Corrigendum: A New, Simpler Linear-Time Dominators Algorithm

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1. INTRODUCTION

The complexity analysis of the dominators algorithm we described in our original paper [Buchsbaum et al. 1998] required a special *link-eval* data structure (defined below), which we claimed performed m operations on an *n*-node, ℓ -leaf tree in $O((m + n)\alpha(m + \ell, \ell))$ time. This claim was based on the application of a new bottom-up disjoint set union result to the original link/eval data structure presented

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ACM Transactions on Programming Languages and Systems, Vol. V, No. N, Month 20YY, Pages 1–5.

2 · Adam Buchsbaum et al.

by Tarjan [1979]. That application is faulty: Tarjan's implementation of link/eval where the operation is min does not perform set-union operations as we claimed; a counterexample can be constructed using a simple path as the link-eval tree.

To repair the running time of our algorithm, we present a modified link-eval data structure with the required time bound. It effects a linear-time reduction to the case of a path and then applies an existing linear-time solution for paths [Alstrup et al. 1999]. The path solution in turn relies on a data structure for disjoint set union when the union tree is known in advance [Gabow and Tarjan 1985].

2. LINK/EVAL WITH BOTTOM-UP LINKING

Let T be a rooted tree with real-valued nodes. We want to maintain a forest F on the nodes of T. Initially each node of T is a singleton tree in F. Let $p_T(u)$ denote the parent of u in T. The *link-eval data structure* operations are:

link(u). Add edge $\{u, p_T(u)\}$ to F, making u a child of $p_T(u)$ in F.

eval(u). Let r be the root of the tree in F that contains u. Return any minimumvalued node on the path from r to u.

update(u, a). Replace the value of u with the minimum of its current value and a. Valid only if u is a tree root in F.

Tarjan [1979] shows how any sequence of m link-eval operations can be performed in $O((m + n)\alpha(m + n, n))$ time, where n is the number of nodes in T. In our dominators algorithm [Buchsbaum et al. 1998] we use a slightly different variation of eval(u), which we address in Section 3; for ease of exposition, we describe a data structure to handle the original definitions given above.

A sequence of link, eval, and update operations has the bottom-up linking property if no link(u) is performed before link(x) is performed for every proper descendent x of u in T. Let ℓ be the number of leaves of T. We describe a data structure that performs m operations with the bottom-up linking property in $O((m+n)\alpha(m+\ell,\ell))$ time. The idea is to isolate maximal unary paths in T; apply to them a special, linear-time link-eval data structure that operates on paths; and use Tarjan's [1979] data structure on the remainder of T, which will have $O(\ell)$ nodes.

2.1 Details

A unary node in a rooted tree is a node with precisely one child; a unary path is a top-down path of unary nodes terminating at a non-unary node. See Figure 1. Form T' by contracting maximal unary paths in T as follows. For each such path $(u_1, ..., u_i)$ in T such that $u_1, ..., u_{i-1}$ are unary, u_1 is the root of T or $p_T(u_1)$ is not unary, and u_i is not unary (leaves are not unary), there is a node u' in T'. Define $s(u_j) = u'$ for $1 \le j \le i$. Define $S(u') = \{u_1, ..., u_i\}$. For $v = u_j$ on such a path, define index(v) = j. In T', then, $p_{T'}(u') = s(p_T(u_1))$ (with an appropriate boundary definition to handle the root). This defines T'. Initially, $value_{T'}(u') = value_T(u_i)$ where $i = \max\{index(v) : v \in S(u')\}$, i.e., the value of the deepest node on the path contracted into u'. Note that every node u in T is in precisely one unary path; in the trivial case the path is the singleton node itself, and index(u) = 1.

Let *path-link*, *path-eval*, and *path-update* be the corresponding operations on linkeval structures that are restricted to act only on paths. Maintain such a structure

ACM Transactions on Programming Languages and Systems, Vol. V, No. N, Month 20YY.



Fig. 1. Left: A link-eval tree T. Maximal unary paths are circled (dotted circles). Uncircled nodes are singleton unary paths. Right: The contracted tree T', with one node per unary path in T.

for each maximal unary path in T. Maintain a Tarjan link-eval structure on T'; call the operations on this data structure link', eval', and update'.

Implement *link*, *eval*, and *update* on T as follows.

link(u). Let j = index(u) and u' = s(u). If j > 1 (u is not the top node on its path) execute path-link(u) followed by $update'(u', value_T(p_T(u)))$. If j = 1 (u is the top node), execute link'(u'). This ensures that eval'(v'), where v' is a descendent of u' in T', returns the proper value; it assumes the bottom-up linking property.

eval(u). Let a = path-eval(u); let u' = s(u). If link'(u') was previously performed, return whichever of a and $eval'(p_{T'}(u'))$ has minimum value. Otherwise (link'(u') has not been performed), return a.

update(u, a). Let u' = s(u). Perform path-update(u, a) followed by update'(u', a).

For example, consider Figure 1 and say that all descendents of u_2 have been *linked*. Thus, u_2 is a tree root in F, the forest corresponding to T, and u' is a tree root in F', the forest corresponding to T'. Consider $eval(w_2)$: $path-eval(w_2)$ returns a min-valued node among w_1 and w_2 , and eval'(v') ($v' = p_{T'}(w')$) returns a min-valued node in T' among u' and v'. By the prior operations, $value_{T'}(v')$ is the minimum value associated to the v_i 's, and $value_{T'}(u')$ is the minimum value associated to u_2 , u_3 , and u_4 . The result of $eval(w_2)$ is thus correct.

In general, let F' be the forest maintained by link'/eval'/update' that corresponds to F. At any point in the sequence of operations, the following can be seen to be true by induction.

(1) If u is a tree root in F, then s(u) is a tree root in F'.

ACM Transactions on Programming Languages and Systems, Vol. V, No. N, Month 20YY.

4 · Adam Buchsbaum et al.

- (2) If u' is a tree root in F', then some member of S(u') is a tree root in F.
- (3) For any u' in F', if u' is a root, let r(u') denote the deepest node in S(u') that is a root in F; otherwise, let r(u') denote the highest node in S(u'). Then

 $value_{T'}(u') = \min\{value_T(x) : x \in S(u'), x \text{ a descendent in } T \text{ of } r(u')\}.$

Based on (1)–(3) and assuming bottom-up linking, we claim that the data structure is correct. That is, if the *link*, *eval*, and *update* operations were performed on a vanilla Tarjan data structure, the results of the *eval* operations would be the same as if they were performed as above. To see this, consider an *eval*(*u*), and let *r* be the root of the tree in *F* that contains *u* in the comparable vanilla Tarjan data structure. By (1) and (2), r' = s(r) is the root of the tree in *F'* that contains u' = s(u). If r' = u', then *u* and *r* lie on the same unary path and *link'*(*u'*) has not yet been performed. Thus, *path-eval*(*u*) returns the correct node. Otherwise $r' \neq u'$, in which case *u* and *r* lie on different unary paths and *link'*(*u'*) was previously performed. In this case, *path-eval*(*u*) returns some min-valued node on the path from *u* to the root (call it *v*) of its unary path in *T*; by (3), *eval'*($p_{T'}(u')$)) returns some min-valued node on the path from $p_T(v)$ to *r*. Thus the min-valued node in {*path-eval*(*u*), *eval'*($p_{T'}(u')$)} is the correct result.

If *m* operations are performed on *T*, then O(m) operations are performed on *T'* and the path-link-eval data structures. Alstrup et al. [1999] show how to do the path-link-eval operations in linear time on a RAM, using Gabow and Tarjan's [1985] result for disjoint set union when the union tree is known in advance. The total time is thus $O((m + n)\alpha(m + \ell, \ell))$, where ℓ is the number of leaves in T, because there are $O(\ell)$ nodes in *T'*.

3. A VARIATION OF EVAL

Our dominators algorithm [Buchsbaum et al. 1998] as well as that of Lengauer and Tarjan [1979] use a different definition of eval(u):

eval(u). Let r be the root of the tree in F that contains u. If u = r, return r. Otherwise, let v be the child of r on the path from r to u, and return any minimum-valued node on the path from v to u.

It is easy to reduce this variation to the original Tarjan definitions in the general case. Assume a data structure that implements the operations as defined in Section 2; call those operations $link_0$, $eval_0$, and $update_0$. Let link, eval, and update refer to operations on a modified structure that abstracts eval(u) as defined in this section. Along with an underlying data structure that performs $link_0$, $eval_0$, and $update_0$, we maintain a linked list PENDING(u), initially empty, and a boolean bit LINKED(u), initially false, with each node $u \in T$. To implement link(u), we perform the following steps.

- (1) If $LINKED(p_T(u)) = true$, then execute $link_0(u)$; otherwise append u to $PENDING(p_T(u))$.
- (2) Set $LINKED(u) \leftarrow \texttt{true}$.
- (3) For all v in PENDING(u), remove v from PENDING(u), and execute $link_0(v)$.

ACM Transactions on Programming Languages and Systems, Vol. V, No. N, Month 20YY.

We can then implement eval(u) and update(u, a) simply by executing $eval_0(u)$ and $update_0(u, a)$, respectively. We see that for all v: (a) after any operation PENDING(v) is empty whenever LINKED(v) = true; and (b) $link_0(v)$ is not performed before $LINKED(p_T(v)) = true$. These observations imply the following invariant, which in turn implies the correctness of the reduction.

INVARIANT 3.1. After any operation, consider any node v. Let r be the root of the tree containing v in the link-eval forest; let r_0 be the root of the tree containing v in the link₀-eval₀ forest. (Both forests are induced on T by the respective data structures.)

- (1) If v = r, then $r = r_0$.
- (2) If $v \neq r$, then r_0 is the child of r on the path from r to v.

Alternatively, one could implement the data structure in Section 2 to support directly the above variation of eval(u). In this case, the implementations of link(u) and eval(u) handle the "off-by-one" issue of eval's terminating below the root, and the invariants become more complicated to describe.

4. CONCLUSION

While our original dominators algorithm can be implemented in linear time with the revised link-eval data structure, the link-eval structure requires a RAM. Implementing link-eval with bottom-up linking on a pointer machine remains open, although it can be done if *update* is not required. Georgiadis and Tarjan [2004] have devised a new dominators algorithm that runs in linear time on a pointer machine.

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