Segment Tree - Min

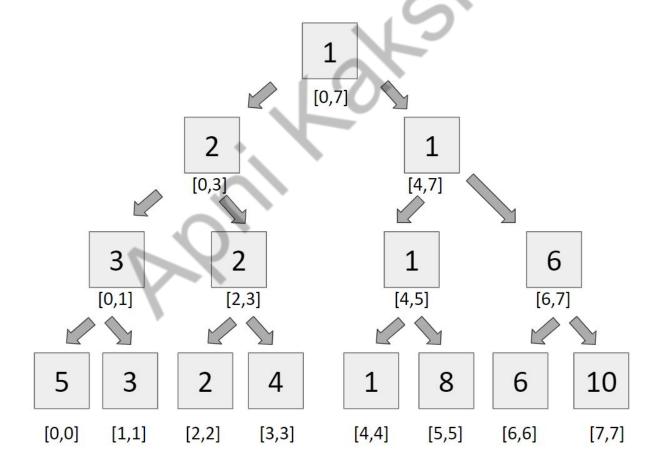
Problem

Build a segment tree with max build, query and update.

Example



Structure



Approach

Building a segment tree

It is very simple to build a segment tree, we use divide and conquer approach to build the segment tree.

Query

For query, we see two types of segments

- <u>Complete overlapping segments</u> When our st Partial overlapping segments and en lies completely in the range [l,r], it is called complete overlapping segment.
- <u>Partial overlapping segments</u> When our st and en does not lie completely in the range [l,r], it is called partial overlapping segment.

Code

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

#define int long long
#define endl "\n"
const int N = 1e5+2, MOD = 1e9+7;

int tree[4*N], a[N];

void build(int node, int st, int en){
    if(st == en){
        tree[node] = a[st];
        return;
    }

    int mid = (st + en)/2;
    build(2*node, st, mid);
    build(2*node+1, mid+1, en);

    tree[node] = min(tree[2*node], tree[2*node+1]);
}
```

```
int query(int node, int st, int en, int 1, int r){
    if(en < 1 || st > r) {
        return MOD;
    }
    if(1 <= st && en <= r)
        return tree[node];
    int mid = (st + en)/2;
   int q1 = query(2*node, st, mid, 1, r);
   int q2 = query(2*node+1, mid+1, en, 1, r);
   return min(q1, q2);
void update(int node, int st, int en, int idx, int val){
   if(st == en) {
        a[st] = val;
        tree[node] = val;
       return;
    }
    int mid = (st+en)/2;
   if(idx <= mid) {</pre>
        update(2*node, st, mid, idx, val);
    }
   else{
        update(2*node+1, mid+1, en, idx, val);
    }
    tree[node] = min(tree[2*node], tree[2*node+1]);
signed main(){
   int n,m;
   cin >> n >> m;
   for(int i=0; i<n; i++){</pre>
        cin >> a[i];
```

```
build(1,0,n-1);

while(m--){
    int type;
    cin >> type;
    if(type == 1){
        int idx,val;
        cin >> idx >> val;
        update(1,0,n-1,idx,val);
    }
    else{
        int 1,r;
        cin >> 1 >> r;
        int ans = query(1,0,n-1,1,r-1);
        cout << ans << endl;
    }
}
return 0;
}</pre>
```