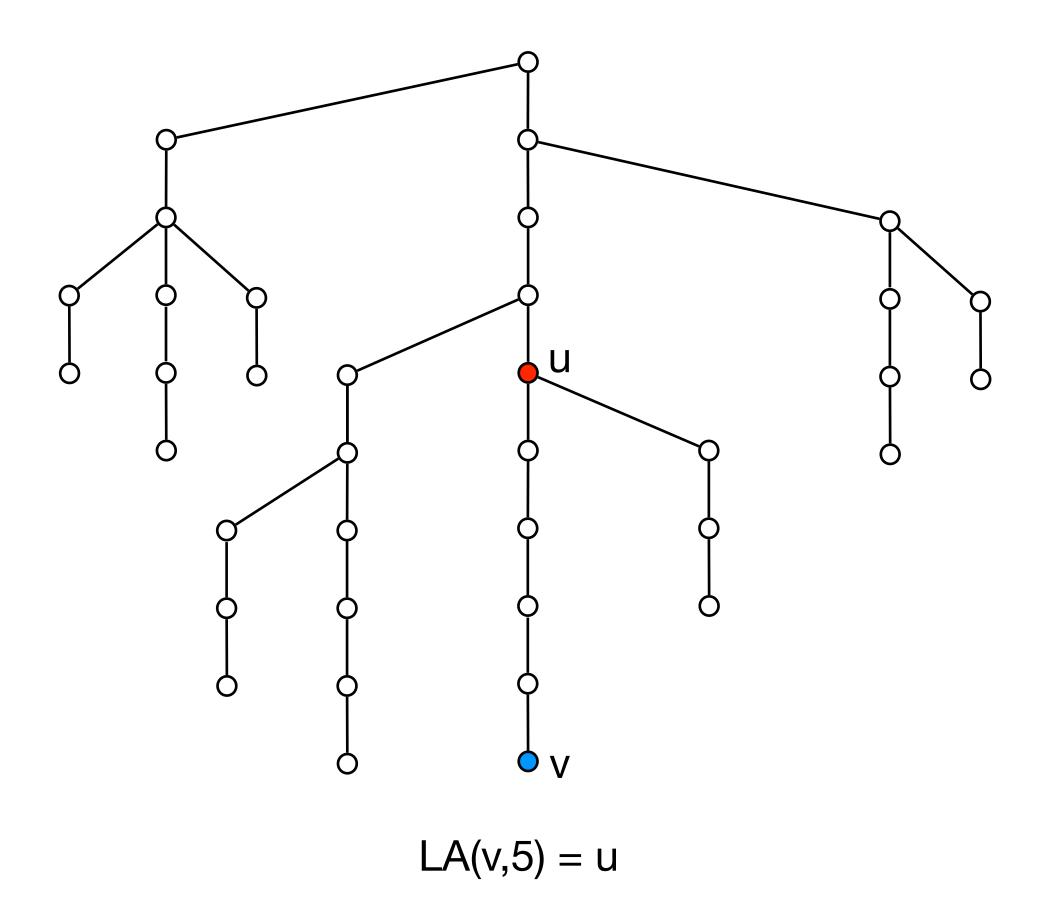
Philip Bille/Inge Li Gørtz

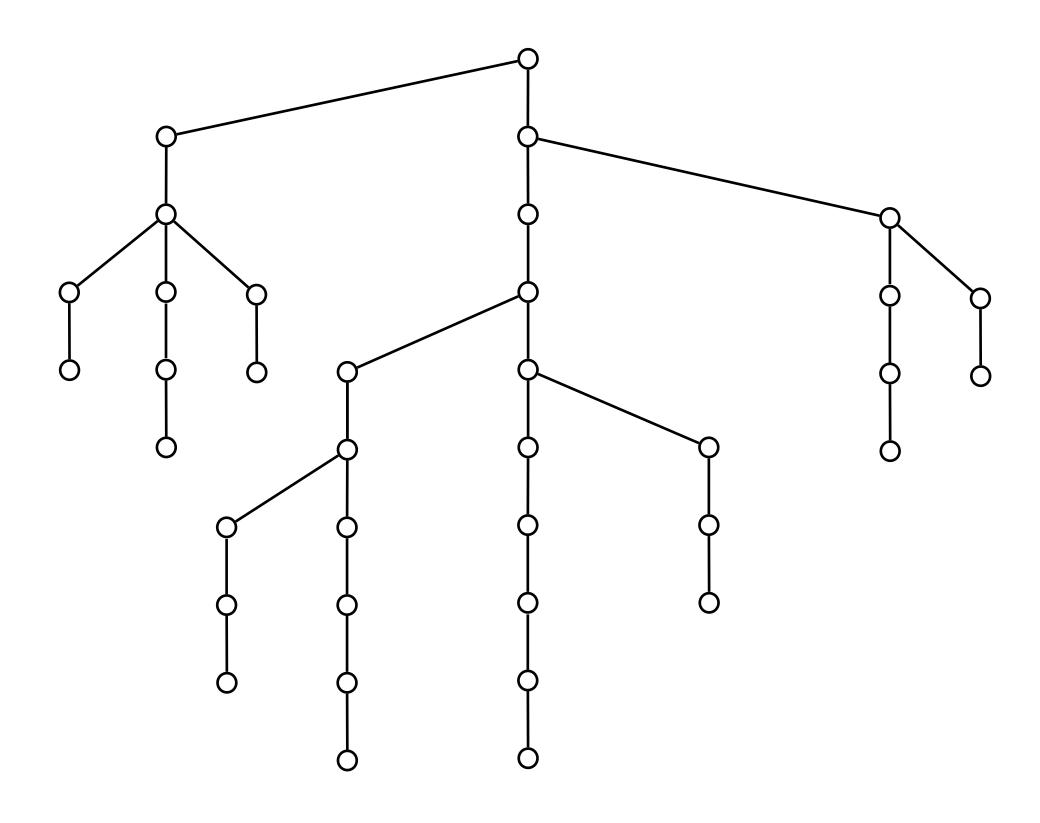
- · Level ancestor problem. Preprocess rooted tree T with n nodes to support
 - LA(v,k): return the kth ancestor of node v.



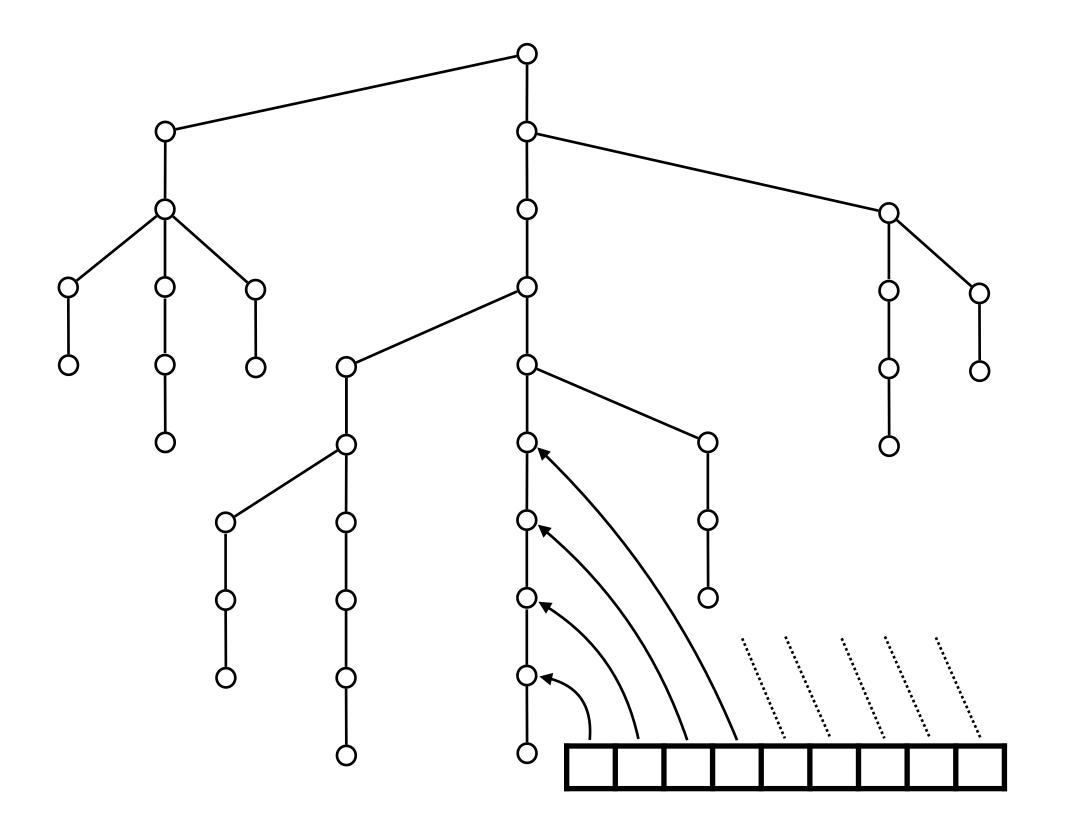
- Applications.
 - · Basic primitive for navigating trees (any hierarchical data).
 - Illustration of wealth of techniques for trees.
 - Path decompositions.
 - Tree decomposition.
 - Tree encoding and tabulation.

- Goal. Linear space and constant time.
- Solution in 7 steps (!).
 - No data structure. Very slow, litte space
 - Direct shortcuts. Very fast, lot of space.
 - •
 - Ladder decomposition + jump pointers + top-bottom decomposition. Very fast, little space.

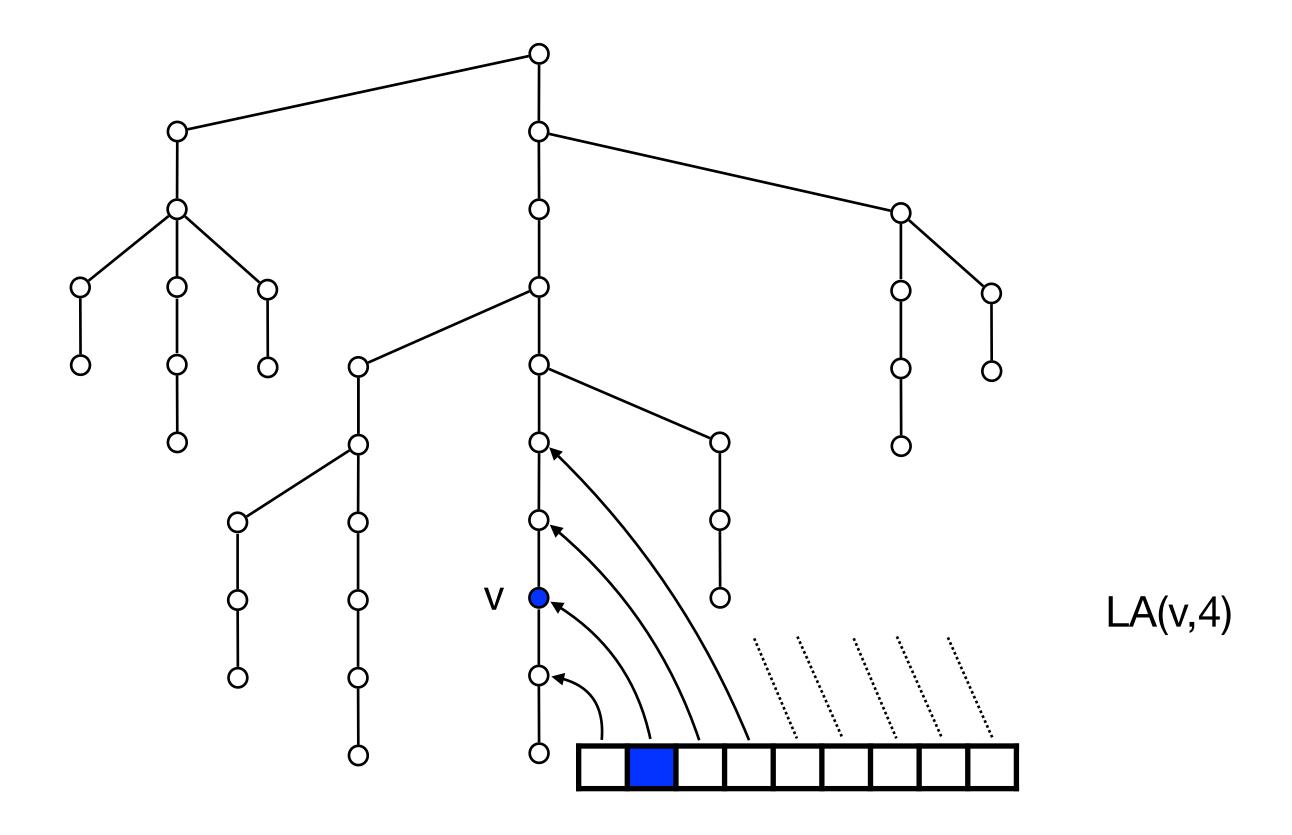
Solution 1: No Data Structure



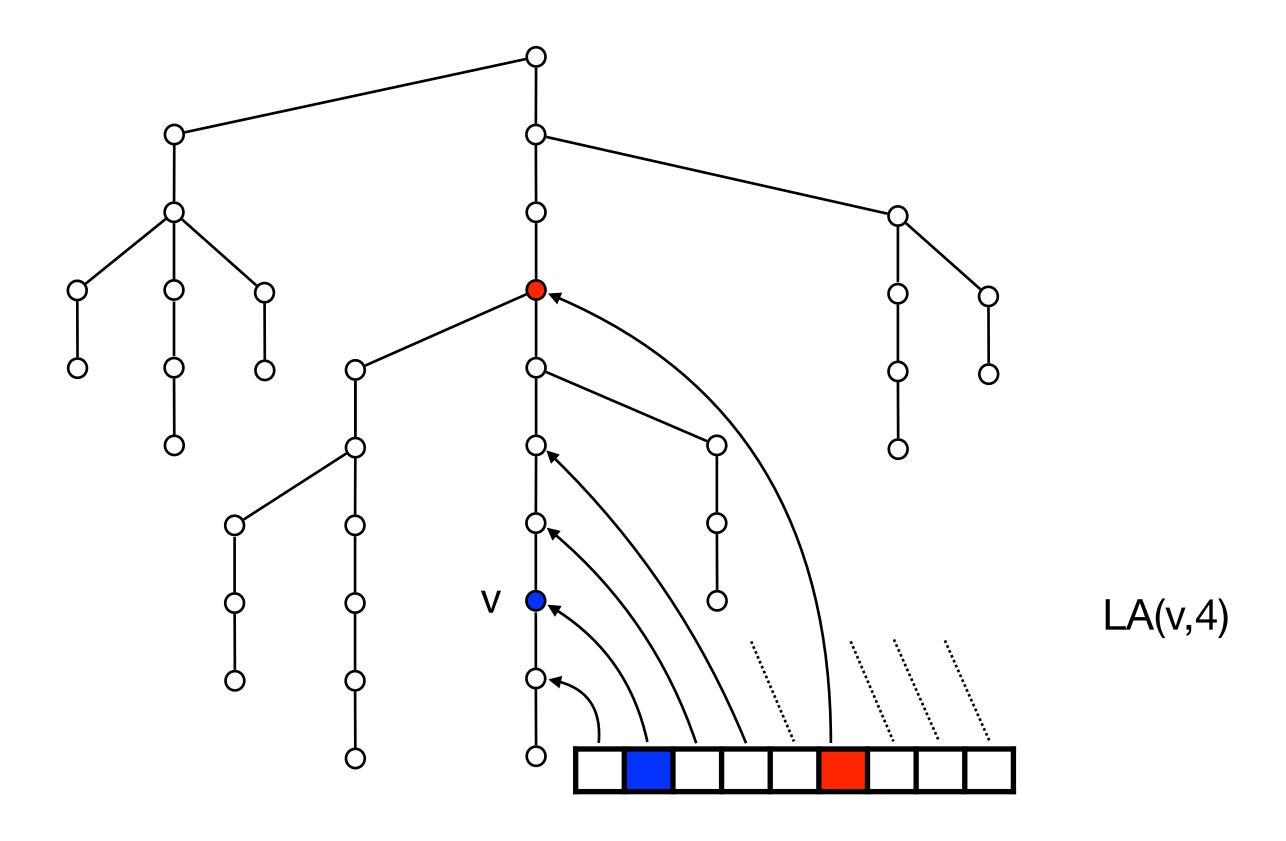
- Data structure. Store tree T (using pointers).
- LA(v,k): Walk up.
- Time. O(n)
- · Space. O(n)



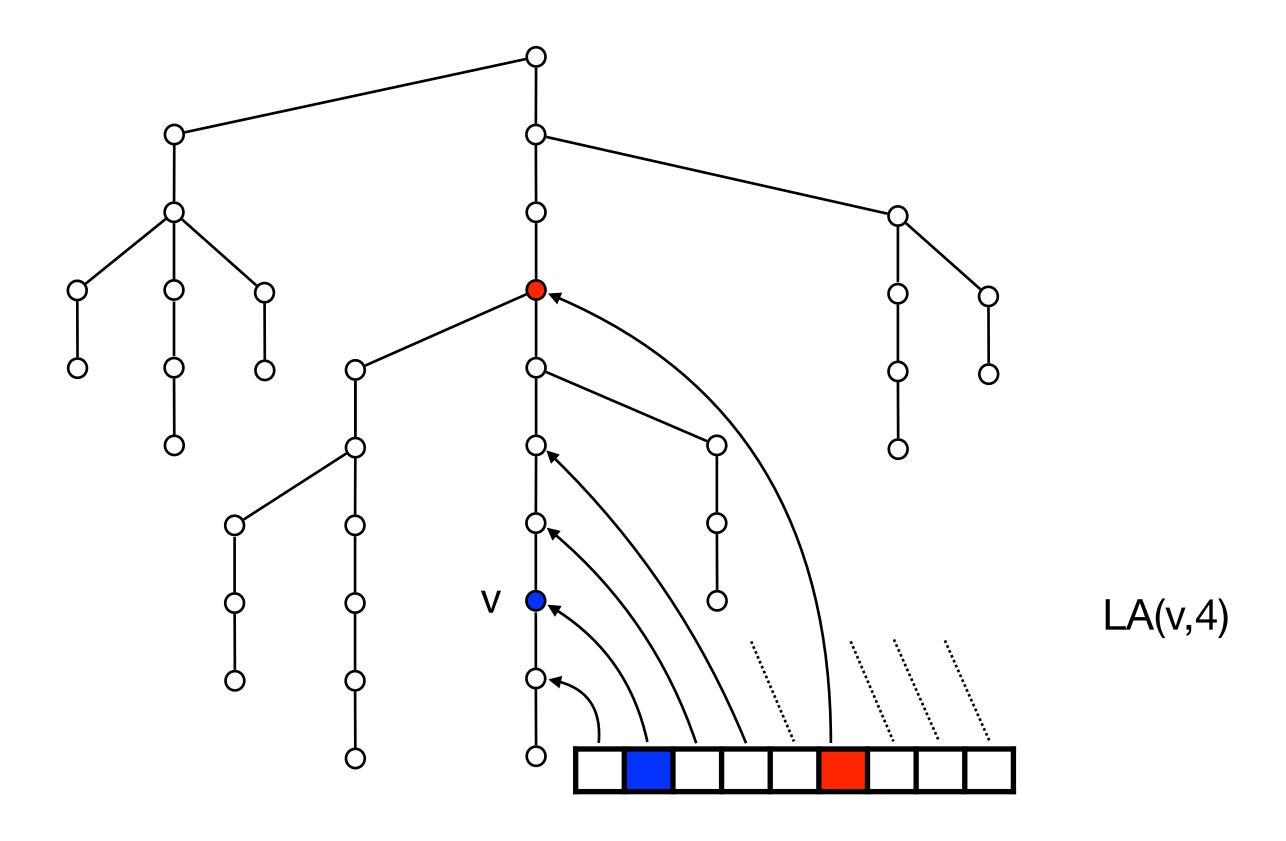
- Data structure. Store each root-to-leaf in array.
- LA(v,k): Jump up.
- Time. O(1)
- Space. O(n²)



- Data structure. Store each root-to-leaf in array.
- LA(v,k): Jump up.
- Time. O(1)
- Space. O(n²)

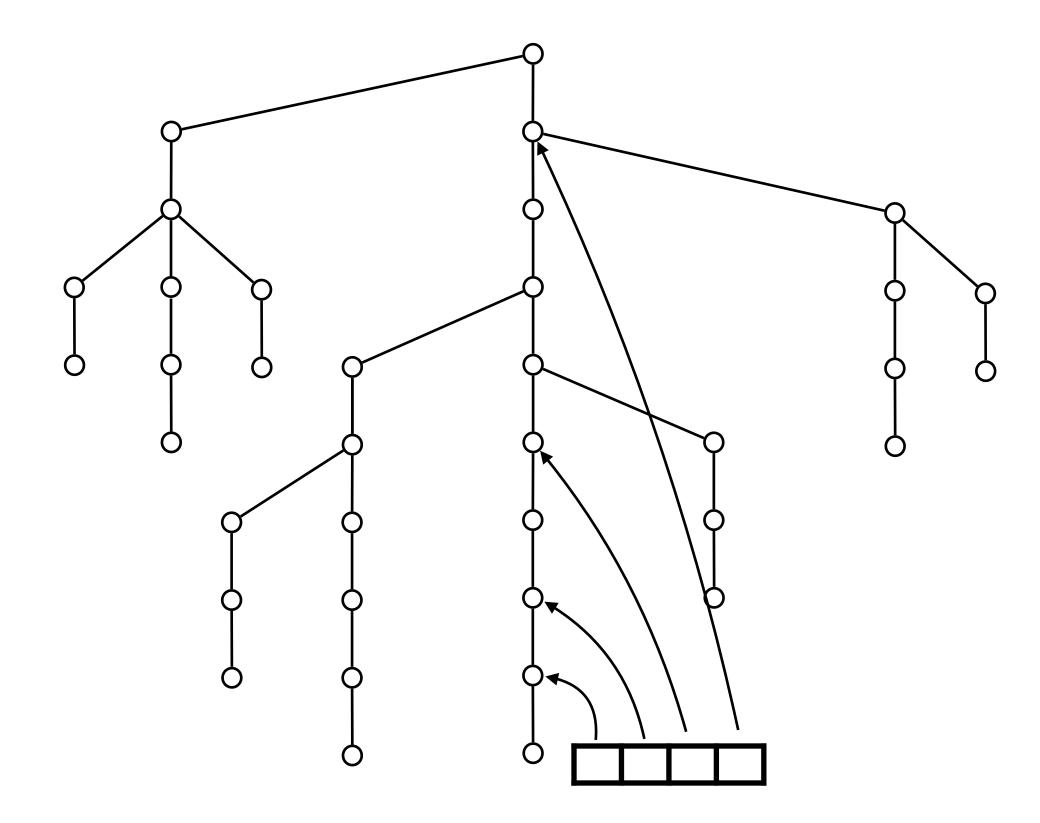


- Data structure. Store each root-to-leaf in array.
- LA(v,k): Jump up.
- Time. O(1)
- Space. O(n²)



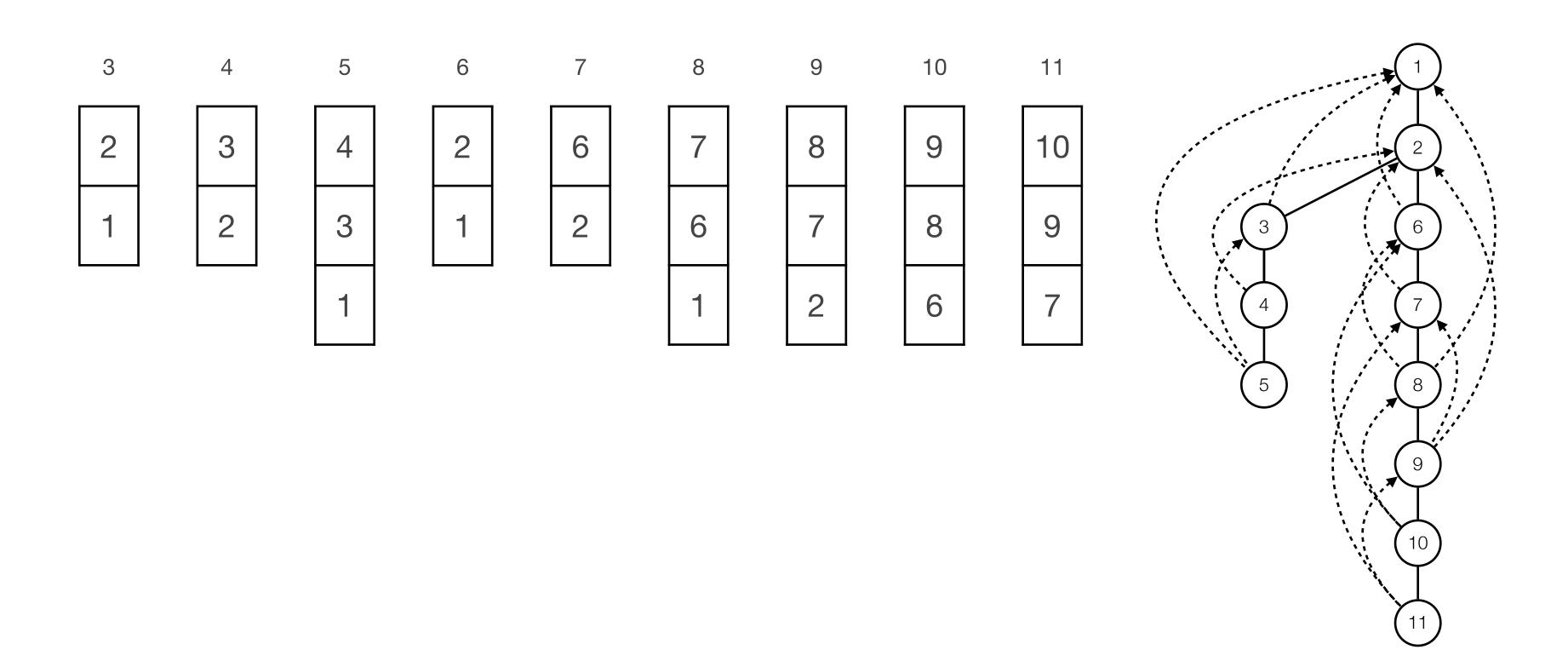
- Data structure. Store each root-to-leaf in array.
- LA(v,k): Jump up.
- Time. O(1)
- Space. O(n²)

Solution 3: Jump Pointers



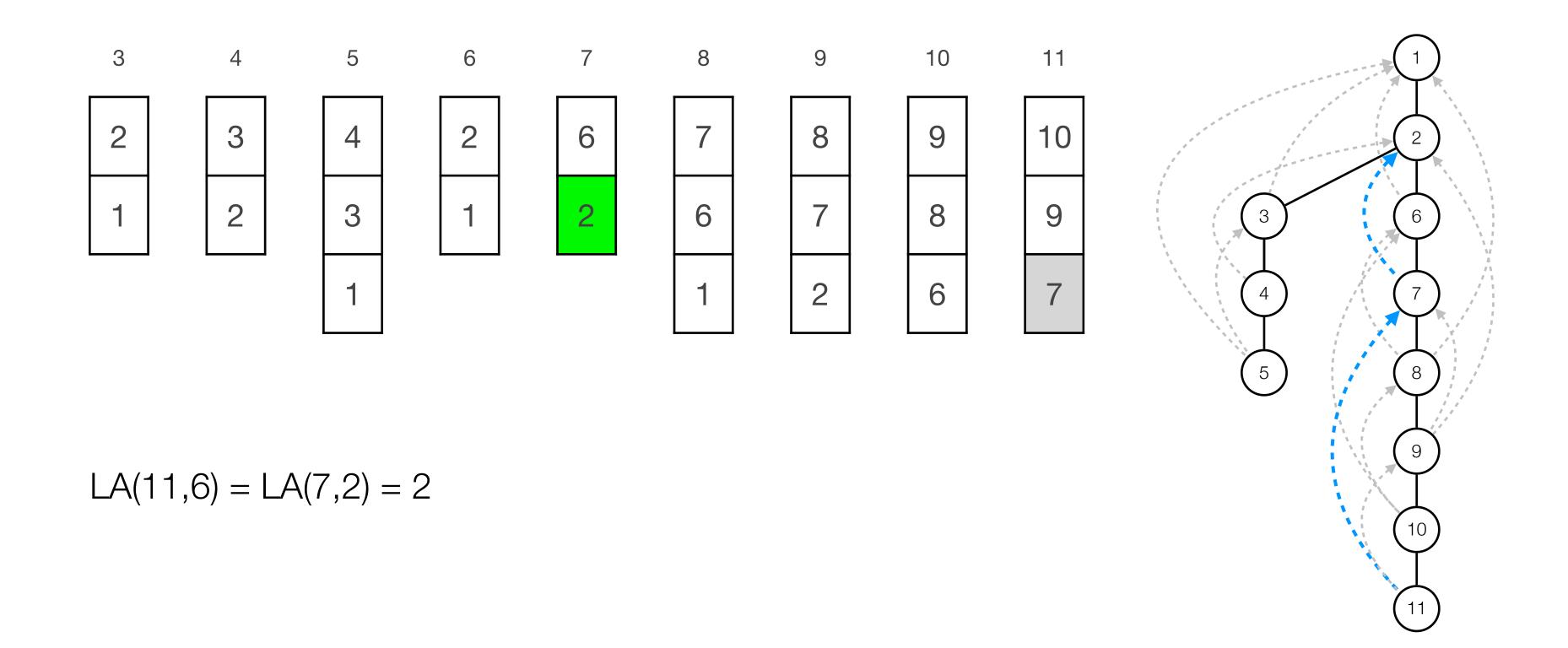
- Data structure. For each node v, store pointers to ancestors at distance 1,2,4, ...
- LA(v,k): Jump to most distant ancestor no further away than k. Repeat.
- Time. O(log n)
- Space. O(n log n)

Solution 3: Jump Pointers

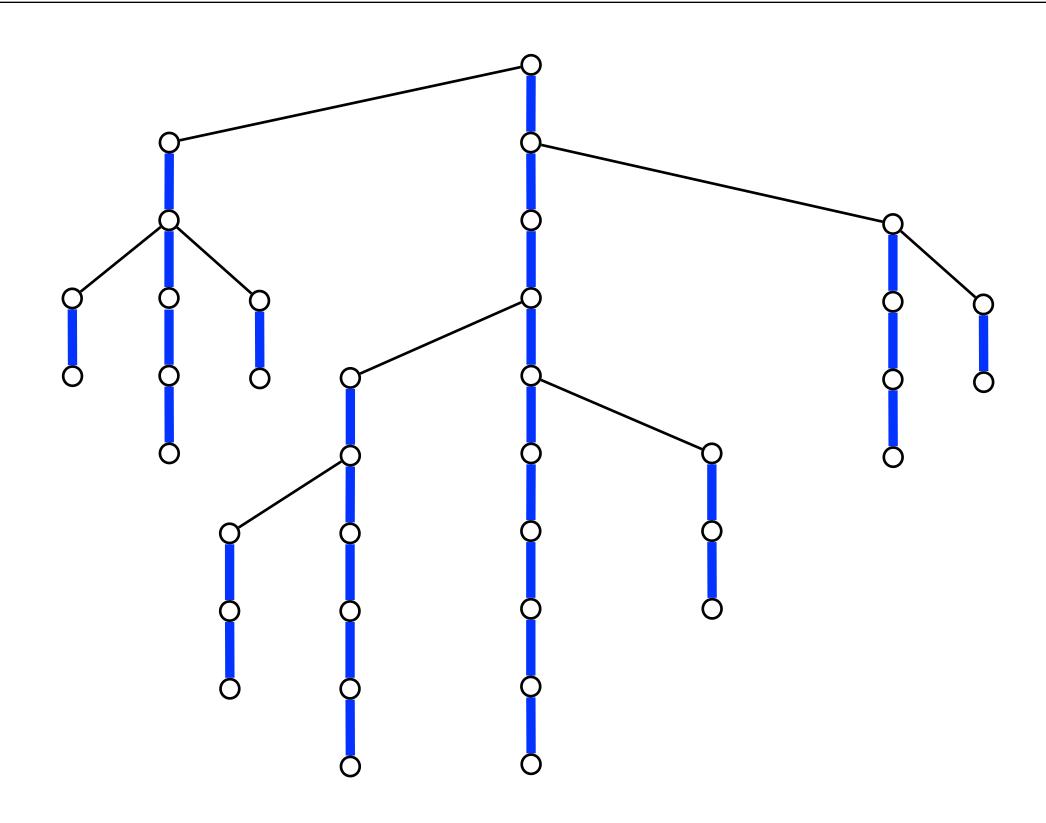


- Data structure. For each node v, store pointers to ancestors at distance 1,2,4, ...
- LA(v,k): Jump to most distant ancestor no further away than k. Repeat.
- Time. O(log n)
- Space. O(n log n)

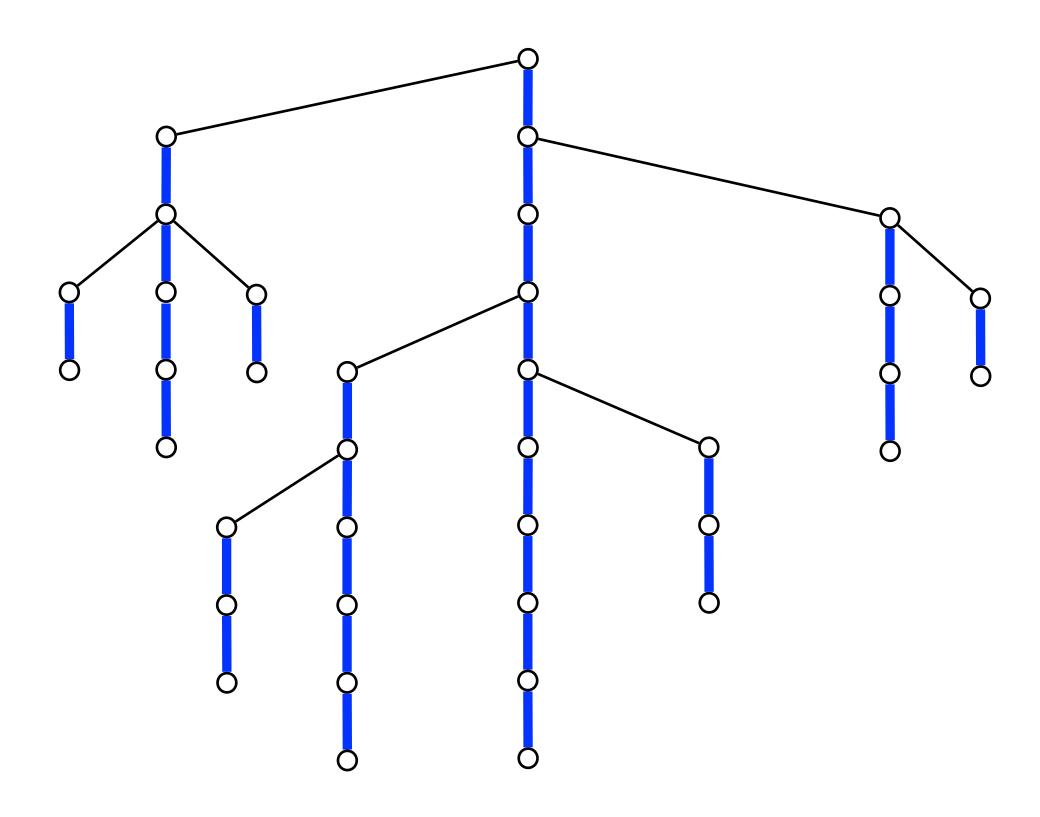
Solution 3: Jump Pointers



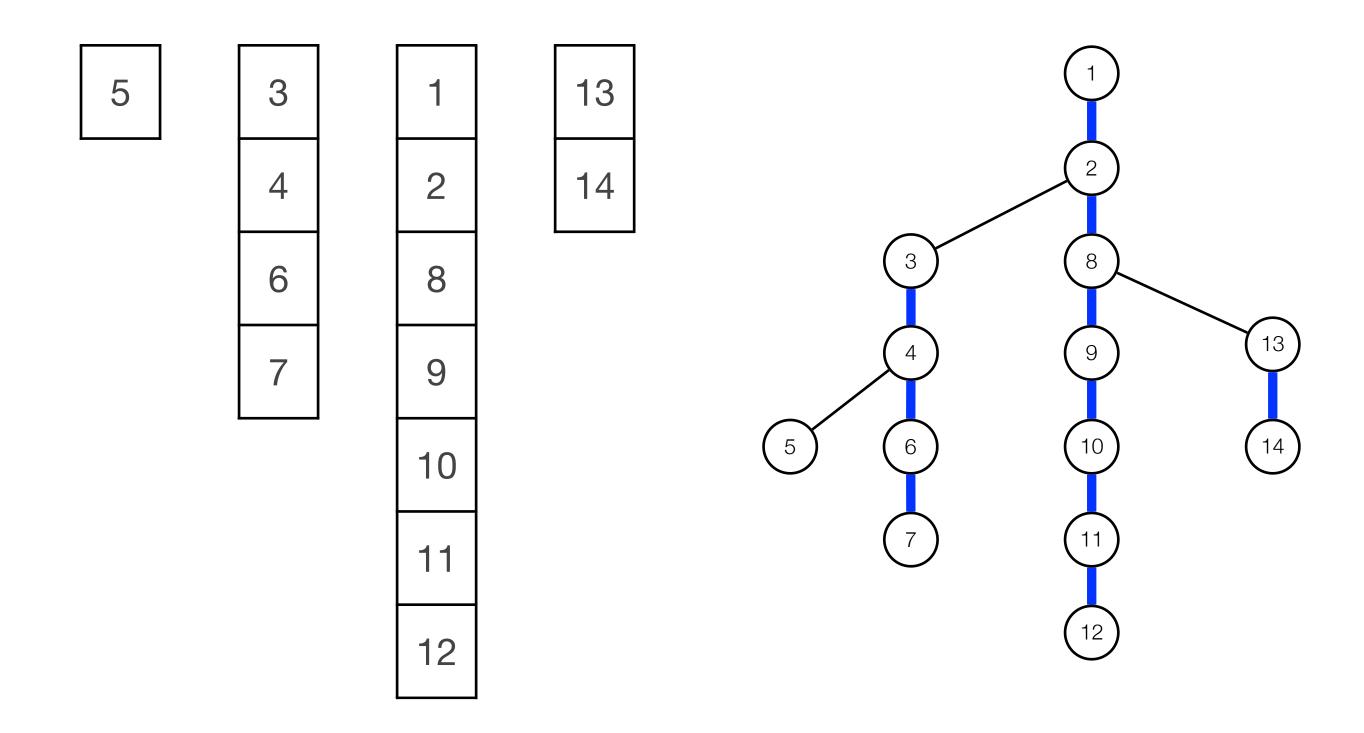
- Data structure. For each node v, store pointers to ancestors at distance 1,2,4, ...
- LA(v,k): Jump to most distant ancestor no further away than k. Repeat.
- Time. O(log n)
- Space. O(n log n)



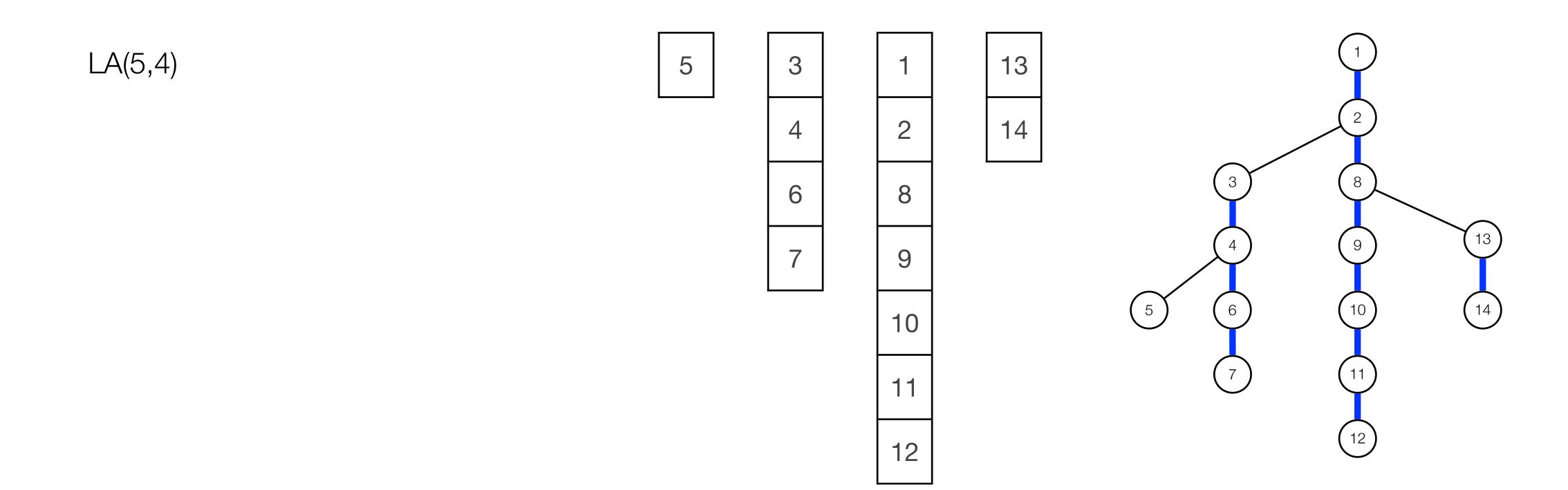
- Long path decomposition.
 - Find root-to-leaf path p of maximum length.
 - Recursively apply to subtrees hanging of p.
- Lemma. Any root-to-leaf path passes through at most O(n^{1/2}) long paths.
- Longest paths partition $T \Rightarrow$ total length (number of nodes) of all longest paths is = n



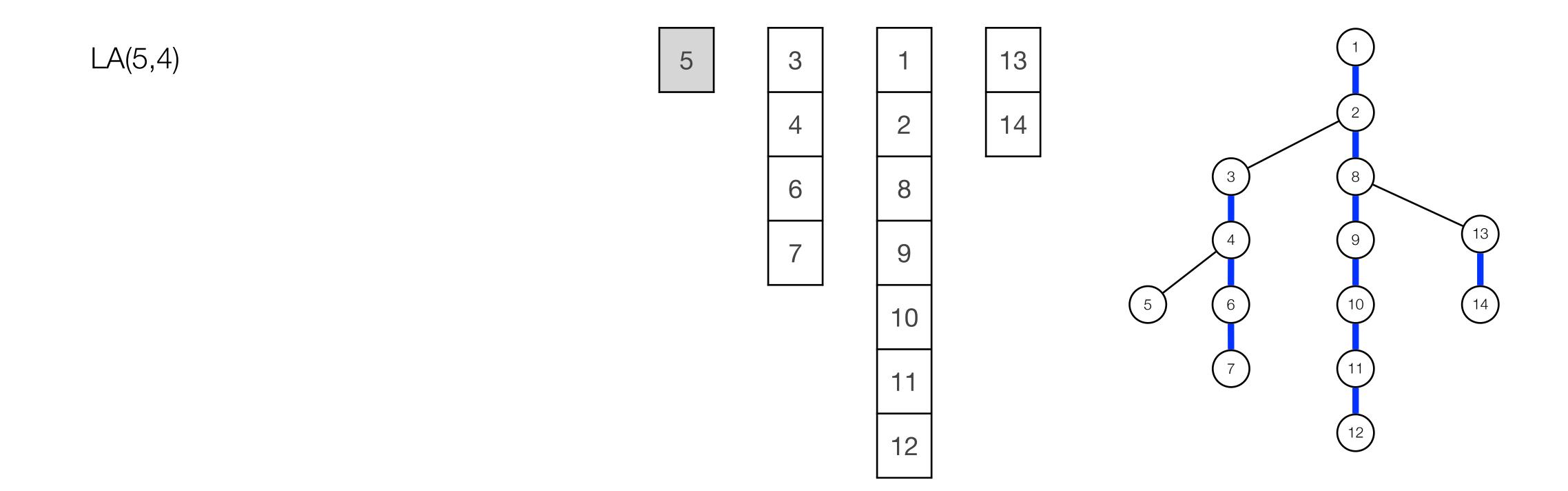
- Data structure. Store each long path in array.
- · LA(v,k): Jump to kth ancestor or root of long path. Repeat.
- Time. O(n^{1/2})
- Space. O(n)



- Data structure. Store each long path in array.
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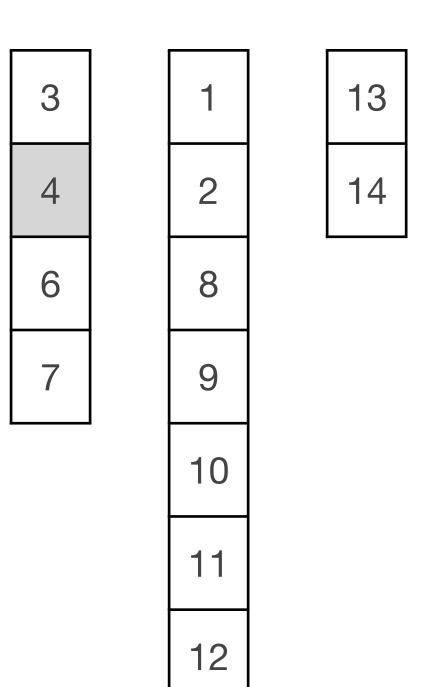
- Data structure. Store each long path in array.
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- · Space. O(n)

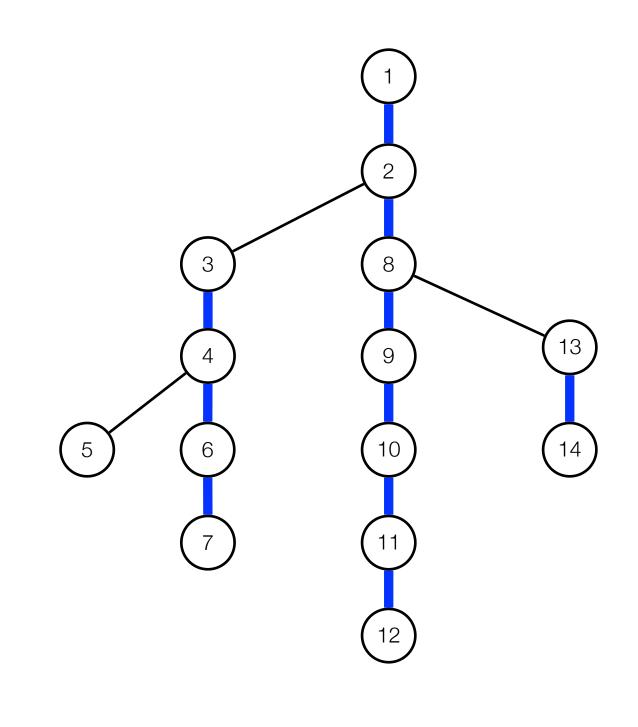


- Data structure. Store each long path in array.
- LA(v,k): Jump to kth ancestor or root of long path. Repeat.
- Time. O(n^{1/2})
- · Space. O(n)

LA(5,4) = LA(4,3)







- · Data structure. Store each long path in array.
- LA(v,k): Jump to kth ancestor or root of long path. Repeat.
- Time. O(n^{1/2})
- · Space. O(n)

LA(5,4) = LA(4,3) = LA(3,2)



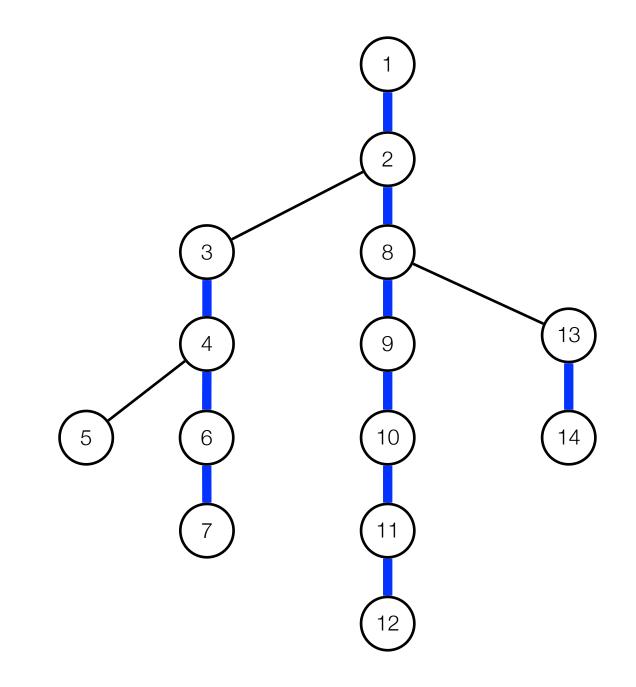






13



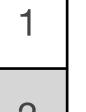


- Data structure. Store each long path in array.
- LA(v,k): Jump to kth ancestor or root of long path. Repeat.
- Time. O(n^{1/2})
- Space. O(n)

$$LA(5,4) = LA(4,3) = LA(3,2) = LA(2,1)$$



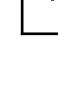






13

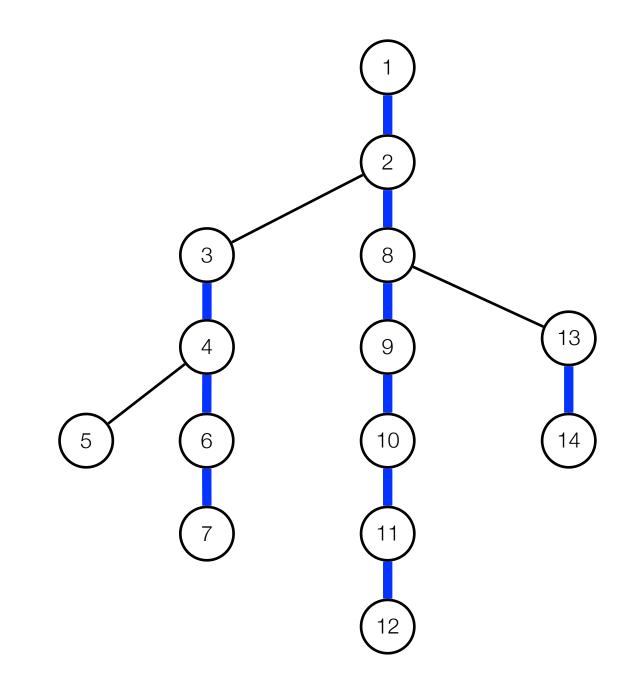








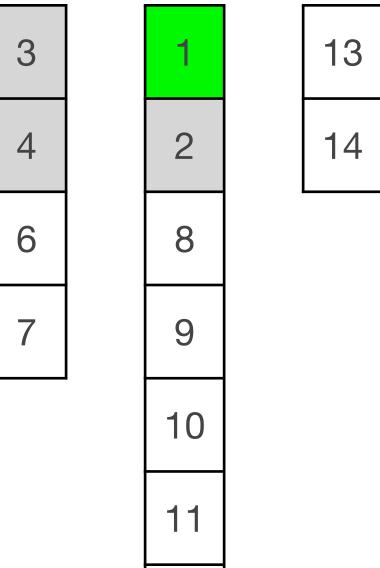


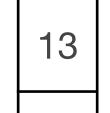


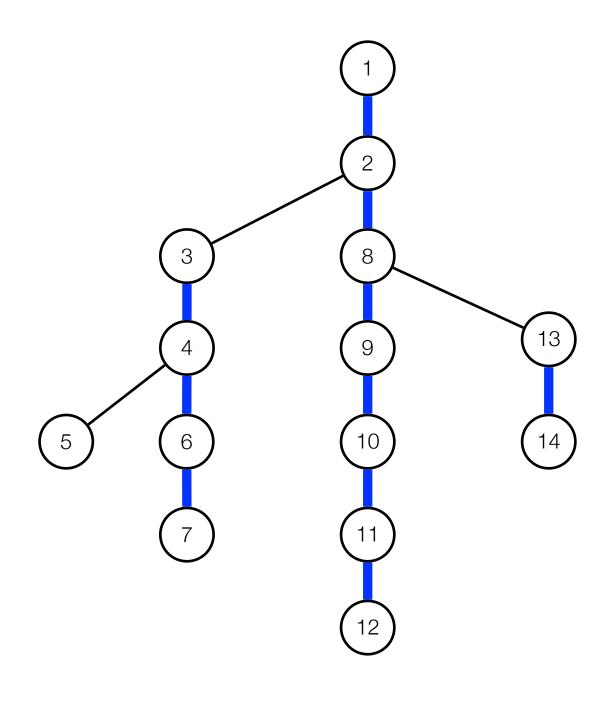
- Data structure. Store each long path in array.
- LA(v,k): Jump to kth ancestor or root of long path. Repeat.
- Time. O(n^{1/2})
- Space. O(n)

$$LA(5,4) = LA(4,4) = LA(3,3) = LA(2,1) = 1$$

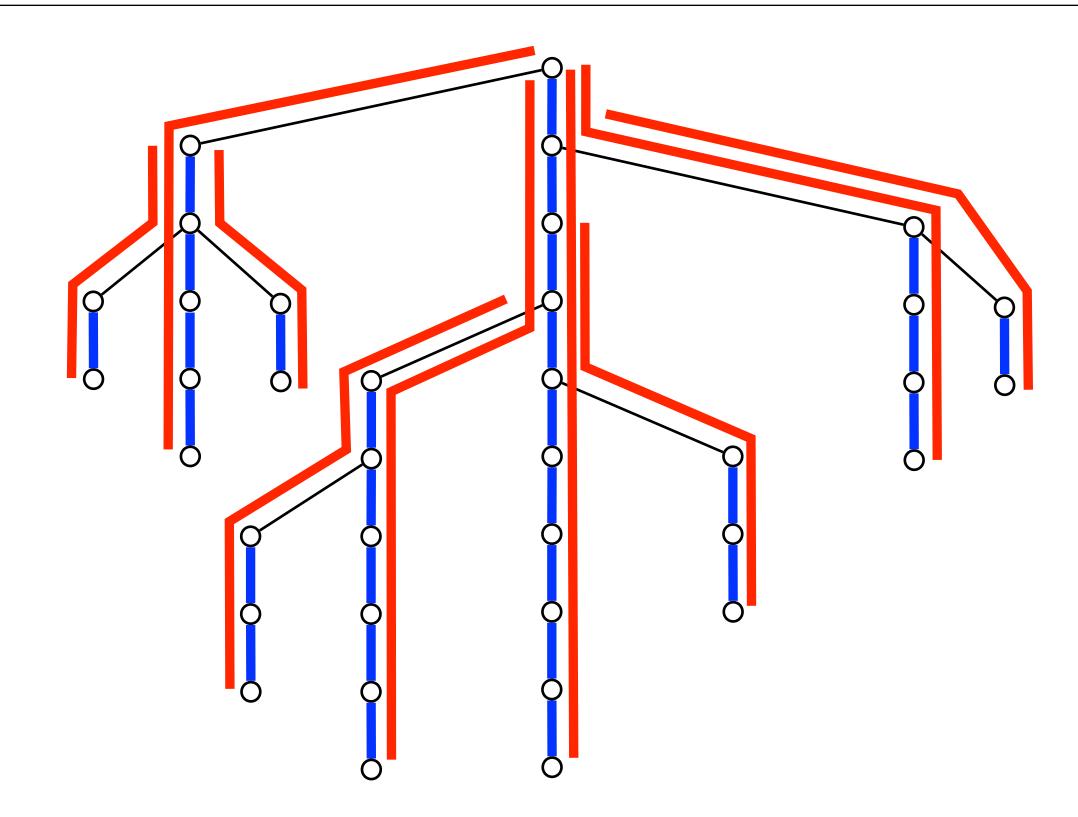




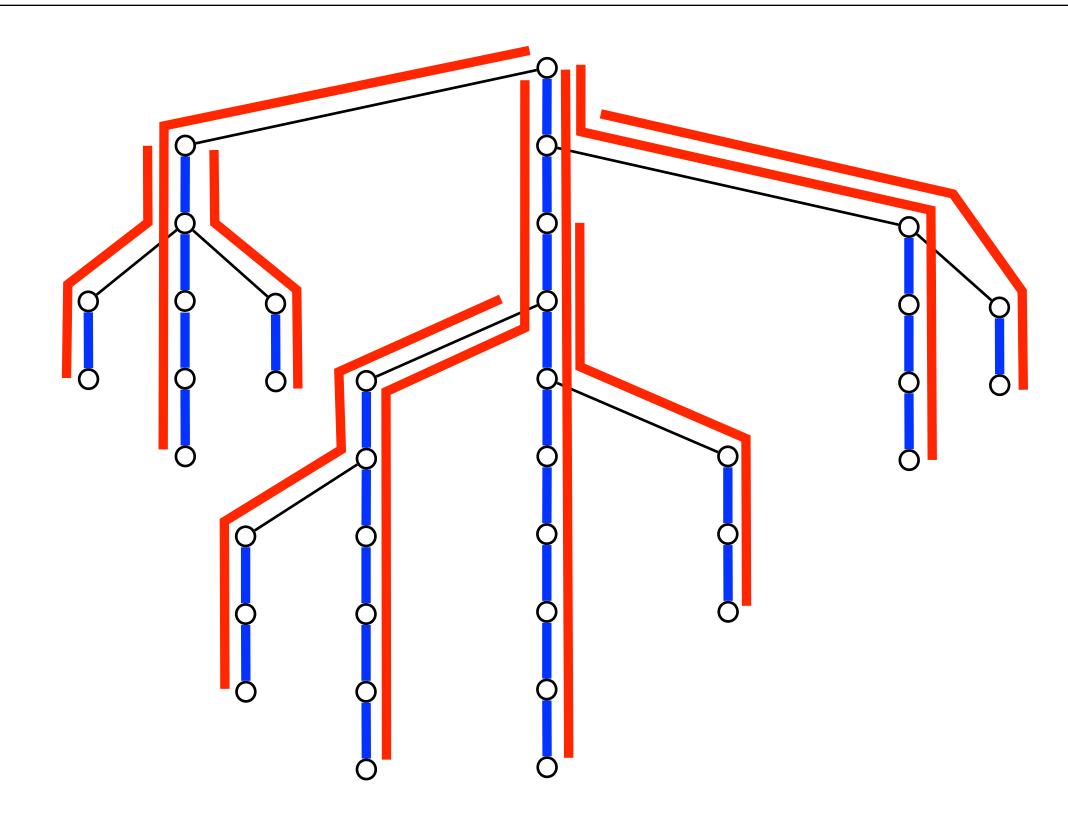




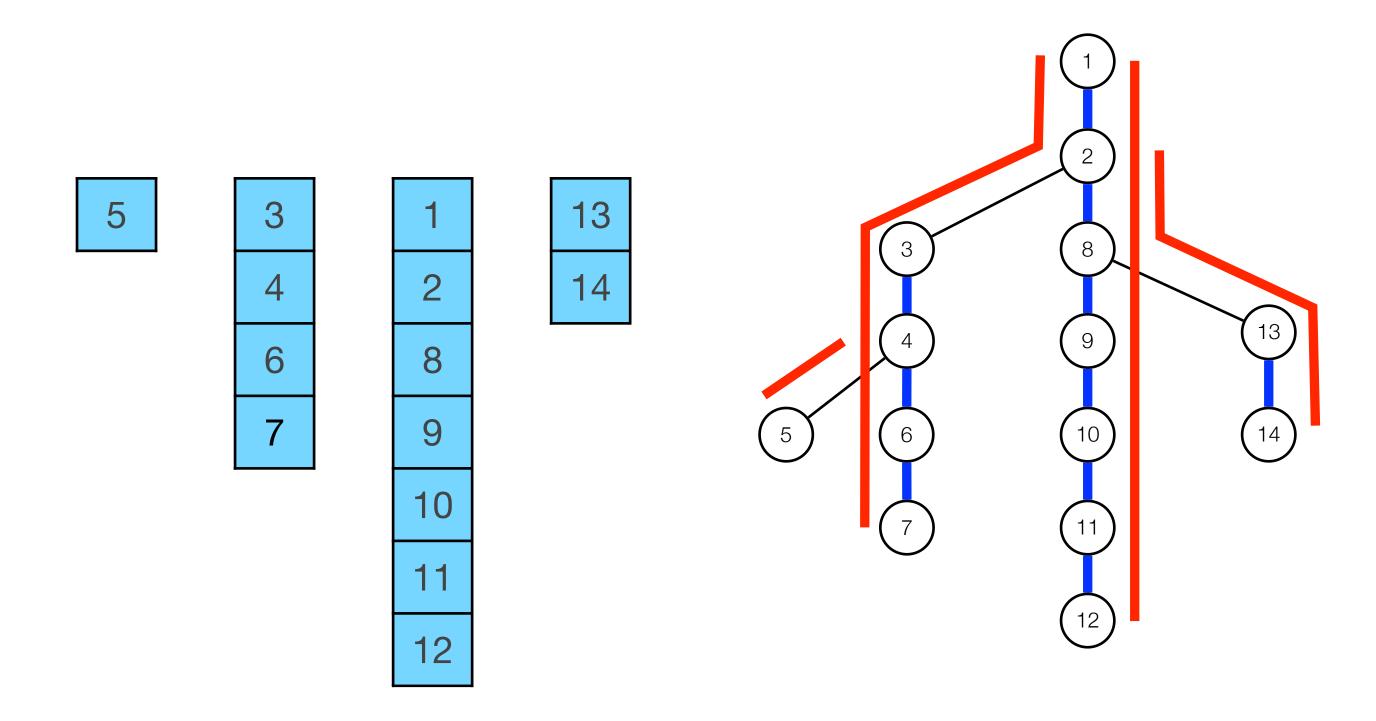
- Data structure. Store each long path in array.
- LA(v,k): Jump to kth ancestor or root of long path. Repeat.
- Time. O(n^{1/2})
- Space. O(n)



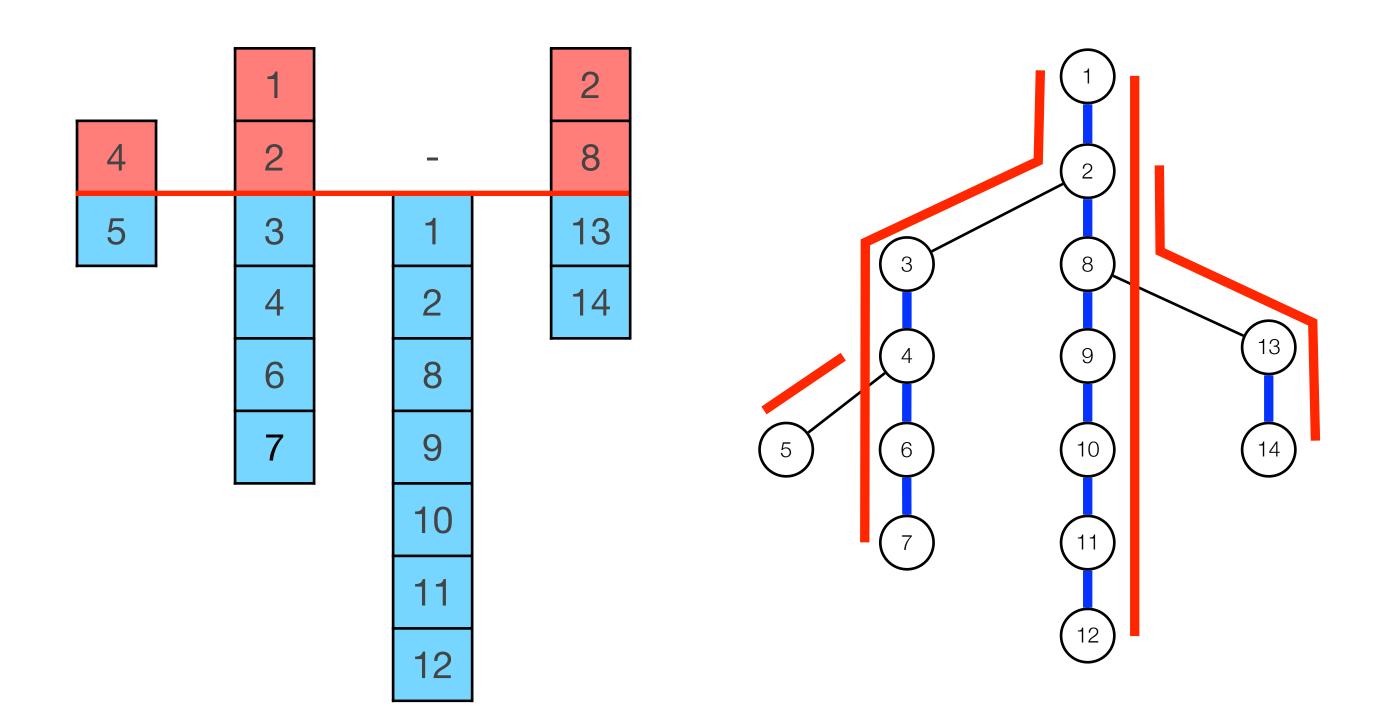
- Ladder decomposition.
 - Compute long path decomposition.
 - Double each long path.
- · Lemma. Any root-to-leaf path passes through at most O(log n) ladders.
- Total length of ladders is $\leq 2n$.



- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- · LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)

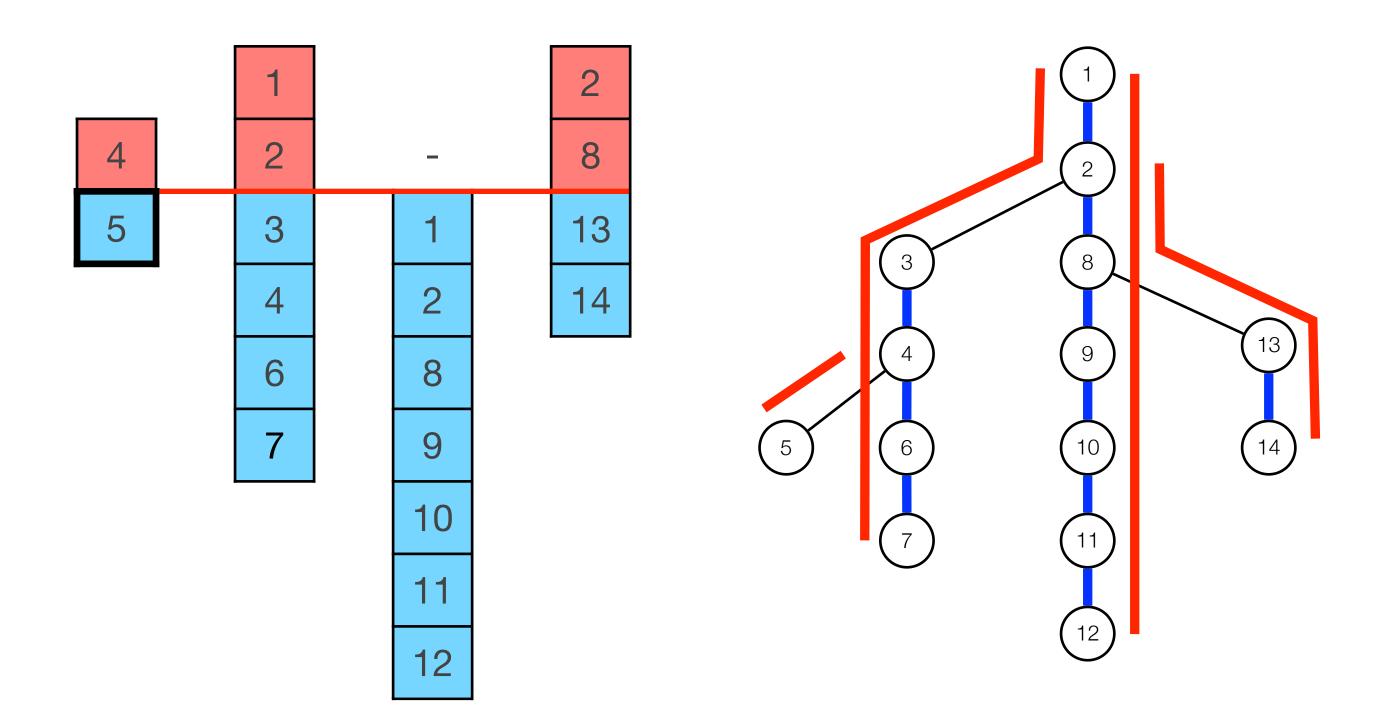


- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- · LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)



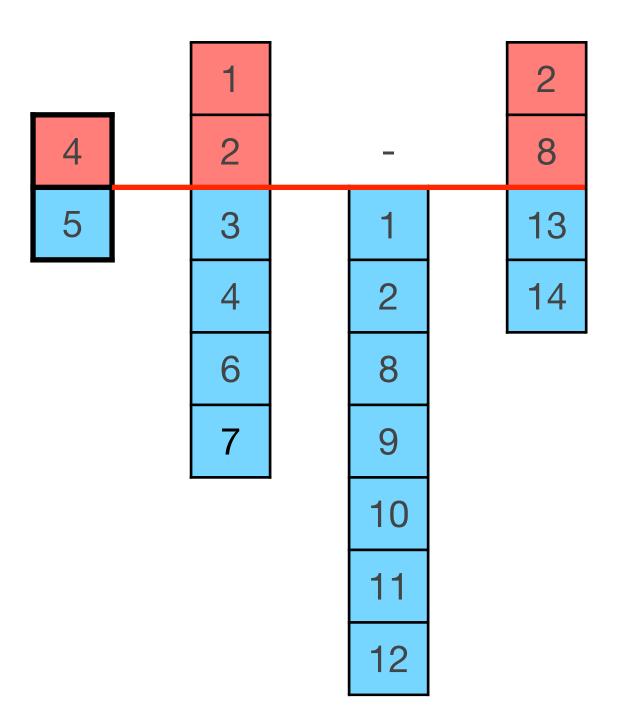
- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- · LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)

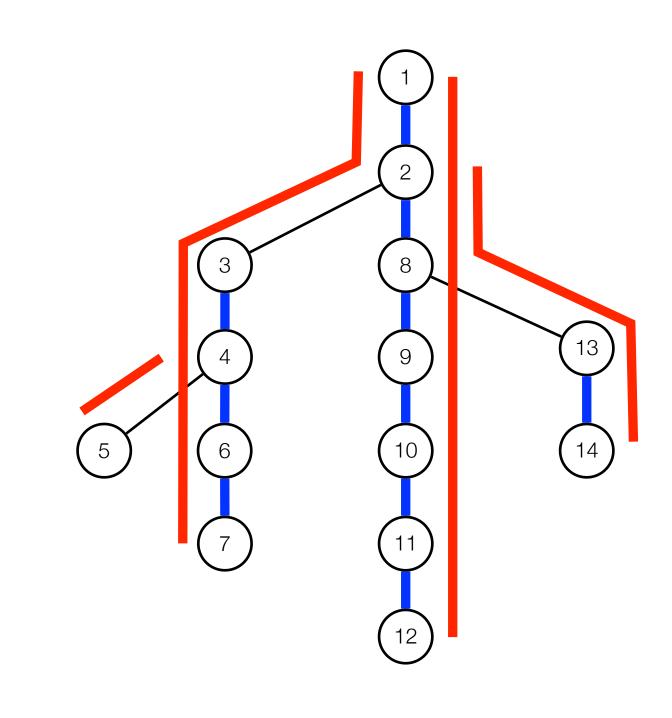
LA(5,4)



- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- · LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)

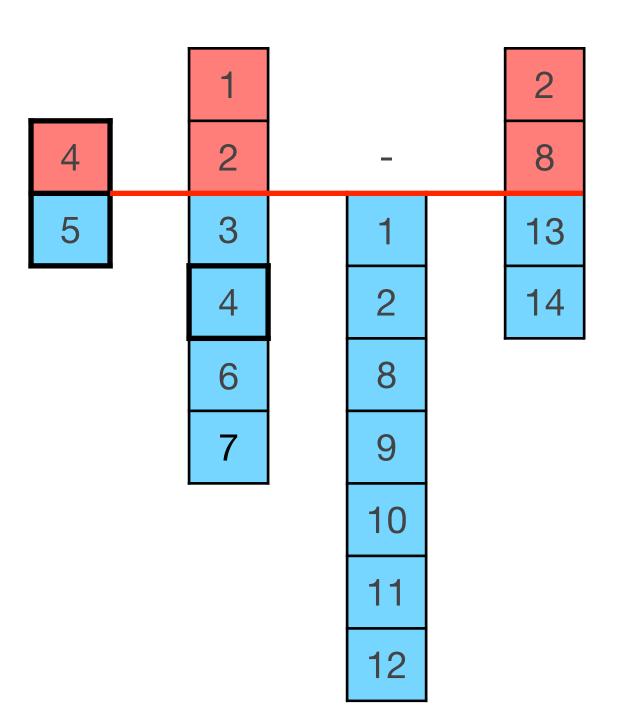
LA(5,4) = LA(4,3)

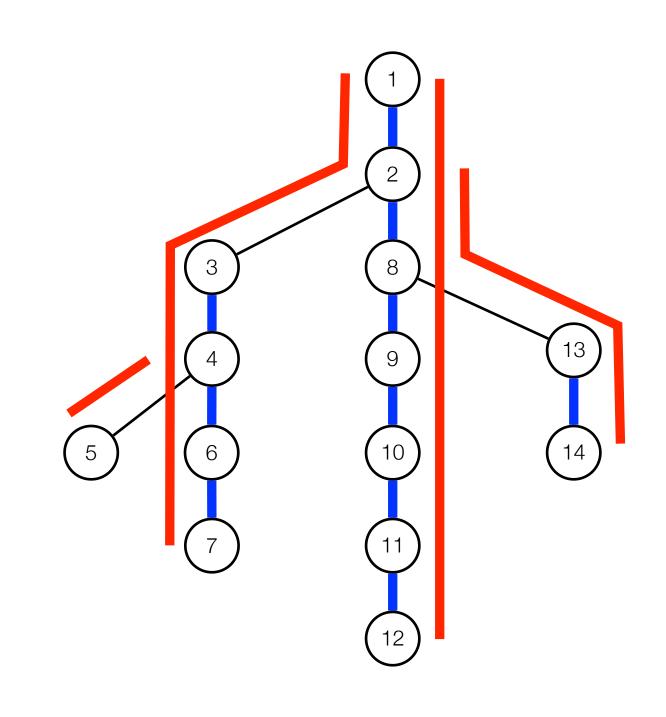




- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- · LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)

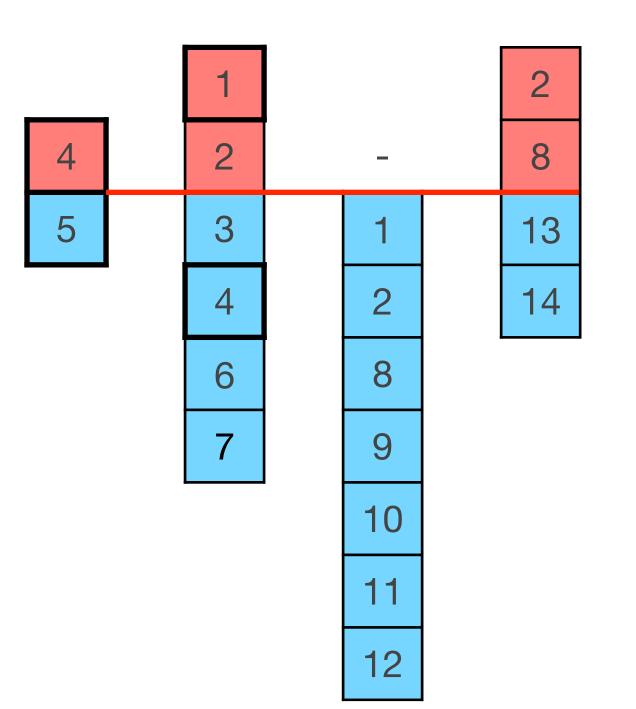
LA(5,4) = LA(4,3)

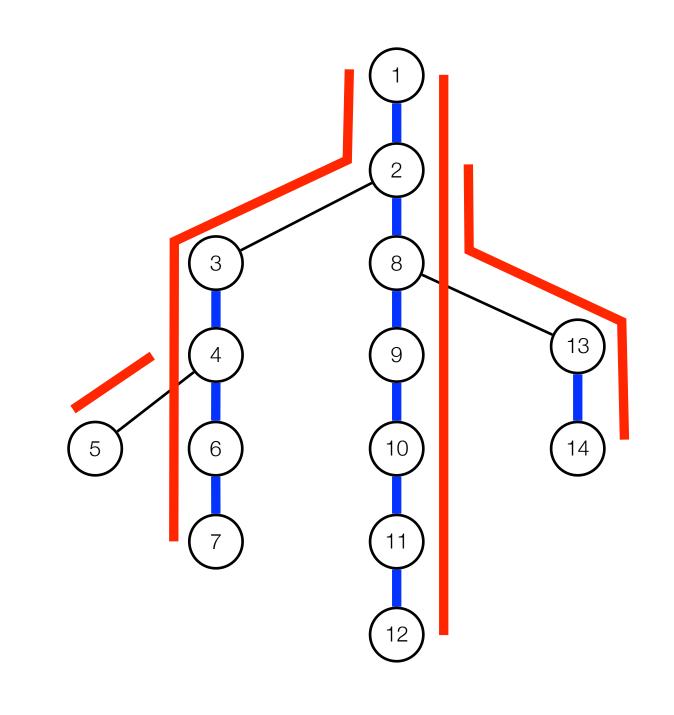




- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- · LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)

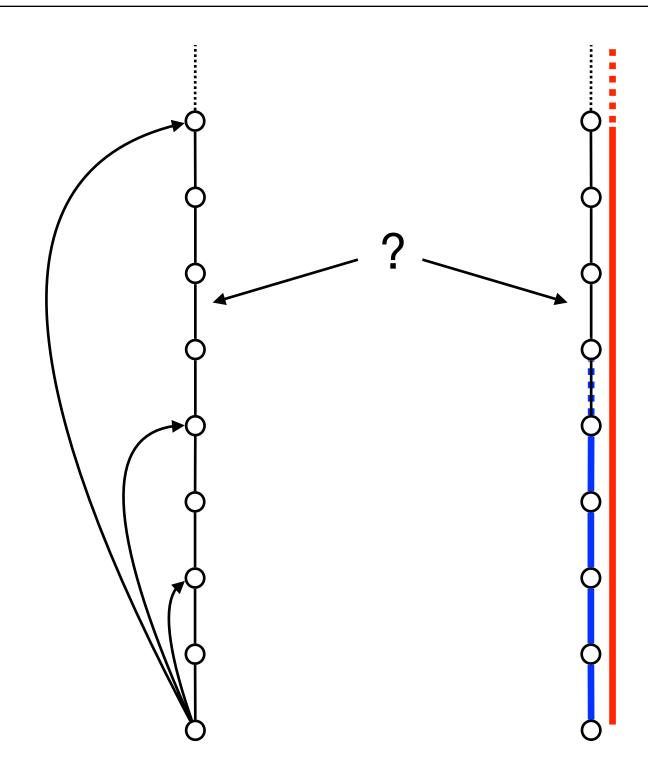
LA(5,4) = LA(4,3) = 1





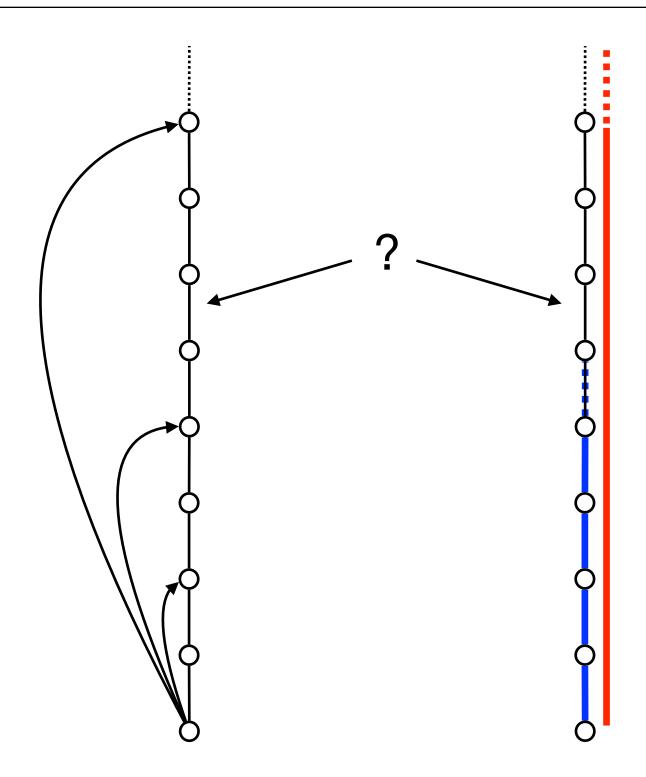
- Data structure.
 - Store each ladder in array.
 - Each node points to ladder corresponding to its longest path.
- LA(v,k): Jump to kth ancestor or root of ladder. Repeat.
- Time. O(log n)
- Space. O(n)

Solution 6: Ladder Decomposition + Jump Pointers



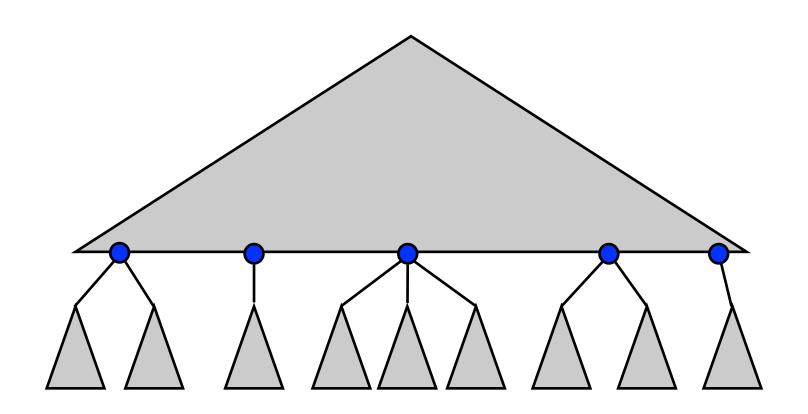
- Data structure. Ladder decomposition + Jump pointers.
- LA(v,k):
 - Jump to most distant ancestor not further away than k using jump pointer.
 - Jump to kth ancestor using ladder.
- Time. O(1)
- Space. $O(n) + O(n \log n) = O(n \log n)$

Solution 6: Ladder Decomposition + Jump Pointers

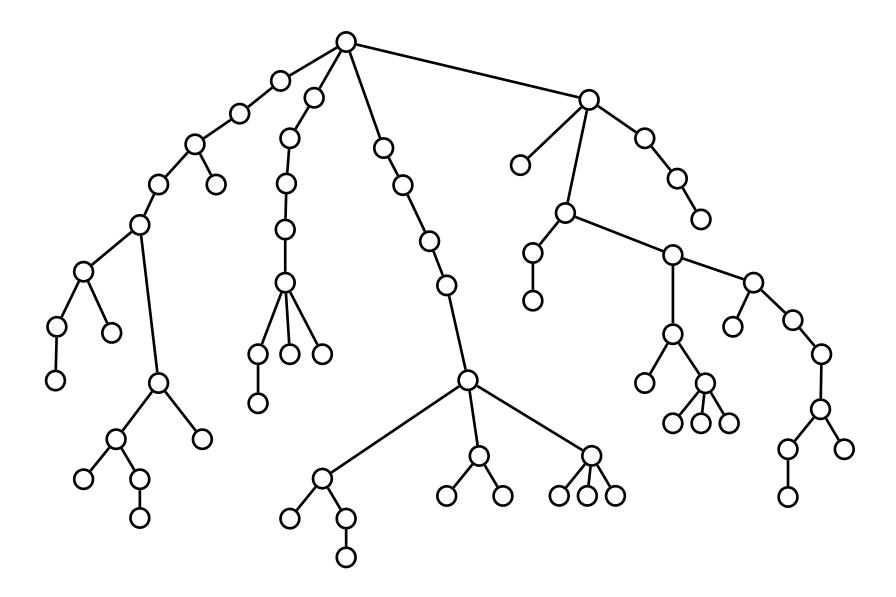


Correctness.

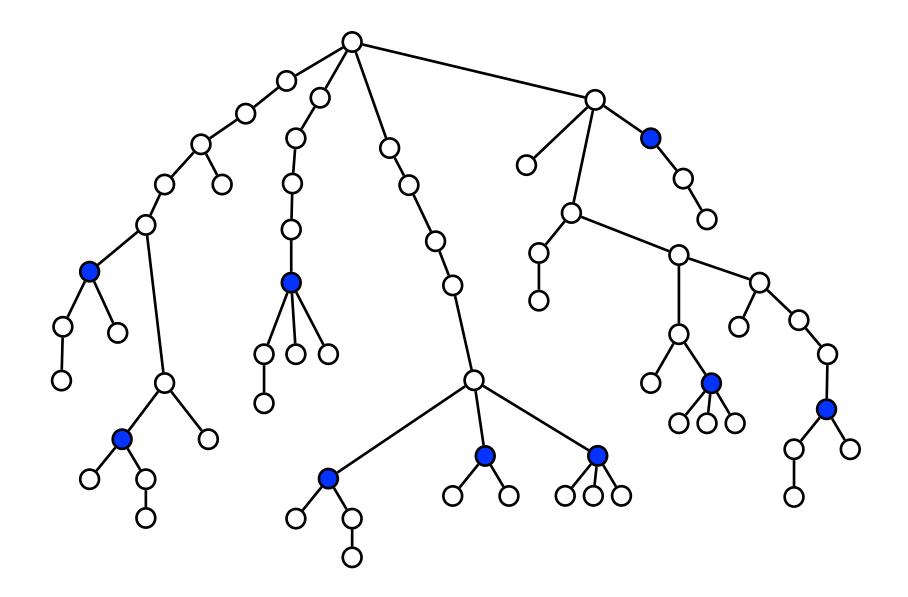
- A node at height x is on a ladder of height at least 2x.
- After jump we are at a node of height at least k/2.
- •=> after jump we are at a ladder that contains our goal.



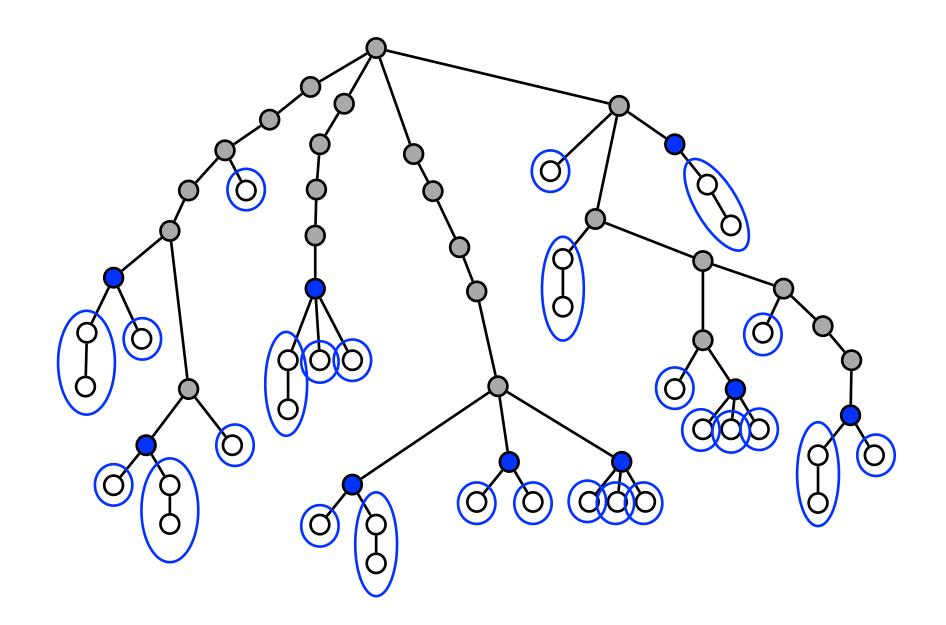
- Jump nodes. Maximal deep nodes with ≥ 1/4 log n descendants.
- Top tree. Jump nodes + ancestors.
- Bottom trees. Below top tree.



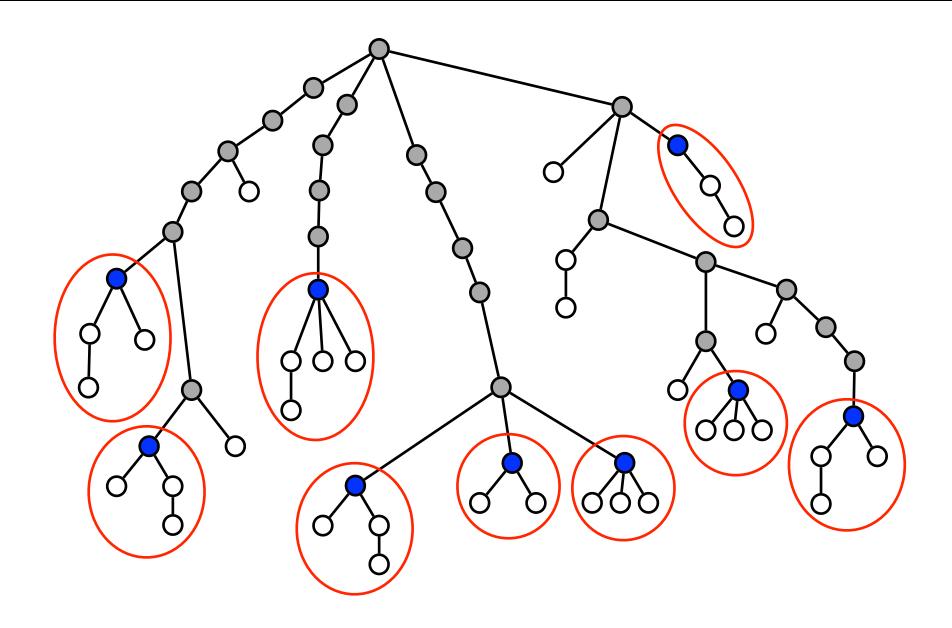
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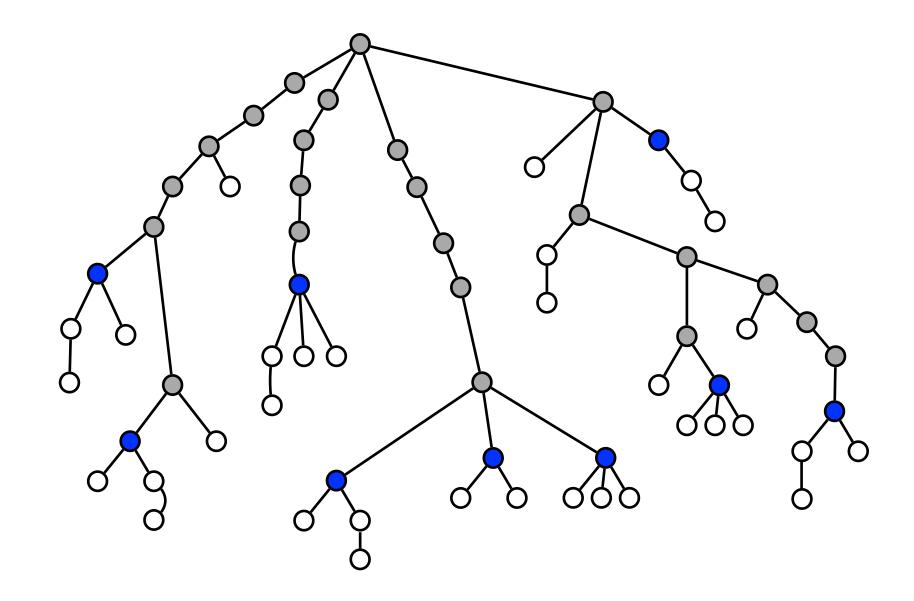
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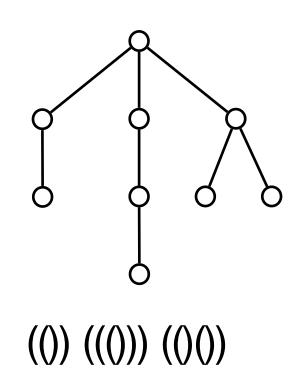
- Jump nodes. Maximal deep nodes with ≥ 1/4 log n descendants.
- Top tree. Jump nodes + ancestors.
- Bottom trees. Below top tree.
- Size of each bottom tree < 1/4 log n.



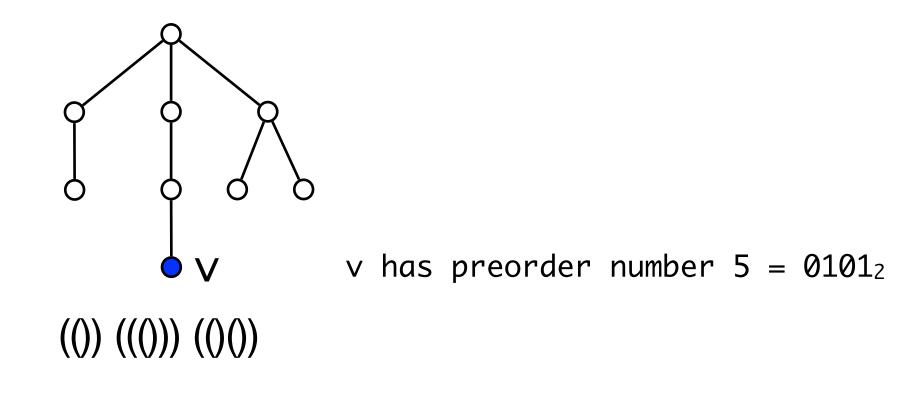
- Jump nodes. Maximal deep nodes with ≥ 1/4 log n descendants.
- Top tree. Jump nodes + ancestors.
- Bottom trees. Below top tree.
- Size of each bottom tree < 1/4 log n.
- Number of jump nodes is at most O(n/log n).



- Data structure for top.
 - Ladder decomposition + Jump pointers for jump nodes.
 - For each internal node pointer to some jump node below.
- LA(v,k) in top:
 - Follow pointer to jump node below v.
 - Jump pointer + ladder solution.
- Time. O(1)
- Space. $O(n) + (n/\log n \cdot \log n) = O(n)$

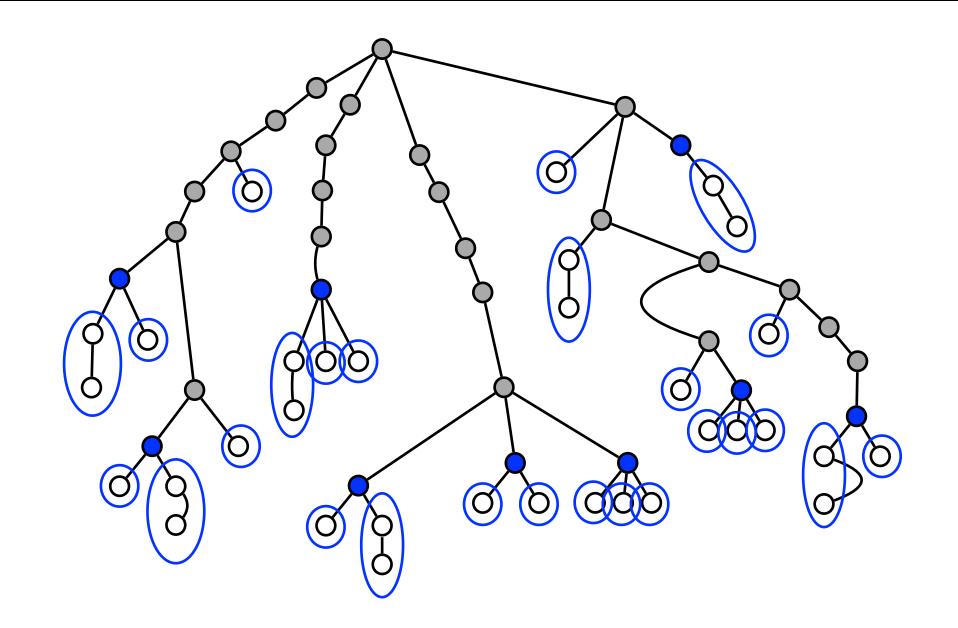


- Tree encoding. Encode each bottom tree B using balanced parentheses representation.
 - $< 2 \cdot 1/4 \log n = 1/2 \log n$ bits.



 $Code(B, \vee, 2) = 0011000111001011 01010010$

- Tree encoding. Encode each bottom tree B using balanced parentheses representation.
 - $< 2 \cdot 1/4 \log n = 1/2 \log n \text{ bits.}$
- Integer encoding. Encode inputs v and k to LA
 - $< 2 \cdot \log(1/4\log n) < 2 \log\log n$ bits.
- LA encoding. Concatenate into code(B, v, k)
 - \Rightarrow $|\text{code}(B, v, k)| < 1/2 \log n + 2 \log \log n \text{ bits.}$



- Data structure for bottom.
 - Build table A s.t. A[code(B, v, k)] = LA(v, k) in bottom tree B.
- LA(v,k) in bottom: Lookup in A.
- Time. O(1)
- Space. $2^{|code|} < 2^{1/2 \log n + 2 \log \log n} = n^{1/2} \log^2 n = o(n)$.
- Combine bottom and top data structures \Rightarrow O(n) space and O(1) query time.

· Theorem. We can solve the level ancestor problem in linear space and constant query time.