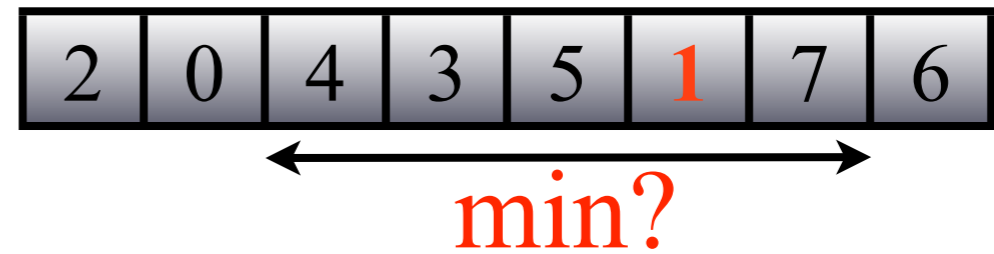
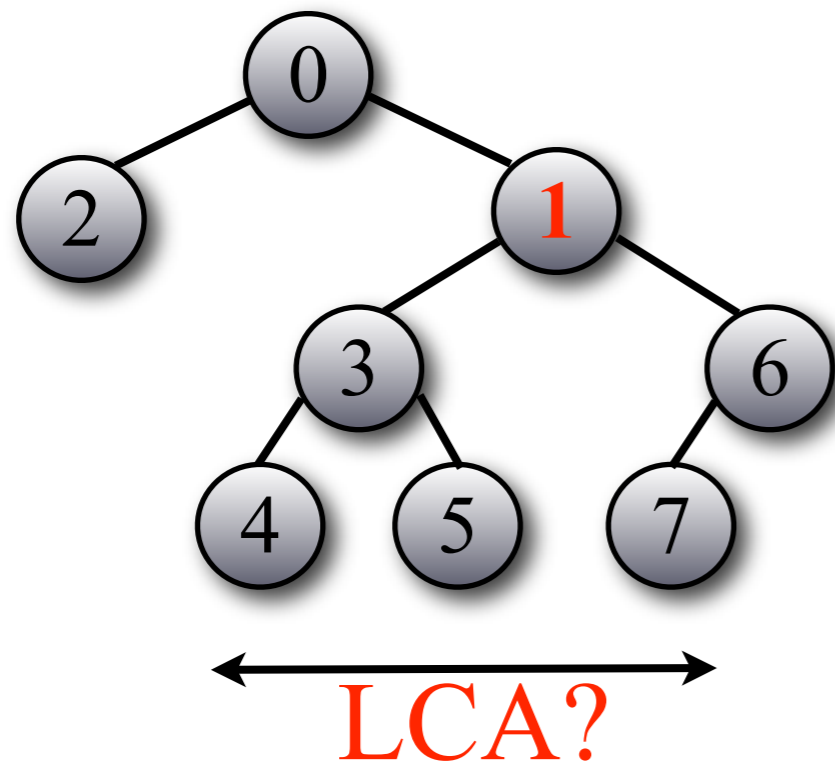


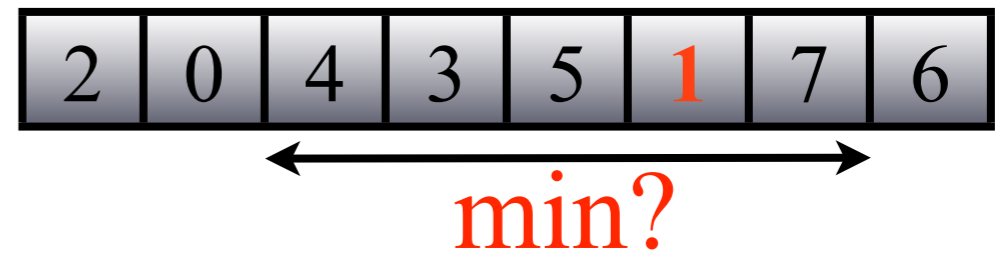
# On Cartesian Trees, Lowest Common Ancestors, and Range Minimum Queries



# RMQ

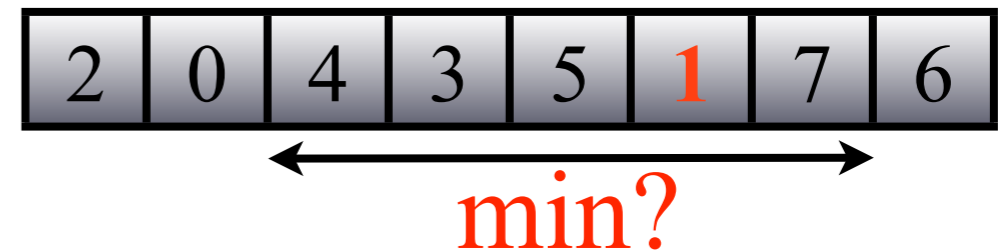
2	0	4	3	5	1	7	6
---	---	---	---	---	---	---	---

# RMQ



# RMQ

- Applications:



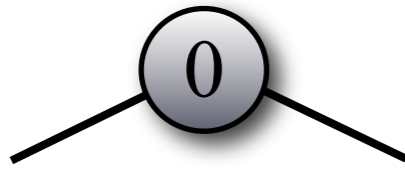
- String Processing & Computational Biology
- Search Engines and Document Retrieval
- Equivalence to LCA
- Database Queries



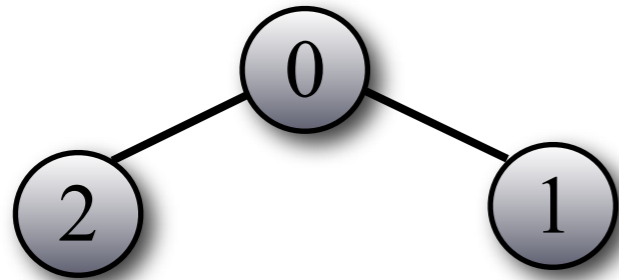
# RMQ & Cartesian Trees

2	0	4	3	5	1	7	6
---	---	---	---	---	---	---	---

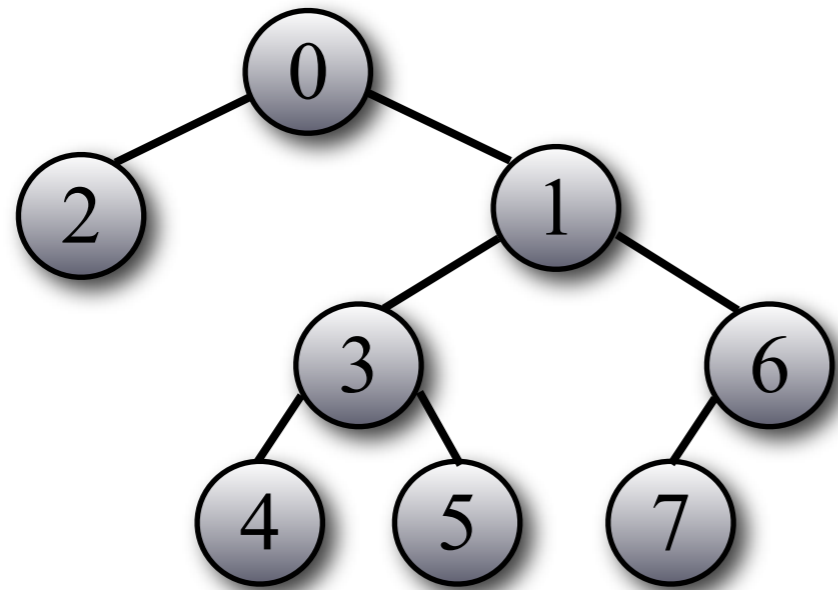
# RMQ & Cartesian Trees



# RMQ & Cartesian Trees

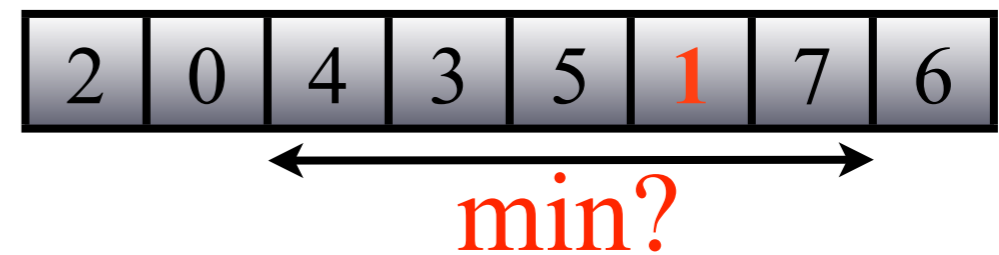
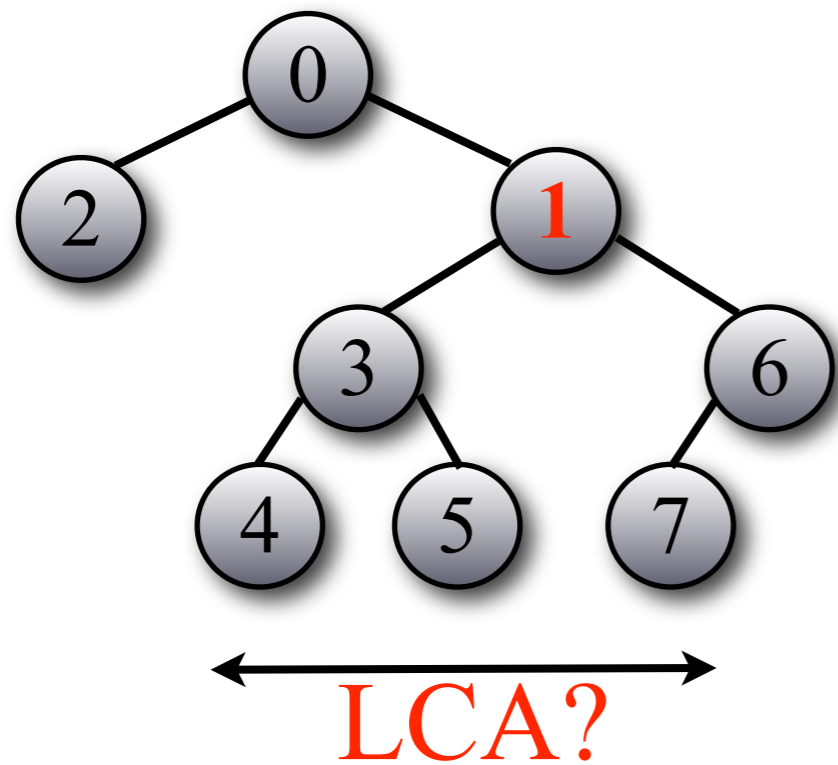


# RMQ & Cartesian Trees

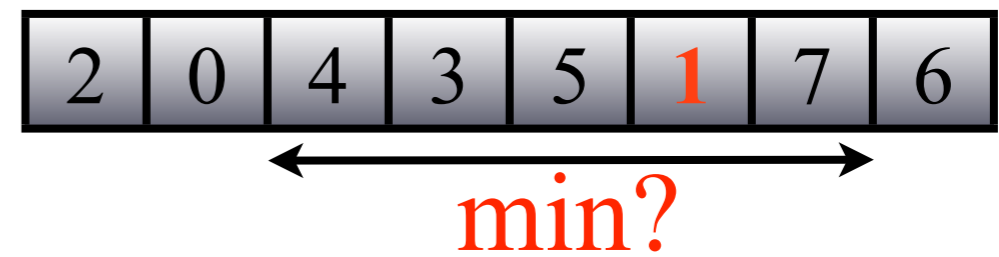
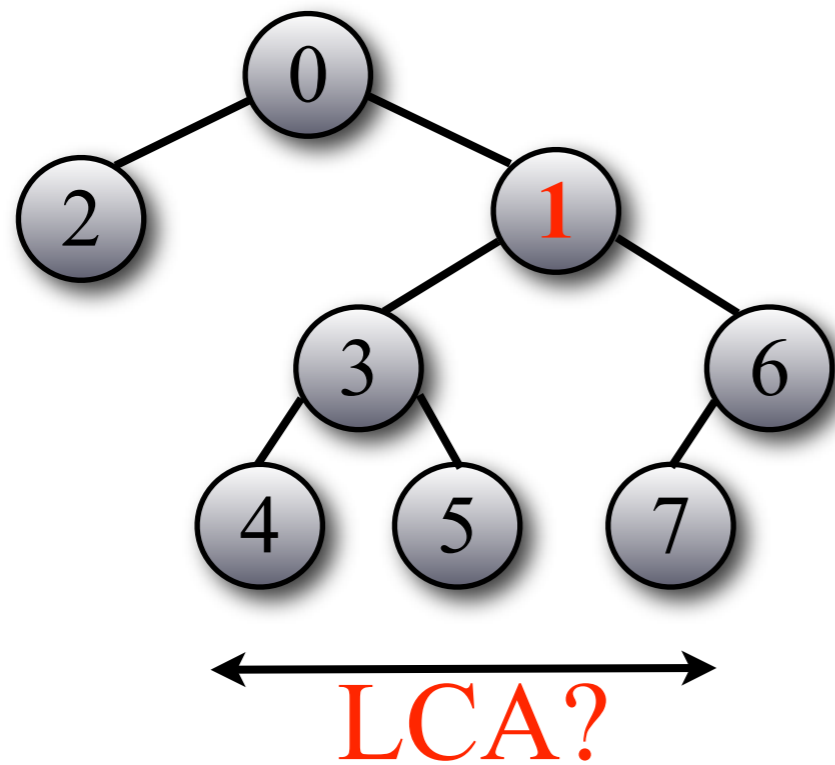




# RMQ & Cartesian Trees

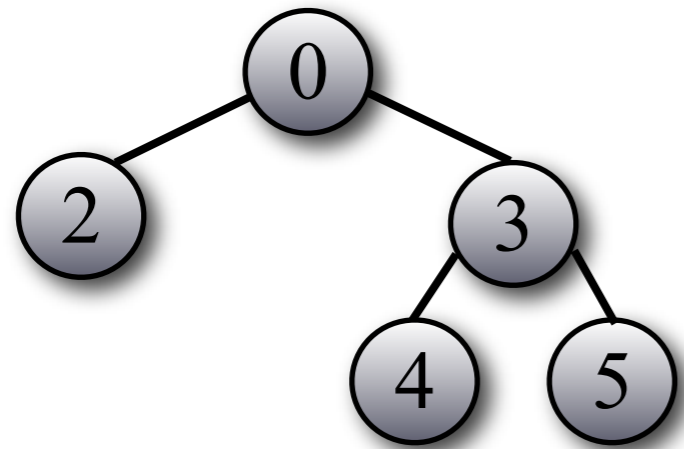


# RMQ & Cartesian Trees



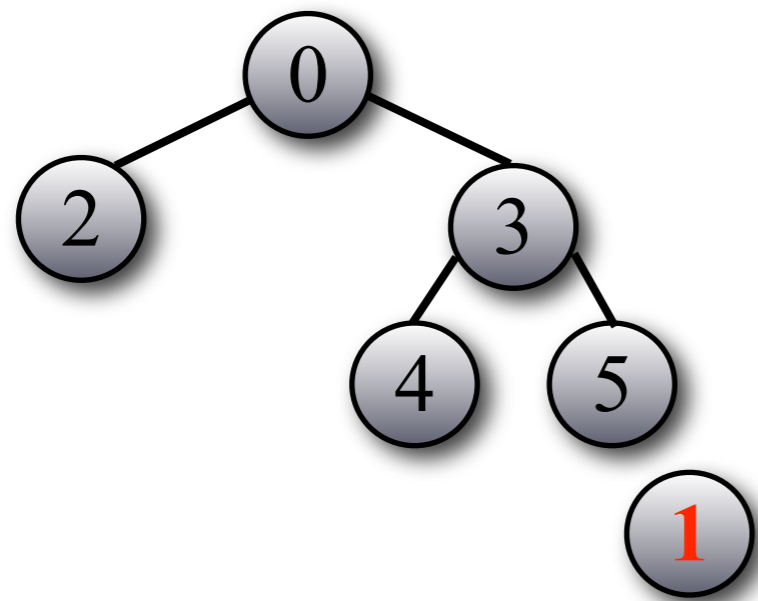
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



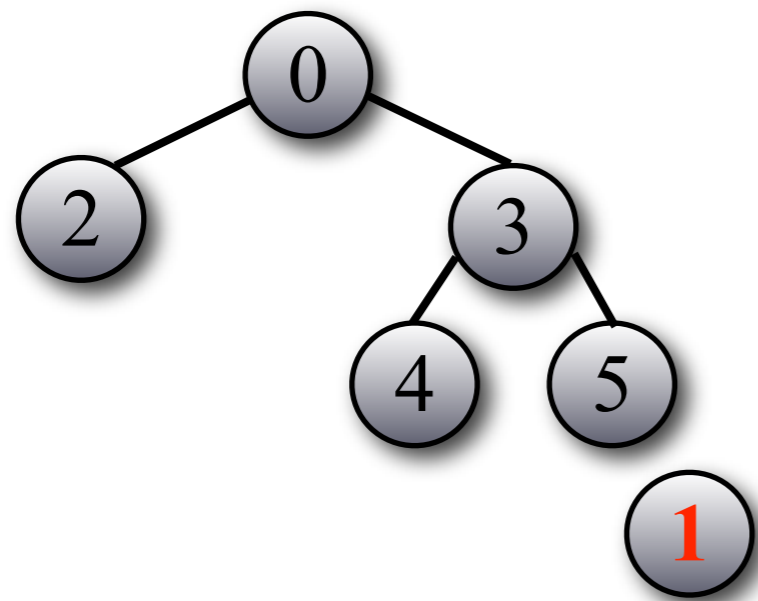
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



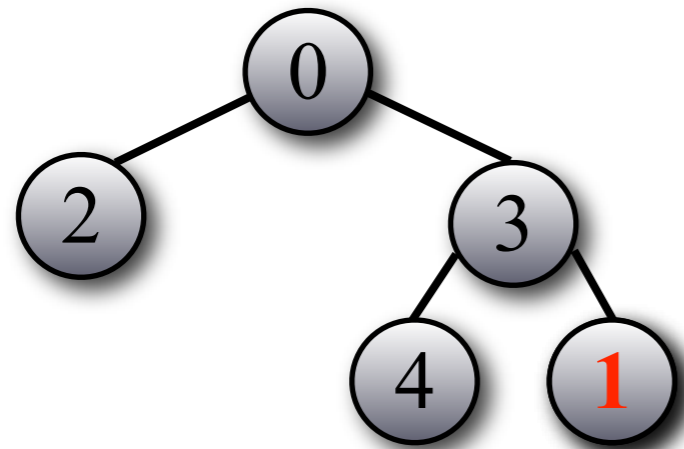
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



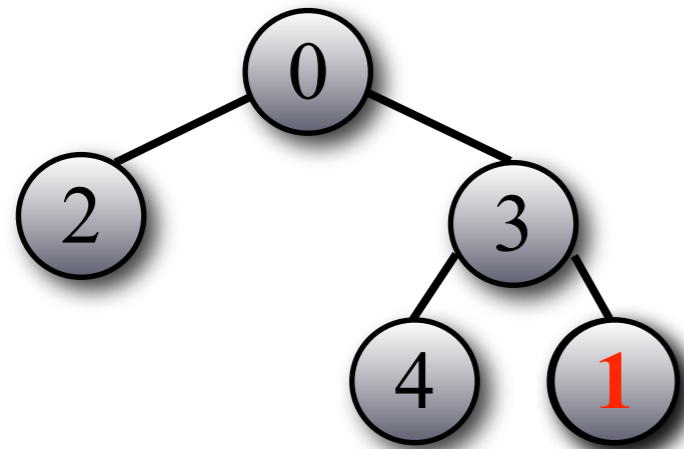
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



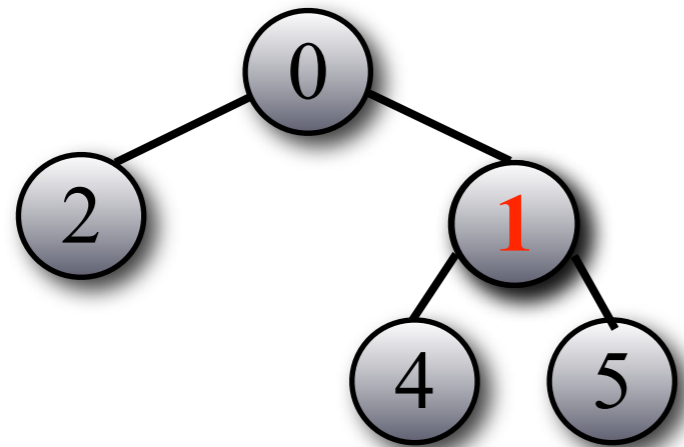
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



$O(n)$  [Gabow, Bentley, Tarjan 1984]

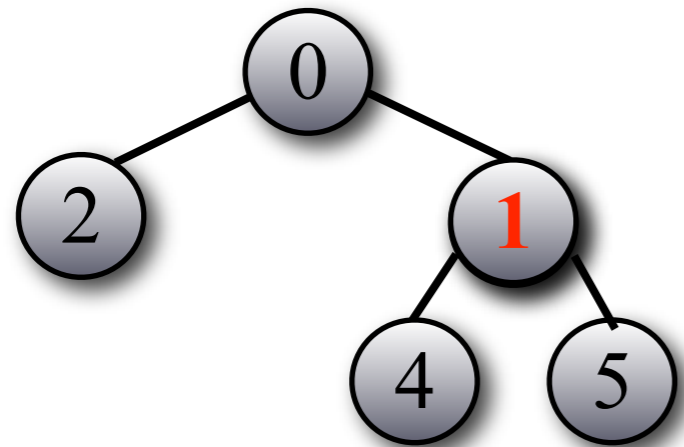
# RMQ & Cartesian Trees



$O(n)$  [Gabow, Bentley, Tarjan 1984]

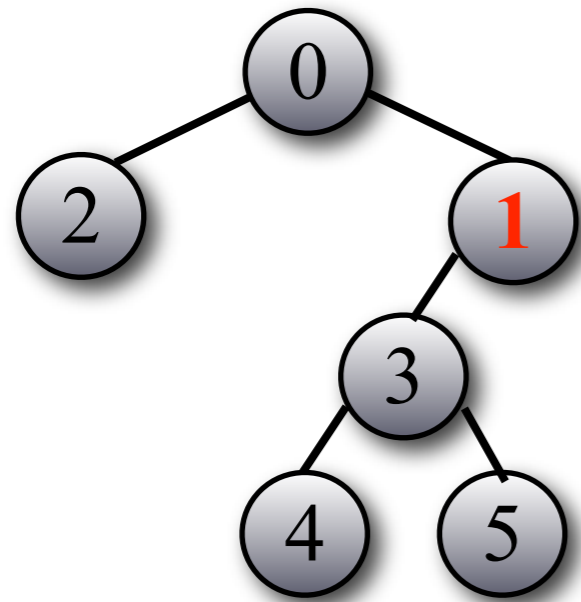


# RMQ & Cartesian Trees



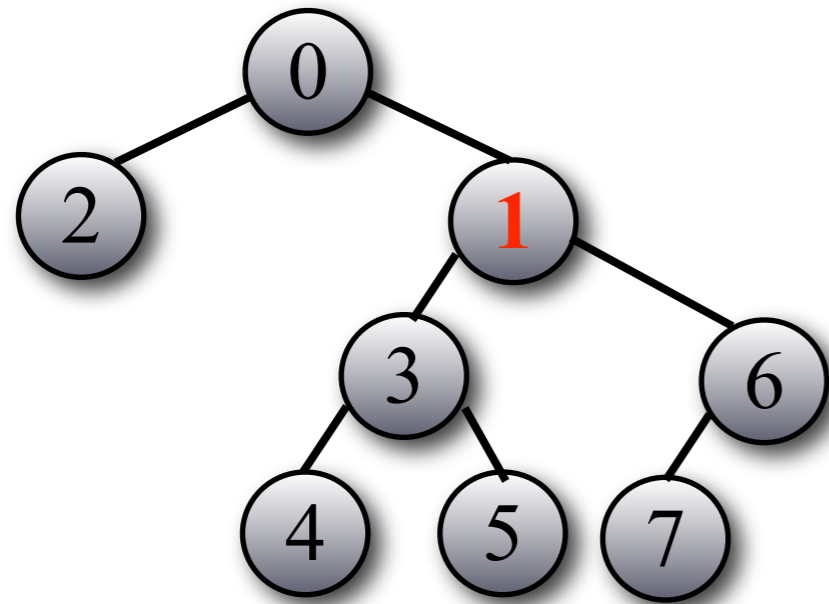
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



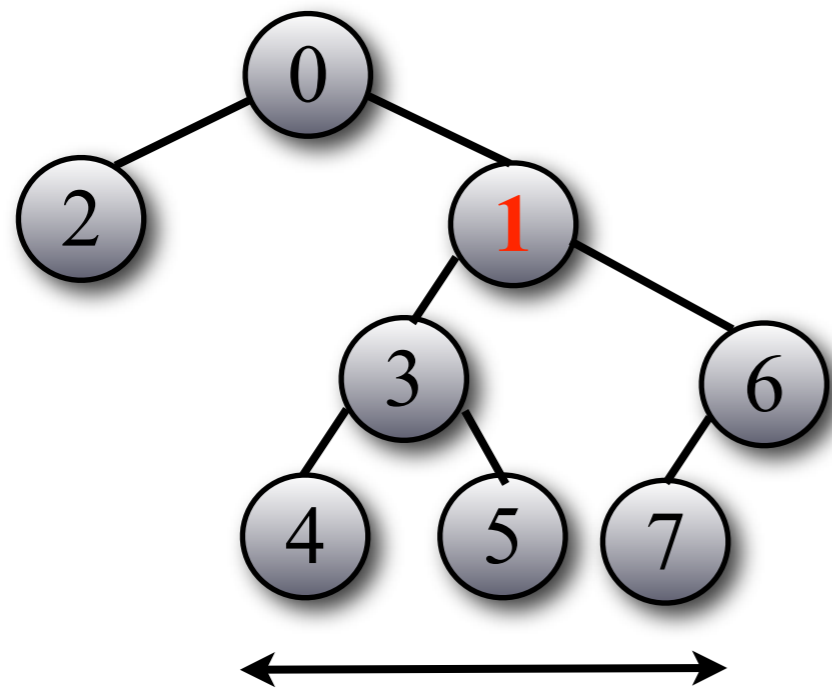
$O(n)$  [Gabow, Bentley, Tarjan 1984]

# RMQ & Cartesian Trees



$O(n)$  [Gabow, Bentley, Tarjan 1984]

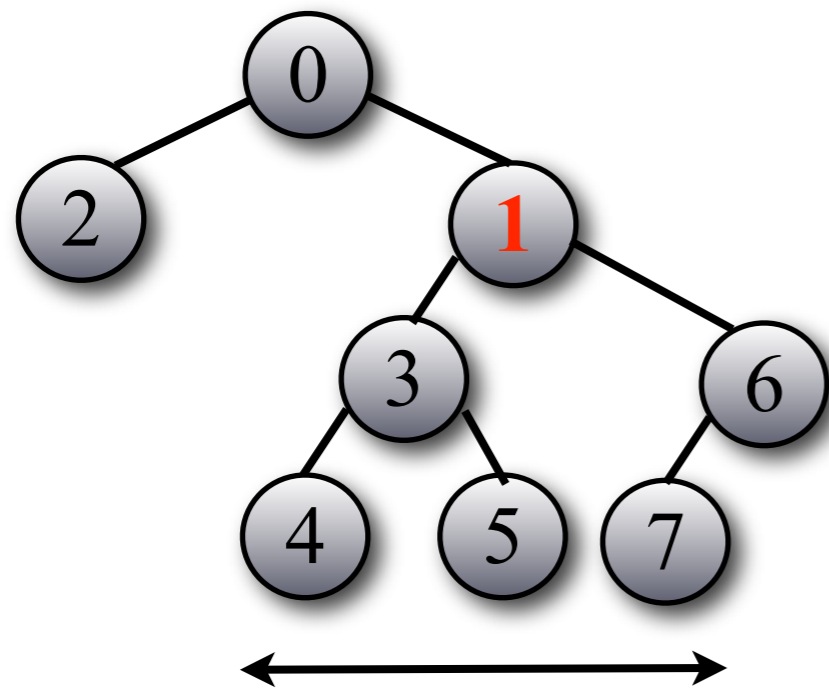
# RMQ & Cartesian Trees



$O(n)$  [Gabow, Bentley, Tarjan 1984]

**LCA:**  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

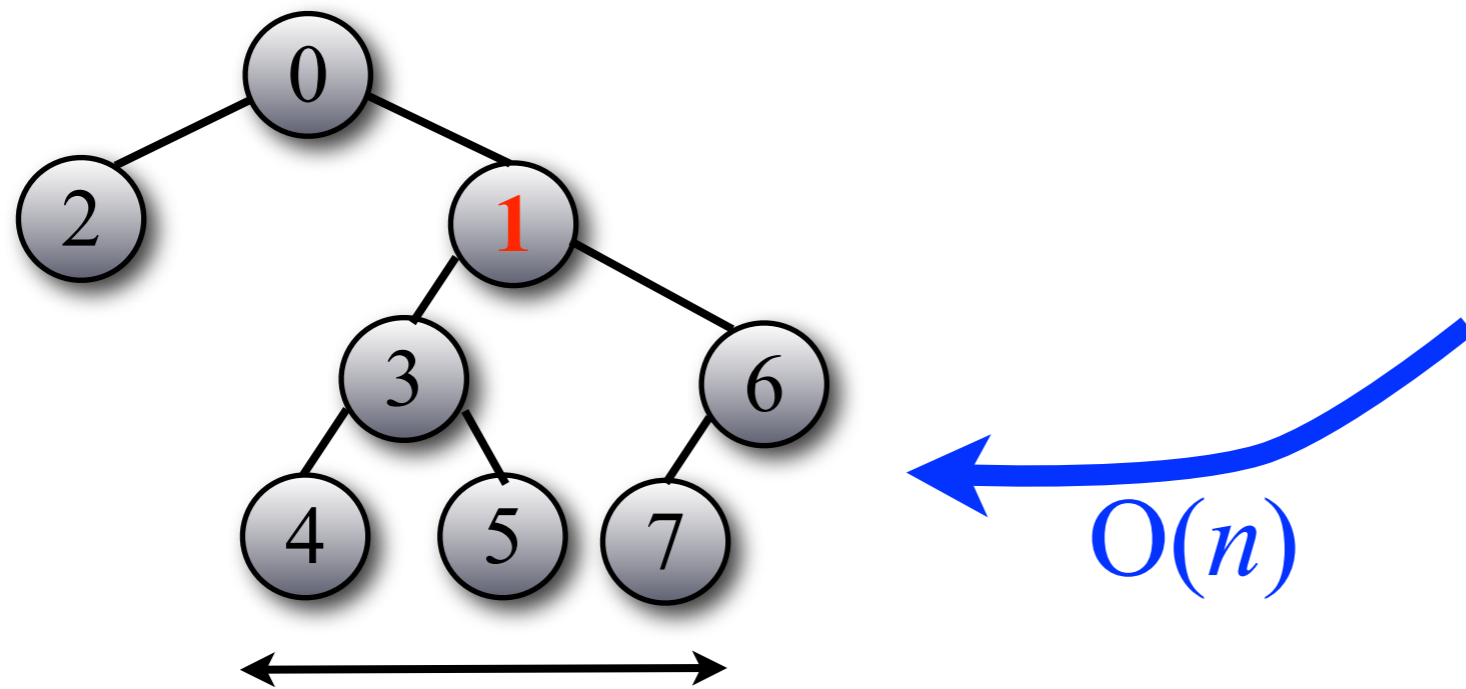
# RMQ & Cartesian Trees



$O(n)$  [Gabow, Bentley, Tarjan 1984]

**LCA:**  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]  
[Schieber, Vishkin 1988]  
[Berkman, Vishkin 1993]  
[Bender *et al.* 2005]  
⋮  
[Fischer, Heun 2006]

# RMQ & Cartesian Trees

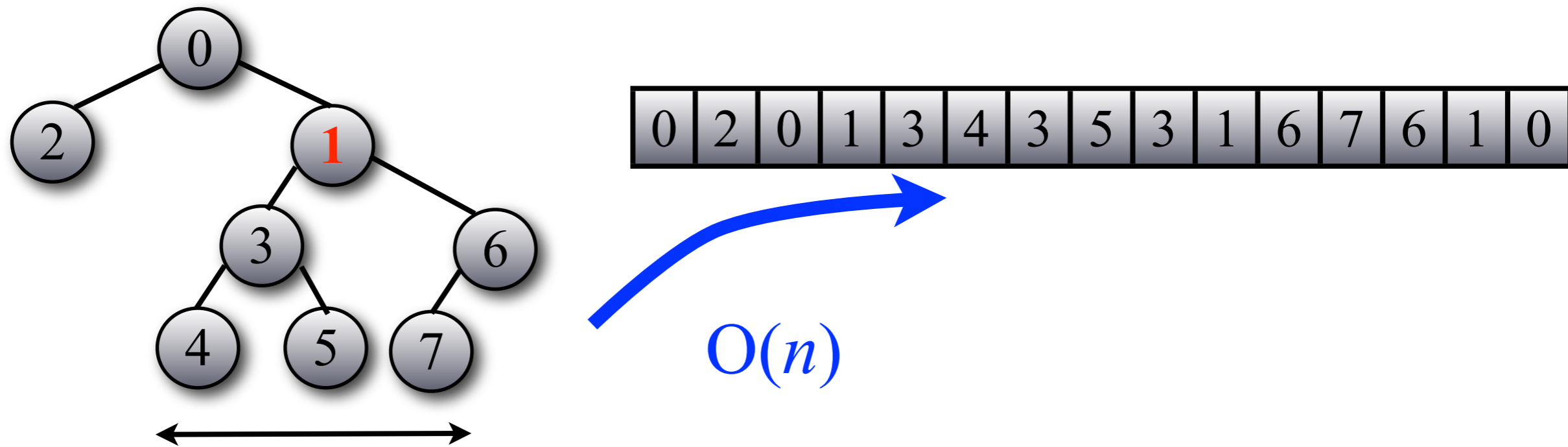


**LCA:**  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

{ [Schieber, Vishkin 1988]  
[Berkman, Vishkin 1993]  
[Bender *et al.* 2005]

⋮  
[Fischer, Heun 2006]

# RMQ & Cartesian Trees

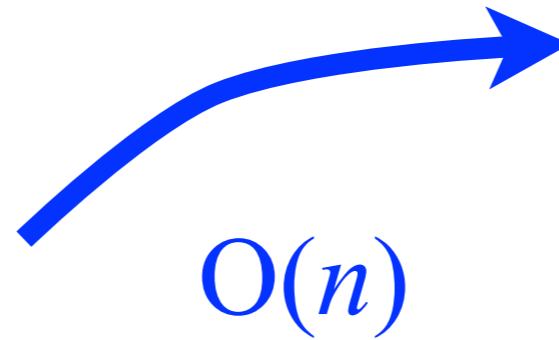
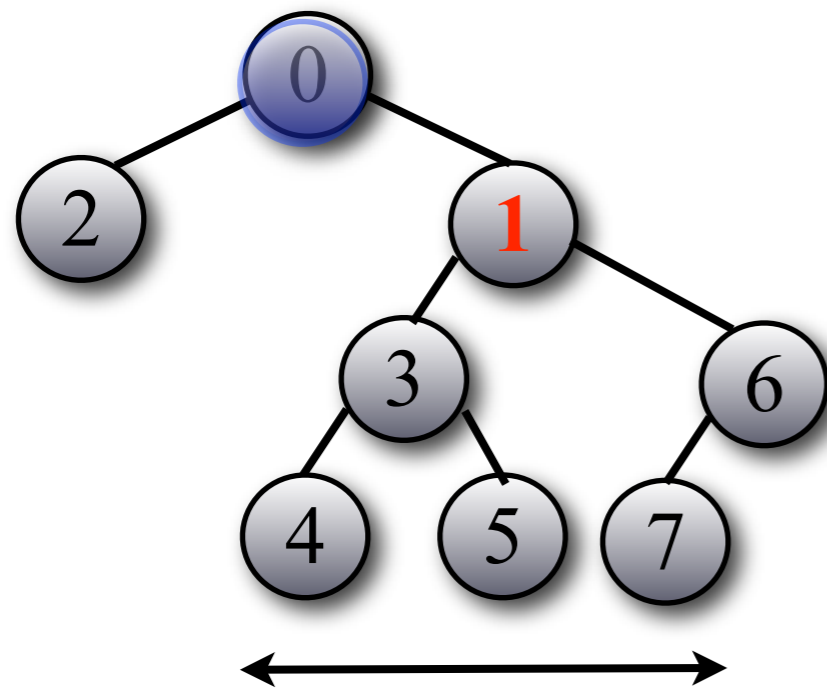


**LCA:**  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

{ [Schieber, Vishkin 1988]  
[Berkman, Vishkin 1993]  
[Bender *et al.* 2005]

⋮  
[Fischer, Heun 2006]

# RMQ & Cartesian Trees



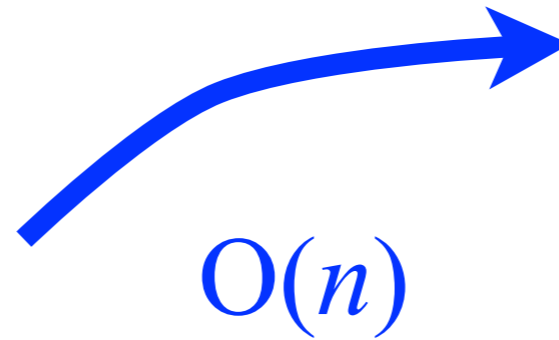
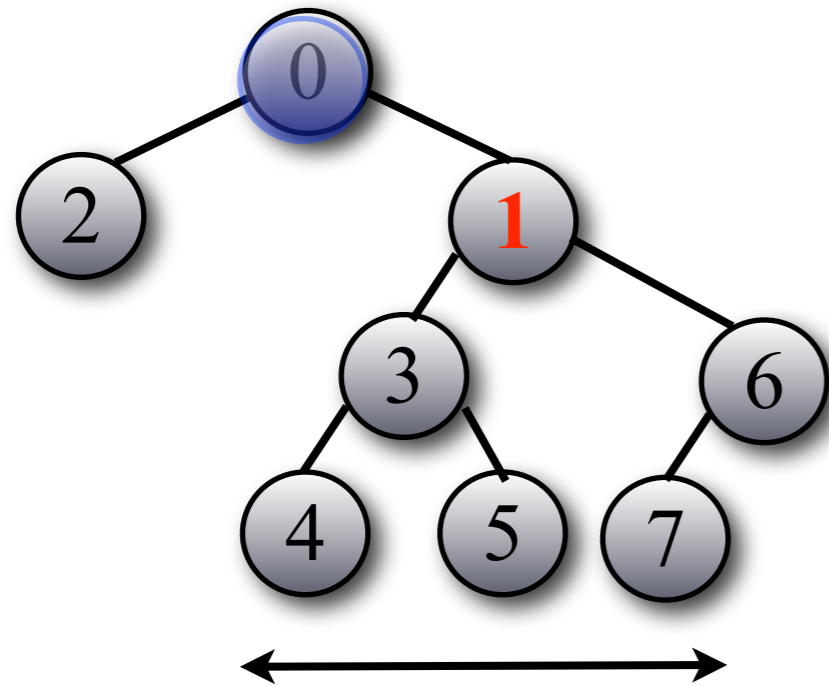
LCA:  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

{ [Schieber, Vishkin 1988]  
[Berkman, Vishkin 1993]  
[Bender *et al.* 2005]

⋮  
[Fischer, Heun 2006]



# RMQ & Cartesian Trees

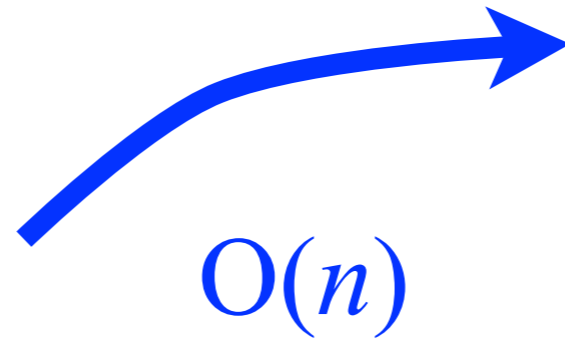
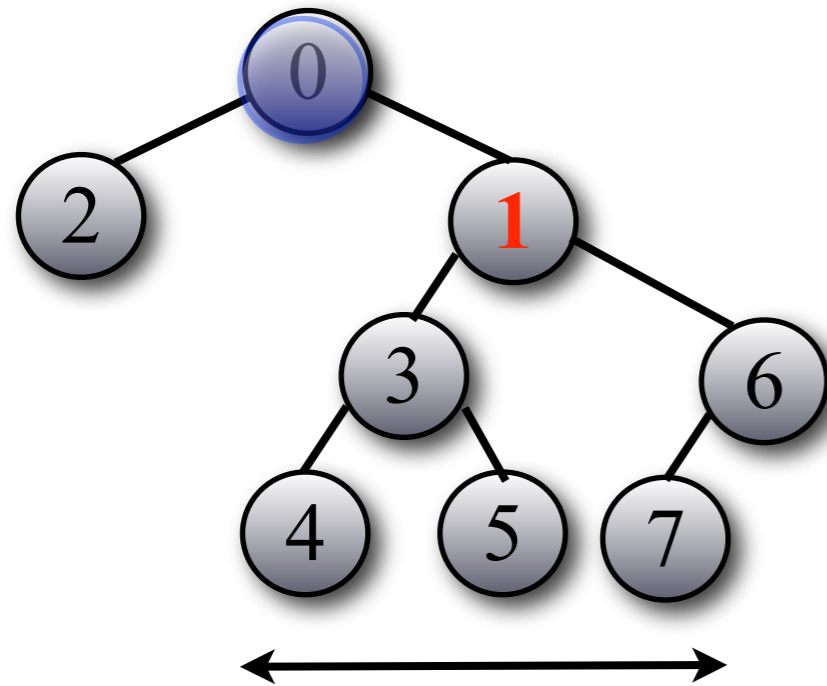


**LCA:**  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

- [Schieber, Vishkin 1988]
- [Berkman, Vishkin 1993]
- [Bender *et al.* 2005]

⋮  
[Fischer, Heun 2006]

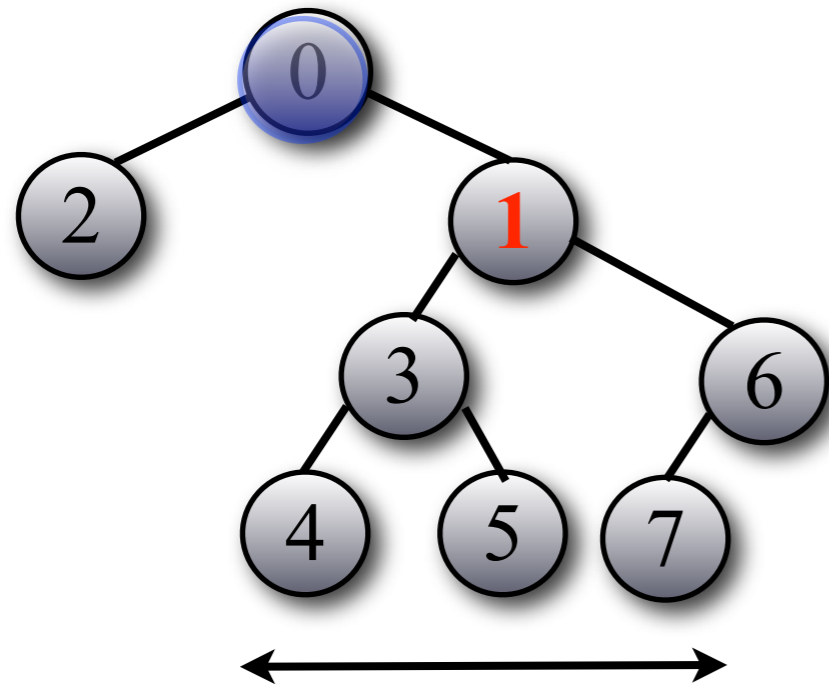
# RMQ & Cartesian Trees



**LCA:**  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

- [Schieber, Vishkin 1988]
- [Berkman, Vishkin 1993]
- [Bender *et al.* 2005]
- ⋮
- [Fischer, Heun 2006]

# RMQ & Cartesian Trees



min?



$O(n)$

LCA:  $O(n)$  prep.  $O(1)$  query [Harel, Tarjan 1984]

[Schieber, Vishkin 1988]

[Berkman, Vishkin 1993]

[Bender *et al.* 2005]

⋮

[Fischer, Heun 2006]

# RMQ

- Warmup:  $O(n \log n)$  prep.  $O(1)$  query:

2	0	4	3	5	4	7	0	5	6	1	4	8	6	7	3	4	2	5	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# RMQ

- Warmup:  $O(n \log n)$  prep.  $O(1)$  query:
  - Compute min of every interval  $I$  s.t  $|I|$  is a power of two

2	0	4	3	5	4	7	0	5	6	1	4	8	6	7	3	4	2	5	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# RMQ

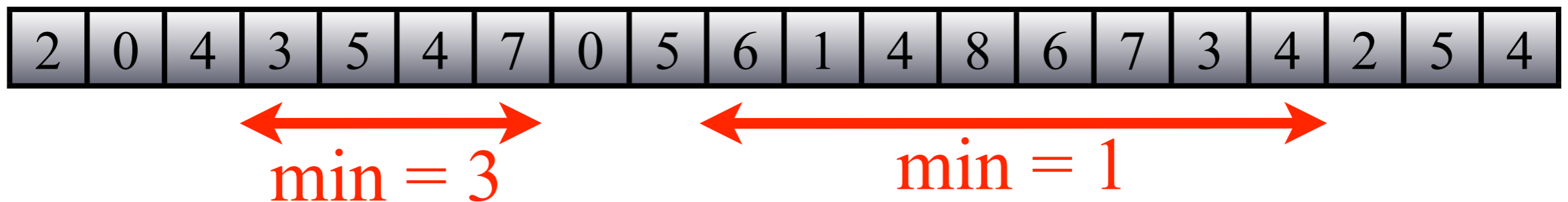
- Warmup:  $O(n \log n)$  prep.  $O(1)$  query:
  - Compute min of every interval  $I$  s.t  $|I|$  is a power of two

2	0	4	3	5	4	7	0	5	6	1	4	8	6	7	3	4	2	5	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

  
min = 3

# RMQ

- Warmup:  $O(n \log n)$  prep.  $O(1)$  query:
  - Compute min of every interval  $I$  s.t  $|I|$  is a power of two



# RMQ

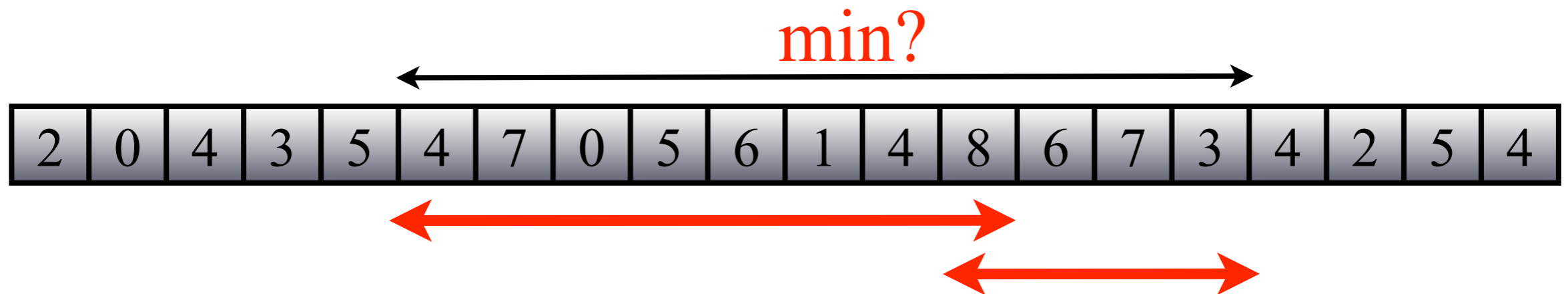
- Warmup:  $O(n \log n)$  prep.  $O(1)$  query:
  - Compute min of every interval  $I$  s.t  $|I|$  is a power of two
  - Query is composed of two overlapping intervals





# RMQ

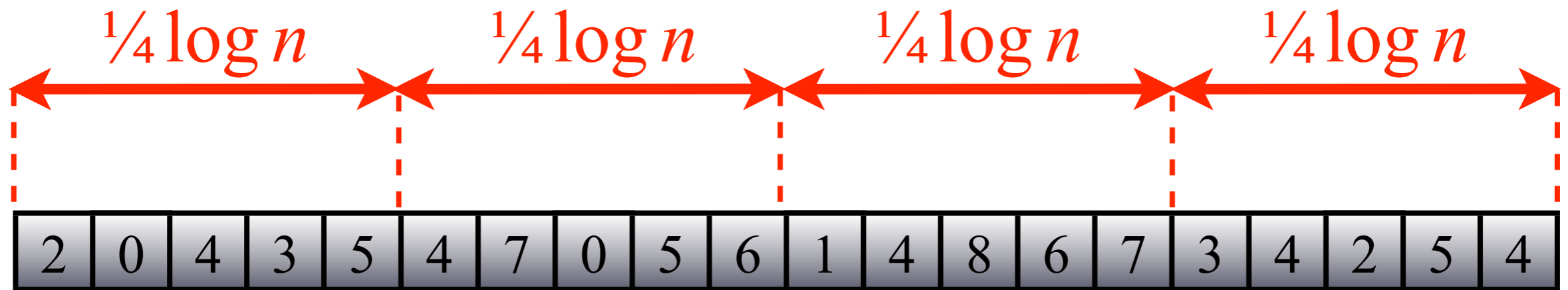
- Warmup:  $O(n \log n)$  prep.  $O(1)$  query:
  - Compute min of every interval  $I$  s.t  $|I|$  is a power of two
  - Query is composed of two overlapping intervals



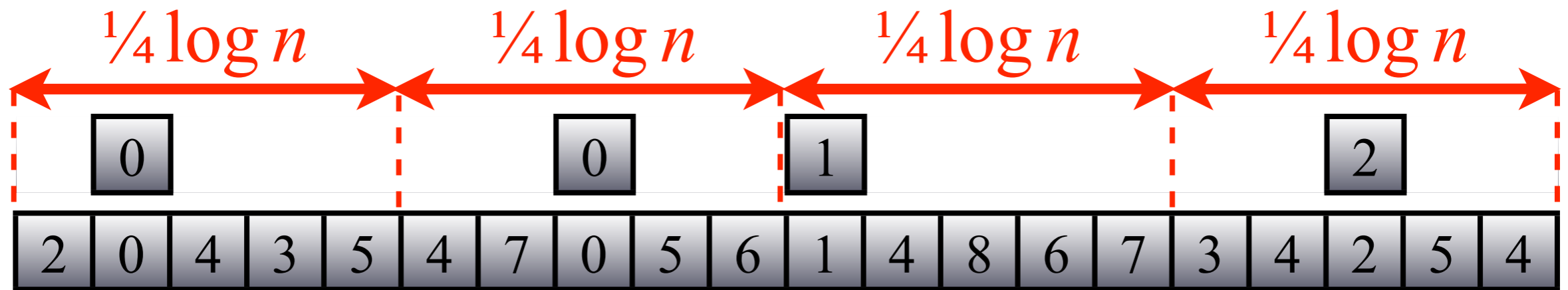
# RMQ

2	0	4	3	5	4	7	0	5	6	1	4	8	6	7	3	4	2	5	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

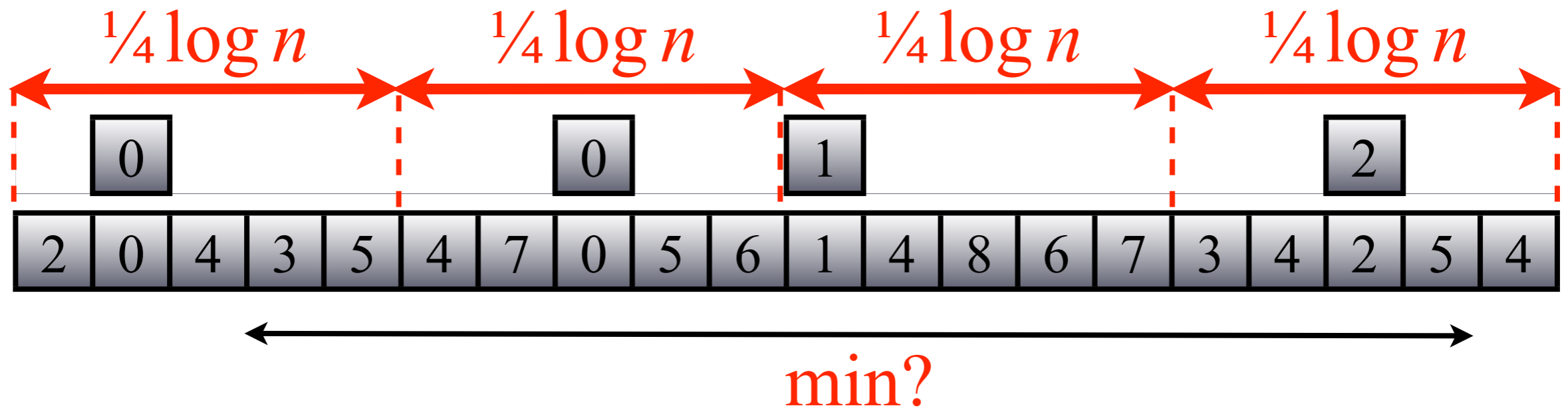
# RMQ



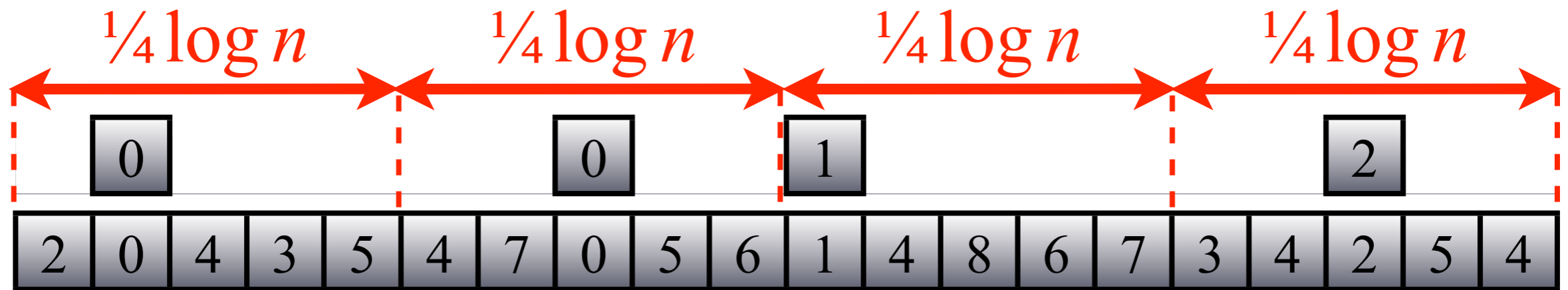
# RMQ



# RMQ



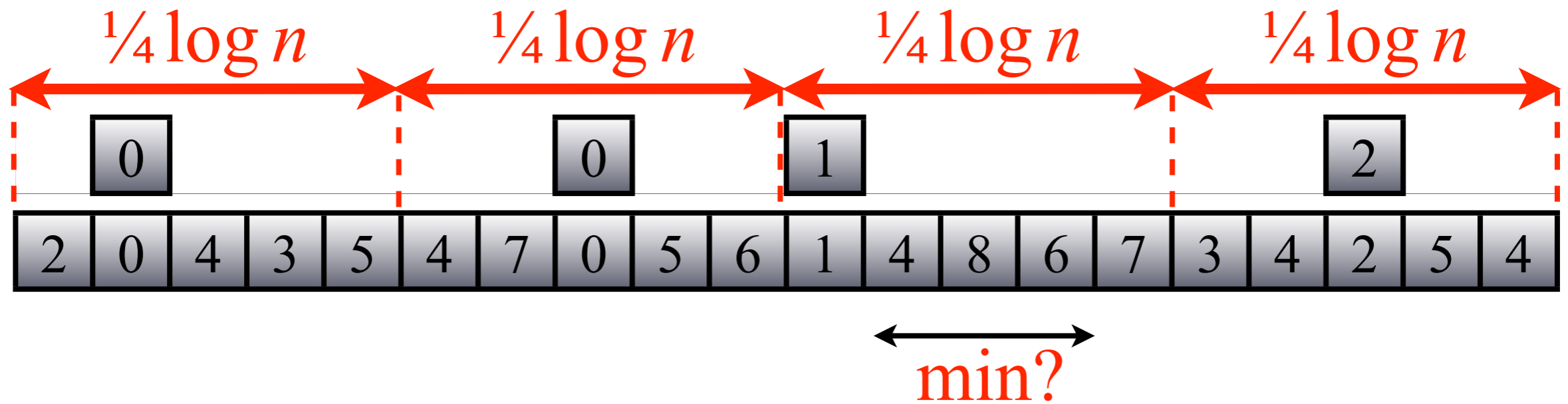
# RMQ



min?

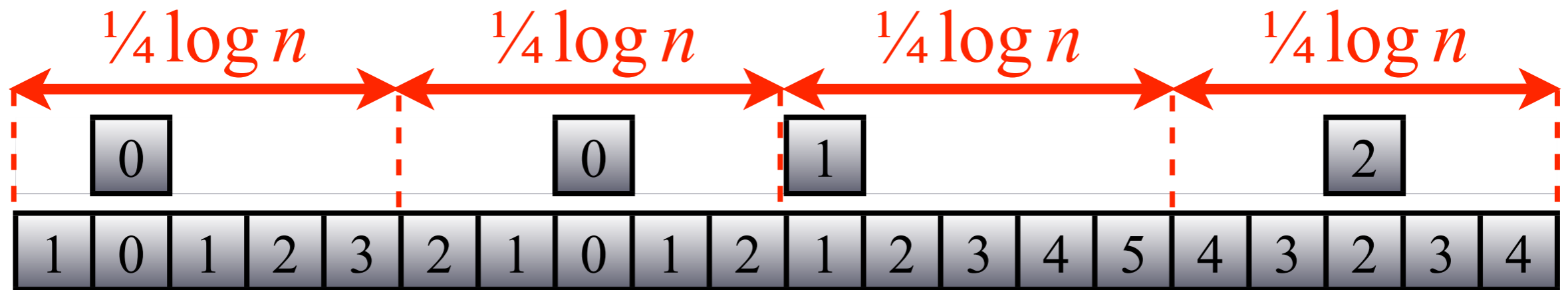


# RMQ



# RMQ $\pm 1$

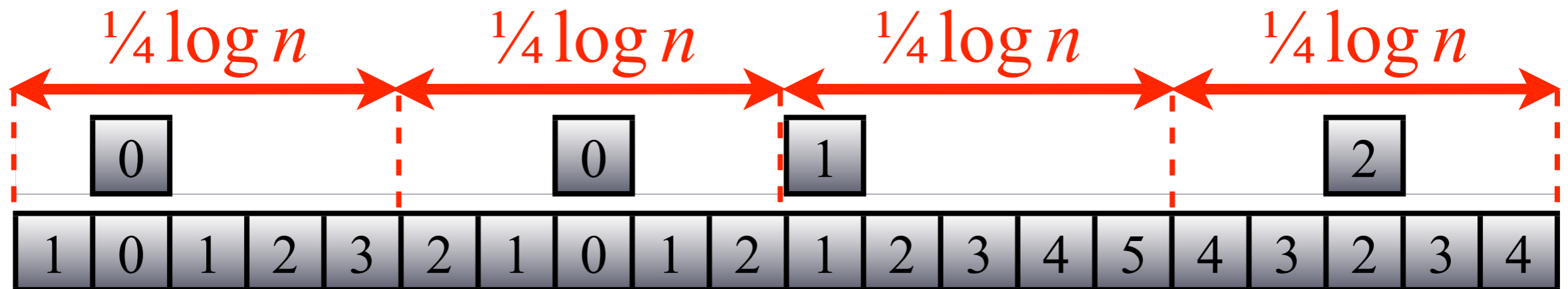
- RMQ  $\Rightarrow$  LCA  $\Rightarrow$  RMQ  $\pm 1$





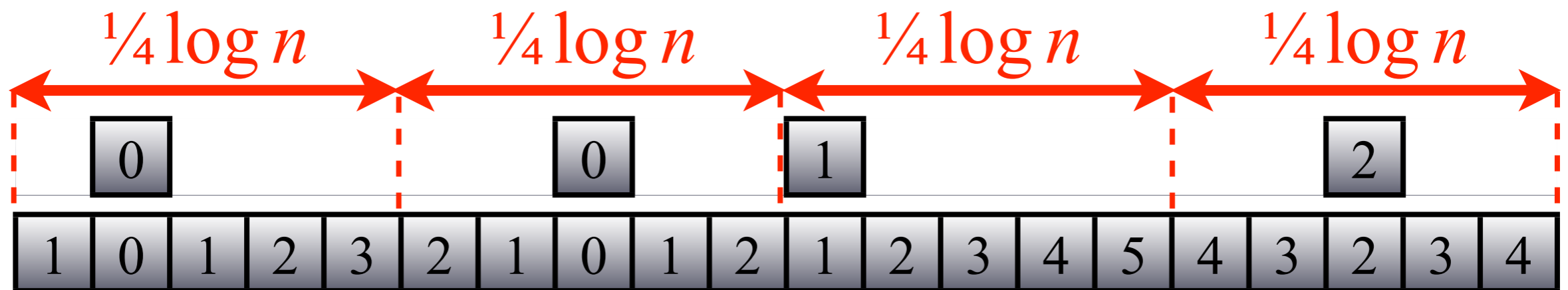
# RMQ $\pm 1$

- RMQ  $\Rightarrow$  LCA  $\Rightarrow$  RMQ  $\pm 1$
- # different Blocks = # different  $\pm 1$  vectors =  $2^{\frac{1}{4}\log n} = n^{\frac{1}{4}}$
- Lookup table



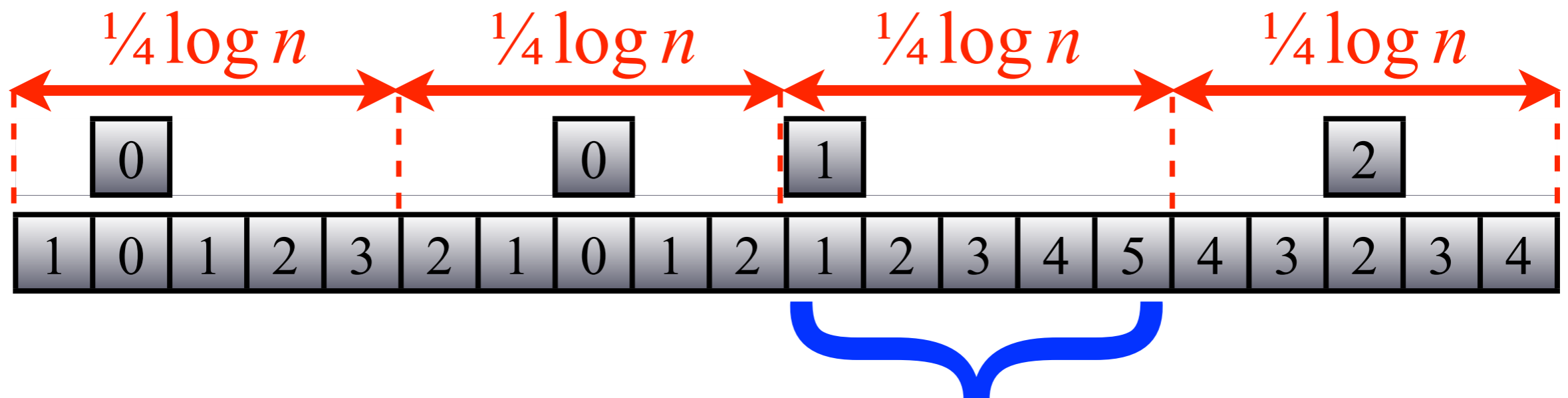
# Recursive Solution

- Use the “Warmup” solution on each block



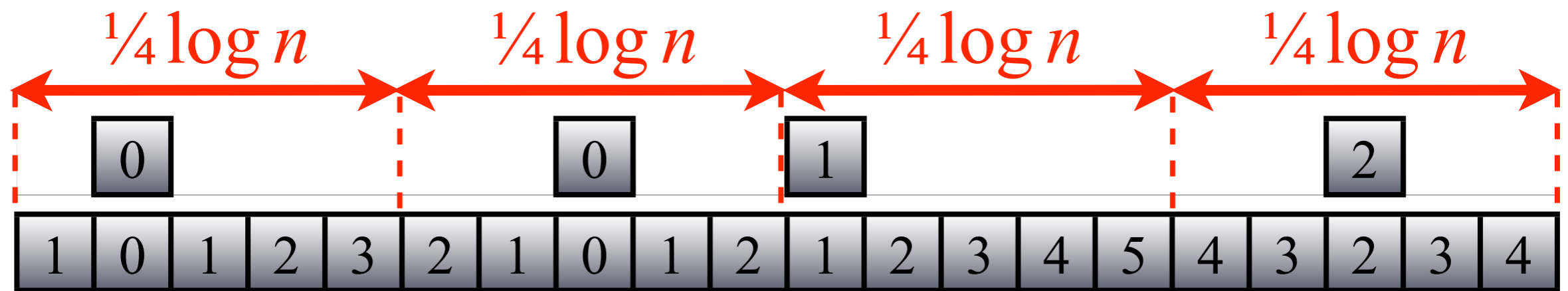
# Recursive Solution

- Use the “Warmup” solution on each block



# Recursive Solution

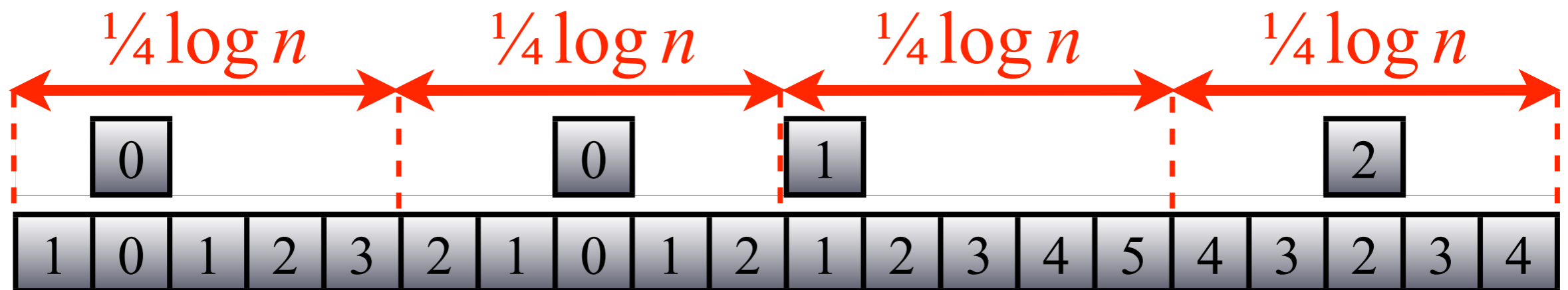
- Use the “Warmup” solution on each block



$O(\log n \log \log n)$  prep.

# Recursive Solution

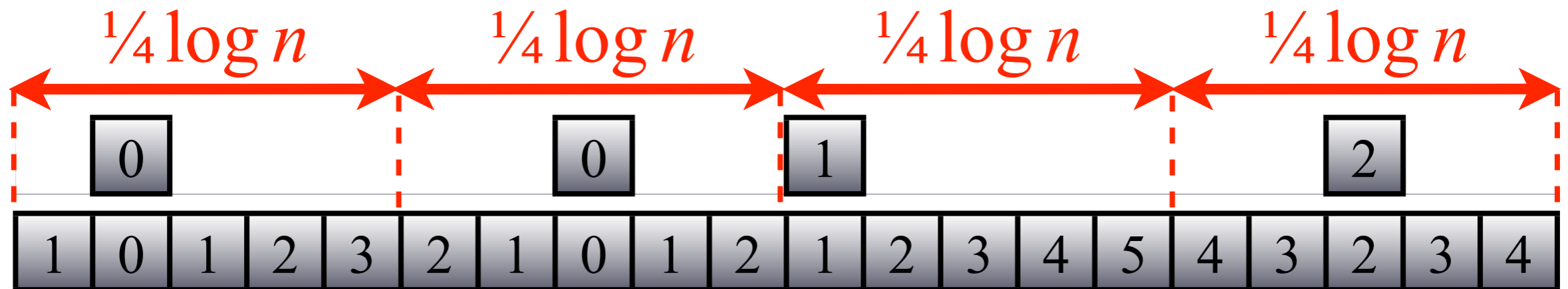
- Use the “Warmup” solution on each block
  - $O(n \log \log n)$  prep.  $O(1)$  query



$O(\log n \log \log n)$  prep.

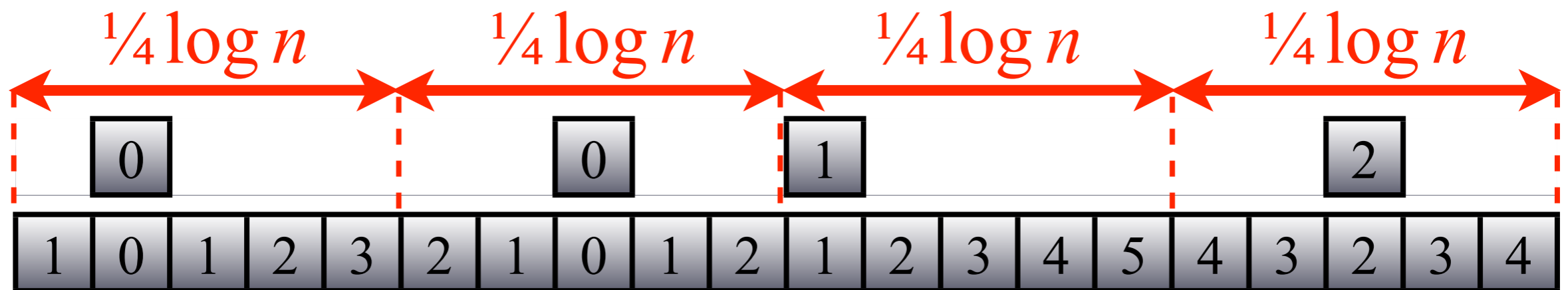
# Recursive Solution

- Use the “Warmup” solution on each block
  - $O(n \log \log n)$  prep.  $O(1)$  query
  - $O(n \log \log \log n)$  prep.  $O(1)$  query



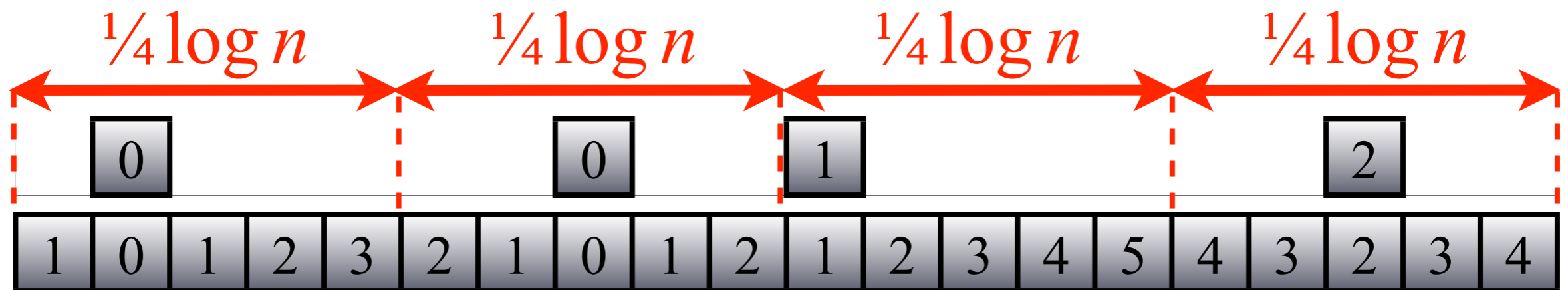
# Recursive Solution

- Use the “Warmup” solution on each block
  - $O(n \log \log n)$  prep.  $O(1)$  query
  - $O(n \log \log \log n)$  prep.  $O(1)$  query
  - $O(n \alpha_k(n))$  prep.  $O(k)$  query [Alon&Schieber 1987, Chazelle&Rosenberg 1989]



# Recursive Solution

- Use the “Warmup” solution on each block
  - $O(n \log \log n)$  prep.  $O(1)$  query
  - $O(n \log \log \log n)$  prep.  $O(1)$  query
  - $O(n \alpha_k(n))$  prep.  $O(k)$  query [Alon&Schieber 1987, Chazelle&Rosenberg 1989]



- Why?
  - ~~MIN~~  $\rightarrow$  any semiring operation
  - RMQ generalizations
  - Parallel Computing



# Parallel RMQ

[Berkman and Vishkin 1993]

1	0	1	2	3	2	1	0	1	2	1	2	3	4	5	4	3	2	3	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Parallel RMQ

[Berkman and Vishkin 1993]

- Min of  $n$  elements in  $O(1)$  time using  $n^2$  processors [Valiant 1975]

1	0	1	2	3	2	1	0	1	2	1	2	3	4	5	4	3	2	3	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Parallel RMQ

[Berkman and Vishkin 1993]

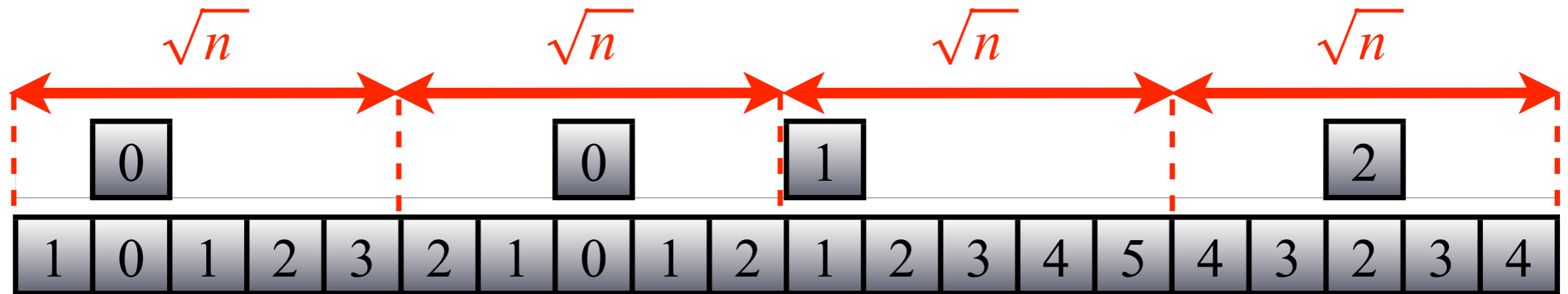
- Min of  $n$  elements in  $O(1)$  time using  $n^2$  processors [Valiant 1975]
  - $O(1)$  RMQ using  $n^4$  processors

1	0	1	2	3	2	1	0	1	2	1	2	3	4	5	4	3	2	3	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Parallel RMQ

[Berkman and Vishkin 1993]

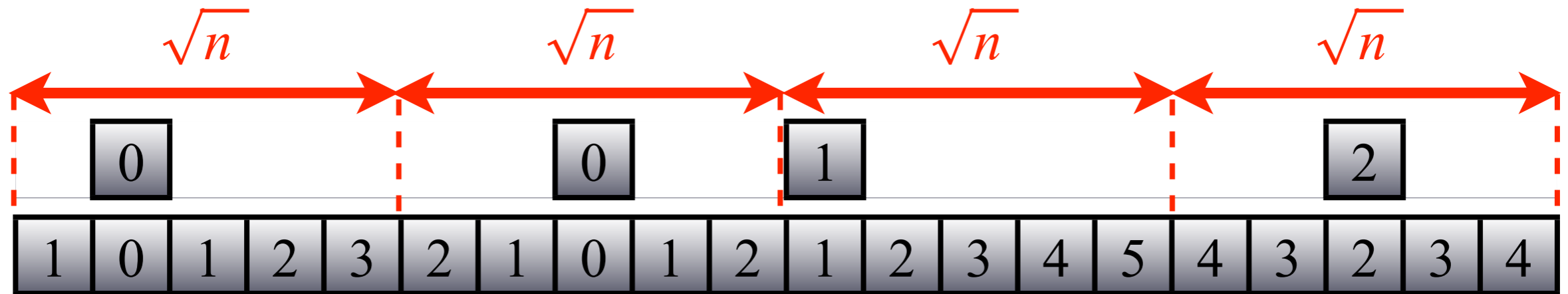
- Min of  $n$  elements in  $O(1)$  time using  $n^2$  processors [Valiant 1975]
  - $O(1)$  RMQ using  $n^4$  processors
  - $O(1)$  RMQ using  $n^{2.5}$  processors



# Parallel RMQ

[Berkman and Vishkin 1993]

- Min of  $n$  elements in  $O(1)$  time using  $n^2$  processors [Valiant 1975]
  - $O(1)$  RMQ using  $n^4$  processors
  - $O(1)$  RMQ using  $n^{2.5}$  processors
  - $O(1/\epsilon)$  RMQ using  $n^{1+\epsilon}$  processors



# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

1	0	1	2	3	2	1	0	1	2	1	2	3	4	5	4	3	2	3	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

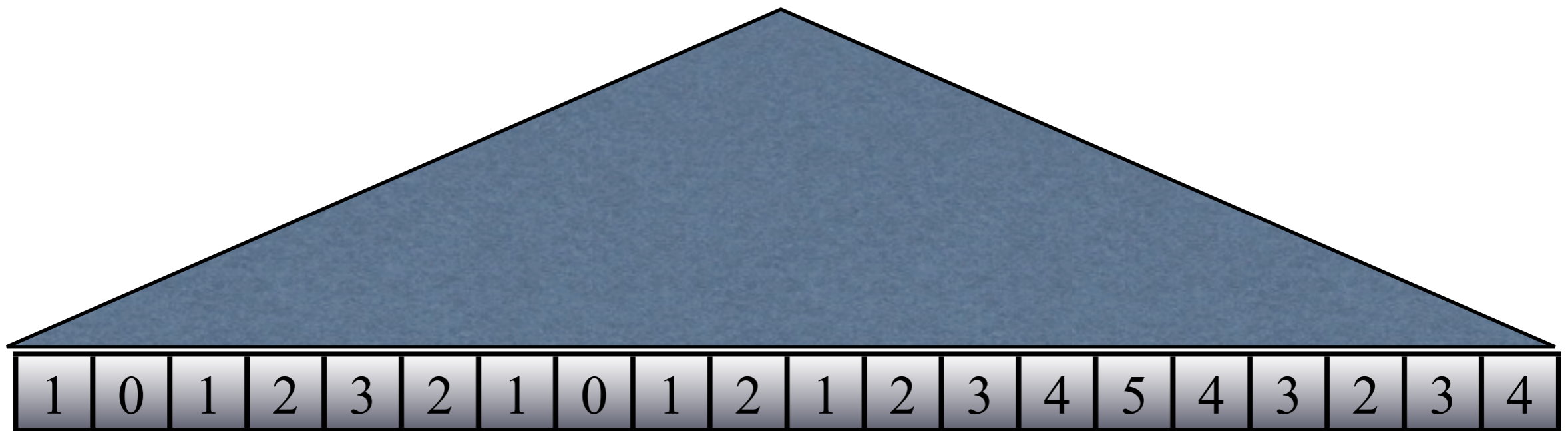
- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]

1	0	1	2	3	2	1	0	1	2	1	2	3	4	5	4	3	2	3	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]

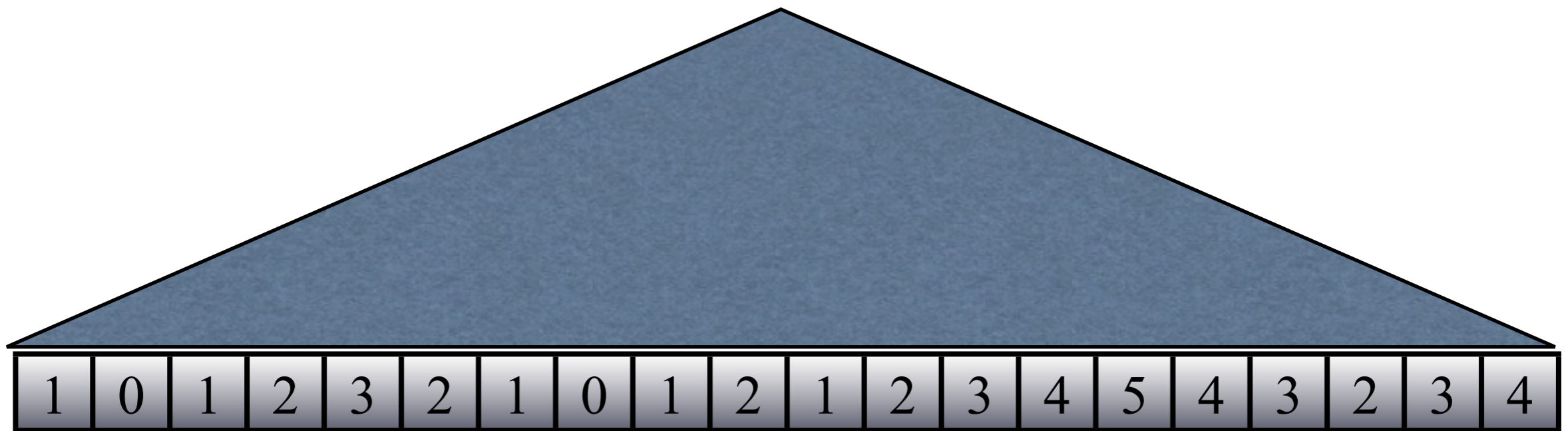




# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

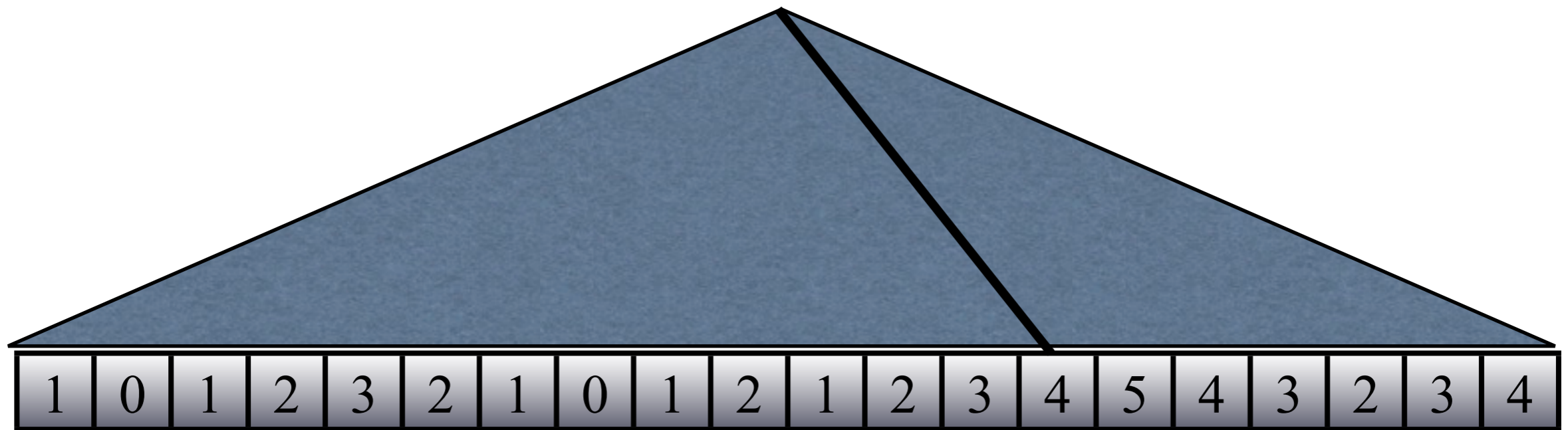
- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]



# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

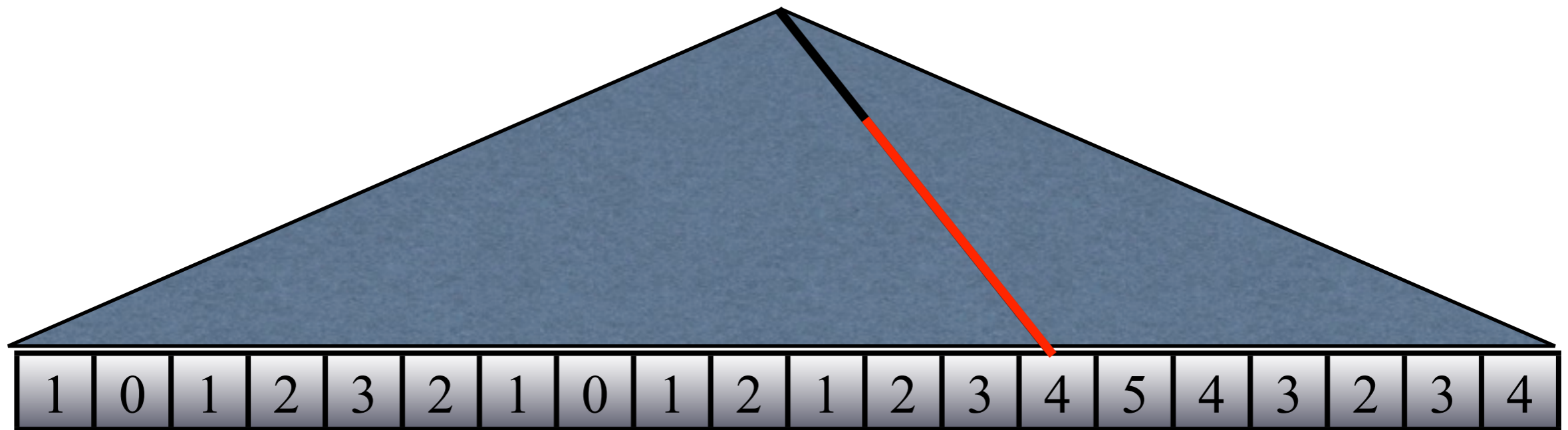
- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]



# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

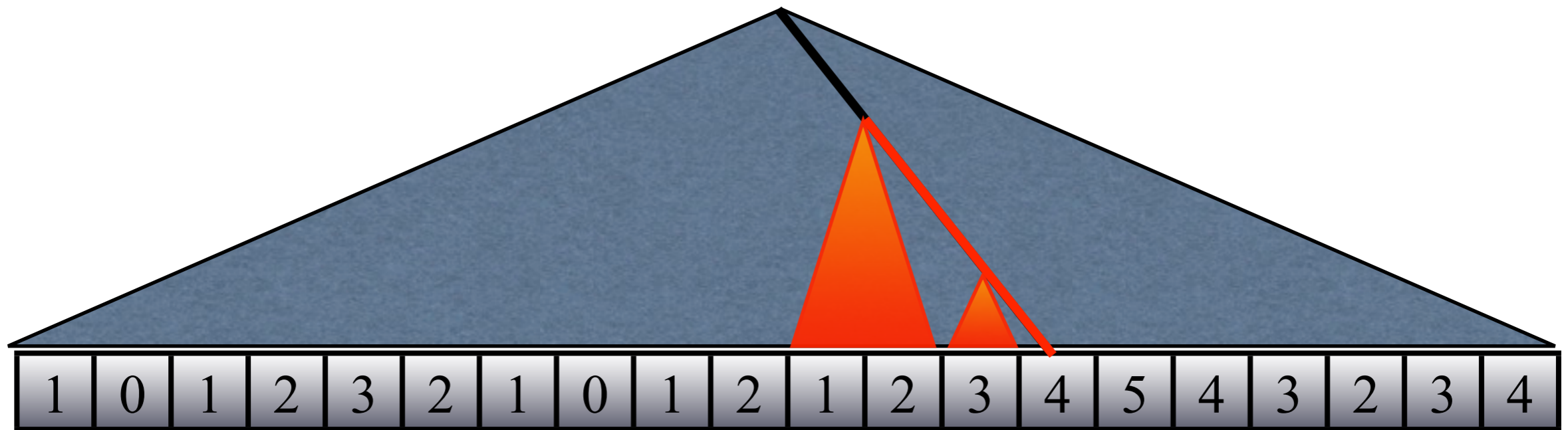
- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]



# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

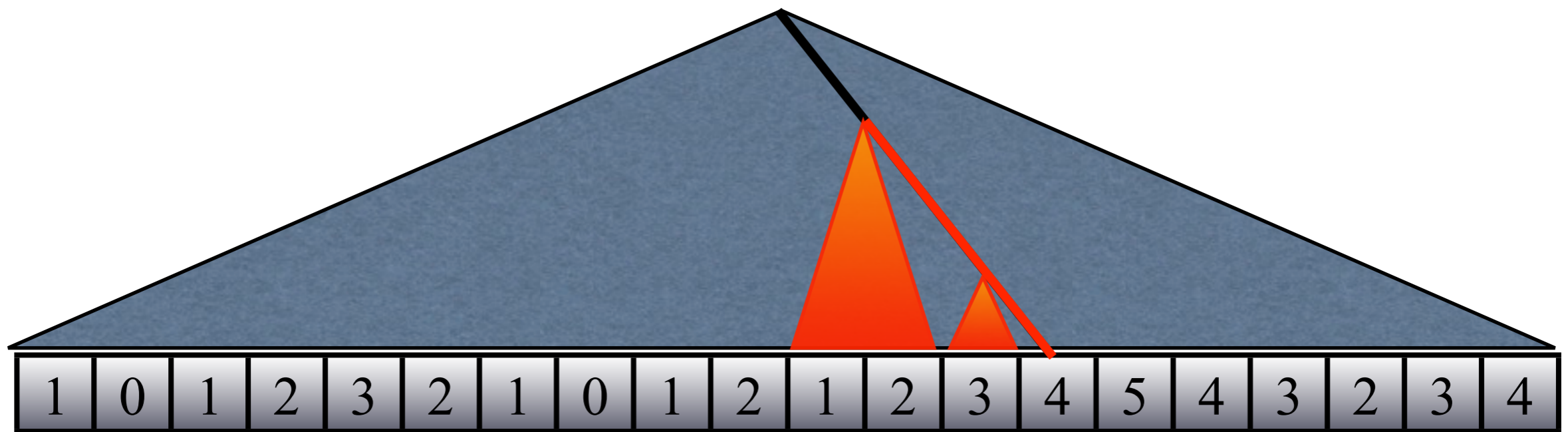
- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]



# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]

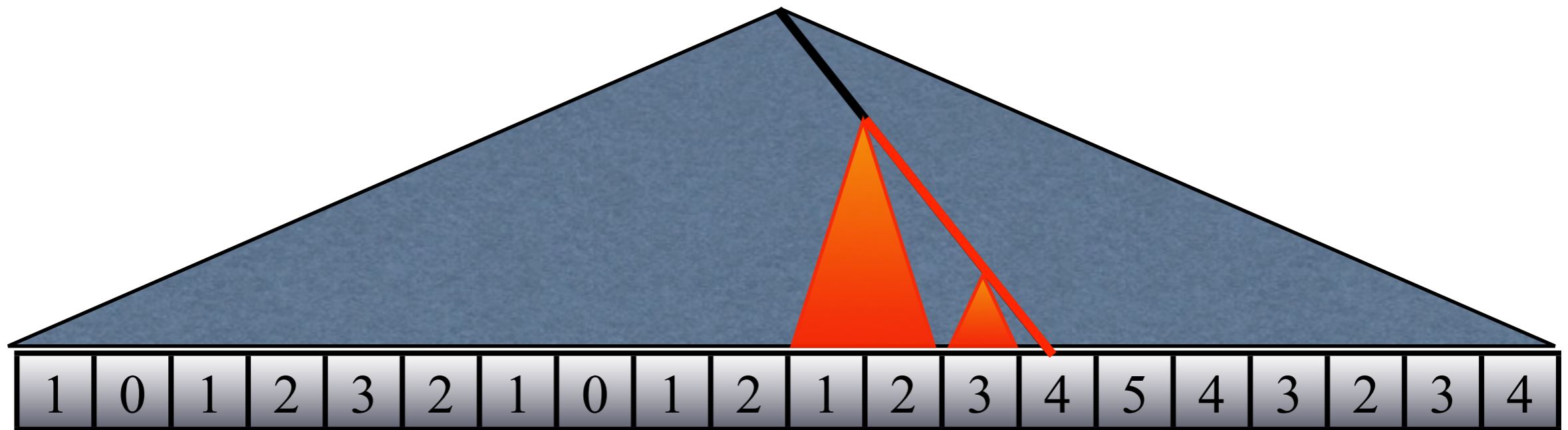


- $n \log^3 n$  processors,  $O(1)$  time,  $O(1)$  query

# Parallel RMQ $\pm 1$

[Berkman and Vishkin 1993]

- Min of  $n$  integers each between 1 and  $n$   
in  $O(1)$  time using  $n$  processors [Fich, Ragde and Wigderson 1984]



- $n \log^3 n$  processors,  $O(1)$  time,  $O(1)$  query
- $n \alpha_k(n)$  processors,  $O(k)$  time,  $O(k)$  query

# Problems with RMQ $\pm$ I

- RMQ  $\Rightarrow$  LCA  $\Rightarrow$  RMQ  $\pm$  I

2	0	4	3	5	4	7	0	5	6	1	4	8	6	7	3	4	2	5	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Problems with RMQ $\pm$ I

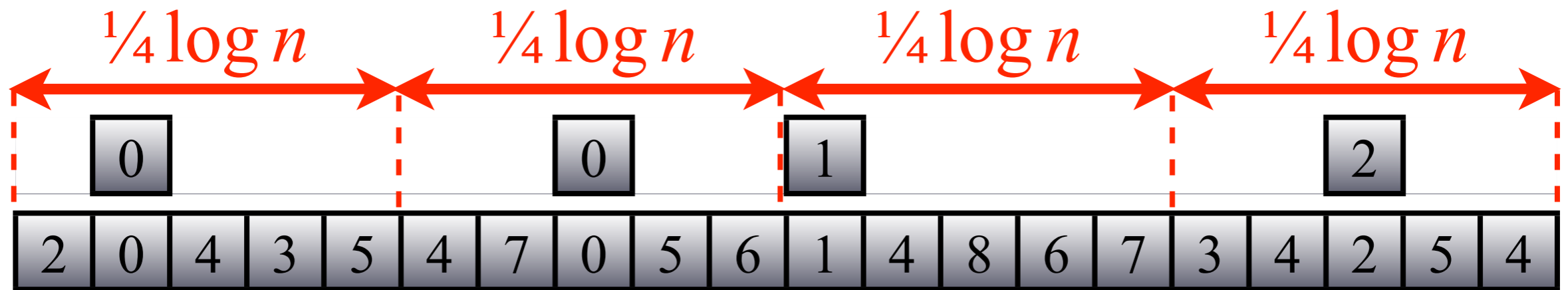
- RMQ  $\Rightarrow$  LCA  $\Rightarrow$  RMQ  $\pm$  I
  - inefficient in parallel
  - inefficient in terms of cache-misses (can't be done via scans)

2	0	4	3	5	4	7	0	5	6	1	4	8	6	7	3	4	2	5	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---



# Problems with RMQ $\pm 1$

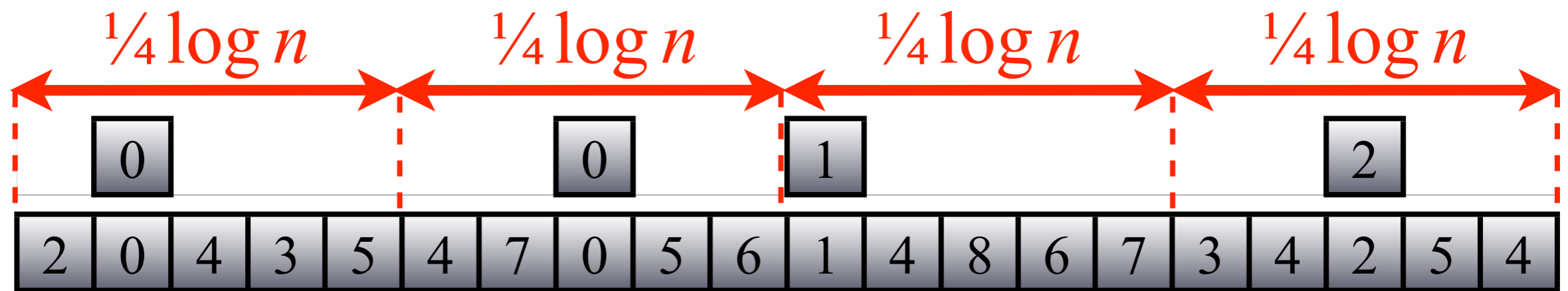
- RMQ  $\Rightarrow$  LCA  $\Rightarrow$  RMQ  $\pm 1$ 
  - inefficient in parallel
  - inefficient in terms of cache-misses (can't be done via scans)



- # different Blocks = # different Cartesian trees =  $4^{\frac{1}{4} \log n} = \sqrt{n}$   
[Fischer, Heun 2006]

# Problems with RMQ $\pm 1$

- RMQ  $\Rightarrow$  LCA  $\Rightarrow$  RMQ  $\pm 1$ 
  - inefficient in parallel
  - inefficient in terms of cache-misses (can't be done via scans)

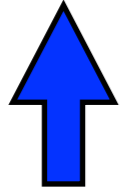


- # different Blocks = # different Cartesian trees =  $4^{\frac{1}{4} \log n} = \sqrt{n}$   
[Fischer, Heun 2006]
- Lookup table: index, construct

# Cache-Oblivious RMQ

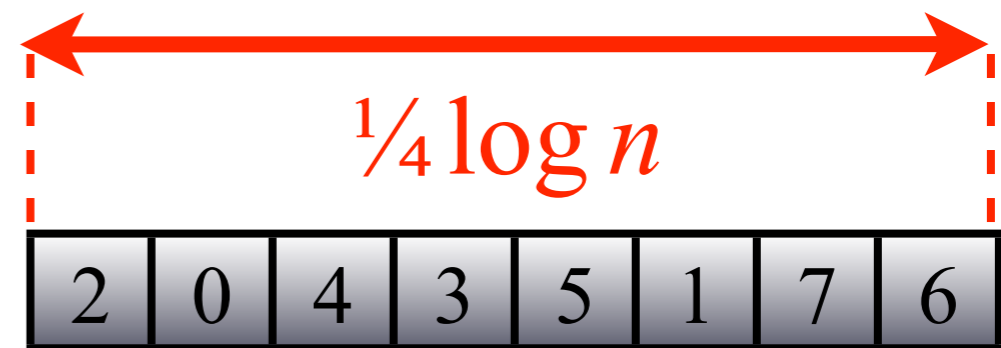
[Demaine, Landau and W. 2009]

- An optimal RMQ solution that only makes sequential scans

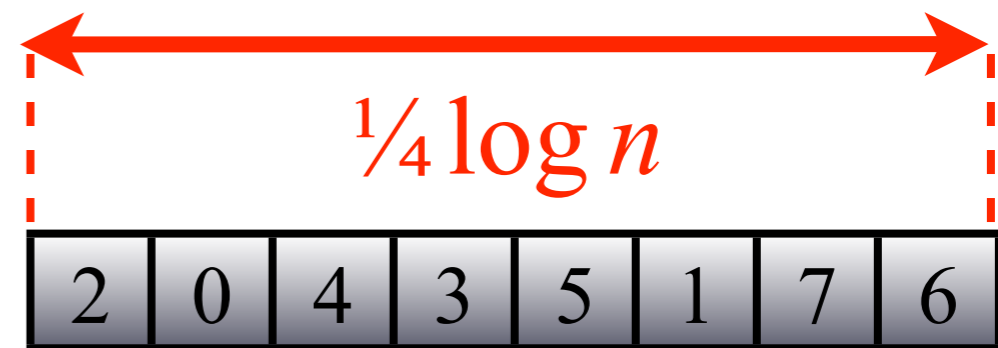
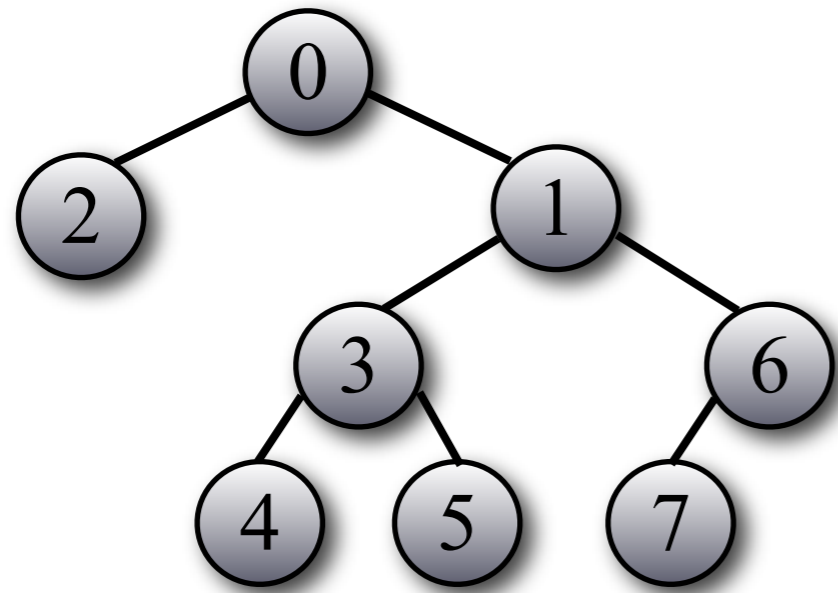


$O(n)$  prep.  $O(1)$  query (serial algorithm)

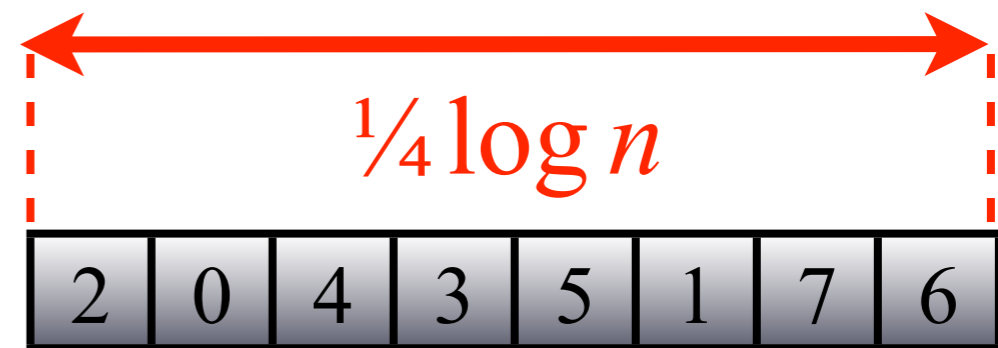
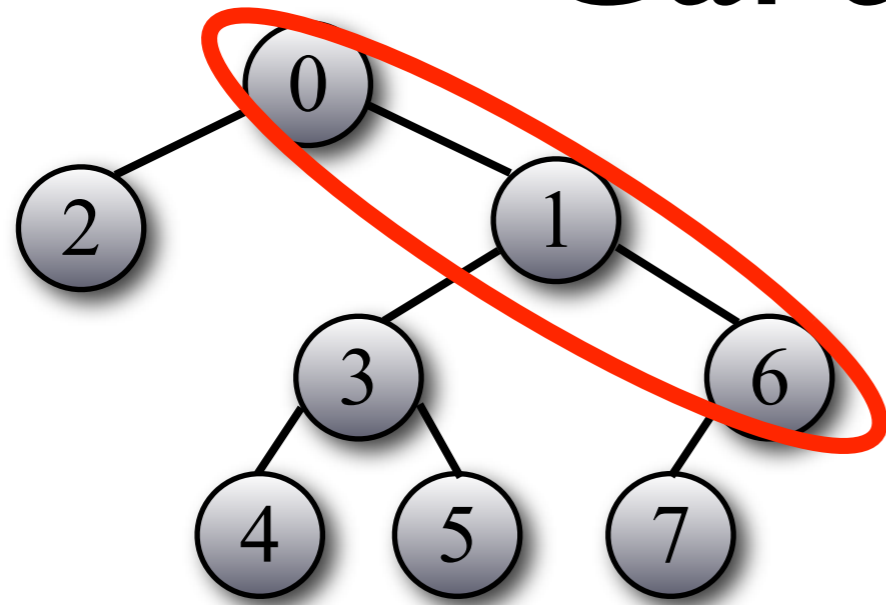
# A Cache-Oblivious Cartesian Tree



# A Cache-Oblivious Cartesian Tree

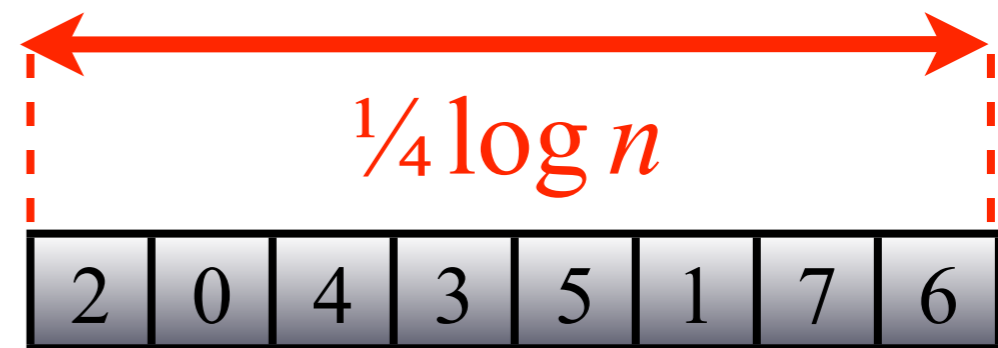
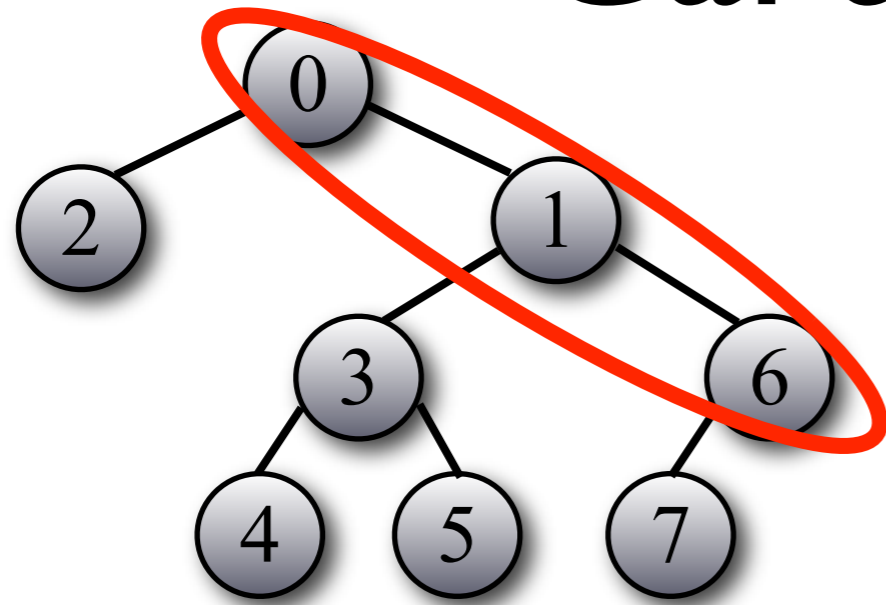


# A Cache-Oblivious Cartesian Tree



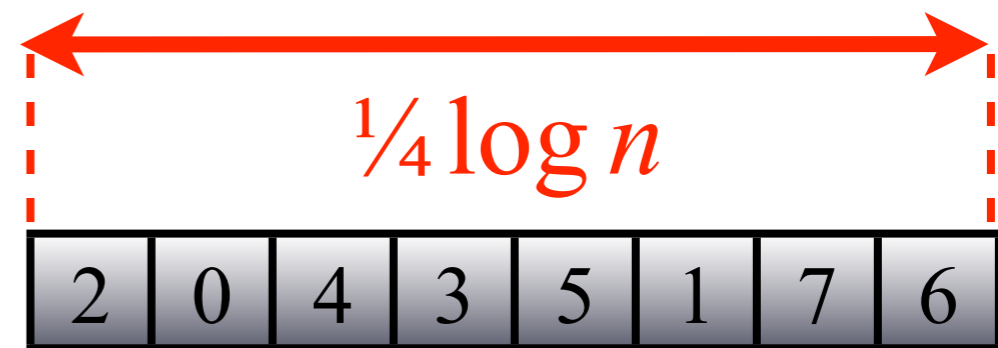
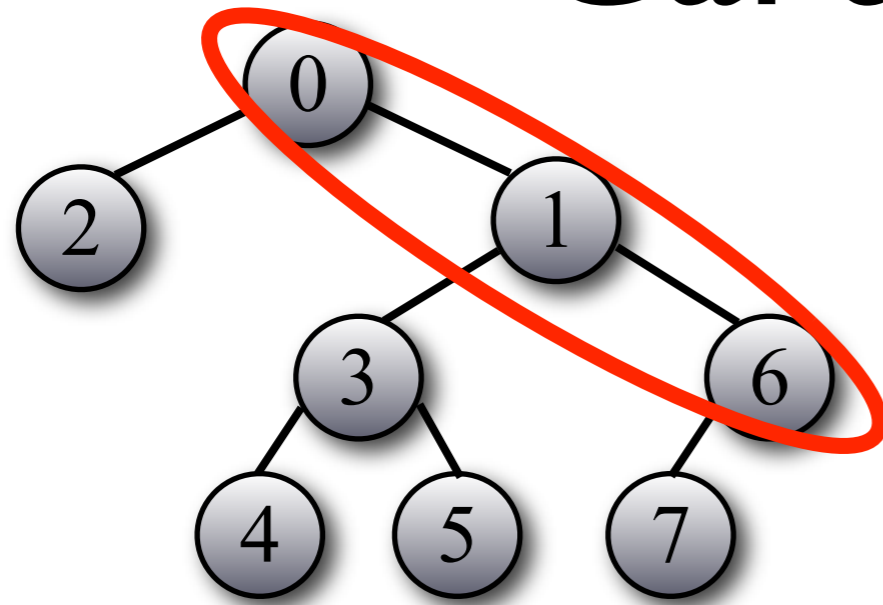
- cache-oblivious stack holds rightmost path

# A Cache-Oblivious Cartesian Tree



- cache-oblivious stack holds rightmost path
- when we climb (pop)  $i$  vertices, concatenate  $0\underbrace{111\cdots11}_i$

# A Cache-Oblivious Cartesian Tree

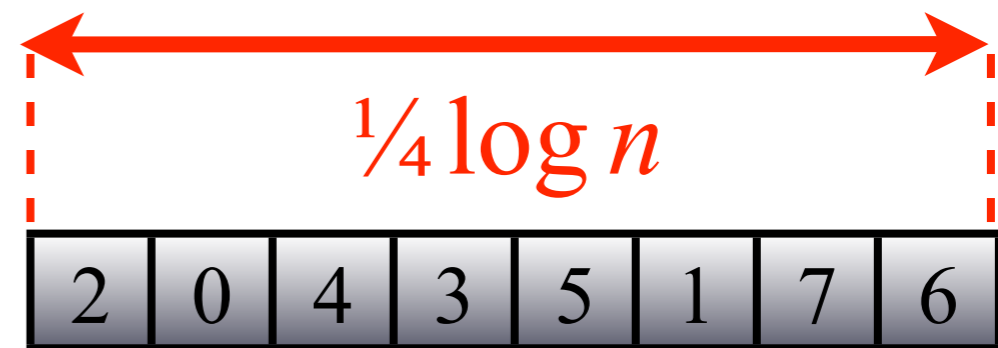
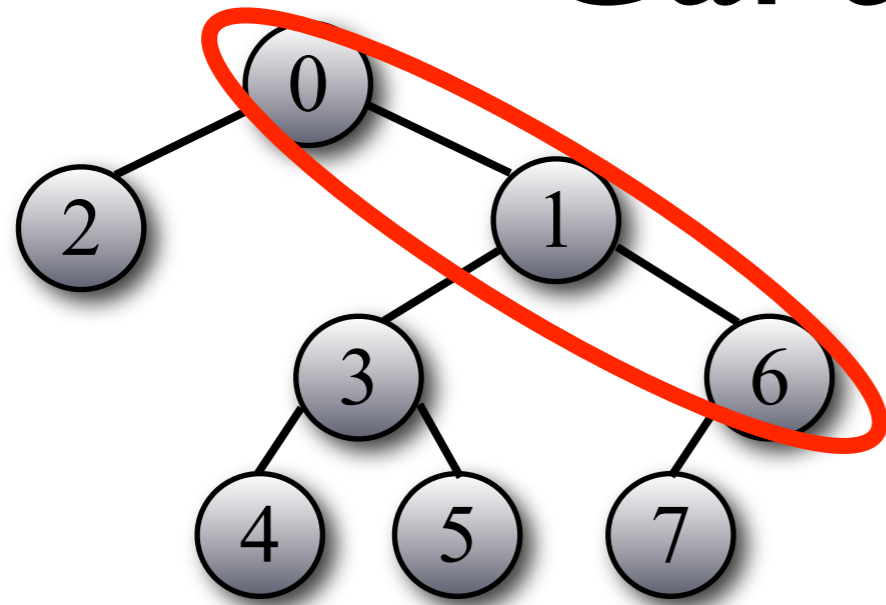


$$0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i$$

- cache-oblivious stack holds rightmost path
- when we climb (pop)  $i$  vertices, concatenate  $0 \underbrace{111 \dots 11}_i$



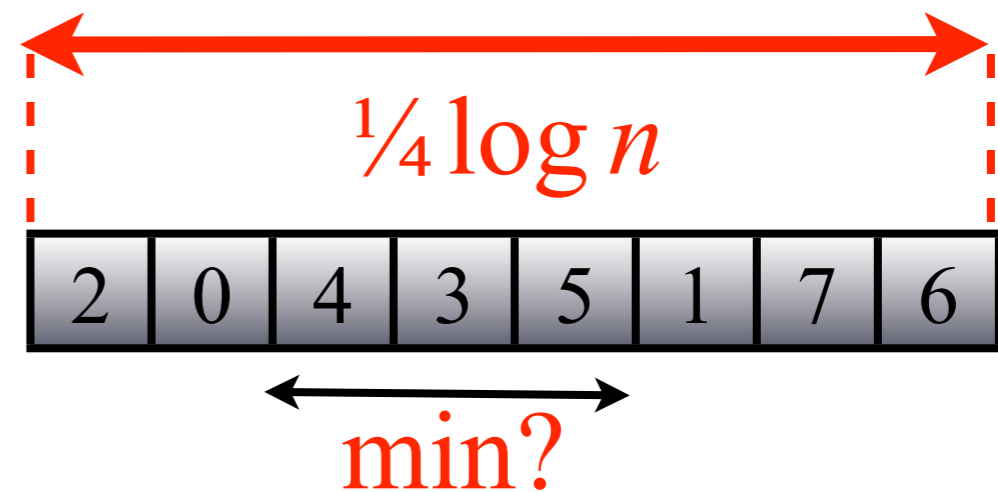
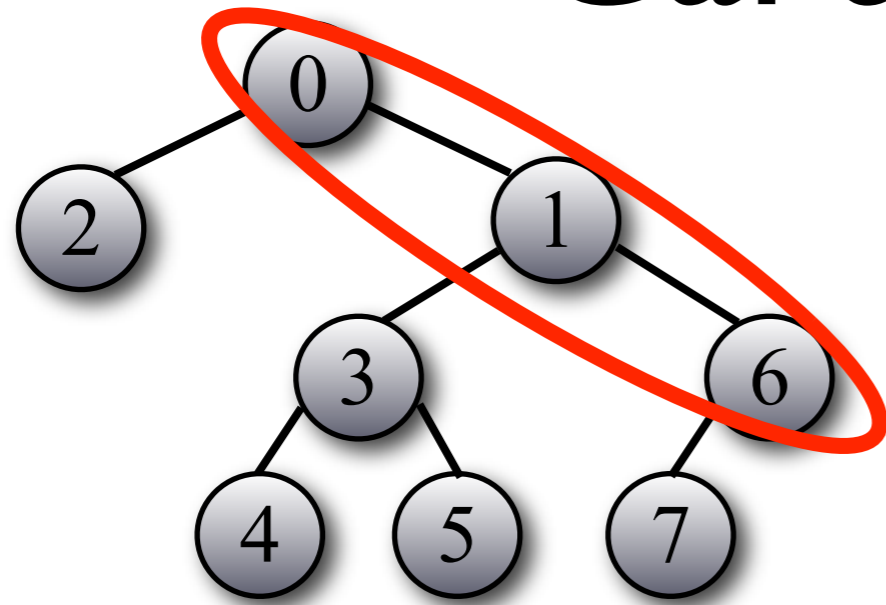
# A Cache-Oblivious Cartesian Tree



$$0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 1 \in [\sqrt{n}]$$

- cache-oblivious stack holds rightmost path
- when we climb (pop)  $i$  vertices, concatenate  $0 \underbrace{111 \dots 11}_i$

# A Cache-Oblivious Cartesian Tree

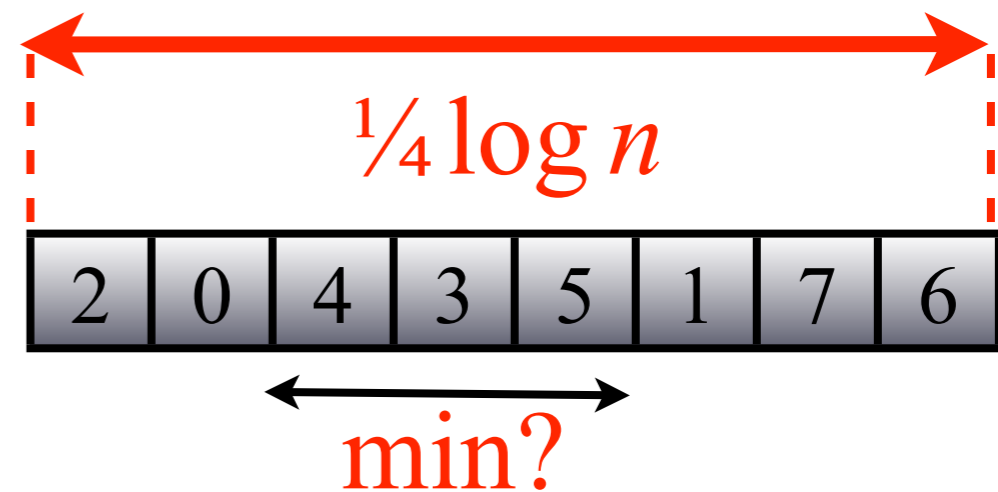
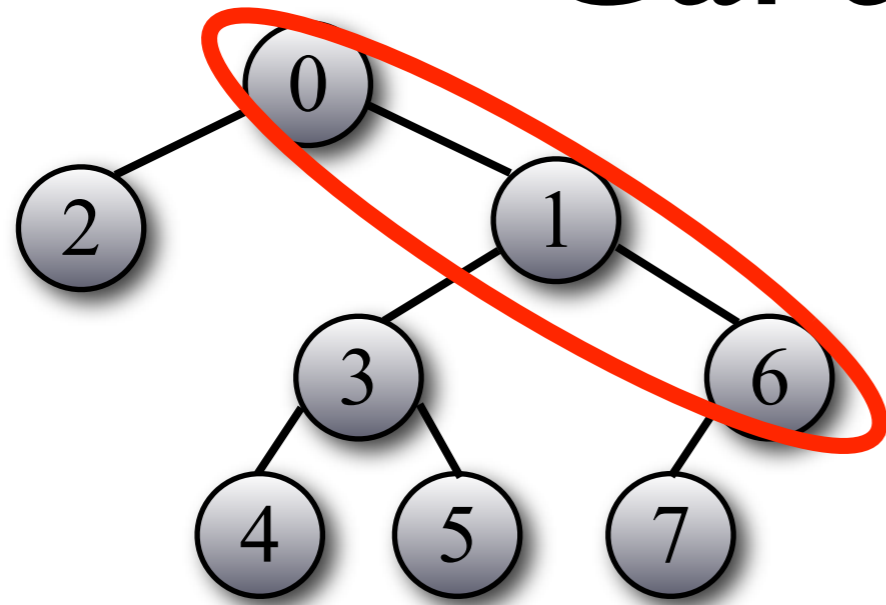


- $\forall$  binary string and  $\forall$  query:

$$0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 0 \underbrace{11 \dots 1}_i 1 \in [\sqrt{n}]$$

- cache-oblivious stack holds rightmost path
- when we climb (pop)  $i$  vertices, concatenate  $0 \underbrace{111 \dots 11}_i$

# A Cache-Oblivious Cartesian Tree



- $\forall$  binary string and  $\forall$  query:

$$0 \underbrace{11 \dots 1}_{i_1} 0 \underbrace{11 \dots 1}_{i_2} 0 \underbrace{11 \dots 1}_{i_3} 0 \underbrace{11 \dots 1}_{i_4} 1 \in [\sqrt{n}]$$

- cache-oblivious stack holds rightmost path
- when we climb (pop)  $i$  vertices, concatenate  $0 \underbrace{111 \dots 11}_i$

# RMQ Generalization I: A Cartesian Tree of a Tree

[Demaine, Landau and W. 2009]

# RMQ Generalization I:

## A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph

# RMQ Generalization I:

## A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path

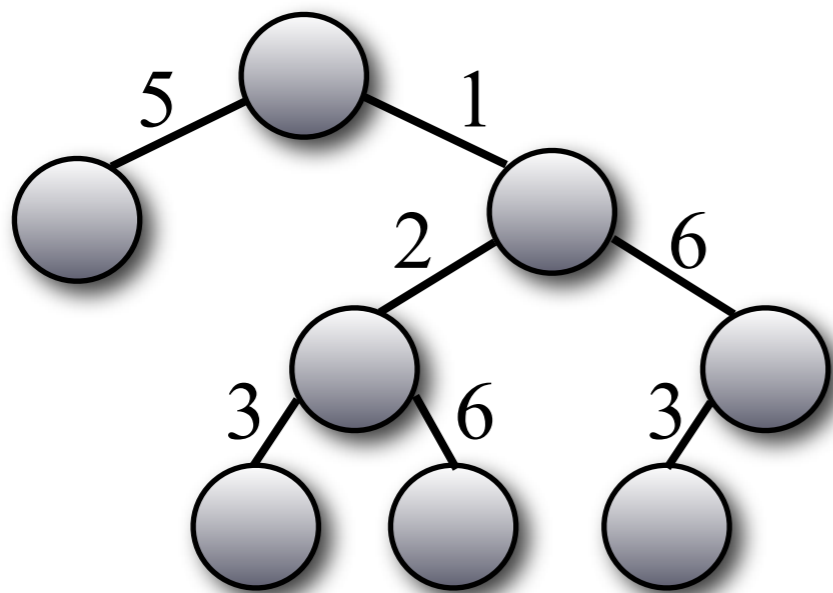
# RMQ Generalization I:

## A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]

# RMQ Generalization I: A Cartesian Tree of a Tree

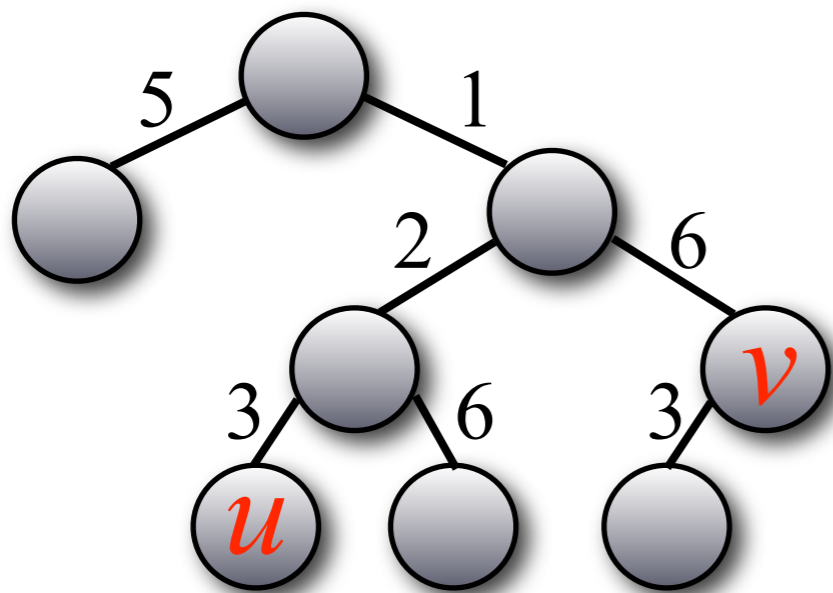
- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]





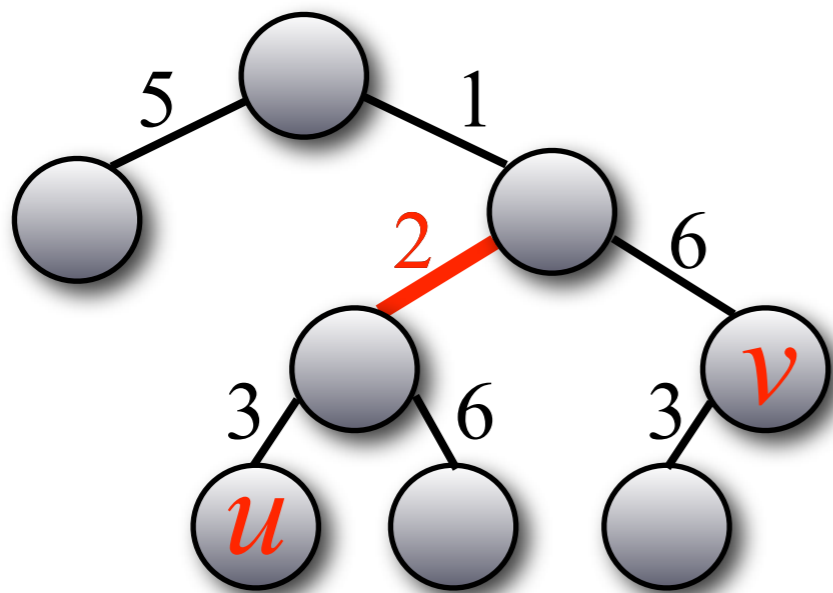
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u, v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]



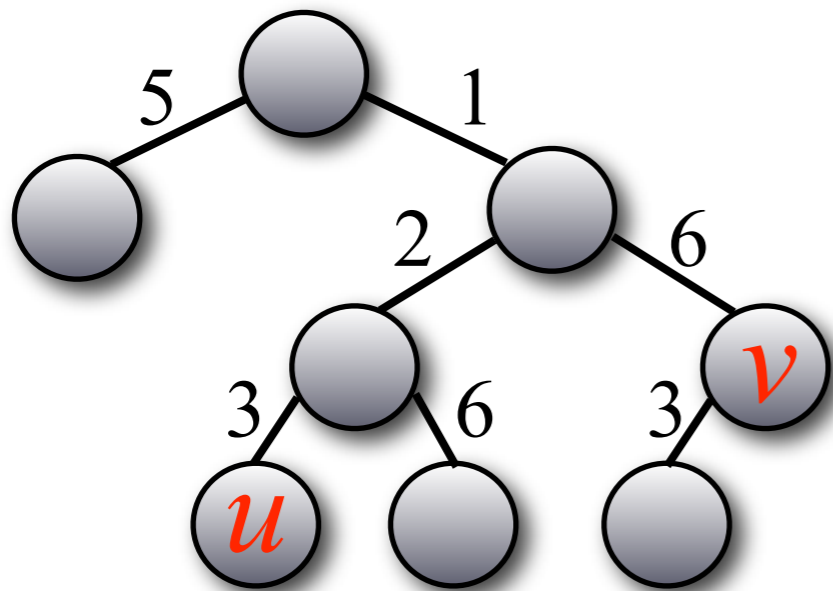
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u, v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]



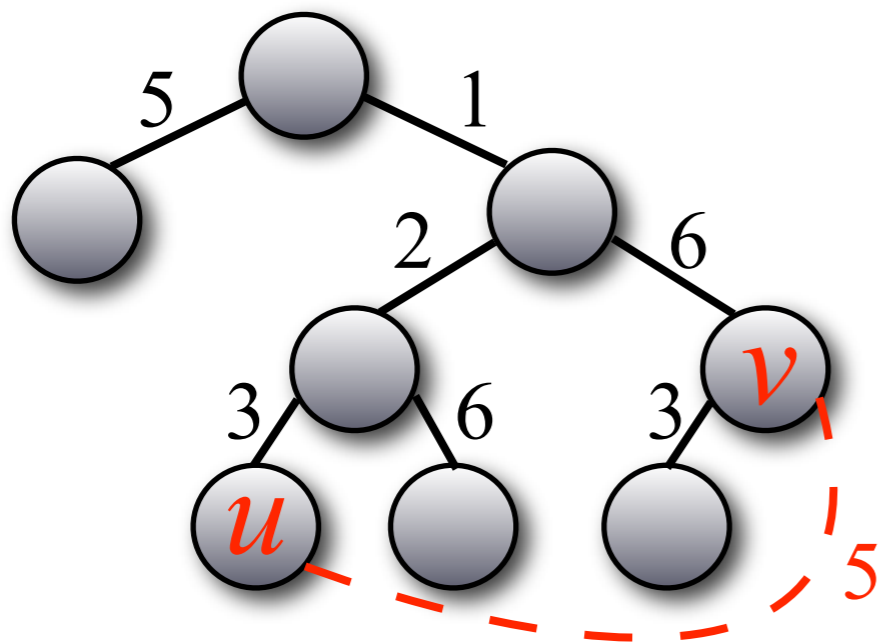
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u, v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



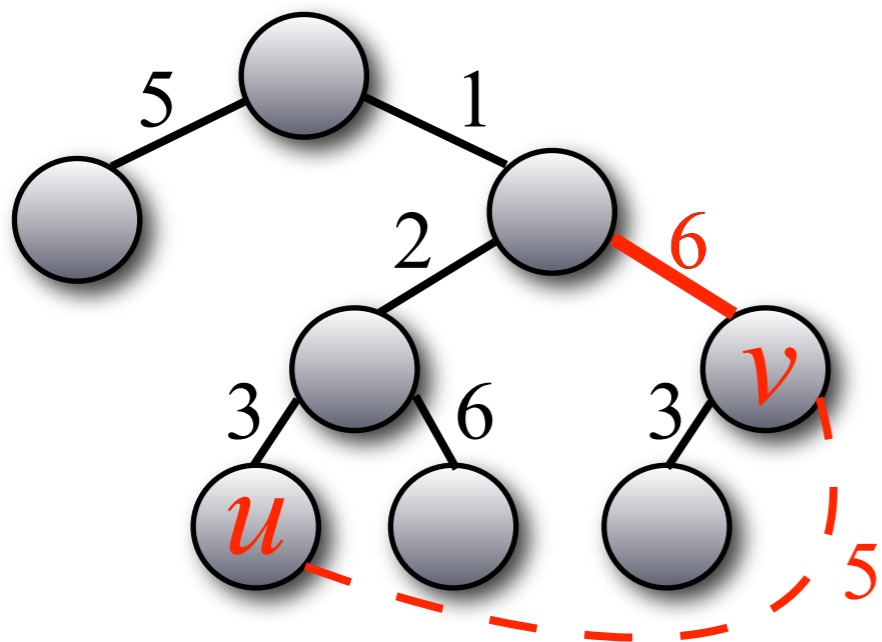
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u, v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



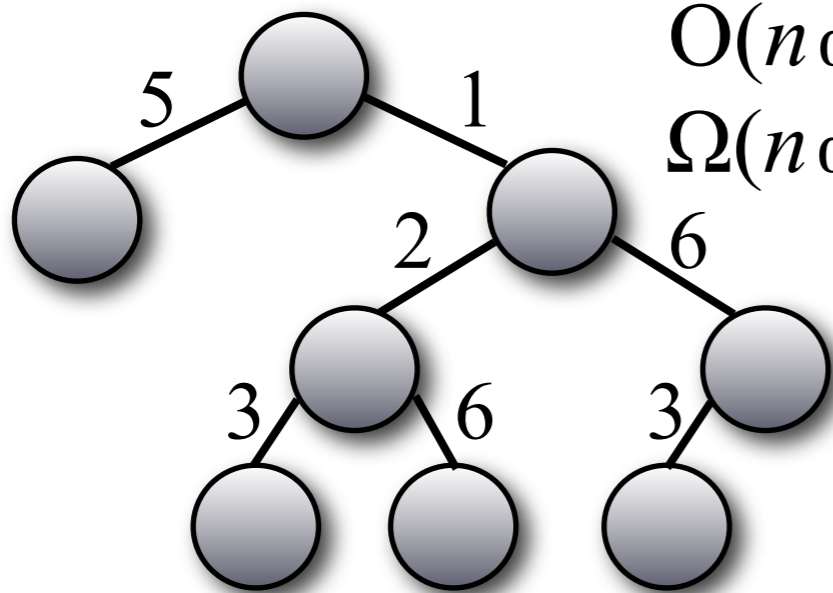
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u, v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



# RMQ Generalization I: A Cartesian Tree of a Tree

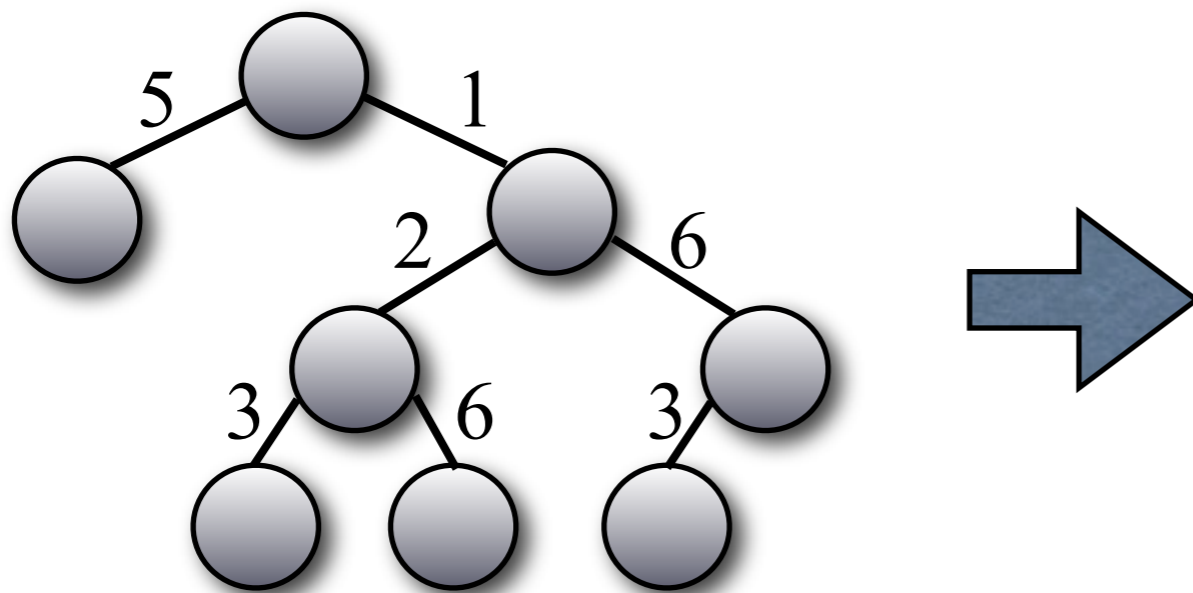
- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



$O(n \alpha_k(n))$  prep.  $O(k)$  query [Alon and Schieber 1987]  
 $\Omega(n \alpha_k(n))$  prep. for  $O(k)$  query [Pettie 2002]

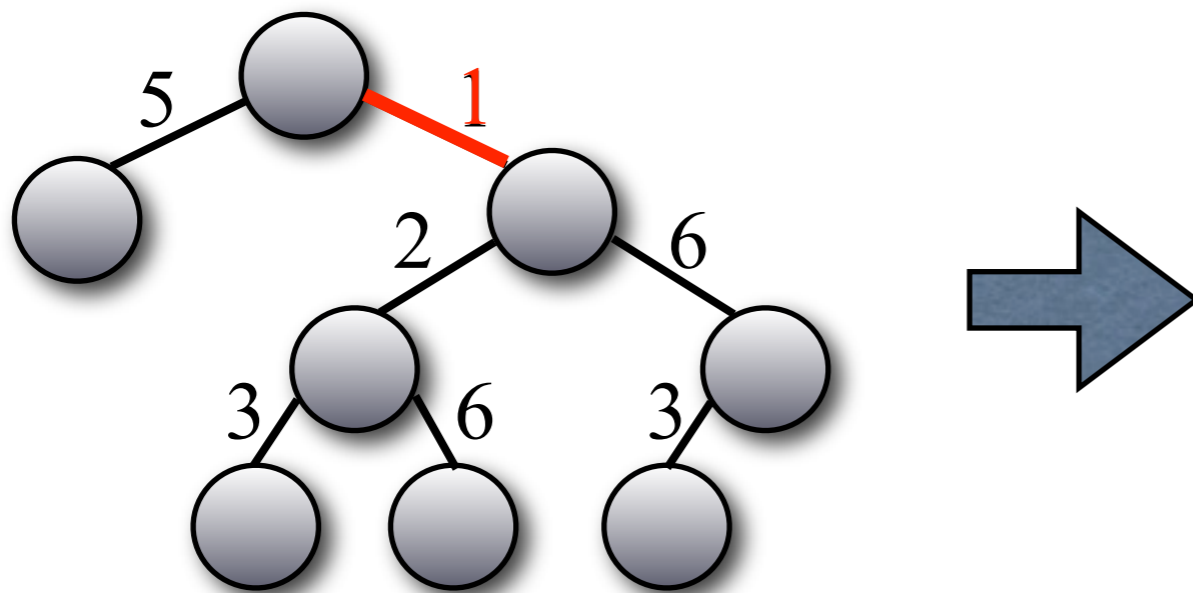
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



# RMQ Generalization I: A Cartesian Tree of a Tree

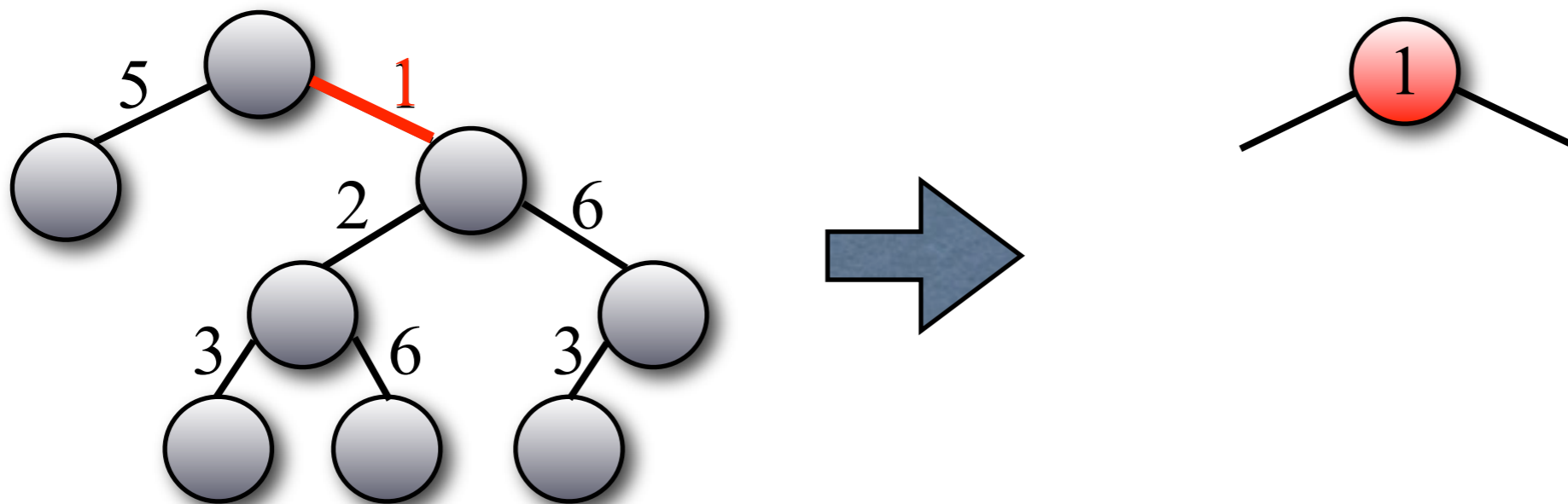
- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem





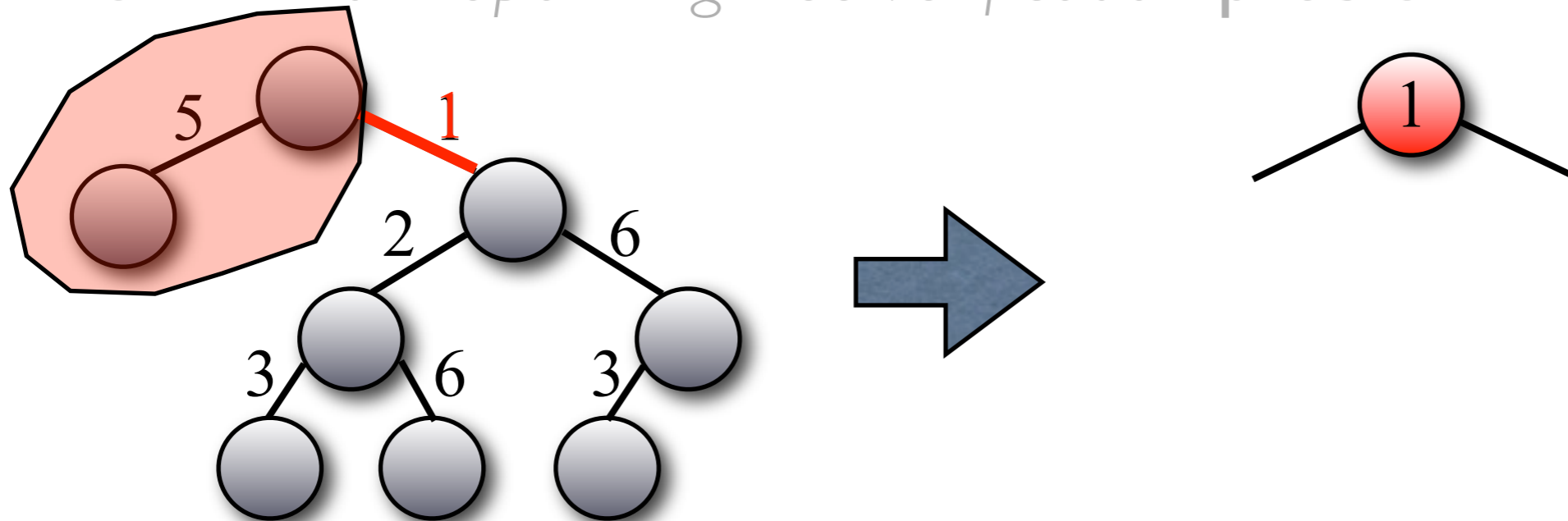
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



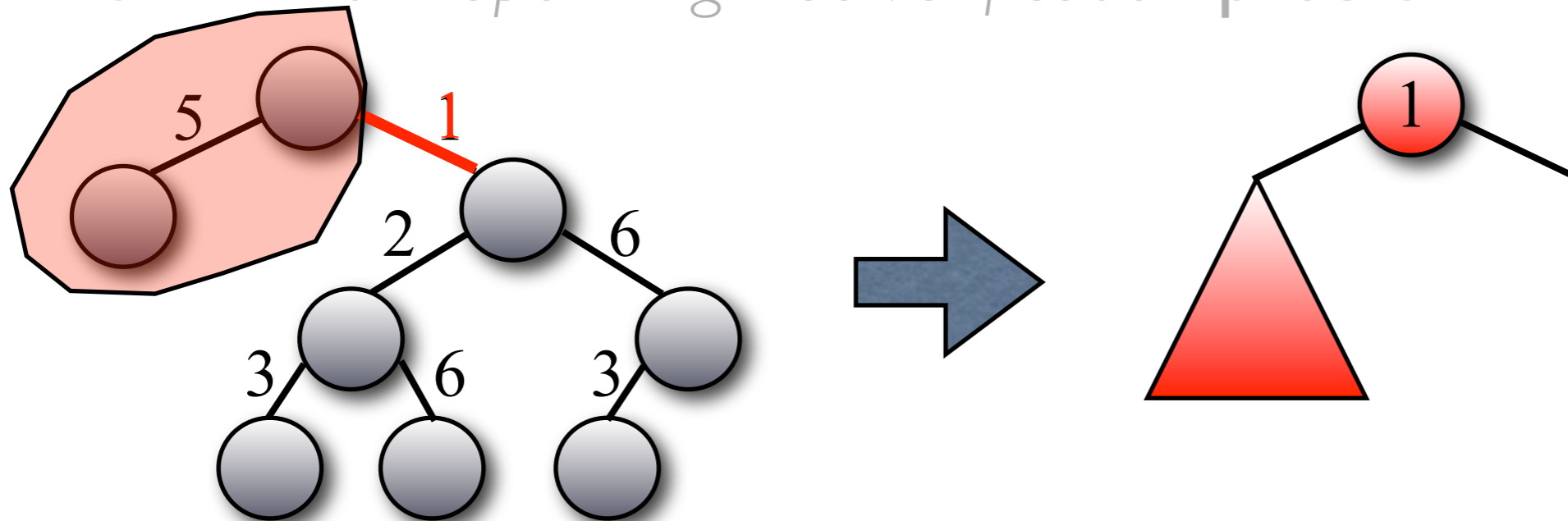
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



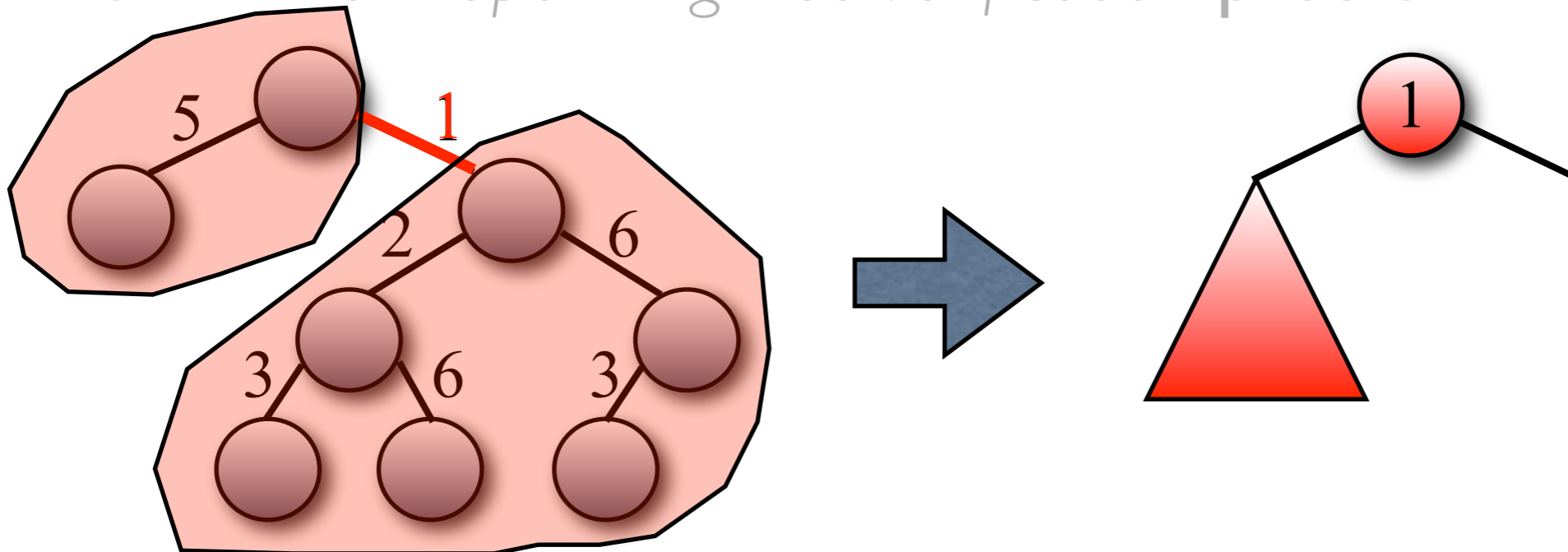
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u, v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



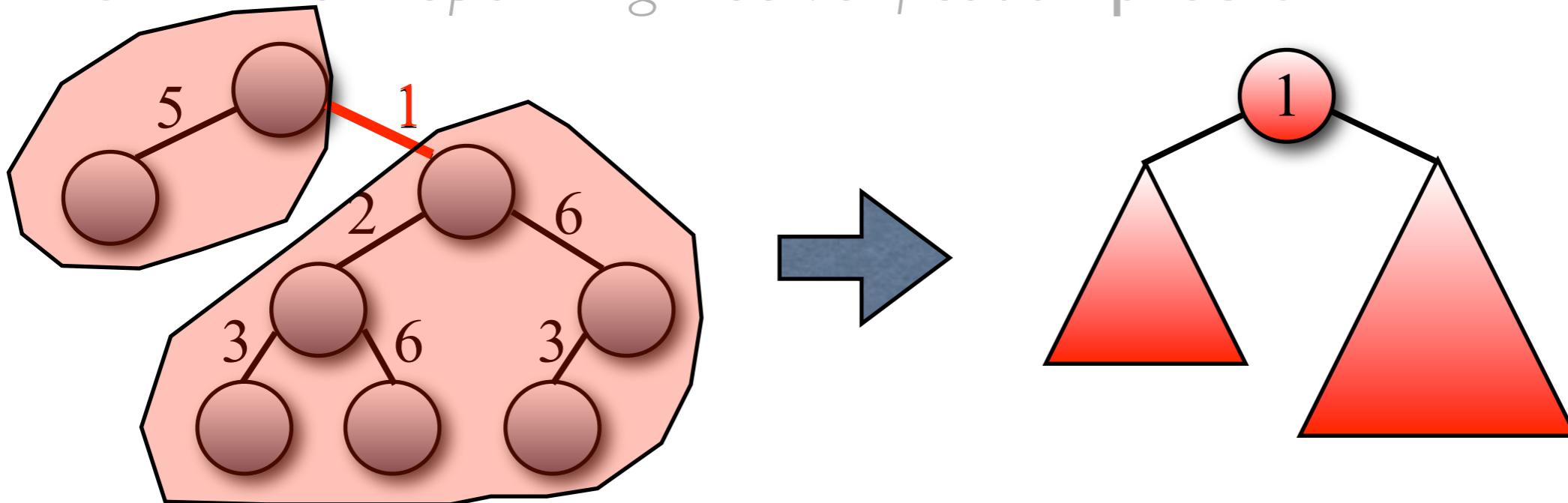
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



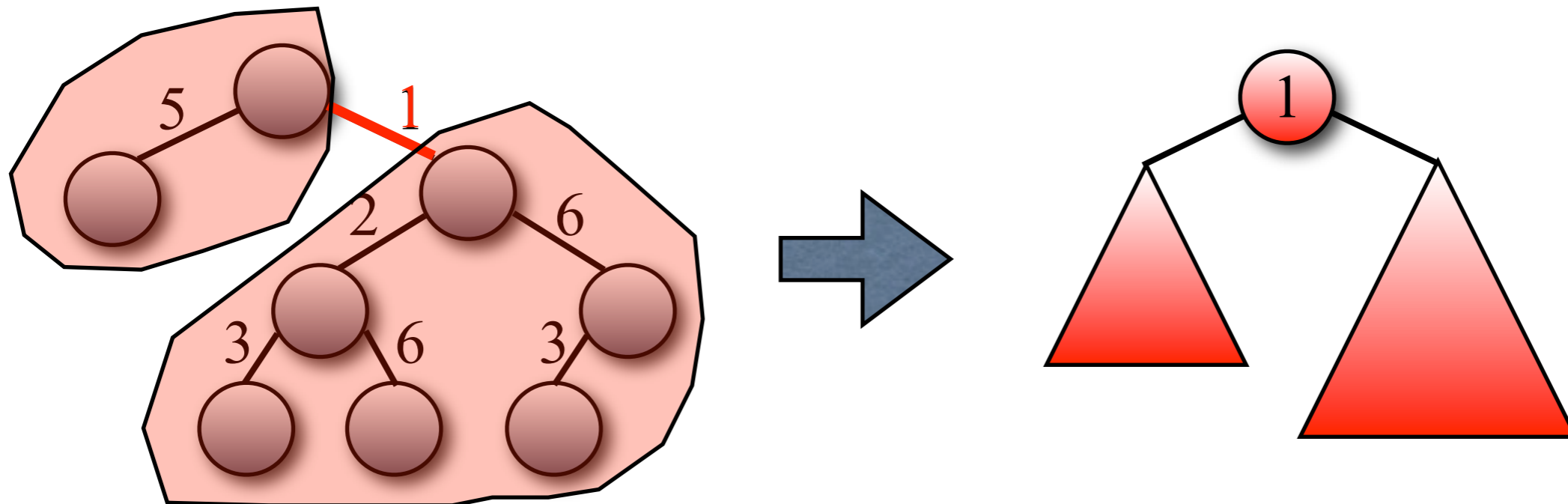
# RMQ Generalization I: A Cartesian Tree of a Tree

- The *Bottleneck Edge Query* problem (RMQ on graphs\trees):
  - preprocess an edge-weighted graph
  - query asks for max flow that can be routed between  $u,v$  along any simple path
- Undirected graphs: solve problem on the Maximum Spanning Tree [Hu 1961]
- The *Minimum Spanning Tree Verification* problem



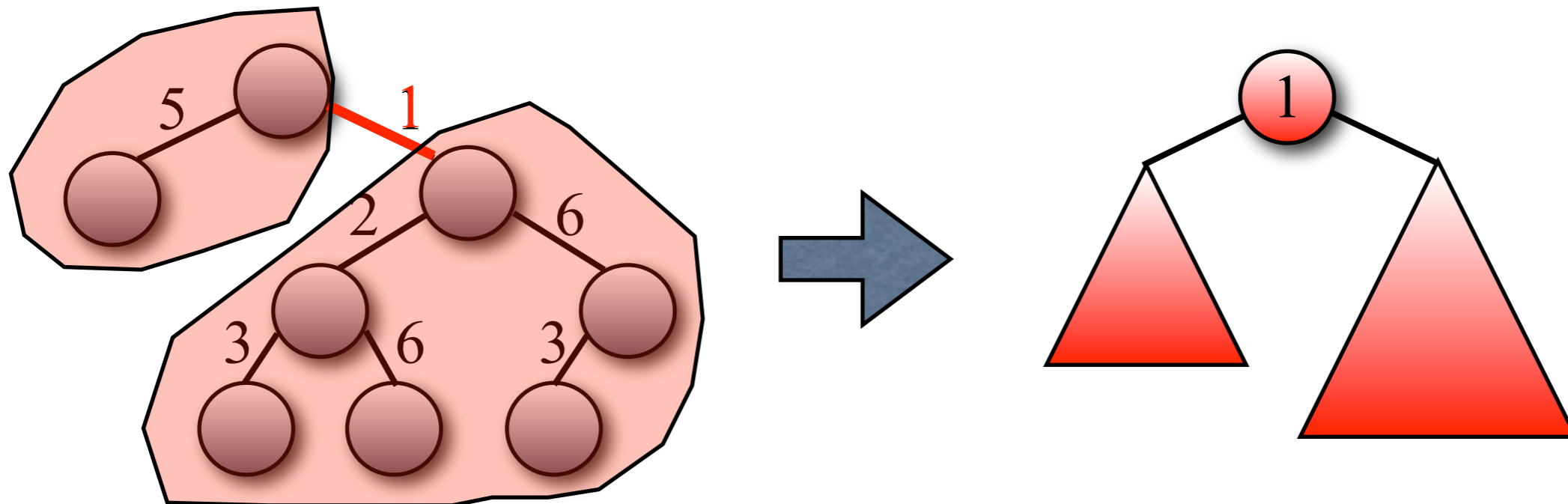
# RMQ Generalization I: A Cartesian Tree of a Tree

- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$



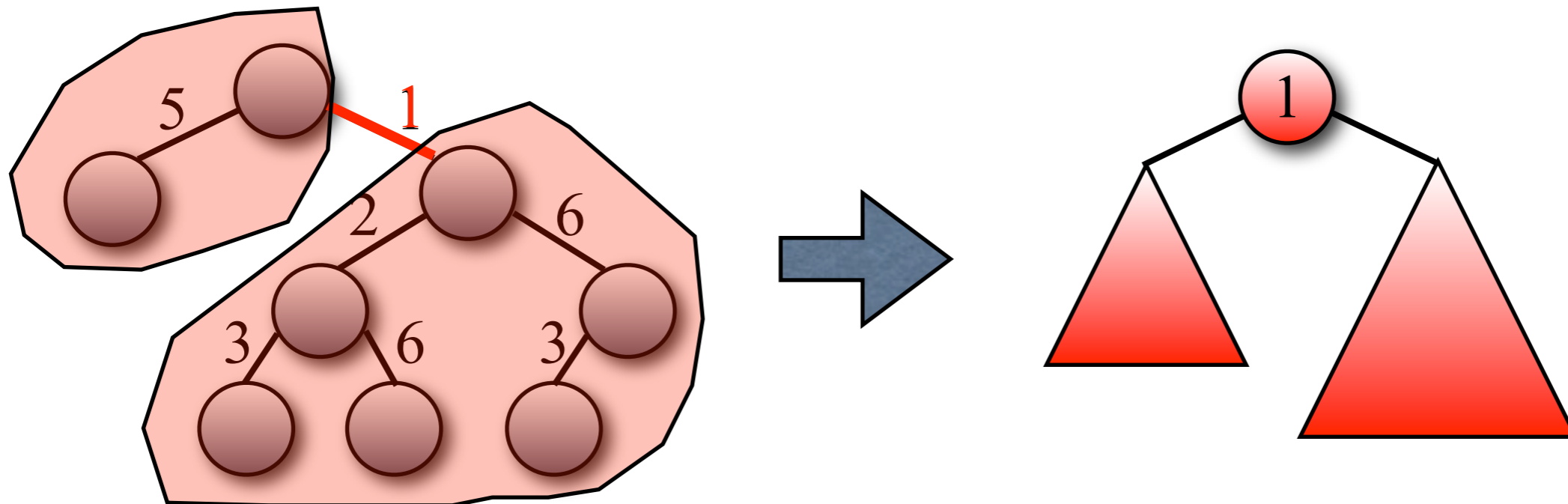
# RMQ Generalization I: A Cartesian Tree of a Tree

- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$
- Tight lower bound



# RMQ Generalization I: Compared to AlonSchieber

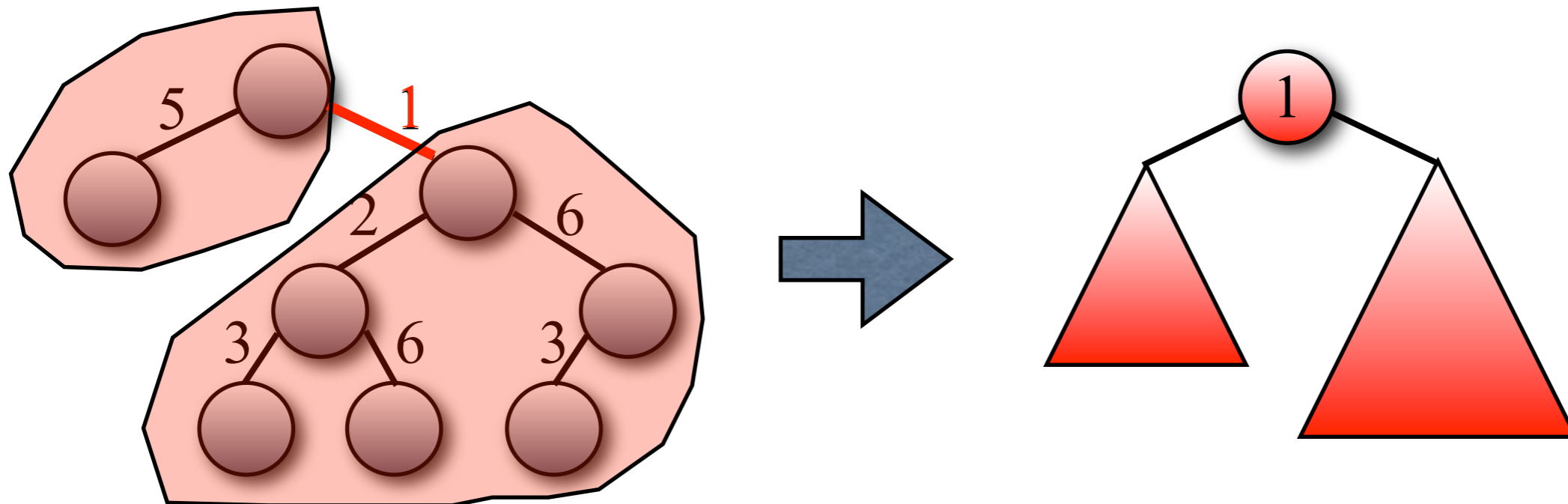
- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$
- Tight lower bound





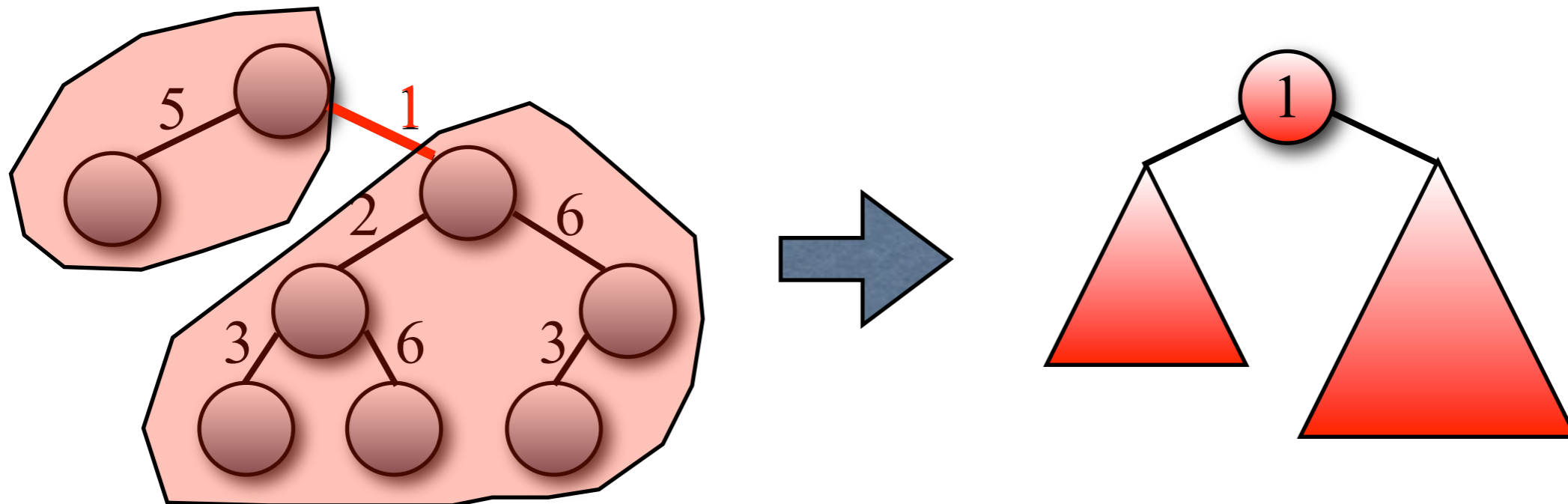
# RMQ Generalization I: Compared to AlonSchieber

- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$
- Tight lower bound
- Linear-time if edge-weights are sorted or integers



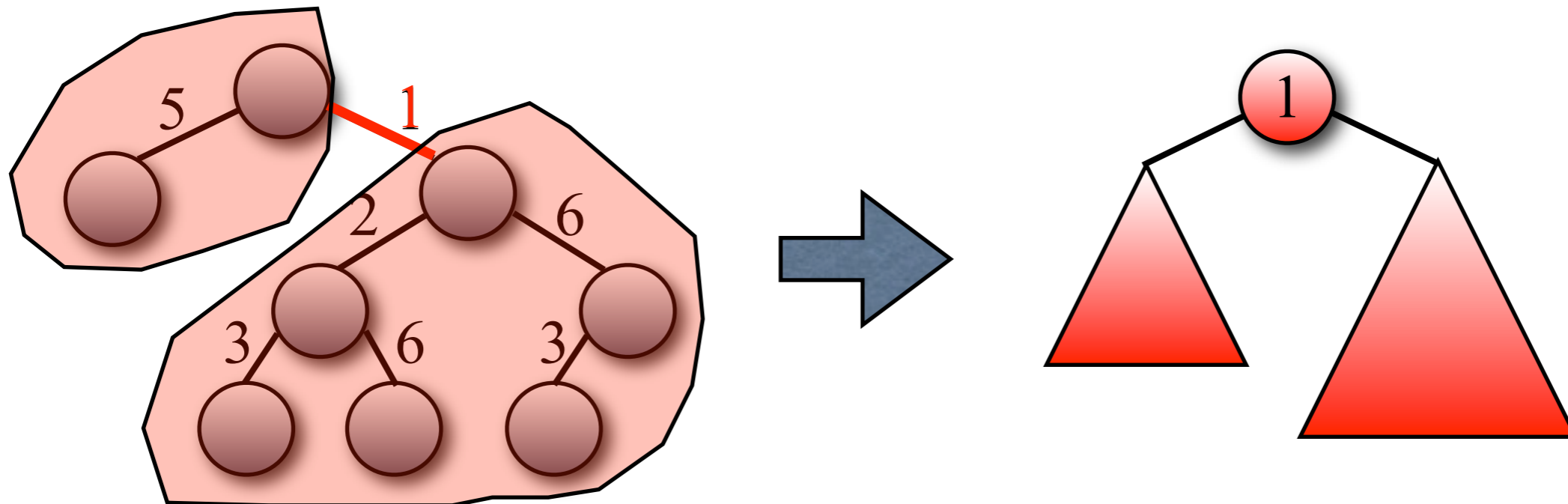
# RMQ Generalization I: Compared to AlonSchieber

- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$
- Tight lower bound
- Linear-time if edge-weights are sorted or integers
- Otherwise we get linear-space,  $O(n \log^{[k]} n)$  prep.  $O(k)$  query



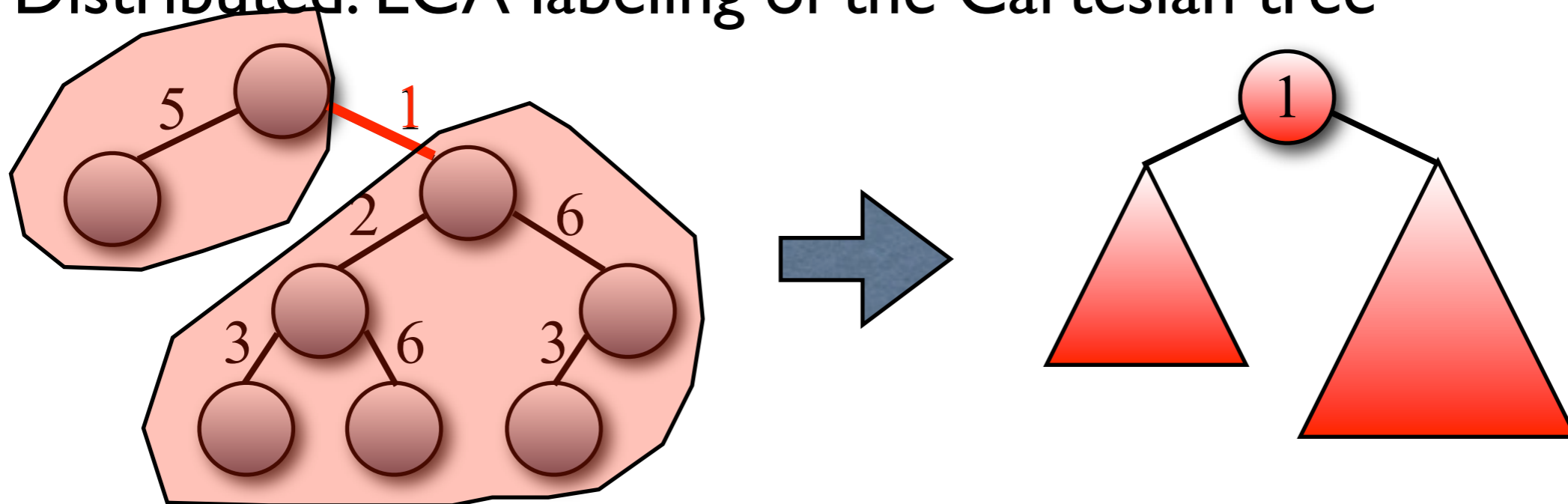
# RMQ Generalization I: Compared to AlonSchieber

- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$
- Tight lower bound
- Linear-time if edge-weights are sorted or integers
- Otherwise we get linear-space,  $O(n \log^{[k]} n)$  prep.  $O(k)$  query
- Maintain dynamic Cartesian tree and LCA info



# RMQ Generalization I: Compared to AlonSchieber

- Construct Cartesian tree of an input tree in  $O(n + \text{sort}(\text{edges}))$
- Tight lower bound
- Linear-time if edge-weights are sorted or integers
- Otherwise we get linear-space,  $O(n \log^{[k]} n)$  prep.  $O(k)$  query
- Maintain dynamic Cartesian tree and LCA info
- Distributed: LCA labeling of the Cartesian tree



# RMQ Generalization II: 2D Cartesian Tree

[Demaine, Landau and W. 2009]

# RMQ Generalization II: 2D Cartesian Tree

- The *2D-RMQ* problem:

# RMQ Generalization II: 2D Cartesian Tree

- The *2D-RMQ* problem:

2	0	4	3	1	9	3	3
7	3	4	3	5	0	7	6
2	0	3	8	5	6	4	4
4	7	4	3	5	8	8	6
2	8	1	8	5	1	7	6
2	0	4	3	5	5	7	6

# RMQ Generalization II: 2D Cartesian Tree

- The *2D-RMQ* problem:

2	0	4	3	1	9	3	3
7	3	4	3	5	0	7	6
2	0	3	8	5	6	4	4
4	7	4	3	5	8	8	6
2	8	1	8	5	1	7	6
2	0	4	3	5	5	7	6



# RMQ Generalization II: 2D Cartesian Tree

- The *2D-RMQ* problem:

2	0	4	3	1	9	3	3
7	3	4	3	5	0	7	6
2	0	3	8	5	6	4	4
4	7	4	3	5	8	8	6
2	8	1	8	5	1	7	6
2	0	4	3	5	5	7	6

- $O(n^2 \log n)$  prep.  $O(\log n)$  query [Gabow, Bentley, Tarjan 1984]
- $O(n^2 \alpha_k(n)^2)$  prep.  $O(k)$  query [Chazelle, Rosenberg 1989]
- $O(n^2 \log^{[k]} n)$  prep,  $O(n^2)$  space,  $O(k)$  query [Amir, Fischer, Lewenstein 2007]

# RMQ Generalization II: 2D Cartesian Tree

- The 2D-RMQ problem:

No 2D Cartesian tree:

# different 2D-RMQ matrices  $\approx n^2!$

2	0	4	3	1	9	3	3
7	3	4	3	5	0	7	6
2	0	3	8	5	6	4	4
4	7	4	3	5	8	8	6
2	8	1	8	5	1	7	6
2	0	4	3	5	5	7	6

- $O(n^2 \log n)$  prep.  $O(\log n)$  query [Gabow, Bentley, Tarjan 1984]
- $O(n^2 \alpha_k(n)^2)$  prep.  $O(k)$  query [Chazelle, Rosenberg 1989]
- $O(n^2 \log^{[k]} n)$  prep,  $O(n^2)$  space,  $O(k)$  query [Amir, Fischer, Lewenstein 2007]

# RMQ Generalization II: 2D Cartesian Tree

- The 2D-RMQ problem:

No 2D Cartesian tree:

# different 2D-RMQ matrices  $\approx n^2!$

2	0	4	3	1	9	3	3
7	3	4	3	5	0	7	6
2	0	3	8	5	6	4	4
4	7	4	3	5	8	8	6
2	8	1	8	5	1	7	6
2	0	4	3	5	5	7	6

- $O(n^2 \log n)$  prep.  $O(\log n)$  query [Gabow, Bentley, Tarjan 1984]
- $O(n^2 \alpha_k(n)^2)$  prep.  $O(k)$  query [Chazelle, Rosenberg 1989]
- $O(n^2 \log^{[k]} n)$  prep,  $O(n^2)$  space,  $O(k)$  query [Amir, Fischer, Lewenstein 2007]
- $O(n^2)$  prep.  $O(1)$  query [Yuan, Atallah 2010]

**Thank You!**