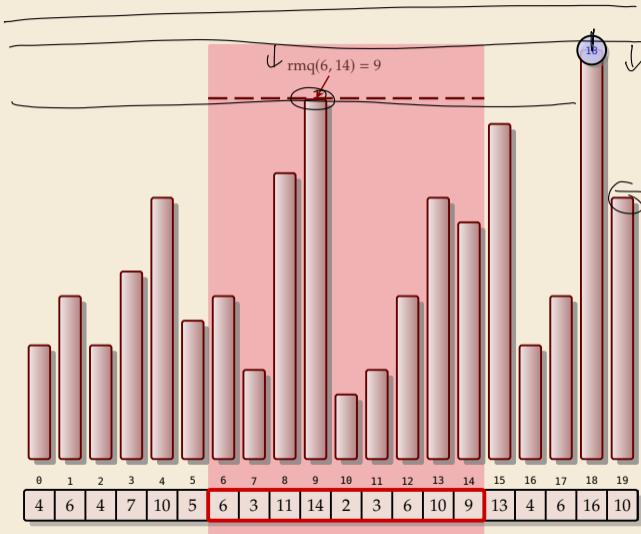
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RMQ & LCA



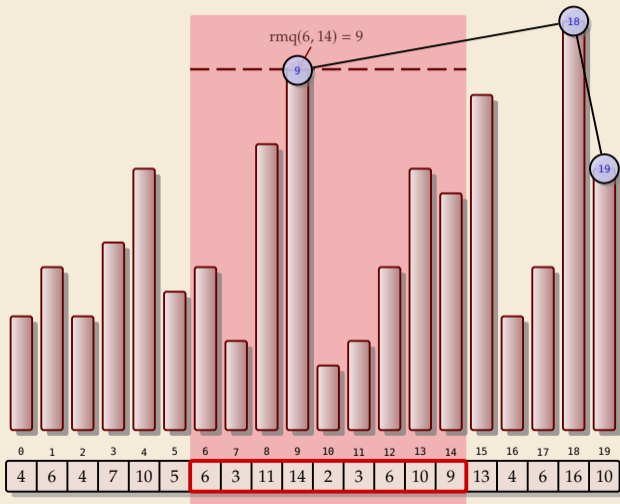
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- ▶ **Cartesian tree:** (cf. *treap*) construct binary tree by sweeping line down

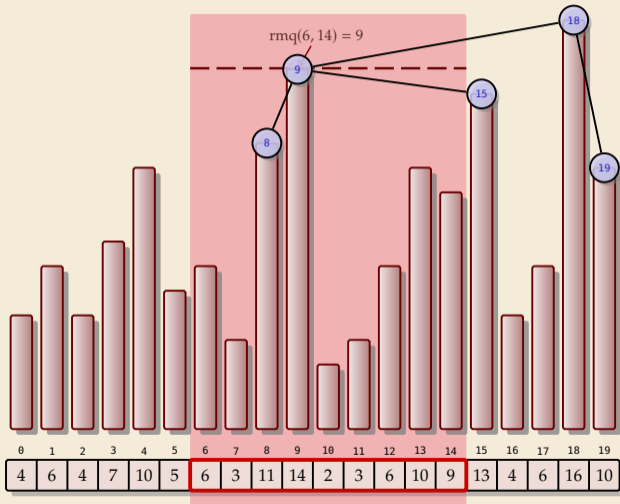
RMQ & LCA



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RMQ & LCA



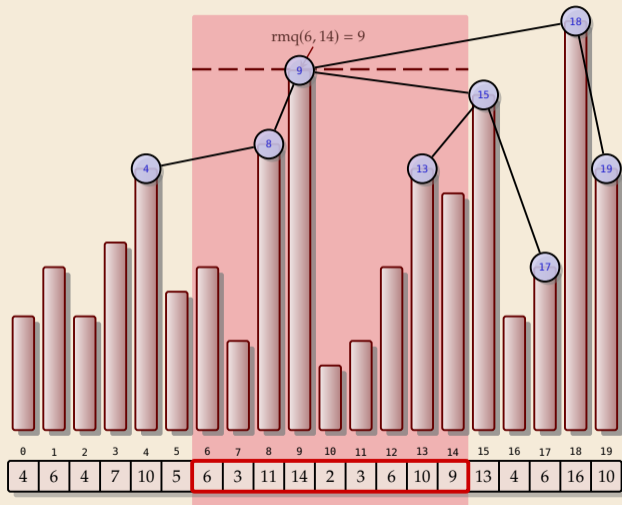
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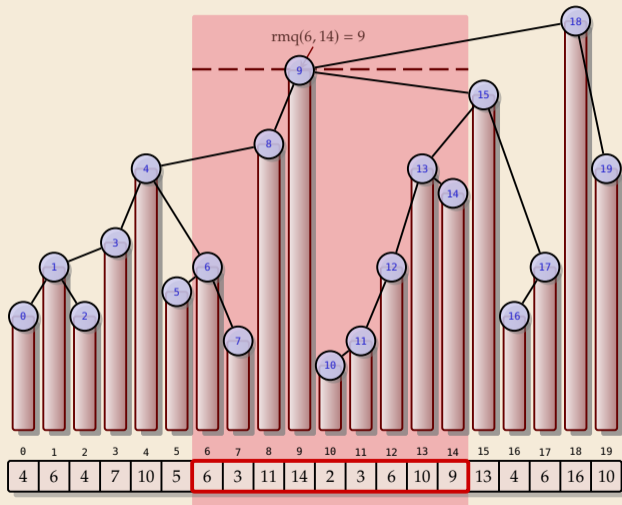
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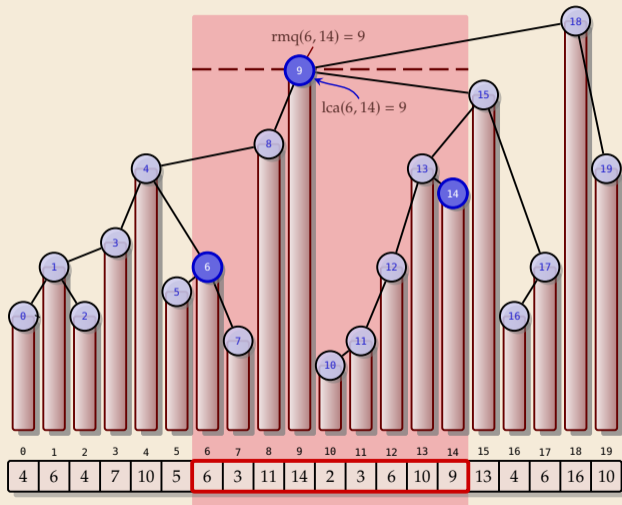
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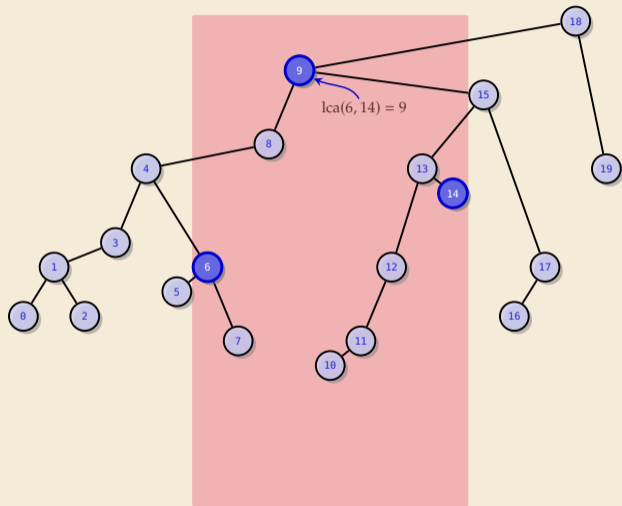
RMQ & LCA



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- ▶ $\text{rmq}(i, j) =$
lowest common ancestor (LCA)

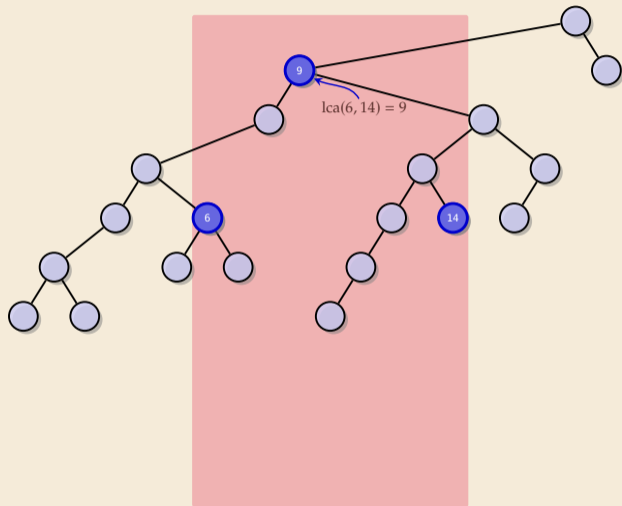
RMQ & LCA



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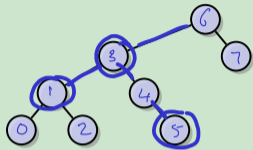
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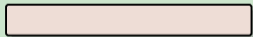
$$= \text{index of max}$$
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- ▶ $\text{rmq}(i, j) =$ inorder of
lowest common ancestor (LCA)
of i th and j th node in inorder

Clicker Question



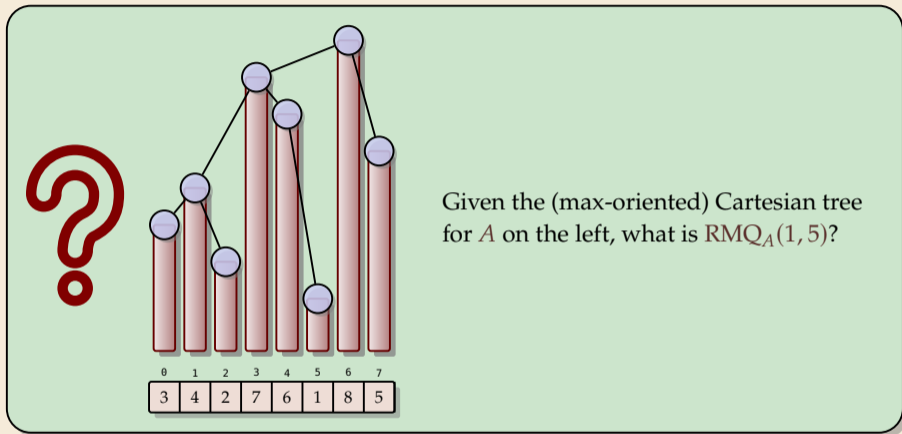
Given the (max-oriented) Cartesian tree for A on the left, what is $\text{RMQ}_A(1, 5)$?

$$= 3$$



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Clicker Question



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Clicker Question

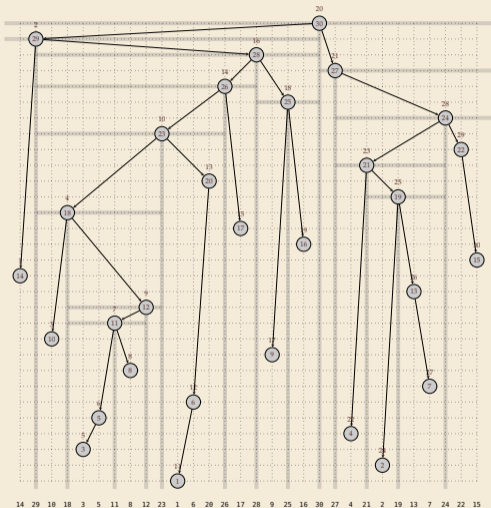
RMQ(1, 5) = 3

Given the (max-oriented) Cartesian tree for A on the left, what is $\text{RMQ}_A(1, 5)$?

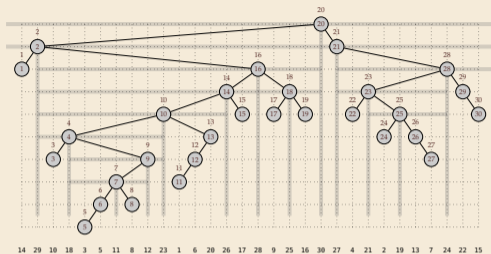
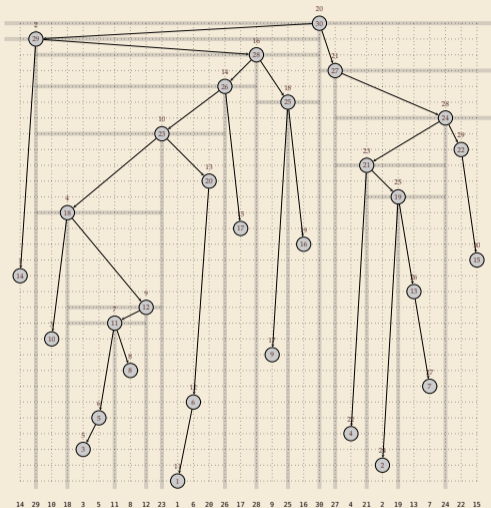


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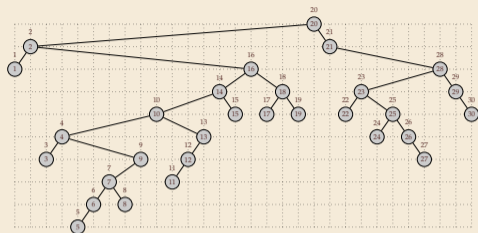
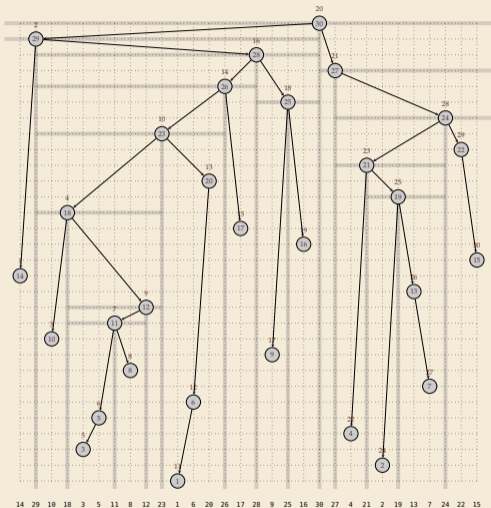
Cartesian Tree – Larger Example



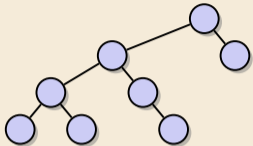
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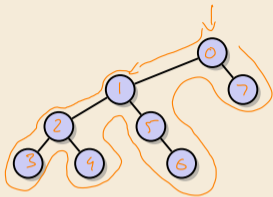


Counting binary trees



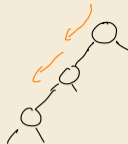
- ▶ Given the Cartesian tree,
all RMQ answers are determined
and vice versa!

Counting binary trees



11 11 11 00 00 01 00 00

- ▶ Given the Cartesian tree, all RMQ answers are determined and vice versa!



- ▶ How many different Cartesian trees are there for arrays of length n ?

- ▶ known result: Catalan numbers $\frac{1}{n+1} \binom{2n}{n}$

- ▶ easy to see: $\leq 2^{2n}$

construct a binary code for binary trees with $2n$ bits for n -node tree

↪ many arrays will give rise to the same Cartesian tree

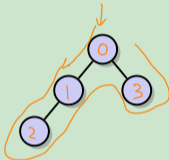
Can we exploit that?



preorder traversal of tree has left child store $\boxed{1}$ has right child

Clicker Question

preorder traversal of nodes, store \boxed{T}
has left has right



What binary string corresponds to the tree shown on the left?

(using the encoding just discussed)

11100000



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9.5 Exhaustive Tabulation

Four Russians?

The exhaustive-tabulation technique to follow is often called “Four Russians trick” . . .

- ▶ The algorithmic technique was published 1970 by V. L. Arlazarov, E. A. Dinitz, M. A. Kronrod, and I. A. Faradžev
- ▶ all worked in Moscow at that time . . . but not even clear if all are Russians!
(Arlazarov and Kronrod are Russian)

Four Russians?

The exhaustive-tabulation technique to follow is often called “Four Russians trick” . . .

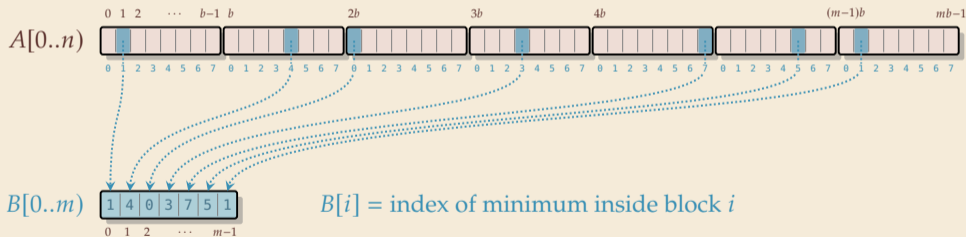
- ▶ The algorithmic technique was published 1970 by V. L. Arlazarov, E. A. Dinitz, M. A. Kronrod, and I. A. Faradžev
- ▶ all worked in Moscow at that time . . . but not even clear if all are Russians!
(Arlazarov and Kronrod are Russian)
- ▶ American authors coined the slightly derogatory “Method of Four Russians” . . . name in widespread use

Bootstrapping

- ▶ We know a $\langle O(n \log n), O(1) \rangle$ time solution
- ▶ If we use that for $m = \Theta(n/\log n)$ elements, $O(m \log m) = O(n)$!

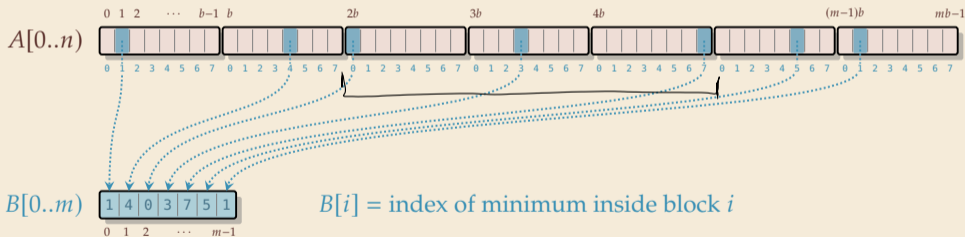
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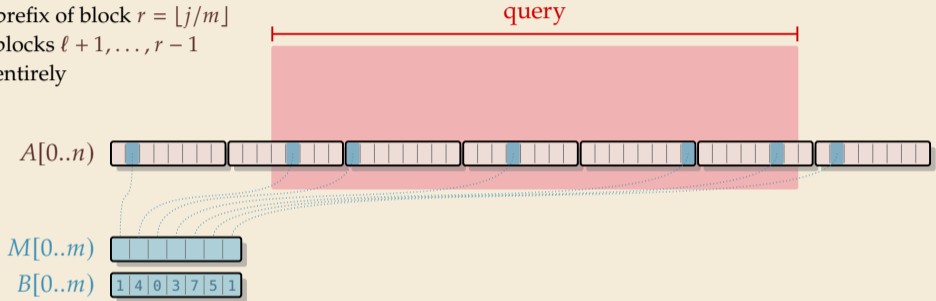


↪ Use sparse tables for B .

↪ Can solve RMQs in $B[0..m]$ in $\langle O(n), O(1) \rangle$ time

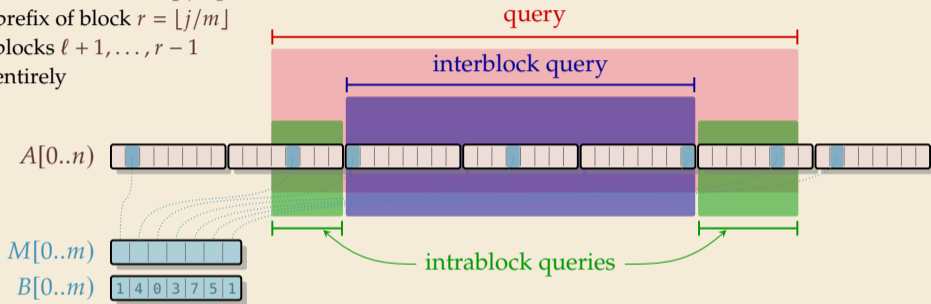
Query decomposition

- ▶ Query $\text{RMQ}_A(i, j)$ covers
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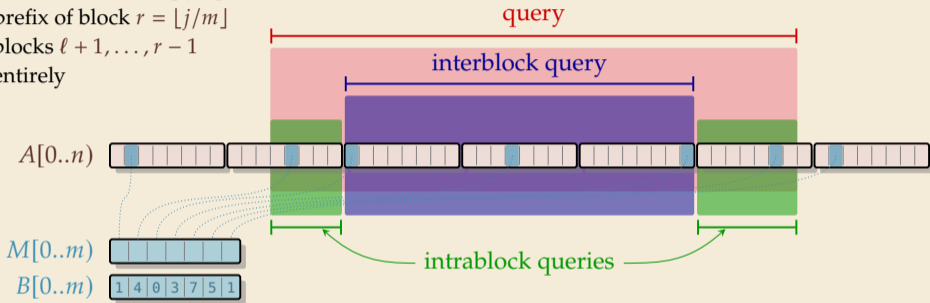
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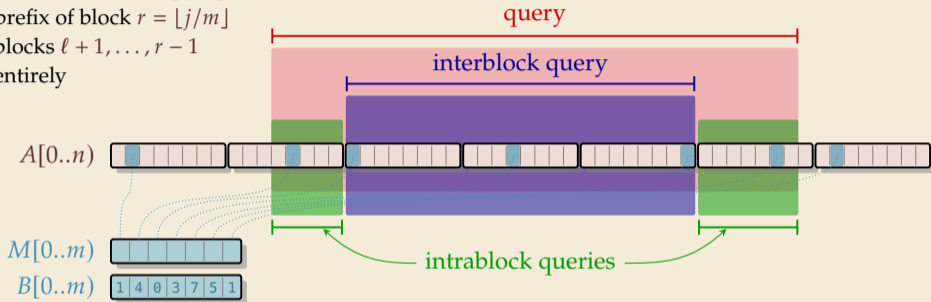
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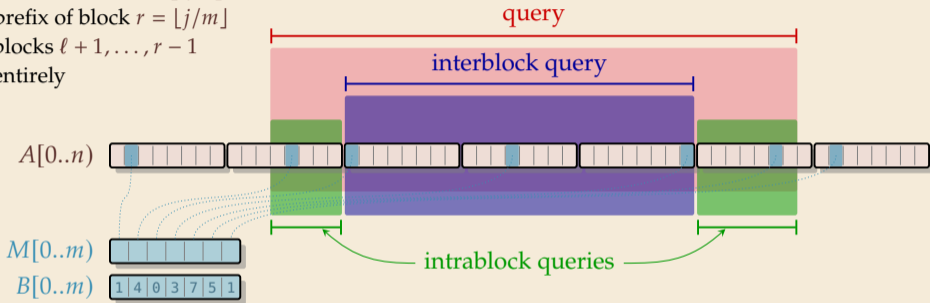


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↪ It remains to solve the **intrablock** queries!

► Want $\langle O(n), O(1) \rangle$ time overall

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↪ **Exhaustive Tabulation Technique:**

1. represent each subproblem by storing its *type* (here: encoding of Cartesian tree)
2. *enumerate* all possible subproblem types and their solutions
3. use type as index in a large *lookup table*

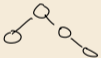
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$$b = 4$$

Block type	i	j	RMQ(i, j)
\vdots			
11000100 	0	2	1
u	0	3	1
u	0	1	1
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⋮			
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▶ $\leq \sqrt{n}$ block types

▶ $\leq b^2$ combinations for i and j

↪ $\Theta(\sqrt{n} \cdot \log^2 n)$ rows

▶ each row can be computed in $O(\log n)$ time

↪ overall preprocessing: $O(n)$ time!

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Research questions:

- ▶ Reduce the space usage
- ▶ Avoid access to A at query time