

```
1 #include "../bits/stdc++.h"
2 // 2次元BIT, 1-indexed
3 // 2次元累積和クエリ O(logMlogN)
4 // verified: https://atcoder.jp/contests/joi2011ho/submissions/4247715
5 class FenwickTree2D
6 {
7     // 2次元(M*N) 1-indexed BIT
8     int M, N;
9     // bit[x][y] = v[i][j] (Lx < i <= x, Ly < j <= y)
10    // Lx = x - (x & -x), Ly = y - (y & -y)
11    std::vector<std::vector<int>> bit;
12
13 public:
14    FenwickTree2D(int _m, int _n) : M(_m), N(_n), bit(M + 1, std::vector<int>(N + 1, 0)) {}
15    // v[a][b] += w
16    void add(int a, int b, int w)
17    {
18        for (int x = a; x <= M; x += x & -x)
19            for (int y = b; y <= N; y += y & -y)
20                bit[x][y] += w;
21    }
22    // O(logM logN)
23    int sum(int a, int b)
24    {
25        int ret = 0;
26        for (int x = a; x > 0; x -= x & -x)
27            for (int y = b; y > 0; y -= y & -y)
28                ret += bit[x][y];
29        return ret;
30    }
31    // (i,j) (a <= i <= c, b <= j <= d) の長方形領域内の和
32    int sum(int a, int b, int c, int d)
33    {
34        int ret = sum(c, d);
35        ret -= sum(c, b - 1);
36        ret -= sum(a - 1, d);
37        ret += sum(a - 1, b - 1);
38        return ret;
39    }
40 };
41
```