

Advanced Programming Practice

Segment Tree

2022 Fall, CSE4152

Sogang University



Range sum in 1D array

- There is an N integer array. Compute sum of each range. The number of ranges is M.
- Example

1	3	2	6	-1
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- Sum of 1-4 interval: 12
- Sum of 3-5 interval: 7

Finding a solution

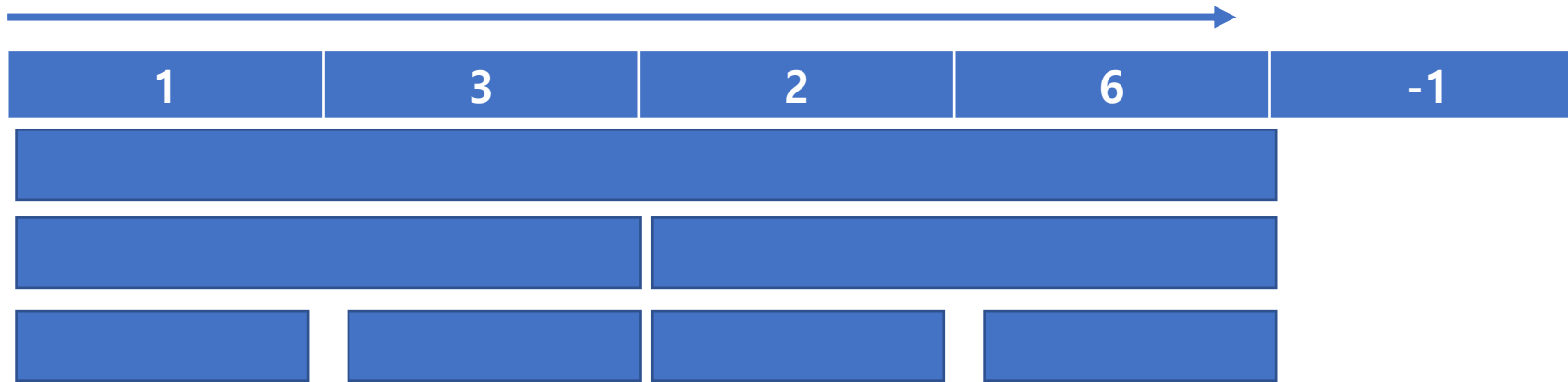
- Method 1: compute interval sum for each query
 - Add all elements of the interval one-by-one.



- The worst time complexity for each interval sum: $O(N)$
- The total time complexity $T(N, M) = O(NM)$
- How could we compute sums of intervals quickly?

Finding a solution

- Method 2: Computing interval sum with divide-and-conquer.
 - We divided the interval into two parts recursively (lengths of them should be similar).



- The worst time complexity for summing up the interval: $T(N) = T(N/2) + O(1) = O(\log N)$
 - The number of binary nodes $\leq 2N$
- The total time complexity is $T(N, M) = O(M \log N)$.

How could we add up the interval quickly?

- Idea: Let us cumulate the interval.
 - $\text{sum}(a, b)$: sum from a to b
 - $C[i]$: $\text{sum}(1, i)$
 - $\text{sum}(i, j) = C[j] - C[i-1]$
 - It takes $O(1)$ to compute the interval sum if we know cumulated sum at every index.

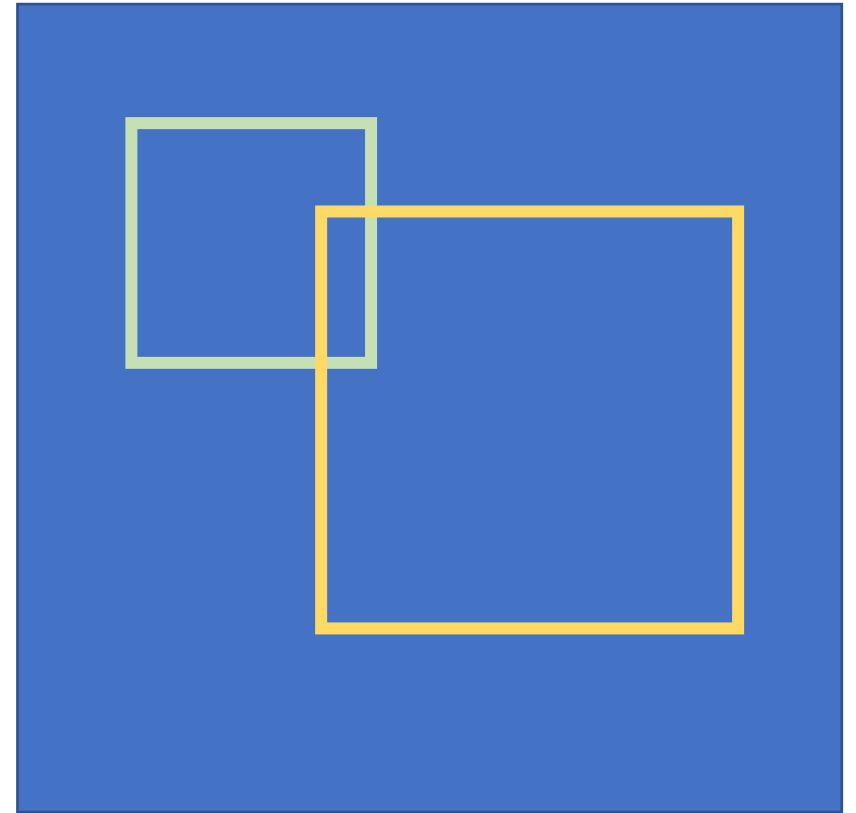


Solution

- In preprocessing, we cumulate the array.
 - $O(N)$ time complexity
- Computing sum of the query: $O(1)$
- Total time complexity: $T(N) = O(N) + M * O(1) = O(\max(N, M))$

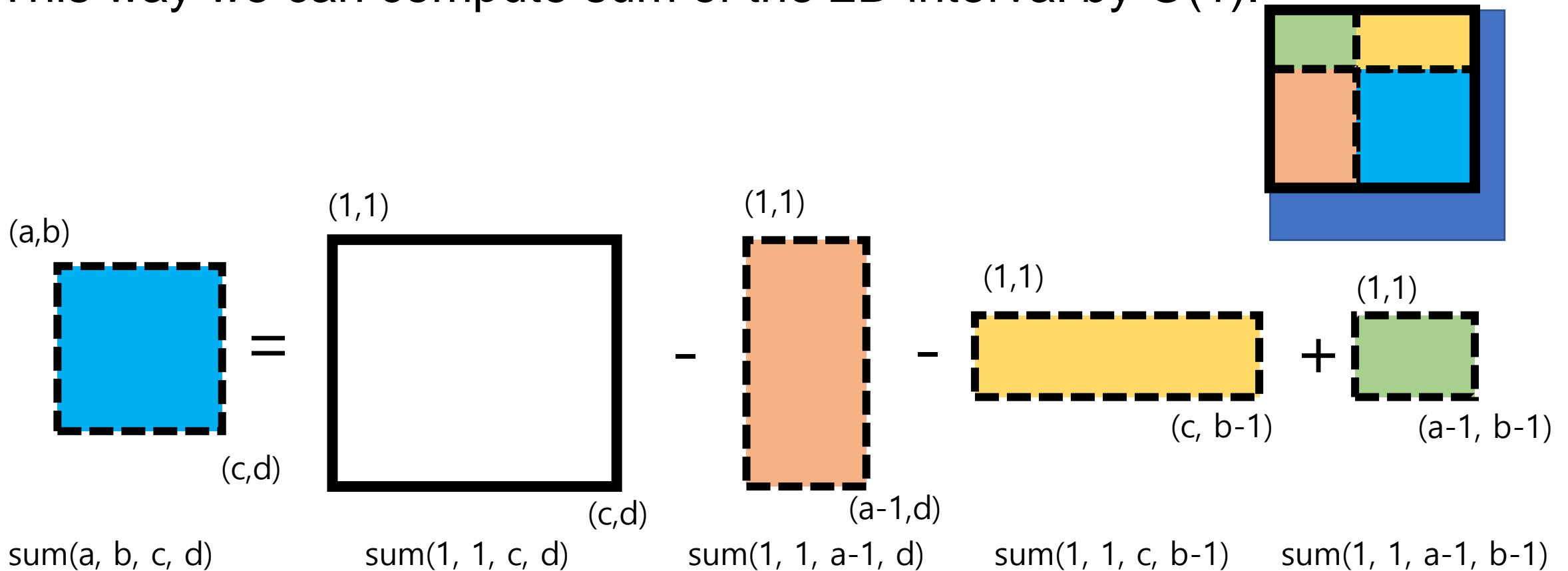
Interval Sum in a 2D integer array

- Method 1. Computing 2D sum for each query.
 - Time complexity: $O(MN^2)$
 - It always suffers from repeated computation.
- Method 2. 2D Cumulation
 - How should we cumulate the 2D array to compute sums of 2D intervals efficiently?



Method 2. 2D Cumulation

- This way we can compute sum of the 2D interval by $O(1)$.



Allowing change of elements

- There are two types of queries: element modification and computing the interval sum.
 - The interval sum would be changed after modifying one element.
- Example

1	3	2 -> -1	6	-1
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- Sum of 1-4 interval: 12
- Modify the 3rd element to -1
- Sum of 3-5 interval: 4

Cumulation is not helpful

- Cumulation: $O(N)$
- Computing sum of an interval: $O(1)$
- Modifying an element value: $O(N)$
 - Because we need to cumulate an 1D array again.
- The total time complexity: $T(N) = O(N) + M * O(1+N) = O(MN)$

How could we update the cumulation array efficiently?

How could we update the cumulation array efficiently?

- Segment Tree

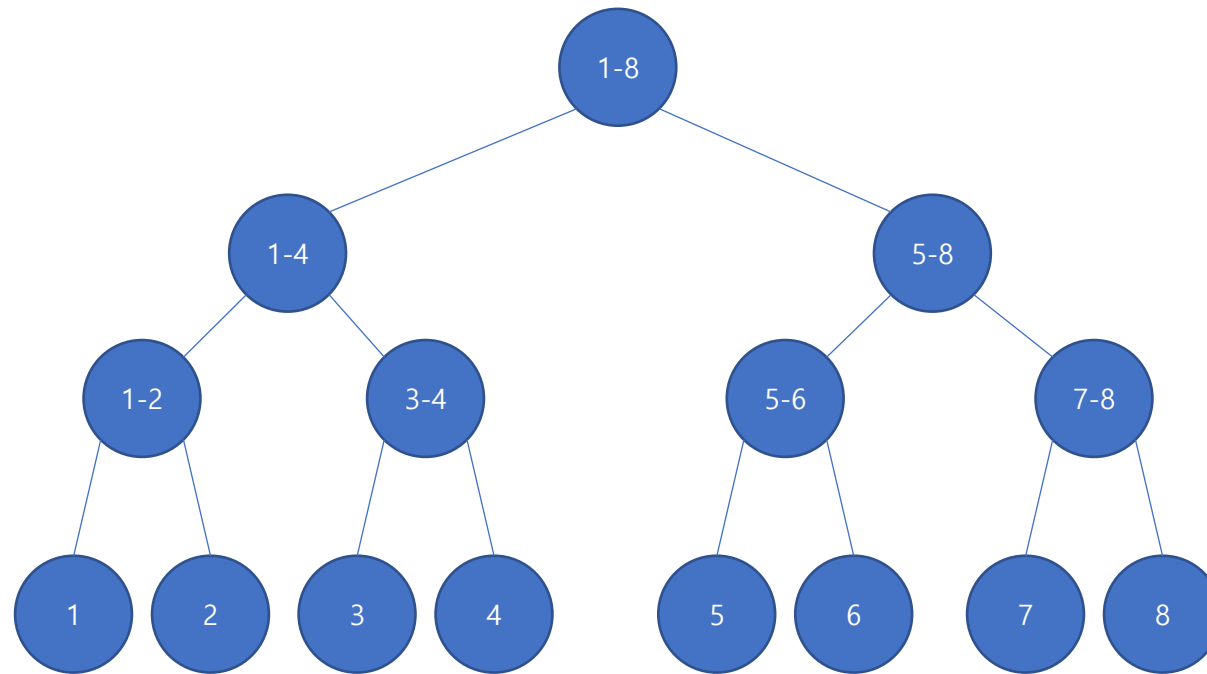
1-8							
112							
1-4				5-8			
16				96			
1-2		3-4		5-6		7-8	
11		5		90		6	
1	2	3	4	5	6	7	8
1	10	3	2	100	-10	5	1

How could we update the cumulation array efficiently?

- Computing sum of an interval: $T(N) = T(N/2) + O(1) = O(\log N)$
 - Travel the tree from the root to the bottom.
 - If the node interval is included in the target interval, (예: 5-6).
 - Note that we track both ends so we only need to travel two paths.

1-8				3-7									
112													
1-4		3-4		5-8		5-7							
16				96									
1-2		3-4		3-4		5-6		5-6		7-8		7-7	
11		5				90				6			
1	2	3	4	5	6	7	7-7	8					
1	10	3	2	100	-10	5		1					

Segment tree



How could we update tree info fast?

- Modifying the element and sums of related intervals: $T(N) = O(\log N)$
 - We travel nodes that include the changed element and add the difference to every traveled node.

1-8							
112 + (8-3) = 117							
1-4				5-8			
16 + (8-3) = 21				96			
1-2	3-4		5-6		7-8		
11	5 + (8-3) = 10		90		6		
1	2	3	4	5	6	7	8
1	10	3 -> 8	2	100	-10	5	1

How could we update tree info fast?

- We don't need to initialize the segment tree.
- We update only changes on the segment tree.
- We compute sum of an interval by adding two sums: interval sum on the initial array and delta sum from the segment tree.

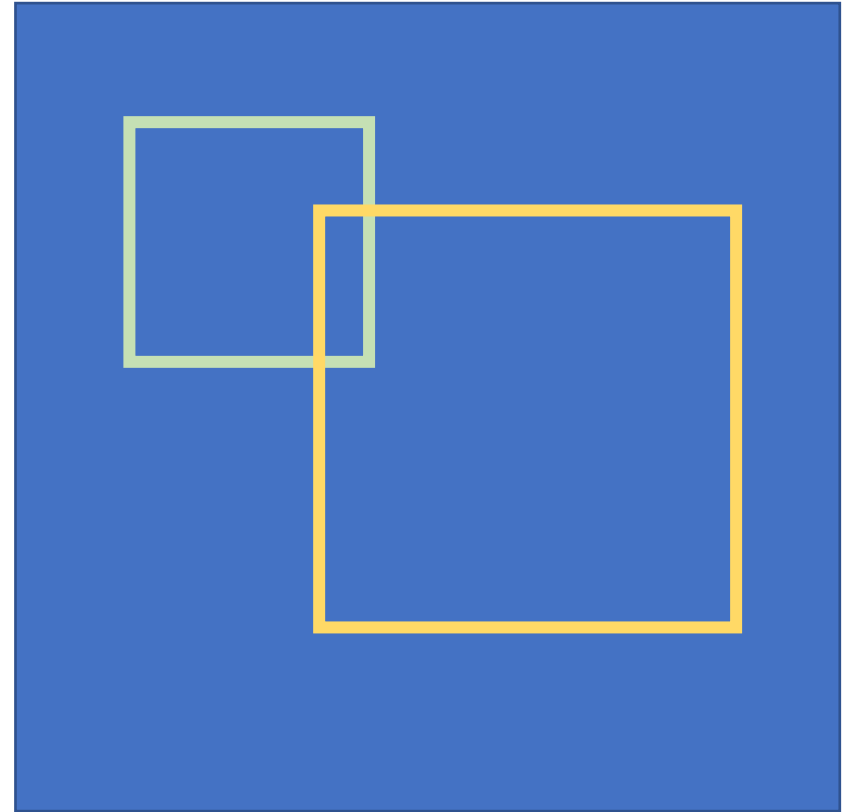
1-8							
0 + (8-3) = 5							
1-4				5-8			
0 + (8-3) = 5				0			
1-2	3-4		5-6		7-8		
0	5		0		0		
1	2	3	4	5	6	7	8
0	0	5	0	0	0	0	0

Solution: use segment tree

- Cumulate the array: $O(N)$
- Compute sum of changes in the interval: $O(\log N)$
- Update the segment tree: $O(\log N)$
- Total time complexity $T(N) = O(N) + M * O(\log N) = O(M \log N)$

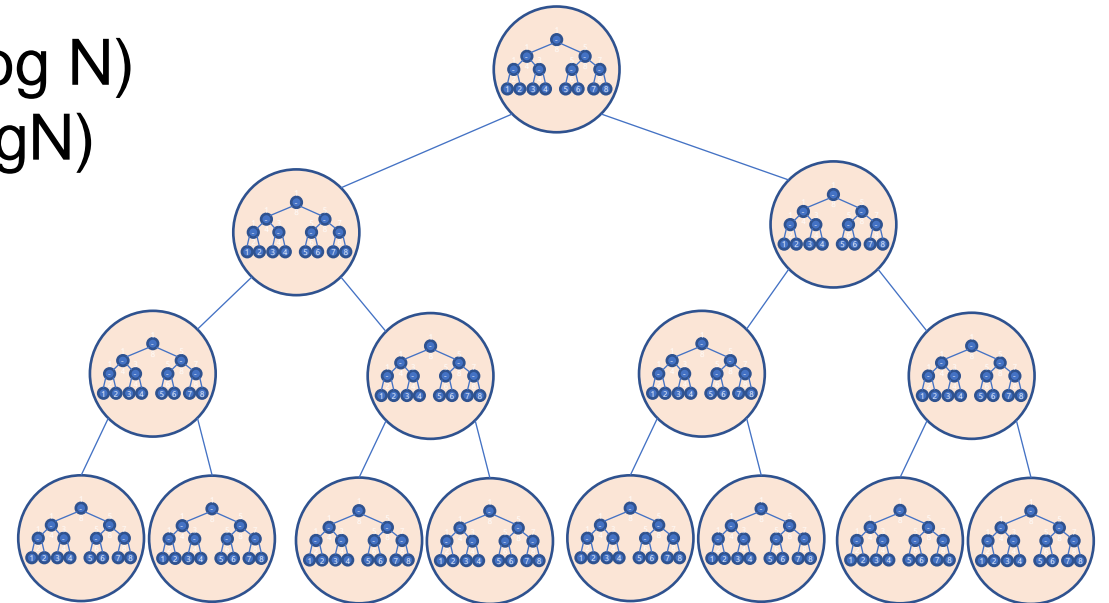
Element modification on 2D array.

- The naïve solution would take $O(MN^2)$ to update cumulation info.
- How could we update cumulation info efficiently?



Double Segment Tree

- We have two hierarchical levels, a top level for columns and a low level for rows.
- Each node in the column tree contains a segment tree for rows.
- Computing sum of 2D interval
 - The number of related column nodes $O(\log N)$
 - Computing sum of rows at each node $O(\log N)$
- Modifying one element
 - Update every low-level segment tree
 - $O(\log N * \log N)$
 - Need to update $\log N$ column-interval nodes.



Bigger N

- We need $O(N^2)$ low-level nodes.
- If N is 10 thousands, it may suffer from memory overflow.

Dynamic segment tree

- We only update changes on the segment tree.
 - That means we don't need to update the tree because sums of changes of all intervals are 0.
- When modifying the element, we dynamically allocate necessary nodes and update sum info.
- For the 2D interval problem,
 - at most $O(M) O(\log N \log N)$ nodes can be generated.
 - M is the number of “modify” queries.
 - The upper-bound of nodes is $O(N^2)$ which is much larger than $O(M \log N \log N)$

Assignment

1D sum

For given N integer elements and Q queries, please compute interval sum or modify the element. There are two types of queries: summing up elements in the interval and modifying the element.

$N \leq 1000000$ $Q \leq 10000$

Input

```
5           // input N
1 2 3 4 5   // N elements
3           // Q queries
0 0 3       // 0 indicates computing the sum of the interval. The result is 10.
1 1 1       // 1 indicates modification. The second element is changed to 1
0 0 3       // The result is 9.
```

Hint: use an interval tree and the sum table together.

2D sum

For given $N \times M$ integer elements and Q queries, please compute 2D sums for given Q intervals.

$N \leq 1000$, $M \leq 1000$, $Q \leq 1000$

Input

```
5 3           // input N
1 2 3 4 5     // NxM elements
1 2 3 4 5
1 2 3 4 5
2             // Q queries
0 2 0 2 // 18
0 0 0 0       // 1
```