



**TREES: FENWICK**

**ISIS 2801**

# Fenwick trees

**Fenwick trees** are used to calculate the associative operations over ranges in an array with minimal memory usage ( $O(N)$ ).

Sometimes called  
**Binary Index Tree**  
(BIT)

[A new data structure for cumulative frequency tables](#)

# Fenwick trees

Given an array

index	0	1	2	3	4	5	6	7	8	9	10
value	2	3	4	1	7	2	8	7	4	1	5

A (sum) Fenwick tree is

index	0	1	2	3	4	5	6	7	8	9	10
value	2	5	4	10	7	9	8	34	4	5	5

# Fenwick trees

Given an array

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value	2	3	4	1	7	2	8	7	4	1	5

A (sum) Fenwick tree is

$$T_i = \sum_{j=g(i)}^i A_j$$

# Indexing function

The indexing function  $g$  for the Fenwick tree is such that

$$0 \leq g(i) \leq i$$

and we flip the least significant 1 bits of the binary representation of  $i$

$$g(i) = i \& (i+1)$$

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and we flip the least significant 1 bits of the binary representation of  $i$

$$g(i) = i \ \& \ (i+1)$$

Ex:

$$\begin{aligned} g(12) &= g(1100_2) = 12 \\ g(13) &= g(1101_2) = 12 \\ g(14) &= g(1110_2) = 14 \\ g(15) &= g(1111_2) = 0 \end{aligned}$$

# Indexing function

Need to find the function to get the indexes  $j$

$$h(i) = i \mid (i+1)$$

# Indexing function

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

2	3	4	1	7	2	8	7	4	1	5
---	---	---	---	---	---	---	---	---	---	---



# Indexing function

0	1	2	3	4	5	6	7	8	9	10
2	3	4	1	7	2	8	7	4	1	5

$$g(0) = g(0000_2) = 0$$

$$g(1) = g(0001_2) = 0$$

$$g(2) = g(0010_2) = 2$$

$$g(3) = g(0011_2) = 0$$

$$g(4) = g(0100_2) = 4$$

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$$g(6) = g(0110_2) = 6$$

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$$g(8) = g(1000_2) = 8$$

$$g(9) = g(1001_2) = 8$$

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$$g(8) = g(1000_2) = 8$$

$$g(9) = g(1001_2) = 8$$

$$g(10) = g(1010_2) = 10$$

$$\text{sum}(0, 0) = 2$$

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$$g(10) = g(1010_2) = 10$$

$$\text{sum}(0, 0) = 2$$

$$\text{sum}(0, 1) = 5$$

# Indexing function

0	1	2	3	4	5	6	7	8	9	10
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$$\text{sum}(2, 2) = 4$$

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$$g(9) = g(1001_2) = 8$$

$$g(10) = g(1010_2) = 10$$

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$$\text{sum}(0, 1) = 5$$

$$\text{sum}(2, 2) = 4$$

$$\text{sum}(0, 3) = 10$$

# Indexing function

0	1	2	3	4	5	6	7	8	9	10
2	3	4	1	7	2	8	7	4	1	5

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$$g(10) = g(1010_2) = 10$$

$$\text{sum}(0, 0) = 2$$

$$\text{sum}(0, 1) = 5$$

$$\text{sum}(2, 2) = 4$$

$$\text{sum}(0, 3) = 10$$

$$\text{sum}(4, 4) = 7$$

# Indexing function

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

2	3	4	1	7	2	8	7	4	1	5
---	---	---	---	---	---	---	---	---	---	---

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$$g(9) = g(1001_2) = 8$$

$$g(10) = g(1010_2) = 10$$

$$\text{sum}(0, 0) = 2$$

$$\text{sum}(0, 1) = 5$$

$$\text{sum}(2, 2) = 4$$

$$\text{sum}(0, 3) = 10$$

$$\text{sum}(4, 4) = 7$$

$$\text{sum}(4, 5) = 9$$

# Indexing function

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

2	3	4	1	7	2	8	7	4	1	5
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$$\text{sum}(0, 1) = 5$$

$$\text{sum}(2, 2) = 4$$

$$\text{sum}(0, 3) = 10$$

$$\text{sum}(4, 4) = 7$$

$$\text{sum}(4, 5) = 9$$

$$\text{sum}(6, 6) = 8$$



# Indexing function

0	1	2	3	4	5	6	7	8	9	10
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2	3	4	1	7	2	8	7	4	1	5
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$$\text{sum}(2, 2) = 4$$

$$\text{sum}(0, 3) = 10$$

$$\text{sum}(4, 4) = 7$$

$$\text{sum}(4, 5) = 9$$

$$\text{sum}(6, 6) = 8$$

$$\text{sum}(0, 7) = 34$$

# Indexing function

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

2	3	4	1	7	2	8	7	4	1	5
---	---	---	---	---	---	---	---	---	---	---

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$$\text{sum}(0, 7) = 34$$

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$$\text{sum}(8, 9) = 5$$

$$\text{sum}(10, 10) = 5$$

# Build

```
struct FenwickTree {  
    vector<int> bit;    // binary indexed tree  
    int n;  
  
    FenwickTree(vector<int> const &a) : FenwickTree(a.size()) {  
        for (int i = 0; i < n; i++) {  
            bit[i] += a[i];  
            int r = i | (i + 1);  
            if (r < n) bit[r] += bit[i];  
        }  
    }  
};
```

# Query

```
int sum(int r) {  
    int ret = 0;  
    for (; r >= 0; r = (r & (r + 1)) - 1)  
        ret += bit[r];  
    return ret;  
}
```

```
int sum(int l, int r) {  
    return sum(r) - sum(l - 1);  
}
```

# Update

```
void update(int n, int index, int val) {  
    while (index <= n) {  
        bit[index] += val;  
        index += index & (-index);  
    }  
}
```