Segment Trees

Q Given an array, & given Q queries.

1) i, val → make a[i] = val
2) l, r → Find minimum in index range [l:r]

0	1	2	3	4	5	6	7
10	2	-7	-3	5	8	1	15

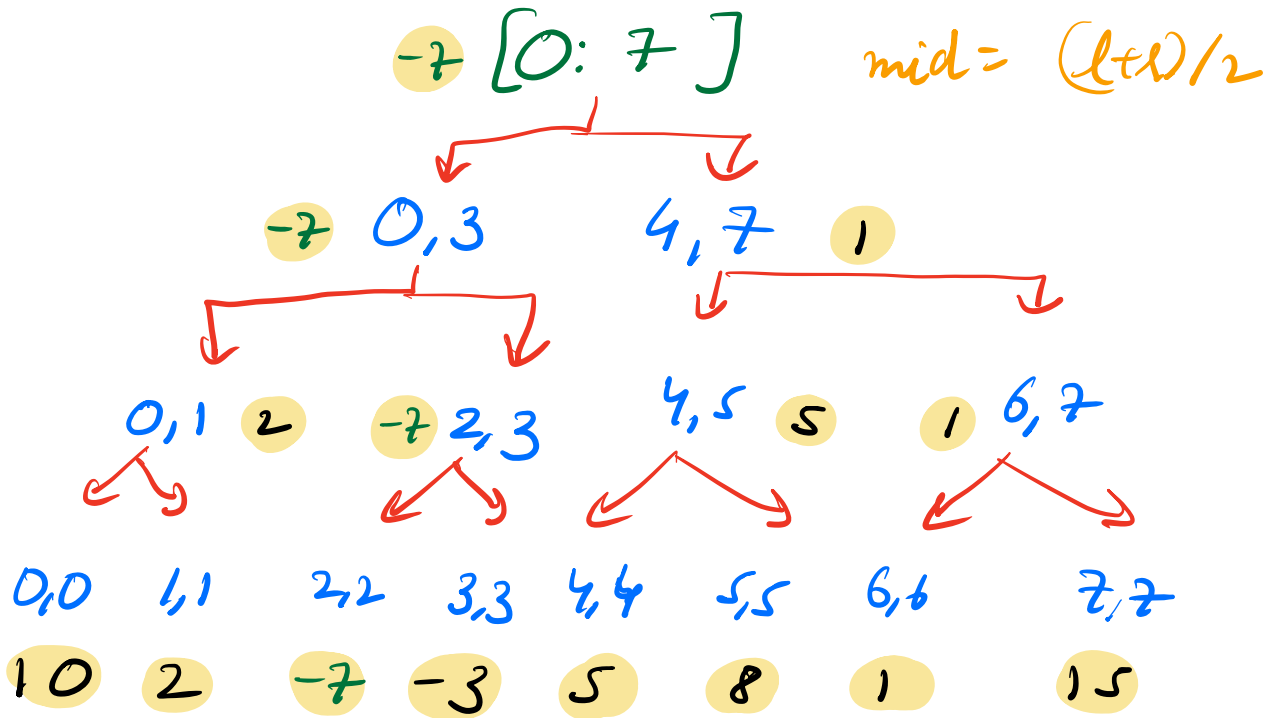
2) L=1 R=4 → -3
2) L=4 R=6 → 1
1) i=2 val=-7
2) L=0 R=5 → -7

Brute force :

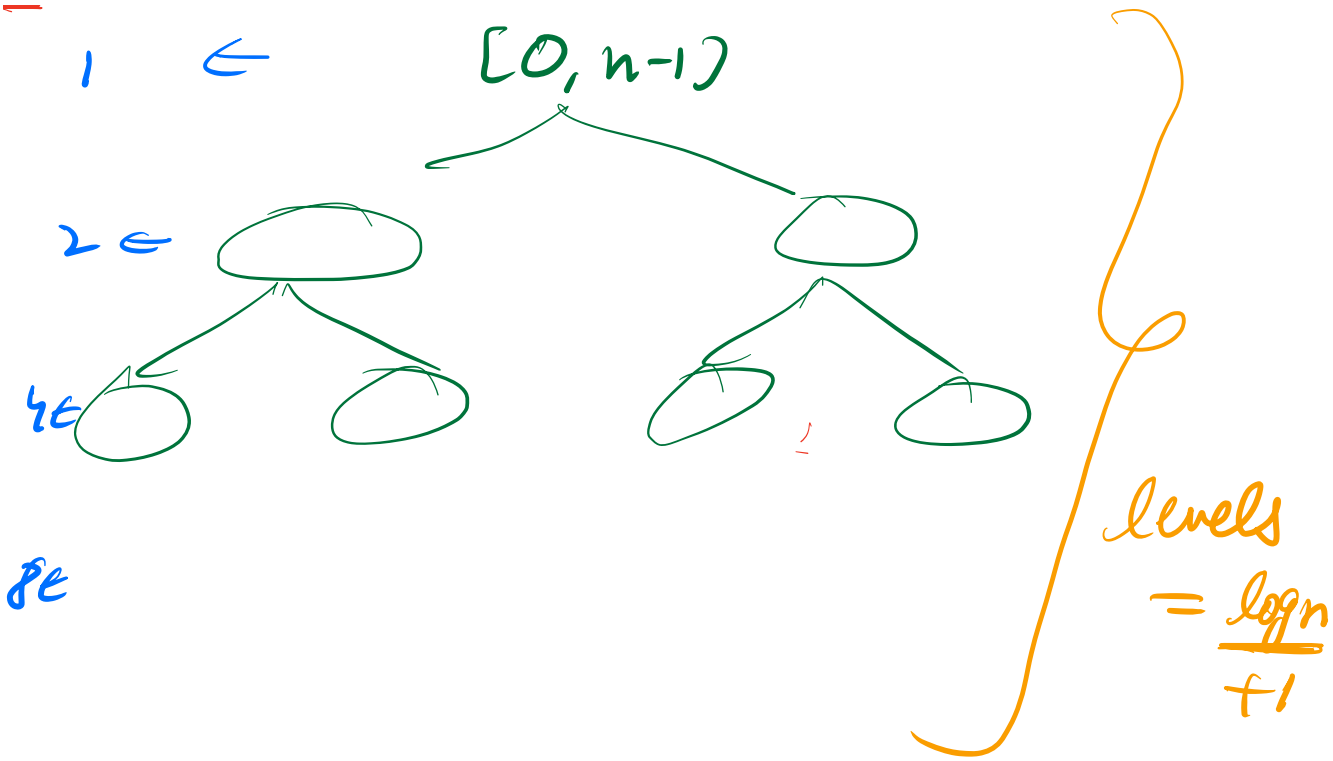
1) Make a[i] = val
2) Iterate on [l:r].

TC: O(Q*N)

Segment Tree ⇒ Maintain answers for different blocks.



Range [2, 6]



level $i \Rightarrow 2^i$ nodes

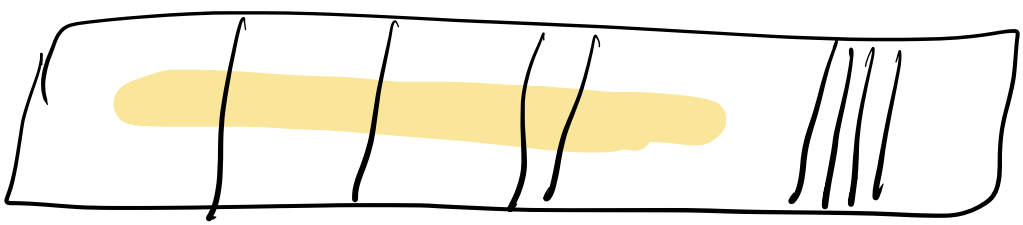
Total $\Rightarrow$ Level 0 + level 1 + level 2 + ---- $2^{\log n + 1}$

$4N - 1$

- TC of query 1 : $O(\log n)$
- TC of query 2 : $O(\log n)$

Max overlap at any particular level = 2

WHY ?



- TC of building that tree
  = total no of nodes
  = $4N \Rightarrow O(N)$

Implementation using arrays

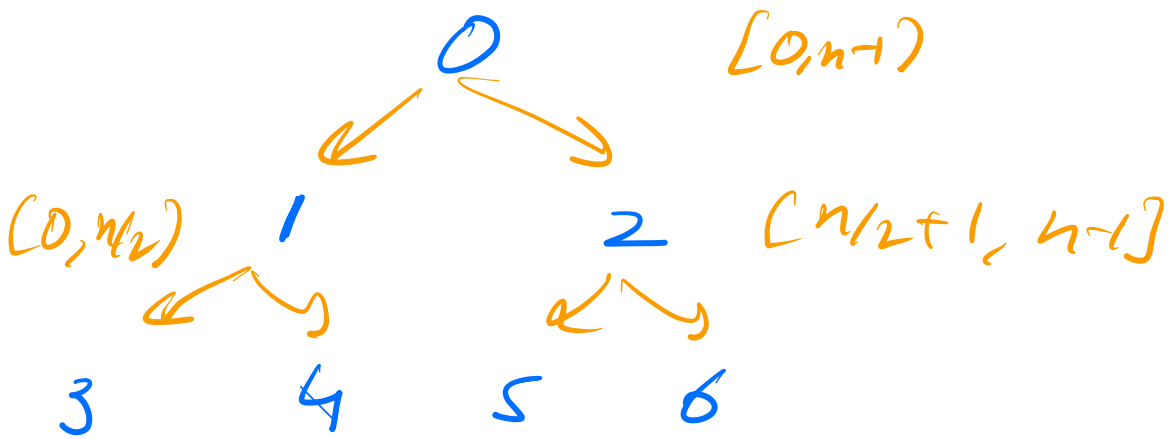
1) tree [4 N]

root → 0, n-1 → 0

i → left child → 2i + 1

i → right child → 2i + 2

i → parent → (i-1)/2



```
void build ( idx , start, end ) {
    if (start == end) {
        tree [idx] = A[start]
        return
    }
    else {
        mid = (start + end) / 2
        lc = 2 idx + 1      rc = 2 idx + 2
        build (lc, start, mid)
        build (rc, mid+1, end)
        tree [idx] = min (tree[lc],
                          tree [rc])
    }
}
```

current range in consideration

```
int query ( int idx, int x, int y,
            int l, int r ) {
    if ( x >= l && y <= r )
        return tree[idx]
    if ( x > r || y < l )
        return INT_MAX
    mid = (x+y)/2
    return min ( query ( 2idx+1, x, mid, l, r),
                 query (2idx+2, mid+1, y, l, r))
}
```

query range

```
void update( int idx, int i, int val,
             int l, int r ){
    if ( l == r ) {
        a[i] = val
        tree[idx] = val
    }
    else {
        mid = (l+r)/2
        lc = 2*idx + 1      rc = 2*idx + 2
        if( x <= i  &&  ( i <= mid )
            update( lc, i, val, x, mid )
        else
            update( rc, i, val, mid+1, y )
        tree[idx] = min( tree[lc],
                         tree[rc] )
    }
```

query range

{done}