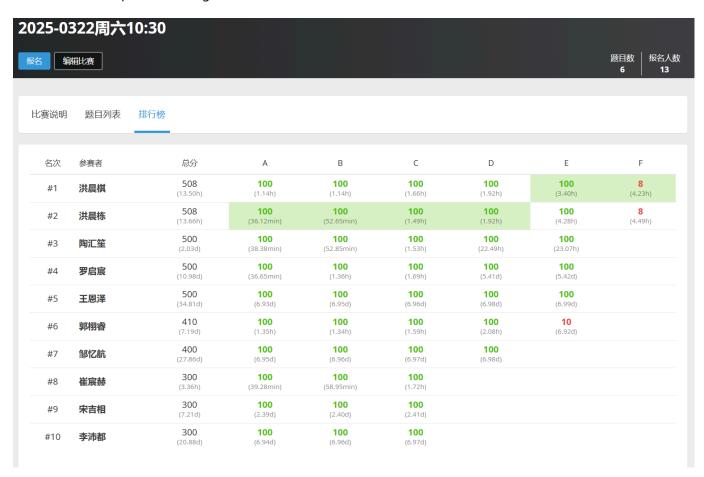
二维前缀和

人员

郭栩睿、邹忆航、崔宸赫、李沛都、罗启宸、王恩泽、陶汇笙、纪博涵 到课

作业检查

上周作业链接: https://www.luogu.com.cn/contest/237595



作业

https://www.luogu.com.cn/contest/238525 (课上讲了 A ~ D 这些题, 课后作业是 E 题)

课堂表现

今天讲的二维前缀和,同学们课上听讲都很认真,但是只靠上课是无法熟练掌握的,课下要画熟练对应的图,弄清楚二维前缀和的递推关系。

课堂内容

P3353 在你窗外闪耀的星星

#include <bits/stdc++.h>

```
using namespace std;

const int maxn = 1e5 + 5;
int w[maxn], p[maxn];

int get_sum(int 1, int r) { return (l<=r ? p[r]-p[l-1] : 0); }

int main()
{
   int n, m; cin >> n >> m;
   for (int i = 1; i <= n; ++i) {
      int x, t; cin >> x >> t; w[x] += t;
   }
   for (int i = 1; i < maxn; ++i) p[i] = p[i-1] + w[i];

int maxx = 0;
   for (int i = 1; i <= n; ++i) maxx = max(maxx, get_sum(i,i+m-1));
   cout << maxx << endl;
   return 0;
}</pre>
```

P10233 [yLCPC2024] A. dx 分计算

```
#include <bits/stdc++.h>
using namespace std;
const int maxn = 1e7 + 5;
char s[maxn];
int w[maxn], p[maxn];
int get_sum(int l, int r) { return (l <= r ? p[r] - p[l-1] : 0); }
void solve() {
 cin >> (s+1);
 int n = strlen(s+1);
 for (int i = 1; i <= n; ++i) {
   if (s[i] == 'P') w[i] = 3;
   else if (s[i] == 'p') w[i] = 2;
   else if (s[i] == 'G') w[i] = 1;
   else w[i] = 0;
    p[i] = p[i-1] + w[i];
  }
 int m; cin >> m;
 while (m -- ) {
   int l, r; cin >> l >> r;
   cout << get_sum(l, r) << endl;</pre>
  }
```

```
int main()
{
  int T; cin >> T;
  while (T -- ) solve();
  return 0;
}
```

P6568 [NOI Online #3 提高组] 水壶

```
#include <bits/stdc++.h>
using namespace std;

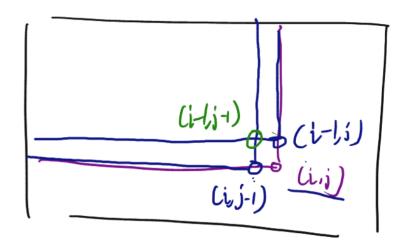
const int maxn = 1e6 + 5;
int w[maxn], p[maxn];

int get_sum(int 1, int r) { return p[r] - p[1-1]; }

int main()
{
   int n, k; cin >> n >> k; ++k;
   for (int i = 1; i <= n; ++i) cin >> w[i], p[i] = p[i-1] + w[i];

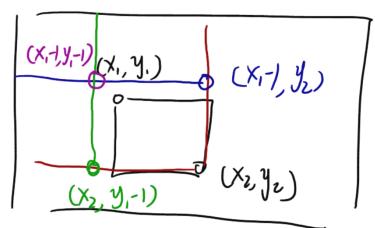
   int res = 0;
   for (int i = 1; i+k-1 <= n; ++i) {
      res = max(res, get_sum(i, i+k-1));
   }
   cout << res << endl;
   return 0;
}</pre>
```

P2004 领地选择



PTIJCIJ = PTI-1] [i] + PTIJ TJ-17 - PTI-17 [j-1] +arijaj]

PCX2][y2) - PCX-1][y2] - PCX2)[y,-1] + PCX1-][y,-1]



```
#include <bits/stdc++.h>

using namespace std;

const int maxn = 1e3 + 5;
int a[maxn][maxn], p[maxn][maxn];

int calc(int x1, int y1, int x2, int y2) {
    return p[x2][y2] - p[x1-1][y2] - p[x2][y1-1] + p[x1-1][y1-1];
}

int main()
{
    int n, m, c; cin >> n >> m >> c;
```

```
for (int i = 1; i <= n; i++) {
        for (int j = 1; j \le m; j++) cin >> a[i][j], p[i][j] = p[i-1][j] + p[i][j-1][j]
1] - p[i-1][j-1] + a[i][j];
    }
    int maxx = -1e9, x = 0, y = 0;
    for (int i = 1; i <= n-c+1; i++) {
        for (int j = 1; j \leftarrow m-c+1; j++) {
             int sum = calc(i,j,i+c-1,j+c-1);
            if (sum > maxx) {
                 maxx = sum, x = i, y = j;
             }
        }
    }
    cout << x << " " << y << endl;</pre>
    return 0;
}
```

P1719 最大加权矩形

```
#include <bits/stdc++.h>
using namespace std;
const int maxn = 1000 + 5;
int p[maxn][maxn];
int get_sum(int x1, int y1, int x2, int y2) {
 return p[x2][y2] - p[x1-1][y2] - p[x2][y1-1] + p[x1-1][y1-1];
}
int main()
  int n; cin >> n;
 for (int i = 1; i <= n; ++i) {
   for (int j = 1; j <= n; ++j) {
      int x; cin >> x; p[i][j] = p[i-1][j] + p[i][j-1] - p[i-1][j-1] + x;
    }
  }
  int maxx = -1e9;
  for (int i1 = 1; i1 <= n; ++i1) {
   for (int j1 = 1; j1 <= n; ++j1) {
      for (int i2 = i1; i2 <= n; ++i2) {
        for (int j2 = j1; j2 <= n; ++j2) maxx = max(maxx, get_sum(i1,j1,i2,j2));
      }
    }
  cout << maxx << endl;</pre>
```

```
return 0;
}
```

P1369 矩形

```
#include <bits/stdc++.h>
using namespace std;
const int maxn = 100 + 5;
int w[maxn][maxn], p[maxn][maxn];
int get_sum(int x1, int y1, int x2, int y2) {
 return p[x2][y2] - p[x1-1][y2] - p[x2][y1-1] + p[x1-1][y1-1];
int main()
 int n; cin >> n;
  while (n -- ) {
   int x, y; cin >> x >> y; ++w[x][y];
  }
  for (int i = 1; i <= 100; ++i) {
    for (int j = 1; j <= 100; ++j) {
      p[i][j] = p[i-1][j] + p[i][j-1] - p[i-1][j-1] + w[i][j];
    }
  }
  int maxx = 0;
  for (int x1 = 1; x1 <= 100; ++x1) {
   for (int y1 = 1; y1 <= 100; ++y1) {
      for (int x2 = x1+1; x2 <= 100; ++x2) {
        for (int y2 = y1+1; y2 <= 100; ++y2) {
          \max = \max(\max, get_sum(x1,y1,x2,y2) - get_sum(x1+1,y1+1,x2-1,y2-1));
        }
      }
    }
  cout << maxx << endl;</pre>
  return 0;
}
```