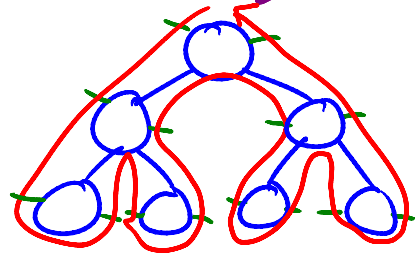


Augmenting link-cut trees

- can maintain aggregates on paths of tree
 $\Sigma, \min, \max, \text{etc.}$
- key: link-cut trees store paths
- ⇒ e.g. weighted shortest-path weight to root
- min important for fast network flow algs.

Euler-tour trees [Henzinger & King - STOC 1995]

- simple dynamic trees DS
- aggregates on subtrees
- Euler tour = walk around tree
 - visit each edge exactly twice
- store Euler-tour node visitations in balanced BST
- each node stores ptrs. to first & last visits in Euler tour
- findroot(v): min node in balanced BST
- cut(v): split BST at v's first & last visits
concatenate "before v" & "after v" trees
- link(v, w): split w's BST before last visit to w
concatenate "before last w" tree, new single (w),
v's BST, & "after last w" tree
- $O(\lg n)$ /operation



Dynamic connectivity: maintain undirected graph

- insert/delete edges/vertices (with no edges)

- connectivity (v, w): is there a path $v \rightarrow w$?

or (G) : connected graph? (\approx same)

Known bounds:

- $O(\lg n)$ for trees [link-cut; Euler tour]

- $O(\lg n)$ for plane graphs [Eppstein et al. - JCSS 1992]

OPEN: $O(\lg n)$ for general graphs?

- $O(\lg n (\lg \lg n)^3)$ update, $O(\lg n / \lg \lg \lg n)$ query [Thorup - STOC 2000]

- $O(\lg^2 n)$ update, $O(\lg n / \lg \lg n)$ query [Holm, de Lichtenberg, Thorup - JACM 2001]
→ TODAY

- $O(x \lg n)$ update $\Rightarrow \Omega(\lg n / \lg x)$ query [Demaine &

$O(x \lg n)$ query $\Rightarrow \Omega(\lg n / \lg x)$ update Patrascu -
→ LECTURE 6 STOC 2004/SICOMP 2006

→ both "match" lower bound trade-off

OPEN: $o(\lg n)$ update & $\text{poly} \lg n$ query?

- $O(\sqrt{n})$ worst-case update, $O(1)$ query

[Eppstein, Galil, Italiano, Nissenweiz - JACM 1997]

OPEN: $\text{poly} \lg$ worst-case update & query

Dynamic connectivity in $O(\lg^2 n)$ [Halim et al. - JACM 2001]

- store spanning forest with Euler tour trees
- hierarchically divide connected components
- $\Rightarrow O(\lg n)$ levels of spanning forests, each Euler tour trees

\rightarrow charging mechanism

- level of edge starts at $\lg n$, only decreases $\rightarrow \emptyset$
- $G_i =$ subgraph of edges at level $\leq i \Rightarrow G_{\lg n} = G$
- INVARIANT 1: every conn. component of G_i has $\leq 2^i$ vxs.
- $F_i =$ spanning forest of $G_i \Rightarrow F_{\lg n} =$ desired SF of G
- INVARIANT 2: $F_0 \subseteq F_1 \subseteq \dots \subseteq F_{\lg n}$ i.e. $F_i = F_{\lg n} \cap G_i$
i.e. $F_{\lg n}$ is min. spanning forest w.r.t. level

Insert($e = (v, w)$):

- add e to v & w adjacency lists
- $\text{level}(e) \leftarrow \lg n$
- if v & w disconnected in $F_{\lg n}$: add e to $F_{\lg n}$
- $\Rightarrow O(\lg n)$

Queries in $O(\lg n / \lg \lg n)$:

- modify branching factor of $T_{\lg n}$ to $\Theta(\lg n)$ [B-tree]
- $\Rightarrow O(\lg^2 n / \lg \lg n)$ to update (depth-branching)
- & $O(\lg n / \lg \lg n)$ to findroot (depth)

Delete ($e = (v, w)$):

- remove e from v & w 's adjacency lists
 - if e is in $F_{lg n}$:
 - delete e from $F_{level(e)}, \dots, F_{lg n}$
 - look for replacement edge to reconnect v & w
 - can't be at level $< level(e)$ by MSF Invariant 2
 - find min. possible level \Rightarrow preserve Invariant 2
 - for $i = level(e), \dots, lg n$:
 - let T_v, T_w be trees of F_i with v, w resp.
 - relabel so that $|T_v| \leq |T_w|$ (vertex count augment)
 - Invariant 1 $\Rightarrow |T_v| + |T_w| \leq 2^i \Rightarrow |T_v| \leq 2^{i-1}$
 \Rightarrow can afford to push all of T_v down to level $i-1$
 - for each edge (x, y) at level i with x in T_v :
 - if y is in T_w :
 - add (x, y) to $F_i, F_{i+1}, \dots, F_{lg n}$
 - stop
 - else: $level(x, y) \leftarrow i-1$ charge
- $\Rightarrow O(\lg^2 n + \# \text{charges} \cdot \lg n)$
- each inserted edge charged $\leq O(\lg n)$ times
 - Euler tour tree augmentation:
 - subtree sizes to test $|T_v|$ vs. $|T_w|$ in $O(1)$
 - for each node v in tree of F_i : does v 's subtree contain any nodes incident to level- i edges?
 \Rightarrow can find next level- i edge incident to $x \in T_v$ in $O(\lg n)$ time (successor, jumping over empty subtrees)

Simpler dynamic connectivity problems:

- incremental: insertions only
 - $O(\alpha)$ amortized via union-find
 - worst case: $\Theta(x)$ updates $\Rightarrow \Theta(\lg n / \lg x)$ queries
 - decremental: deletions only
 - $O(m \lg n + n \text{ poly} \lg n)$ for m updates, $O(1)$ query
- [Thorup - JACM 1999]

Other dynamic graph problems:

- minimum spanning forest (MST/conn. comp., as dynamic tree)
 - $O(\lg^4 n)$ update [Holm, de Lichtenberg, Thorup - JACM 2001]
 - worst case: $O(\sqrt{n})$ update [Eppstein et al. - JACM 1997]
 - plane graphs: $O(\lg n)$ [Eppstein et al. - JACM 1992]
- bipartiteness: is graph 2-colorable?
 - reducible to MSF
- planarity testing: insert e or report planarity violation
 - $O(n^{2/3})$ [Galil, Italiano, Sarnak - JACM 1997]
 - fixed embedding (plane): $O(\lg^2 n)$ [Eppstein et al. - JACM 1997]
 - incremental: $O(m \alpha(m, n) + n)$ [La Poutre - STOC 1994]

OPEN: testing for any fixed minor?

k-connectivity: vertex or edge

- disjoint paths between pairs of vertices:
 - $O(\text{poly} \lg n)$ for $k=2$ [Holm et al. - JACM 2001]
 - planar decremental: $O(\lg^2 n)$ for 3-edge-conn. [Giannaresi & Italiano - Algorithmica 1996]
- worst case: [Eppstein et al. - JACM 1997]
 - $O(\sqrt{n})$ for 2-edge-conn.
 - $O(n)$ for 2-vertex-conn. & 3-vertex-conn.
 - $O(n^2/3)$ for 3-edge-conn.
 - $O(n \alpha(n))$ for $k=4$
 - $O(n \lg n)$ for $O(1)$ -edge-conn.

OPEN: $\text{poly} \lg n$ for $k=O(1)$? $k=\text{poly} \lg n$?

- whole graph (\sim min cut = max flow)
 - $O(\sqrt{n} \text{poly} \lg n)$ for $O(\text{poly} \lg n)$ -edge-conn. (& min cut up to that size) [Thorup - STOC 2001]

OPEN: $\text{poly} \lg n$ for $k=O(1)$? $k=\text{poly} \lg n$?

Dynamic directed graphs:

Transitive closure: is there a path from v to w ?

- bulk update: insert/delete vertex & incident edges
- $O(n^2)$ amortized bulk update, $O(1)$ worst-case query
[Demetrescu & Italiano - FOCs 2000; Roditty - SODA 2003]
- same, worst case [Sankowski - FOCs 2004]
- optimal if storing transitive closure matrix explicitly

OPEN: $o(n^2)$ update worst case?

- $O(m\sqrt{n} \cdot t)$ am. bulk update, $O(\sqrt{n}/t)$ w.c. query, $t = O(\sqrt{n})$
[Roditty & Zwick - FOCs 2002]
- $O(m + n \lg n)$ am. bulk update, $O(n)$ w.c. query
[Roditty & Zwick - STOC 2004]

OPEN: full trade-off with update \cdot query = $O(m \cdot n)$ or $O(n^2)$

- acyclic: $O(n^{1.575} \cdot t)$ update, $O(n^{0.575}/t)$ query, $t = O(\sqrt{n})$
- decremental: $O(n)$ am. update, $O(1)$ w.c. query $\leftarrow \uparrow$
[Demetrescu & Italiano - FOCs 2000]

All-pairs shortest paths: shortest-path weight $v \rightarrow w$?

- $O(n^2 (\lg n + \lg^2(1 + m/n)))$ am. bulk update, $O(1)$ w.c. query
[Thorup - SWAT 2004] improving [Demetrescu & Italiano - STOC 2003]

OPEN: $O(n^2)$ or $o(n^2)$ update, even for undirected graphs?

- $O(n^{2.75})$ w.c. update, $O(1)$ query [Thorup - STOC 2005]
- unweighted: $O(m\sqrt{n} \cdot \text{poly} \lg n)$ am. update, $O(n^{3/4})$ w.c. query
[Roditty & Zwick - ESA 2004]
- undirected, unweighted, & $(1+\epsilon)$ -approx.: [Roditty & Zwick - $O(\sqrt{m}n \cdot t)$ am. update, $O(\sqrt{m}/t)$ w.c. query, $t = O(\sqrt{n})$ FOCs 2004]