

# Range Minimum Queries

# The RMQ Problem

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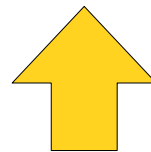
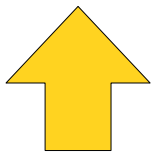
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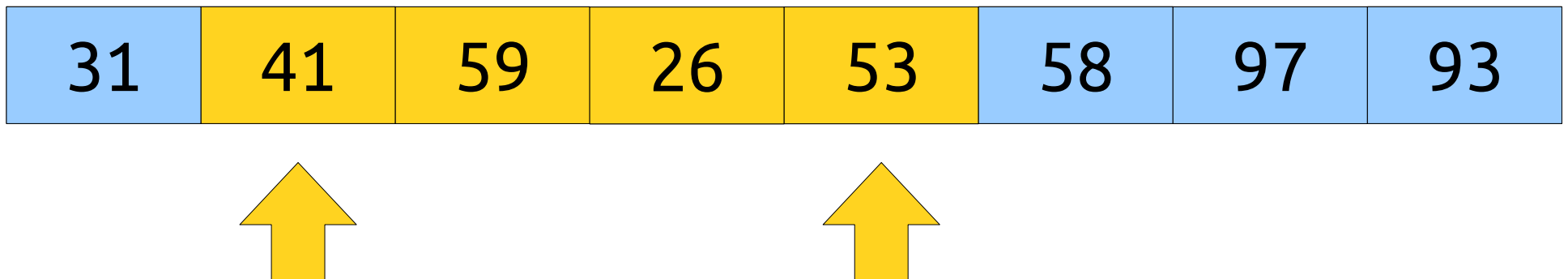
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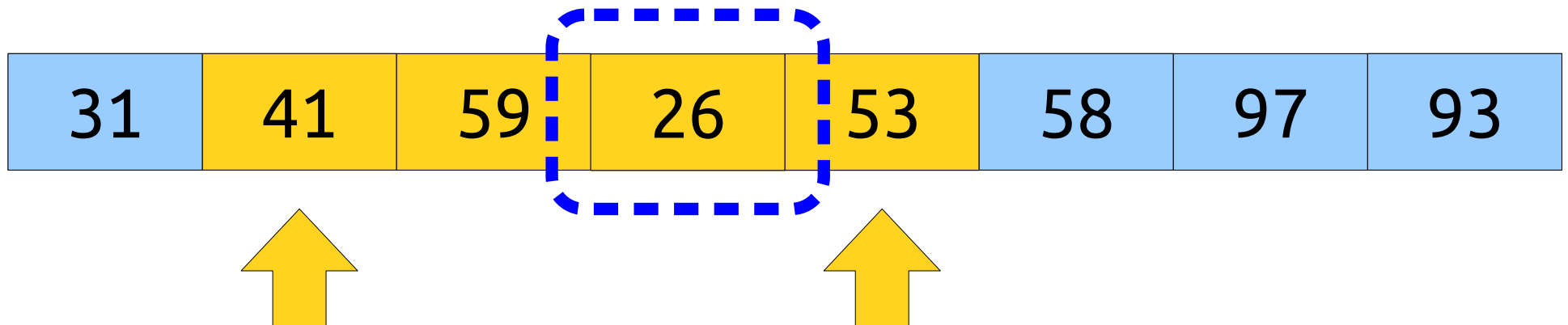
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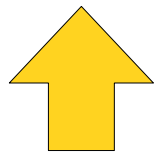
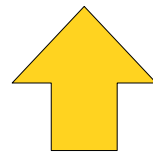


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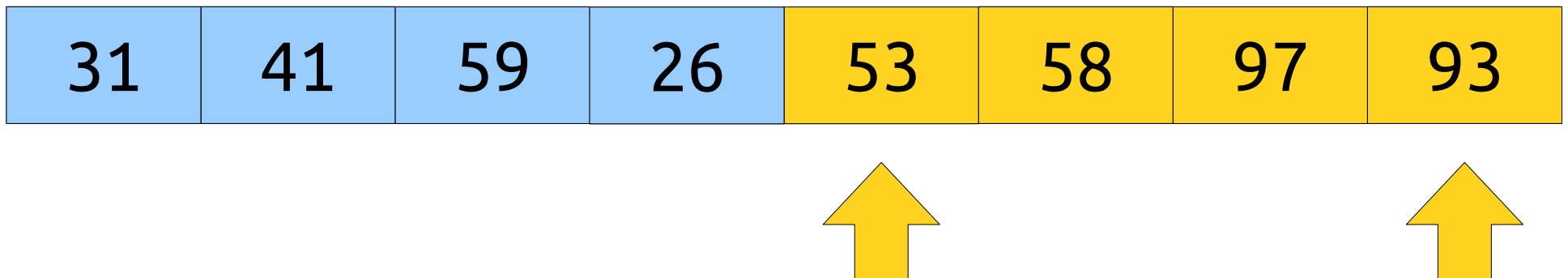
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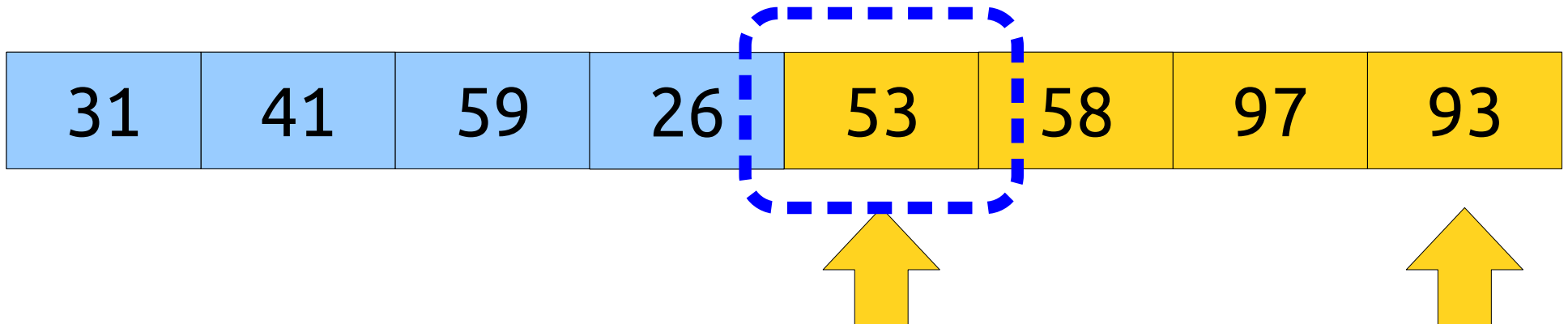
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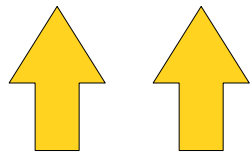


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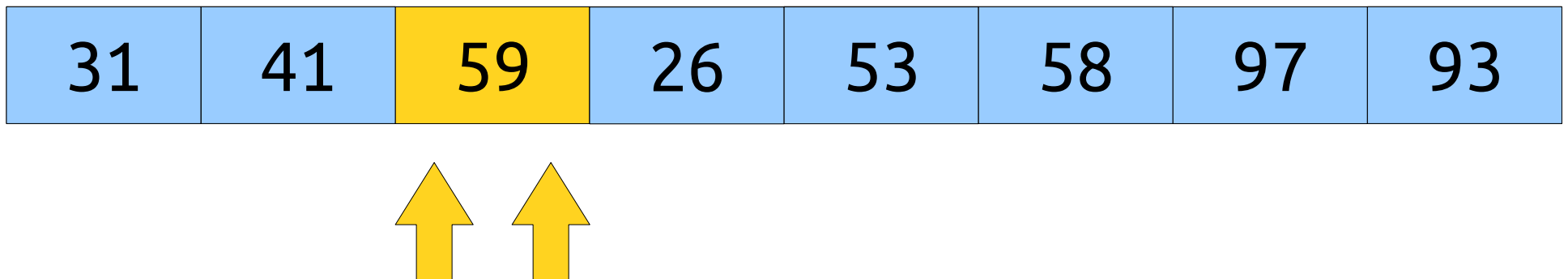
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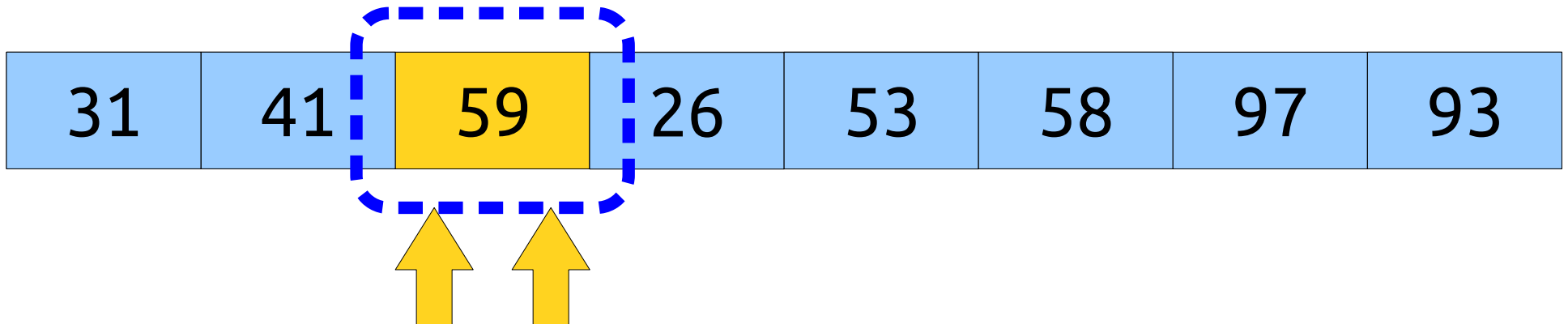
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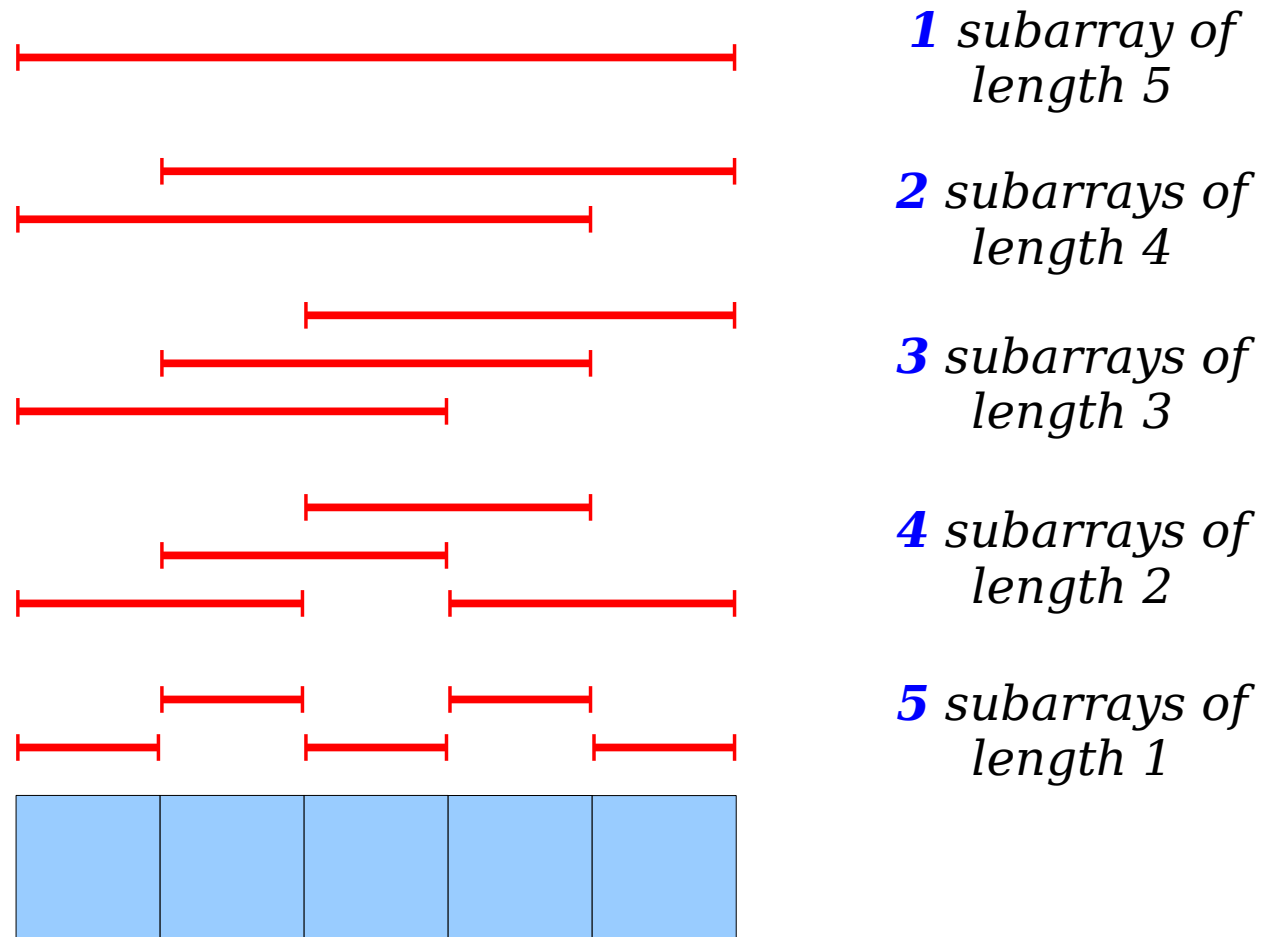
- Notation: We'll denote a range minimum query in array  $A$  between indices  $i$  and  $j$  as **RMQ<sub>A</sub>( $i, j$ )**.
- For simplicity, let's assume 0-indexing.

# A Trivial Solution

- There's a simple  $O(n)$ -time algorithm for evaluating  $\text{RMQ}_A(i, j)$ : just iterate across the elements between  $i$  and  $j$ , inclusive, and take the minimum!
- So... why is this problem at all algorithmically interesting?
- Suppose that the array  $A$  is fixed in advance and you're told that we're going to make multiple queries on it.
- Can we do better than the naïve algorithm?

# An Observation

- In an array of length  $n$ , there are only  $\Theta(n^2)$  distinct possible queries.
- Why?



# A Different Approach

- There are only  $\Theta(n^2)$  possible RMQs in an array of length  $n$ .
- If we precompute all of them, we can answer RMQ in time  $O(1)$  per query.

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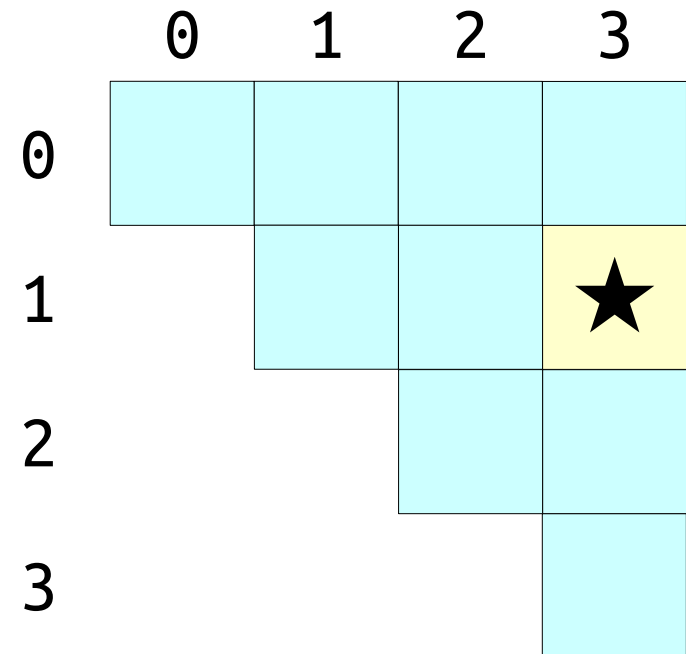
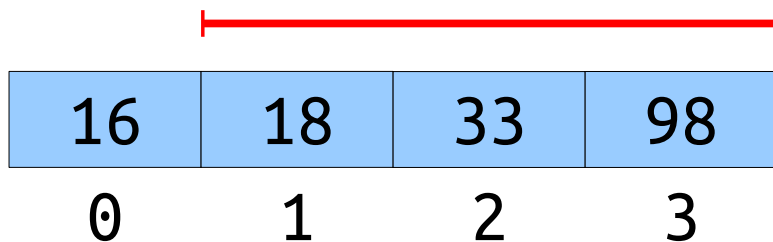
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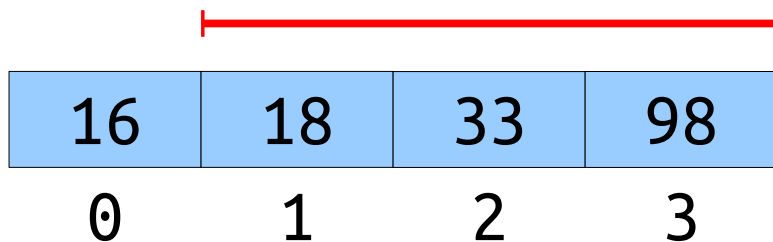
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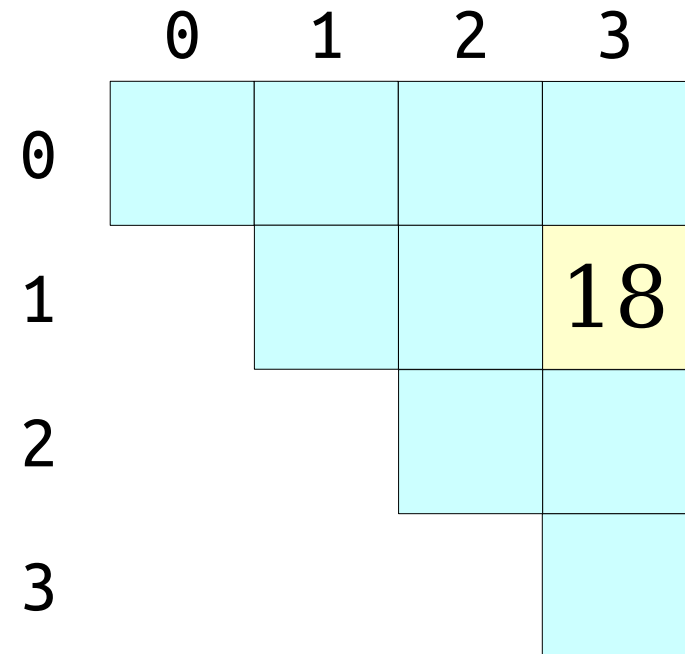
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A horizontal array of four blue boxes containing the values 16, 18, 33, and 98. Above the array, a red horizontal line with vertical end caps spans the width of the array, indicating a range query.

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An upper triangular table representing the results of Range Minimum Queries (RMQ) for the array [16, 18, 33, 98]. The columns are indexed 0 to 3, and the rows are indexed 0 to 3. The cell at row 1, column 3 contains the value 18, which is highlighted in yellow. All other cells are light blue.

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# Building the Table

- One simple approach: for each entry in the table, iterate over the range in question and find the minimum value.
- How efficient is this?
  - Number of entries:  $\Theta(n^2)$ .
  - Time to evaluate each entry:  $O(n)$ .
  - Time required:  $O(n^3)$ .
- The runtime is  $O(n^3)$  using this approach. Is it also  $\Theta(n^3)$ ?









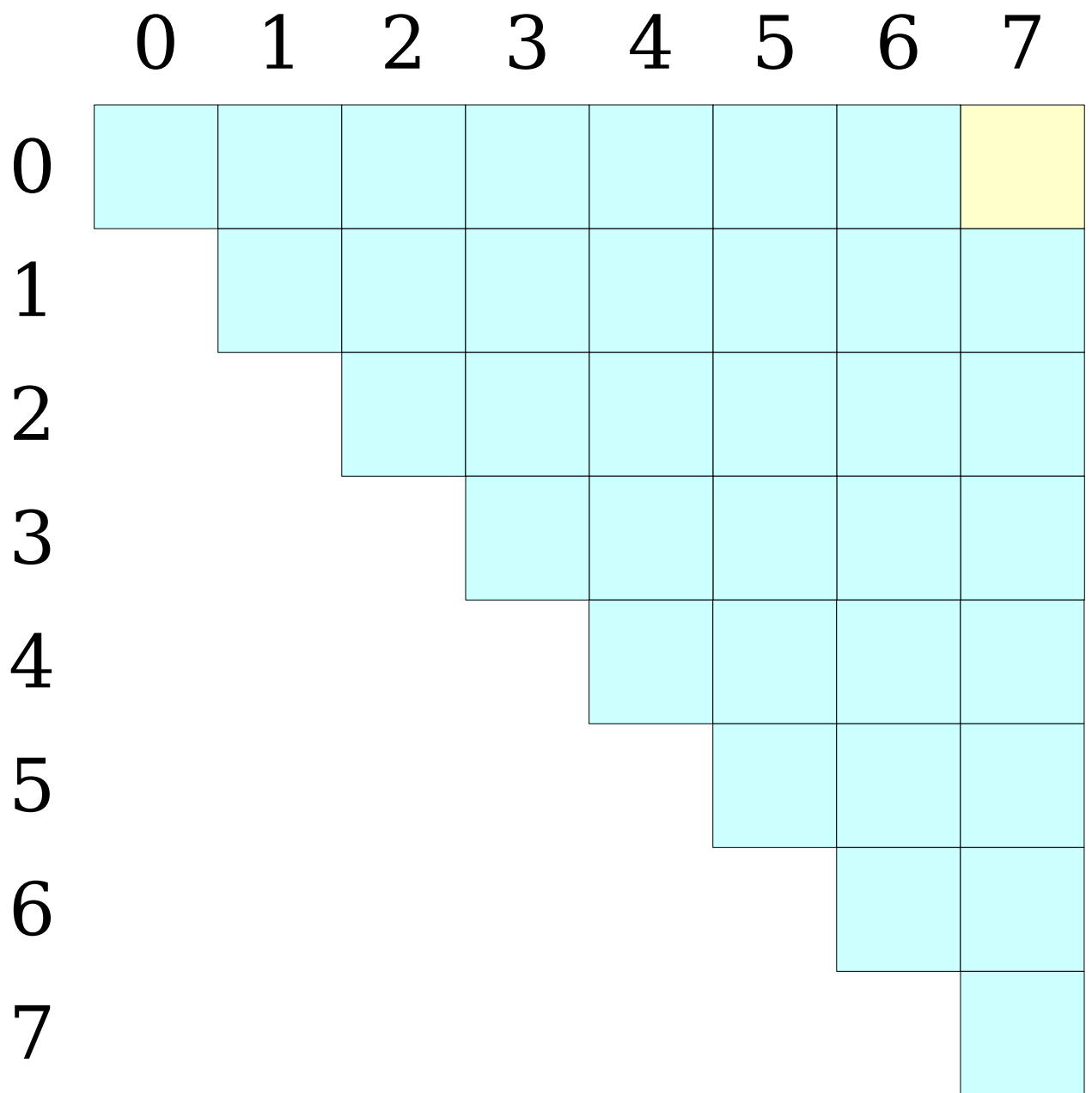










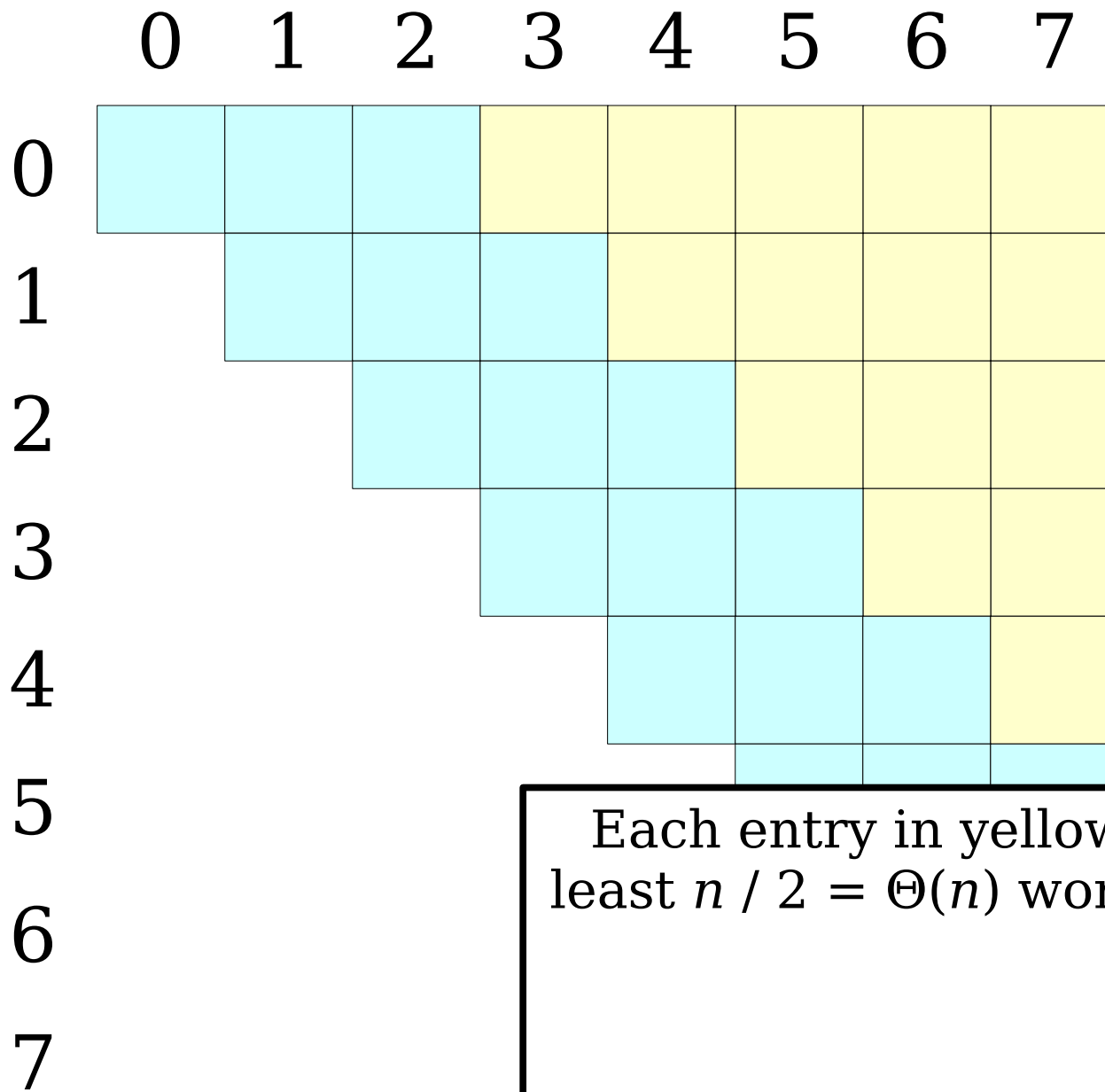




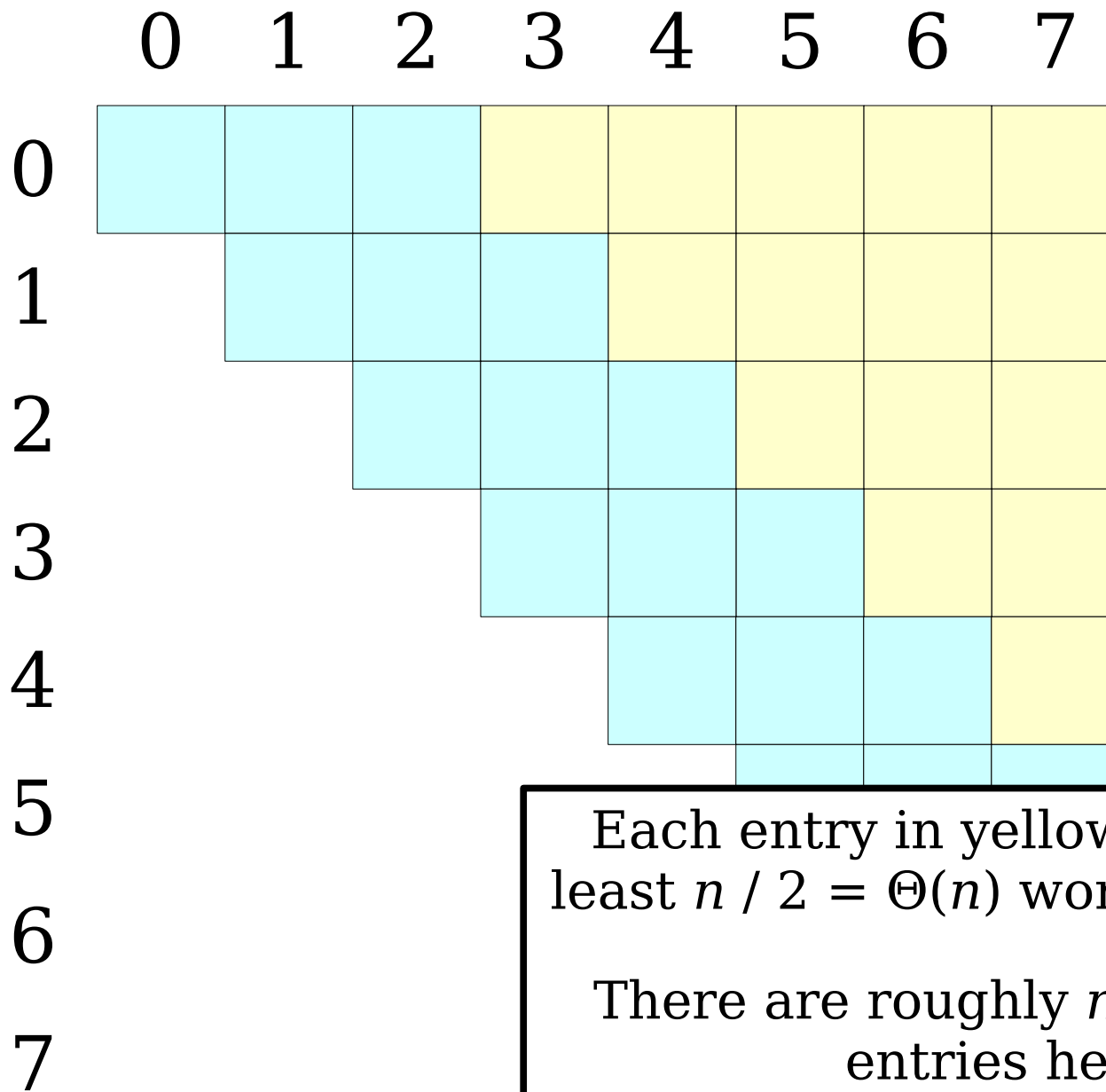
The diagram shows a 7x7 grid of squares. The squares are colored cyan or yellow. The cyan squares form a diagonal band from the top-left to the bottom-right. The yellow squares form a triangular shape in the top-right corner. The grid is labeled with numbers 0 through 7 on the left side.

0	Cyan	Cyan	Cyan	Yellow	Yellow	Yellow	Yellow
1		Cyan	Cyan	Cyan	Yellow	Yellow	Yellow
2			Cyan	Cyan	Cyan	Yellow	Yellow
3				Cyan	Cyan	Cyan	Yellow
4					Cyan	Cyan	Yellow
5						Cyan	Cyan
6							Cyan
7							



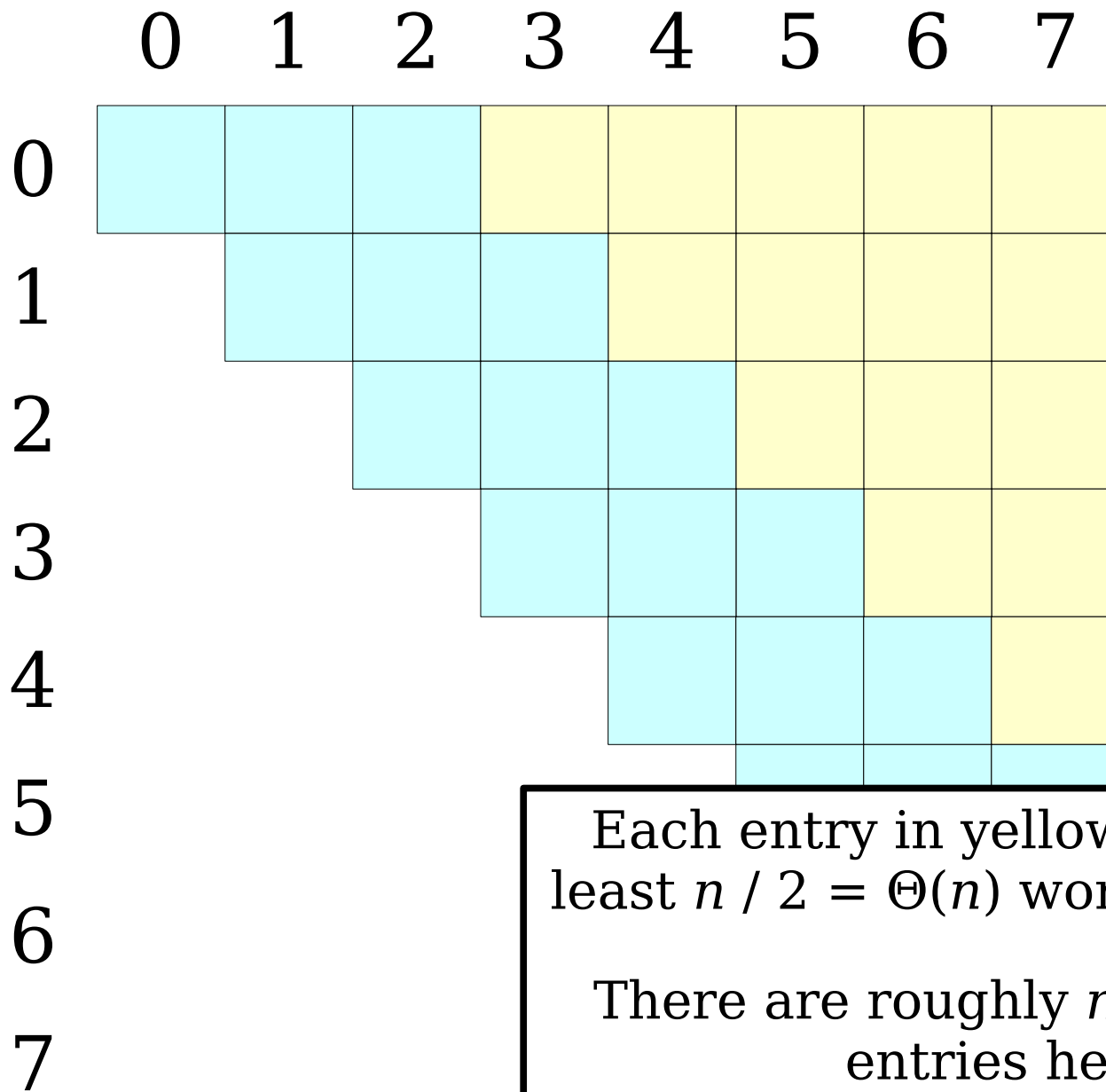


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Total work required:  $\Theta(n^3)$

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- Naïvely precomputing the table is inefficient.
- Can we do better?
- **Claim:** We can precompute all subarrays in time  $\Theta(n^2)$  using dynamic programming.

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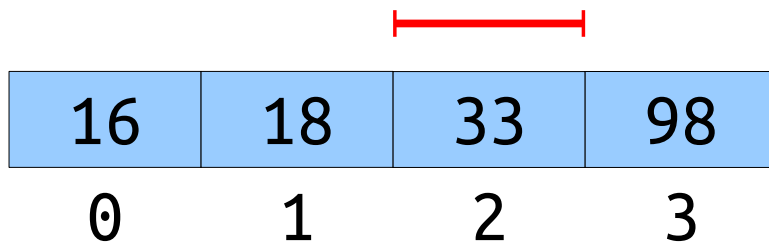


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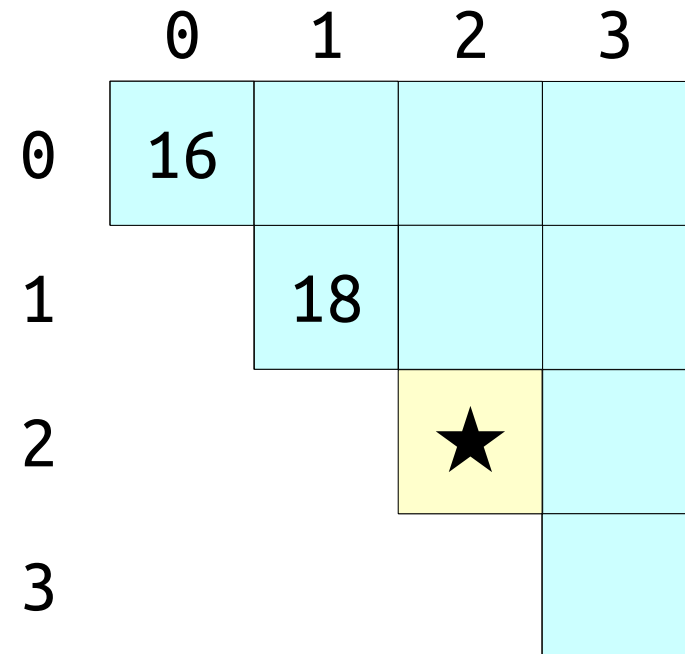
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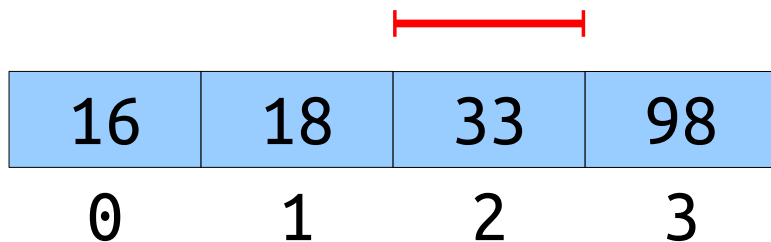
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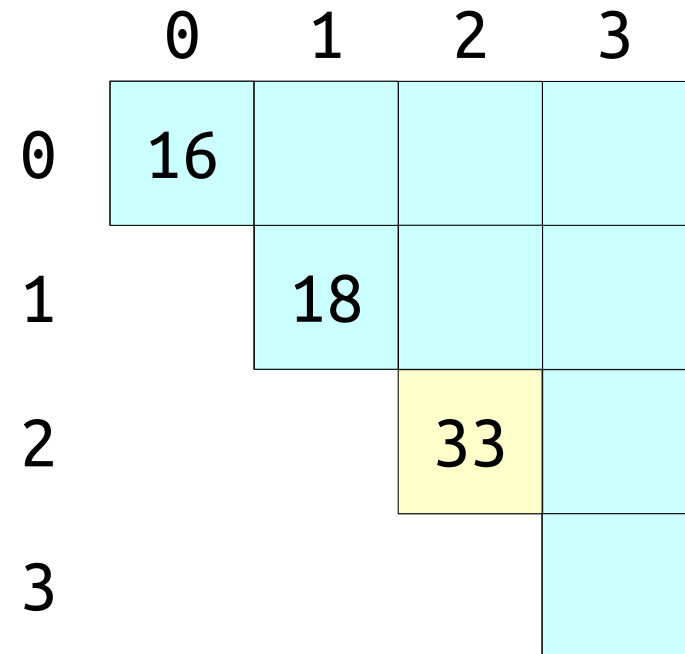
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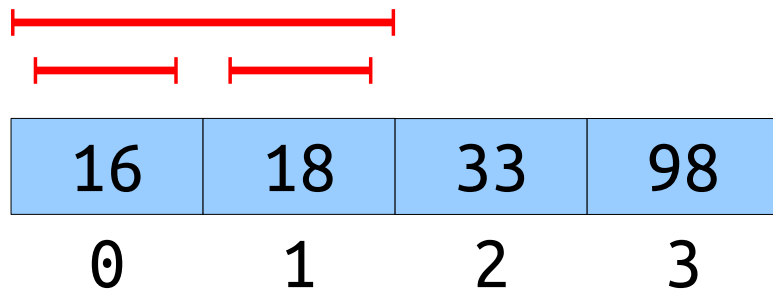


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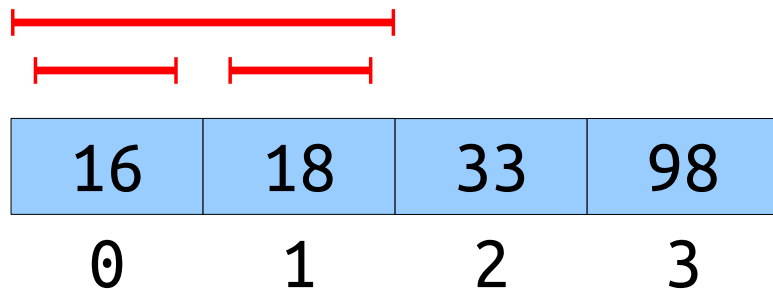
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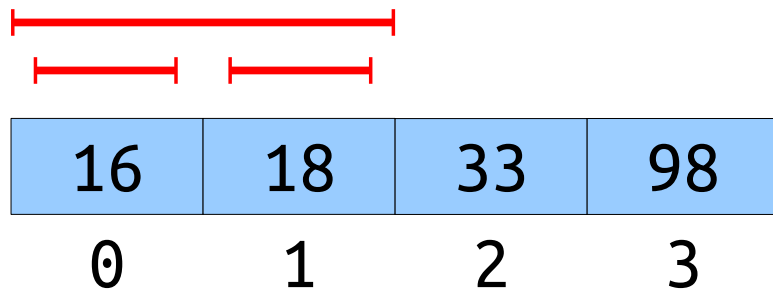
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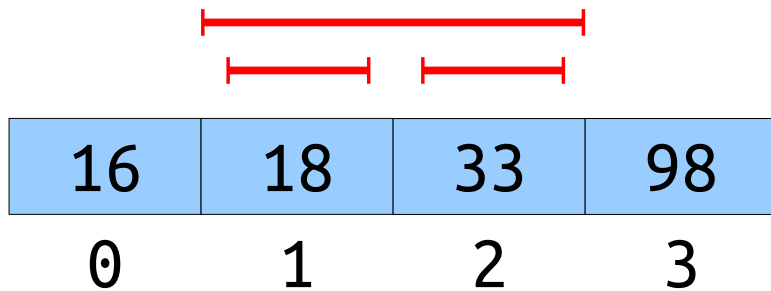
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1		18	18	
2			33	33
3				98

# A Different Approach

- Naïvely precomputing the table is inefficient.
- Can we do better?
- **Claim:** We can precompute all subarrays in time  $\Theta(n^2)$  using dynamic programming.

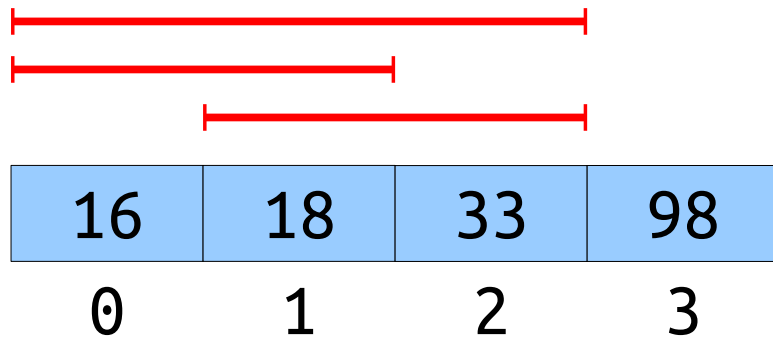


16	18	33	98
0	1	2	3

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0	16	16	★	
1		18	18	
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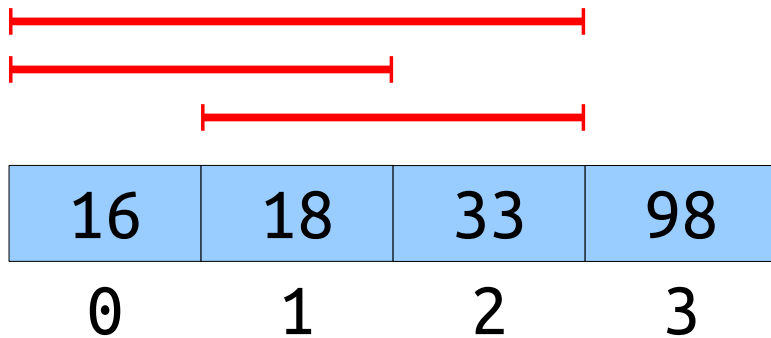


	0	1	2	3
0	16	16	★	
1		18	18	
2			33	33
3				98



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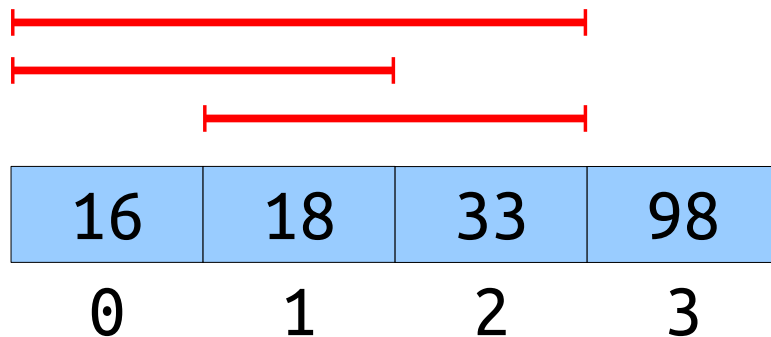
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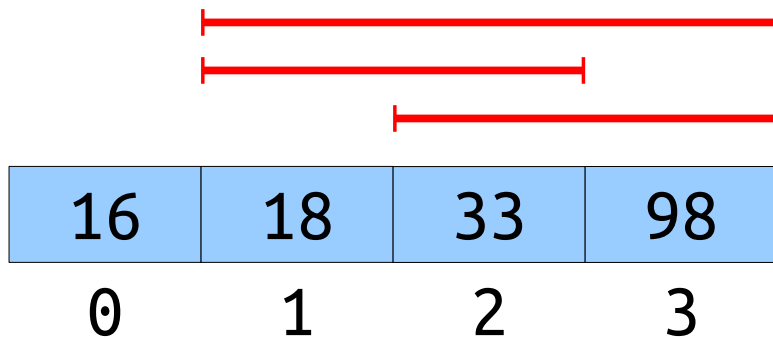
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0	1	2	3



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0	16	16	16	
1		18	18	★
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3				98

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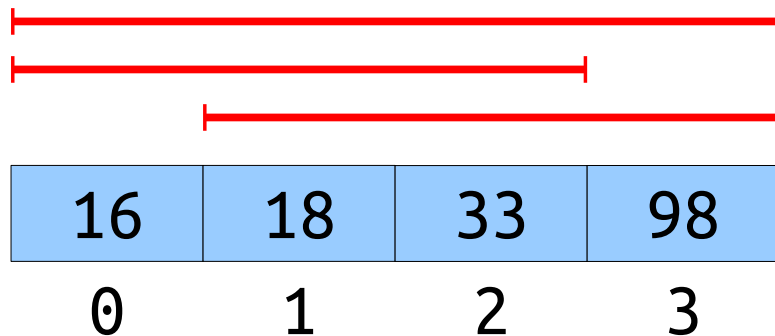
16	18	33	98
0	1	2	3

	0	1	2	3
0	16	16	16	★
1		18	18	18
2			33	33
3				98



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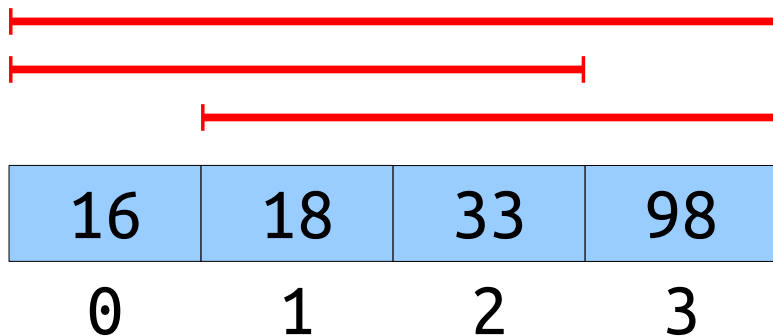
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	0	1	2	3
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1		18	18	18
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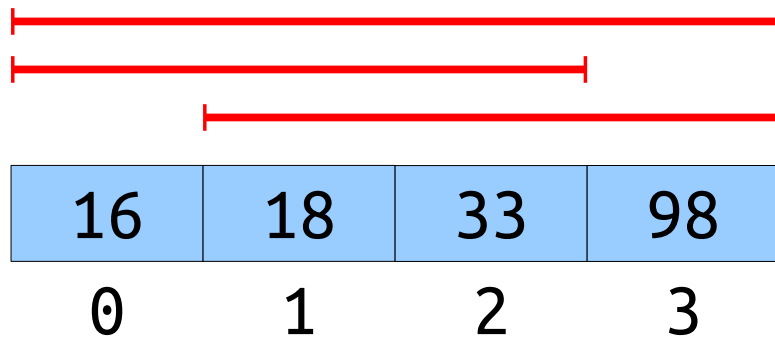
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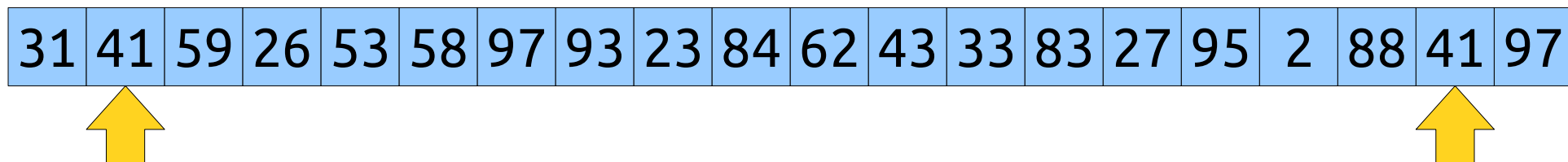
	0	1	2	3
0	16	16	16	16
1		18	18	18
2			33	33
3				98

# Some Notation

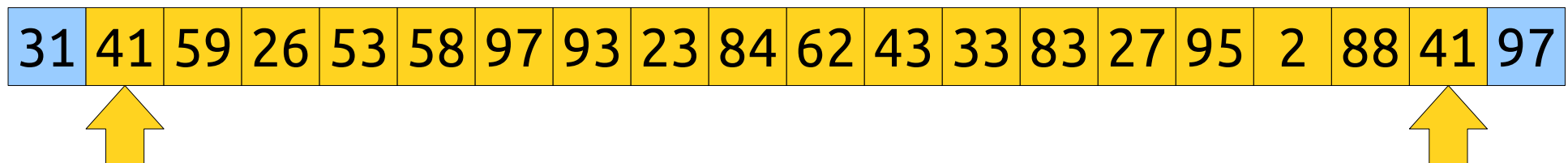
- We'll say that an RMQ data structure has time complexity  $\langle p(n), q(n) \rangle$  if
  - preprocessing takes time at most  $p(n)$  and
  - queries take time at most  $q(n)$ .
- We now have two RMQ data structures:
  - $\langle O(1), O(n) \rangle$  with no preprocessing.
  - $\langle O(n^2), O(1) \rangle$  with full preprocessing.
- These are two extremes on a curve of tradeoffs: no preprocessing versus full preprocessing.
- **Question:** *Is there a “golden mean” between these extremes?*

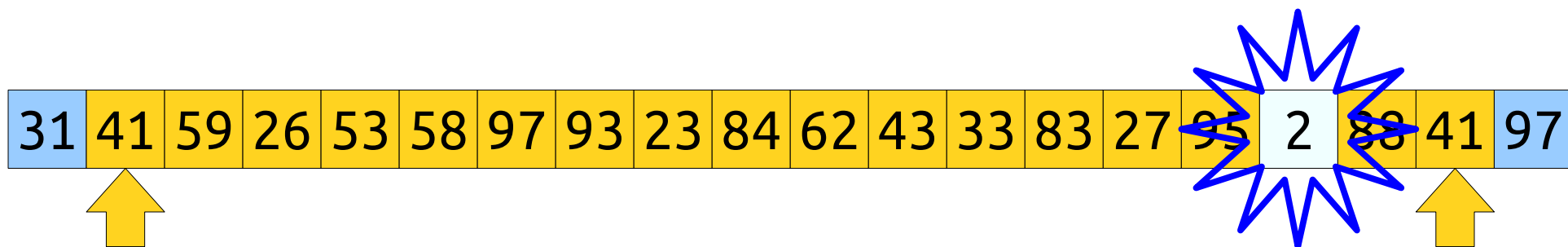
Another Approach: ***Block Decomposition***

31	41	59	26	53	58	97	93	23	84	62	43	33	83	27	95	2	88	41	97
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	----	----	----









31	41	59	26	53	58	97	93	23	84	62	43	33	83	27	95	2	88	41	97
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	----	----	----

# A Block-Based Approach

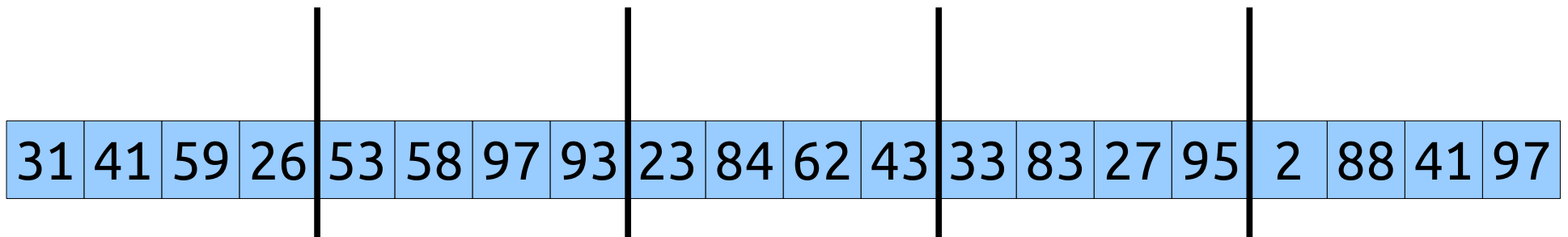
- Split the input into  $O(n / b)$  blocks of some “block size”  $b$ .

31	41	59	26	53	58	97	93	23	84	62	43	33	83	27	95	2	88	41	97
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	----	----	----

# A Block-Based Approach

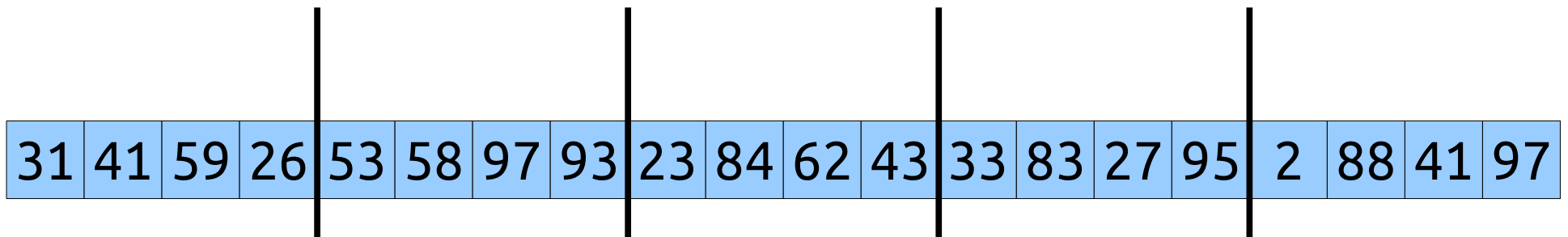
$\lceil \sqrt{n} \rceil$

- Split the input into  $O(n / b)$  blocks of some “block size”  $b$ .



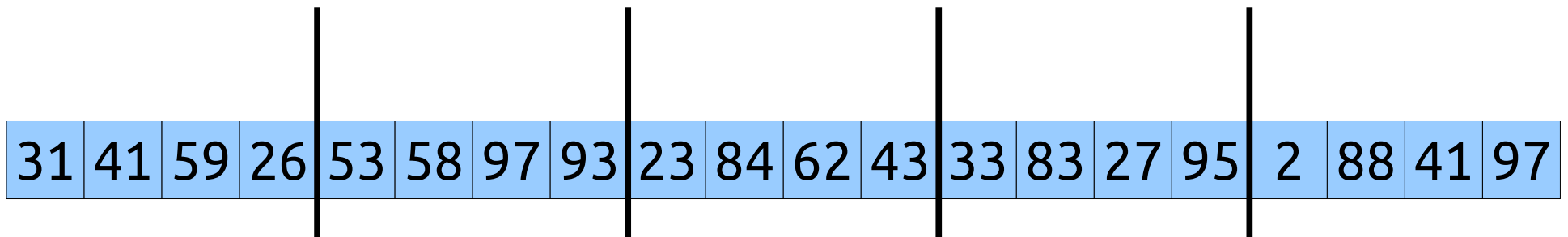
# A Block-Based Approach

- Split the input into  $O(n / b)$  blocks of some “block size”  $b$ .
  - Here,  $b = 4$ .



# A Block-Based Approach

- Split the input into  $O(n / b)$  blocks of some “block size”  $b$ .
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- Compute the minimum value in each block.



31	41	59	26	53	58	97	93	23	84	62	43	33	83	27	95	2	88	41	97
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	----	----	----

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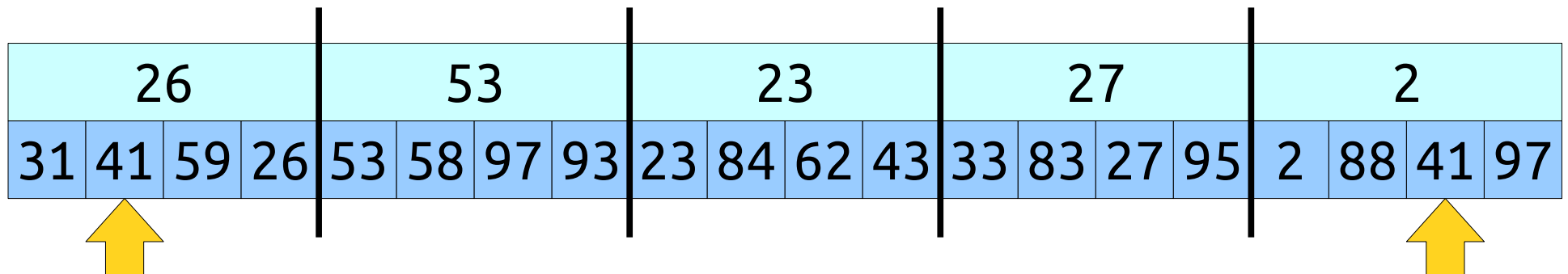
26				53				23				27				2			
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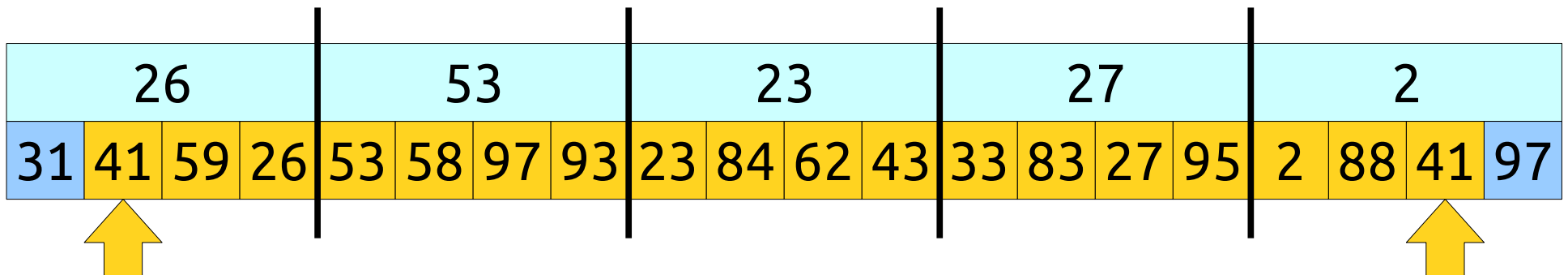


The diagram illustrates an array of 20 numbers divided into 5 blocks of size 4. The minimum value for each block is shown above it. Yellow arrows point to the first and last elements of the array.

Block	Values	Minimum
1	31, 41, 59, 26	26
2	53, 58, 97, 93	53
3	23, 84, 62, 43	23
4	33, 83, 27, 95	27
5	2, 88, 41, 97	2

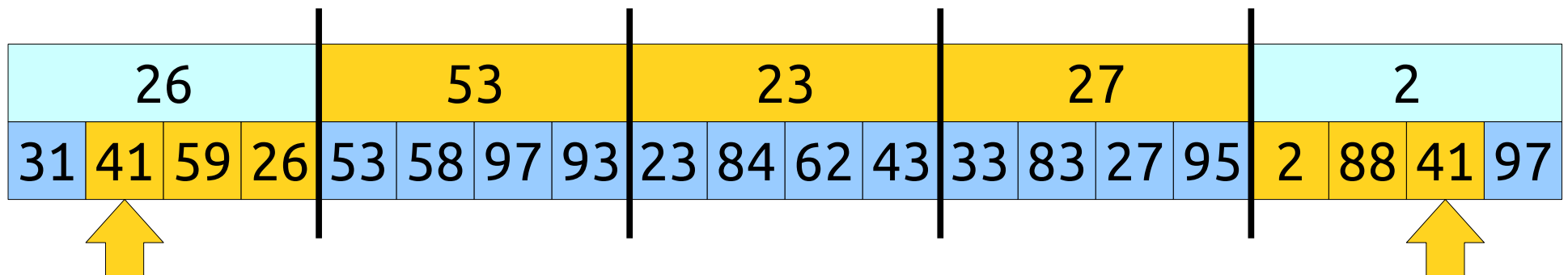
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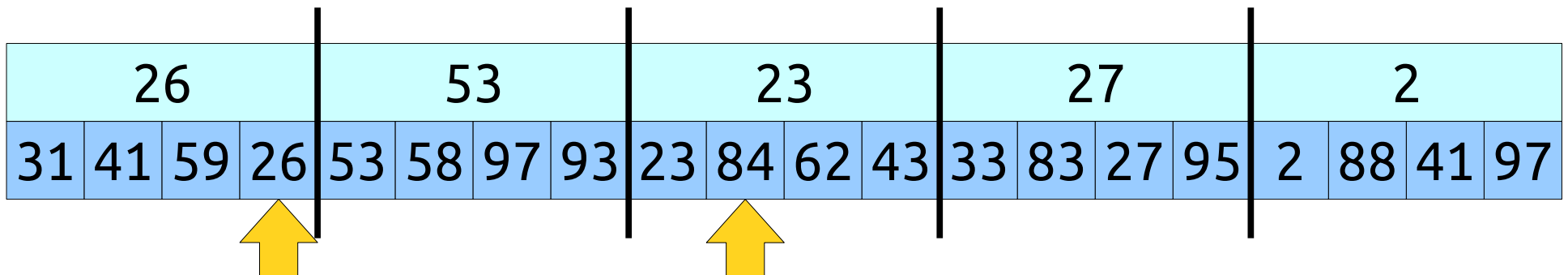
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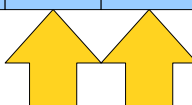
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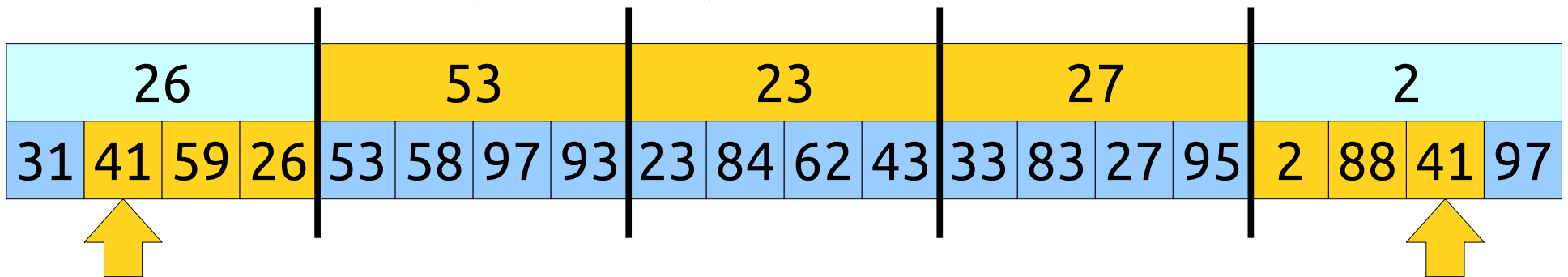
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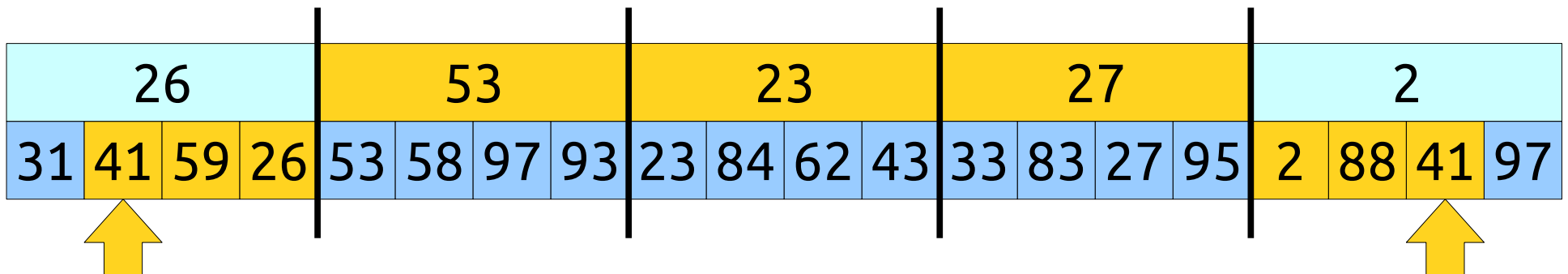
# Analyzing the Approach

- Let's analyze this approach in terms of  $n$  and  $b$ .
- Preprocessing time:
  - $O(b)$  work on  $O(n / b)$  blocks to find minima.
  - Total work:  $O(n)$ .
- Time to evaluate  $\text{RMQ}_A(i, j)$ :
  - $O(1)$  work to find block indices (divide by block size).
  - $O(b)$  work to scan inside  $i$  and  $j$ 's blocks.
  - $O(n / b)$  work looking at block minima between  $i$  and  $j$ .
  - Total work:  $O(b + n / b)$ .



# Intuiting $O(b + n / b)$

- As  $b$  increases:
  - The  $b$  term rises (more elements to scan within each block).
  - The  $n / b$  term drops (fewer blocks to look at).
- As  $b$  decreases:
  - The  $b$  term drops (fewer elements to scan within a block).
  - The  $n / b$  term rises (more blocks to look at).
- Is there an optimal choice of  $b$  given these constraints?



# Optimizing $b$

- What choice of  $b$  minimizes  $b + n / b$ ?

Formulate a hypothesis!

# Optimizing $b$

- What choice of  $b$  minimizes  $b + n / b$ ?

Discuss with your neighbors!

# Optimizing $b$

- What choice of  $b$  minimizes  $b + n / b$ ?
- Start by taking the derivative:

# Optimizing $b$

- What choice of  $b$  minimizes  $b + n / b$ ?
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$$\frac{d}{db}(b+n/b) = 1 - \frac{n}{b^2}$$



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- Setting the derivative to zero:

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$$1 - n/b^2 = 0$$

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$$\frac{d}{db}(b+n/b) = 1 - \frac{n}{b^2}$$

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$$\begin{aligned} 1 - n/b^2 &= 0 \\ 1 &= n/b^2 \end{aligned}$$

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$$\frac{d}{db}(b+n/b) = 1 - \frac{n}{b^2}$$

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$$1 - n/b^2 = 0$$

$$1 = n/b^2$$

$$b^2 = n$$

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- In that case, the runtime is  $O(b + n / b)$

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- Asymptotically optimal runtime is when  $b = n^{1/2}$ .
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$$O(b + n / b) = O(n^{1/2} + n / n^{1/2})$$



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$$O(b + n / b) = O(n^{1/2} + n / n^{1/2}) = O(n^{1/2} + n^{1/2}) = \mathbf{O(n^{1/2})}$$

# Summary of Approaches

- Three solutions so far:
  - Full preprocessing:  $\langle O(n^2), O(1) \rangle$ .
  - Block partition:  $\langle O(n), O(n^{1/2}) \rangle$ .
  - No preprocessing:  $\langle O(1), O(n) \rangle$ .
- Modest preprocessing yields modest performance increases.
- **Question:** Can we do better?

A Second Approach: ***Sparse Tables***

# An Intuition

- The  $\langle O(n^2), O(1) \rangle$  solution gives fast queries because every range we might look up has already been precomputed.
- This solution is slow overall because we have to compute the minimum of every possible range.
- **Question:** Can we still get constant-time queries without preprocessing all possible ranges?

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26	26	26	26	26
1		41	41	26	26	26	26	26
2			59	26	26	26	26	26
3				26	26	26	26	26
4					53	53	53	53
5						58	58	58
6							97	93
7								93

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31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26	26	26	26	26
1		41	41	26	26	26	26	26
2			59	26	26	26	26	26
3				26	26	26	26	26
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93




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0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

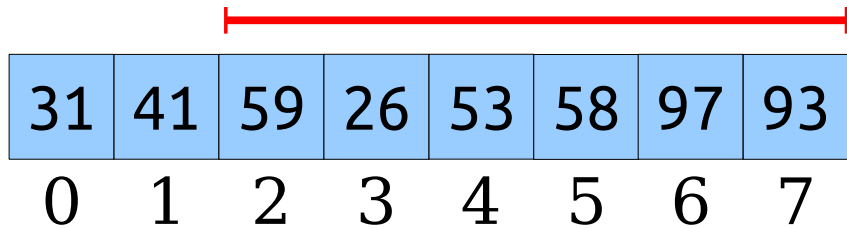
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0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

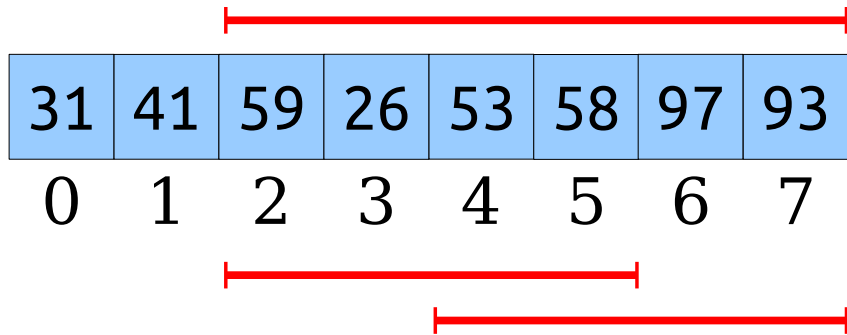
# An Observation



31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

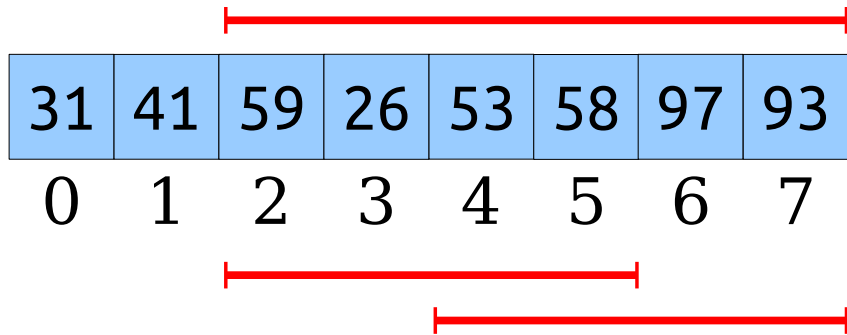
	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		★
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation



	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		★
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation




	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		★
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93


# An Observation



31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation

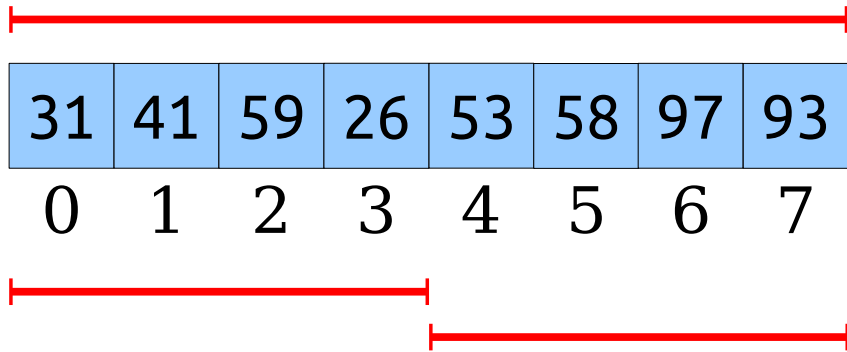


31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				★
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93



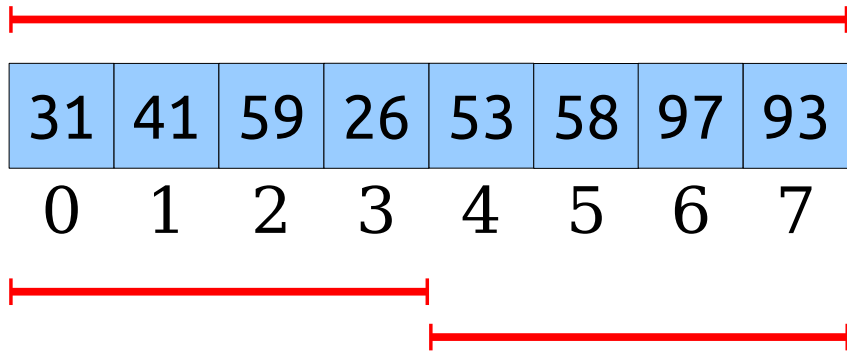
# An Observation



31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				★
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation



31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				★
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31	26				
1		41	41	26	26			
2			59	26	26	26		
3				26	26	26	26	
4					53	53	53	53
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7


	0	1	2	3	4	5	6	7
0	31	31	31					
1		41	41	26				
2			59	26	26			
3				26	26	26		
4					53	53	53	
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31					
1		41	41	26				
2			59	26	26			
3				26	26	26		
4					53	53	53	
5						58	58	58
6							97	93
7								93

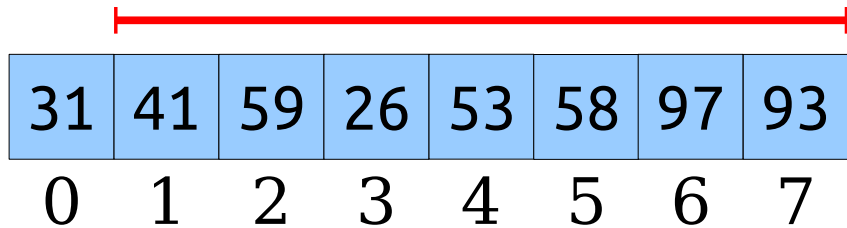
# An Observation



31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31					
1		41	41	26				
2			59	26	26			
3				26	26	26		
4					53	53	53	
5						58	58	58
6							97	93
7								93

# An Observation

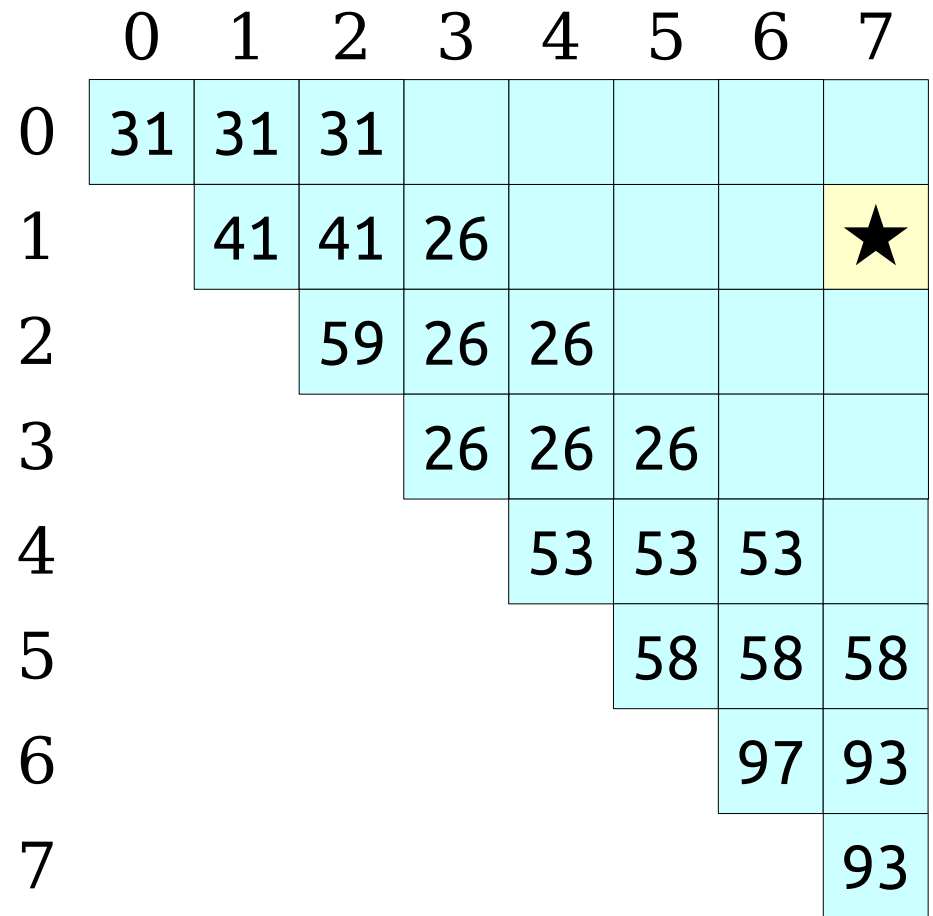
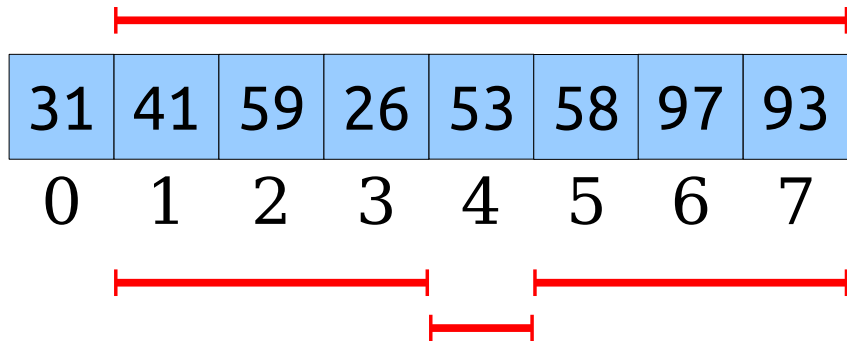


31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

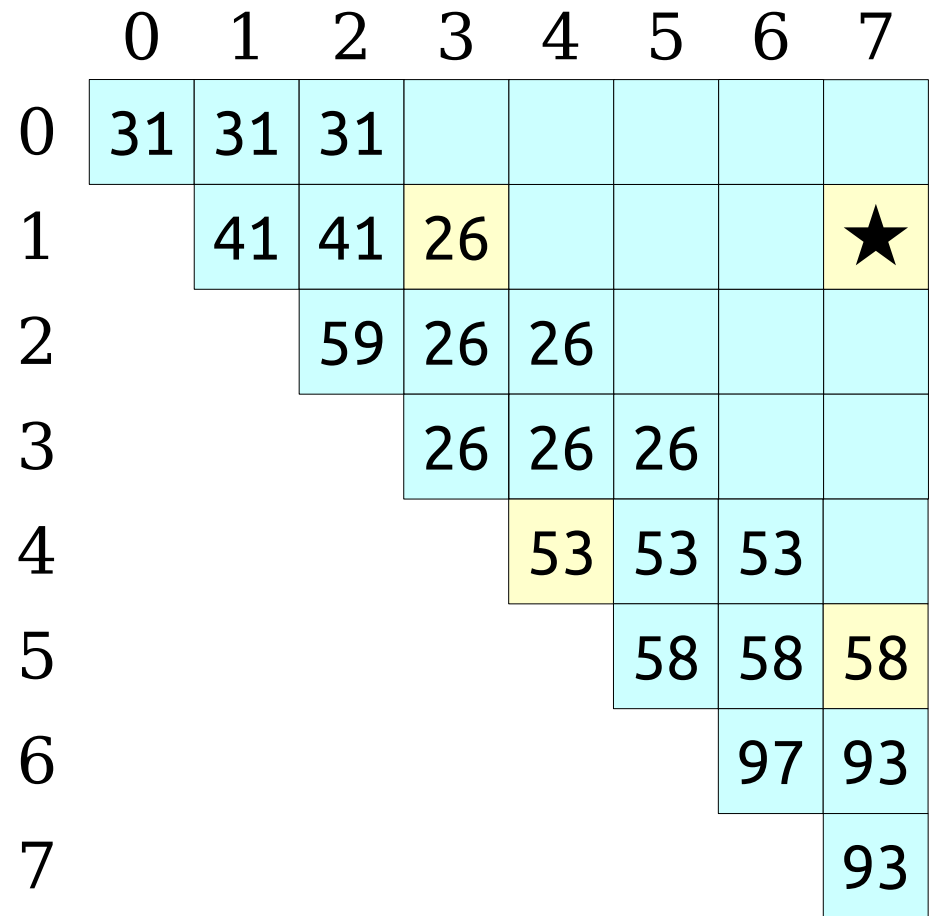
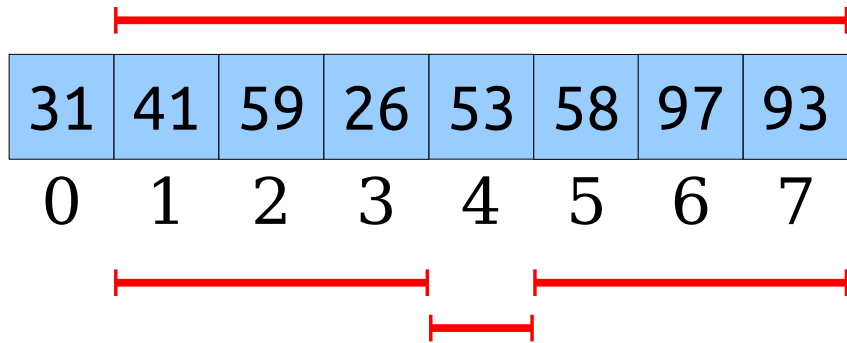
	0	1	2	3	4	5	6	7
0	31	31	31					
1		41	41	26				★
2			59	26	26			
3				26	26	26		
4					53	53	53	
5						58	58	58
6							97	93
7								93



# An Observation



# An Observation



# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31					
1		41	41	26				
2			59	26	26			
3				26	26	26		
4					53	53	53	
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
0	31	31	31					
1		41	41	26				
2			59	26	26			
3				26	26	26		
4					53	53	53	
5						58	58	58
6							97	93
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

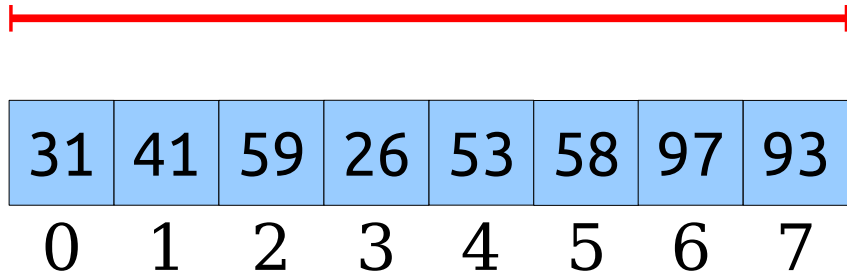
	0	1	2	3	4	5	6	7
0	31							
1		41						
2			59					
3				26				
4					53			
5						58		
6							97	
7								93

# An Observation

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

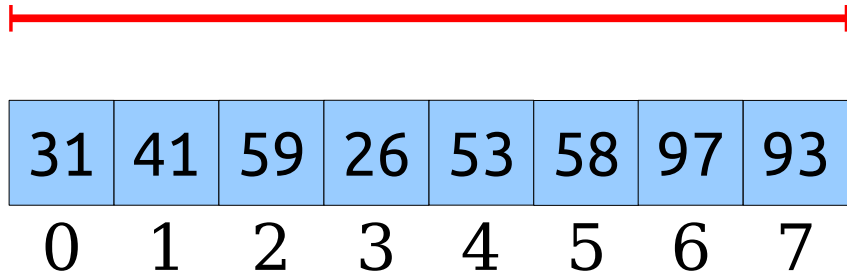
	0	1	2	3	4	5	6	7
0	31							
1		41						
2			59					
3				26				
4					53			
5						58		
6							97	
7								93

# An Observation



	0	1	2	3	4	5	6	7
0	31							
1		41						
2			59					
3				26				
4					53			
5						58		
6							97	
7								93

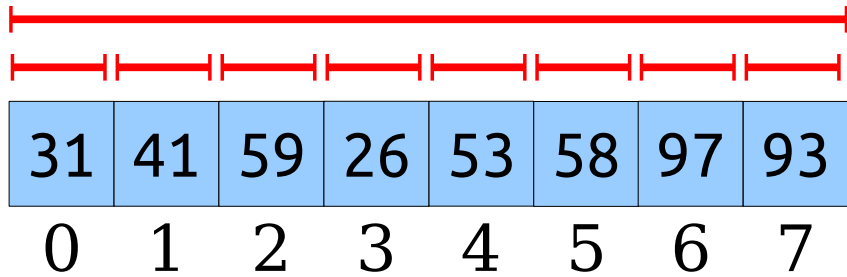
# An Observation



	0	1	2	3	4	5	6	7
0	31							★
1		41						
2			59					
3				26				
4					53			
5						58		
6							97	
7								93



# An Observation

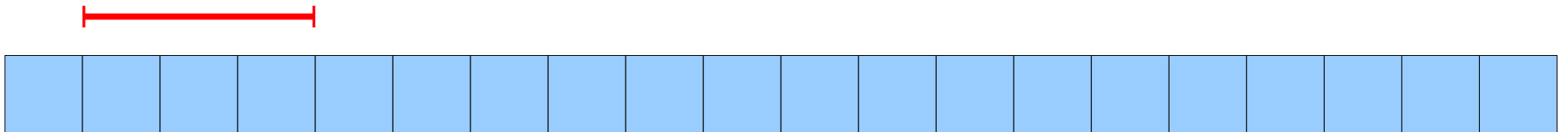
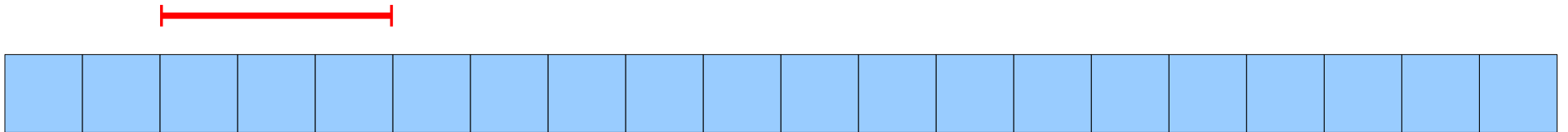
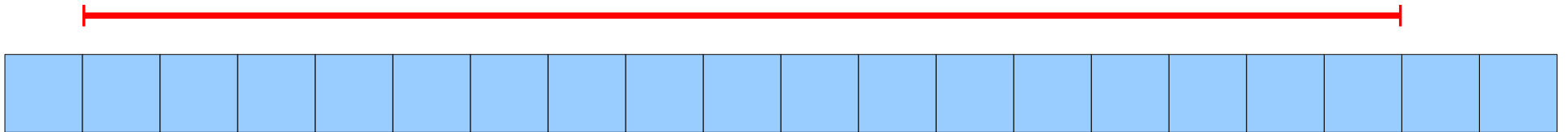
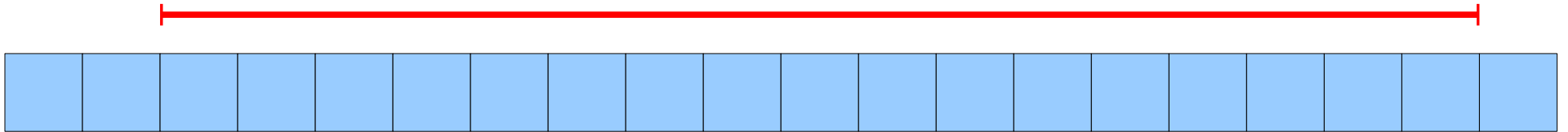


	0	1	2	3	4	5	6	7
0	31							★
1		41						
2			59					
3				26				
4					53			
5						58		
6							97	
7								93

# The Intuition

- It's still possible to answer any query in time  $O(1)$  without precomputing RMQ over all ranges.
- If we precompute the answers over too many ranges, the preprocessing time will be too large.
- If we precompute the answers over too few ranges, the query time won't be  $O(1)$ .
- **Goal:** Precompute RMQ over a set of ranges such that
  - there are  $o(n^2)$  total ranges, but
  - there are enough ranges to support  $O(1)$  query times.

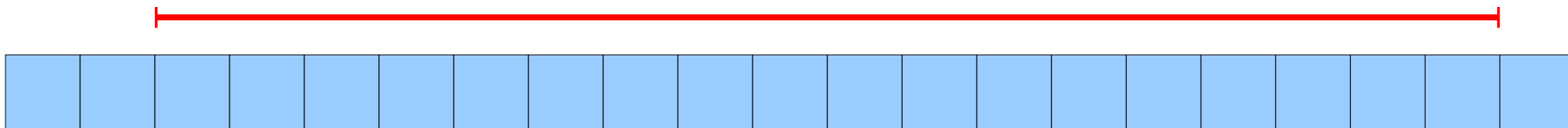
# Some Observations



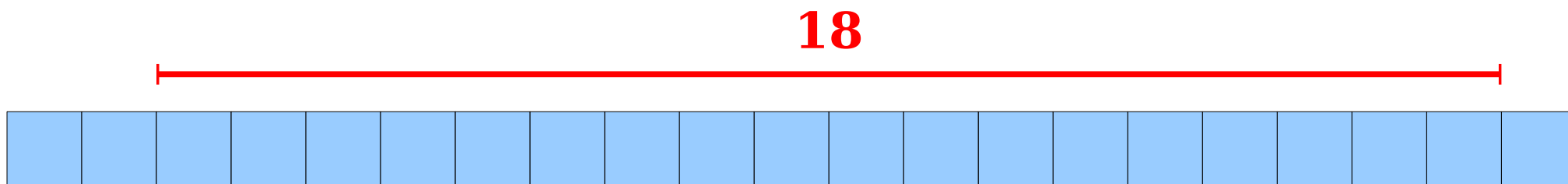
# The Approach

- For each index  $i$ , compute RMQ for ranges starting at  $i$  of size  $1, 2, 4, 8, 16, \dots, 2^k$  as long as they fit in the array.
  - Gives both large and small ranges starting at any point in the array.
  - Only  $O(\log n)$  ranges computed for each array element.
  - Total number of ranges:  $O(n \log n)$ .
- **Claim:** Any range in the array can be formed as the union of two of these ranges.

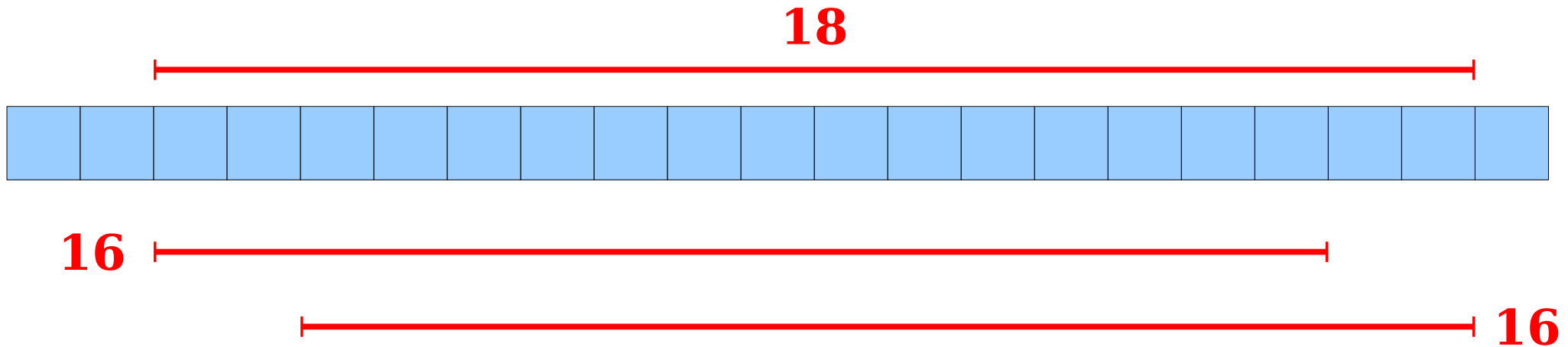
# Creating Ranges



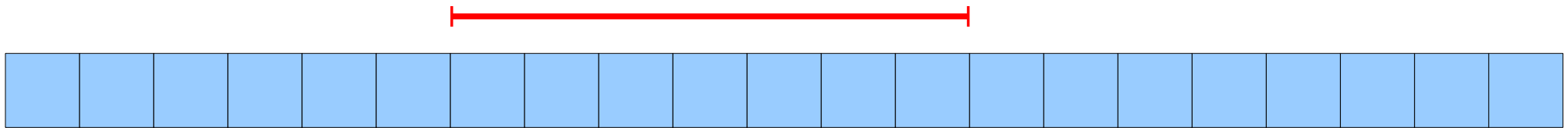
# Creating Ranges



# Creating Ranges

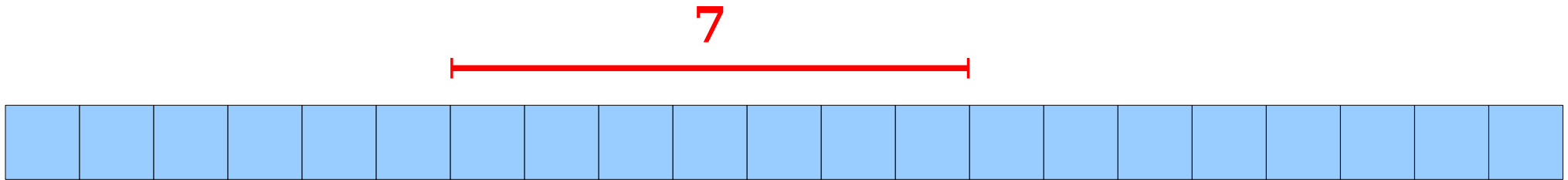


# Creating Ranges

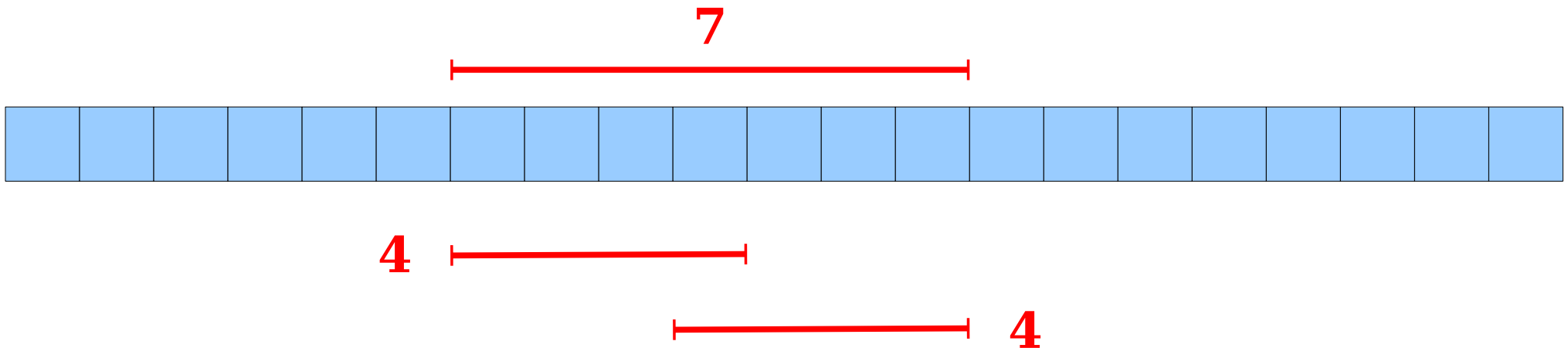




# Creating Ranges



# Creating Ranges



# Doing a Query

- To answer  $\text{RMQ}_A(i, j)$ :
  - Find the largest  $k$  such that  $2^k \leq j - i + 1$ .
    - With the right preprocessing, this can be done in time  $O(1)$ ; you'll figure out how in an upcoming assignment.
  - The range  $[i, j]$  can be formed as the overlap of the ranges  $[i, i + 2^k - 1]$  and  $[j - 2^k + 1, j]$ .
  - Each range can be looked up in time  $O(1)$ .
  - Total time:  **$O(1)$** .

# Precomputing the Ranges

- There are  $O(n \log n)$  ranges to precompute.
- Using dynamic programming, we can compute all of them in time  $O(n \log n)$ .

31	41	59	26	53	58	97	93
0	1	2	3	4	5	6	7

	$2^0$	$2^1$	$2^2$	$2^3$
0				
1				
2				
3				
4				
5				
6				
7				

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	$2^0$	$2^1$	$2^2$	$2^3$
0				
1				
2				
3		★		
4				
5				
6				
7				

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31	41	59	26	53	58	97	93
<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>

	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>				
<b>1</b>				
<b>2</b>				
<b>3</b>		★		
<b>4</b>				
<b>5</b>				
<b>6</b>				
<b>7</b>				

# Precomputing the Ranges

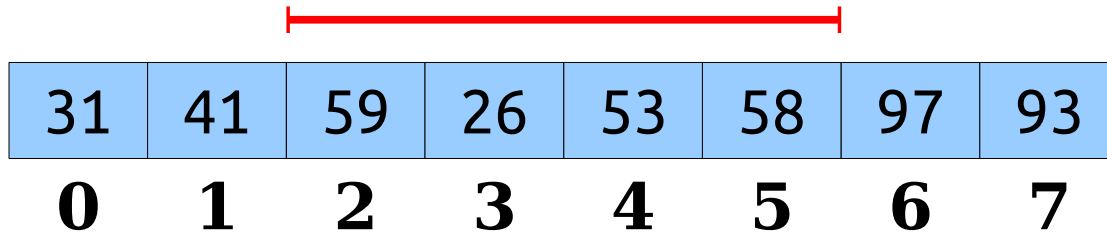
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0	1	2	3	4	5	6	7

	$2^0$	$2^1$	$2^2$	$2^3$
0				
1				
2			★	
3				
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	$2^0$	$2^1$	$2^2$	$2^3$
0				
1				
2			★	
3				
4				
5				
6				
7				



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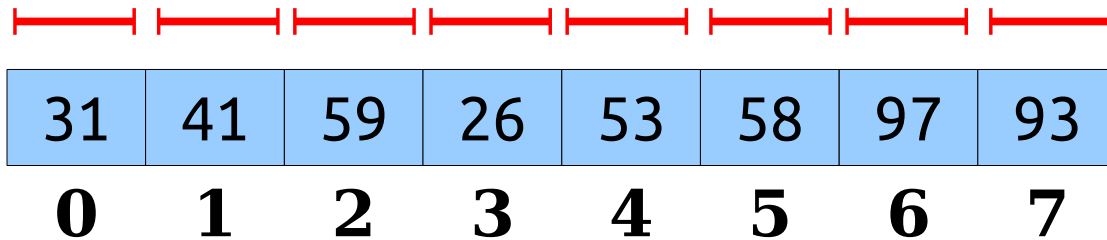
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<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>

	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>				
<b>1</b>				
<b>2</b>				
<b>3</b>				
<b>4</b>				
<b>5</b>				
<b>6</b>				
<b>7</b>				

# Precomputing the Ranges

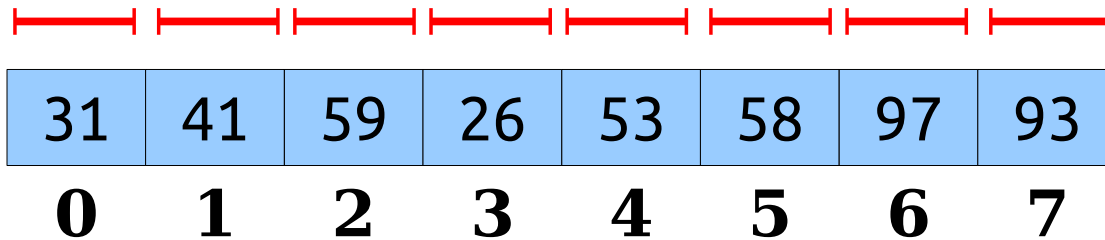
- There are  $O(n \log n)$  ranges to precompute.
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	$2^0$	$2^1$	$2^2$	$2^3$
0				
1				
2				
3				
4				
5				
6				
7				

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	$2^0$	$2^1$	$2^2$	$2^3$
0	31			
1	41			
2	59			
3	26			
4	53			
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	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>	31			
<b>1</b>	41			
<b>2</b>	59			
<b>3</b>	26			
<b>4</b>	53			
<b>5</b>	58			
<b>6</b>	97			
<b>7</b>	93			

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	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>	31	★		
<b>1</b>	41			
<b>2</b>	59			
<b>3</b>	26			
<b>4</b>	53			
<b>5</b>	58			
<b>6</b>	97			
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	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>	31	★		
<b>1</b>	41			
<b>2</b>	59			
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	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>	31	★		
<b>1</b>	41			
<b>2</b>	59			
<b>3</b>	26			
<b>4</b>	53			
<b>5</b>	58			
<b>6</b>	97			
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	$2^0$	$2^1$	$2^2$	$2^3$
<b>0</b>	31	★		
<b>1</b>	41			
<b>2</b>	59			
<b>3</b>	26			
<b>4</b>	53			
<b>5</b>	58			
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<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>

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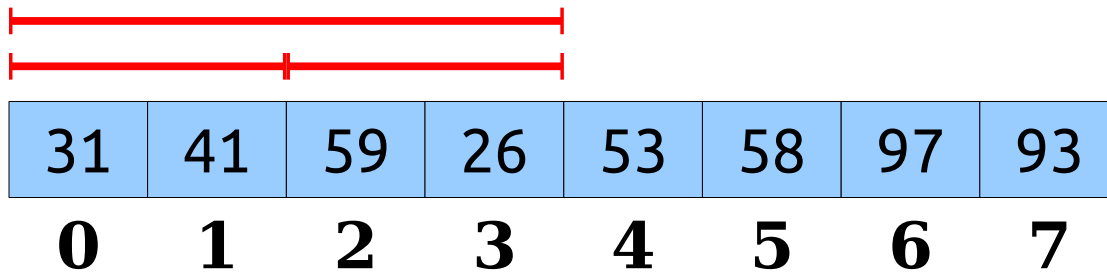


31	41	59	26	53	58	97	93
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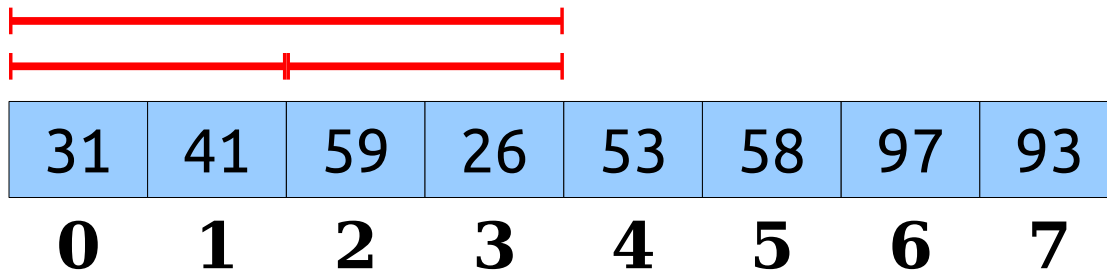
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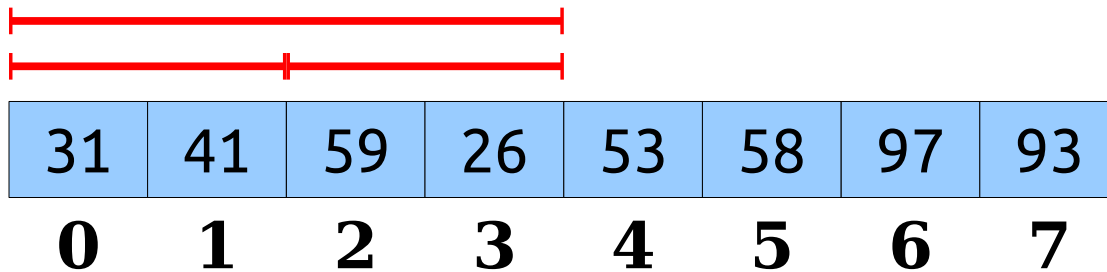
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<b>4</b>	53	53	53	
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# Sparse Tables

- This data structure is called a ***sparse table***.
- It gives an  $\langle \mathbf{O(n \log n)}, \mathbf{O(1)} \rangle$  solution to RMQ.
- This is asymptotically better than precomputing all possible ranges!

# The Story So Far

- We now have the following solutions for RMQ:
  - Precompute all:  $\langle O(n^2), O(1) \rangle$ .
  - Sparse table:  $\langle O(n \log n), O(1) \rangle$ .
  - Blocking:  $\langle O(n), O(n^{1/2}) \rangle$ .
  - Precompute none:  $\langle O(1), O(n) \rangle$ .
- ***Can we do better?***

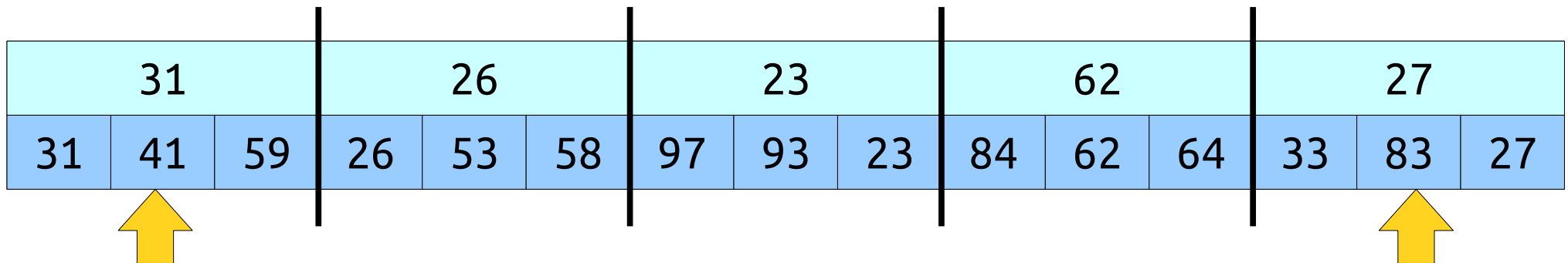
A Third Approach: ***Hybrid Strategies***

# Blocking Revisited

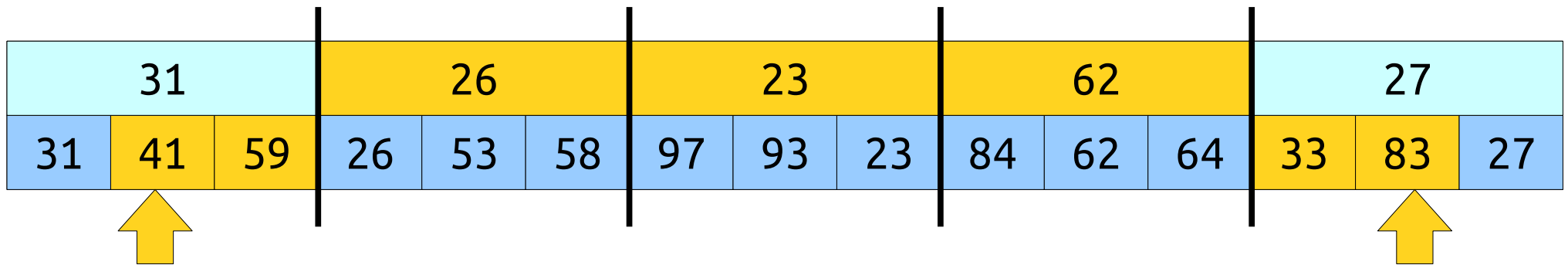
31			26			23			62			27		
31	41	59	26	53	58	97	93	23	84	62	64	33	83	27

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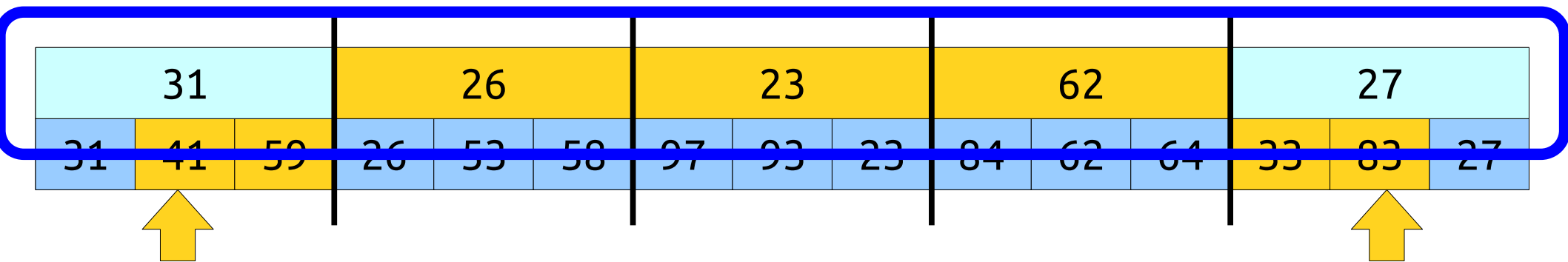
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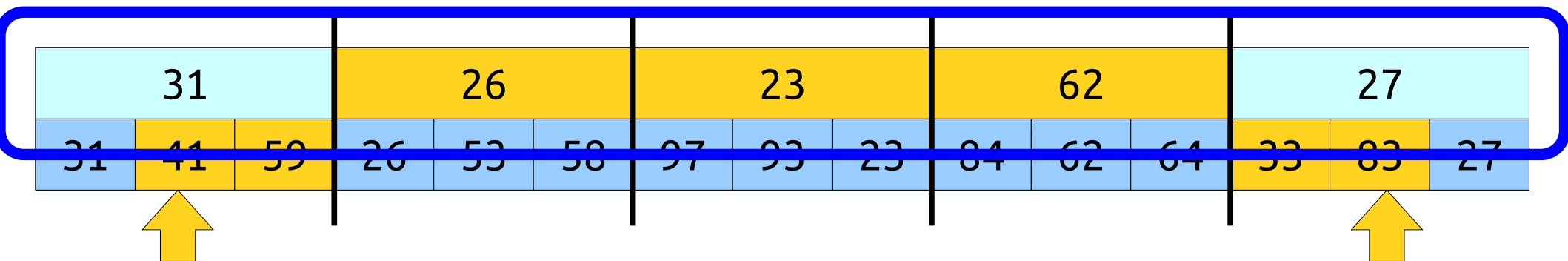


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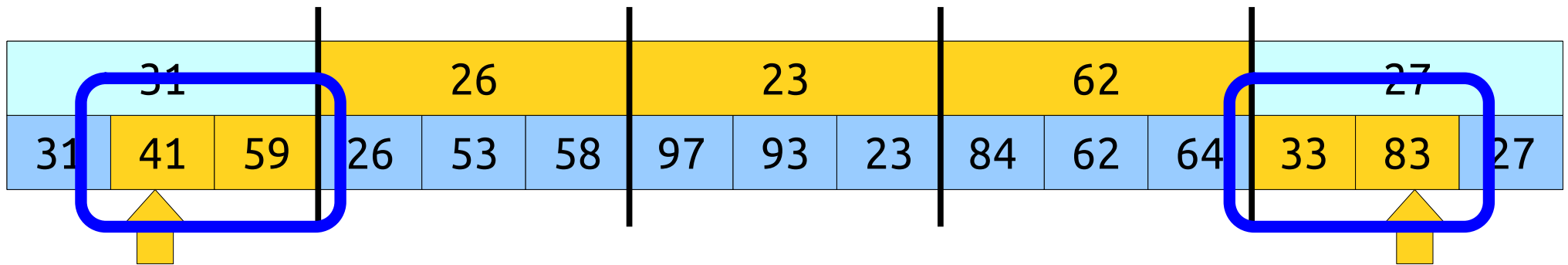
# Blocking Revisited

*This is just RMQ on the block minima!*

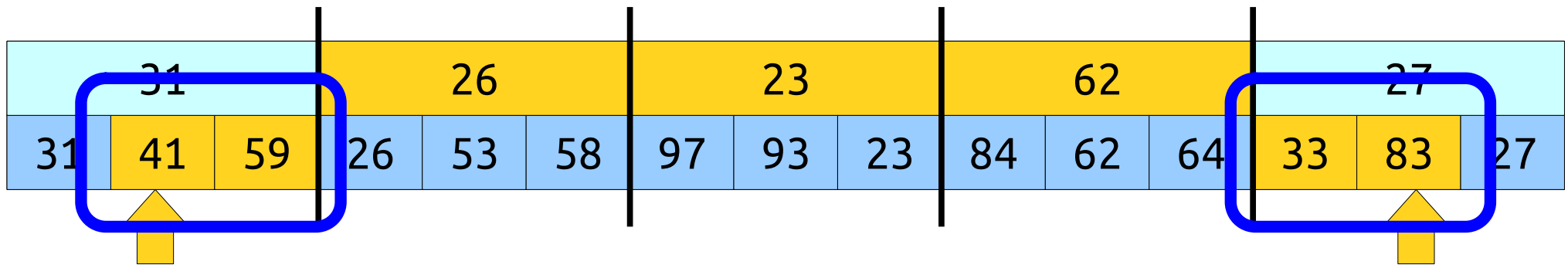




# Blocking Revisited



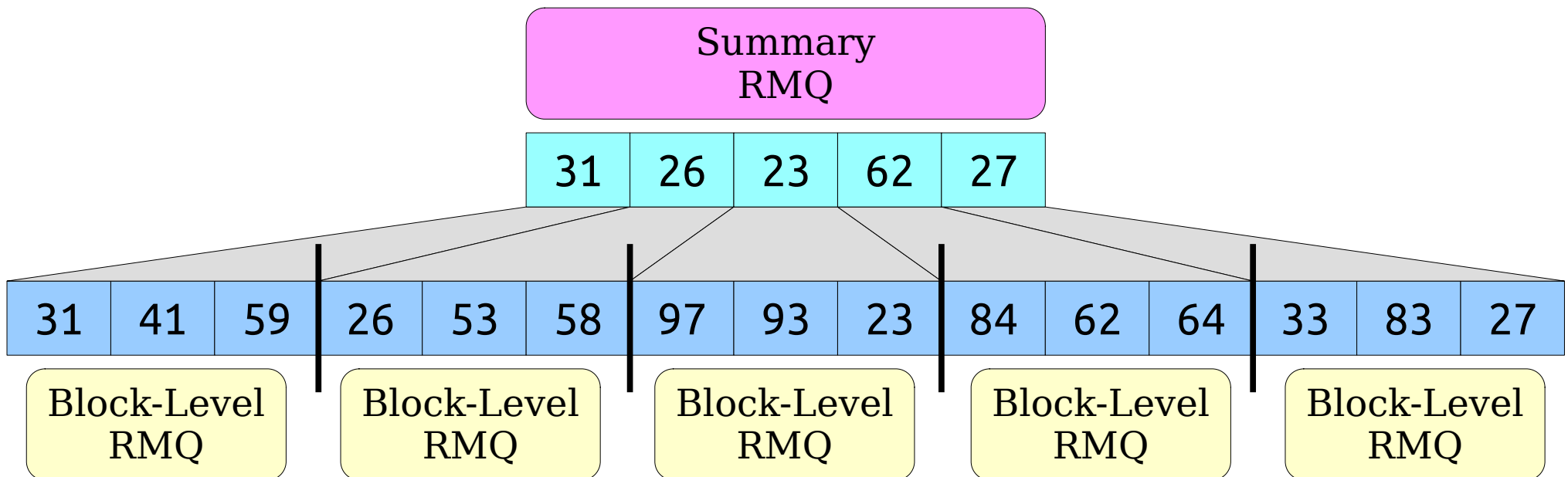
# Blocking Revisited



*This is just RMQ  
inside the blocks!*

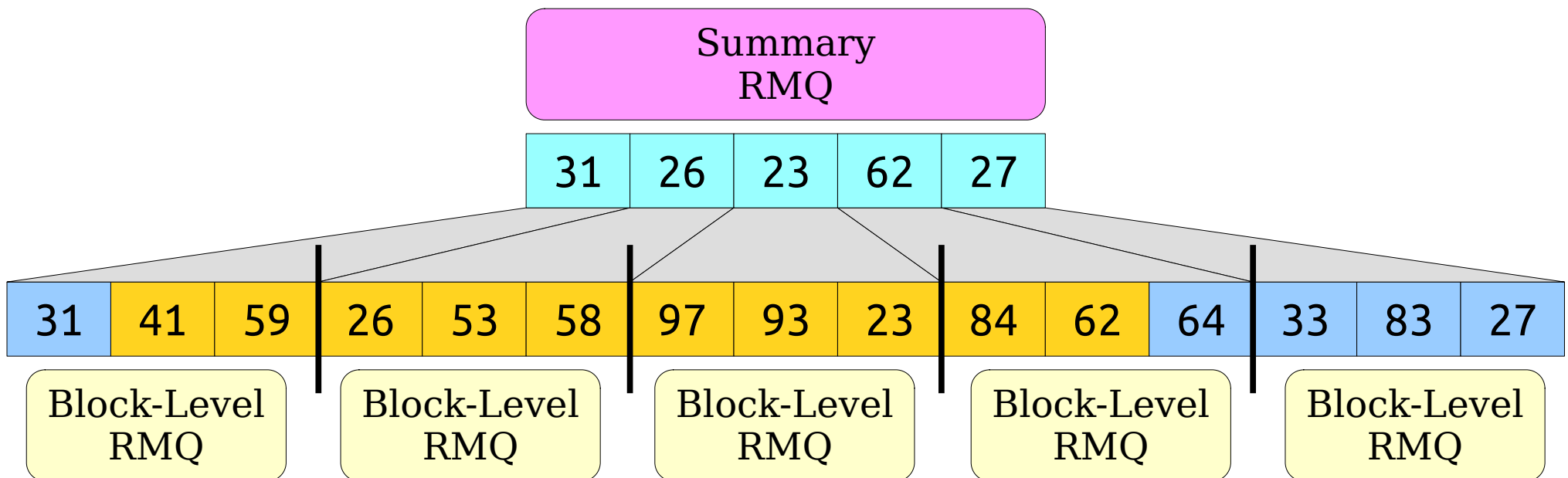
# The Framework

- Split the input into blocks of size  $b$ .
- Form an array of the block minima.
- Construct a “summary” RMQ structure over the block minima.
- Construct “block” RMQ structures for each block.
- Aggregate the results together.



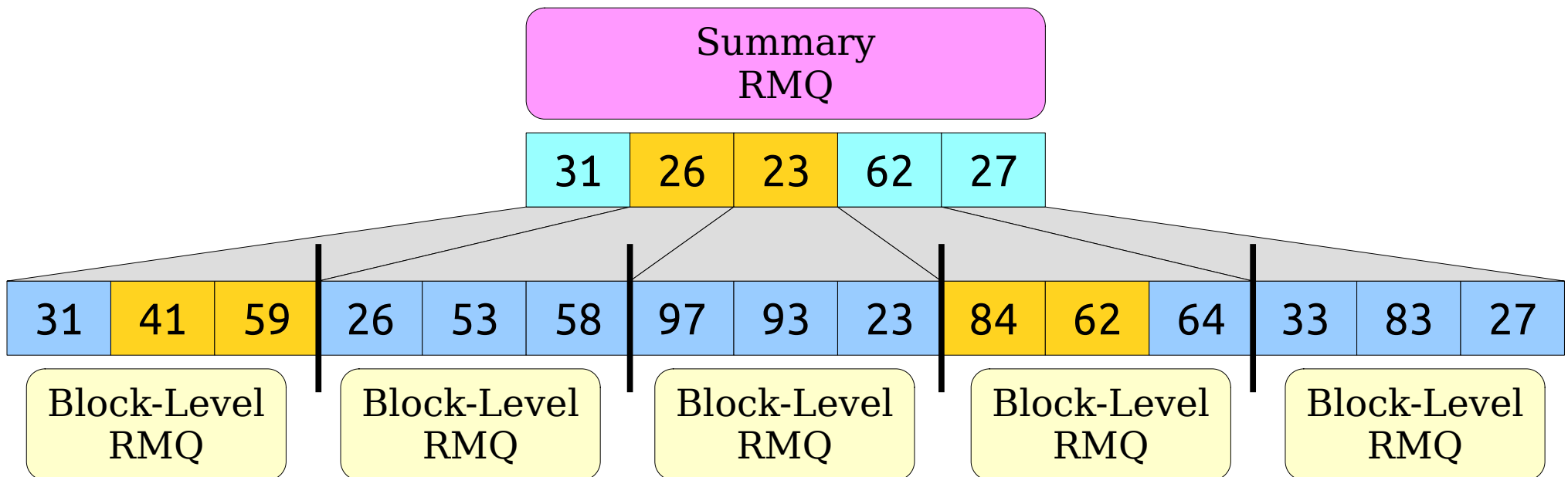
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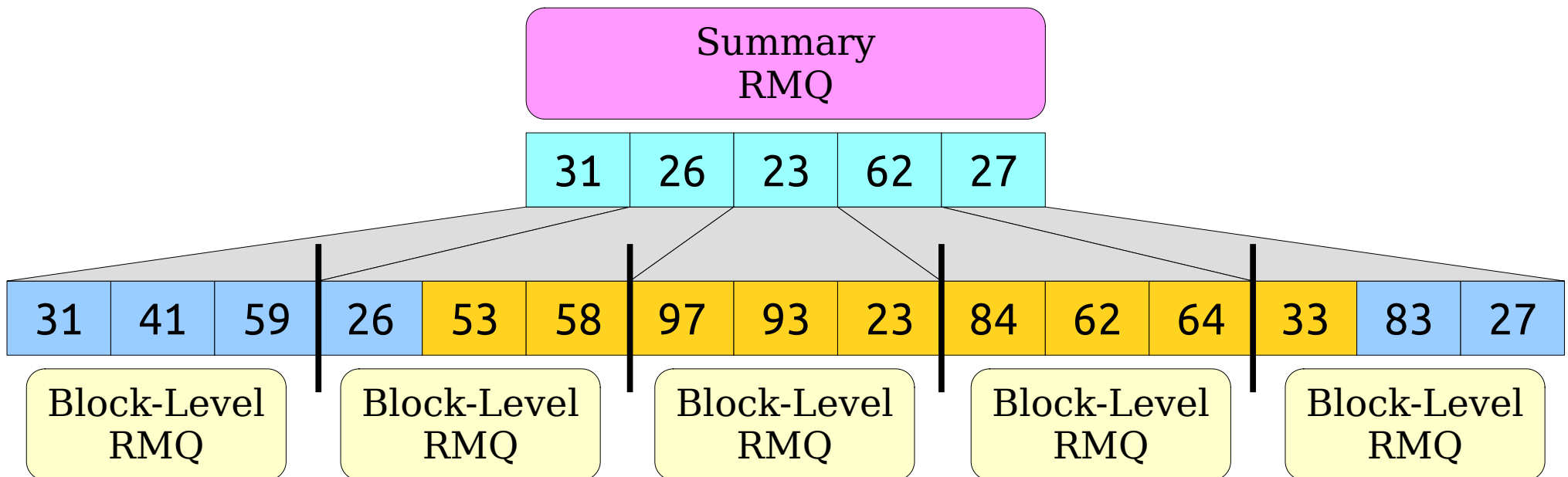
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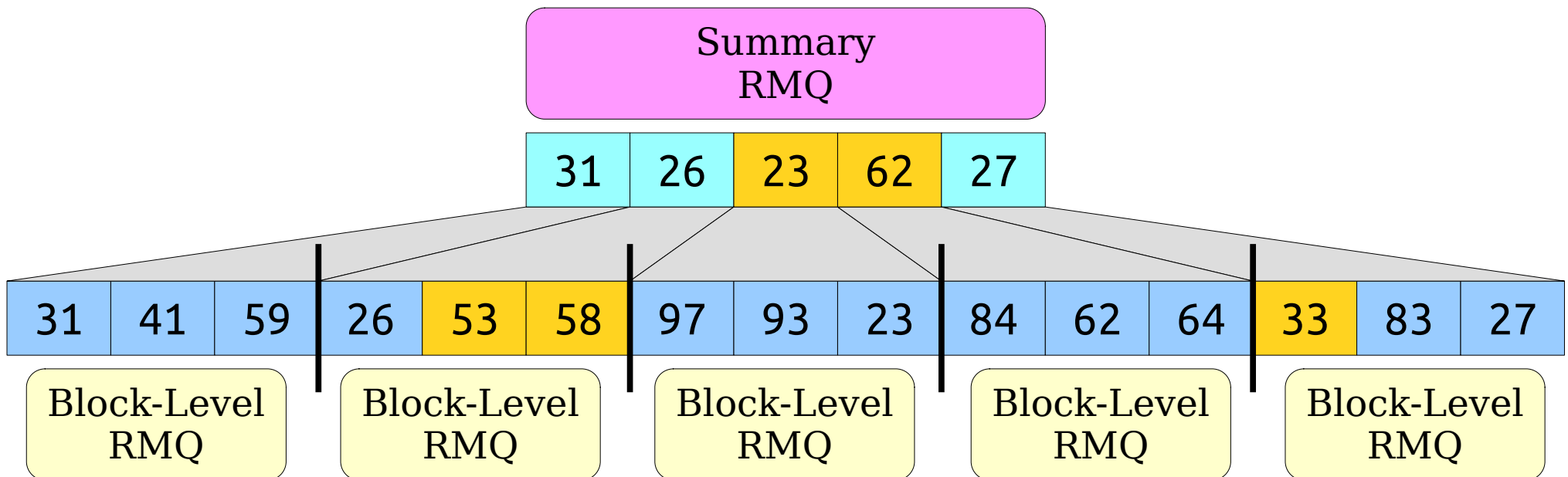
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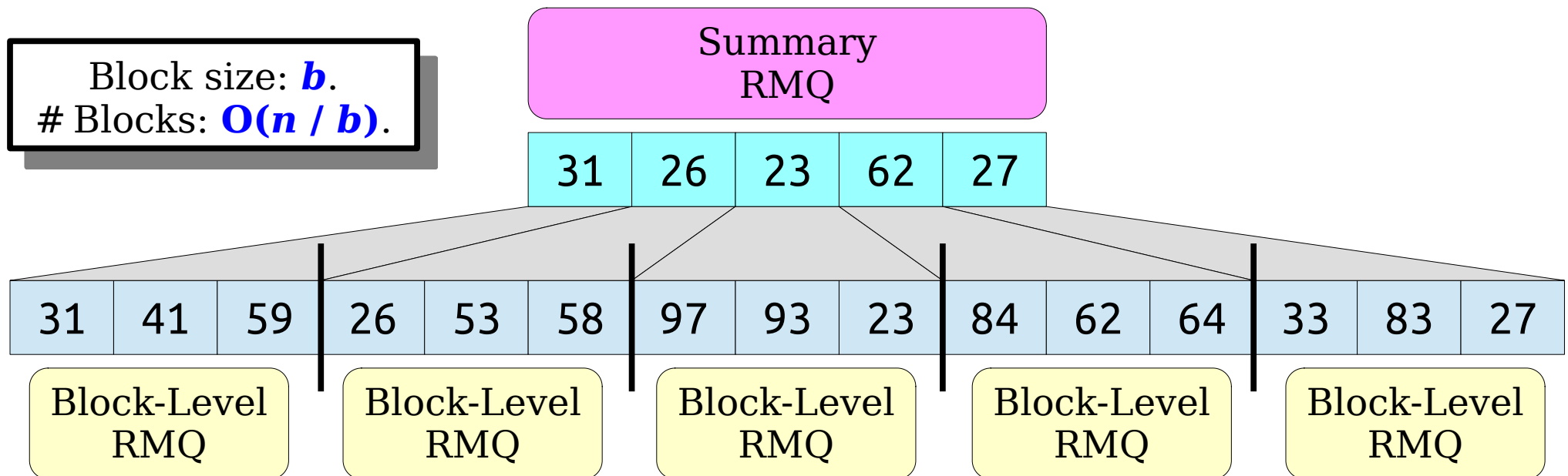
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# Analyzing Efficiency

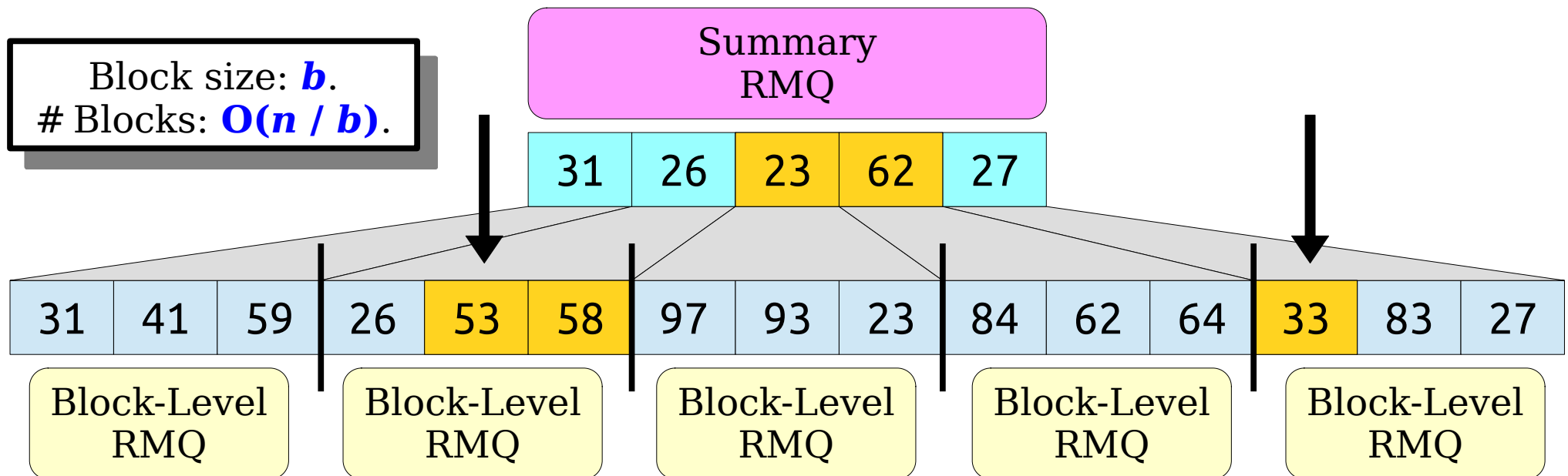
- Suppose we use a  $\langle p_1(n), q_1(n) \rangle$ -time RMQ for the summary RMQ and a  $\langle p_2(n), q_2(n) \rangle$ -time RMQ for each block, with block size  $b$ .
- What is the preprocessing time for this hybrid structure?
  - $O(n)$  time to compute the minima of each block.
  - $O(p_1(n / b))$  time to construct RMQ on the minima.
  - $O((n / b) p_2(b))$  time to construct the block RMQs.
- Total construction time is  $O(n + p_1(n / b) + (n / b) p_2(b))$ .





# Analyzing Efficiency

- Suppose we use a  $\langle p_1(n), q_1(n) \rangle$ -time RMQ for the summary RMQ and a  $\langle p_2(n), q_2(n) \rangle$ -time RMQ for each block, with block size  $b$ .
- What is the query time for this hybrid structure?
  - $O(q_1(n / b))$  time to query the summary RMQ.
  - $O(q_2(b))$  time to query the block RMQs.
- Total query time:  $O(q_1(n / b) + q_2(b))$ .



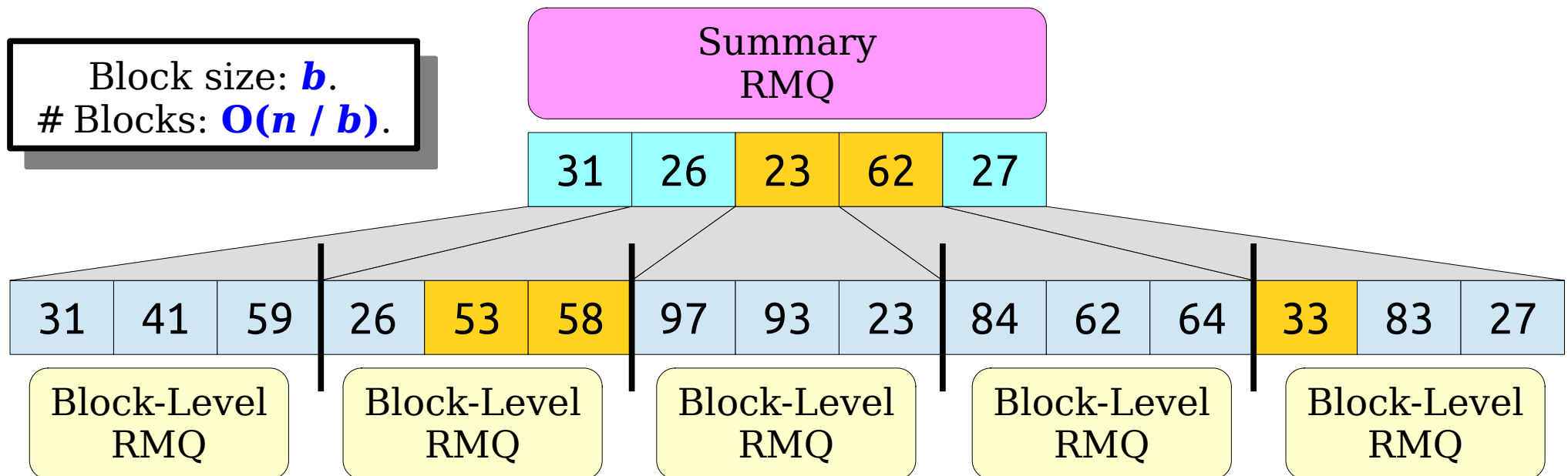
# Analyzing Efficiency

- Suppose we use a  $\langle p_1(n), q_1(n) \rangle$ -time RMQ for the summary RMQ and a  $\langle p_2(n), q_2(n) \rangle$ -time RMQ for each block, with block size  $b$ .
- Hybrid preprocessing time:

$$O(n + p_1(n / b) + (n / b)p_2(b))$$

- Hybrid query time:

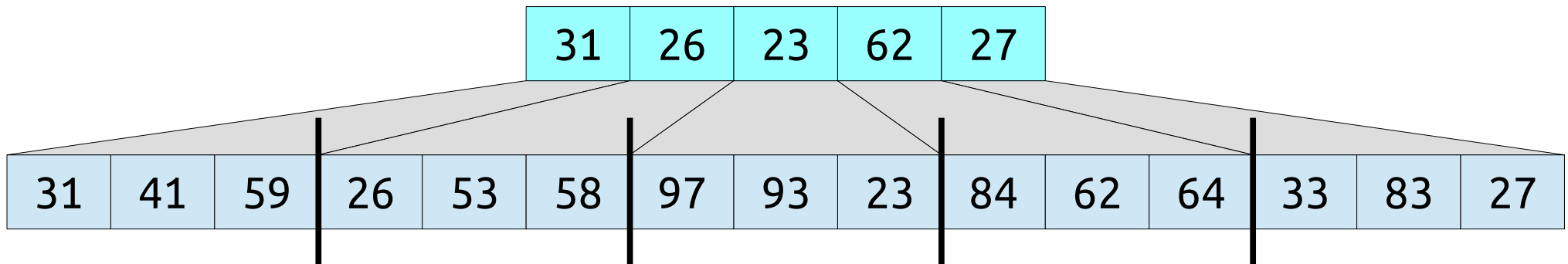
$$O(q_1(n / b) + q_2(b))$$



# A Sanity Check

- The  $\langle O(n), O(n^{1/2}) \rangle$  block-based structure from earlier uses this framework with the  $\langle O(1), O(n) \rangle$  no-preprocessing RMQ structure and  $b = n^{1/2}$ .

Do no further preprocessing  
than just computing the  
block minima.



Don't do anything fancy per  
block. Just do linear scans  
over each of them.

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- According to our formulas, the preprocessing time should be

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$$\begin{aligned} & O(n + p_1(n / b) + (n / b) p_2(b)) \\ &= O(n + 1 + n / b) \end{aligned}$$

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$$O(q_1(n / b) + q_2(b))$$

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$$\begin{aligned} & O(n + p_1(n / b) + (n / b) p_2(b)) \\ &= O(n + 1 + n / b) \\ &= \mathbf{O(n)} \end{aligned}$$

- The query time should be

$$\begin{aligned} & O(q_1(n / b) + q_2(b)) \\ &= O(n / b + b) \\ &= \mathbf{O(n^{1/2})} \end{aligned}$$

## For Reference

$$p_1(n) = O(1)$$

$$q_1(n) = O(n)$$

$$p_2(n) = O(1)$$

$$q_2(n) = O(n)$$

$$b = n^{1/2}$$

# A Sanity Check

- The  $\langle O(n), O(n^{1/2}) \rangle$  block-based structure from earlier uses this framework with the  $\langle O(1), O(n) \rangle$  no-preprocessing RMQ structure and  $b = n^{1/2}$ .
- According to our formulas, the preprocessing time should be

$$\begin{aligned} & O(n + p_1(n / b) + (n / b) p_2(b)) \\ &= O(n + 1 + n / b) \\ &= \mathbf{O(n)} \end{aligned}$$

- The query time should be

$$\begin{aligned} & O(q_1(n / b) + q_2(b)) \\ &= O(n / b + b) \\ &= \mathbf{O(n^{1/2})} \end{aligned}$$

- Looks good so far!

## For Reference

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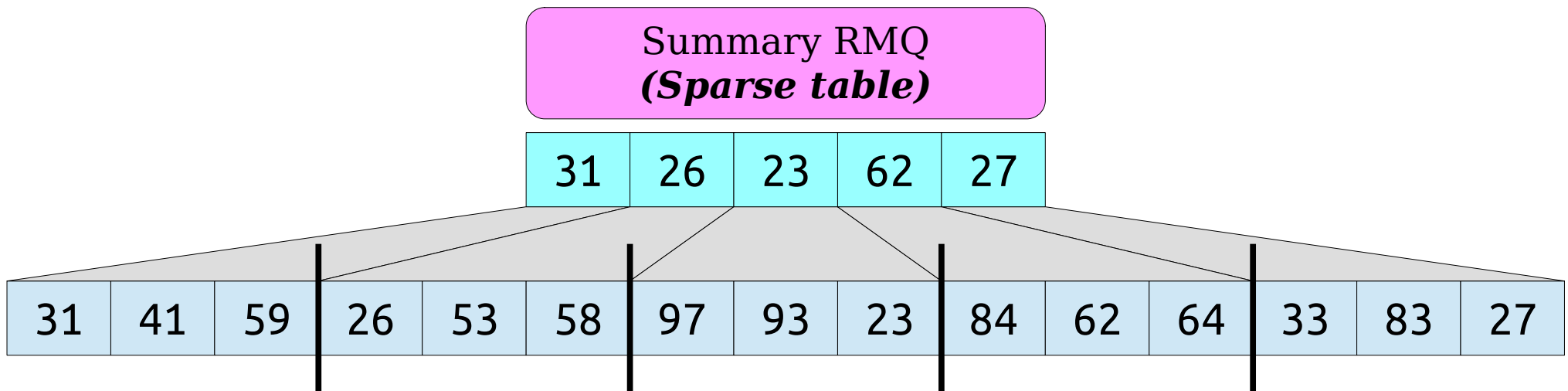
# An Observation

- We can use any data structures we'd like for the summary and block RMQs.
- Suppose we use an  $\langle O(n \log n), O(1) \rangle$  sparse table for the summary RMQ.
- If the block size is  $b$ , the time to construct a sparse table over the  $(n / b)$  blocks is  $O((n / b) \log (n / b))$ .
- **Cute trick:** If  $b = \Theta(\log n)$ , the time to construct a sparse table over the minima is

$$\begin{aligned} & O((n / \log n) \log (n / \log n)) \\ &= O((n / \log n) \log n) && (O \text{ is an upper bound}) \\ &= O(n). && (\text{logs cancel out}) \end{aligned}$$

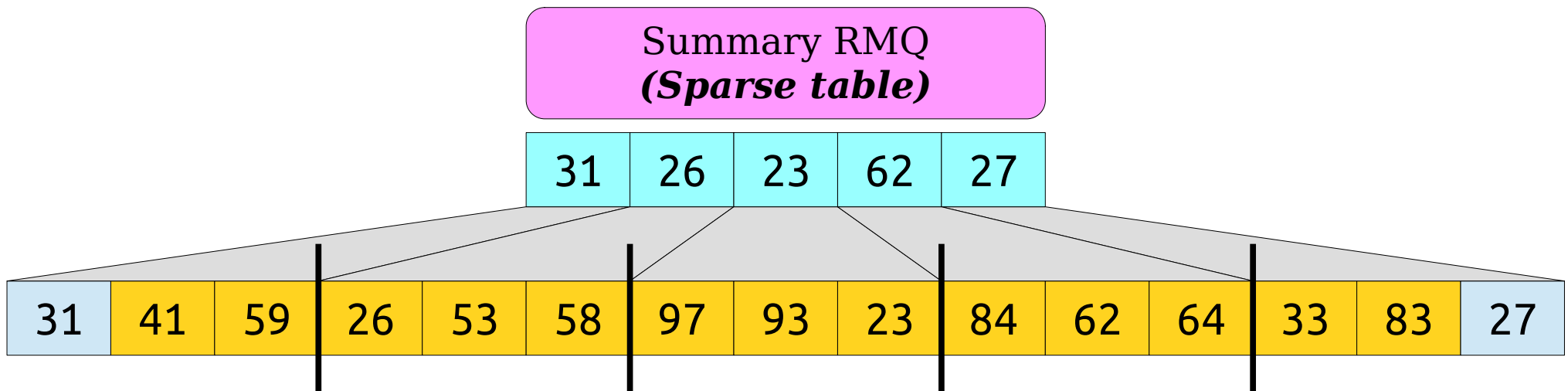
# One Possible Hybrid

- Set the block size to  $\log n$ .
- Use a sparse table for the summary RMQ.
- Use the “no preprocessing” structure for each block.



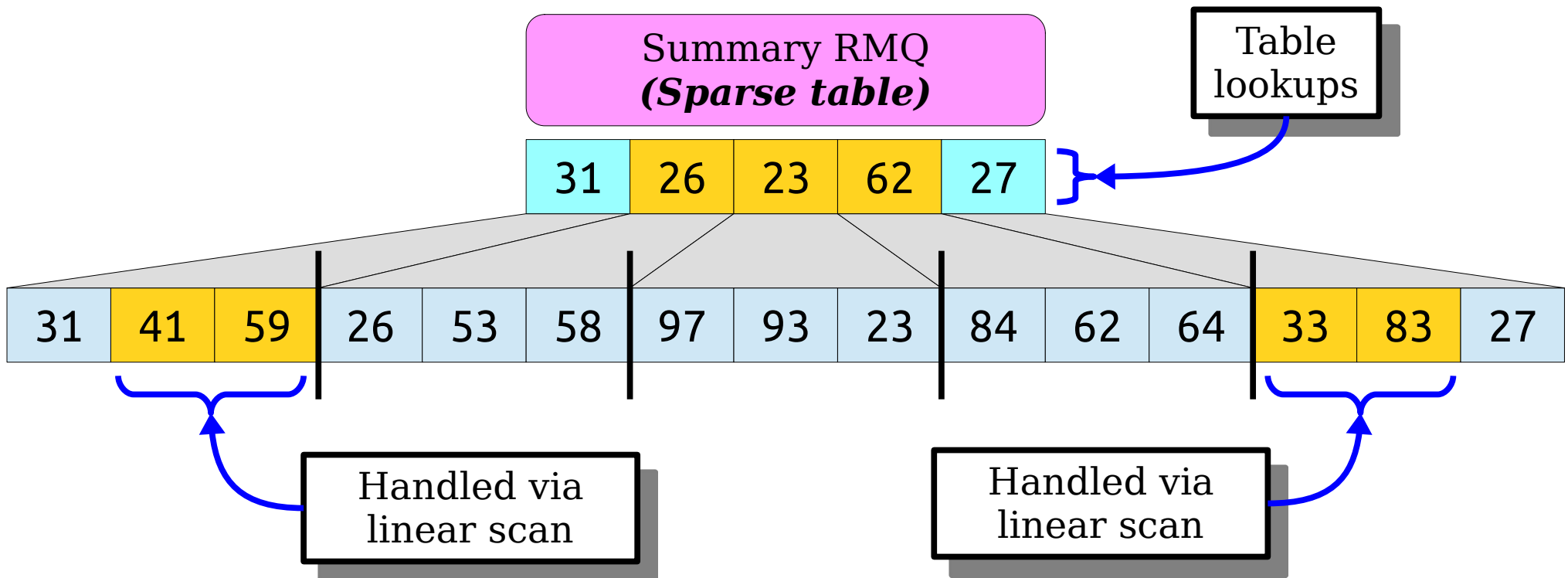
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$$p_2(n) = O(1)$$

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$$b = \log n$$



# One Possible Hybrid

- Set the block size to  $\log n$ .
- Use a sparse table for the summary RMQ.
- Use the “no preprocessing” structure for each block.
- Preprocessing time:

$$O(n + p_1(n / b) + (n / b) p_2(b))$$

## **For Reference**

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$$\begin{aligned} &O(n + p_1(n / b) + (n / b) p_2(b)) \\ &= O(n + n + n / b) \end{aligned}$$

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- Query time:

$$O(q_1(n / b) + q_2(b))$$

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$$\begin{aligned} & O(q_1(n / b) + q_2(b)) \\ &= O(1 + b) \end{aligned}$$

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- Query time:

$$\begin{aligned} & O(q_1(n / b) + q_2(b)) \\ &= O(1 + b) \\ &= \mathbf{O(\log n)} \end{aligned}$$

- An  $\langle \mathbf{O(n)}, \mathbf{O(\log n)} \rangle$  solution!

## For Reference

$$p_1(n) = O(n \log n)$$

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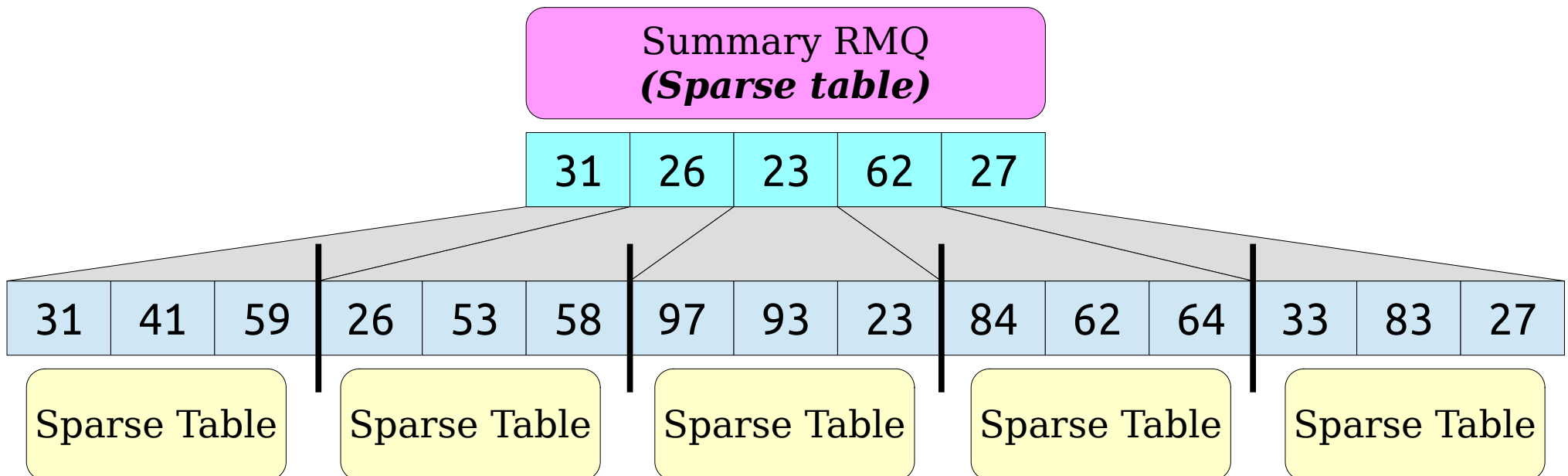
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# Another Hybrid

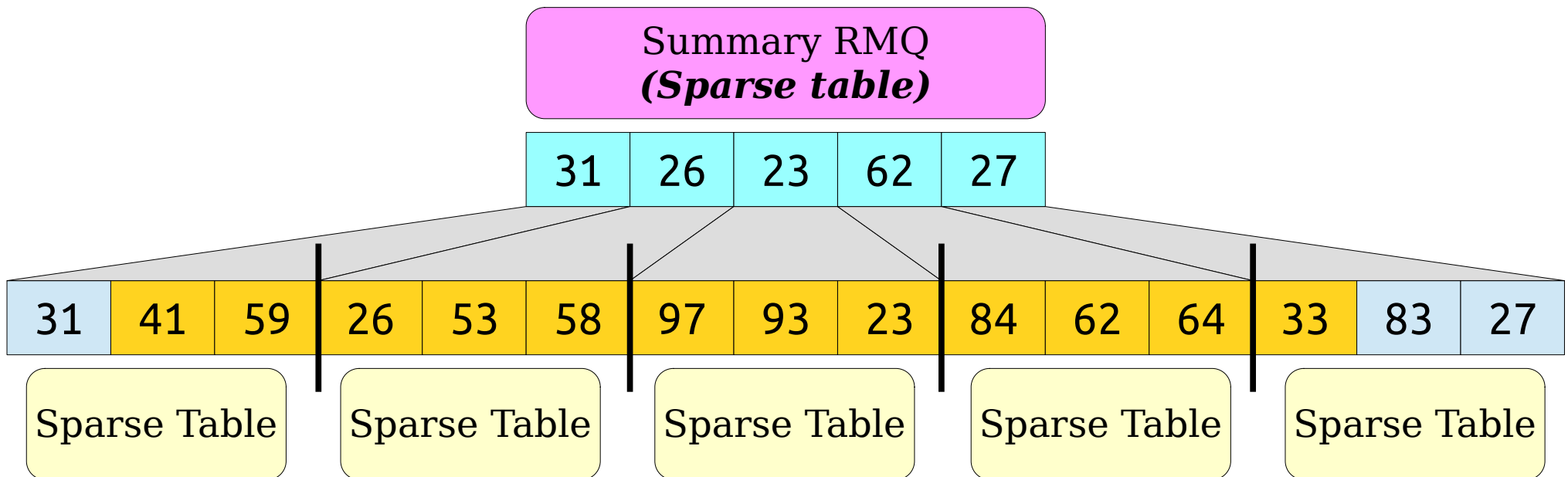
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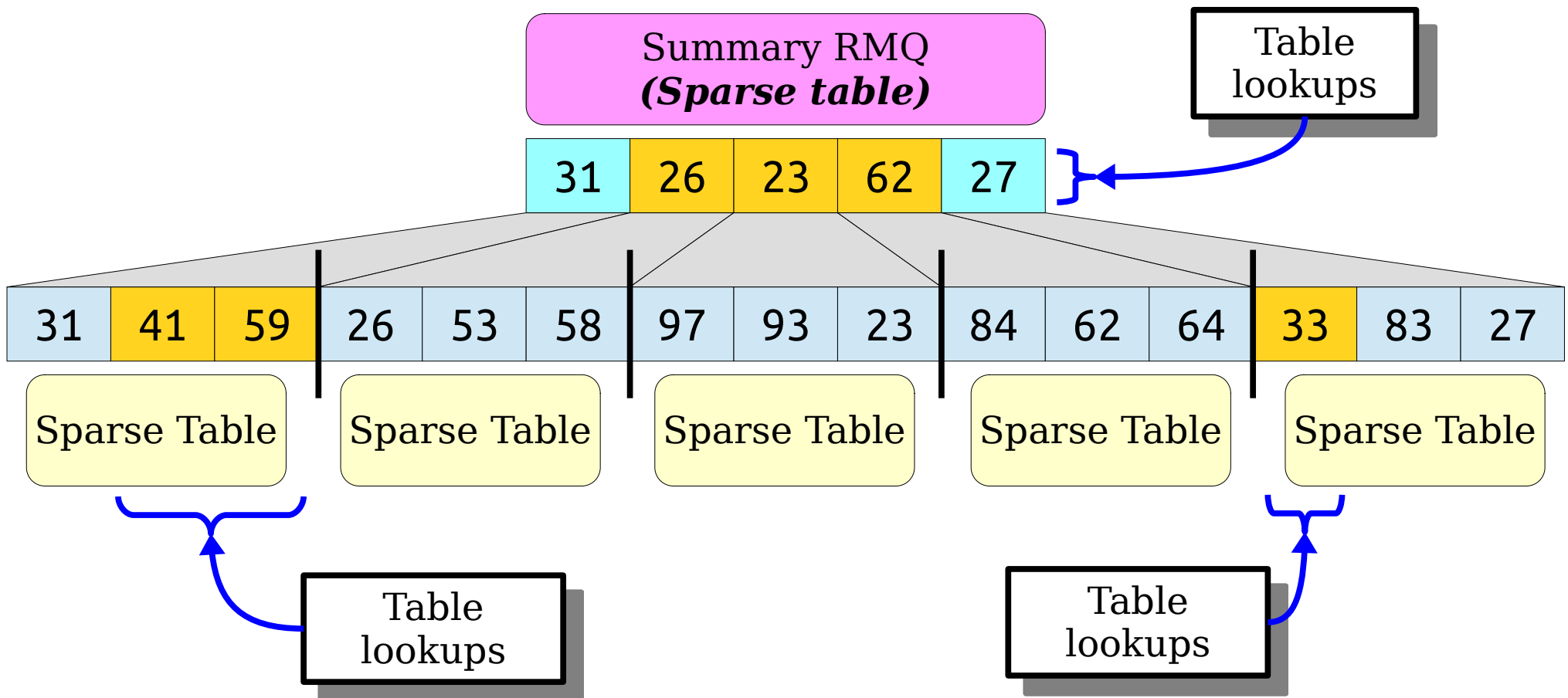
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$$\begin{aligned} & O(q_1(n / b) + q_2(b)) \\ &= \mathbf{O(1)} \end{aligned}$$

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- The query time is

$$\begin{aligned} & O(q_1(n / b) + q_2(b)) \\ &= \mathbf{O(1)} \end{aligned}$$

- We have an  $\langle \mathbf{O(n \log \log n)}, \mathbf{O(1)} \rangle$  solution to RMQ!

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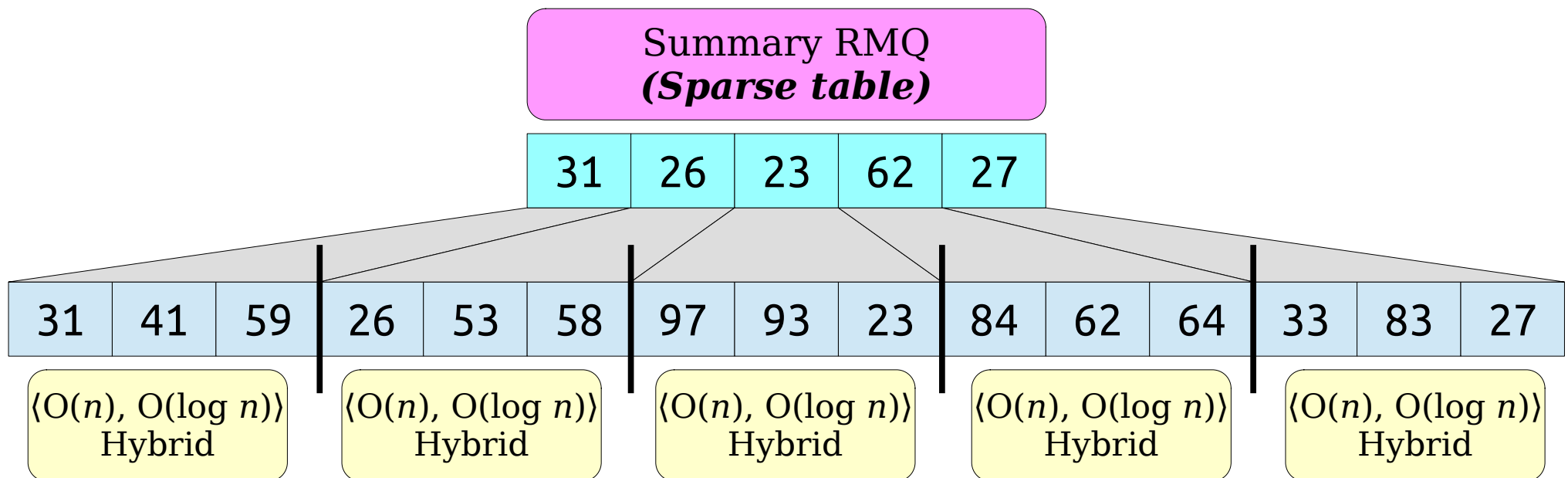
$$p_2(n) = O(n \log n)$$

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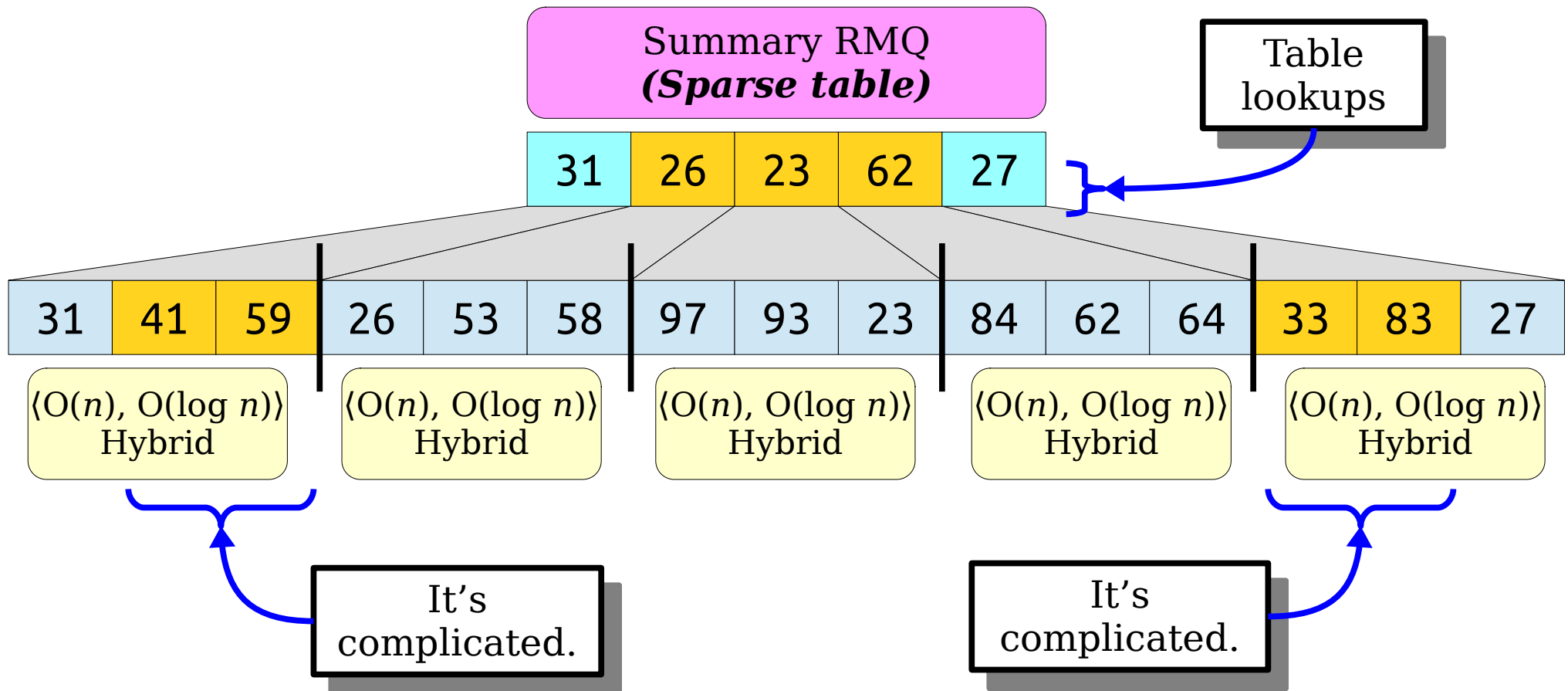
# One Last Hybrid

- Suppose we use a sparse table for the summary RMQ and the  $\langle O(n), O(\log n) \rangle$  solution for the block RMQs. Let's choose  $b = \log n$ .



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# Where We Stand

- We've seen a bunch of RMQ structures today:
  - No preprocessing:  $\langle O(1), O(n) \rangle$
  - Full preprocessing:  $\langle O(n^2), O(1) \rangle$
  - Block partition:  $\langle O(n), O(n^{1/2}) \rangle$
  - Sparse table:  $\langle O(n \log n), O(1) \rangle$
  - Hybrid 1:  $\langle O(n), O(\log n) \rangle$
  - Hybrid 2:  $\langle O(n \log \log n), O(1) \rangle$
  - Hybrid 3:  $\langle O(n), O(\log \log n) \rangle$

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- Sparse table:  $\langle O(n \log n), O(1) \rangle$

Hybrid 1:  $\langle O(n), O(\log n) \rangle$

- Hybrid 2:  $\langle O(n \log \log n), O(1) \rangle$

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Sparse table:  $\langle O(n \log n), O(1) \rangle$

- **Hybrid 1:  $\langle O(n), O(\log n) \rangle$**

Hybrid 2:  $\langle O(n \log \log n), O(1) \rangle$

- **Hybrid 3:  $\langle O(n), O(\log \log n) \rangle$**

Is there an  $\langle O(n), O(1) \rangle$  solution to RMQ?

***Yes!***



# Next Time

- ***Cartesian Trees***
  - A data structure closely related to RMQ.
- ***The Method of Four Russians***
  - A technique for shaving off log factors.
- ***The Fischer-Heun Structure***
  - A clever, asymptotically optimal RMQ structure.