

# Counting Inversions, Offline Orthogonal Range Counting, and Related Problems

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How to count inversions:

```
1  A[1..n] = 0
2  inv = 0
3  for k = 1 to n
4      inv = inv + (k - 1) - SUM( $\pi(k)$ )
5      UPDATE( $\pi(k)$ , 1)
```

# Complexity

Partial sums with  $A[i] \in \{0, 1\}$ :

$$\text{[Dietz'89]} \quad t_u = t_q = O\left(\frac{\lg n}{\lg \lg n}\right)$$

$$\text{[Fredman-Saks'89]} \quad t_q = \Omega\left(\frac{\lg n}{\lg \lg n}\right) \text{ for any } t_u \leq \lg^{O(1)} n$$

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$$\text{NEW: } t_q = O\left(\frac{\lg n}{\lg \lg n}\right), t_u = O(\lg^{0.5+\epsilon} n).$$

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# External Memory

Well-known fact: in external memory, online  $\neq$  offline

predecessor search: B-trees,  $O(\frac{\lg n}{\lg B})$ ;

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```
Count(A)
1 zeros = ones = {}, inv = 0
2 for k = 1 to |A|
3     if MSB(A[i]) == 0
4         inv = inv + |ones|
5         APPEND(zeros, DISCARDMSB(A[i]))
6     else APPEND(ones, DISCARDMSB(A[i]))
7 return inv + COUNT(zeros) + COUNT(ones)
```

Complexity  $\approx L$  list traversals.

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## The subproblem at each node

Items have  $L = \sqrt{\lg n}$  bits

Words =  $O(\lg n)$  bits

$\Rightarrow B = O(\sqrt{\lg n})$  items can be manipulated in constant time.<sup>†</sup>

<sup>†</sup> Using tabulation.

$O(\frac{nL}{B}) = O(n)$  time.

# List of Results

Improved algorithms:

offline range counting:  $O\left(n\left(\frac{\lg n}{\lg \lg n}\right)^{d-1}\right) \rightarrow O\left(n \lg^{d-2+\frac{1}{d}} n\right)$

offline  $\{0, 1\}$  partial sums:  $O\left(n\frac{\lg n}{\lg \lg n}\right) \rightarrow O\left(n\sqrt{\lg n} \cdot \sqrt[4]{\lg \lg n}\right)$

maximum depth in rectangle arrangement:  $O(n\sqrt{\lg n})$

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Static 2D range counting:

- space  $O(n)$ , query time  $O\left(\frac{\lg n}{\lg \lg n}\right)$  [OPTIMAL]
- construction time  $O\left(n\sqrt{\lg n}\right)$  [NEW]



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Online  $\{0, 1\}$  partial sums:

- query time  $O\left(\frac{\lg n}{\lg \lg n}\right)$  [OPTIMAL]
- update time  $O\left(\lg^{0.5+\varepsilon} n\right)$  [NEW]

Thank you!

*THE END*