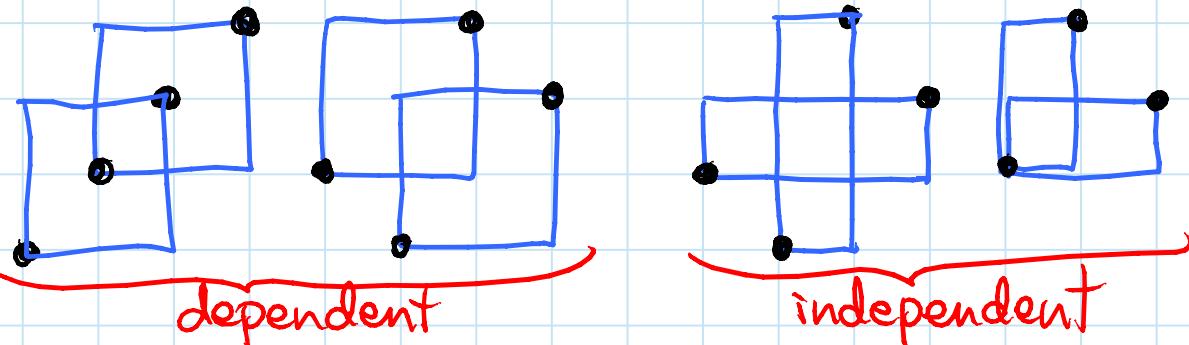


Lower bounds: [Demaine, Harmon, Iacono, Kane, Pătrașcu]

Independent rectangles are unsatisfied & no corner is strictly inside another



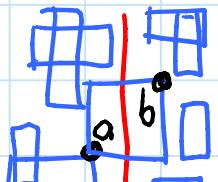
Theorem:  $\text{OPT} \geq |\text{input}| + \frac{1}{2} \max \# \text{ independent rectangles}$

Signed rectangles: & types

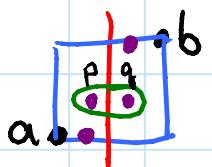
- $\square$ -satisfied if all rectangles have another pt.
- $\text{OPT}_{\square}$  = smallest  $\square$ -satisfied superset of points

Lemma:  $\text{OPT}_{\square} \geq |\text{input}| + \max \# \text{ independent } \square\text{-rectangles}$

Proof: ① find rectangle in indep. set & vertical line hitting just it



② find horizontally adjacent pts. of  $\text{OPT}_{\square}$  in rect. crossing line

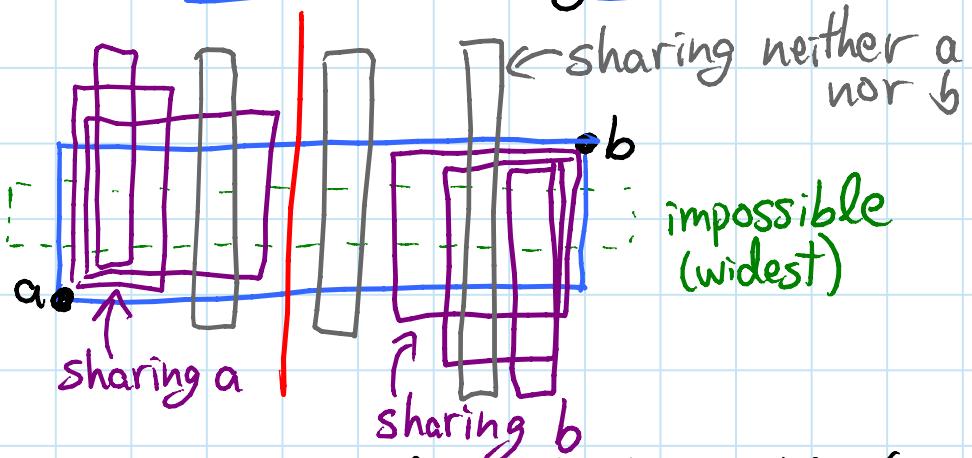


③ charge indep. rectangle to those points

Assume input x&y coords. all distinct

:  
:  
:

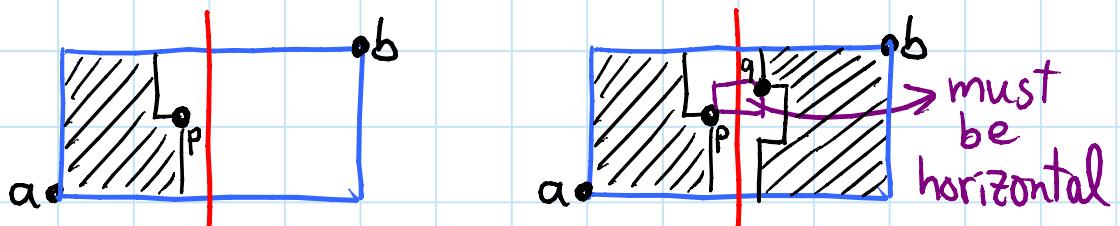
①: take the widest rectangle



- sharing-a rects. left of sharing-b's (indep.)
  - sharing-neither fit in between vertical edges
- $\Rightarrow$  room left for vertical line

②: take  $p = \text{topmost rightmost point in rectangle}$   
 $\& \text{left of line}$  (e.g. a)

$q = \text{bottommost leftmost point in rectangle}$   
 $\& \text{right of line \& not below } p$  (e.g. b)



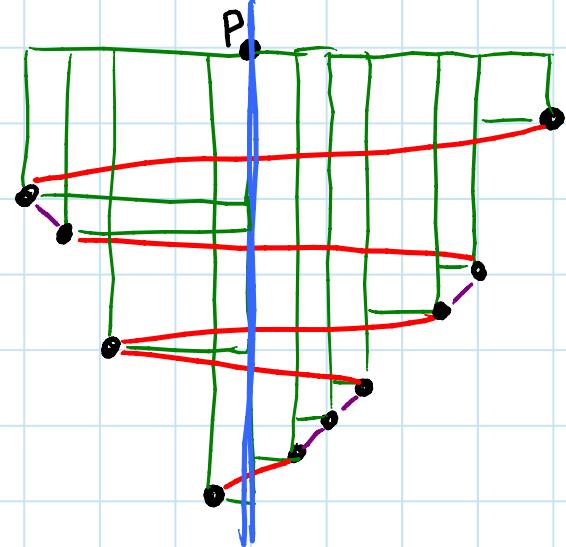
③:  $p \& q$  are not in any other common rectangle  
 $\Rightarrow$  won't get charged again

- at most one is in input; other is added

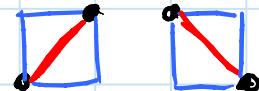
□

## Wilber's second lower bound: [Wilber - SICOMP 1989]

- for each point  $P$ :
- look at orthogonally visible points below  $P$
- count # alternations between left/right of  $P$
- Sum over all  $P$



Proof: independent rectangle  $\vdash$  alternation:



Conjecture:  $OPT = \Theta(\text{Wilber 2})$

## Key-independent optimality: [Iacono - ISAAC 2002]

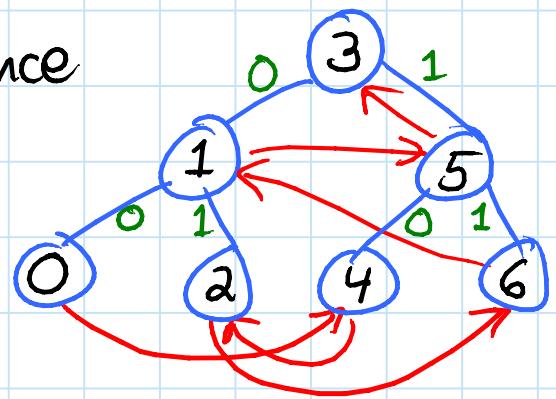
- suppose key values are "meaningless"
- ⇒ might as well permute them uniformly at random
- claim:  $E[OPT] = \text{working-set bound}$ 
  - ⇒ splay trees, Greedy are key-indep. optimal
- proof sketch:  $E[\text{Wilber 2}(x_i)] = \Theta(\lg t_i)$ 
  - (expected # changes to max. in random permutation)

## Wilber's first lower bound: [Wilber - SICOMP 1989]

- fix a lower-bound tree  $P$  on same keys  
(e.g. perfect binary tree)
- for each node  $y$  of  $P$ :  
count # alternations in  $x_1, x_2, \dots, x_n$   
between accesses in left & right subtrees of  $y$   
(ignoring accesses to  $y$  or outside  $y$ 's subtree)
- sum over all  $y$

Example: bit-reversal sequence

000	0
001	4
010	2
011	6
100	1
101	5
110	3
111	7



$$\Rightarrow \# \text{ alternations at } y = \text{size of } y \text{'s subtree}$$

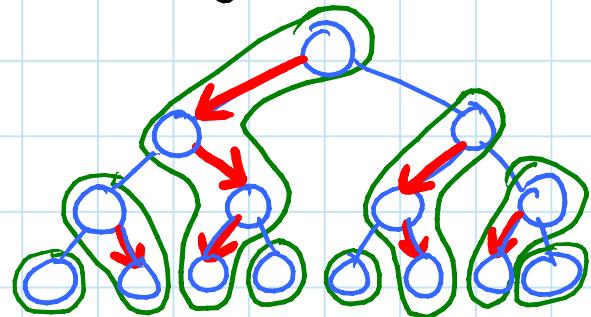
$$\Rightarrow \text{Wilber 1} = \Theta(n \lg n)$$

$$\Rightarrow \text{OPT} = \Theta(n \lg n)$$

**OPEN:**  $\forall$  access sequence  $\exists$  tree  $P$  such that  
 $\text{OPT} = \Theta(\text{Wilber 1})$

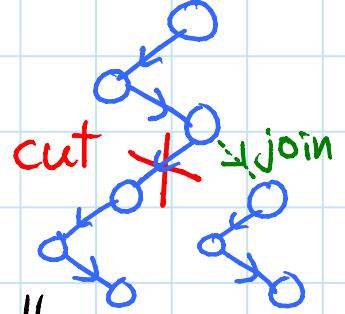
## Tango trees: [Demaine, Harmon, Iacono, Pătrașcu - SICOMP 2007]

- $O(\lg \lg n)$ -competitive online BST
- define preferred child of node  $y$  in  $P$  to be
  - left if accessed left subtree of  $y$  more recently
  - right if accessed right subtree of  $y$  more recently
  - none if no access to either subtree yet
- preferred path = chain of preferred child pointers
  - partition of nodes of  $P$
- idea: store each preferred path in auxiliary tree
  - conceptually separate balanced BST (e.g. AVL)
  - leaves link to roots of aux. trees of children paths
  - has  $\leq \lg n$  nodes (height of perfect  $P$ )
  - $\Rightarrow$  supports search in  $O(\lg \lg n)$  time
- Search starts at top aux. tree (containing root of  $P$ )
  - each jump to next aux. tree = nonpreferred edge
    - = preferred edge change = +1 in Wilber 1
  - $k$  jumps  $\Rightarrow LB k, UB (k+1) \cdot O(\lg \lg n)$
  - $\Rightarrow O(\lg \lg n)$ -competitive... if we can update preferred edges OK

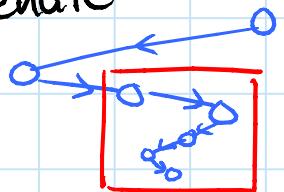


## Auxiliary trees:

- changing a preferred child  
= cutting one path &  
joining two paths:

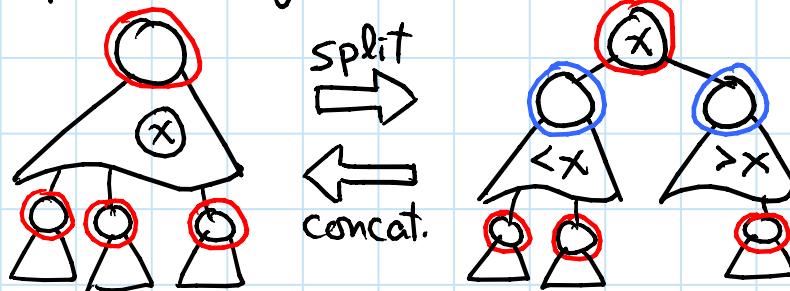


- if aux. trees were sorted by depth,  
this would be like split & concatenate
- depth  $>d$  translates to  
interval of keys  
⇒ can implement cuts & joins  
with  $O(1)$  splits & concatenates
- each costs  $O(\lg |\text{aux. tree}|) = O(\lg \lg n)$



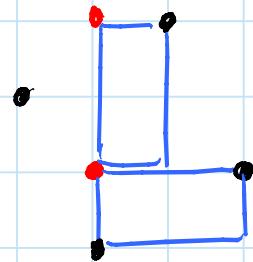
In one tree: mark roots of aux. trees

- modify split & concat. to ignore children trees  
& manipulate adjacent trees:



## Signed Greedy:

- Sweep as in Greedy
  - only satisfy  boxes
  - for every added point, get independent  $\square$ -rectangle
- $\Rightarrow$  get lower bound:  $\square$ -Greedy



Theorem:  $\max\{\square\text{-Greedy}, \square\text{-Greedy}\}$

$$= \Theta(\text{biggest independent-rectangle LB})$$

Proof: define  $\text{OPT}_{\square} = \text{smallest union of } \square\text{-satisfying superset \& } \square\text{-satisfying superset}$

$$\text{OPT} \geq \text{OPT}_{\square}$$

what we actually proved on p.1

$$\begin{aligned} &\geq |\text{input}| + \frac{1}{2} \text{ max. # independent rectangles} \\ &\geq \frac{1}{2} \max\{\square\text{-Greedy}, \square\text{-Greedy}\} \\ &\geq \frac{1}{2} \max\{\text{OPT}_{\square}, \text{OPT}_{\square}\} \\ &\geq \frac{1}{4} (\text{OPT}_{\square} + \text{OPT}_{\square}) \\ &\geq \frac{1}{4} \text{OPT}_{\square} \end{aligned}$$

$\Rightarrow$  constant-factor sandwich  $\square$

Summary: So close!

Greedy  
 $\square$  &  $\square$   
UB

vs.

Signed Greedy  
 $\square$  +  $\square$   
LB

PROJECT: compare UBs & LBs for many pt. sets