



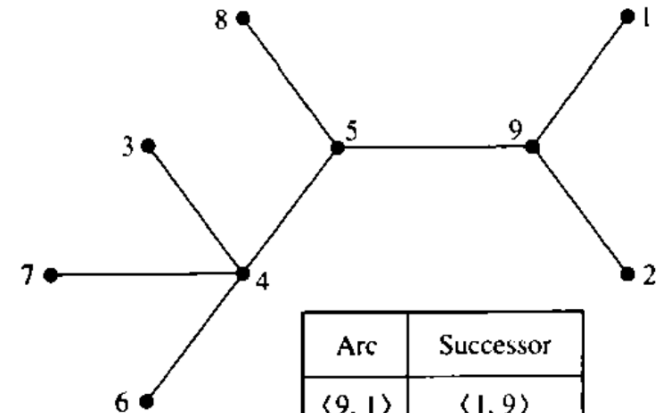
# PRAM 3

## Tree algorithms

CS121 Parallel Computing  
Fall 2021

# Euler tours

- An Euler tour of a graph is a cycle that goes through every edge of the graph.
  - It may go through a vertex multiple times.
- A connected, directed graph has an Euler tour if and only if the indegree and outdegree of every vertex are equal.
- Suppose we take an undirected graph, and for edge  $(u,v)$ , create two directed edges  $(u,v)$  and  $(v,u)$ .
  - Then every vertex has equal indegree and outdegree, and so has an Euler tour.
- Consider a tree where each edge has been doubled.
  - To find an Euler tour of the tree, first order the edges adjacent to each node arbitrarily.
  - Say the neighbors of a node  $v$  are ordered  $u_0, \dots, u_{d-1}$ . Then set the successor of edge  $(u_i, v)$  on the tour to  $(v, u_{(i+1) \bmod d})$ .
- The Euler tour of a tree can be computed in  $O(1)$  parallel time.



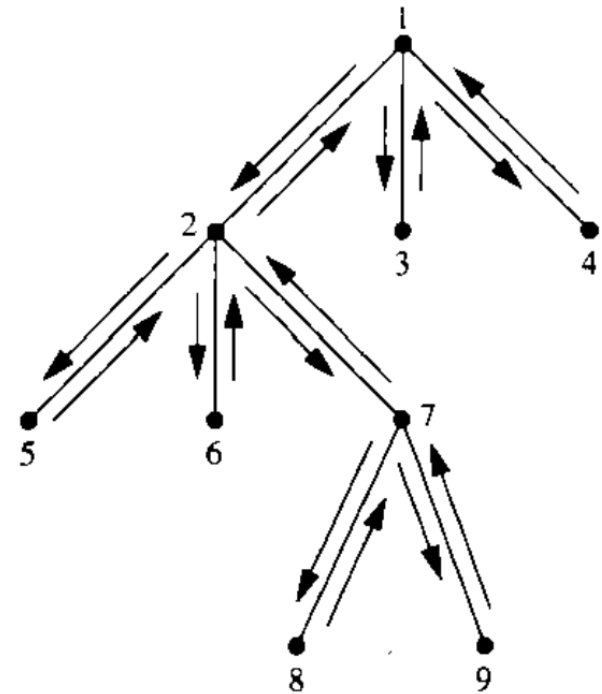
Arc	Successor
$\langle 9, 1 \rangle$	$\langle 1, 9 \rangle$
$\langle 9, 2 \rangle$	$\langle 2, 9 \rangle$
$\langle 4, 3 \rangle$	$\langle 3, 4 \rangle$
$\langle 5, 4 \rangle$	$\langle 4, 3 \rangle$
$\langle 3, 4 \rangle$	$\langle 4, 7 \rangle$
$\langle 7, 4 \rangle$	$\langle 4, 6 \rangle$
$\langle 6, 4 \rangle$	$\langle 4, 5 \rangle$
$\langle 8, 5 \rangle$	$\langle 5, 4 \rangle$
$\langle 4, 5 \rangle$	$\langle 5, 9 \rangle$
$\langle 9, 5 \rangle$	$\langle 5, 8 \rangle$
$\langle 4, 6 \rangle$	$\langle 6, 4 \rangle$
$\langle 4, 7 \rangle$	$\langle 7, 4 \rangle$
$\langle 5, 8 \rangle$	$\langle 8, 5 \rangle$
$\langle 5, 9 \rangle$	$\langle 9, 2 \rangle$
$\langle 2, 9 \rangle$	$\langle 9, 1 \rangle$
$\langle 1, 9 \rangle$	$\langle 9, 5 \rangle$

$\langle 9, 1 \rangle \rightarrow \langle 1, 9 \rangle \rightarrow \langle 9, 5 \rangle \rightarrow \langle 5, 8 \rangle \rightarrow \langle 8, 5 \rangle \rightarrow \langle 5, 4 \rangle \rightarrow$   
 $\langle 4, 3 \rangle \rightarrow \langle 3, 4 \rangle \rightarrow \langle 4, 7 \rangle \rightarrow \langle 7, 4 \rangle \rightarrow \langle 4, 6 \rangle \rightarrow \langle 6, 4 \rangle \rightarrow$   
 $\langle 4, 5 \rangle \rightarrow \langle 5, 9 \rangle \rightarrow \langle 9, 2 \rangle \rightarrow \langle 2, 9 \rangle \rightarrow \langle 9, 1 \rangle$

Source: Introduction to Parallel Algorithms, Jaja

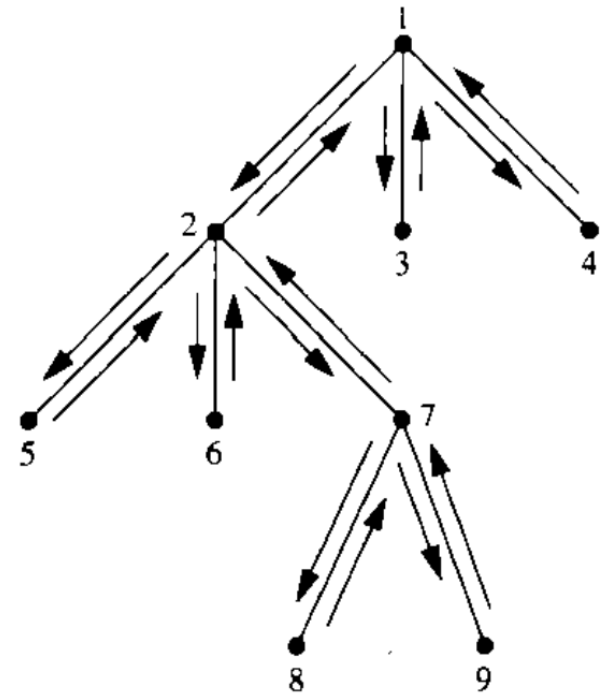
# Parallel tree operations

- Many operations on trees can be done in parallel using Euler tours and prefix sum.
- These operations in turn are used in other parallel graph algorithms.
- We first root a tree in parallel.
  - I.e. set an arbitrary node  $r$  as the tree's root. Then each node  $v$  needs to compute  $p(v)$ , its parent in the rooted tree.
  - To do this, assign a weight of 1 to each edge in an Euler tour of the tree.
  - Then compute the parallel prefix sum of the edges.
  - For each edge  $(u,v)$ , set  $u=p(v)$  whenever the prefix sum of  $(u,v)$  is less than the prefix sum of  $(v,u)$ .
  - Thus, we can root a tree with  $n$  nodes in  $O(\log n)$  time and  $O(n)$  work.



# Node depths

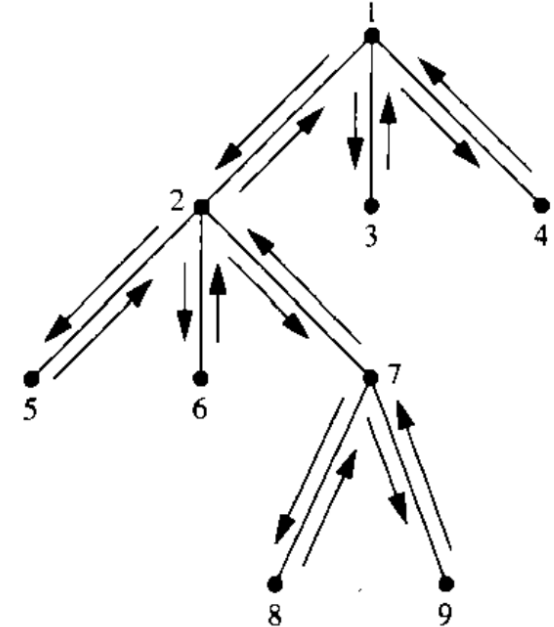
- For each node, compute its depth in a rooted tree.
  - For each node  $v$ , let  $p(v)$  be its parent.
  - Set the weight of edge  $(p(v), v)$  to 1, and the weight of edge  $(v, p(v))$  to -1.
  - Compute a parallel prefix sum of the Euler tour starting at the root.
  - The depth of node  $v$  is the prefix sum of edge  $(p(v), v)$ .
- For a tree with  $n$  nodes, this takes  $O(\log n)$  time using  $O(n)$  work.



# Postorder numbering

- Traverse a rooted tree in postorder, starting from the root  $r$ .
  - Start an Euler tour from  $r$ . For each node  $v$ , we want to visit  $v$ 's children in the order of the tour, then visit  $v$  itself.
  - Ex
 

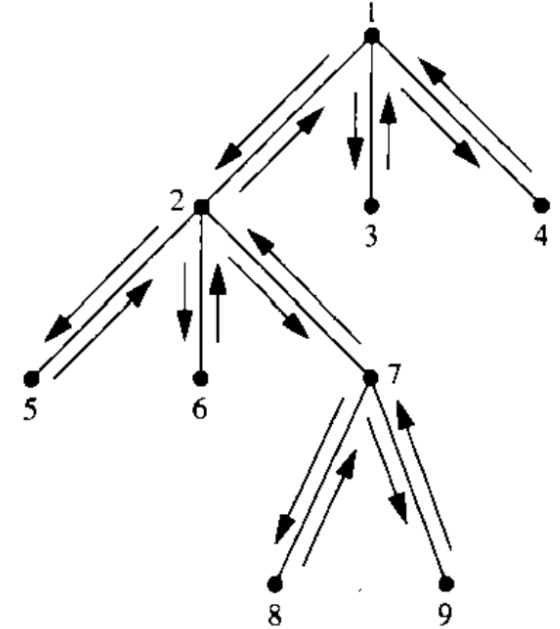
$v$	1	2	3	4	5	6	7	8	9
$n(v)$	9	6	7	8	1	2	5	3	4
  - For each node  $v$ , set the weight of edge  $(v, p(v))$  to 1, and the weight of  $(p(v), v)$  weight 0.
  - Compute a parallel prefix sum of the Euler tour.
  - For each  $v \neq r$ , set  $n(v)$  to the prefix sum of edge  $(v, p(v))$ . Set  $n(r)=n$ .
- In a tree with  $n$  nodes, we can compute the postorder numbering in  $O(\log n)$  time and  $O(n)$  work.



Euler Path	Weight	Prefix Sums
$\langle 1, 2 \rangle$	0	0
$\langle 2, 5 \rangle$	0	0
$\langle 5, 2 \rangle$	1	1
$\langle 2, 6 \rangle$	0	1
$\langle 6, 2 \rangle$	1	2
$\langle 2, 7 \rangle$	0	2
$\langle 7, 8 \rangle$	0	2
$\langle 8, 7 \rangle$	1	3
$\langle 7, 9 \rangle$	0	3
$\langle 9, 7 \rangle$	1	4
$\langle 7, 2 \rangle$	1	5
$\langle 2, 1 \rangle$	1	6
$\langle 1, 3 \rangle$	0	6
$\langle 3, 1 \rangle$	1	7
$\langle 1, 4 \rangle$	0	7
$\langle 4, 1 \rangle$	1	8

# Number of descendant

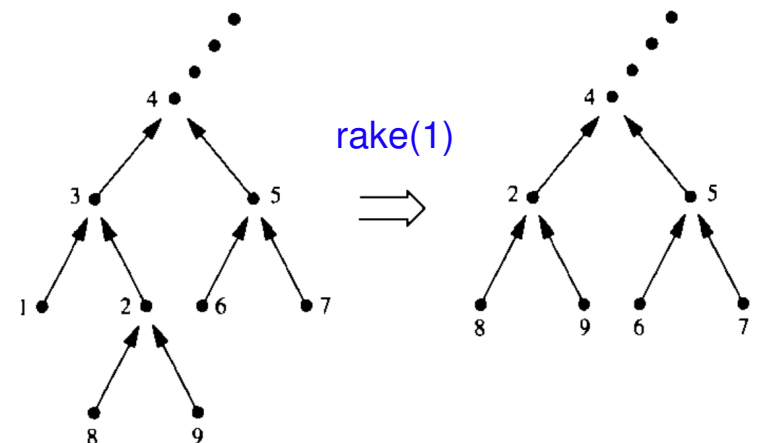
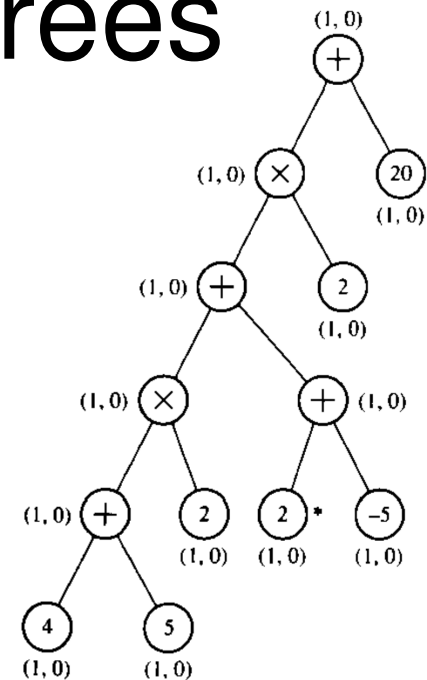
- For each node  $v$  in a rooted tree, compute the number of nodes in the subtree rooted at  $v$ .
- To do this, we compute prefix sums as in the postorder numbering.
- Then the number of descendants of a node  $v$  equals the prefix sum of  $(v, p(v))$  minus the prefix sum of  $(p(v), v)$ .
- In a tree with  $n$  nodes, we can compute the number of descendants in  $O(\log n)$  time and  $O(n)$  work.



Euler Path	Weight	Prefix Sums
$\langle 1, 2 \rangle$	0	0
$\langle 2, 5 \rangle$	0	0
$\langle 5, 2 \rangle$	1	1
$\langle 2, 6 \rangle$	0	1
$\langle 6, 2 \rangle$	1	2
$\langle 2, 7 \rangle$	0	2
$\langle 7, 8 \rangle$	0	2
$\langle 8, 7 \rangle$	1	3
$\langle 7, 9 \rangle$	0	3
$\langle 9, 7 \rangle$	1	4
$\langle 7, 2 \rangle$	1	5
$\langle 2, 1 \rangle$	1	6
$\langle 1, 3 \rangle$	0	6
$\langle 3, 1 \rangle$	1	7
$\langle 1, 4 \rangle$	0	7
$\langle 4, 1 \rangle$	1	8

# Evaluating expression trees

- An expression tree is a binary tree with values at the leaves and operators (+ or  $\times$ ) in the interior nodes.
- We want to quickly evaluate an expression tree in parallel.
- The main tool is the rake operation.
  - Given a node  $u$  with sibling  $v$ , parent  $p$  and grandparent  $p'$ ,  $\text{rake}(u)$  removes  $u$  and  $p$ , and connects  $v$  with  $p'$ .
- We repeatedly rake an expression tree in parallel to contract it to 3 nodes with the same value as the original tree.





# Raking in parallel

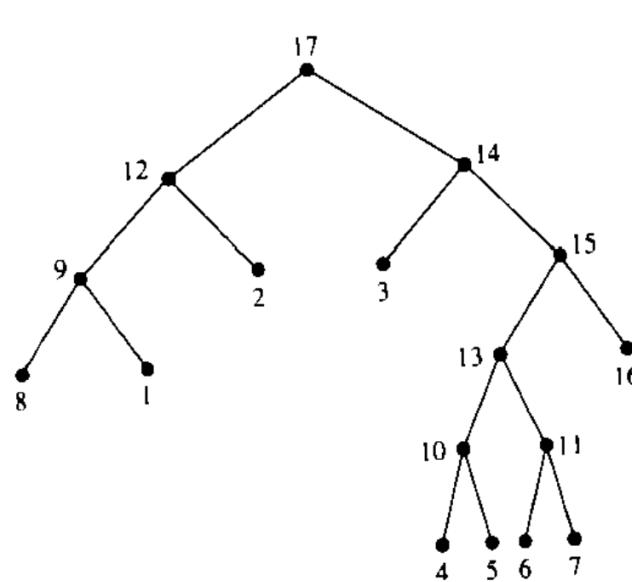
- When raking multiple nodes in parallel, we have to avoid concurrent changes to the same node.
- Given an expression tree, label the leaves from left to right (except for the first and last leaf), and call the set  $A$ .
  - Let  $A_{odd}$  and  $A_{even}$  be the subset of  $A$  with odd and even labels, resp.
- Repeat for  $\lceil \log(n + 1) \rceil$  rounds, where  $n = |A|$ .
  - Concurrently rake all the leaves in  $A_{odd}$  that are left children.
  - Concurrently rake the rest of the leaves in  $A_{odd}$ .
  - Set  $A = A_{even}$ .



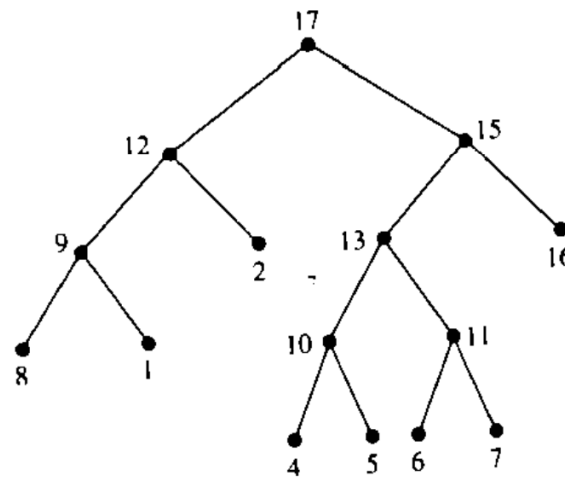
# Example

- ❑ First rake node 3.
- ❑ Then rake nodes 1, 5, 7.
- ❑ Then rake leaves 2, 6.
- ❑ Then rake leaf 4.

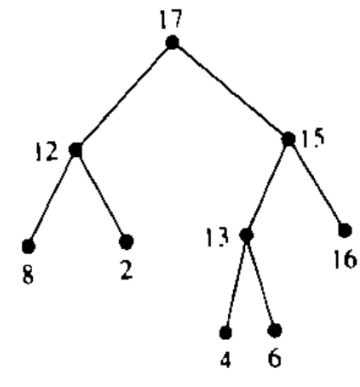
- ❑ Nodes raked concurrently don't have the same parent. So the raking process works correctly.
- ❑ Each round reduces the number of leaves by a factor of 2.
- ❑ After  $\lceil \log(n + 1) \rceil$  rounds, there will be two leaves.



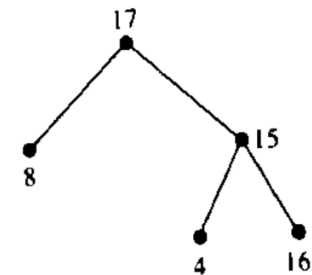
(a)



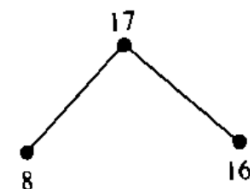
(b)



(c)



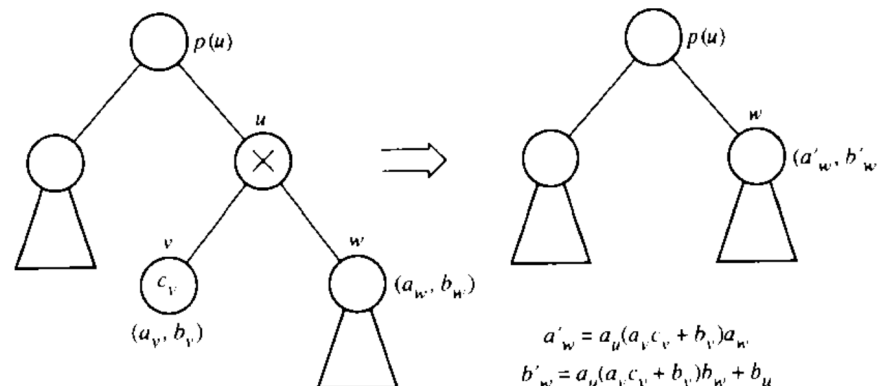
(d)



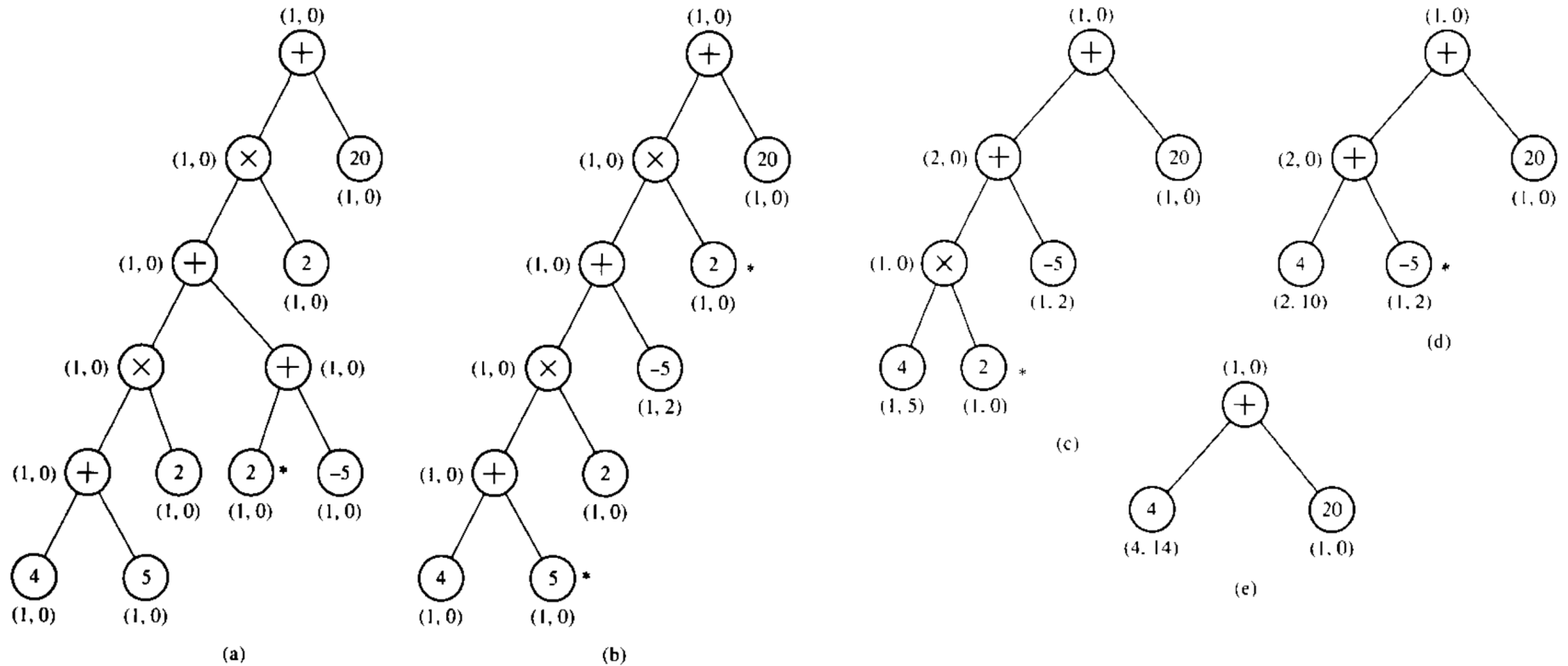
(e)

# Parallel expression evaluation

- When raking an expression tree, we combine the raked node's value with its sibling's value.
- However, when we rake many nodes in parallel, some nodes may not have their values computed yet.
  - Imagine a chain graph with leaves hanging off the side. Nodes in the middle of the chain do not have values yet when they take part in a rake.
- Given a node  $v$ , we assign a label  $(a_v, b_v)$  to  $v$ .
  - If  $v$  is a leaf,  $v$  also has a value  $x$ .
  - Combine this with  $v$ 's label to give  $v$  value  $a_v x + b_v$ .
- When nodes are raked, we also update their labels.
  - **Ex** Suppose  $w$ 's subtree will eventually evaluate to value  $X$ . Then after raking  $v$ ,  $w$ 's value is  $a_u(a_v c_v + b_v)(a_w X + b_w) + b_u = [a_u(a_v c_v + b_v)a_w]X + [a_u(a_v c_v + b_v)b_w + b_u]$ 
    - Thus, the new label of  $w$  is  $(a_u(a_v c_v + b_v)a_w, a_u(a_v c_v + b_v)b_w + b_u)$ .
  - Leaves always have a value, but internal nodes may only have labels.
- Since raking in parallel reduces the tree to 3 nodes in  $O(\log n)$  time, the tree's value can be evaluated in  $O(\log n)$  time.



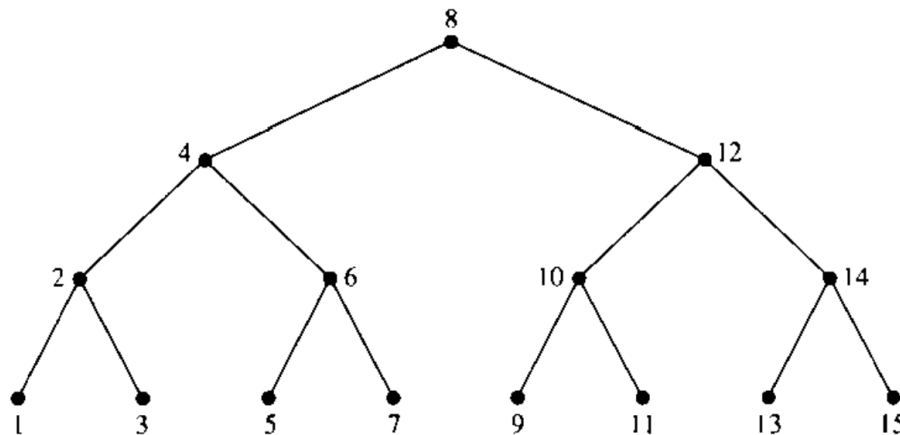
# Example



Nodes marked by \* are raked in parallel in each round.

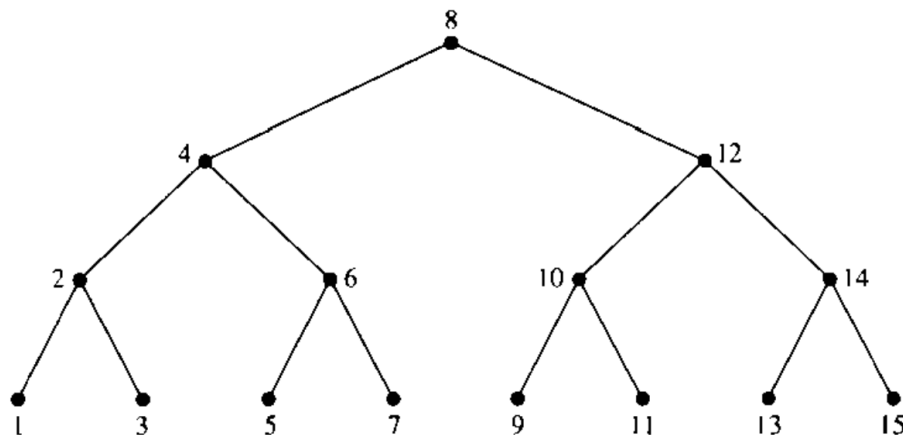
# Lowest common ancestors

- Given two nodes  $u, v$  in a tree,  $LCA(u, v)$  is the lowest node in the tree with  $u$  and  $v$  as descendants.
  - Ex  $LCA(1, 5) = 4$ ,  $LCA(3, 10) = 8$ .
- Given a tree, we want to preprocess it so that LCA queries can be answered in  $O(1)$  time.



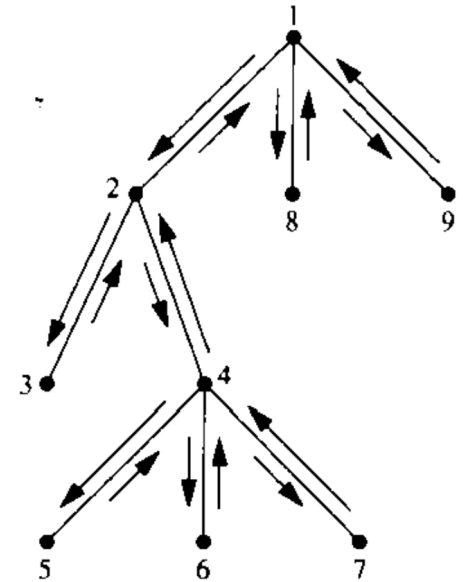
# Simple cases

- For a path graph, the LCA of two nodes is whichever node is closer to the root, which can be computed in  $O(1)$  time.
- For a complete binary tree, suppose all nodes are labeled by their inorder number.
  - Given  $u$  and  $v$ , write their labels in binary. Suppose  $u = (z_1 z_2 \dots)_2$ .
  - Let  $i$  be the most significant bit on which  $u$  and  $v$  differ.
  - Then  $LCA(u, v) = (z_1 z_2 \dots z_{i-1} 10 \dots 0)_2$ .
  - Ex  $9 = (1001)_2$  and  $13 = (1101)_2$ . The MSB on which they differ is 2. So  $LCA(9, 13) = (1100)_2 = 12$ .
  - Thus, the LCA can be computed in  $O(1)$  time.



# LCA and Euler tours

- Consider a general tree with  $n$  nodes.
- First compute an Euler tour of the tree, in  $O(1)$  parallel time.
  - Label nodes by their order of appearance in the tour.
- Next compute the depths of all nodes, in  $O(\log n)$  parallel time.
- The Euler tour can be described by a size  $2n-1$  array  $A$  listing the order of nodes visited.
- Create a corresponding array  $B$  giving the levels (i.e. depths) of the nodes in  $A$ .

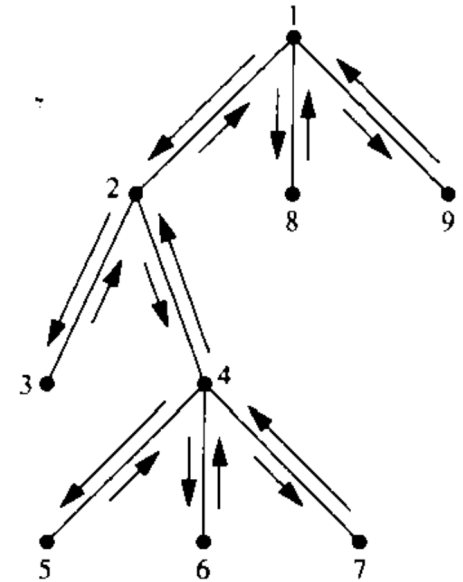


$A = (1, 2, 3, 2, 4, 5, 4, 6, 4, 7, 4, 2, 1, 8, 1, 9, 1)$

$B = (0, 1, 2, 1, 2, 3, 2, 3, 2, 3, 2, 1, 0, 1, 0, 1, 0)$

# LCA and Euler tours

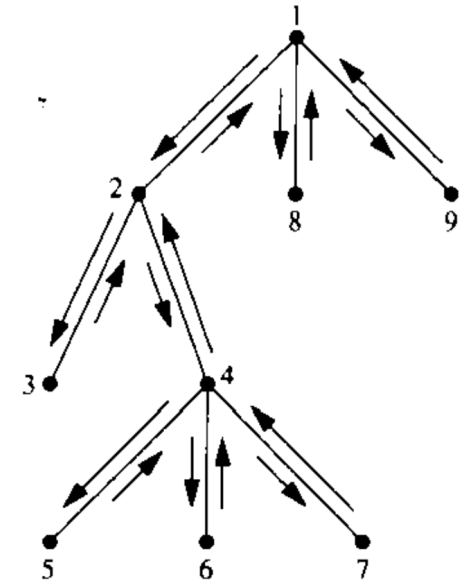
- Given a node  $v$ , define the following
  - $level(v)$  is the level of  $v$ .
  - $l(v)$ ,  $r(v)$  are the indices of the first, resp. last occurrence of  $v$  in  $A$ .
    - Ex  $l(4) = 4$ ,  $r(4) = 10$ .
- **Lem** Given a node  $v$ , we have the following.
  - $l(v) = i$  iff  $level(A[i - 1]) = level(v) - 1$ .
  - $r(v) = i$  iff  $level(A[i + 1]) = level(v) - 1$ .
- **Ex**  $l(4) = 4$ , and  $level(A[3]) = level(2) = 1 = level(4) - 1$ .
- **Ex**  $r(4) = 10$ , and  $level(A[11]) = level(2) = 1 = level(4) - 1$ .
- Assume  $A$  and  $B$  are given. Then we can compute  $l(v)$  and  $r(v)$  for all nodes  $v$  in parallel  $O(1)$  time.
  - Use one processor for each node in  $A$  and check the conditions in the lemma.
  - If either condition holds for a node  $v$ , record  $l(v)$  or  $r(v)$ .



$A = (1, 2, 3, 2, 4, 5, 4, 6, 4, 7, 4, 2, 1, 8, 1, 9, 1)$   
 $B = (0, 1, 2, 1, 2, 3, 2, 3, 2, 3, 2, 1, 0, 1, 0, 1, 0)$

# LCA and Euler tours

- **Lem** Given nodes  $u$  and  $v$  in the tree, the following properties hold
  - $u$  is an ancestor of  $v$  if and only if  $l(u) < l(v) < r(u)$ .
  - If  $r(u) < l(v)$ , then  $\text{LCA}(u,v)$  is the node with the minimum level in the interval  $[r(u), l(v)]$  of  $A$ .
- **Ex** 2 is an ancestor of 4, and  $l(2) = 1 < l(4) = 4 < r(2) = 11$ .
- **Ex**  $r(4) = 10 < l(8) = 13$ , and  $\text{LCA}(4,8)$  is the node with min level in  $A[10:13]$ , namely node 1 with level 0.
- Using the lemma, we can find LCAs in  $O(1)$  time, if we can find the node with min level in second property of lemma in  $O(1)$  time.
- In particular, given an array  $X$  and any interval  $[i, j]$ , we want to find the min value in  $X[i:j]$  in  $O(1)$  time.

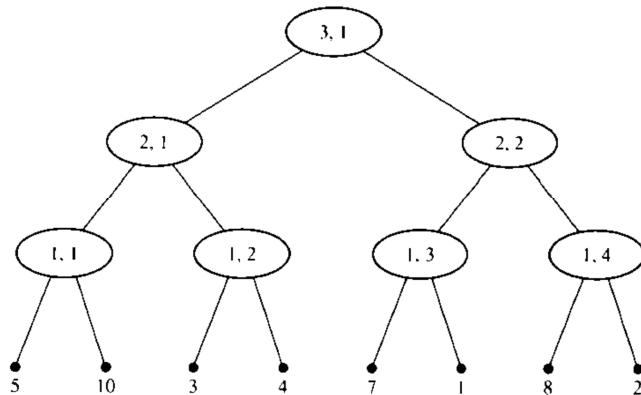


$A = (1, 2, 3, 2, 4, 5, 4, 6, 4, 7, 4, 2, 1, 8, 1, 9, 1)$   
 $B = (0, 1, 2, 1, 2, 3, 2, 3, 2, 3, 2, 1, 0, 1, 0, 1, 0)$



# Range minima problem

- Given an array  $X$  of size  $n$ , preprocess  $X$  so that given any  $1 \leq i, j \leq n$ , we can find  $Rmin[i, j] = \min(X_i, \dots, X_j)$  in  $O(1)$  time.
  - The preprocessing will take  $O(\log n)$  parallel time and  $O(n \log n)$  work.
- Assume for simplicity  $n$  is a power of 2.
- Form a complete binary tree with the values of  $X$  as the leaves.
  - Label each node in the tree by its height and index within a layer.
- For each node  $(h, j)$ , create two arrays  $P(h, j)$  and  $S(h, j)$ .
  - Let the values of the leaf nodes in the subtree rooted at  $(h, j)$  be  $X_p, X_{p+1}, \dots, X_q$ .
  - $P(h, j)$  is the array of prefix minima of  $(X_p, X_{p+1}, \dots, X_q)$ , i.e.  $P(h, j)[k] = \min(X_p, \dots, X_{p+k-1})$ .
  - $S(h, j)$  is the array of suffix minima of  $(X_q, X_{q-1}, \dots, X_p)$ , i.e.  $S(h, j)[k] = \min(X_q, X_{q-1}, \dots, X_{q-k+1})$ .

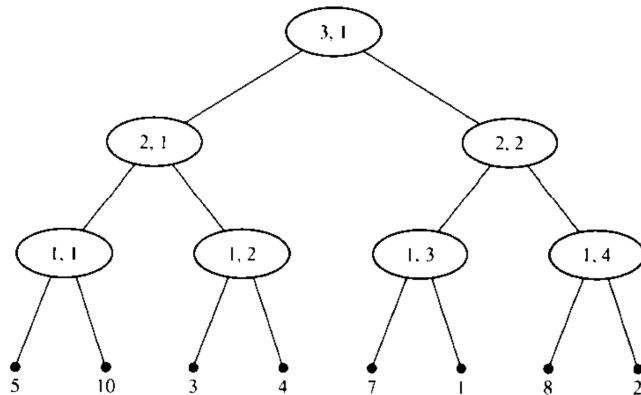


Ex Array  $X = [5, 10, 3, 4, 7, 1, 8, 2]$ .

$$\begin{aligned}
 P(2, 1) &= (5, 5, 3, 3), & S(2, 1) &= (4, 3, 3, 3) \\
 P(2, 2) &= (7, 1, 1, 1), & S(2, 2) &= (2, 2, 1, 1) \\
 P(3, 1) &= (5, 5, 3, 3, 3, 1, 1, 1) \\
 S(3, 1) &= (2, 2, 1, 1, 1, 1, 1, 1)
 \end{aligned}$$

# Computing range minima

- Given the P and S arrays, we can compute range minima in  $O(1)$  time.
- Given an interval  $[i,j]$ , let  $v = LCA(i, j)$ .
  - Since X is represented by a complete binary tree, LCA can be computed in  $O(1)$  time.
  - Let u and w be the left, resp. right child of v.
  - Let  $X_i$  be the  $p$ 'th node counting from the right in the subtree rooted at u.
  - Let  $X_j$  be the  $q$ 'th node counting from the left in the subtree rooted at w.
  - Then  $Rmin[i, j] = \min(S(u)[p], P(w)[q])$ .
- **Ex** To find  $Rmin[2,5]$ , we have  $LCA(2,5)$  is the root (3,1).
  - Then  $u = (2,1)$ ,  $w = (2,2)$ . Also,  $S(u) = (4,3,3,3)$  and  $P(w) = (7,1,1,1)$ .
  - Leaf 2 is the second child from the right in u's subtree, and leaf 5 is the second child from the left in w's subtree.
  - So  $Rmin[2,5] = \min(3,4,7,1) = \min(S(u)[2], P(w)[2]) = \min(3,1) = 1$ .

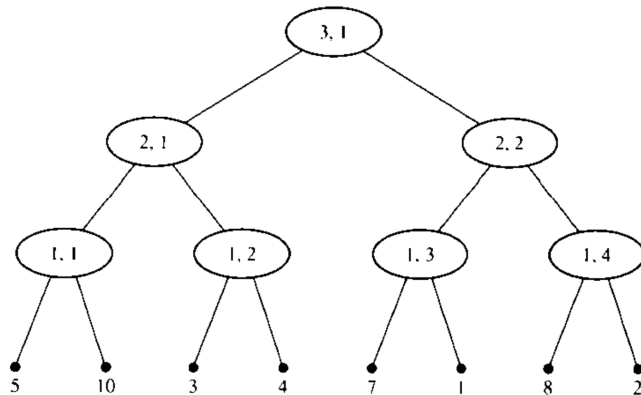


**Ex** Array  $X = [5,10,3,4,7,1,8,2]$ .

$$\begin{aligned}
 P(2,1) &= (5,5,3,3), & S(2,1) &= (4,3,3,3) \\
 P(2,2) &= (7,1,1,1), & S(2,2) &= (2,2,1,1) \\
 P(3,1) &= (5,5,3,3,3,1,1,1) \\
 S(3,1) &= (2,2,1,1,1,1,1,1)
 \end{aligned}$$

# Computing P and S arrays

- We compute the P and S arrays from the bottom up.
- For a leaf with value  $X_i$ , the P and S arrays for it are just  $(X_i)$ .
- Given a node  $v$ , let  $u$  and  $w$  be its left and right children, and suppose we've computed the P and S arrays for  $u$  and  $w$ .
  - Let  $x_u$  be the last value in  $P(u)$ , and  $x_w$  be the last value in  $S(w)$ .
  - Let  $P'(w)$  be the elementwise min of  $P(w)$  and  $x_u$ .
  - Let  $S'(u)$  be the elementwise min of  $S(u)$  and  $x_w$ .
- Then  $P(v) = P(u) \circ P'(w)$ , i.e.  $P(u)$  followed by  $P'(w)$ . Also,  $S(v) = S(w) \circ S'(u)$ .

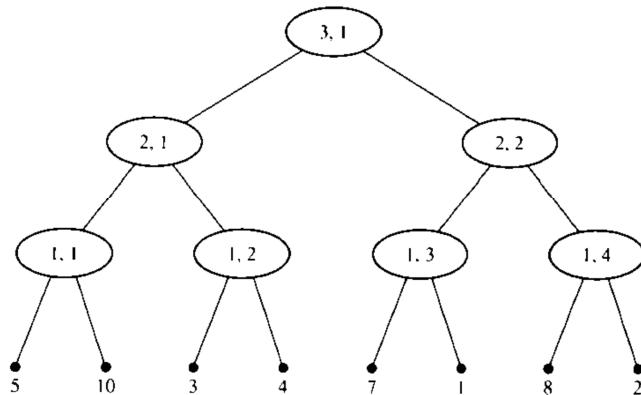


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 S(3,1) &= (2, 2, 1, 1, 1, 1, 1, 1)
 \end{aligned}$$

# Computing P and S arrays

- **Ex** Suppose we computed the P and S arrays for nodes  $u = (2,1)$  and  $w = (2,2)$ , and want to compute it for node  $v = (3,1)$ .
  - $x_u = 3$  and  $x_w = 1$ , so  $P'(w) = (3,1,1,1)$  and  $S'(u) = (1,1,1,1)$ .
  - Then  $P(3,1)$  and  $S(3,1)$  are as shown below.
- **Thm** Given a tree with  $n$  leaves, all the P and S arrays in the tree can be computed in  $O(\log n)$  parallel time and  $O(n \log n)$  work.
- **Proof** Given two P (resp. S) arrays of size  $k$ , computing the parent P (resp. S) array takes  $O(1)$  parallel time and  $O(k)$  work.
  - On each layer of the tree, the total sizes of all P and S arrays is  $O(n)$ .
  - So can compute each layer in  $O(1)$  parallel time and  $O(n)$  work.
  - There are  $O(\log n)$  layers. So the theorem follows.
- The work can be reduced to  $O(n)$  using accelerated cascading.



**Ex** Array  $X = [5,10,3,4,7,1,8,2]$ .

$$\begin{aligned}
 P(2,1) &= (5,5,3,3), & S(2,1) &= (4,3,3,3) \\
 P(2,2) &= (7,1,1,1), & S(2,2) &= (2,2,1,1) \\
 P(3,1) &= (5,5,3,3,3,1,1,1) \\
 S(3,1) &= (2,2,1,1,1,1,1,1)
 \end{aligned}$$