

Program Name- Two Dimensional Binary Indexed Tree a.k.a Fenwick Tree

Project Category- Advanced Data Structure

Pre-requisites- <http://www.geeksforgeeks.org/binary-indexed-tree-or-fenwick-tree-2/>

Explanation-

We know that to answer range sum queries on a 1-D array efficiently, binary indexed tree (or Fenwick Tree) is the best choice (even better than segment tree due to less memory requirements and a little faster than segment tree).

But can we answer sub-matrix sum queries efficiently using Binary Indexed Tree ?

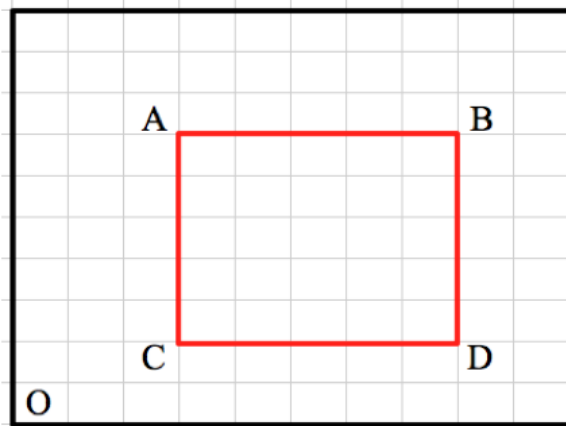
The answer is yes. This is possible using a 2D BIT.

What is a 2D BIT ?

A 2D BIT is nothing but an array of 1D BIT. (For more on 1D BIT see- <http://www.geeksforgeeks.org/binary-indexed-tree-or-fenwick-tree-2/>)

Algorithm-

We consider the below example. Suppose we have to find the sum of all numbers inside the highlighted area-

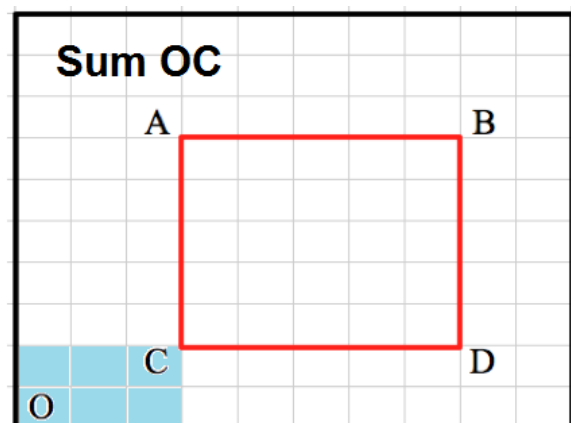
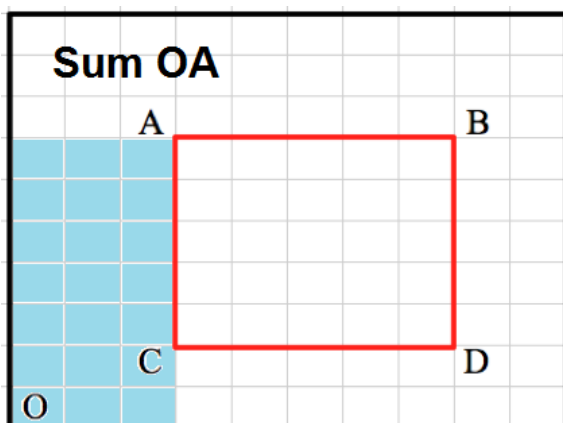
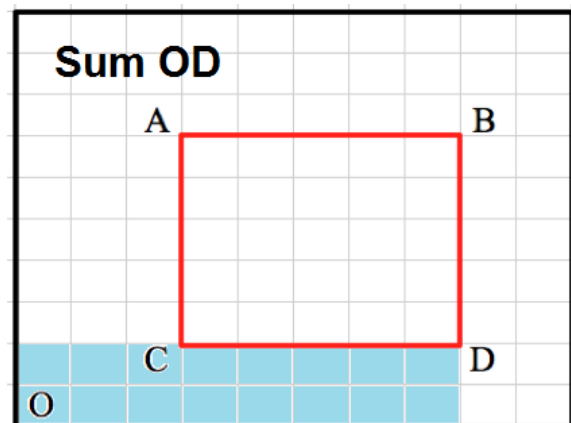
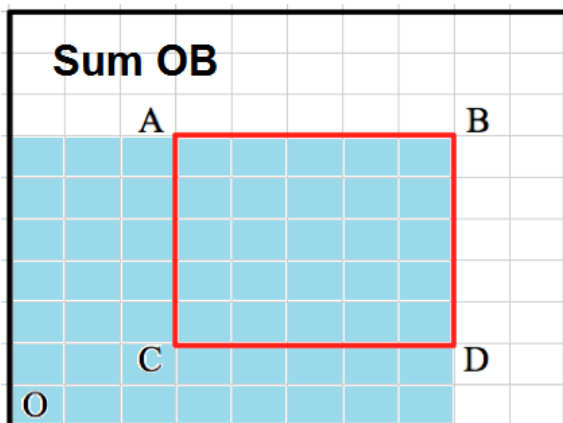


70	37	23	57	27	22	90	99	22	59
47	63	33	1	42	46	6	70	98	93
36	62	50	21	92	27	60	29	15	34
53	3	88	45	57	39	83	81	79	56
28	63	89	20	47	15	84	18	82	33
26	87	11	76	79	5	94	55	73	51
17	82	86	10	96	5	42	43	51	6
44	76	51	4	15	99	52	11	70	89
66	36	92	85	50	21	72	27	52	65
60	0	67	37	59	14	33	13	36	36

We assume the origin of the matrix at the bottom - O

Then a 2D BIT exploits the fact that-

Sum under the **marked** area = Sum(OB) - Sum(OD) - Sum(OA) + Sum(OC)



In our program, we use the `getSum(x, y)` function which finds the sum of the matrix from (0, 0) to (x, y).

Hence the below formula

→ Sum under the marked area = $\text{Sum}(\text{OB}) - \text{Sum}(\text{OD}) - \text{Sum}(\text{OA}) + \text{Sum}(\text{OC})$ gets reduced to

→ $\text{Query}(x_1, y_1, x_2, y_2) = \text{getSum}(x_2, y_2) - \text{getSum}(x_2, y_1 - 1) - \text{getSum}(x_1 - 1, y_2) + \text{getSum}(x_1 - 1, y_1 - 1)$

where,

x_1 = x-coordinate of C

y_1 = y-coordinate of C

x_2 = x-coordinate of B

y_3 = y-coordinate of B

The `updateBIT(x, y, val)` function updates all the elements under the region – (x, y) to (N, M)

where,

N = maximum X co-ordinate of the whole matrix.

M = maximum Y co-ordinate of the whole matrix.

The rest procedure is quite similar to that of 1D Binary Indexed Tree.

Time Complexity-

Both `updateBIT(x, y, val)` function and `getSum(x, y)` function takes $O(\log(NM))$ time.

Building the 2D BIT takes $O(NM \log(NM))$

Since in each of the queries we are calling `getSum(x, y)` function so answering all the Q queries takes $O(Q \cdot \log(NM))$ time.

Hence the overall time complexity of the program is $O((NM+Q) \cdot \log(NM))$ where,

N = maximum X co-ordinate of the whole matrix.

M = maximum Y co-ordinate of the whole matrix.

Q = Number of queries.

Auxiliary Space -

$O(NM)$ to store the BIT and the auxiliary array

References-

<https://www.topcoder.com/community/data-science/data-science-tutorials/binary-indexed-trees/>