# BIT (2D), O(nlogn)

# Tested on spoj MATSUM

# int tree[MX][MX];

# void update(int x , int y , int val)

# {

# int y1;

# while (x <= MX)

# {

# y1 = y;

# while (y1 <= MX)

# {

# tree[x][y1] += val;

# y1 += (y1 & -y1);

# }

# x += (x & -x);

# }

# return;

# }

# int read(int x , int y )

# {

# int y1, ret=0;

# while (x)

# {

# y1 = y;

# while (y1)

# {

# ret+=tree[x][y1];

# y1 -= (y1 & -y1);

# }

# x -= (x & -x);

# }

# return ret;

# }