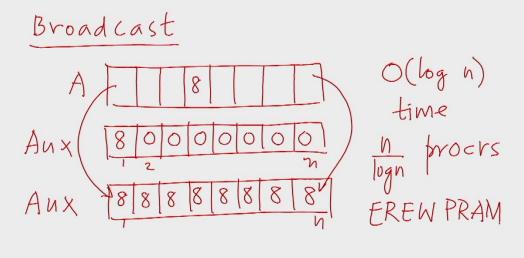
Applications of Prefix Sums

- Compaction
- Broadcast
- Prefix Minima/Maxima
- Rightmost element to the left





Prefix | Suffix Minima | Maxima | 43198627 | 44999999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 9999 | 99999 | 99999 | 99999 | 99999 | 99999 | 9999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 9999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999 | 99999

(1) (b) (2) (c) (g) (c) (g)

O(logn) time n/logn processors on an EREW PRAM An array in which only Some elements are useful

-4--3--8-9at each position, the right most element to the left of that

 (i_1, j_1) and (i_2, j_2) $(i_1, j_1) > (i_2, j_2)$ $i_1 > i_2$ or $i_1 = i_2$ and $j_1 > j_2$

Pointer Jumping



Linked List in an Array

next/parent

• Physical/Logical Order of nodess

need not be the same!

1 2 3 4 SNULL

Array of Size n

n processor s.

1 processor per node

CREW PRAM n:2k

DODODODODOR

Ranks from the right

Start with D

nodes at a distance of

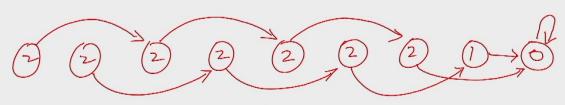
at most 1 already

have the correct ranks

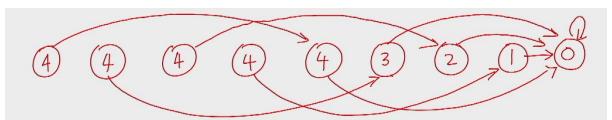
every node updates its rank

rank[i]: rank[i]+ rank[p[i]]

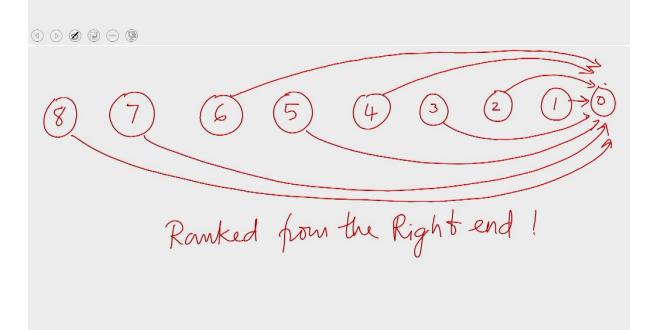
p[i]: p[p[i]]



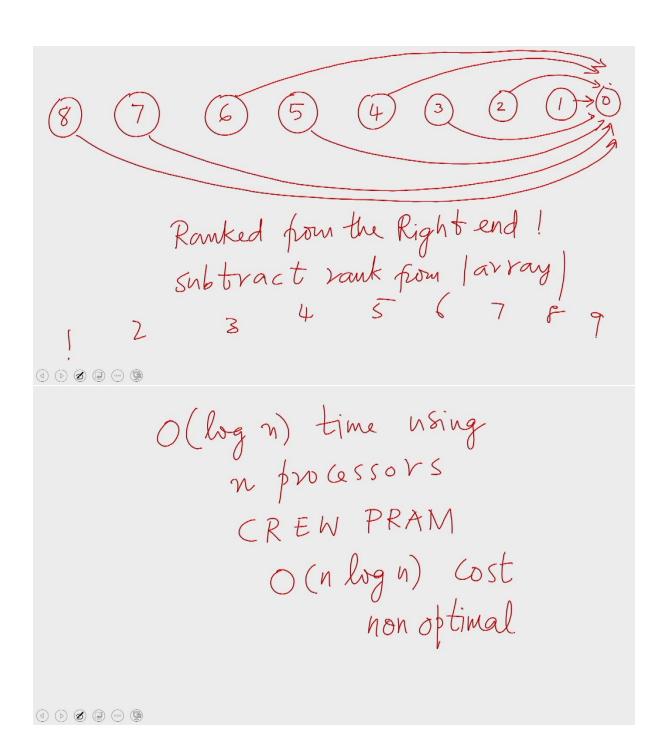
All nodes at a dist. of < 2
from the right most node
have the correct ranks
I unit of time



Nodes at dist &4 have the correct rank



4 b 8 8 0 9



List Ranking

Input: A linked list represented as an array s[1...n] of pointers; s[i] is the successor of node i of the list; if node i is the last in the list, s[i] = i.

Output: An array r[1...n] of "ranks", the number of pointers to be traversed in going from node i to the last node in the list. Model: EREW PRAM.

```
pardo for 1 \le I \le n

if (s[I] == I) r[I] = 0;

else r[I] = 1;
```



(4) (b) (2) (9) (9)

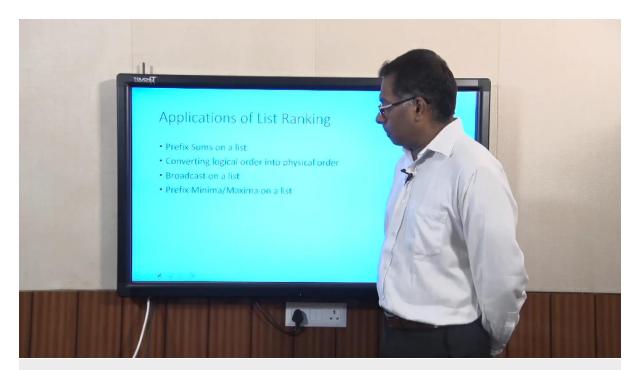
List Ranking (Cont'd)

```
\begin{array}{c} \text{for } s=1 \text{ to } \log n \text{ do} \\ \text{pardo for } 1 \leq I \leq n \\ \text{if } (s[I]!=s[s[I]]) \\ \{ \\ r[I]+=r[s[I]]; \\ s[I]=s[s[I]]; \\ \} \\ \text{return } r; \\ \} \end{array}
```

How is the read
Conflict resolved?

Hint: A minor

modification will
do.



Prefix sums on a list

(4) (b) **2** (**2**) (-) (**9**)

Prefix sums on a list

4 b 2 2 - 9

Prefix sums on a list

Logical Order to Physical Order

1 2 3 4 5

Romk

Copy

Physical order - logical order

Broad Cast on a list $0 \rightarrow 0 \rightarrow 0 \rightarrow 0$ $0 \rightarrow 0 \rightarrow 0 \rightarrow 0$