CS166 HW1

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Problem 3

i We can construct hybrid structures of depth k-1 by breaking them up into block sizes $b_1, b_2, b_3, \ldots, b_{k-1}$ and use a sparse table RMQ on each level to achieve $< O(n \log n), O(1) >$ for that level. The preprocessing time of the hybrid structure is then

$$O(n+p(\frac{n}{b_1})+(\frac{n}{b_1})p(\frac{b_1}{b_2})+(\frac{n}{b_1})(\frac{b_1}{b_2})p(\frac{b_2}{b_3})+\cdots+(\frac{n}{b_{k-2}})p(\frac{b_{k-2}}{b_{k-1}})+(\frac{n}{b_{k-1}})p(b_{k-1}))$$

If we let

$$b_1 = \log n$$

$$b_2 = \log b_1$$

$$\cdots$$

$$b_{k-1} = \log b_{k-2}$$

Since $p(x) = x \log x$ using a sparse table RMQ, we can use the trick mentioned in lecture to reduce every term but the last as follows:

$$O((\frac{n}{b_{i-1}})p(\frac{b_{i-1}}{b_i})) = O((\frac{n}{b_{i-1}})\frac{b_{i-1}}{b_i}\log(\frac{b_{i-1}}{b_i}))$$

$$= O((\frac{n}{b_{i-1}})\frac{b_{i-1}}{\log b_{i-1}}\log b_{i-1})$$

$$= O((\frac{n}{b_{i-1}})b_{i-1})$$

$$= O(n)$$

Upon reduction, we have a preprocessing time of:

$$O(n + (\frac{n}{b_{k-1}})(b_{k-1})\log b_{k-1}) = O(n\log b_{k-1})$$

$$= O(n\log \log b_{k-2})$$

$$= O(n\log^{(k-1)} b_1)$$

$$= O(n\log^{(k-1)} \log n)$$

$$= O(n\log^{(k)} n)$$

Lookup is performed similar to a two level hybrid query: at each of the k levels, we perform RMQ queries one level deeper on the blocks that contain the two boundary indices and perform RMQ on the blocks between them (at the current level). This gives a query time of O(k) = O(1) since k is constant.

Thus, the time complexity of our hybrid structure is $< O(n \log^{(k)} n), O(1) >$ as required.

ii The increased query time arises from the fact that the query time is based on k as shown in part (i): every level of depth that we add requires another lookup per query. Thus, as k increases, the runtime increases. However, since k is a constant, all the hybrid structures still have a query time of O(1), which does not contradict our result in (i).