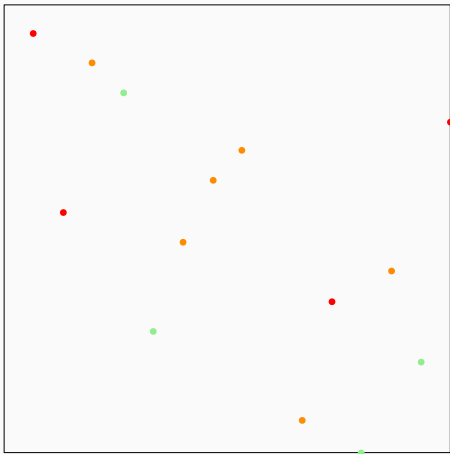


Space Efficient Two-Dimensional Orthogonal Colored Range Counting

Yunan Gao and Meng He

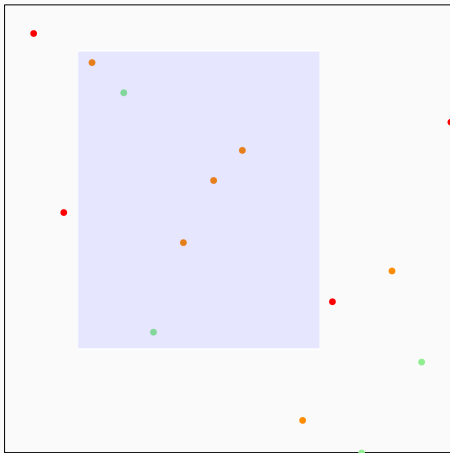
Dalhousie University

The Problem



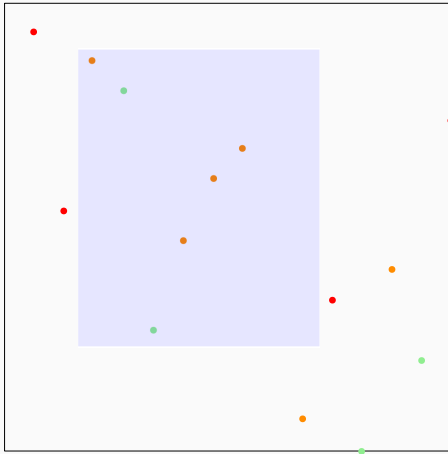
- The input is a set P of n points on the grid. Each point is assigned in some color, which is encoded by an integer $\in [1, C]$.

The Problem



- Given an orthogonal query range Q , compute the number (denoted by $|C(Q \cap P)|$) of distinct colors in $Q \cap P$, which is 2 in this example.

The Problem



- **Application in Database System:** `SELECT COUNT (DISTINCT country) FROM athletes WHERE $a \leq \text{weight} \leq b$ AND $c \leq \text{height} \leq d$;`

Related Work

	Space	Query Time
Non-Color Version	$O(n)$	$O(\frac{\lg n}{\lg \lg n})$
Color Version	$O(n^2 \frac{\lg n}{\lg \lg n})$	$O((\frac{\lg n}{\lg \lg n})^2)$

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Why is it hard?

- Not decomposable:

Given $|C(P) \cap [a, b] \times [c, +\infty)|$ and $|C(P) \cap [a, b] \times (-\infty, d]|$,
 $|C(P) \cap [a, b] \times [c, d]|$ cannot be computed in constant time;

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- A solution with $O(n \lg^4 n)$ words and $O(\sqrt{n} \lg^8 n)$ query time by Kaplan et al 2008.

	Model	Query Time	Space Usage in Words
Kaplan et al.	PM	$O(X \lg^7 n)$	$O((\frac{n}{X})^2 \lg^6 n + n \lg^4 n)$
Sol.1	PM	$O(\lg^5 n + X \lg^3 n)$	$O((\frac{n}{X})^2 \lg^4 n + n \lg^3 n)$
	RAM	$O(\lg^4 n + X \lg^2 n \lg \lg n)$	$O((\frac{n}{X})^2 \lg^4 n + n \lg^3 n)$
Sol.2	RAM	$O(\lg^6 n + X \lg^{3+\epsilon} n)$	$O((\frac{n}{X})^2 \lg^4 n + n \lg^2 n)$
Sol.3	RAM	$O(\lambda^2 \lg^6 n \log_\lambda^2 n + X \lg^{3+\epsilon} n \lambda \log_\lambda n)$	$O((\frac{n}{X})^2 \lg^2 n \log_\lambda^2 n + n \lg n \log_\lambda n)$

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Kaplan et al.	PM	$O(\sqrt{n} \lg^8 n)$	$O(n \lg^4 n)$
Sol.1	PM	$O(\sqrt{n} \lg^{7/2} n)$	$O(n \lg^3 n)$
	RAM	$O(\sqrt{n} \lg^{5/2} n \lg \lg n)$	$O(n \lg^3 n)$
Sol.2	RAM	$O(\sqrt{n} \lg^{4+\epsilon} n)$	$O(n \lg^2 n)$
Sol.3	RAM	$O(\sqrt{n} \lg^{5+\epsilon} n)$	$O(n \frac{\lg^2 n}{\lg \lg n})$
	RAM	$O(n^{1/2+\epsilon})$	$O(n \lg n)$

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Grossi and Vind	RAM	$O(n / \text{polylog}(n))$	$O(n)$
Kaplan et al.	RAM	$O(n^{3/4} \lg^\epsilon n)$	$O(n)$

Overview of the Techniques

- Techniques:
 - Decomposing a 4-sided query range to two 3-sided subranges with a range tree;
 - Achieving new time-space tradeoffs when computing the number of colors that exist in both subranges. (Main contribution)

2D 3-Sided Colored Range Counting



3D 3-Sided Colored Range Counting

2D 3-Sided Colored Range Counting



3D 3-Sided Colored Range Counting



3D Stabbing Queries over 3D 5-Sided Boxes

2D 3-Sided Colored Range Counting



3D 3-Sided Colored Range Counting



3D Stabbing Queries over 3D 5-Sided Boxes



2D 3-Sided Colored Range Counting



3D 3-Sided Colored Range Counting

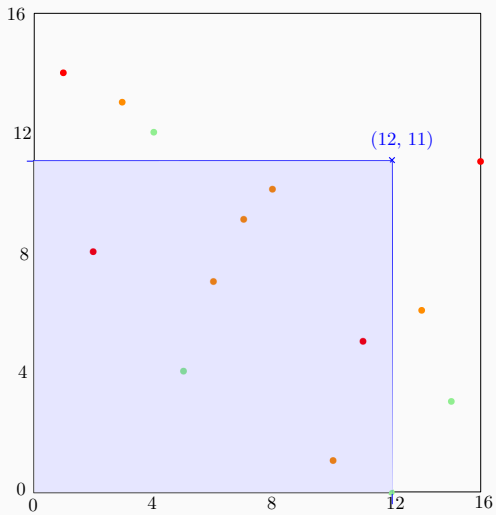


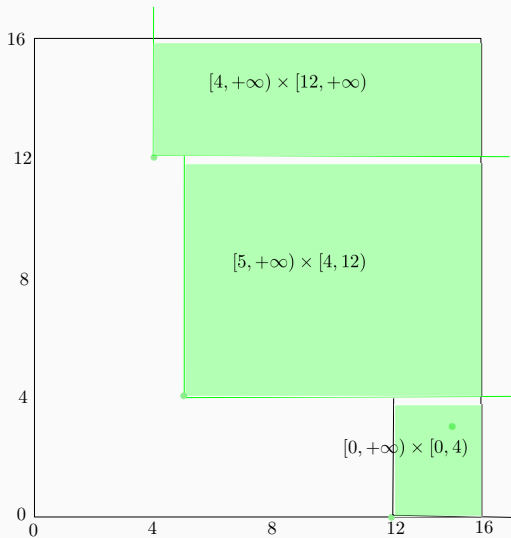
3D Stabbing Queries over 3D 5-Sided Boxes

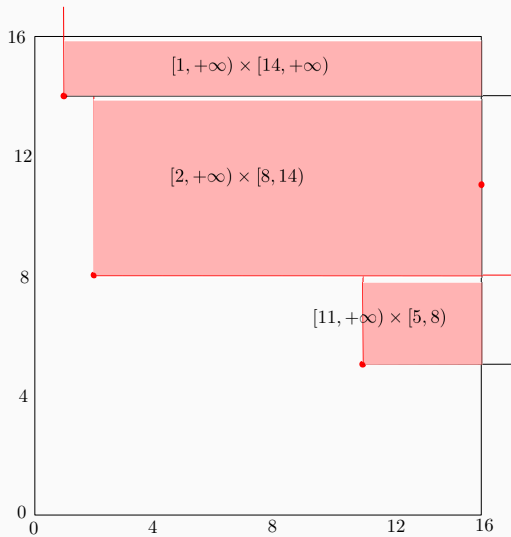


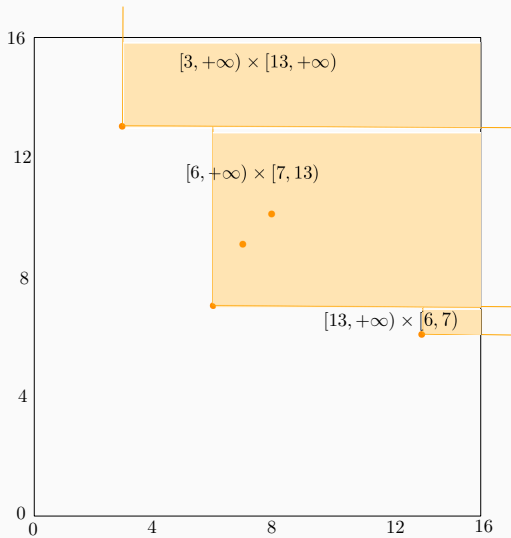
Lemma (Kaplan et al.)

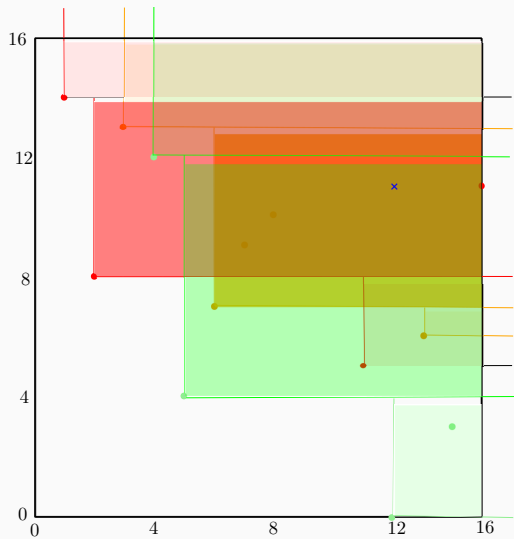
Given a set, P , of n points in three-dimensional space, we can assign points of P into a set $B(P)$ of $O(n)$ pairwise disjoint 3D canonical boxes (i.e., each in the form of $[x_1, +\infty) \times [y_1, y_2) \times [z_1, z_2)$) such that a query point q dominates some point in P iff q is contained in exactly one of the boxes from $B(P)$.











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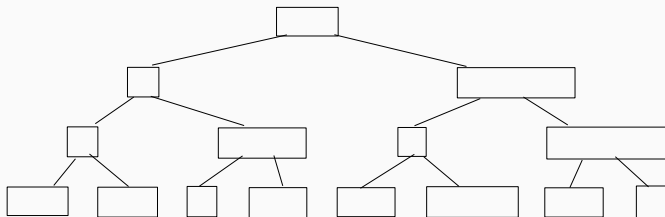
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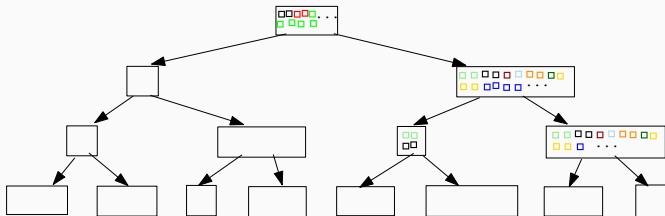
Stabbing Queries over 3D 5-Sided Boxes

- It is a two-layer segment tree structure;



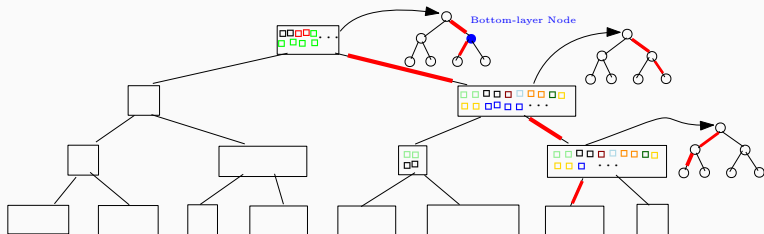
Stabbing Queries over 3D 5-Sided Boxes

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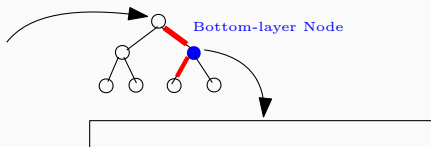
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- It is a two-layer segment tree structure;
- The first-layer is constructed upon the intervals of the boxes along z-axis;
- The second-layer is constructed upon the intervals of the boxes along y-axis;
- A query accesses $O(\lg^2 n)$ bottom-layer node;



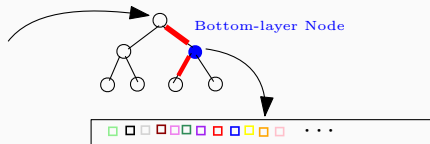
Stabbing Queries over 3D 5-Sided Boxes

- Boxes stored in the bottom-layer node are sorted by one-side bounded x-coordinate;



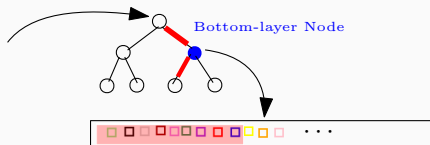
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Stabbing Queries over 3D 5-Sided Boxes

- Boxes stored in the bottom-layer node are sorted by one-side bounded x -coordinate;
- Boxes stored in the same bottom-layer node are in distinct color;
- A query upon a bottom-layer node would return some prefix of the box list (as reporting) or the size of the prefix list (as counting);



Stabbing Queries over 3D 5-Sided Boxes

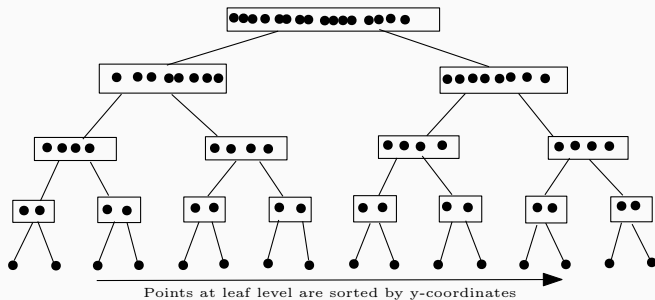
- The data structure uses $O(n \lg^2 n)$ words of space;

Stabbing Queries over 3D 5-Sided Boxes

- The data structure uses $O(n \lg^2 n)$ words of space;
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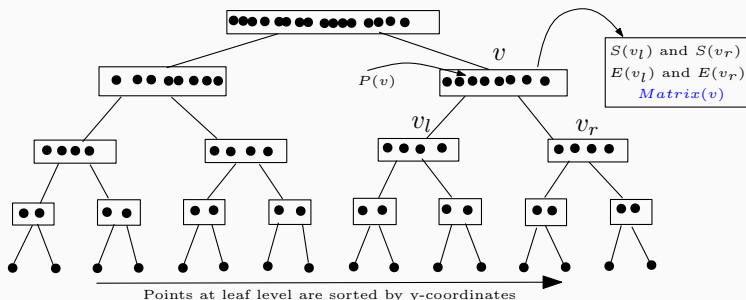
The First Solution

- Construct a binary range tree T upon y -coordinates of points.



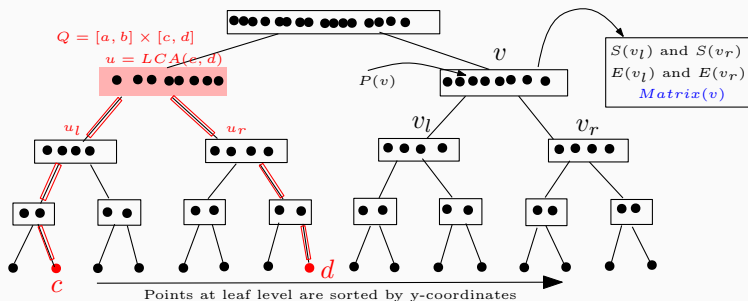
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- Construct and store $S(v_l)$ and $S(v_r)$ for 2D 3-sided colored counting upon $P(v_l)$ and $P(v_r)$ at node v .
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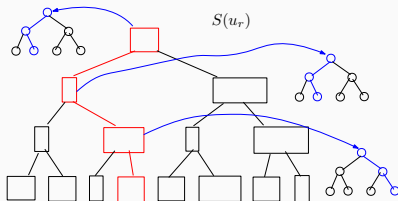
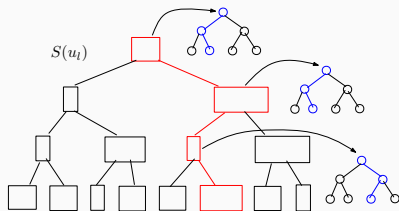
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- By the exclusion-inclusion principle, we know that $|C_Q(u)| = |C_Q(u_l)| + |C_Q(u_r)| - |C_Q(u_l) \cap C_Q(u_r)|$.

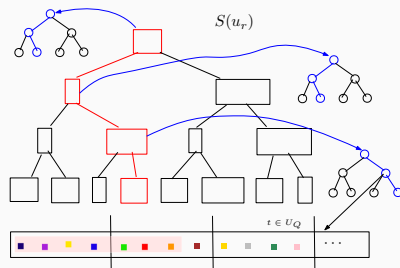
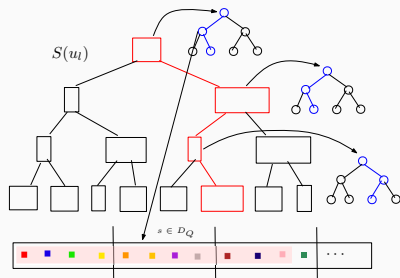
Computing the Intersection

- We denote D_Q and U_Q to be the sets of the $O(\lg^2 n)$ prefix lists on the accessed bottom-layer nodes of $S(u_l)$ and $S(u_r)$, respectively.



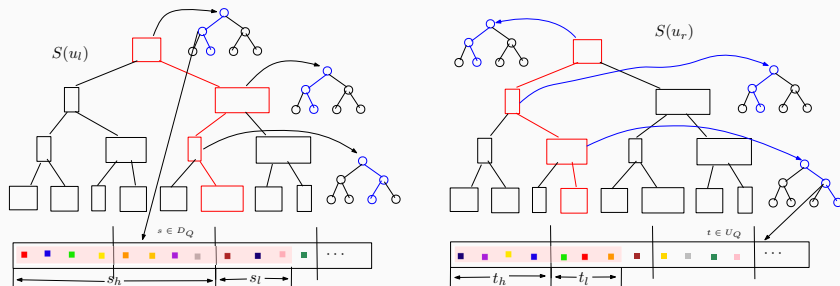
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- We have $C(s_h) \cup C(s_l) = C(s)$ and $C(t_h) \cup C(t_l) = C(t)$; and $C(s_h) \cap C(s_l) = C(t_h) \cap C(t_l) = \emptyset$ also holds;

$|C_Q(u_l) \cap C_Q(u_r)|$ can be computed in $O(\lg^4 n + X \lg^2 n \lg \lg n)$ time.

$$|C_Q(u_l) \cap C_Q(u_r)| = \sum_{s \in D_Q, t \in U_Q} |C(s) \cap C(t)|$$

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- $\sum_{s \in D_Q, t \in U_Q} (|C(s_h) \cap C(t_h)|)$ can be computed in $O(\lg^2(n) \times \lg^2(n)) = O(\lg^4 n)$ time;

$|C_Q(u_l) \cap C_Q(u_r)|$ can be computed in $O(\lg^4 n + X \lg^2 n \lg \lg n)$ time.

$$\begin{aligned}
 |C_Q(u_l) \cap C_Q(u_r)| &= \sum_{s \in D_Q, t \in U_Q} |C(s) \cap C(t)| \\
 &= \sum_{s \in D_Q, t \in U_Q} (|(C(s_h) \cup C(s_l)) \cap (C(t_h) \cup C(t_l))|) \\
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 \end{aligned}$$

- $\sum_{s \in D_Q, t \in U_Q} |C(s_l) \cap C(t)| = |(\cup_{s \in D_Q} C(s_l)) \cap C_Q(u_r)|$ can be computed in $O(X \times \lg^2 n \times \lg \lg n) = O(X \lg^2 n \lg \lg n)$ time;

$|C_Q(u_l) \cap C_Q(u_r)|$ can be computed in $O(\lg^4 n + X \lg^2 n \lg \lg n)$ time.

$$\sum_{s \in D_Q, t \in U_Q} |C(s_h) \cap C(t_l)|$$

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$$\begin{aligned} & \sum_{s \in D_Q, t \in U_Q} |C(s_h) \cap C(t_l)| \\ = & \sum_{s \in D_Q, t \in U_Q} |(C(s)/C(s_l)) \cap C(t_l)| \\ = & |(U_{s \in D_Q} C(s)) \cap (U_{t \in U_Q} C(t_l))| - |(U_{s \in D_Q} C(s_l)) \cap (U_{t \in U_Q} C(t_l))| \\ = & |C_Q(u_l) \cap (U_{t \in U_Q} C(t_l))| - |(U_{s \in D_Q} C(s_l)) \cap (U_{t \in U_Q} C(t_l))| \end{aligned}$$

$|C_Q(u_l) \cap C_Q(u_r)|$ can be computed in $O(\lg^4 n + X \lg^2 n \lg \lg n)$ time.

$$\begin{aligned}
 & \sum_{s \in D_Q, t \in U_Q} |C(s_h) \cap C(t_l)| \\
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 = & |C_Q(u_l) \cap (U_{t \in U_Q} C(t_l))| - |(U_{s \in D_Q} C(s_l)) \cap (U_{t \in U_Q} C(t_l))|
 \end{aligned}$$

- $|C_Q(u_l) \cap (U_{t \in U_Q} C(t_l))|$ can be computed in $O(X \times \lg^2 n \times \lg \lg n) = O(X \lg^2 n \cdot \lg \lg n)$ time;

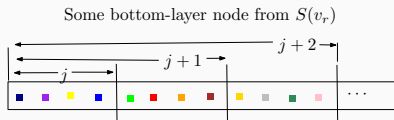
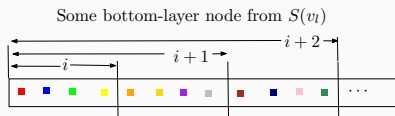
$|C_Q(u_l) \cap C_Q(u_r)|$ can be computed in $O(\lg^4 n + X \lg^2 n \lg \lg n)$ time.

$$\begin{aligned}
 & \sum_{s \in D_Q, t \in U_Q} |C(s_h) \cap C(t_l)| \\
 = & \sum_{s \in D_Q, t \in U_Q} |(C(s)/C(s_l)) \cap C(t_l)| \\
 = & |(\cup_{s \in D_Q} C(s)) \cap (\cup_{t \in U_Q} C(t_l))| - |(\cup_{s \in D_Q} C(s_l)) \cap (\cup_{t \in U_Q} C(t_l))| \\
 = & |C_Q(u_l) \cap (\cup_{t \in U_Q} C(t_l))| - |(\cup_{s \in D_Q} C(s_l)) \cap (\cup_{t \in U_Q} C(t_l))| \\
 = & |C_Q(u_l) \cap (\cup_{t \in U_Q} C(t_l))| - |(\cup_{s \in D_Q} C(s_l)) \cap (\cup_{t \in U_Q} C(t_l))|
 \end{aligned}$$

- Since colors are encoded in integers, $|(\cup_{s \in D_Q} C(s_l)) \cap (\cup_{t \in U_Q} C(t_l))|$ can be computed in $O(X \times \lg^2 n \times \lg \lg n) = O(X \lg^2 n \cdot \lg \lg n)$ time by sorting;

Matrixes for storing all pairs of $|S_h \cap t_h|$

- We store a matrix $M(v)$ at each internal node v of T .



$M(v)$...	j	$j+1$...
...
i	...	2	4	...
$i+1$...	3	6	...
...

Matrixes for storing all pairs of $|S_h \cap t_h|$

- We store a matrix $M(v)$ at each internal node v of T .
- Within $M(v)$, there are $O(\frac{|P(v_l)| \lg^2 n}{X})$ rows and $O(\frac{|P(v_r)| \lg^2 n}{X})$ columns.

Some bottom-layer node from $S(v_l)$



Some bottom-layer node from $S(v_r)$



$M(v)$	1	...	j	j+1	...	$O(\frac{ P(v_r) \lg^2 n}{X})$
1
...
i	2	4
i+1	3	6
...
$O(\frac{ P(v_l) \lg^2 n}{X})$

Matrixes for storing all pairs of $|S_h \cap t_h|$

- We store a matrix $M(v)$ at each internal node v of T .
- Within $M(v)$, there are $O(\frac{|P(v_r)| \lg^2 n}{X})$ rows and $O(\frac{|P(v_r)| \lg^2 n}{X})$ columns.
- $M(v)$ uses $O((\frac{|P(v)| \lg^2 n}{X})^2)$ words of space.

Some bottom-layer node from $S(v_l)$



Some bottom-layer node from $S(v_r)$



$M(v)$	1	...	j	$j+1$...	$O(\frac{ P(v_r) \lg^2 n}{X})$
1
...
i	2	4
$i+1$	3	6
...
$O(\frac{ P(v_l) \lg^2 n}{X})$

Summary of the First Solution

- All $E(v_l)$ and $E(v_r)$ at the same tree level use $O(n \lg \lg n)$ words of space.

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- All $M(v)$ at the same tree level use $O((\frac{n \lg^2 n}{X})^2)$ words of space.
- The binary range tree T has $O(\lg n)$ tree levels.
- The space cost is $O((\frac{n}{X})^2 \lg^4 n + n \lg^3 n)$ words, and its query time is $O(\lg^4 n + X \lg^2 n \lg \lg n)$.

The Second Method

Stabbing queries over 3D 5-Sided Boxes

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Stabbing queries over 3D 5-Sided Boxes



Stabbing queries over 2D 3-Sided Boxes

The Second Method

Stabbing queries over 3D 5-Sided Boxes

Segment
Tree
↓

Stabbing queries over 2D 3-Sided Boxes

Interval
Tree
↓

2D Dominance Range Searching

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- The space cost of 3D stabbing query structure is $O(n \lg n)$ words;

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2D Dominance Range Searching

- The space cost of 3D stabbing query structure is $O(n \lg n)$ words;
- The second solution uses $O\left(\left(\frac{n}{X}\right)^2 \lg^4 n + n \lg^2 n\right)$ words of space and achieves $O(\lg^6 n + X \lg^{3+\epsilon} n)$ query time for any constant $\epsilon \in (0, 1)$;

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2D Dominance Range Searching

- The space cost of 3D stabbing query structure is $O(n \lg n)$ words;
- The second solution uses $O((\frac{n}{X})^2 \lg^4 n + n \lg^2 n)$ words of space and achieves $O(\lg^6 n + X \lg^{3+\epsilon} n)$ query time for any constant $\epsilon \in (0, 1)$;
- Setting $X = \sqrt{n} \lg n$ achieves $O(n \lg^2 n)$ space and $O(\sqrt{n} \lg^{4+\epsilon} n)$ query time;

The Third Method

Stabbing queries over 3D 5-Sided Boxes

The Third Method

Stabbing queries over 3D 5-Sided Boxes



Stabbing queries over 3D 4-Sided Boxes

The Third Method

Stabbing queries over 3D 5-Sided Boxes

Interval
Tree
↓

Stabbing queries over 3D 4-Sided Boxes

Interval
Tree
↓

3D Dominance Range Searching

The Third Method

Stabbing queries over 3D 5-Sided Boxes



Stabbing queries over 3D 4-Sided Boxes



3D Dominance Range Searching

- The space cost of 3D stabbing query structure is $O(n \log_{\lambda} n)$ words;

The Third Method

Stabbing queries over 3D 5-Sided Boxes



Stabbing queries over 3D 4-Sided Boxes



3D Dominance Range Searching

- The space cost of 3D stabbing query structure is $O(n \log_\lambda n)$ words;
- The third solution uses $O\left(\left(\frac{n}{X}\right)^2 \lg^2 n \cdot \log_\lambda^2 n + n \lg n \cdot \log_\lambda n\right)$ space and achieves $O\left(\lambda^2 \cdot \lg^6 n \cdot \log_\lambda^2 n + X \cdot \lg^{3+\epsilon} n \cdot \lambda \log_\lambda n\right)$ query time for an integer parameter $\lambda \in [2, n]$;

The Third Method

Stabbing queries over 3D 5-Sided Boxes



Stabbing queries over 3D 4-Sided Boxes



3D Dominance Range Searching

- The space cost of 3D stabbing query structure is $O(n \log_\lambda n)$ words;
- The third solution uses $O((\frac{n}{X})^2 \lg^2 n \cdot \log_\lambda^2 n + n \lg n \cdot \log_\lambda n)$ space and achieves $O(\lambda^2 \cdot \lg^6 n \cdot \log_\lambda^2 n + X \cdot \lg^{3+\epsilon} n \cdot \lambda \log_\lambda n)$ query time for an integer parameter $\lambda \in [2, n]$;
- Setting $X = \sqrt{n \lg n}$ and $\lambda = n^{\epsilon/5}$ achieves $O(n \lg n)$ space and $O(n^{1/2+\epsilon})$ query time.

Open Problem

- The most space-efficient solution we achieved uses $O(n \lg n)$ words of space and its query time is $O(n^{1/2+\epsilon})$;

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Open Problem

- The most space-efficient solution we achieved uses $O(n \lg n)$ words of space and its query time is $O(n^{1/2+\epsilon})$;
- The most efficient query time using a linear space data structure requires $O(n^{3/4} \lg^\epsilon n)$ time;
- **Open Problem:** Can we build a linear space data structure supporting 2D colored range counting in $o(n^{3/4})$ time?

Questions?