Augmenting search trees

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Foreword

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- take 5-10 minutes

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But it's not completed yet so neither of these goals is achieved

Motivation

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```
def rsq(l, r):
  return cumsum[r] - (cumsum[l-1] if l != 0 else 0)
```

RMQ (range minimum query)

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Actually much-much larger class of similar problems is solvable with generic approach! (stay tuned)

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Begining with $tl = 1, tr = n$ we can solve task with simple recursive logic

```
def rmq(l, r, tl, tr):
  if not intersects(l, r, tl, tr) or tl>tr: return INFINITY;
  if contains(l, r, tl, tr): return cache(l,r)
  m = (tl+tr)//2
  infimum = INFINITY
  if intersects(l, r, tl, m):
    infimum = min(infimum, rmq(l, r, tl, m))
  if intersects(l, r, m+1, tr):
     infimum = min(infimum, rmq(l, r, m+1, tr))
  return infimum
```

RMQ

Such cache can be easily represented with binary tree, where firt node assigned to segment $1..n$, it's children to segments $1..m$ and $m+1..n$ and so on.

RSQ using array-based tree

Let's represent binary tree with array indices arithmetics:

- Each node is assigned a number v, which is index in array
- Root's index is 0
- Left child of v has index $2v + 1$
- Right child of v has index $2v + 2$
- Parent of v has index floor($(v - 1)/2$)

RSQ using array-based tree (API)

```
template<typename T>
class RSQ {
  private:
    int n;
    int buffsize;
    T*  tree;
  public:
    RSQ(int n);
    ~RSQ();
    void put(int k, T v);
    T get(int k);
    T sum(int l, int r);
  private:
    // i
    put(int i, T v, int ti, int tl, int tr);
    T sum(int l, int r, int ti, int tl, int tr);
```

Constructor

```
RSQ(int n) {
  this->n    = n;
  this->buffsize=4*n;
  this->tree = new T[this->buffsize];
  for (int i = this->buffsize - 1; i >= 0; --i) this->tree[i] = 0;
}
~RSQ() {
  delete[] this->tree;
}
```

Retrieving

```
T get(int l, int r, int ti, int tl, int tr) {
  if (ti >= this->buffsize) return 0;
  if (tl > tr) return 0;
  if (l <= tl && tr <= r) return this->tree[ti];
  int m = (tl+tr)/2;
  T s = 0;
  if (intersects(l, r, tl, m))   s += get(l, r, left(ti),  tl,  m);
  if (intersects(l, r, m+1, tr)) s += get(l, r, right(ti), m+1, tr);
  return s;
}
```

Updating

```
void set(int i, T v, int ti, int l, int r) {
  if (ti >= this->buffsize) return;
  if (l>r)  return;
  if (l==r) {
    this->tree[ti] = v;
  }
  else {
    int m = (l+r)/2;
    if (i <= m) set(i, v, left(ti),  l,   m);
    else        set(i, v, right(ti), m+1, r);
    this->tree[ti] = this->tree[left(ti)] + this->tree[right(ti)];
  }
}
```

Lazy propagation

Let's consider another type of queries:
Given $k_1, k_2 \in K, v \in V$ associate all the keys $k : k_1 \leq k \leq k_2$ with value v

Lazy propagation

For array-based implementation solution is to store in node `cache` along with value and propagate it lazily to childrens as you go down

Online problem

Given n — maximal number of elements, and q — number of queries, handle q queries of following types:

- `put(k, v)`: set k'th item to be equal to v
- `get(l, r)`: find sum/minimum/whatever in subarray

Arbitrary keys

Now let's make our task a bit trickier and say, that we want, for example, say that keys are points in time or whatever with total order defined on it, instead of indices of array
And like before we want to perform

- `put(k, v)`
- `get(l, r)`

reasonably fast

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What to do?
We need some ordered Symbol Table
Binary Search Tree, it's straightforward
Can we handle range queries anyhow but bruteforcing?
YES!

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What's semigroup?
Semigroup is an associative magma
And what the heck is magma?
Magma is just a set with some binary operation on it, w/o any restrictions

Monoid

Monoid is a set with an associative binary operation on it and an identity element regarding this operation

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Monoid is a set with an associative binary operation on it and an identity element regarding this operation
Monoid is fundamental structure for range-queries

Augmentation

The idea is following:
If you're considering node n, which represents range `[n.lk, n.rk]`, and you know the multiple `n.l.mul` of values with keys in range `n.l.lk, n.l.rk` and multiple of `n.r.mul` of values with keys in range `n.r.lk, n.r.lk`, then simply `n.mul = n.l.mul * n.v * n.r.mul`

Augmentation

More generally, if range $l..r$ is requested, and we're in node n, then we either

- return 0 if $[n.lk, n.rk] \cap [l, r] = \emptyset$
- return `n.mul` if $[n.lk, n.rk] \subset [l, r]$
- recursively go into childrens and combine answers and value in current node

Augmentation theorem

Let K be totally-ordered set and $(M, \circ, 1)$ be monoid and let $T \subset M$ note values in tree.
Then following operations can be performed in time logarithmic in input size just by storing additional data in the nodes of tree and maintaining this data during rotations:

- `put(k, v)` Associate key k with value v
- `mul(l, r)` Calculate $v_{k_1} \circ v_{k_2} \circ \cdots \circ v_{k_m}$, where $v_{k_j} \in M \cap T$ and $l, r, k_j \in K$ and $l \leq k_j \leq r$ and $k_i \leq k_j$ for all $i \leq j = \overline{1, m}$

Augmenting search trees

To insert into BST:

- Choose subtree to go
- Call ‘insert’ for it recursively
- Update aux data based on children’s aux

Augmenting search trees

Balancing? Is based on local rotations, so we can maintain auxiliary data during them

Augmenting search trees

```
    def __put__(self, h, k, v):
        """__put__(h, k, v)
h:  root of subtree
k:  key
v:  value
recursive method to insert new kv-pair into tree
and maintain balance"""
        if h is None: return self.Node(k, v)
        if k < h.k:      h.l = self.__put__(h.l, k, v)
        elif h.k < k:    h.r = self.__put__(h.r, k, v)
        else:            h.v = v
        self.restore(h) # here we maintain aux
        h = self.balance(h) # and here too
        return h
```

SegmentTree (API)

```
class SegmentTree(rbbst.RBBST):
    """SegmentTree(mul, id)
mul:    multiplication operation (callable, binary)
id:     identity element
*   put(k, v) where $k\\in K, v\\in M$
        associates key 'k' with value 'v'
*   get(k)  where $k\\in K$
        retrieve value associated with key 'k' if any
*   mul(l, r) where $l,r\\in K$ and $l\\leq r$"""
```

SegmentTree (API)

```python
def add(x, y): return x+y
t = SegmentTree(add, 0)
t.put('a', 1) # associate value 1 with key 'a'
t.put('b', 3)
t.put('c', 22)
t.mul('a', 'c') # -> 26
t.mul('a', 'a') # -> 1
```

SegmentTree (API)

```python
def add(x, y): return x+y
t = SegmentTree(add, '')
t.put(1, 'some ')
t.put(10**32, 'strings') # we can use some large 'indices'* * *
t.put(-10**9, 'concat ')
t.mul(-10**64, 10**64)   # yields 'concat some strings'
```

SegmentTree maintaining aux data

```
    def restore(self, h):
        """restore(h)
overrided `restore` will update cumulative
after insertions and balancing"""
        assert not h is None
        h.lk, h.rk = h.k, h.k
        m = h.v
        if h.l:
            m = self.mulbin(h.l.mul, m)
            h.lk = h.l.lk
        if h.r:
            m = self.mulbin(m, h.r.mul)
            h.rk = h.r.rk
        h.mul = m
```

SegmentTree query

```python
def __mul__(self, h, l, r):
    """__mul__(h, l, r)
calculates cumulative in intersection of (h.lk, h.rk) and (l, r)"""
    s = self.id
    if l <= h.lk <= h.rk <= r: return h.mul
    if h.l and intersects(h.l.lk, h.l.rk, l, r):
        s = self.mulbin(self.__mul__(h.l, l, r), s)
    if l <= h.k <= r:
        s = self.mulbin(s, h.v)
    if h.r and intersects(h.r.lk, h.r.rk, l, r):
        s = self.mulbin(s, self.__mul__(h.r, l, r))
    return s
```

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