



SQUARE ROOT DECOMPOSITION

ISIS 2801

Finding queries

5	8	6	3	2	7	2	6	7	1	7	5	6	2	3	2
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

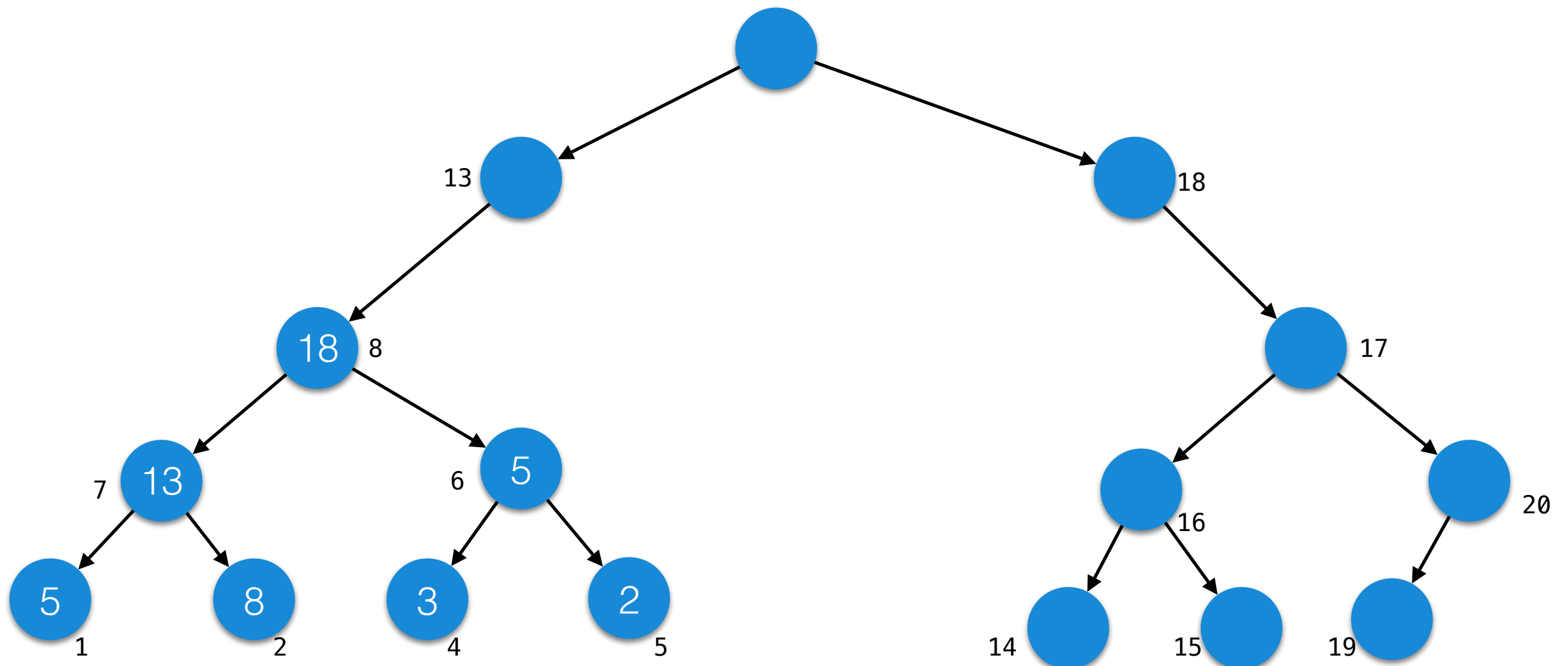
keep sum of element ranges

update elements

Finding queries

5	8	6	3	2	7	2	6	7	1	7	5	6	2	3	2
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Binary indexed tree/fenwick tree



Finding queries

5	8	6	3	2	7	2	6	7	1	7	5	6	2	3	2
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

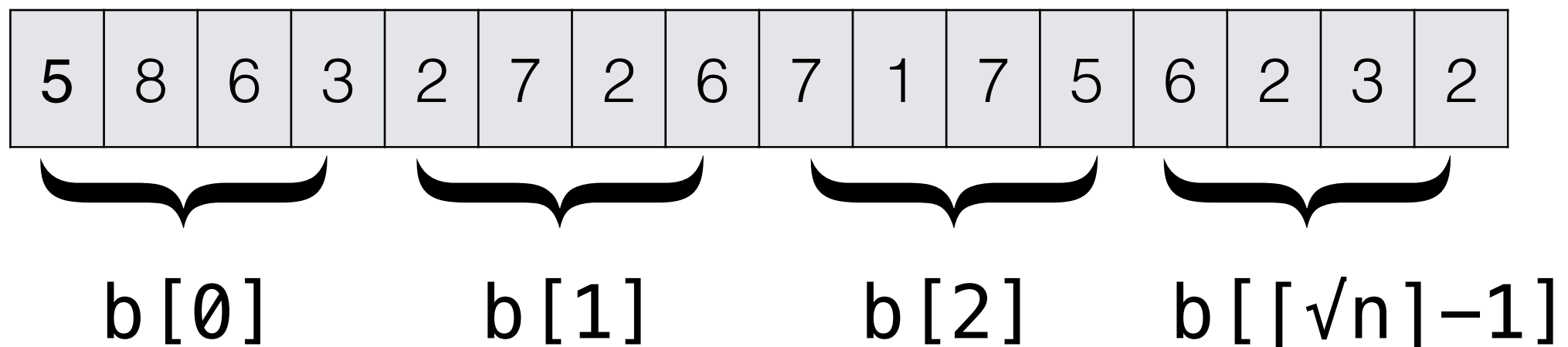
operate over element ranges

update elements

WE'LL DECOMPOSE THE
STRUCTURE IN $\sqrt{}$ CHUNKS TO
QUERY



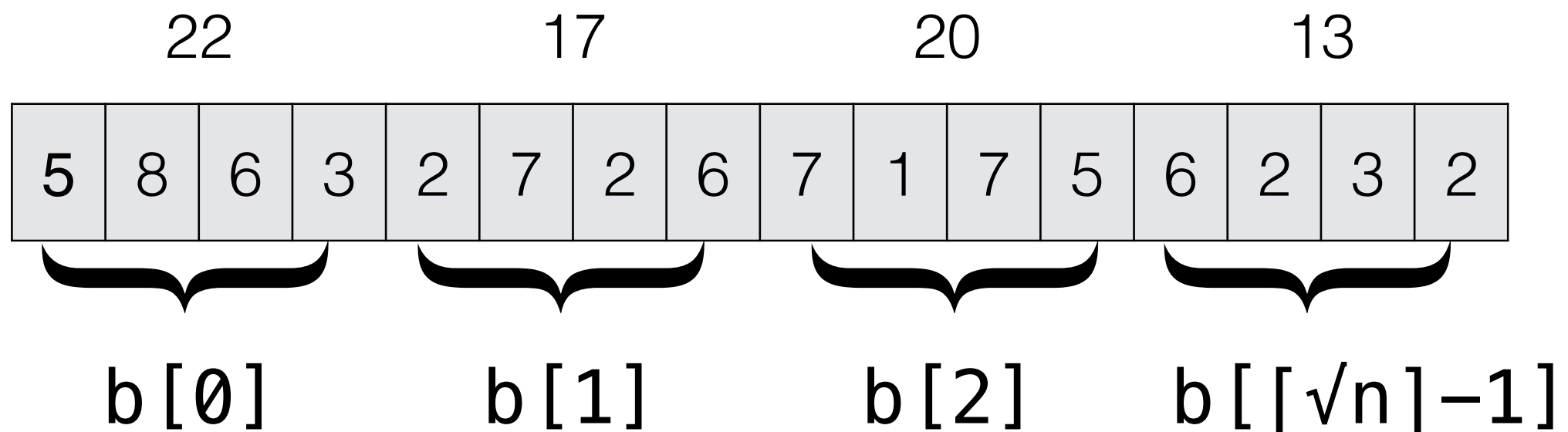
Range sum



1. divide the array in $\lfloor \sqrt{n} \rfloor$ chunks

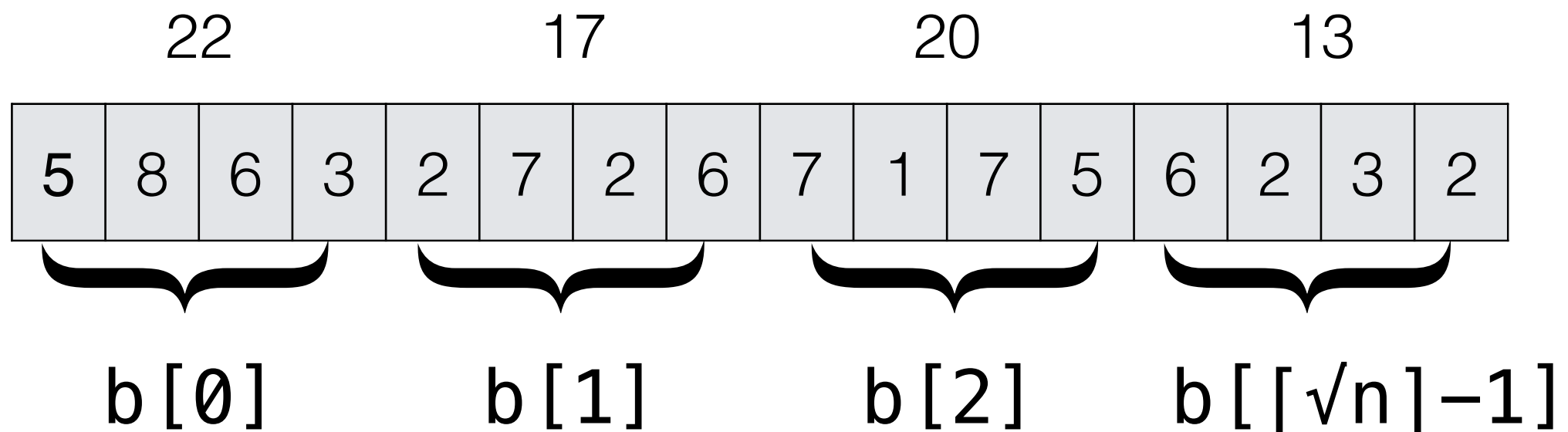
number and **size** of the chunks

Range sum



1. divide the array in $\lceil\sqrt{n}\rceil$ chunks
2. sum the elements in the block

Range sum

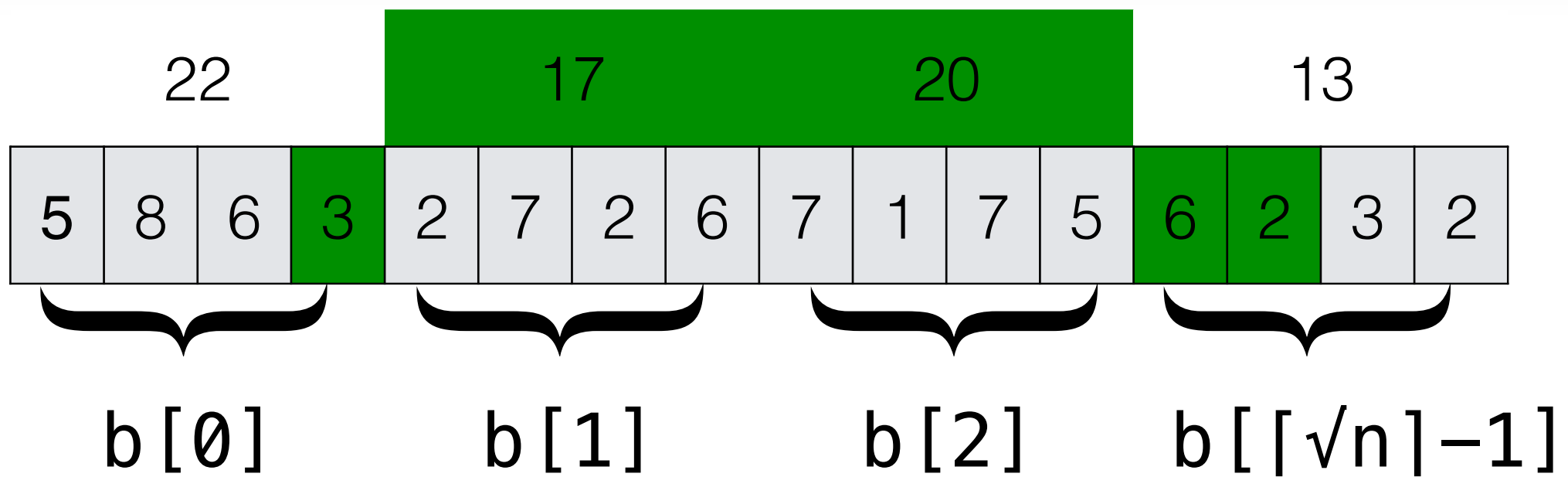


1. divide the array in $\lfloor \sqrt{n} \rfloor$ chunks
2. sum the elements in the block
3. calculate the sum of the range $[l, r]$

$$\sum_l^r a[i] = \sum_l^{(k+1)s-1} a[i] + \sum_{k+1}^{p-1} b[i] + \sum_{ps}^r a[i]$$

Range sum

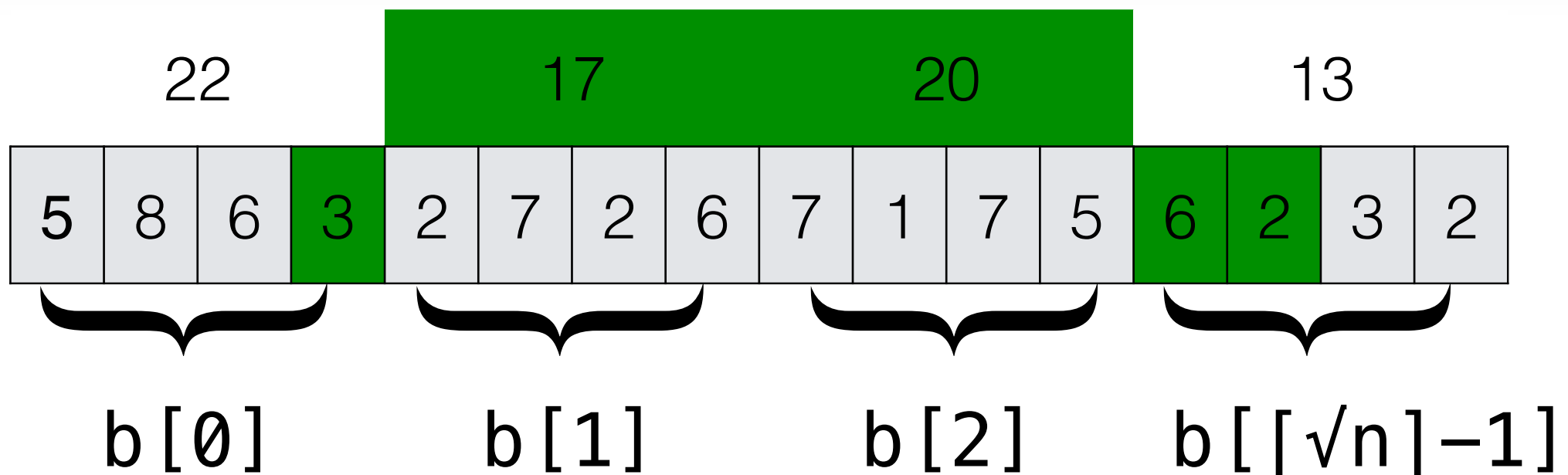
$$\sum_3^{13} a[i] = \sum_3^3 a[i] + \sum_1^2 b[i] + \sum_{12}^{13} a[i]$$



$[l, r] := [3, 13]$

Range sum

$$\sum_3^{13} a[i] = \sum_3^3 a[i] + \sum_1^2 b[i] + \sum_{12}^{13} a[i]$$



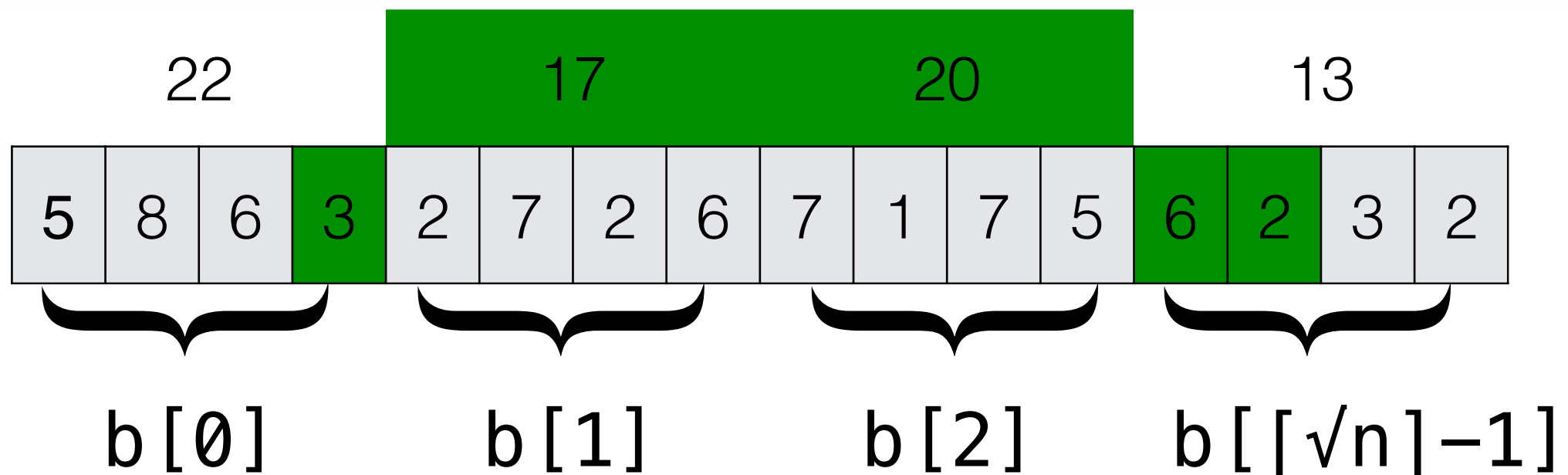
$[l, r] := [3, 13]$

$3 + 17 + 20 + 6 + 2$

68

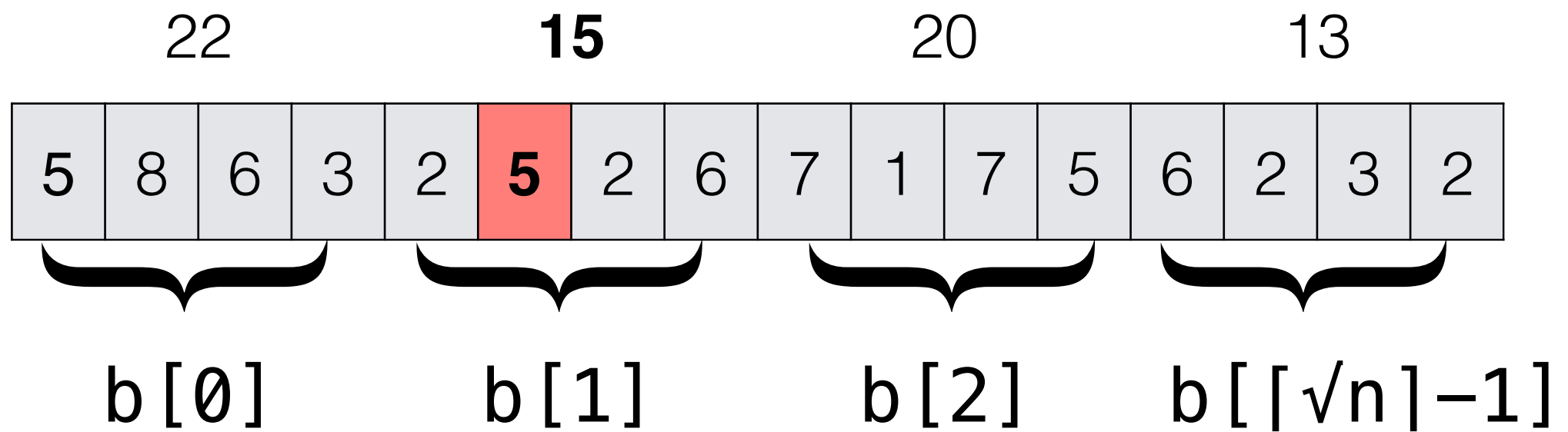
Range sum

$$\sum_3^{13} a[i] = \sum_3^3 a[i] + \sum_1^2 b[i] + \sum_{12}^{13} a[i]$$



- For the range $[l, r]$, there are maximum \sqrt{n} elements (per block) and \sqrt{n} blocks. Therefore the time complexity is $O(\sqrt{n})$

Value update



updating a value **trivially**
updates the **sum** of its **block**

FIRST IMPLEMENTATION



Sum range

block size

```
int s = (int) sqrt (n + .0) + 1;
vector<int> b (s);
for (int i=0; i<n; ++i)
    b[i / s] += a[i];
```

create the blocks

```
while(cin) {
    int l, r;
    cin >> l >> r;
    int sum = 0;
    for(int i=l; i<=r;)
        if (i % s == 0 && i + s - 1 <= r) {
            sum += b[i / s];
            i += s;
        } else {
            sum += a[i];
            ++i;
        }
}
```

sum blocks

sum tails

Sum range

```
int s = (int) sqrt (n + .0) + 1;
vector<int> b (s);
for (int i=0; i<n; ++i)
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        if (i % s == 0 && i + s - 1 <= r) {
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            i += s;
        } else {
            sum += a[i];
            ++i;
        }
    }
}
```

too much effort in
calculating block
indices

Sum range

```
int s = (int) sqrt (n + .0) + 1;
vector<int> b (s);
for (int i=0; i<n; ++i)
    b[i / s] += a[i];

while(cin) {
    int l, r;
    cin >> l >> r;
    int sum = 0;
    int c_l = l / s,    c_r = r / s;
    if (c_l == c_r)
        for (int i=l; i<=r; ++i)
            sum += a[i];
    else {
        for (int i=l, end=(c_l+1)*s-1; i<=end; ++i)
            sum += a[i];
        for (int i=c_l+1; i<=c_r-1; ++i)
            sum += b[i];
        for (int i=c_r*s; i<=r; ++i)
            sum += a[i];
    }
}
```



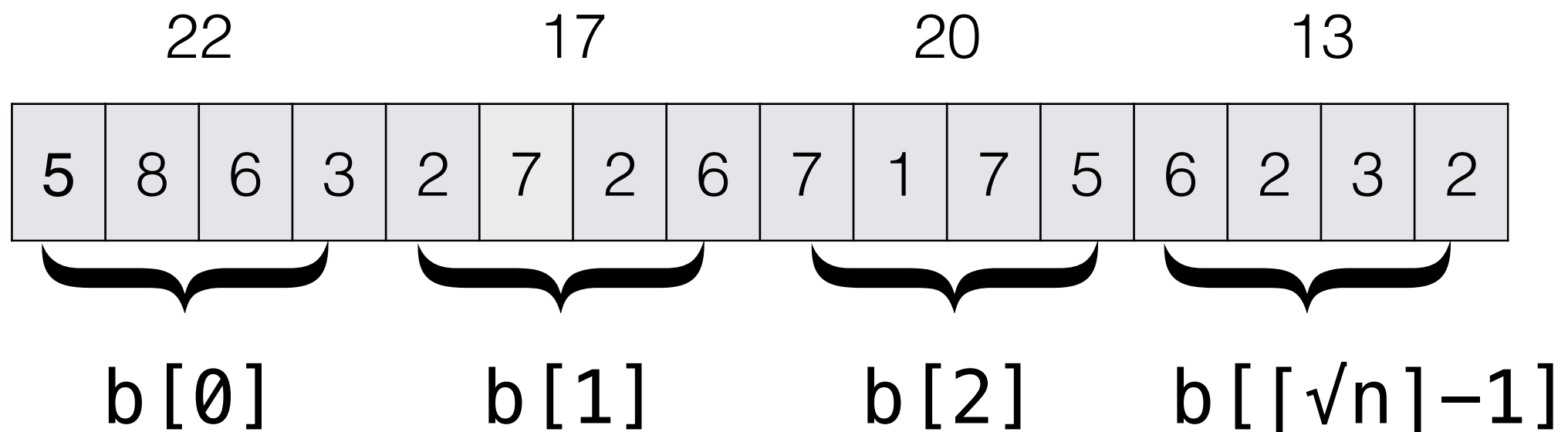
calculate block indices

MO's ALGORITHM



Value update

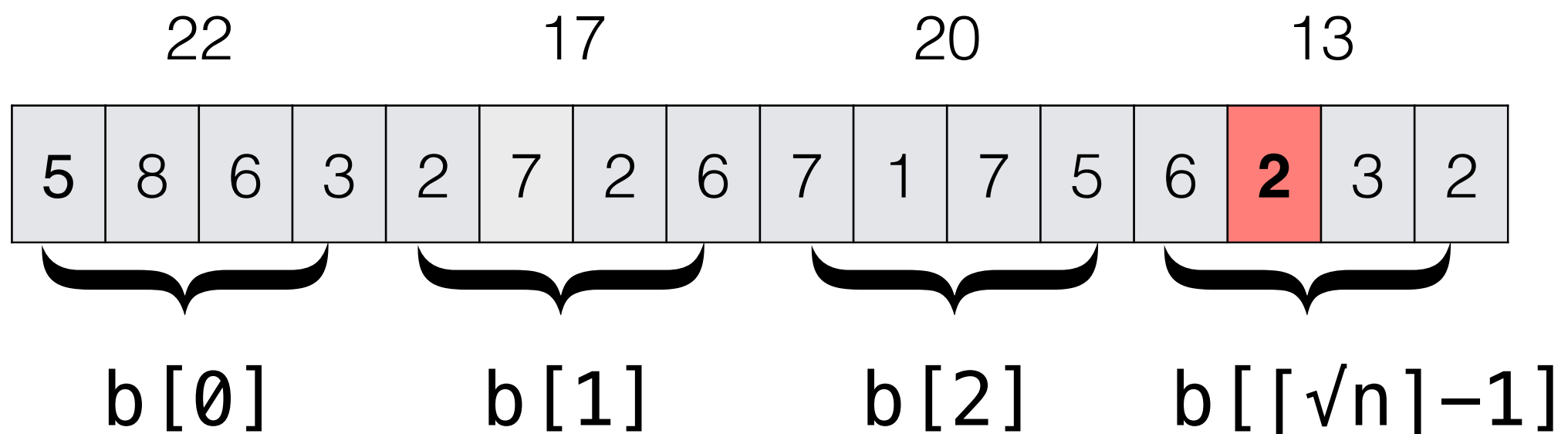
`mode(a) = 2`



updating to calculate the mode

Value update

$\text{mode}(a) = 2$



have to take into account the number of times each number appears in each block

that **isn't efficient** anymore

Mo's algorithm

1. Order the queries (by left index)
2. Update the range by **adding** or **deleting** elements

Queries need to be answered
offline!

Mo's algorithm

```
struct Query {  
    int l, r, idx;  
    bool operator<(Query other) const  
    {  
        return make_pair(l / block_size, r) <  
            make_pair(other.l / block_size, other.r);  
    }  
};
```

Mo's algorithm

```
vector<int> mos_algorithm(vector<Query> queries) {  
    vector<int> answers(queries.size());  
    sort(queries.begin(), queries.end());  
    vector<int> arr(0);  
    int cur_l = 0;  
    int cur_r = -1;  
    for (Query q : queries) {  
        while (cur_l > q.l) {  
            cur_l--;  
            add(arr, cur_l);  
        }  
        while (cur_r < q.r) {  
            cur_r++;  
            add(arr, cur_r);  
        }  
        ...  
    }  
    return answers;  
}
```

The data structure **always** reflects the range **[cur_l, cur_r]**

add missing elements left and right

Mo's algorithm

```
vector<int> mos_algorithm(vector<Query> queries) {
```

```
    ...
```

```
    for (Query q : queries) {
```

```
        ...
```

```
        while (cur_l < q.l) {
```

```
            remove(cur_l);
```

```
            cur_l++;
```

```
        }
```

```
        while (cur_r > q.r) {
```

```
            remove(cur_r);
```

```
            cur_r--;
```

```
        }
```

```
        answers[q.idx] = get_answer();
```

```
    }
```

```
    return answers;
```

```
}
```

The data structure **always reflects** the range **[cur_l, cur_r]**

remove elements left and right of the range

Mo's algorithm

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```



$O(Q \log Q)$

Mo's algorithm

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$O(Q \log Q)$

$O((Q + N)\sqrt{N})$

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$O(Q \log Q)$

$O((Q + N)\sqrt{N})$

$O(\sqrt{N})$

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$O(Q \log Q)$

$O((Q + N)\sqrt{N})$

$O(\sqrt{N})$

$O((N+Q)\sqrt{N})$