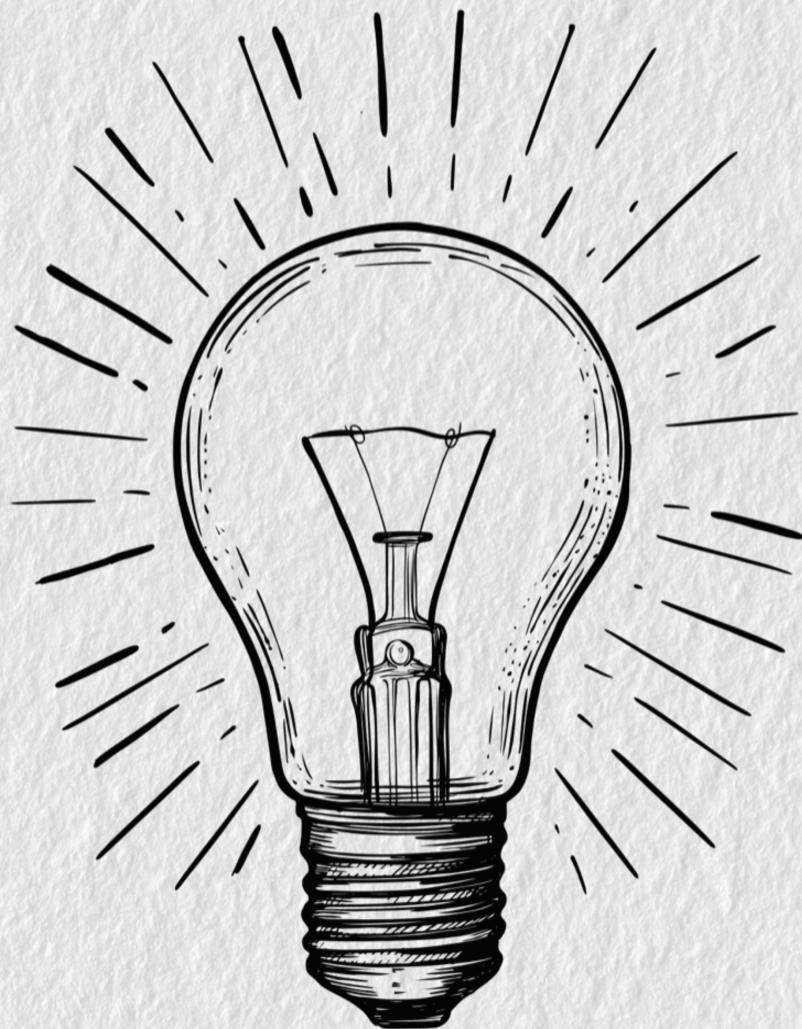


NOTEBOOK



NOTE
IN

Creative notes

By reading we enrich the mind;
by writing we polish it.

Segment Trees

* Why use Segment Trees?

→ Segment trees:

$$a = [1, 6, 8, 2, 7, 16]$$

$$\quad \quad \quad \underset{0}{\textcircled{1}} \underset{1}{\textcircled{2}} \underset{2}{\textcircled{3}} \underset{3}{\textcircled{4}} \underset{4}{\textcircled{5}} \underset{5}{\textcircled{6}}$$

worst case $O(N)$

$O(N)$ not good enough, find $O(\log(N))$

Solution.

Ans → Segment tree

Segment Tree → perform query on a range in $O(\log N)$ time

(sum, max, average, min, prod)

* To find sum, max, average, min, or product between a range of indices in an array we will use segment trees by intuition

update → $O(\log N)$

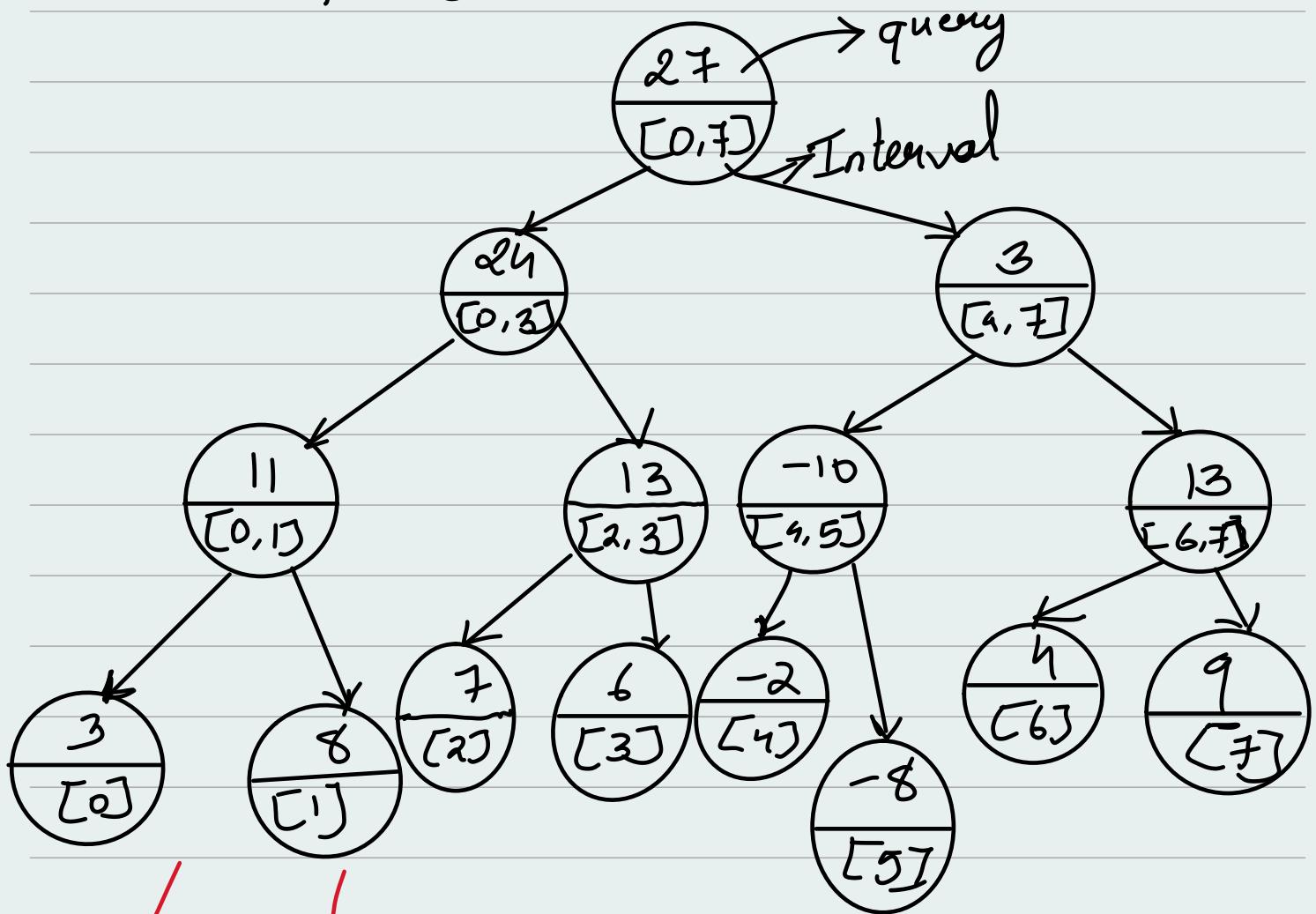
Segment tree is a binary tree (every node has 2 children) which has internal

Information and operation

Ex: Sum between any 2 integer

$$a = [\underbrace{0, 1, 2, 3, 4}_{[3, 8, 7, 6]}, \underbrace{-2, -8, 9, 9}_{5, 6, 7}]$$

$$n = 8$$



leaf nodes \rightarrow cause only 1 element
in an array.

\therefore ST is a full binary tree

leaf Nodes = N

Internal nodes = $N - 1$

Total nodes = $2N - 1$

→ Disadvantage of ST is that it uses extra space

Ans: Sum between $[2, 6] = [2, 3] + [4, 5] + [6, 6]$ etc.

Example only

Cases: ^{case} ① Node interval is inside query interval

Ex: $[4, 5]$ → return the value

case

② Node interval is completely outside query interval i.e. Node ($\text{start index} > \text{query end index}$) $[2, 6] \rightarrow [7, 7]$

or (Node end index $<$ query start index)

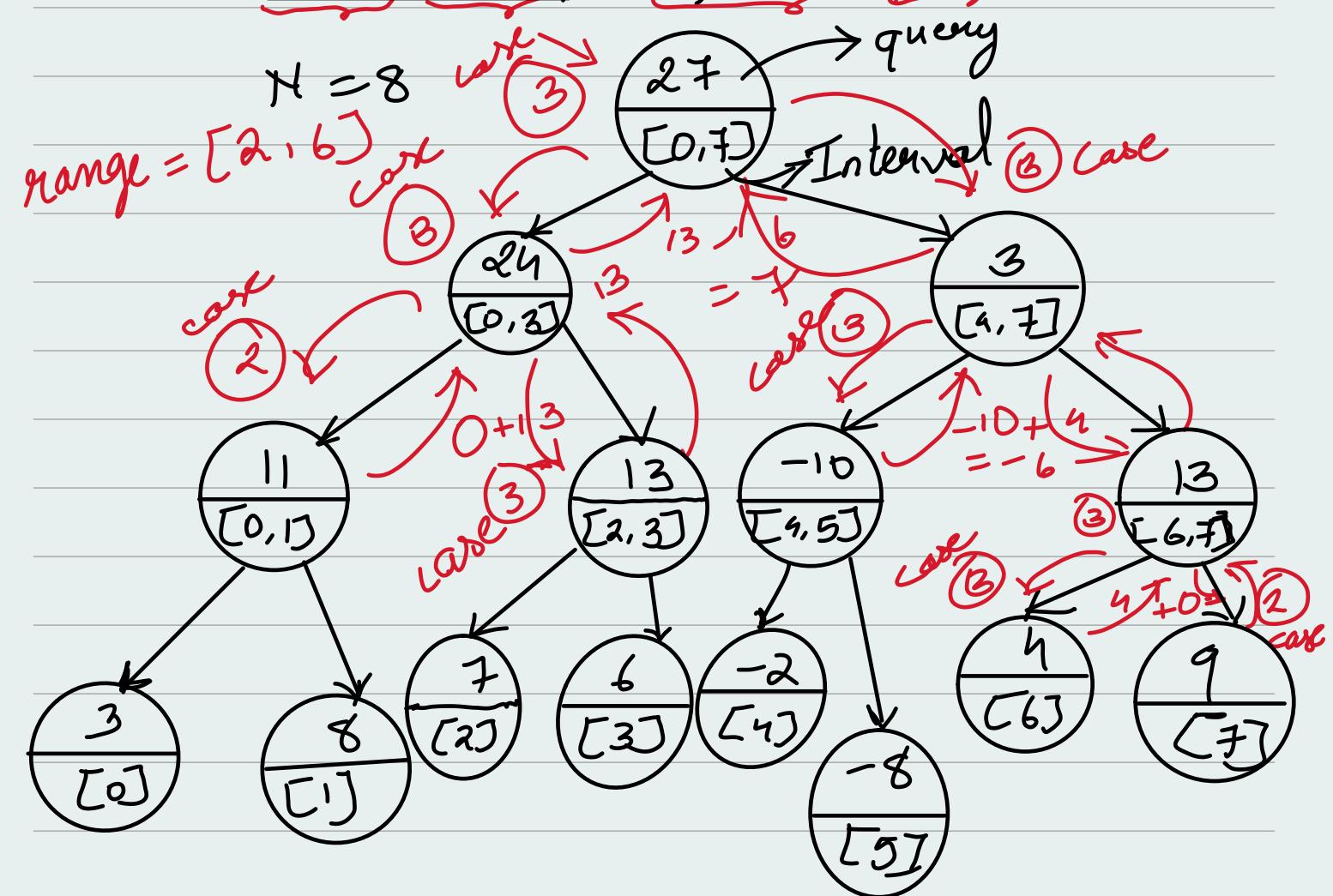
→ return the default value of the query in this case 0. Cause the range $7, 7$ is completely outside the

range from $[2, 6]$

case

③ Overlapping (complete overlapping).
Now by using 3 cases we will get the ans in recursion diagram.

$$a = [\begin{matrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 3, 8, 7, 6, -2, -8, 9, 9 \end{matrix}]$$



range $\Rightarrow [0, 7]$ in that $[2, 6]$ range
complete overlapping ie case no ③

$$[2, 3] + [4, 5] + [6, 6] = \underline{\underline{[2, 7]}}$$

Worst case would be $\log N$.

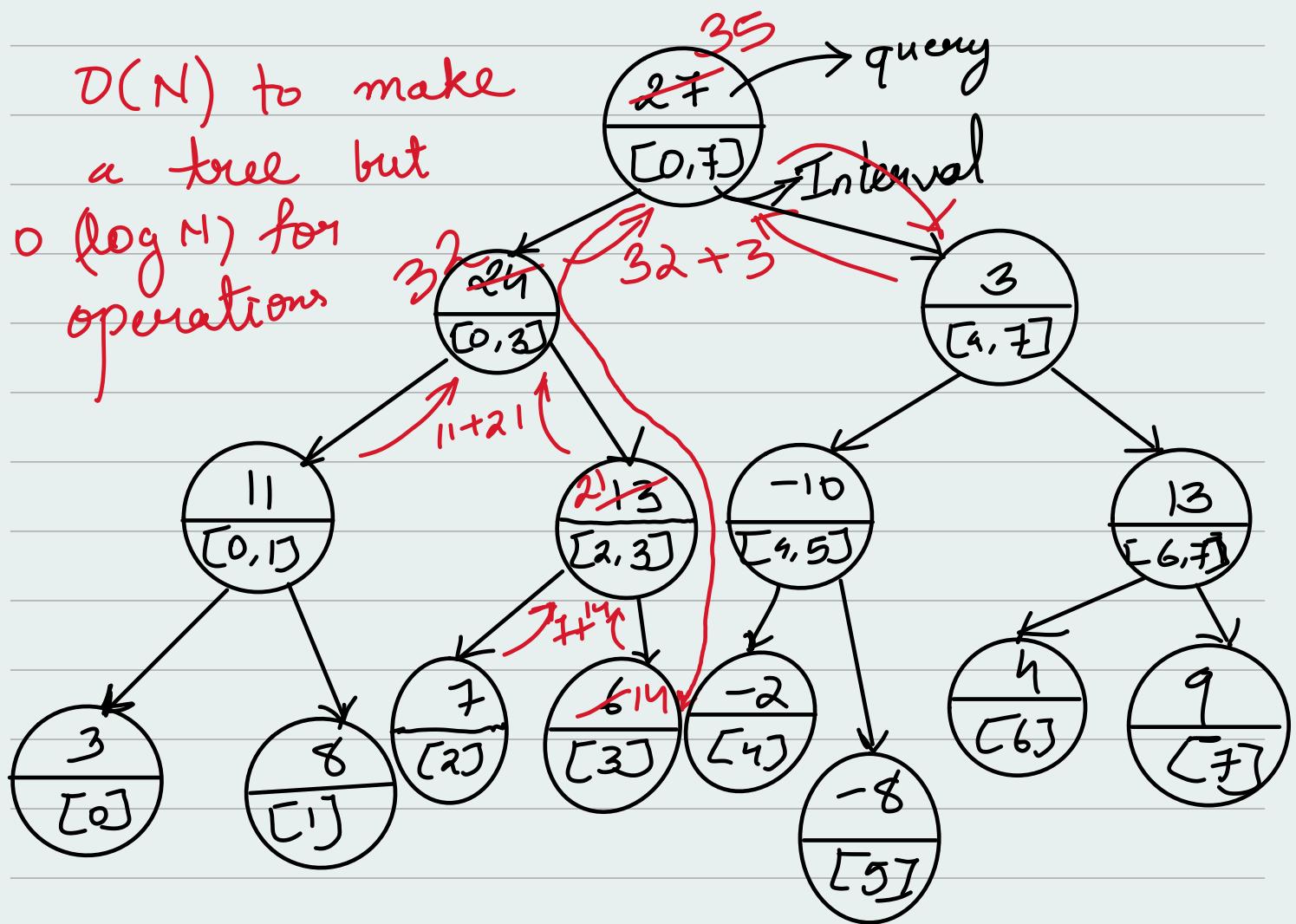
Q) How to update in $O(\log N)$ time.

Change index 3 with 14 $\Rightarrow (3, 14)$

- ① Check whether index lies in interval $[0, 7]$.
- ② If yes, whichever side it lies just update the value
 - a) If it does not lie in the R.H.S cause $[4, 7]$ is the range
 - b) If it does lie in the range from $[0, 3]$. From there we will again divide the array $[0, 1] [2, 3]$
 - If it doesn't lie here do not update the value just return the old value
 - If it does lie here again divide the array $[2] \& [3]$

Update the tree

$O(N)$ to make
a tree but
 $O(\log N)$ for
operations



Code :

```
public class SegmentTree {
    public static void main (String [] args) {
        int [] arr = {3, 8, 6, 7, -2, -8, 4, 9};
        treeDisplay ();
        System.out.println (treeQuery (
            q1: 1, q2: 6));
    }
}
```

```
private static class Node { // inner class
    int data,
    int startInterval;
    int endInterval;
    Node left;
    Node right;
```

```
public Node (int startInterval, int
endInterval) {
    this.startInterval = startInterval;
    this.endInterval = endInterval;
}
```

```
Node root;
```

```
public SegmentTree (int [] arr) {
    // create a tree using this array
    this.root = constructTree (arr, 0,
arr.length - 1); // call the helper function
```

```
private Node constructTree (int [] arr,
    int start, int end) {
    if (start == end) {
        Node leaf = new Node (start, end);
```

```
leaf.data = arr [ start ] ;  
return leaf ;
```

}

```
// create a new node with index you are  
Node node = new Node ( start, end );  
int mid = ( start + end ) / 2 ;
```

```
node.left = this . constructTree ( arr,  
start, mid ),
```

```
node.right = this . constructTree ( arr,  
mid + 1, end ),
```

```
node.data = node.left.data + node  
right.data ;
```

```
return node;
```

}

```
public void display {  
display ( this.root ),
```

```
private void display ( Node node ) {
```

}

```
// Now implementing the three cases
```

```
public int query (int qsi, int qei) {
    return this.query (this.root, qsi, qei);
}

private int query (Node node, int qsi, int qei) {
    // the node is completely lying inside the
    // query
    if (node.startInterval >= qsi &&
        node.endInterval <= qei) {
        return node.data,
    } else if (node.startInterval > qei ||
               node.endInterval < qsi) {
        // Completely outside.
        return 0;
    } else {
        return this.query (node.left, qsi,
                           qei) + this.query (node.right, qsi,
                           qei);
    }
}
```

```
public void update (int index, int value) {
    this.root.data = update (this.root,
                            index, value);
}
```

```
private int update (Node node, int index,  
int value) {
```

```
    if (index >= node.startInterval &&  
        index <= node.endInterval) {
```

```
        // If the index is in the range
```

```
        if (index == node.startInterval  
            && index == node.endInterval)
```

```
        // If the index is at the leaf node:
```

```
        node.data = value;
```

```
        return node.data;
```

```
    } else {
```

```
        int leftAns = update (  
            node.left, index, value);
```

```
        int rightAns = update (node.  
            right, index, value);
```

```
        node.data = leftAns +  
            rightAns;
```

```
    }  
    return node.data;
```

```
    }  
    return node.data.
```

y
y

