

# Models of Computation 1

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# Recap-last time

- Comparison trees
- Linear decision trees.
- Algebraic decision trees.
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- **Today:** Models of computations part 1: Word-RAM, pointer machine and indexability.

# Problems we considered last time

- **Sorting:** Given a sequence  $\{x_1, \dots, x_n\}$  of  $n$  distinct numbers, find the permutation  $\pi$  such that  $x_{\pi(1)} < x_{\pi(2)} < \dots < x_{\pi(n)}$ .
- **Convex hull:** Given a set of points  $\{p_1, \dots, p_n\}$  in the plane, compute their convex hull.
- **Compute the maximum element in a sequence.**
- **Element uniqueness:** Are any two elements of the input set  $\{x_1, \dots, x_n\}$  equal?
- **Set intersection:** Given two sets  $\{x_1, \dots, x_n\}$  and  $\{y_1, \dots, y_n\}$ , do they intersect?
- **3SUM:** Do any three elements in the input set  $\{x_1, \dots, x_n\}$  sum to zero?

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- Thus, all computations on read data are free of charge; arbitrary instructions allowed.
- **Query cost:** Number of cells probed.
- Dynamic—**Update cost:** the number of cells read/written when performing an update

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- Pointer machine model (Tarjan)
- Indexability model (Papadimitrou et. al)

It is easier to prove high lower bounds in these models. Finally we will consider the case when data is too large to fit into main memory. This is called the external memory model.

# Problem of the day

The main problem we will be concerned is *orthogonal range reporting*:

- **Input:** A set of points  $P = \{p_1, \dots, p_n\}$  in the plane;  $p_i = (x_i, y_i)$ .
- **Preprocessing phase:** Data structure allowed some time(space) to preprocess  $P$  in order to answer...
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- **Query:** Given a rectangle  $[x_\ell, x_r] \times [y_\ell, y_r]$ , report all points that lie inside this rectangle.
- We study tradeoffs between space and query time. Usually space is  $O(\text{poly}(n))$ , and query is  $O(\text{poly}(\log n) + k)$ , where  $k$  is the set of output points.
- Problem can be generalized to  $\mathbb{R}^n$ .

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- In RAM, one can actually achieve same query time with  $O(n \log^\epsilon n)$  space, for any fixed  $\epsilon > 0$ .
- Is this space/query tradeoff the best possible?

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- Thus the memory can be modeled as a directed graph with bounded outdegree.
- Increasing the storage by a multiplicative factor (duplicating nodes), we can assume outdegree is at most 2.
- Given  $\{p_1, \dots, p_n\}$ , a data structure for orthogonal range reporting is a digraph  $G = (V, E)$  with a source node  $\sigma$ .

# Definition: Pointer machine model

- Each node  $v$  has a label,  $\text{label}(v)$  between 0 and  $n$ .
- If the label is  $i$ , then the node corresponds to point  $p_i$ . If the label is 0, then the node is used internally by the data structure, not to report any point.
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- Given a query  $q$ , the algorithm starts traversing  $G$  at  $\sigma$ .
  - No node can be visited if a node pointing to it has not already been visited.
  - Completion cannot occur until each label  $i$  such that  $p_i \in q$  has been encountered at least once.



# Definition: Pointer machine model

- Algorithm can modify data and address fields of visited nodes.
- Can add new nodes from *freelist*.
- $N(v) = \{w \mid (v, w) \in E\}$ . Set  $W = \{\sigma\}$  initially.
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- Let  $a, b \in \mathbb{R}^+$ .  $G = (V, E)$  is  $(a, b)$ -effective if for any query range  $q$ ,  $|W(q)| \leq a(|P \cap q| + \log^b n)$ .



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- Main idea to get a lower bound:
  - Nodes corresponding to output points cannot be too spread out in the graph, otherwise it would be impossible to get them in linear time.
  - Let  $S = \{q_1, \dots, q_s\}$  be a set of queries, and let  $\alpha > 0$ .
  - $S$  is  $\alpha$ -favorable if, for each  $i, j (i \neq j)$ ,
  - $|P \cap q_i| \geq \log^\alpha n$ .
  - $|P \cap q_i \cap q_j| \leq 1$ .

# Main theorem in proving lower bounds in PMM

## Theorem

*If the data structure is  $(a, b)$ -effective and the set of queries is  $b$ -favorable, then*

$$|V| > |S| \frac{\log^b n}{2^{16a+4}},$$

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