# Faster Path Queries in Colored Trees via Sparse Matrix Multiplication and Min-Plus **Product**

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#### Define the Problems



- $\bullet$  A tree of *n* colored nodes:
- colors drawn from  $[0..C 1]$ ;
- color counting:  $|C(P_{x,y})|=4$
- mode on  $P_{x,y}$ : blue
- Least-Frequent on  $P_{x,y}$ : black.



All problems listed above share the same conditional lower bound.

# Colored Counting: Paths through the Root



Marking Rules:

- Mark nodes at every  $X$ levels,
- starting from some level  $t \in [0, X - 1];$
- and mark the root.

Outcomes:

- At most  $n/X$  marked nodes;
- $\bullet \ \vert P_{s,s'} \vert \leq X+1$ , where node s ′ is the lowest marked ancestor of node s.



- $\bullet$  Suppose that  $|C(P_{\varkappa',\varkappa'})|$  is given.
- For each color  $c \in C(P'_{x,x'}) \cup C(P'_{y,y'})$ ,
- check whether c appears in  $P_{x',y'}$ .





















return result



- in  $O(X)$  polylog *n*) time,
- using  $O((\frac{n}{X})^2 + n)$  words.
- How to compute  $|C(P_{x',y'})|$  for all pairs of  $x'$  and  $y'$  efficiently?

#### The Matrices



- Construct an  $n/X * C$ matrix, A.
- Entry  $A[i, c]$  stores 1 if color c appears in path  $P_{x_i,\perp}$ ; 0 otherwise.



# **The Matrices**





$$
\frac{M[1,3] = |C(P_{x',\perp}) \cap C(P_{y',\perp})|}{|C(P_{x',y'})| = |C(P_{x',\perp}) \cup C(P_{y',\perp})|}
$$
\n
$$
= |C(P_{x',\perp})| + |C(P_{y',\perp})| - |C(P_{x',\perp}) \cap C(P_{y',\perp})|
$$
\n
$$
= |C(P_{x',\perp})| + |C(P_{y',\perp})| - M[1,3]
$$

#### The Matrices



#### However,

- Matrix A could have as many as  $Cn/X$  non-zero entries;
- and computing matrix M could take  $C \cdot (\frac{n}{X})^2$  time.

#### The Updated Matrices



- Define  $\hat{C}(x_i)$  to be  $C(P'_{x_i,x'_i})\backslash C(P_{x'_i,\perp}).$
- Entry  $\hat{A}[i, c]$  stores 1 if color c appears in  $\hat{C}(x_i)$ and 0 otherwise.





- Matrix  $\hat{A}$  has at most  $O(n)$  non-zero entries:
	- At most  $n/X$  rows and at most X non-zero entries per row.
- Matrix  $\hat{M}$  can be computed in  $O(n^{(\omega+1)/2}/X^{(\omega-1)/2})$  time.
	- for any  $X \in [n^{(\omega-1)/(\omega+1)}, n]$ , using SRMM.
- Entry  $\hat{M}[i, j]$  stores  $|\hat{C}(x_i) \cap \hat{C}(x_i)|$ ;
- $\hat{M}$  can be turned into  $M$  in  $O((\frac{n}{X})^2)$  time.

# Colored Counting: Arbitrary Path



- Apply centroid decomposition.
- After removing the centroid, each subtree contains at most  $n/2$ nodes.
- A query path is either contained within a subtree or through the centroid.

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#### Process Each Subtree Recursively



- Process each subtree recursively.
- The recursive tree contains  $\lceil \lg \frac{n}{X} \rceil$  levels.
- Each base component contains at most X nodes.



- Centroids at level ℓ are assigned weight- $\ell$ .
- Non-centroids in the base components are assigned to weight-∞.
- Construct a data structure for path minimum queries.



• Find the node v carrying the minimum weight on the query path.



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- If the minimum weight is  $\infty$ , then the query path is within some base component.

# Colored Counting



- Turn the query path to be a path through the root of the component.
- The space cost is increased by a  $\lg n$  factor, i.e.,  $O(((\frac{n}{X})^2 + n) \times \lg n)$  words,
- while the query time bound is maintained, which is  $O(X)$  polylog n).

#### **Conclusions**

- Breaking the bound  $n^{3/2}$ :
	- † Batched colored path counting;
	- † batched path mode;
		- \* reducing to computing the Min-plus Product;
		- \* applying the special structure inherited from tree topology.
	- † batched least-frequent queries;

\* 
$$
A_{i,k^*} + B_{k^*,j} = \min\{A_{i,k} + B_{k,j}\}\
$$

- \* and  $A_{i,k^{**}}+B_{k^{**},j}=\min\{A_{i,k}+B_{k,j}:A_{i,k}+B_{k,j}>A_{i,k^{*}}+B_{k^{*},j}\}$
- Their respective dynamization, breaking the bound  $n^{2/3}$ .
- Open Problem:
	- $\dagger$  batched mode queries on arrays:  $O(n^{1.479603})$  time;
	- $\dagger$  batched path mode queries:  $O(n^{1.483814})$

# Questions?