

Izbrana poglavja

**Fenwick tree, bipartite matching, lowest common ancestor,
heavy-light decomposition, centroid decomposition**

Priprave na računalniške olimpijade 2019/2020

Tomaž Hočevar

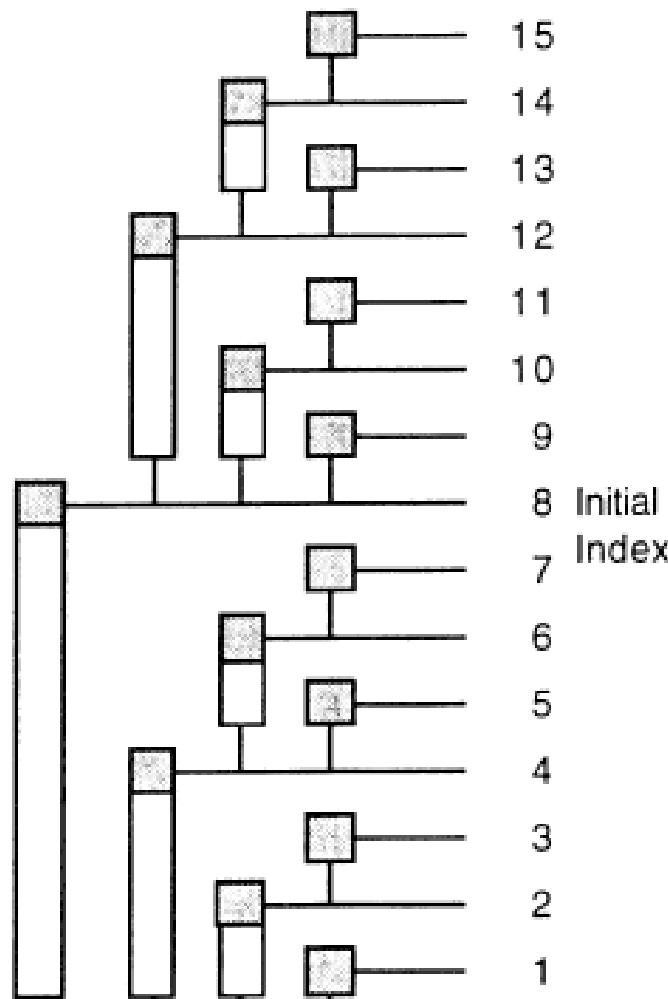
Fenwick tree

1	8	4	12	2	10	6	14	11	9	5	13	3	16	7	15
---	---	---	----	---	----	---	----	----	---	---	----	---	----	---	----

- $\text{update}(i, a) \dots x_i += a$
- $\text{query}(n) \dots \sum_{i=1..n} x_i = ?$

Fenwick tree

CUMULATIVE FREQUENCY TABLES



Fenwick tree

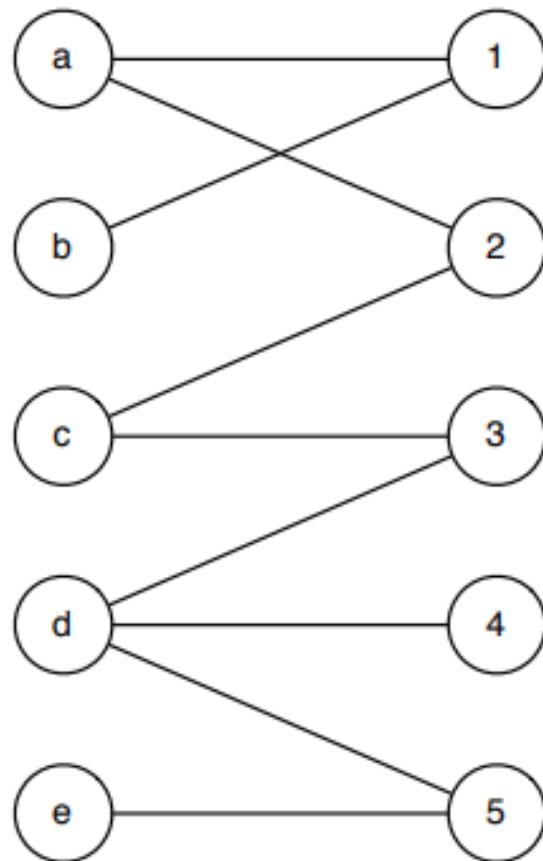
- binary indexed tree (BIT)
- predponske poizvedbe
- kratka/učinkovita implementacija

```
#define N 100000
int BIT[N+1];

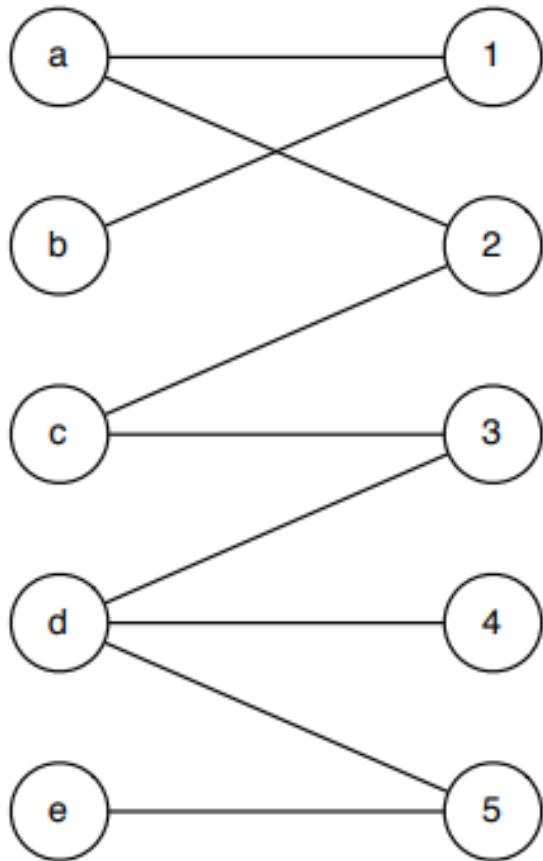
int query(int a) {
    int r=0;
    for (int x=a; x>=1; x-=x&-x) r+=BIT[x];
    return r;
}

void update(int a, int d) {
    for (int x=a; x<=N; x+=x&-x) BIT[x]+=d;
}
```

Bipartite matching

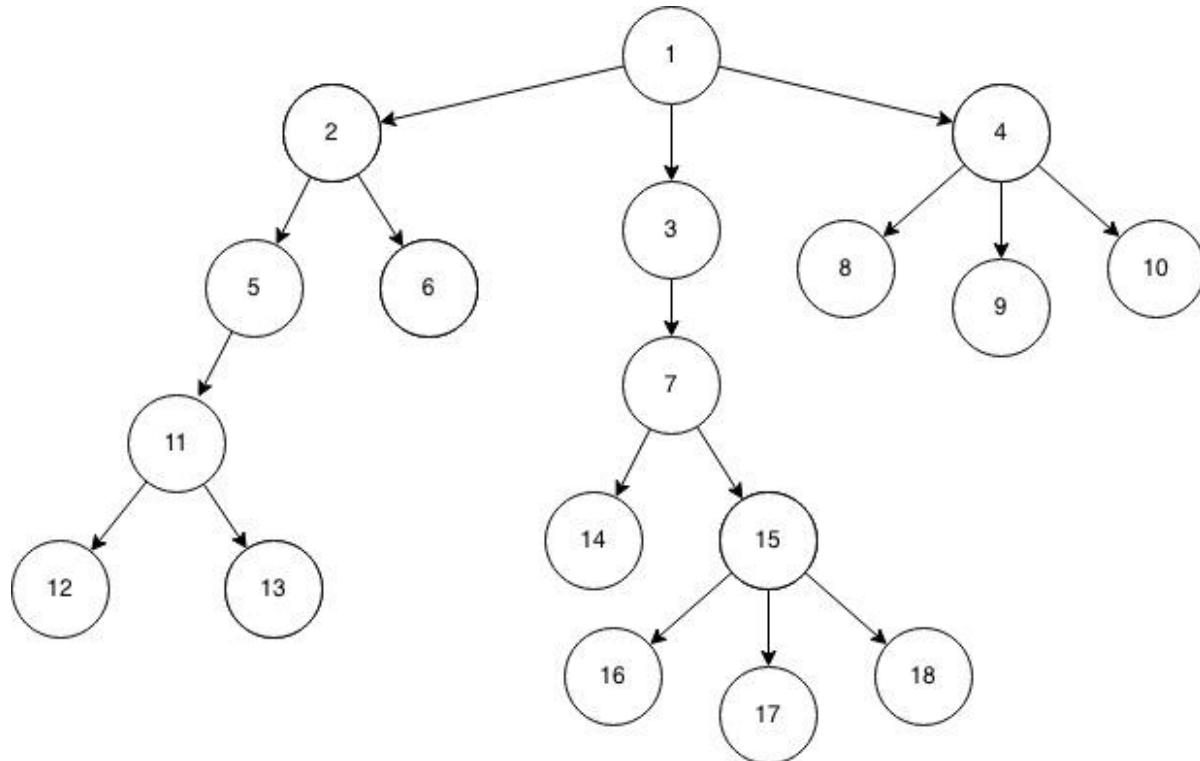


Bipartite matching

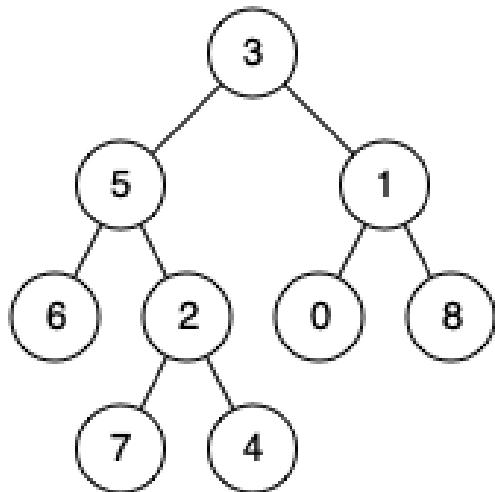


- pritejanje ... povezave nimajo skupnih vozlišč
- alternirajoča pot (alternating path)
- povečujoča pot (augmenting path)
- naj. pritejanje \equiv ni pov. poti
- implementacija
- $O(VE)$, $O(EV^{1/2})$
- pokritje, neodvisna množ.

Lowest common ancestor



Lowest common ancestor



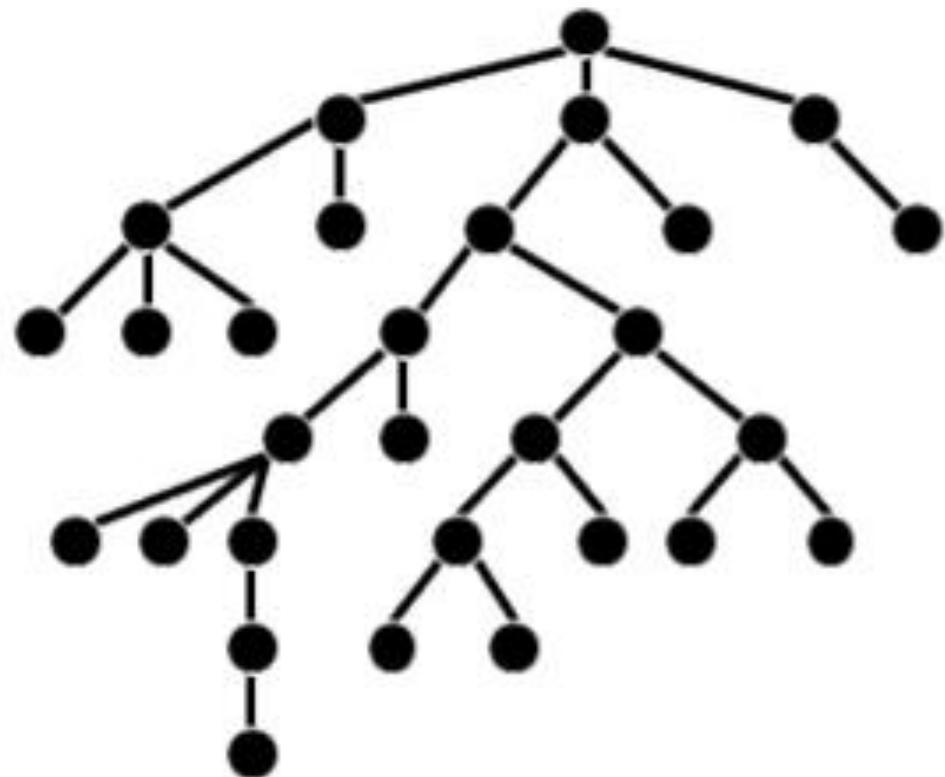
- 1) LCA \rightarrow RMQ
- 2) predniki
 - $a(x, k)$... 2^k -ti prednik x -a
 - $a(x, k) = a(a(x, k-1), k-1)$
 - poravnamo globini
 - skačemo pod najnižjega prednika

init = $O(n \log n)$

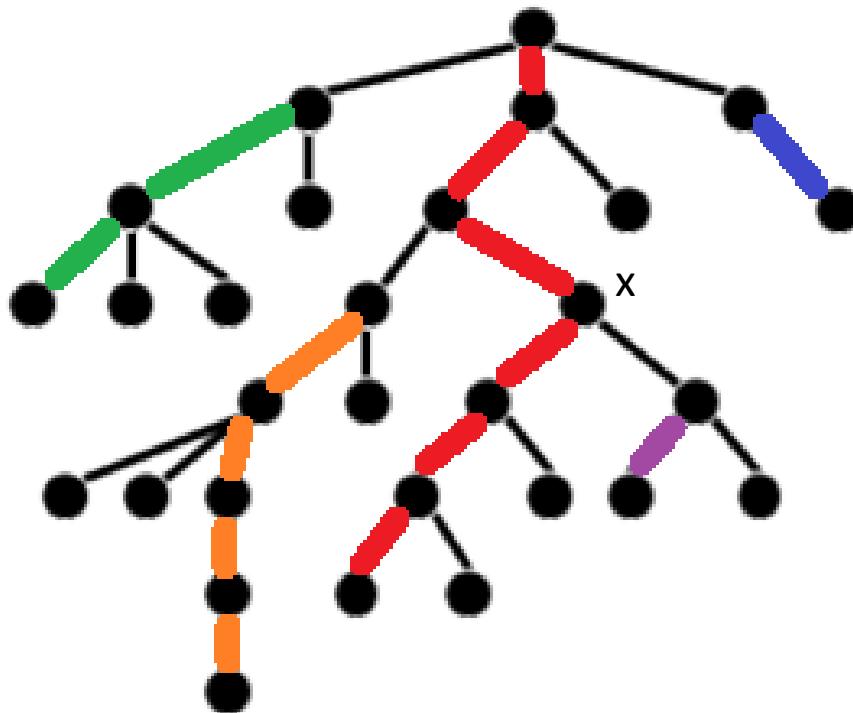
query = $O(\log n)$

Heavy-light decomposition

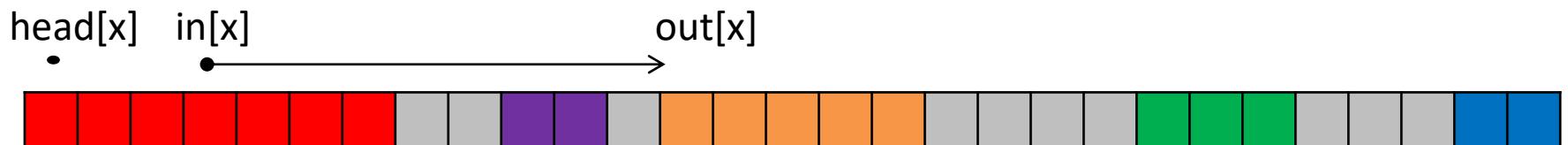
- min. vozlišče na poti od A do B?



Heavy-light decomposition

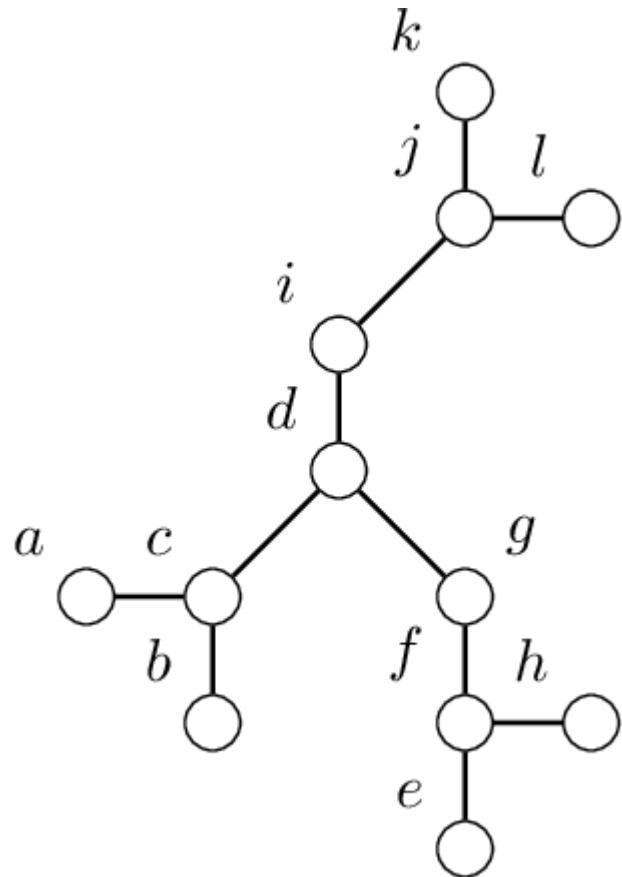


- seznam \rightarrow drevo
 - “avtoceste”
- težka pov. (najv. otrok)
- lahka pov. $\rightarrow n/2$
- $O(\log n)$ kosov med A, B
- LCA (dvigneš nižjo pot)
- implementacija



Centroid decomposition

- število poti dolžine K v drevesu z N vozlišči?



Centroid decomposition

- “deli in vladaj” na drevesu
- center \neq centroid
- iskanje centroida
- dekompozicija višine $O(\log n)$
- centroid ... “glavno” vozlišče na poti
- informacija o $O(n \log n)$ poteh

Centroid decomposition

- barvanje vozlišč, iskanje najbližjega pobarvanega

