# Nearly Optimal Parallel Longest Increasing Subsequence

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### Longest increasing subsequence(LIS)

• Given a sequence of n numbers  $A = (a_1, a_2, ..., a_n)$ , the goal is to find the longest subsequence from A such that its values are (strictly) increasing.



• LIS can be solved in  $O(n \lg n)$  sequential time.

### Previous Results

Reference	Total Work	Span	Notes		
Nakashima and Fujiwara 2006	$O(n \lg n)$	$O\left(\frac{n \lg n}{p}\right)$ or $O(k^2 \lg n)$	Requires $p < n/k^2$ .		
Krusche and Tiskin 2009	$O(n \lg^2 n)$	$\tilde{O}(n^{\frac{2}{3}})$			
Shen, Wan, Gu, and Sun 2022	$O(n \lg^3 n)$	$O(k \lg^2 n)$			
Gu, Men, Shen, Sun, and Wan 2023	$O(n \lg k)$	$O(k \lg n)$			

p is the number of processors, k is the length of LIS.

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Our result	$O(n \lg^2 n \lg \lg n)$	$O(\lg^4 n)$	Deterministic algorithm		
Our result	$O(n \lg^2 n)$	$O(\lg^4 n)$	Randomized, with AC <sup>0</sup> operations		

p is the number of processors, k is the length of LIS.

## EREW PRAM Model



 Simultaneous Read/Write to any memory location by different processors is forbidden

## Work and span

- The **work** is the **total** number of operations that all processors perform (running time if there is one processor).
- The **span** is the **longest** series of operations that have to be performed sequentially (running time if there are infinite processors).

## Outline

- Implicit subunit-Monge matrix multiplication (ISMMM)
- Connection between LIS and ISMMM
- How to solve the ISMMM problem

# Implicit subunit-Monge matrix: sub-permutation matrix

	J	0	1	2	3	4	5	6	
i	0		0	0	0	0	0	0	
$\downarrow$	1		0	0	0	0	1	0	
	2		0	0	0	1	0	0	
	3		0	0	0	0	0	0	
	4		0	0	0	0	0	1	
	5		0	0	0	0	0	0	
	6								

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Sub-permutation matrix contains at most one element equals to 1 each row and column

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	3	0	0	0	0	0	0	0
	4	0	0	0	0	0	0	1
	5	0	0	0	0	0	0	0
	6	0	0	0	0	0	0	0

 $i \rightarrow$ 

Sub-permutation matrix contains at most 1 each row and column the 0-th column and last row are all 0

# Implicit subunit-Monge matrix: sub-unit Monge matrix



Sub-permutation matrix contains at most 1 each row and column the 0-th row and columns are all 0

Distribution matrix  $M^{\Sigma}(i,j) = \sum_{\{i \ge i, j \le j\}} P(i,j)$ , If *P* is a sub-permutation matrix, then  $M^{\Sigma}$  is a subunit-Monge matrix



We have two sub-permutation matrices









The input and output contains at most O(n) non-zero terms, Can we compute the output fast in the parallel setting?

### Connection between LIS and ISMMM

Theorem: If one can solve the ISMMM problem in O(W(n)) work and O(S(n)) span. Then, one can compute an LIS in  $O(W(n) \lg n)$ work and  $O(S(n) \lg n)$  span.

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There is a parallel algorithm solving the ISMMM problem in O(nlgn) work and  $O(lg^3 n)$  span.

There is a parallel algorithm that computes an LIS in  $O(nlg^2n)$  work and  $O(lg^4n)$  span.

#### ISMMM: Framework of Krusche and Tiskin's Algorithm 2010 $P_{B,lo}$ $P_{A,hi}$ $P_{A,lo}$ $P_{C}$ $P_{B,hi}$

#### Divide-and-conquer method





# Implicit subunit-Monge matrix multiplication: Reduce subproblem size









# Implicit subunit-Monge matrix multiplication: difficulty of combine









 $\delta(i, j)$  = the left upper area sum of  $P_{c,lo}$  – the right bottom area sum of  $P_{c,hi}$ 





Green circle represents non-zero term of  $P_{c,lo}$ , Yellow star represents non-zero term of  $P_{c,hi}$  $\delta(i,j) = 2-1 = 1$ 



# Implicit subunit-Monge matrix multiplication: splitting line



Lemma: Given  $P_{c,lo}$  and  $P_{c,hi}$ , if one can decide three area of  $\delta$  in O(W(n)) work and O(S(n)) span, one can compute  $P_c$  in O(W(n)) work and O(S(n)) span.





Given  $P_{c,lo}$  and  $P_{c,hi}$ , how can we compute the line splitting the negative and non-negative area of  $\delta$  in the parallel model?

There is an algorithm computing the splitting line in O(n) work and  $O(\lg^2 n)$  span.



We partition  $\delta$  to  $\frac{n}{L} \times \frac{n}{L}$  grid, each grid contains  $L \times L$  points, we only consider the top-left  $\delta(i, j)$  point.  $L = O(\lg^2 n)$ ,

Instead of computing the splitting line, we compute the point that is closest to the splitting line, in each row grid.

We reduce the size of the problem to 
$$O(\frac{n}{L})$$

Divide-and-conquer algorithm: Input is an index rectangle  $[i_{lo}, i_{hi}] \times [j_{lo}, j_{hi}]$  that splitting line crosses.





Divide-and-conquer algorithm: Input is a rectangle  $[i_{lo}, i_{hi}] \times [j_{lo}, j_{hi}]$  that splitting line crosses.

To recurse on the small problem, we require the top border and left border  $\delta(i, j)$  is computed. Those points are used to compute red points.



Divide-and-conquer algorithm: Input is a rectangle  $[i_{lo}, i_{hi}] \times [j_{lo}, j_{hi}]$  that splitting line crosses.

We require the top border and left border  $\delta(i, j)$  is computed.

The we compute the middle line  $\delta(i_{mid}, j)$  value, for  $j \in [j_{lo}, j_{hi}]$ we can use the mid  $\delta(i_{mid}, j_{lo})$  value.



Green circle represents non-zero term of  $P_{c,lo}$ , Yellow pentagram represents non-zero term of  $P_{c,hi}$  $\delta(i,j') - \delta(i,j) =$  The green area sum of  $P_{c,lo}$ + the yellow area sum of  $P_{c,hi}$ 



The we compute the mid line  $\delta(i_{mid}, j)$  value, for  $j \in [j_{lo}, j_{hi}]$ we can use the mid  $\delta(i_{mid}, j_{lo})$  value.

We need a data structure to answer The green area sum of  $P_{c,lo}$  + the yellow area sum of  $P_{c,hi}$ .

Key observation: there are only O(L) non-zero elements in this area. We can sort those elements, it takes O(Llg L) to construct the data structure and O(lg L) to make a query.



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We have  $O(\frac{n}{L})$  such data structure, so it takes  $O(\operatorname{nlg} L)$  times to construct all data structure.



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Key observation: there is only O(L) non-zero elements in this area. We can sort those elements, it takes O(Llg L) to construct the data structure and O(lg L) to make a query.

Last observation: sort  $L = O(\lg^2 n)$  elements can be done in O(L) work if we use integer sort. The data structure can be Constructed in O(n) work.



Divide-and-conquer algorithm: Input is a rectangle  $[i_{lo}, i_{hi}] \times [j_{lo}, j_{hi}]$  that splitting line crosses.

Then we recurse on the two subproblems, each recursion decreases the rectangle area by 2. We have at most  $O(\lg n)$  level of recursion. We only have  $O(\frac{n}{L})$  elements.

The total work is  $O(\frac{n}{L} \lg n \lg L)$  and span is  $O(\lg^2 n)$ .

Computing data structure takes O(n) work.



Given  $P_{c,lo}$  and  $P_{c,hi}$ , one can compute  $P_c$  in O(n) work and  $O(\lg^2 n)$  span.



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There is a parallel algorithm that computes an LIS in  $O(nlg^2n)$  work and  $O(lg^4n)$  span.

## Future work

- "Rank" of all elements?
  - i-th "rank" is the LIS ending at i-th element
  - Fast parallel dynamic LIS. (sequential: [Kociumaka & Seddighin 2021])
- Weighted LIS?
- Sublinear time parallel approximated LIS [Andoni, Nosatzki, Sinha, & Stein 2022]
- Work-Optimal with polylog(n) span LIS?

### Q & A