



# 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



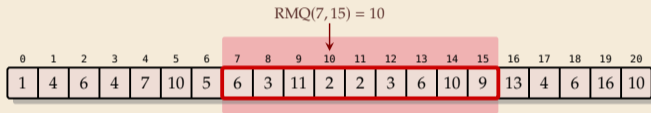
# 9 Range-Minimum Queries

- 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  $\text{RMQ}_A(1, 6) =$   $\overset{1}{}$

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



→ [sli.do/comp526](https://sli.do/comp526)

# 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 " $\langle P(n), Q(n) \rangle$ ".



→ [sli.do/comp526](https://sli.do/comp526)



## 9.2 RMQ, LCP, LCE, LCA — WTF?



# Recall Unit 8

## 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

$\langle \Theta(n), \Theta(n) \rangle$

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 8: 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**

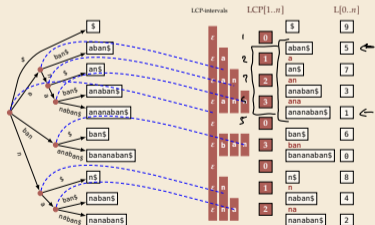
$i$	$R[i]$	$T_i$	$r$	$L[r]$	$T_{L[r]}$
0	6 <sup>th</sup>	bananaban\$	0	9	\$
1	4 <sup>th</sup>	ananaban\$	1	5	aban\$
2	9 <sup>th</sup>	nanaban\$	2	7	an\$
3	3 <sup>th</sup>	anaban\$	3	3	anaban\$
4	8 <sup>th</sup>	naban\$	4	1	ananaban\$
5	1 <sup>th</sup>	aban\$	5	6	ban\$
6	5 <sup>th</sup>	ban\$	6	0	bananaban\$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

sort suffixes

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## LCP array and internal nodes

$$\text{LCE}(5, 1) = \text{RMQ}_{\text{LCP}}(2, 4)$$



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

35

## RMQ Implications for LCE

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

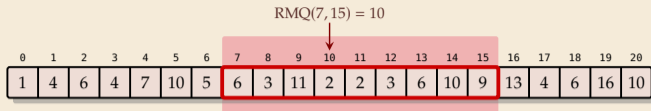
↪ A  $\langle P(n), Q(n) \rangle$  time RMQ data structure implies a  $\langle P(n), Q(n) \rangle$  time solution for longest-common extensions

(given rank array & LCP array)

↪ want  $\langle \Theta(n), \Theta(1) \rangle$

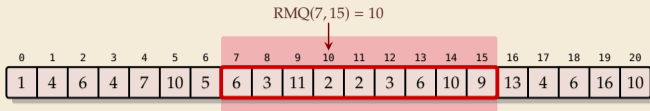
## 9.3 Trivial Solutions & Sparse Tables

# Trivial Solutions



- ▶ Two easy solutions show extreme ends of scale:

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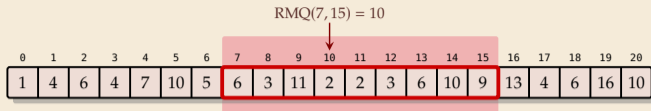
## 1. Scan on demand

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

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



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## 2. Precompute all

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

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

for  $i = 0 \dots n-1$

for  $j = i \dots n-1$

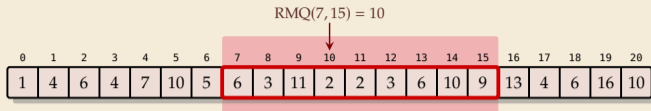
$a = i$

for  $k = i \dots j$

if  $A[a] > A[k]$

$M[i][j] = a = k$

# Trivial Solutions



$$M[i][j] \rightsquigarrow M[i][j+1]$$

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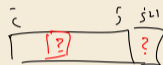
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▶ Preprocessing can reuse partial results  $\rightsquigarrow \langle O(n^2), O(1) \rangle$



for  $l := 1, \dots, n$

for  $i = 0, \dots, n-l$

if  $l = 1$  :  $M[i][i+l] = i$

else

$a = M[i][i+l-1]$

$b = j+1$

if  $A[a] \leq A[b]$

$M[i][i+l] = a$

else

$M[i][i+l] = b$

## Sparse Table

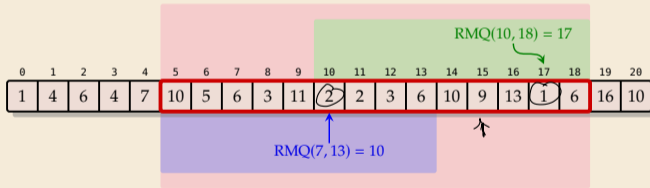
- ▶ **Idea:** Like “precompute-all”, but keep only some entries
- ▶ store  $M[i][j]$  iff  $\ell = j - i + 1$  is  $2^k$ .
  - ↪  $\leq n \cdot \lg n$  entries
  - ↪ Can be stored as  $M'[i][k]$

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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.  $RMQ(i, j) = \arg \min\{A[rmq_1], A[rmq_2]\}$   $M'[i][k]$   
 with  $rmq_1 = RMQ(i, i + 2^k - 1)$   
 $rmq_2 = RMQ(j - 2^k + 1, j)$   
 $M'[j - 2^k + 1][k]$

# Sparse Table

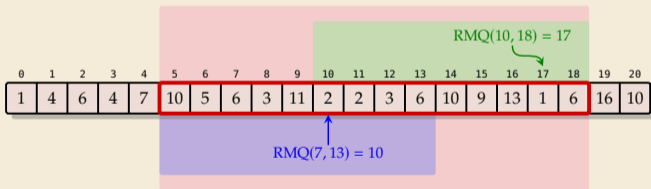
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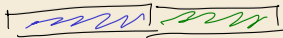
with  $rmq_1 = RMQ(i, i + 2^k - 1)$

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

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

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

$$[i, i + 2^k - 1] \mapsto [i, i + 2^{k+1} - 1]$$



## 9.4 Cartesian Trees

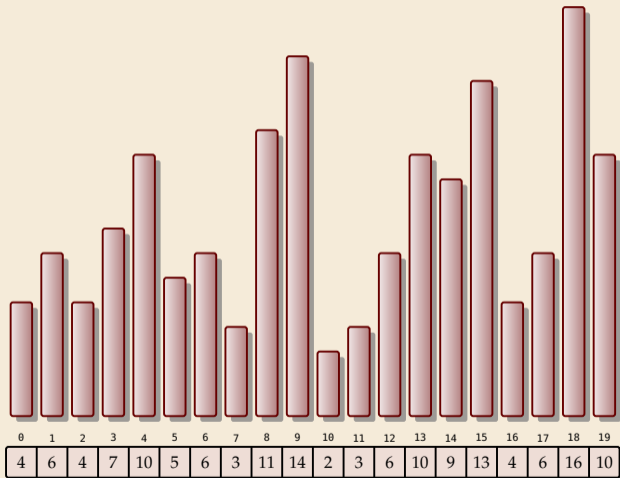
# RMQ & LCA

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

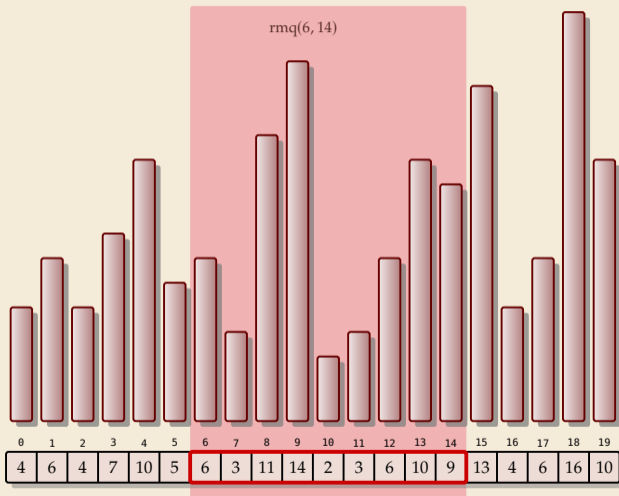


# RMQ & LCA

range-maximum query

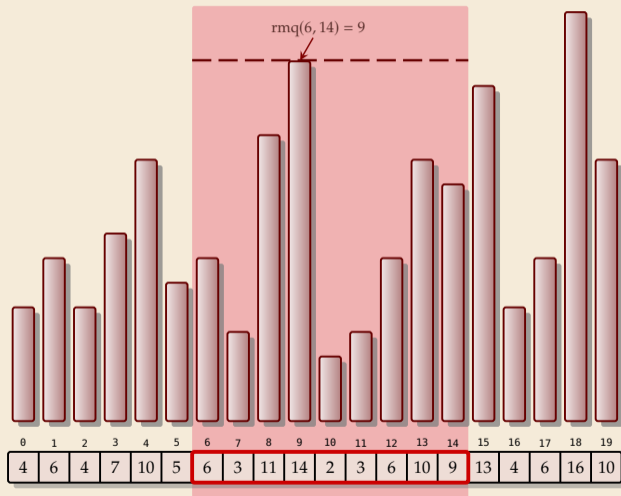


# RMQ & LCA



- 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

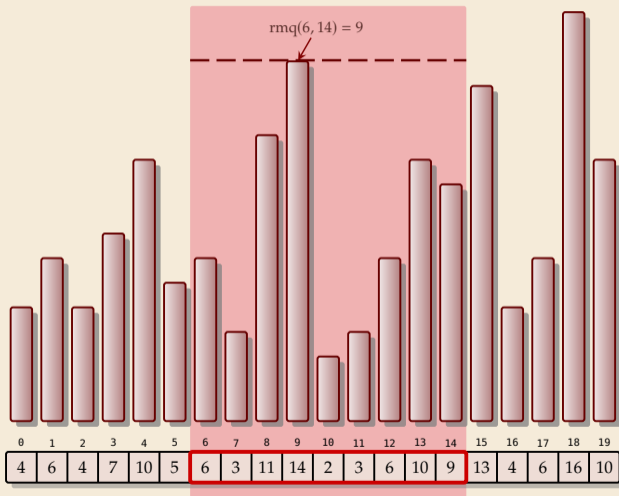


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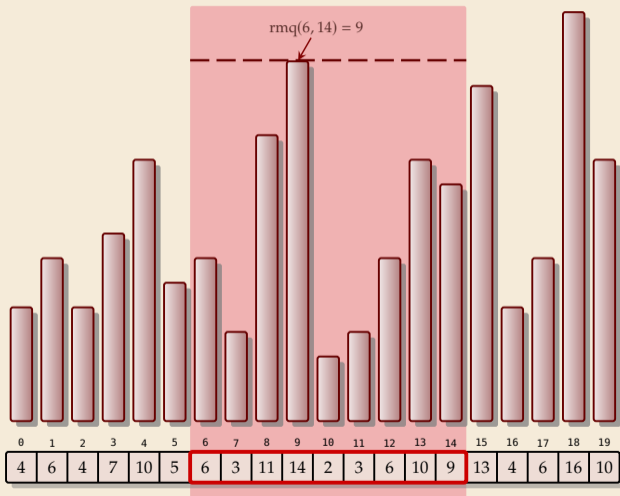
= *index* of max

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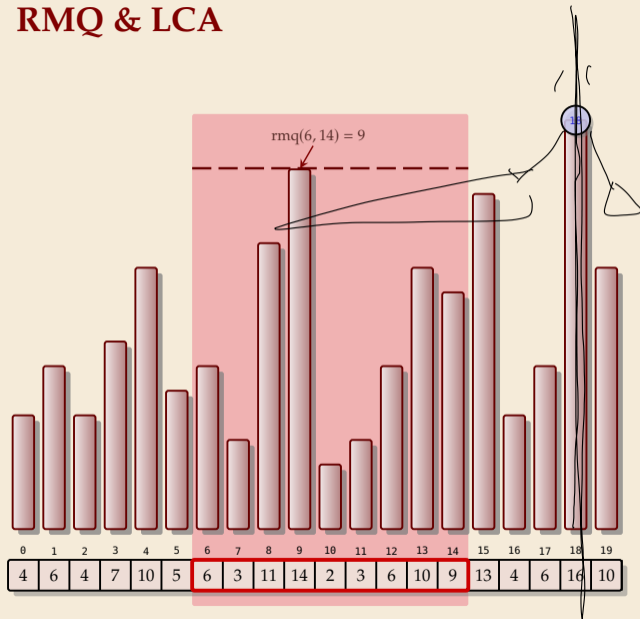
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# RMQ & LCA



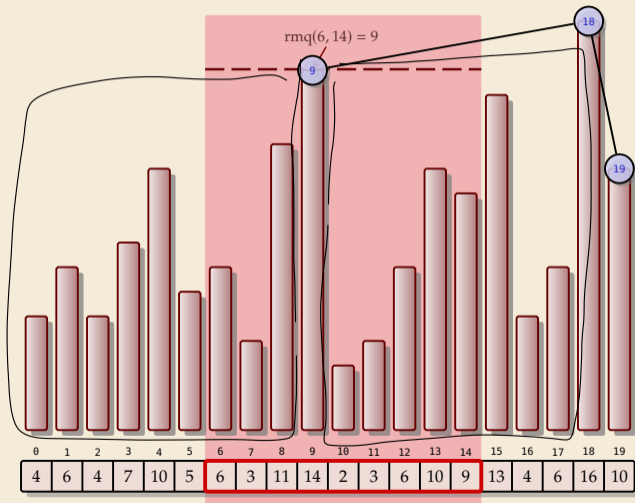
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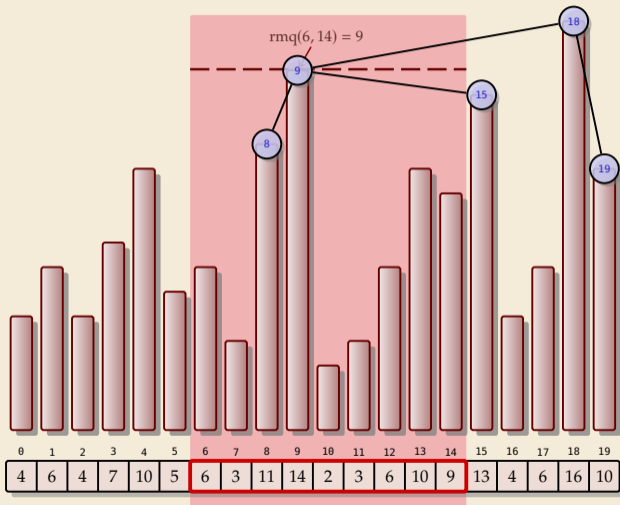
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construct binary tree by  
sweeping line down

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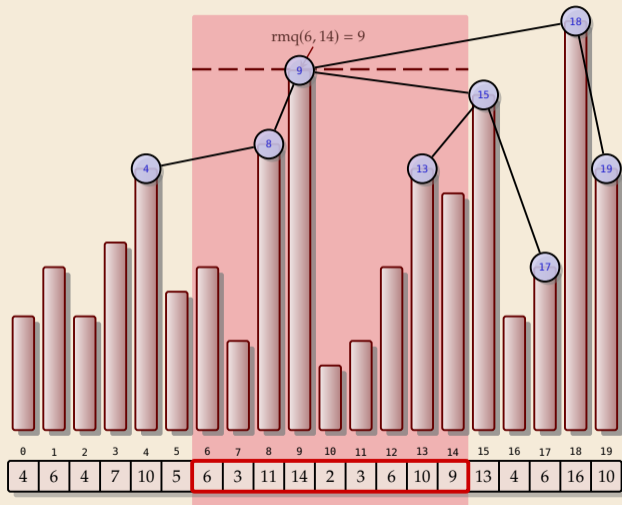
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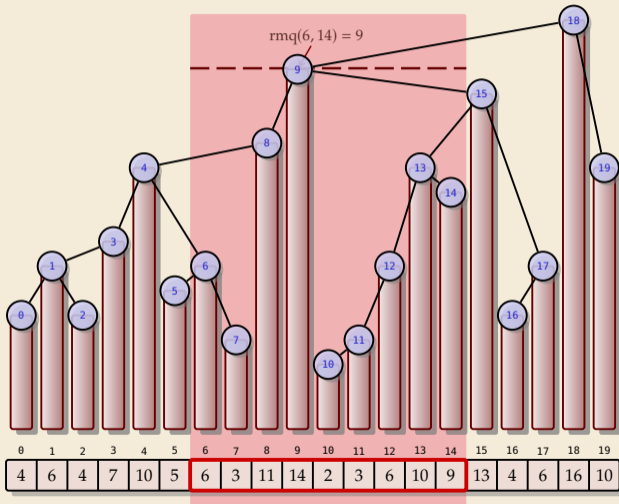


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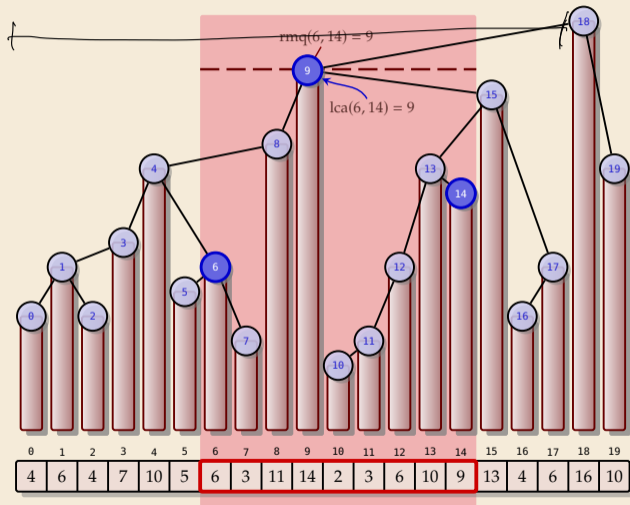
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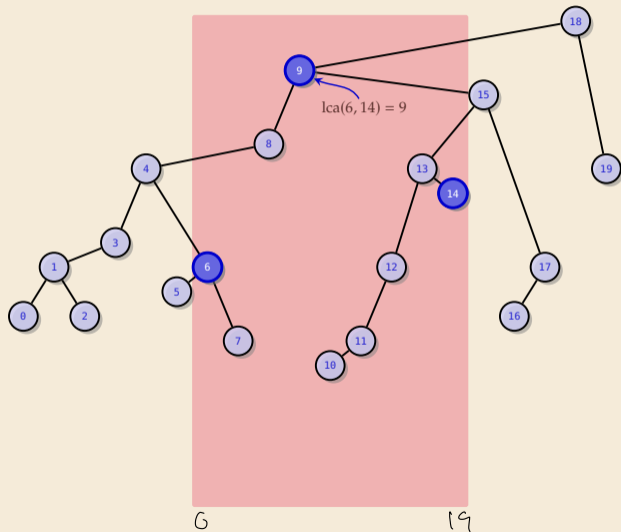
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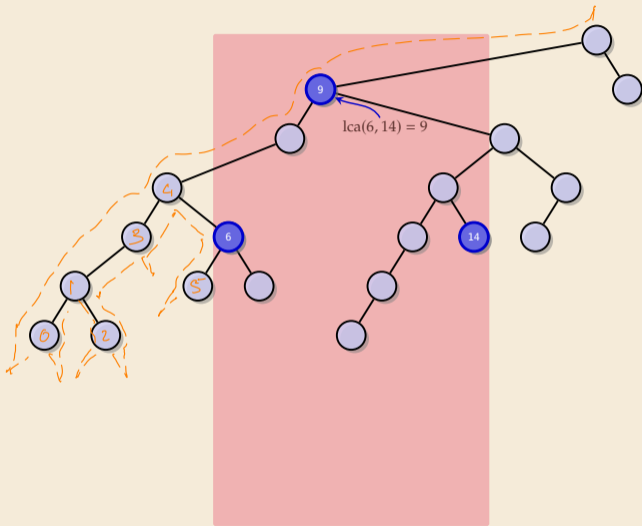
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# RMQ & LCA

inorder traversal: left - self - right



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sweeping line down
- ▶  $\text{rmq}(i, j)$  = 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  $\text{RMQ}_A(1, 5)$ ?



→ [sli.do/comp526](https://sli.do/comp526)

## Clicker Question

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## Clicker Question

RMQ(1, 5) = 3

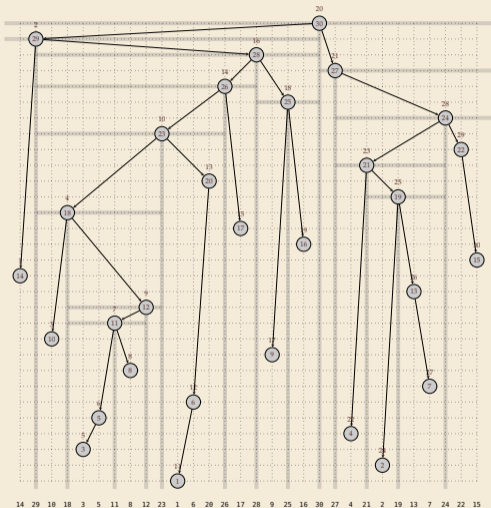
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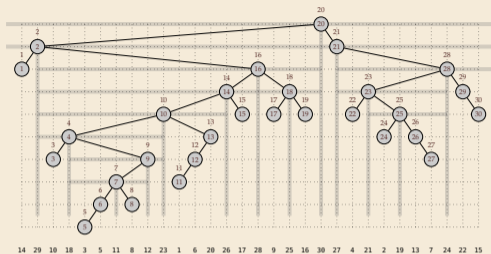
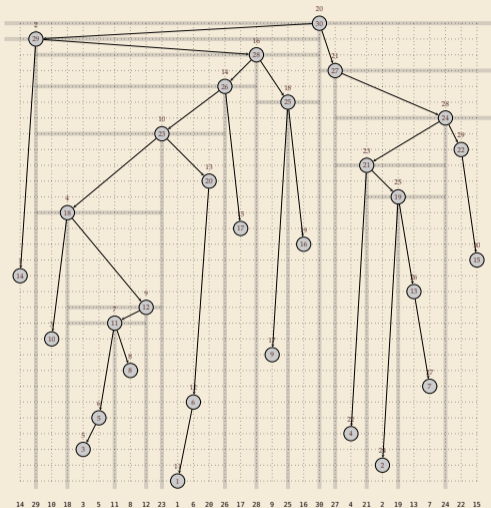
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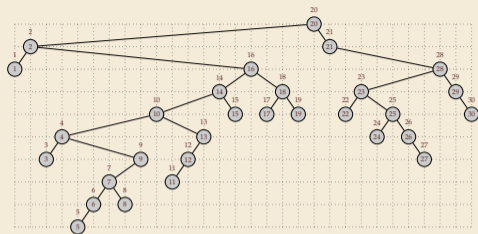
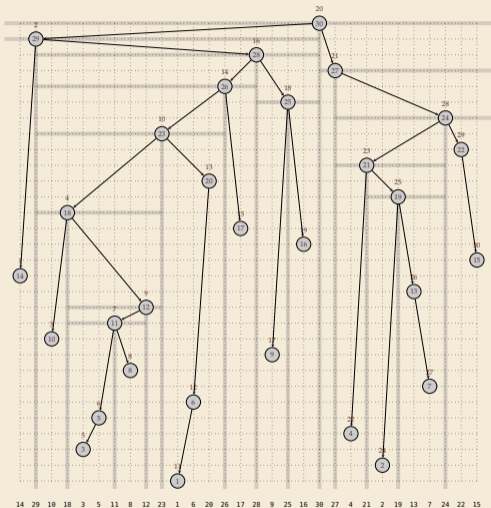
# Cartesian Tree – Larger Example



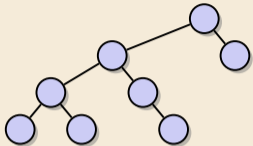
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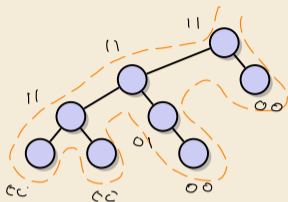


## Counting binary trees



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

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11 11 11 00 00 01 00 00

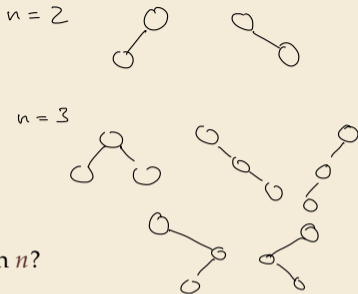
▶ How many different Cartesian trees are there for arrays of length  $n$ ?

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

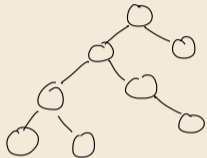
▶ easy to see:  $\leq 2^{2n}$  can encode binary tree with  $2n$

↪ many arrays will give rise to the same Cartesian tree

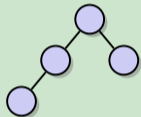
*Can we exploit that?*



|| || || 0000 01 00 00



## Clicker Question



What binary string corresponds to the tree shown on the left?  
(using the encoding just discussed)



→ [sli.do/comp526](https://sli.do/comp526)

## 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
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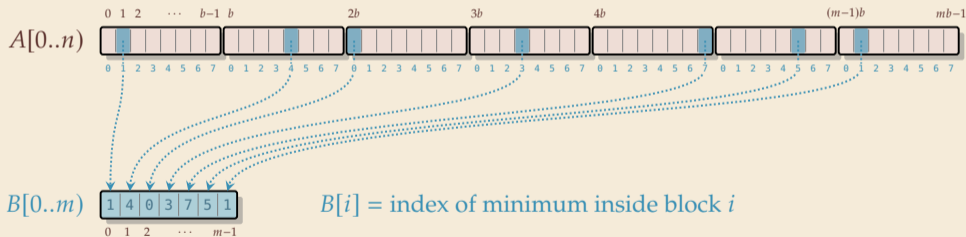
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(Arlazarov and Kronrod are Russian)
- ▶ American authors coined the slightly derogatory “Method of Four Russians” . . . name in widespread use

# 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,  $O(m \log m) = O(n)$ !

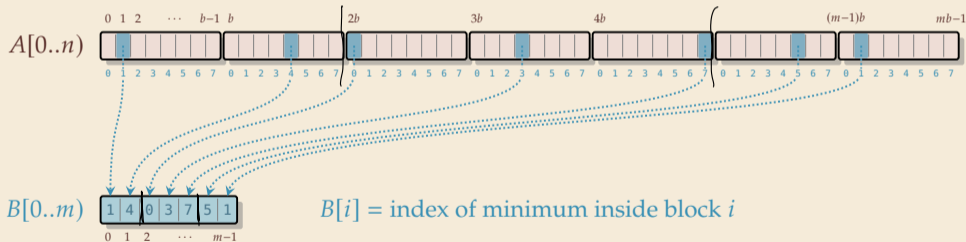
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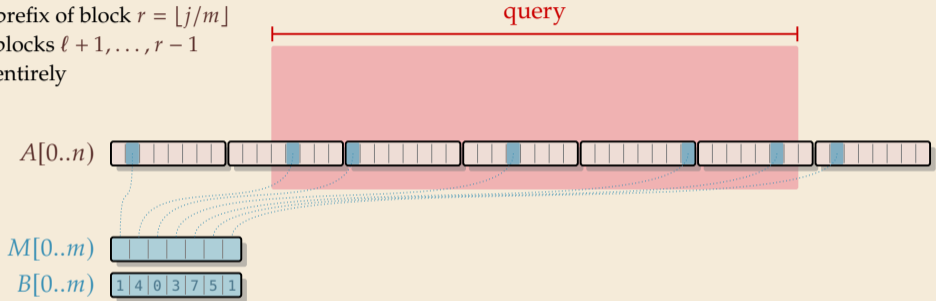


↪ Use sparse tables for  $B$ .

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

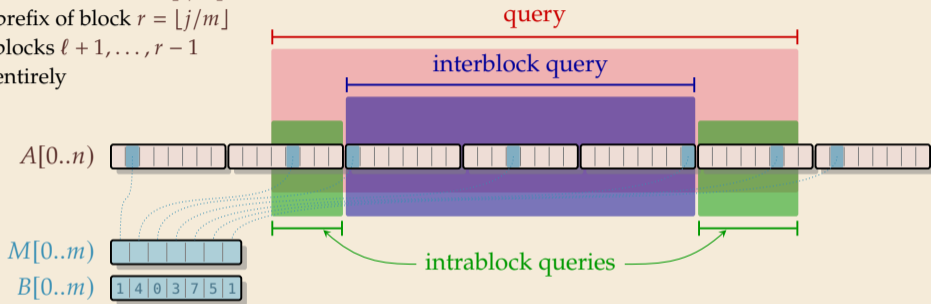
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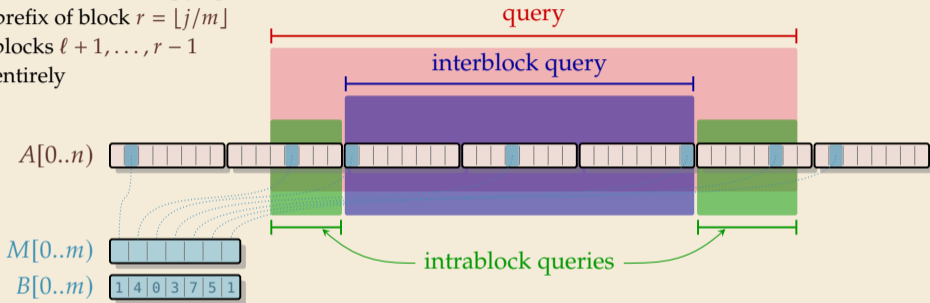
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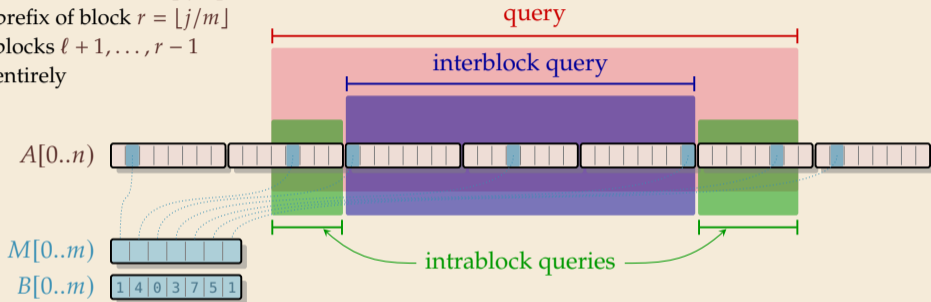


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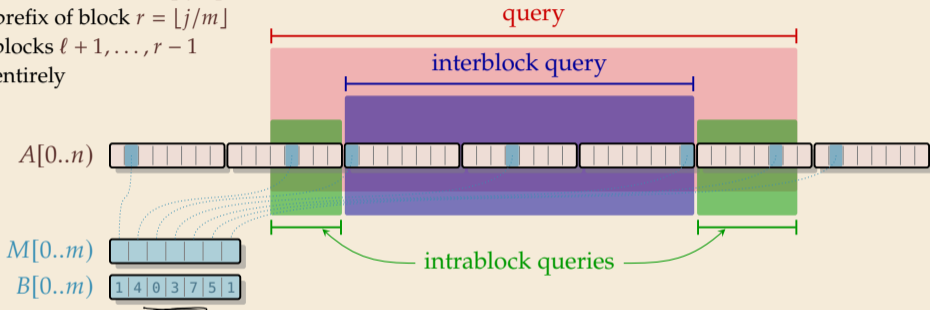


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## Intrablock queries [1]

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

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

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↪ **Exhaustive Tabulation Technique:**

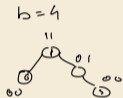
1. represent each subproblem by storing its *type* (here: encoding of Cartesian tree)
2. *enumerate* all possible subproblem types and their solutions
3. use type as index in a large *lookup table*

## Intrablock queries [2]

1. For each block, compute  $2b$  bit representation of Cartesian tree
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⋮			
11000100	0	3	1
~	1	3	1
~	2	3	2
⋮			

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⋮			
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▶  $\leq \sqrt{n}$  block types

▶  $\leq b^2$  combinations for  $i$  and  $j$

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

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

$\rightsquigarrow$  overall preprocessing:  $O(n)$  time!



## Discussion

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### Research questions:

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