

Deterministic Cache-Oblivious Funnelselect

Gerth Stølting Brodal



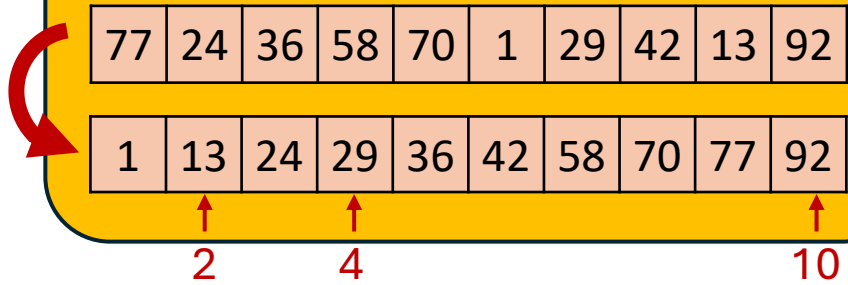
Sebastian Wild



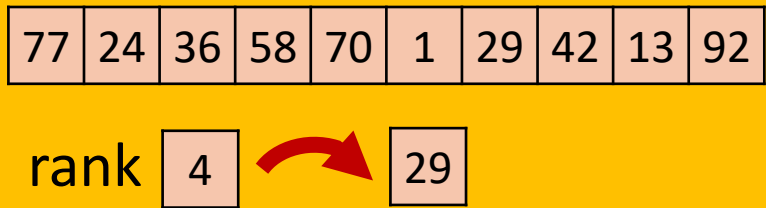
► **Theorem 1.** *There exists a deterministic cache-oblivious algorithm solving the multiple-selection problem using $O(\mathcal{B} + N)$ comparisons and $O(\mathcal{B}_{I/O} + \frac{N}{B})$ I/Os in the worst case, assuming a tall cache $M \geq B^{1+\varepsilon}$.*

Problem

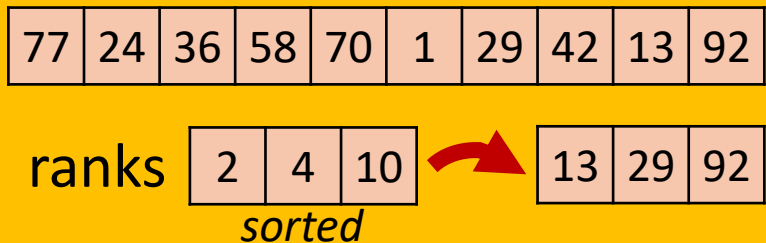
Sorting



Single selection



Multiple selection

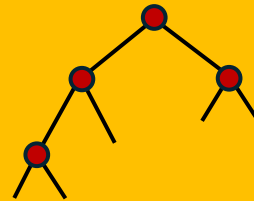


Algorithm

Randomized



Deterministic

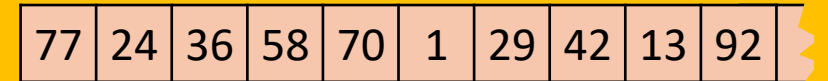


Result
of this talk

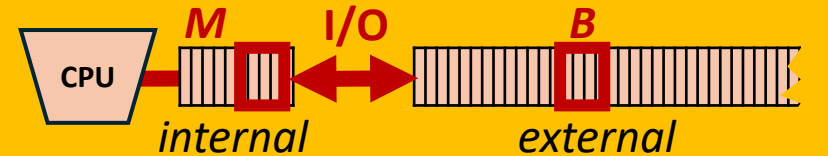
Computational Model

Internal memory

Memory access (element comparisons)



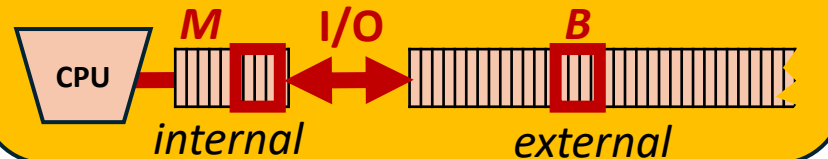
External memory Cache aware, I/O



Aggarwal, Vitter 1988

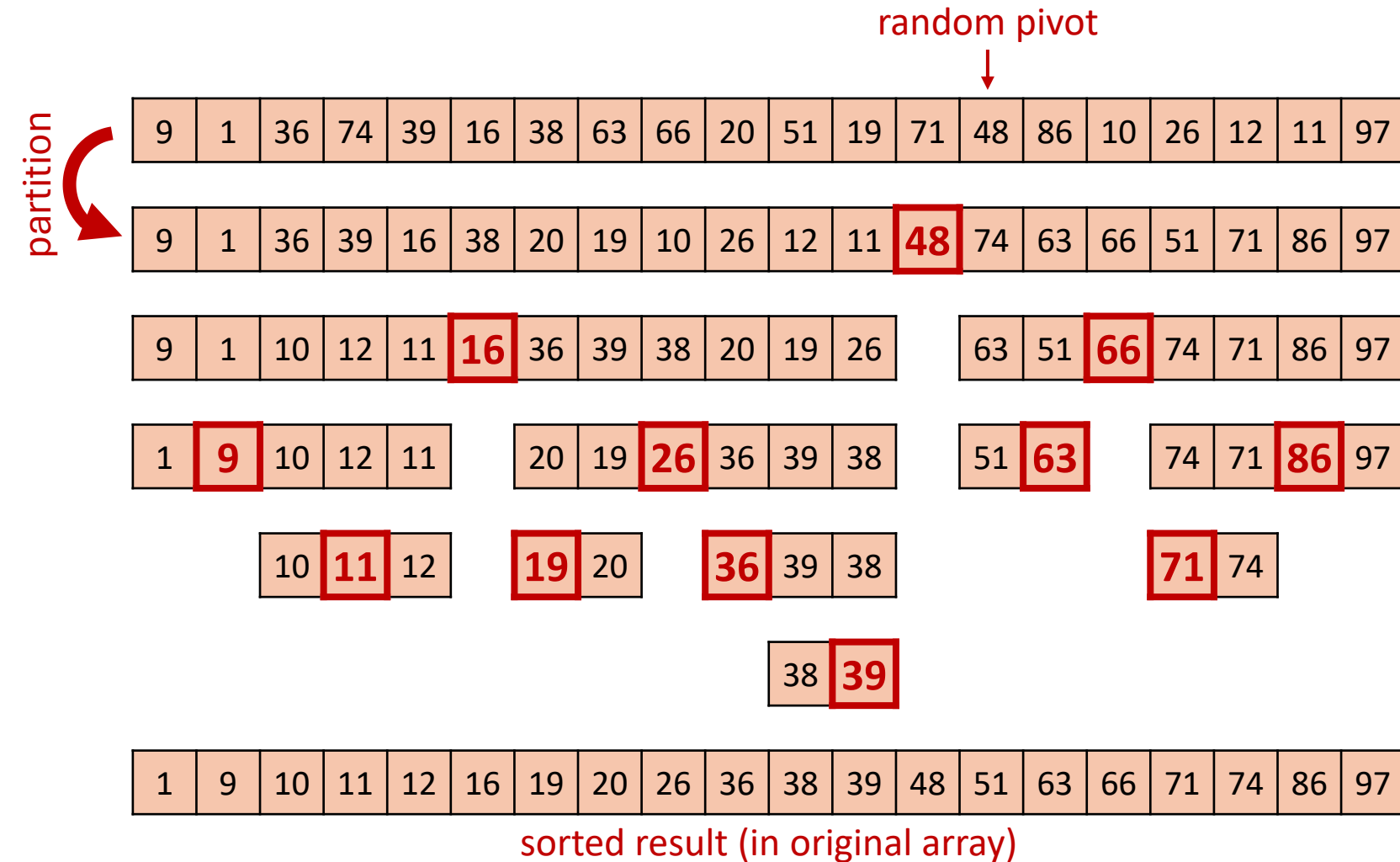
Cache oblivious

Algorithms do not know B and M
(optimal offline cache replacement)



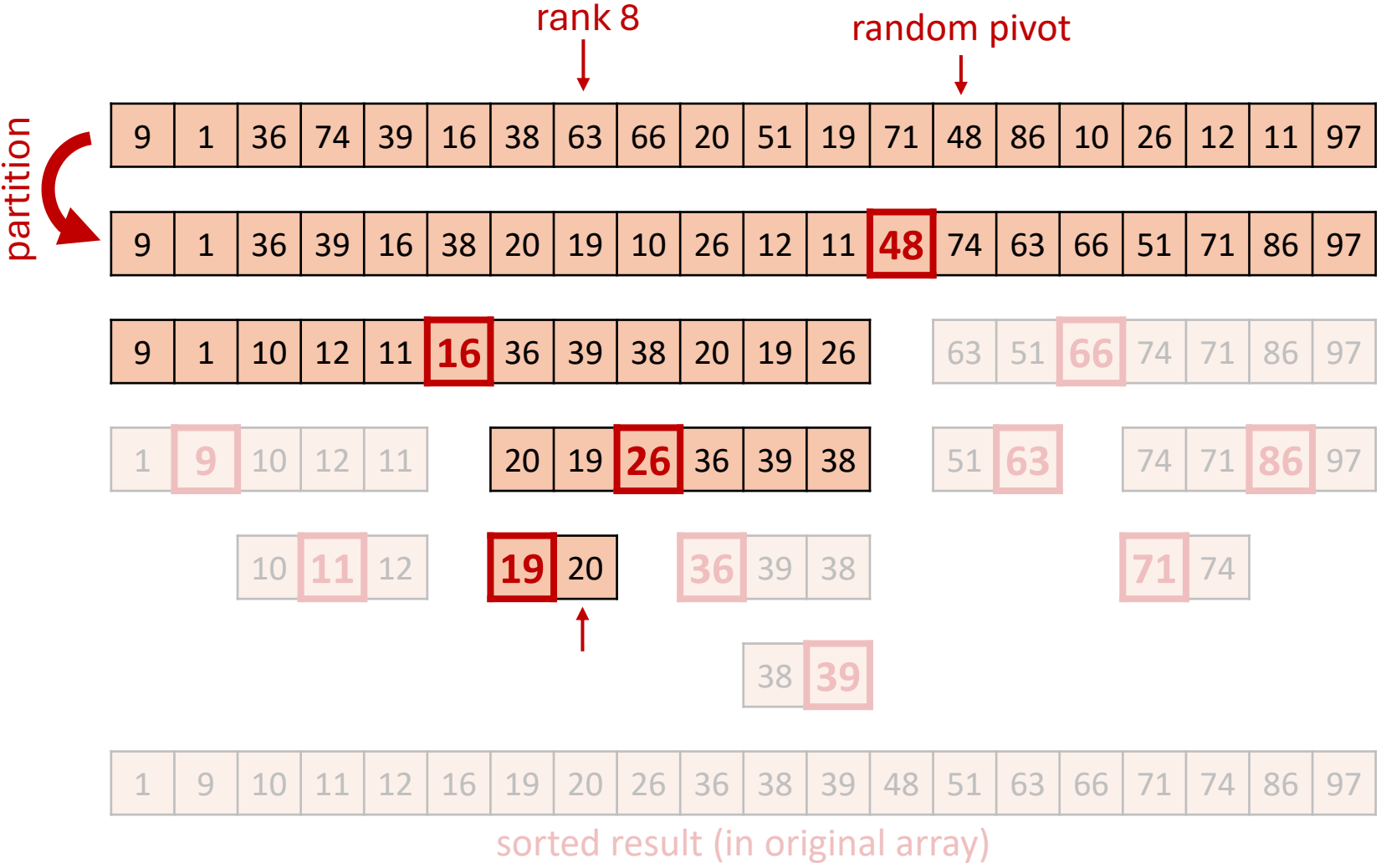
Frigo, Leiserson, Prokop, Ramachandran 1999

Internal Memory **Sorting** – Randomized



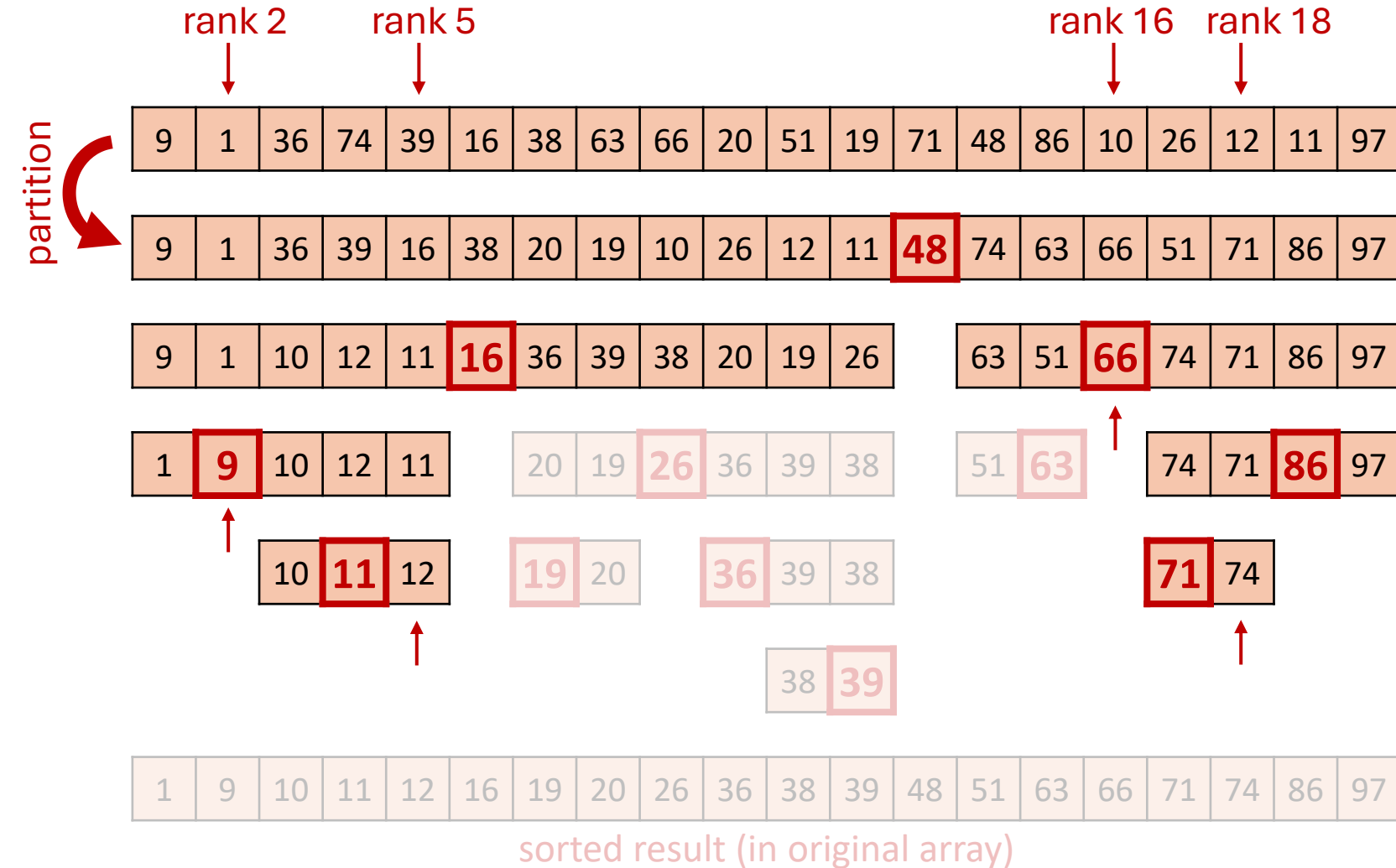
- Quicksort [Hoare 1959]
- Expected time $O(n \log_2 n)$
- Cache-oblivious $O\left(\frac{n}{B} \log_2 \frac{n}{M}\right)$ I/Os

Internal Memory Single Selection – Randomized



- Quickselect [Hoare 1961]
- Expected time $O(n)$
- Cache-oblivious $O\left(\frac{n}{B}\right)$ I/Os

Internal Memory Multiple Selection – Randomized



- Multiple selection [Chambers 1971]

- Expected time

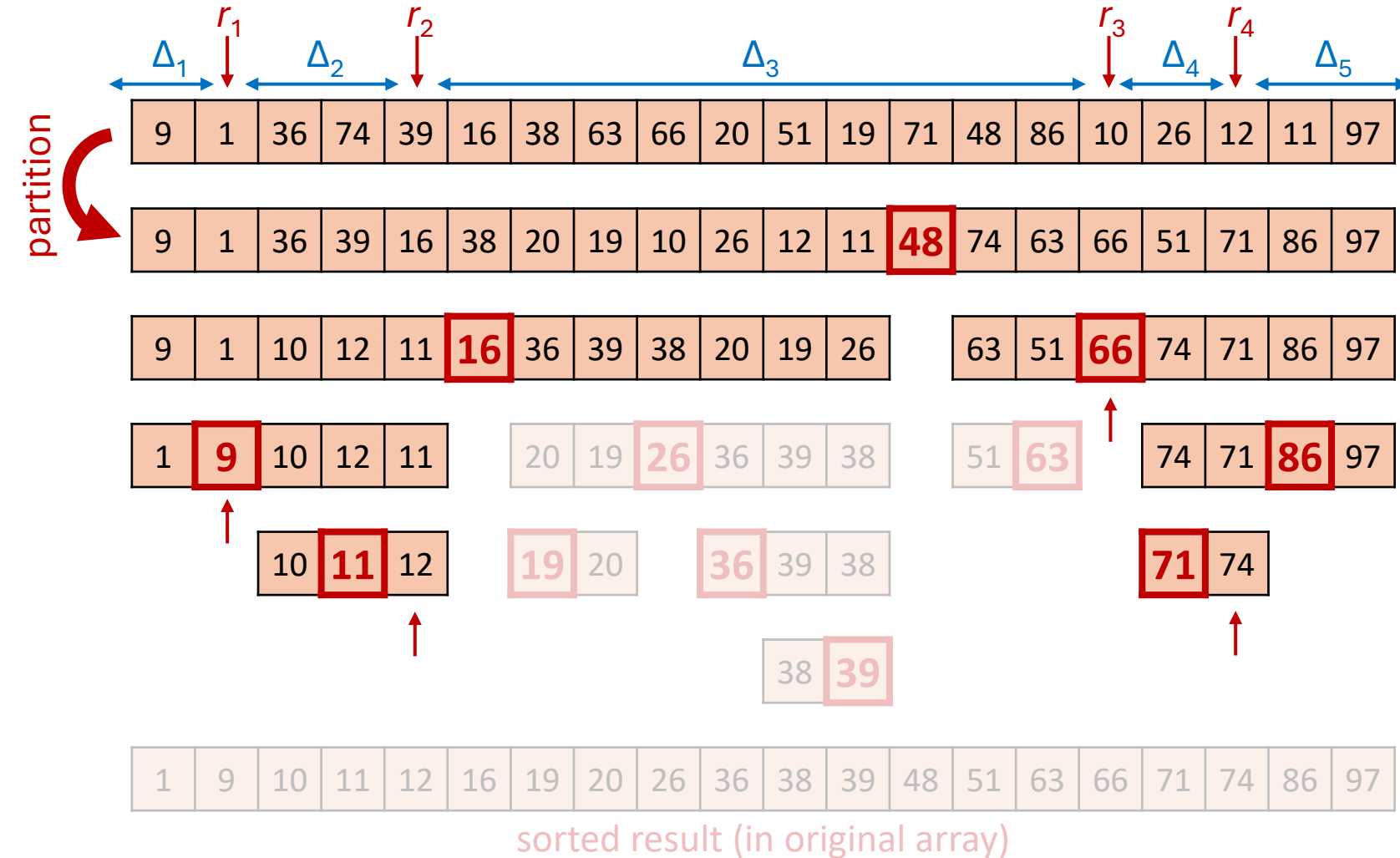
$$O(n \log_2 q)$$

$q = \#$ query ranks

- Cache-oblivious

$$O\left(\frac{n}{B} \log_2 q\right) \text{ I/Os}$$

Internal Memory Multiple Selection – Randomized



- Multiple selection [Chambers 1971]
- Expected time [Prodinger 1995]

$$O(\mathcal{B} + n)$$

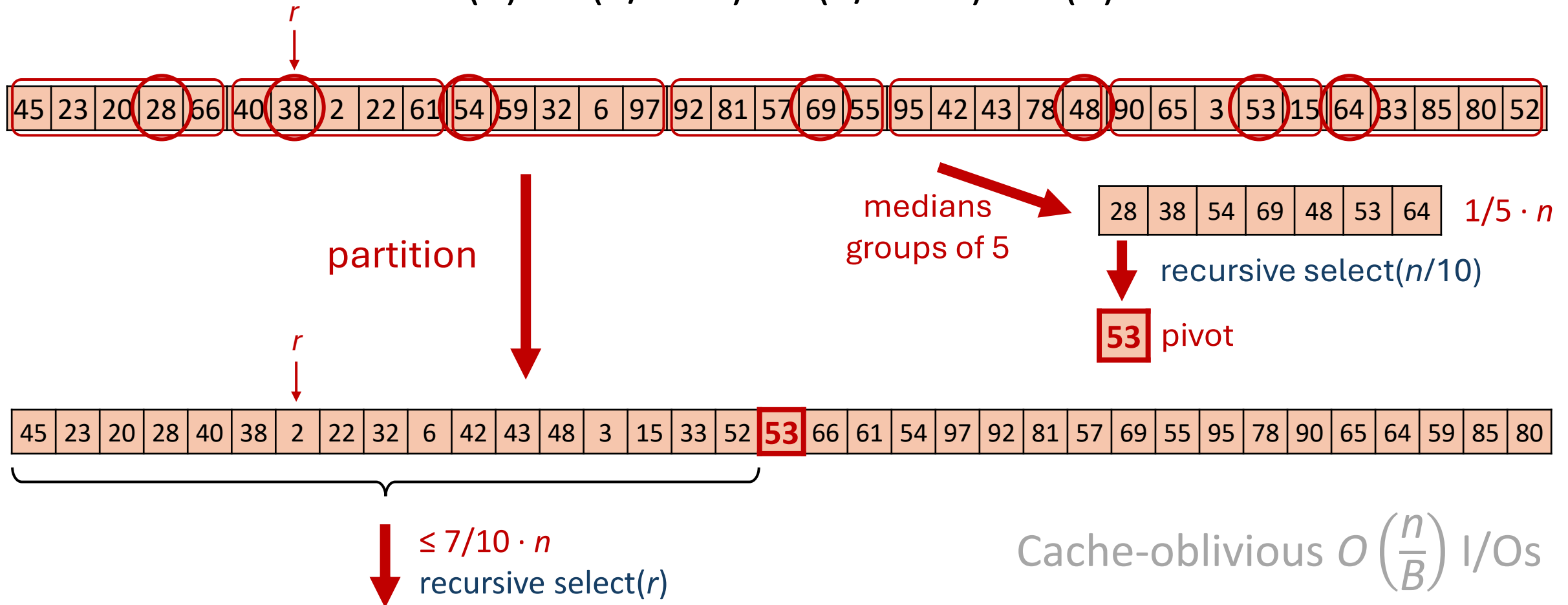
$$\mathcal{B} = \sum_{i=1}^{q+1} \Delta_i \log_2 \frac{n}{\Delta_i}$$

(query rank entropy)

Internal Memory **Single Selection** – Deterministic

- [Blum, Floyd, Pratt, Rivest, Tarjan 1973] Worst-case linear time

$$T(n) \leq T(1/5 \cdot n) + T(7/10 \cdot n) + O(n)$$

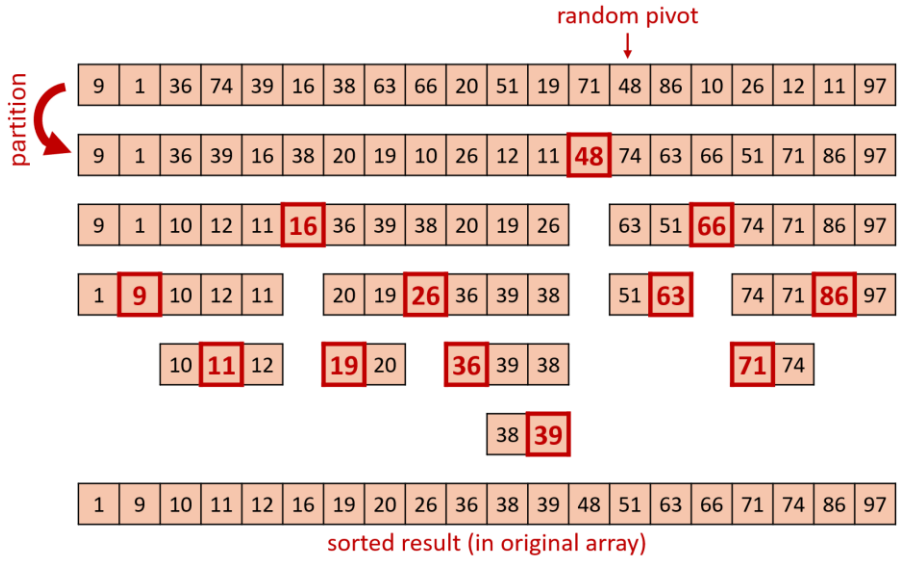


Internal Memory Distribution Sorting – Deterministic

Quicksort
[Hoare 1959]



Linear time median → pivots
[Blum, Floyd, Pratt, Rivest, Tarjan 1973]



Deterministic distribution sorting

optimal $O(n \log_2 n)$ time

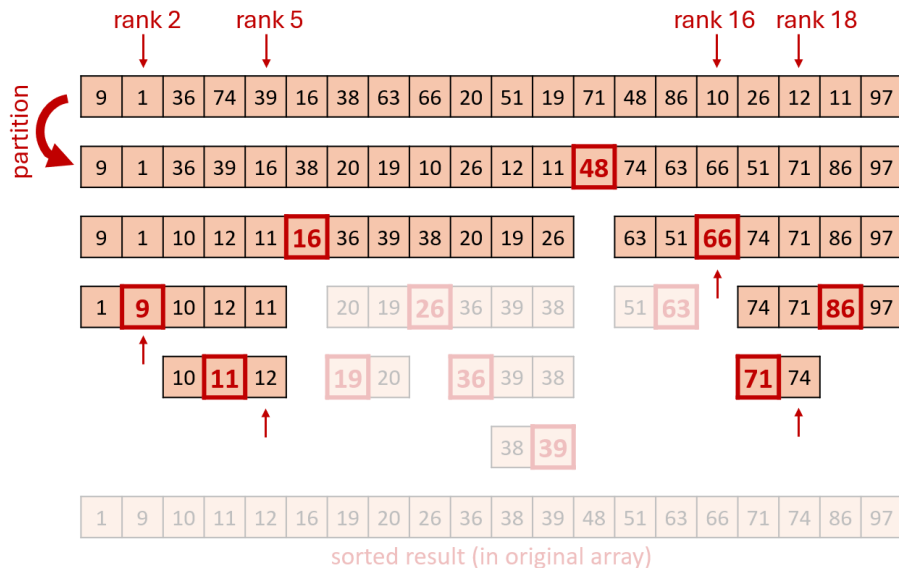
Cache-oblivious $O\left(\frac{n}{B} \log_2 \frac{n}{M}\right)$ I/Os

Internal Memory Multiple Selection – Deterministic

Multiple selection
[Chambers 1971]



Linear time median → pivots
[Blum, Floyd, Pratt, Rivest, Tarjan 1973]



Deterministic multiple selection
[Dobkin, Munro 1981]

optimal $O(\mathcal{B} + n)$ time

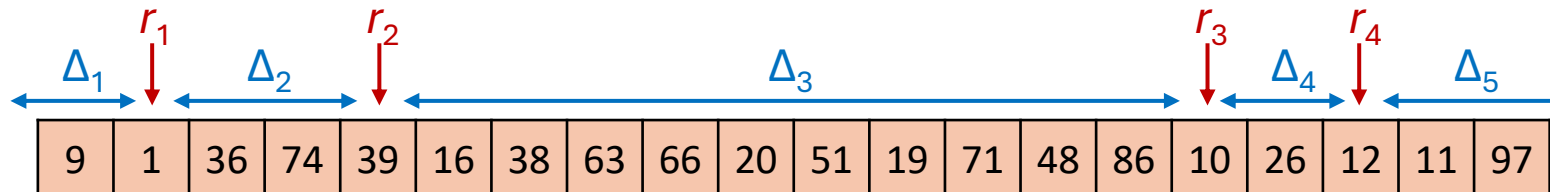
Cache-oblivious $O((\mathcal{B} + n) / \mathcal{B})$ I/Os

Summary Internal Memory

	Randomized / Deterministic	Cache-oblivious I/Os	Optimal I/O ?
Sorting	$O(n \log_2 n)$	$O\left(\frac{n}{B} \log_2 \frac{n}{M}\right)$	$O\left(\frac{n}{B} \log_{M/B} \frac{n}{M}\right)$
Single selection	$O(n)$	$O(n / B)$	✓
Multiple selection	$O(\mathcal{B} + n)$	$O(n / B + \mathcal{B} / B)$	$O(n / B + \mathcal{B} / B / \log_2 \frac{M}{B})$

$$\mathcal{B} = \sum_{i=1}^{q+1} \Delta_i \log_2 \frac{n}{\Delta_i}$$

(query rank entropy)

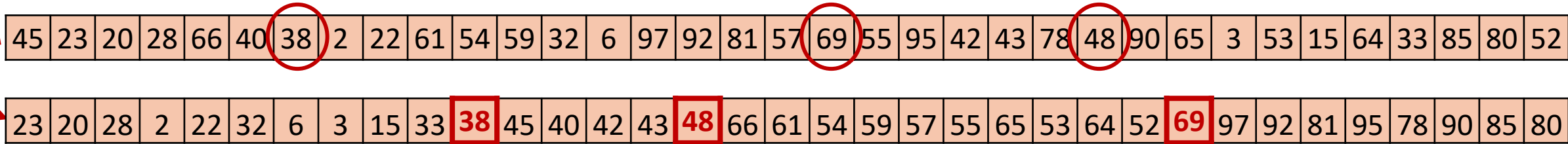


Lower bound
[Dobkin, Munro 1981] +
[Arge, Knudsen, Larsen 1993]

Upper bounds
Randomized [ESA 2023]
Deterministic [SWAT 2024]

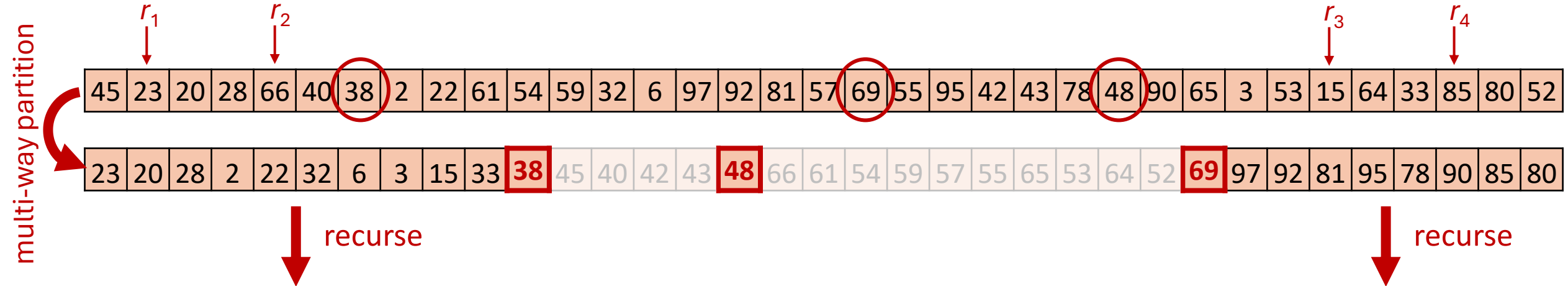
Cache-aware **Distribution Sort** – Randomized

multi-way partition



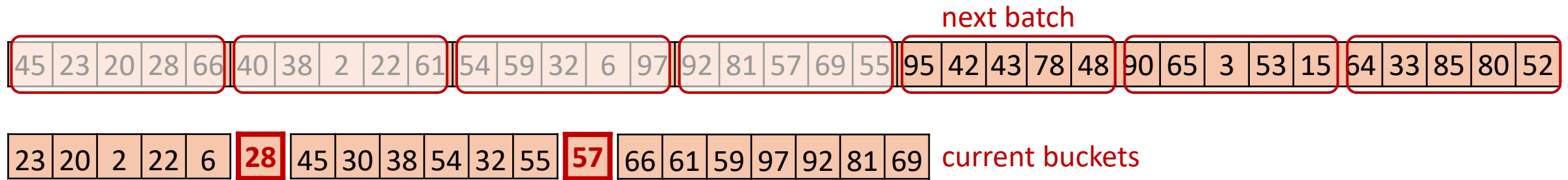
- Generalize Quicksort
- Pick $\Theta(M/B)$ random pivots
- Multi-way partition: Scan and distribute to buckets
[internal memory: $\Theta(M/B)$ pivots + 1 block input + 1 block per output bucket]
- Recurse on buckets ($\leq M$ elements sorted in internal memory)
- Expected $O\left(\frac{n}{B} \log_{M/B} \frac{n}{M}\right)$ I/Os and $O(n \log n)$ internal work

Cache-aware Multiple Selection – Randomized



- $\Theta(M/B)$ -way distribution sort with pruning (à la Chambers)
- Expected optimal $O(n / B + \mathcal{B} / B / \log_2 \frac{M}{B})$ I/Os

Cache-aware Multi-way Partition – Deterministic



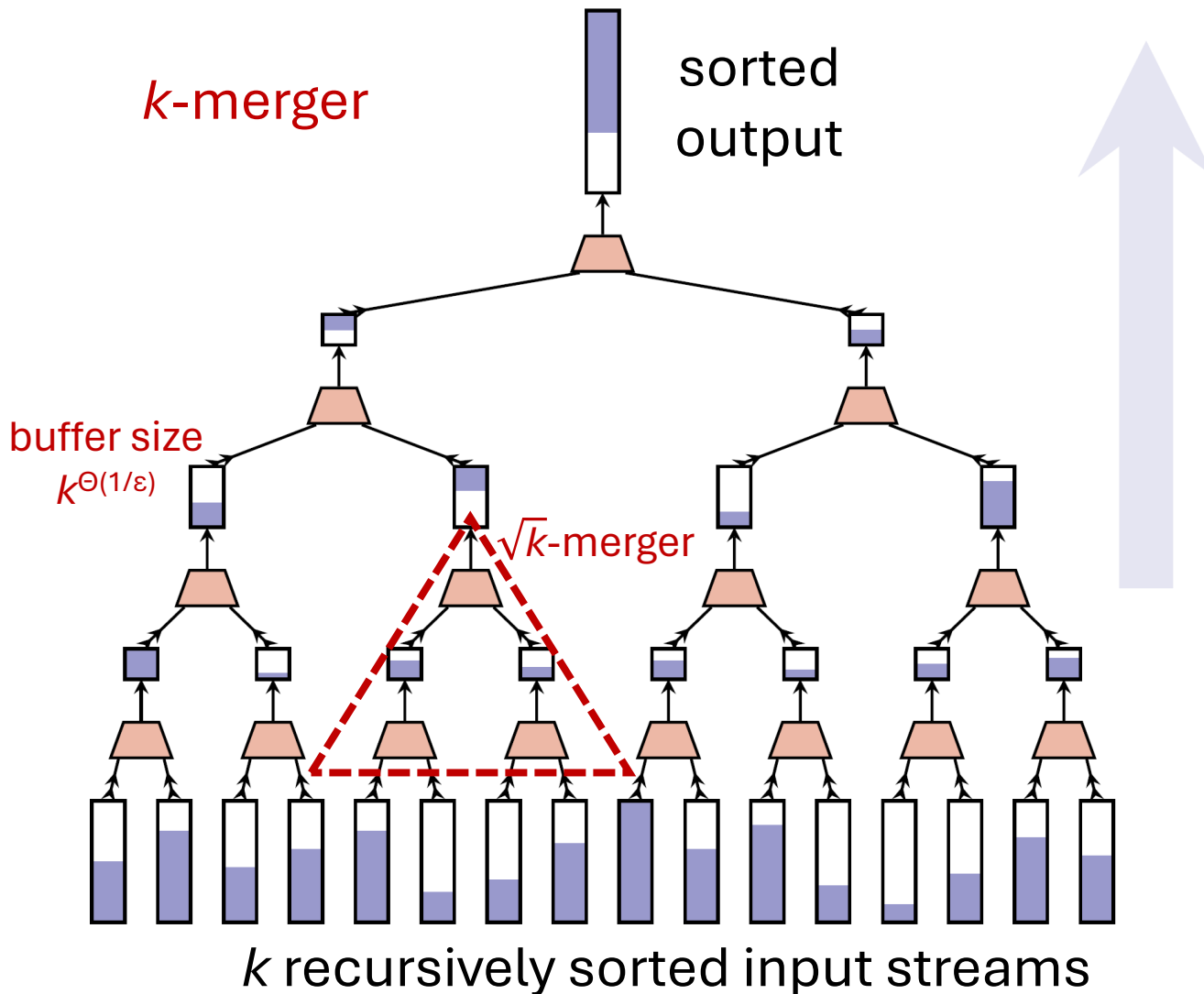
- **Goal** : create $k = \Theta(M/B)$ buckets each of size $O(n/k)$
- Repeatedly **distribute batches** of n/k elements into buckets (initially one)
- Split **overflowing buckets** ($> 2 \cdot n/k$ elements; at most $3n/k$)
[using Blum *et al.* median finding algorithm; split creates pivot]
- Result : $\leq k$ buckets each of size $[n/k, 2n/k]$
- **Distribution sort** : $O\left(\frac{n}{B} \log_{M/B} \frac{n}{M}\right)$ I/Os and $O(n \log n)$ internal work
- **Multiple selection** : $O(n/B + \mathcal{B}/B / \log_2 \frac{M}{B})$ I/Os

Summary Cache-aware

Sorting	$O\left(\frac{n}{B} \log_{M/B} \frac{n}{M}\right)$ I/Os
Single selection	$O(n / B)$ I/Os
Multiple selection	$O(n / B + \mathcal{B} / B / \log_2 \frac{M}{B})$ I/Os

[Hu, Tao, Yang, Zhou 2014] achieved both I/O and work optimality

Cache-oblivious Funnelsort – Deterministic



- Tall cache assumption

$$M \geq B^{1+\epsilon}$$

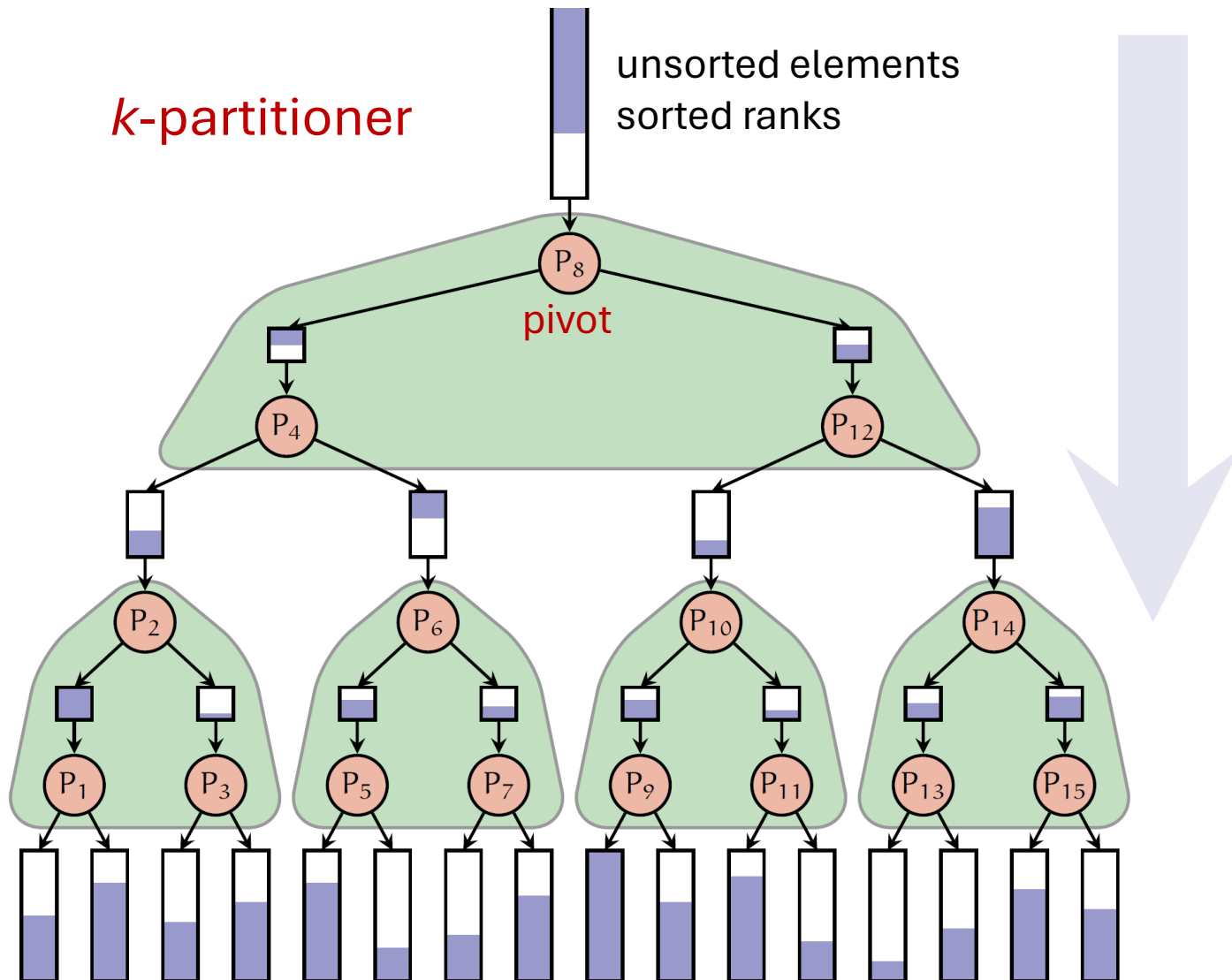
Necessary [Brodal, Fagerberg 2002]

- Binary mergesort with buffered output

- *k*-merger , $k = n^{\Theta(\epsilon)}$

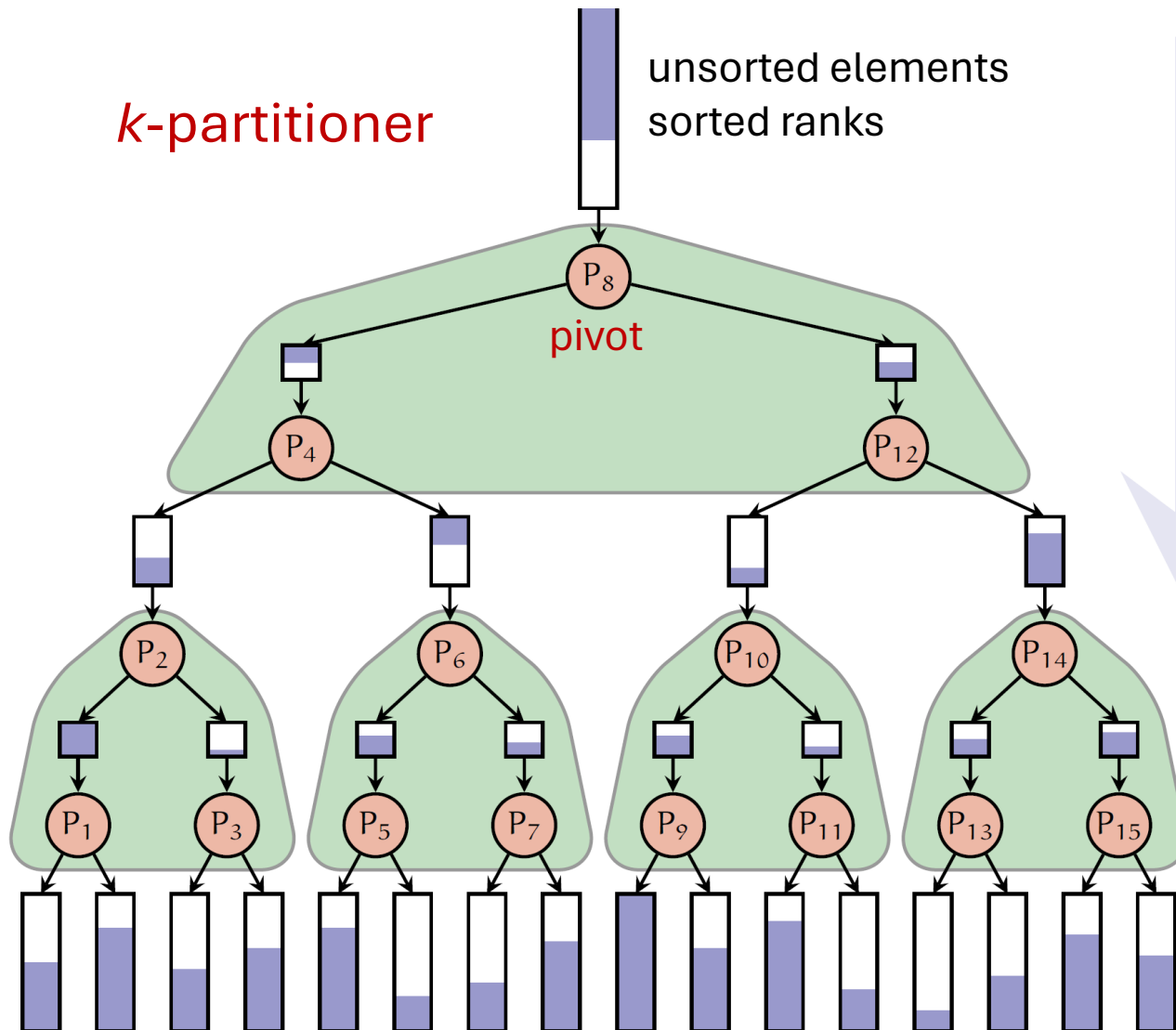
- $O\left(\frac{n}{B} \log_{M/B} \frac{n}{M}\right)$ I/Os

Cache-oblivious Multiple Selection – Idea



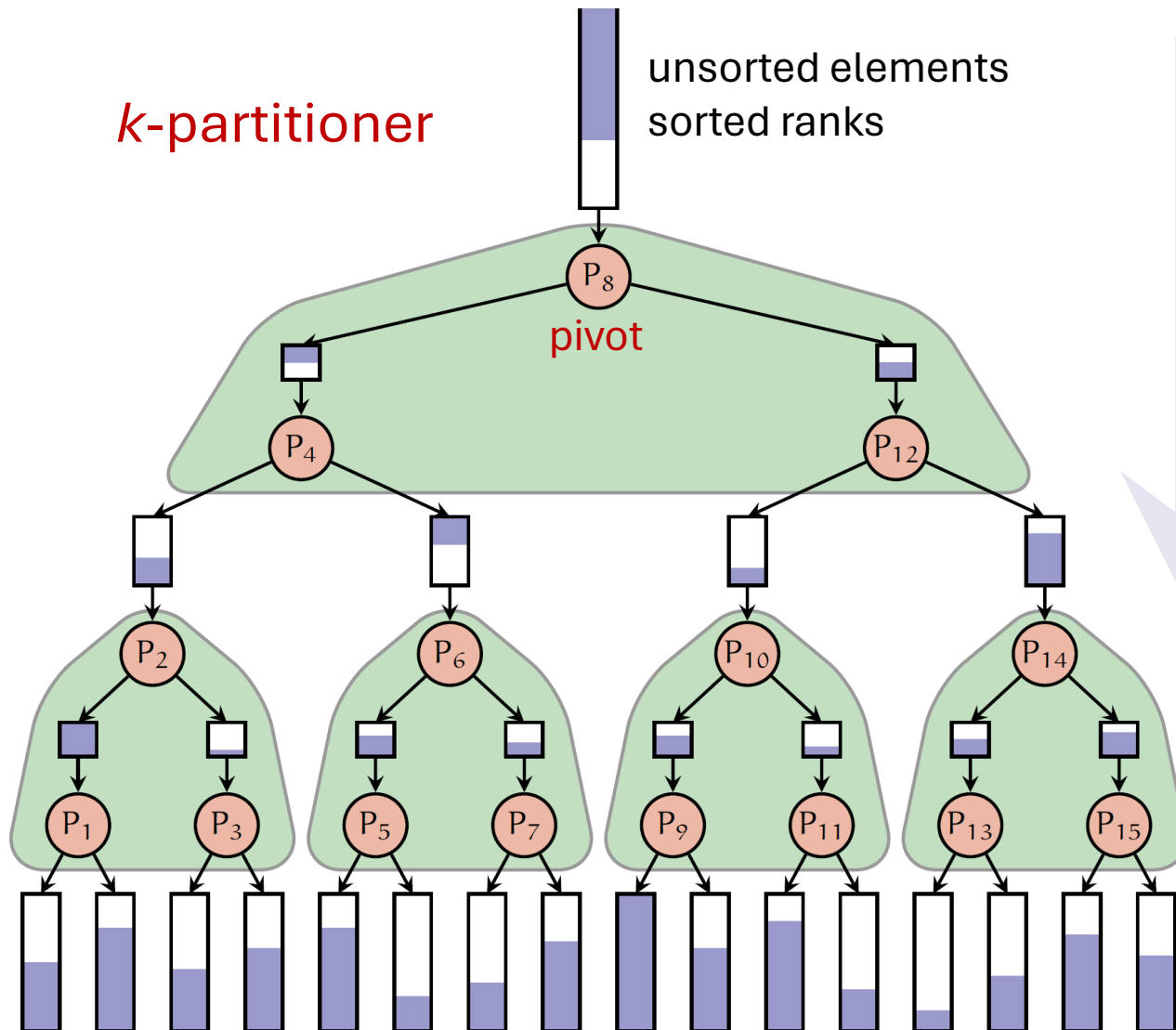
- Reverse computation of k -merger \rightarrow *k-partitioner*
- algorithm à la Chambers
- **Challenges**
 - Pivots ?
 - Pruning subtree computations before knowing ranks of pivots ?

Cache-oblivious Multiple Selection – Randomized



- Sort $n / \log n$ size sample
- Select $k = n^{\Theta(\varepsilon)}$ pivots uniformly in sample
- Estimate pivot ranks within $\pm n^{2/3}$ w.h.p.
- Prune **inside *k*-partitioner** subtrees w.h.p. no query
- Buckets just sort
- Expected $O(n / B + \mathcal{B} / B / \log_2 \frac{M}{B})$ I/Os

Cache-oblivious Multiple Selection – Deterministic



- Entropy bound \approx sort \rightarrow sort
- Smaller k
- Prune buckets with no query
 - $\geq n/2$ elements pruned
- Recurse on buckets
- Pivots deterministically
 - Incremental batches size n/k
 - Split bucket + rebuild k -partitioner
- $O(n / B + \mathcal{B} / B / \log_2 \frac{M}{B})$ I/Os

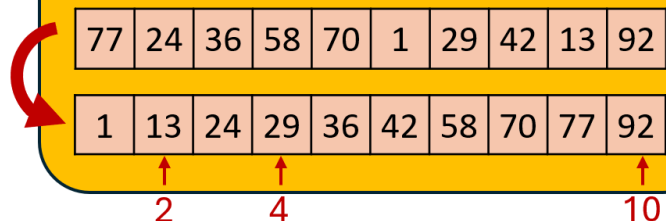
$$k = n/\Delta$$

$$\Delta = \min \{ \Delta_i \mid \sum_{\Delta_j \leq \Delta_i} \Delta_j \geq n/2 \}$$

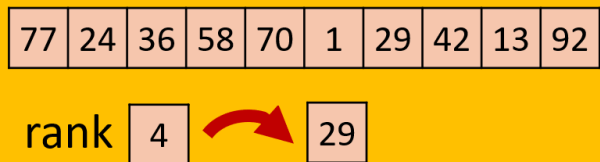
Summary

Problems

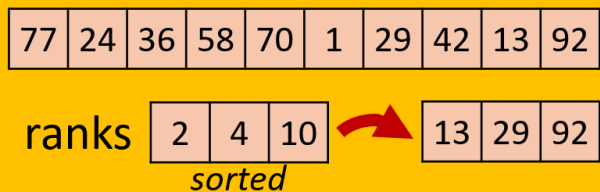
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Multiple selection

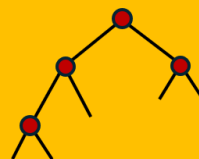


Algorithm

Randomized



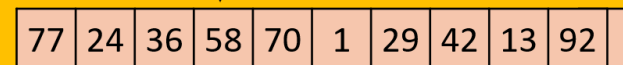
Deterministic



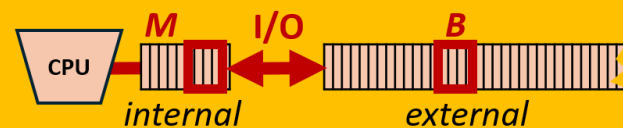
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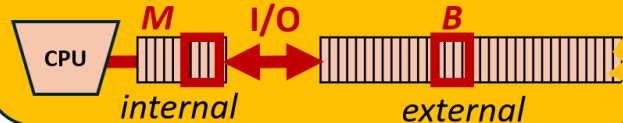
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Aggarwal, Vitter 1988

Cache oblivious

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Result
of this talk