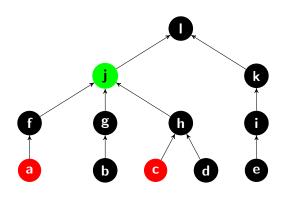
# PAINFULLY SLOW: The Offline Least Common Ancestor Problem

Matthew Kilgore

May 5, 2016



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- The least common ancestor of x and y is the vertex v furthest from the root such that x and y are descendants of v.
- Alternatively, the least common ancestor of x and y is the vertex v on the unique path from x to y closest to the root.

#### Least Common Ancestor Problem

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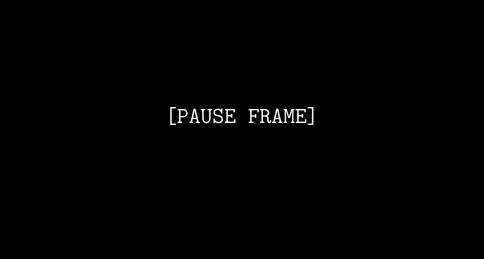
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#### Offine Least Common Ancestor Problem

Given a rooted tree T=(V,E) and m pairs of vertices  $x \neq y \in V$ , efficiently compute the least common ancestor for each of the m pairs x and y.



# Who?



R. E. Tarjan

# Who?



R. E. Tarjan



H. N. Gabow

#### Initial Results

#### Theorem

We can solve the Offline Least Common Ancestor Problem in time  $O((m+n)\alpha(m+n,n))$ , where  $\alpha$  is an inverse of the Ackermann function.

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procedure SEARCH(v);
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                              else lca(v, w) := FIND(w) fi od
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Umm...

What on earth are UNION and FIND?



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- CREATE(x): adds {x} to the data structure.
- UNION(x, y): merges the sets in the data structure containing x and y.
- FIND(x): returns a fixed representative element in the set in the data structure containing x.

Create(x):  $\{x\}$ 

```
Create(x):  \{\mathbf{x}\}  Create(y):  \{\mathbf{x}\} \quad \{\mathbf{y}\}
```

Create(x):  $\{x\}$  Create(y):  $\{x\} \quad \{y\}$  Create(z):  $\{x\} \quad \{y\} \quad \{z\}$ 

CREATE(x):

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CREATE(y):

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CREATE(z):

 $\{x\} \quad \{y\} \quad \{z\}$ 

Union(x, y):

 $\{x, y\} \quad \{z\}$ 

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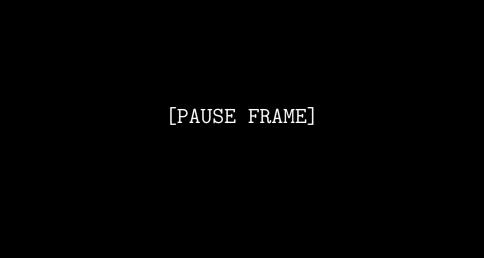
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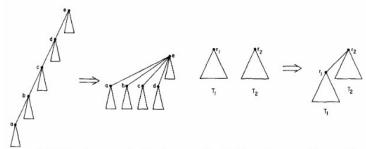


Fig. 1. A FIND on element a, with collapsing. Triangles denote subtrees Collapsing converts tree T into tree T'

Fig. 2. Union of two trees. Root  $r_1$  of  $T_1$  has a descendants; root  $r_2$  of  $T_2$  has b descendants. Root of new tree has a+b descendants.

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# Union(x, y)

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if x.rank < y.rank
    x.parent \leftarrow y

else if x.rank > y.rank
    y.parent \leftarrow x

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    y.parent \leftarrow x
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Given a family of disjoint sets partitioning n elements, a sequence of  $m \ge n$  FINDs and n-1 UNIONs take time  $\Theta(m\alpha(m,n))$ , where  $\alpha$  is an inverse of the Ackermann function.

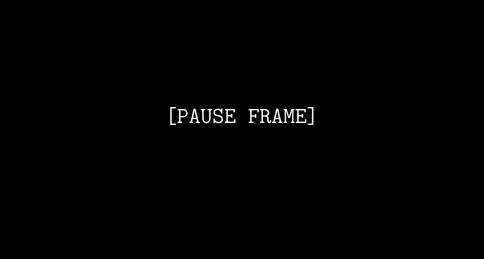
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#### Proof.

Eight dense pages of black magic.



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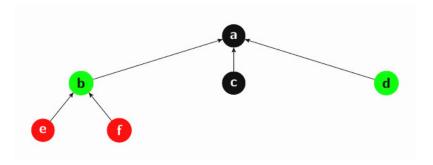
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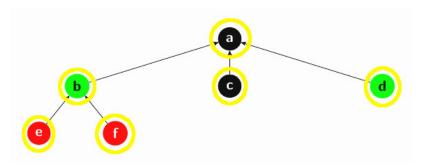
Let's parse this with an example.

- b, d
- f, e

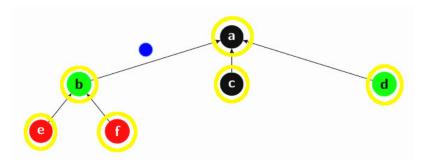
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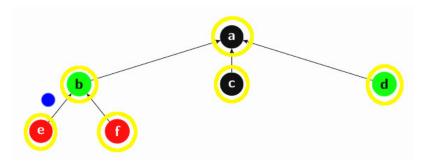
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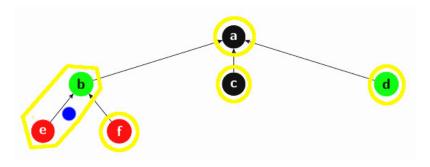
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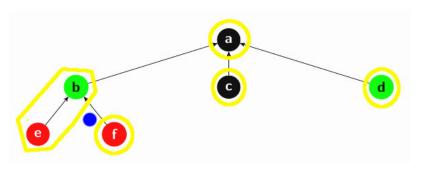
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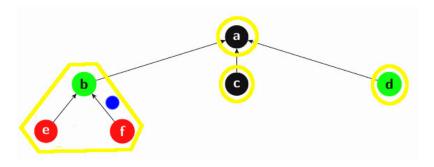
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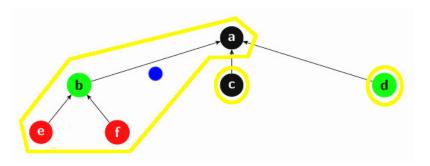
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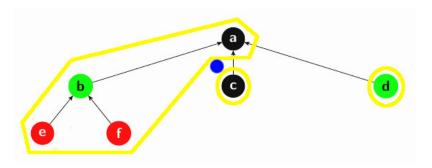
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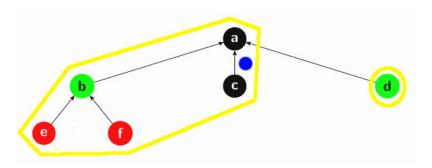
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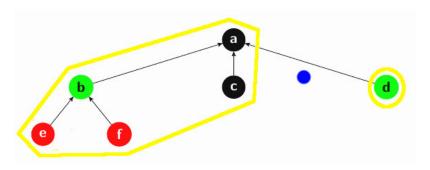
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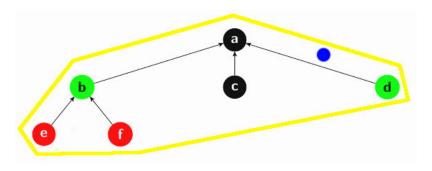
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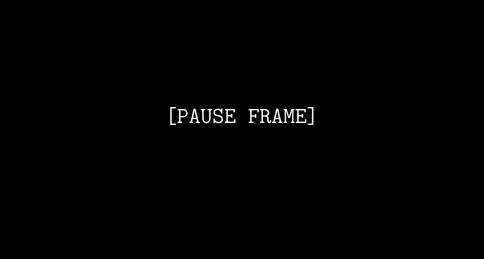


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### Modernising the Code

#### TarjanOLCA(u)

```
\begin{array}{l} u.\mathsf{ancestor} \leftarrow \mathsf{u} \\ \mathsf{for} \ \mathsf{v} \in \mathsf{u}.\mathsf{children} \ \mathsf{do} \\ \mathsf{TarjanOLCA}(\mathsf{v}) \\ \mathsf{Union}(\mathsf{u},\mathsf{v}) \\ \mathsf{Find}(\mathsf{u}).\mathsf{ancestor} \leftarrow \mathsf{u} \\ \mathsf{u}.\mathsf{colour} \leftarrow \mathsf{black} \\ \mathsf{for} \ \mathsf{v} \ \mathsf{such} \ \mathsf{that} \ \{\mathsf{u},\mathsf{v}\} \in \mathsf{pairs} \ \mathsf{do} \\ \mathsf{if} \ \mathsf{v}.\mathsf{colour} = \mathsf{black} \\ \mathsf{Least} \ \mathsf{Common} \ \mathsf{Ancestor} \ \mathsf{of} \ \mathsf{u} \ \mathsf{and} \ \mathsf{v} \ \mathsf{is} \ \mathsf{Find}(\mathsf{v}).\mathsf{ancestor} \end{array}
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# [END FRAME]