







# Algorithm Bootcamp July 2024

### Day 4: Data Structures

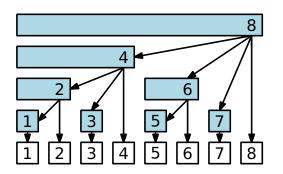
Dr. Christopher Weyand
Optimization Expert
Fleet Optimization

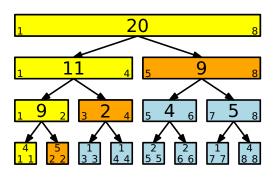
David Stangl
Software Engineer
Fleet Optimization

#### Lectures on data structures

- today
  - prefix sums/differences
  - square root decomposition
  - segment trees

- not today :)
  - sparse tables
  - minimum queues
  - fenwick trees
  - treaps





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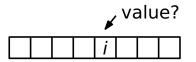
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  - product, min, max, gcd, ...

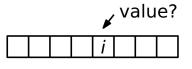
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  - queries on some aggregate over ranges of the values
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- aggregates:
  - sum (our example for today)
  - product, min, max, gcd, ...
  - even really crazy things: set of unique values, convex hull of points, ...

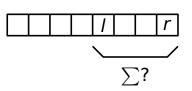
queries

- queries
  - point query: get the value of A[i]



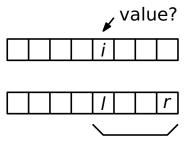
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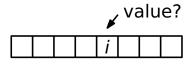
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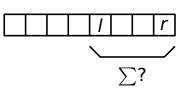
updates

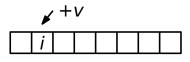


- queries
  - point query: get the value of A[i]
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- updates
  - point update: add v to A[i]



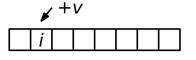


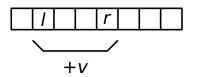


- queries
  - point query: get the value of A[i]
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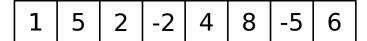
∡ value?

- updates
  - point update: add v to A[i]
  - range update: add v to every value between A[I] and A[r]





input array



query update
point range point range

input array

1 5 2 -2 4 8 -5 6

query update point range

input array

1 5 2 -2 4 8 -5 6

 $\mathcal{O}(1)$ 

query update
point range point range

input array

1 5 2 -2 4 8 -5 6

 $\mathcal{O}(1)$   $\mathcal{O}(n)$ 

query update
point range point range

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1 5 2 -2 4 8 -5 6

 $\mathcal{O}(1)$   $\mathcal{O}(n)$   $\mathcal{O}(1)$ 

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 $\mathcal{O}(1)$   $\mathcal{O}(n)$   $\mathcal{O}(1)$   $\mathcal{O}(n)$ 

query update
point range point range

input array

1 5 2 -2 4 8 -5 6

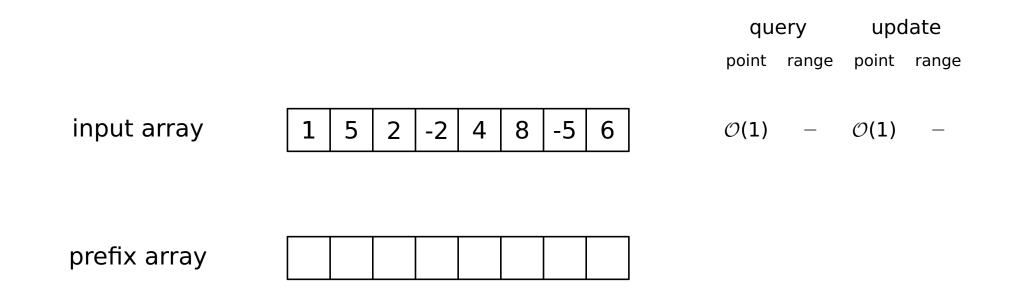
 $\mathcal{O}(1)$  -  $\mathcal{O}(1)$  -

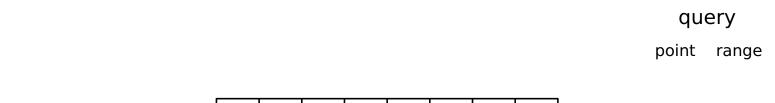
query update point range point range

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 $\mathcal{O}(1)$  -  $\mathcal{O}(1)$  -





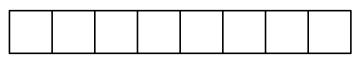
input array

 $\mathcal{O}(1)$  -  $\mathcal{O}(1)$  -

update

point range

$$P[i] = \sum_{j=1}^{i} A[j]$$

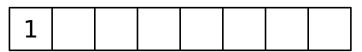


query update point range point range

input array

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 -  $\mathcal{O}(1)$  -

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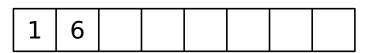


query update point range point range

input array

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 -  $\mathcal{O}(1)$  -

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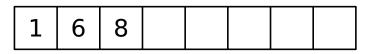
query point range point range

input array

$$\mathcal{O}(1)$$
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update

$$P[i] = \sum_{j=1}^{i} A[j]$$



query update point range point range

input array

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 -  $\mathcal{O}(1)$  -

prefix array  $P[i] = \sum_{j=1}^{i} A[j]$ 

query update
point range point range

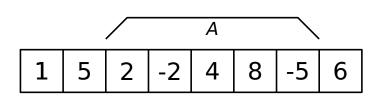
input array

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prefix array  $P[i] = \sum_{j=1}^{i} A[j]$ 

 $\mathcal{O}(1)$ 

input array



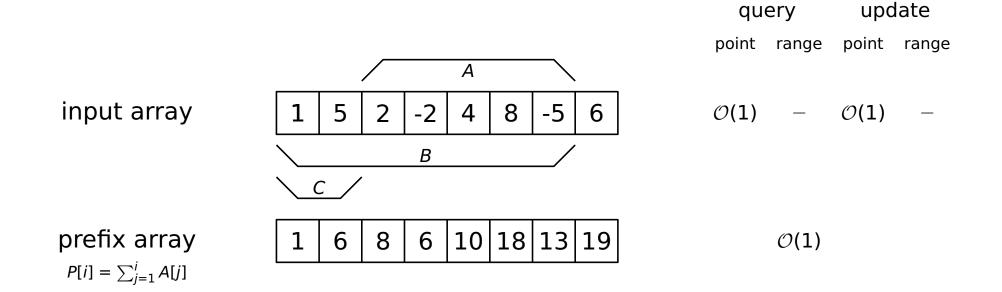
query update point range

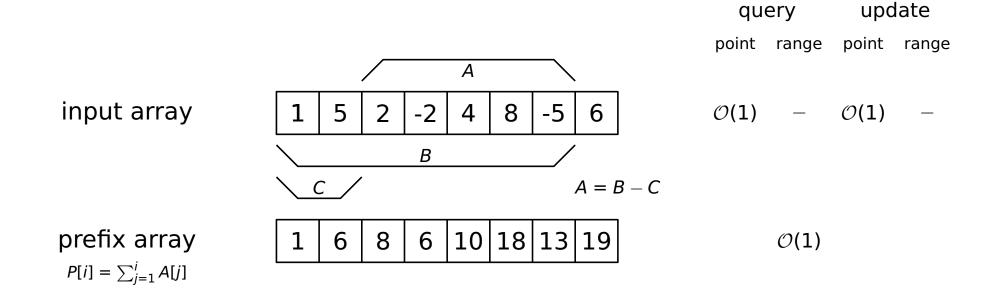
 $\mathcal{O}(1)$  -  $\mathcal{O}(1)$  -

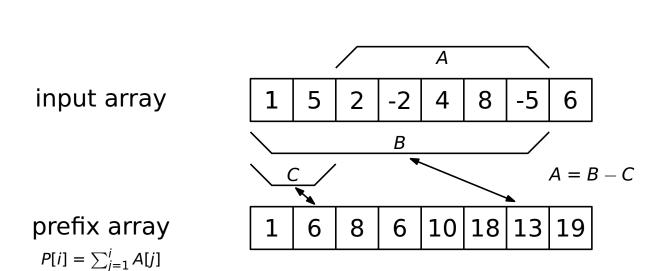
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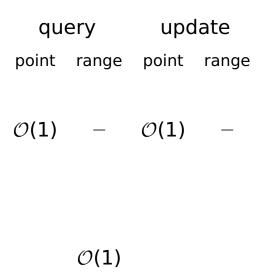
1 6 8 6 10 18 13 19

 $\mathcal{O}(1)$ 









query update
point range point range

input array

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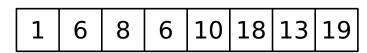
 $\mathcal{O}(1)$ 

query update point range point range

input array

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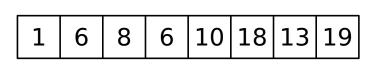
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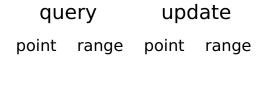
$$\mathcal{O}(1)$$
  $\mathcal{O}(1)$ 

input array

prefix array
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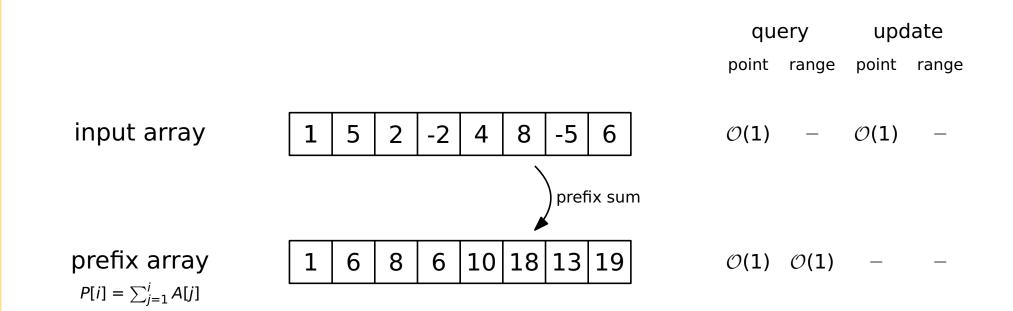


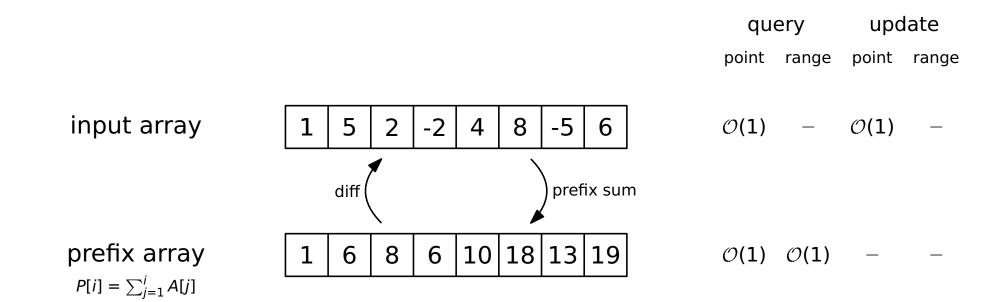
5



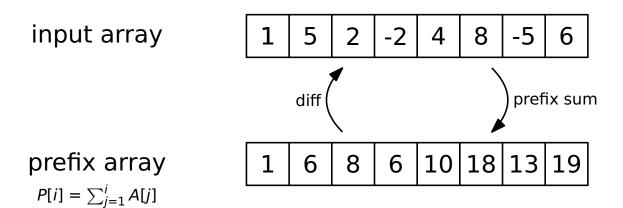
$$\mathcal{O}(1)$$
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$$\mathcal{O}(1)$$
  $\mathcal{O}(1)$  - -



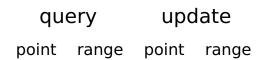


query update
point range point range

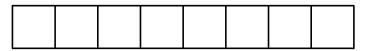


 $\mathcal{O}(1)$  -  $\mathcal{O}(1)$  -

 $\mathcal{O}(1)$   $\mathcal{O}(1)$  - -



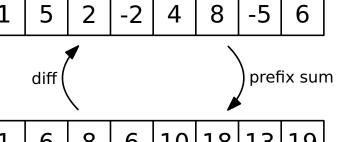
difference array



input array

prefix array

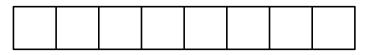
 $P[i] = \sum_{j=1}^{i} A[j]$ 



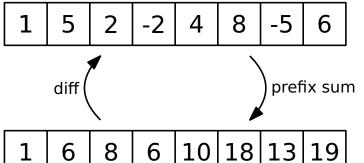
 $\mathcal{O}(1)$  -  $\mathcal{O}(1)$  -

update query point range point range

$$D[i] = A[i] - A[i-1]$$



input array



 $\mathcal{O}(1)$  $\mathcal{O}(1)$ 

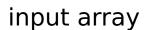
prefix array

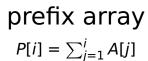
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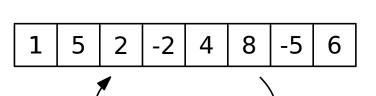
 $\mathcal{O}(1)$   $\mathcal{O}(1)$ 

query update
point range point range

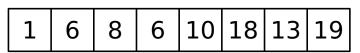
$$D[i] = A[i] - A[i-1]$$







prefix sum



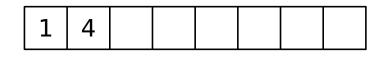
diff

$$\mathcal{O}(1)$$
 -  $\mathcal{O}(1)$  -

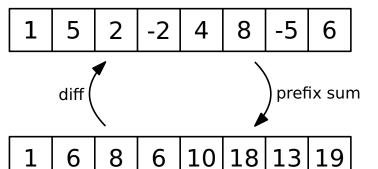
$$\mathcal{O}(1)$$
  $\mathcal{O}(1)$  - -

update query point range point range

difference array 
$$D[i] = A[i] - A[i-1]$$



input array



 $\mathcal{O}(1)$  $\mathcal{O}(1)$ 

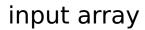
prefix array

$$P[i] = \sum_{j=1}^{i} A[j]$$

 $\mathcal{O}(1)$   $\mathcal{O}(1)$ 

update query point range point range

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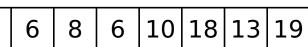


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prefix sum

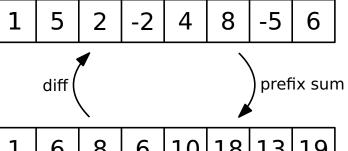
$$\mathcal{O}(1)$$
 -  $\mathcal{O}(1)$  -

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update query point range point range

difference array
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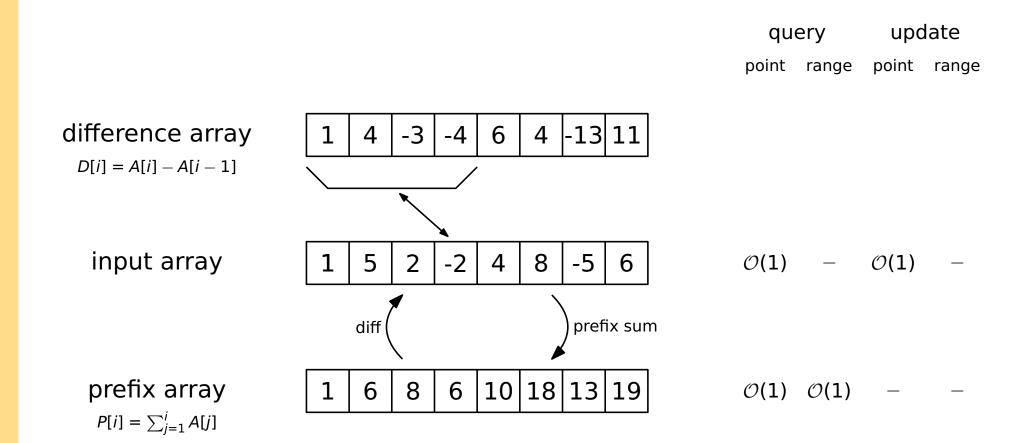
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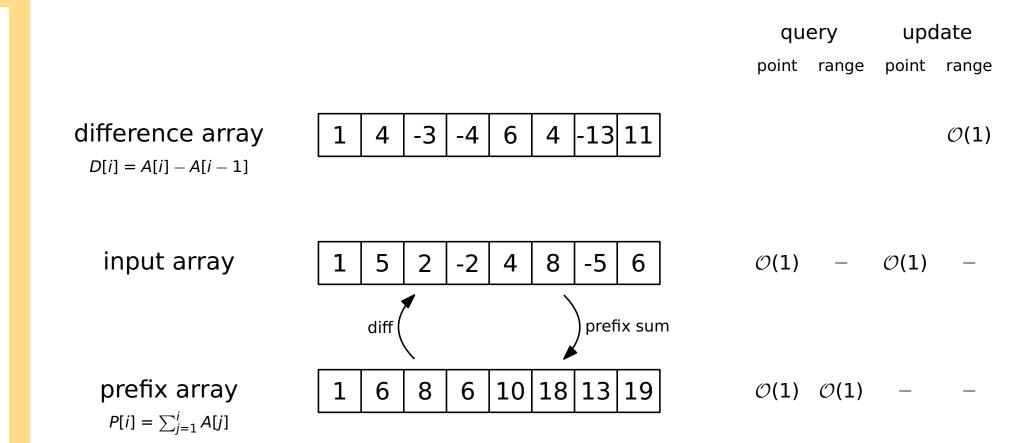


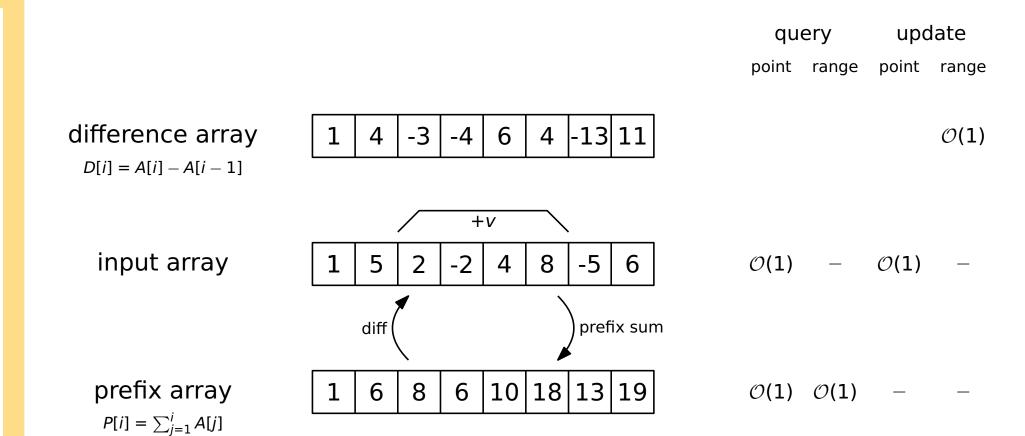
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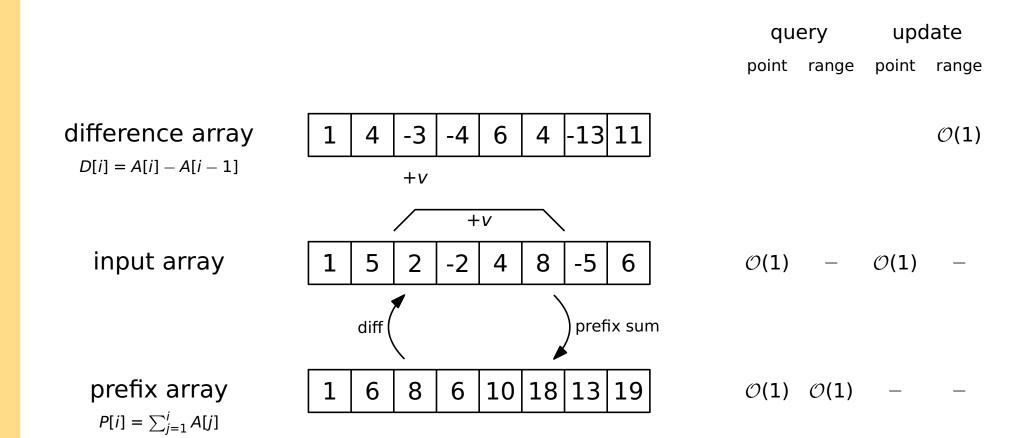
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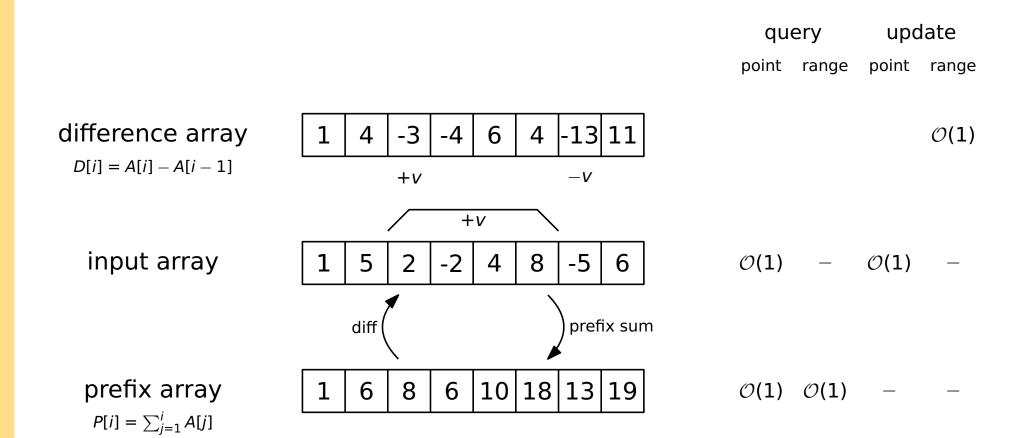
$$\mathcal{O}(1)$$
  $\mathcal{O}(1)$  - -

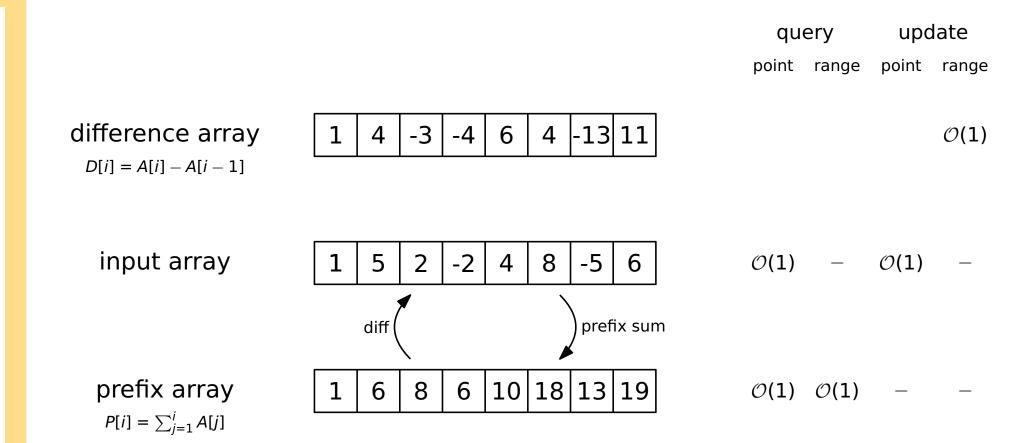


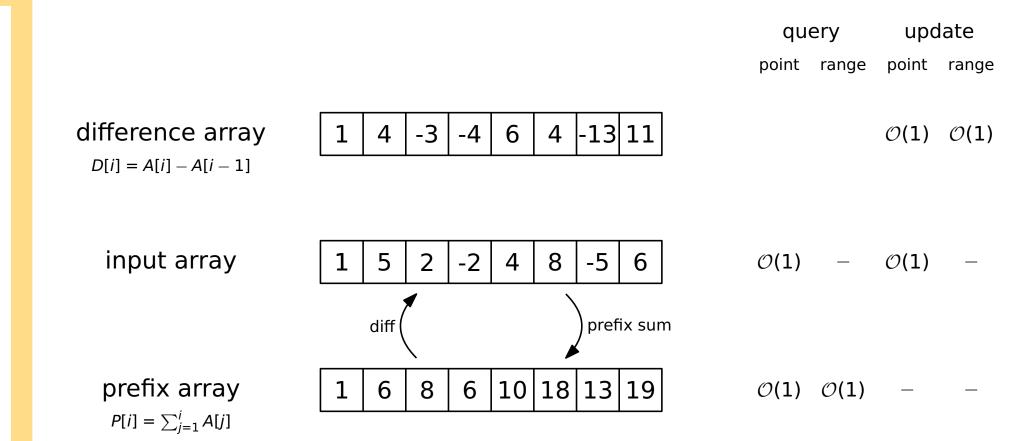


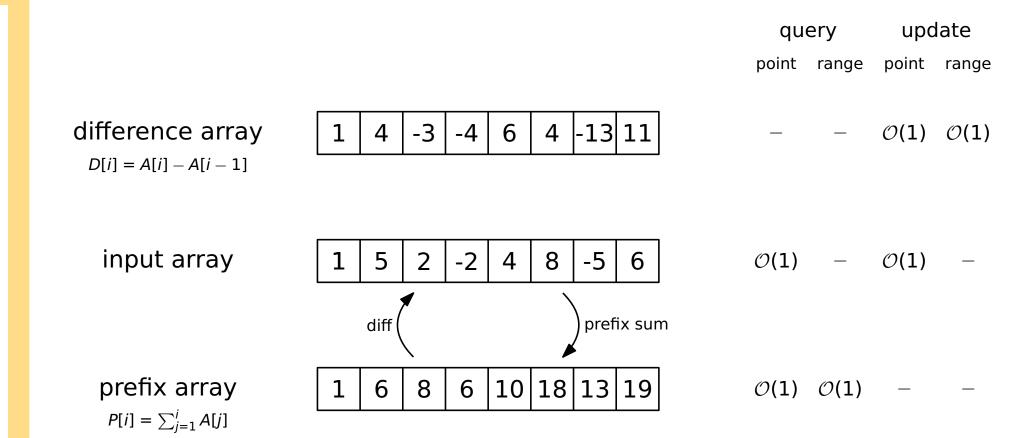


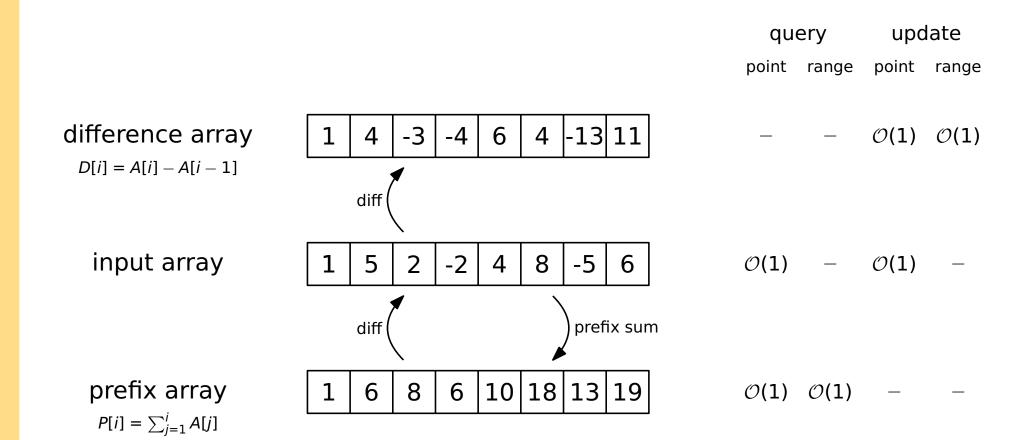


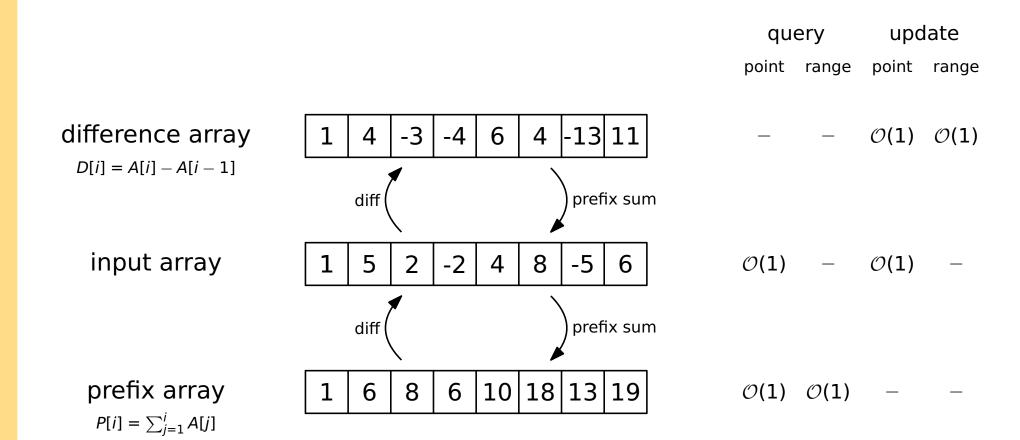




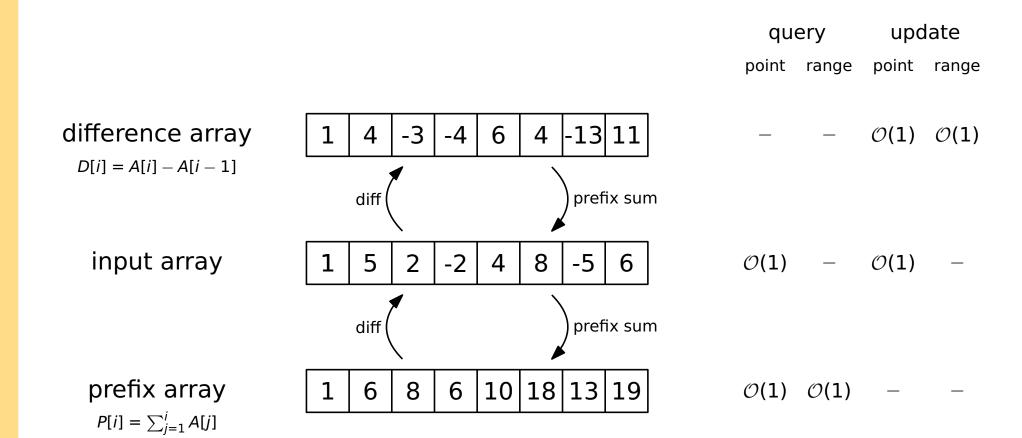




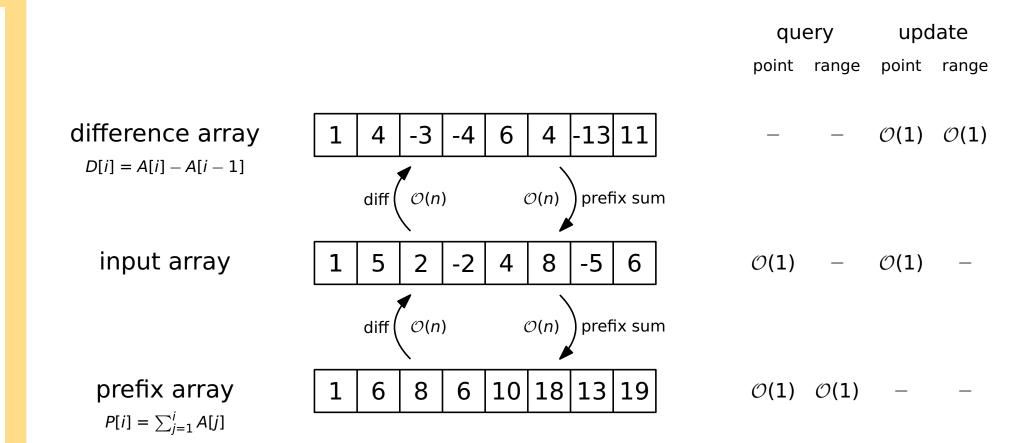




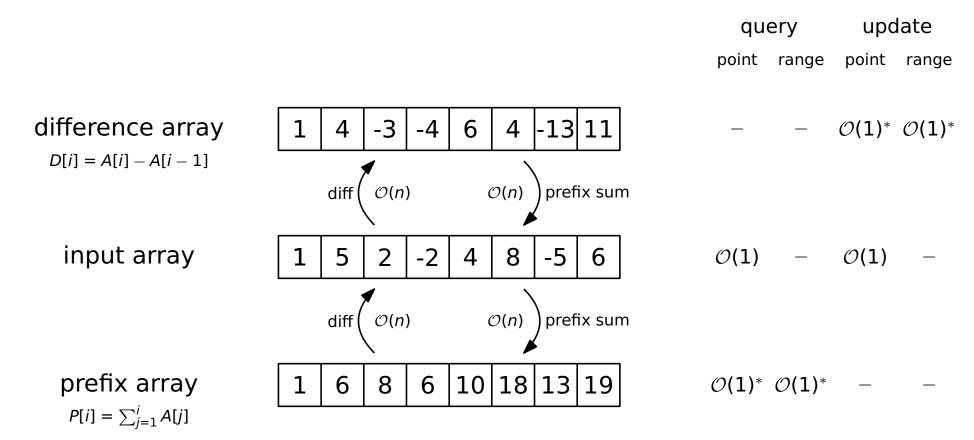
### Arrays — Overview



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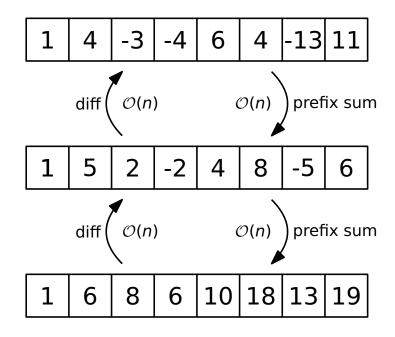


### Arrays — Overview

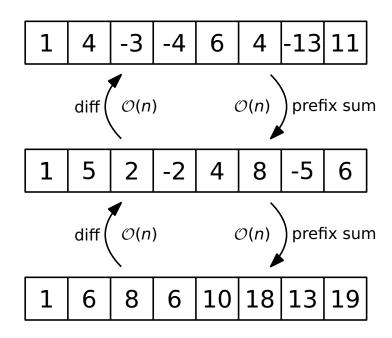


\*: requires invertible operation

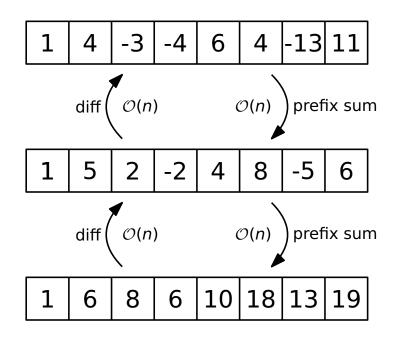
pros/cons



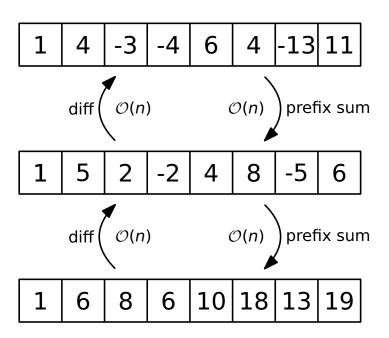
- pros/cons
  - + any operation possible in  $\mathcal{O}(1)$



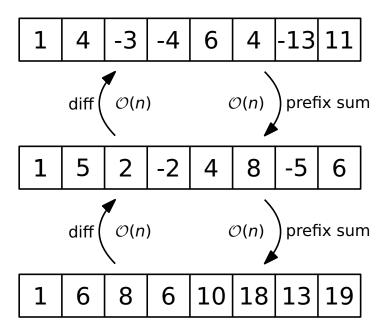
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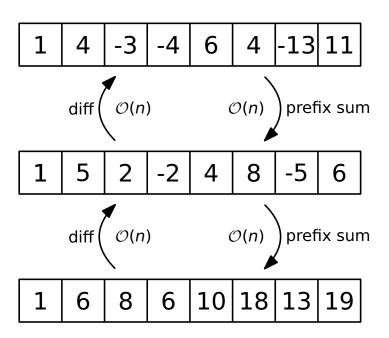
- pros/cons
  - + any operation possible in  $\mathcal{O}(1)$
  - + trivial to implement
  - requires  $\mathcal{O}(n)$  conversions



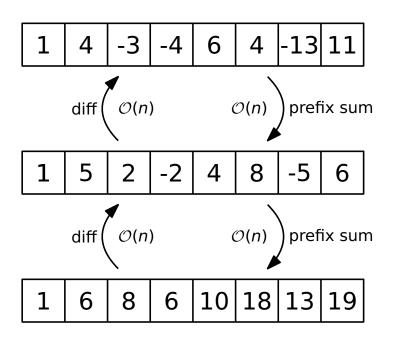
- pros/cons
  - + any operation possible in  $\mathcal{O}(1)$
  - + trivial to implement
  - requires O(n) conversions
  - requires invertible operation



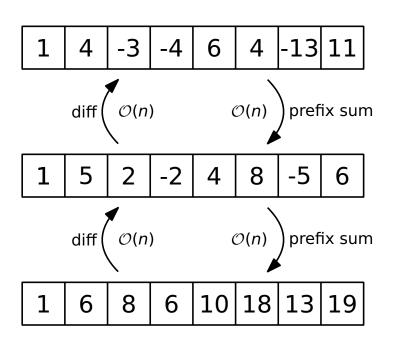
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  - + trivial to implement
  - requires O(n) conversions
  - requires invertible operation
- good when



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  - + any operation possible in  $\mathcal{O}(1)$
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  - requires invertible operation
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- pros/cons
  - + any operation possible in  $\mathcal{O}(1)$
  - + trivial to implement
  - requires O(n) conversions
  - requires invertible operation
- good when
  - queries & updates are separated
  - only queries/only updates

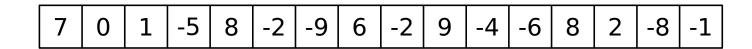


# Square root decomposition

■ let's try to find a middle ground between  $\mathcal{O}(1)$  and  $\mathcal{O}(n)$ :  $\mathcal{O}(\sqrt{n})$ 

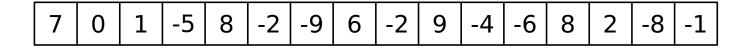
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- **group** array into blocks of size  $\sqrt{n}$



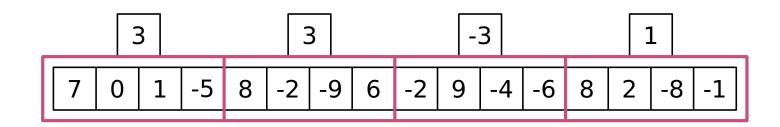
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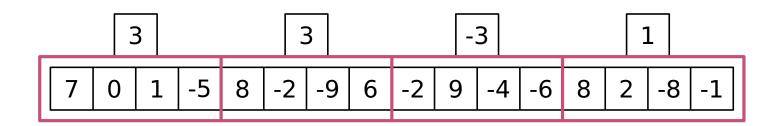
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- **group** array into blocks of size  $\sqrt{n}$ 
  - calculate the sum for each block



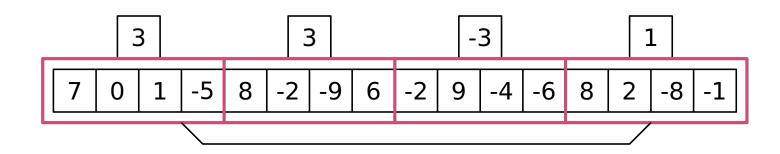
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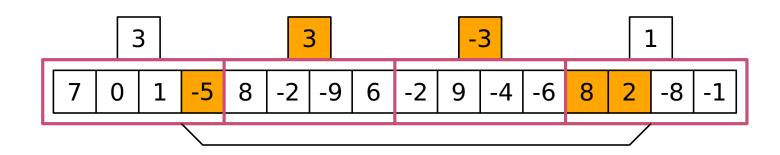
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- **group** array into blocks of size  $\sqrt{n}$ 
  - calculate the sum for each block
- range query: use block sum for fully covered blocks  $\Rightarrow \mathcal{O}(\sqrt{n})$



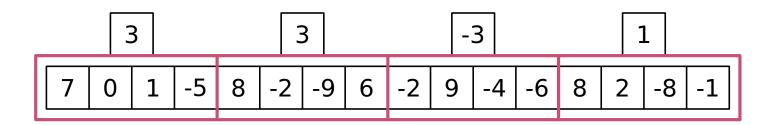
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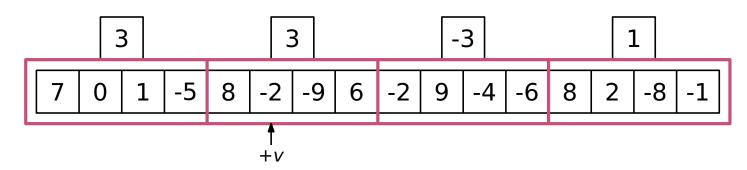
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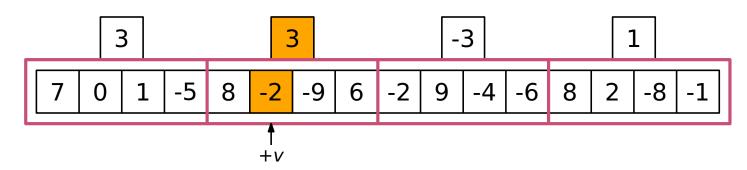
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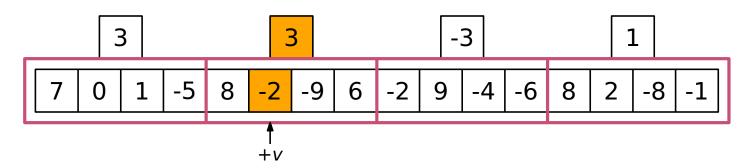
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- **point update: recalculate block sum**  $\Rightarrow \mathcal{O}(\sqrt{n})$ 
  - **actually** in  $\mathcal{O}(1)$  in this case, but not always (range minimum, etc.)



Can we get range updates to work with sqrt decomposition (without any extra effort)? What do we give up for it?

we can use the difference array as our base!

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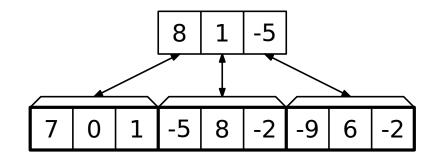
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Can we get range updates to work with sqrt decomposition (without any extra effort)? What do we give up for it?

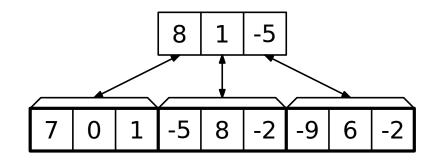
- we can use the difference array as our base!
- remember, on the difference array
  - range update ⇒ 2 point updates
  - point query ⇒ prefix sum/range query
- disadvantage: no more range queries

it is definitely possible to have both, but requires more effort and depends on the aggregate

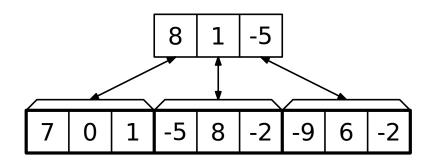
pros/cons



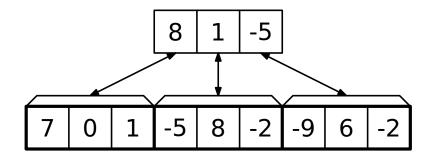
- pros/cons
  - + almost universally applicable



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  - no simultaneous range update/query



- pros/cons
  - + almost universally applicable
  - no simultaneous range update/query
  - $\mathcal{O}(\sqrt{n})$  rarely fast enough (if  $\mathcal{O}(n)$  too slow)



	query		update	
	point	range	point	range
difference array <sup>†</sup>	_	_	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$
input array	$\mathcal{O}(1)$	_	$\mathcal{O}(1)$	_
prefix array	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	_	_
sqrt decomposition	$\mathcal{O}(1)$	$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$	_

<sup>\*:</sup> requires invertible operation

	query		update	
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difference array <sup>†</sup>	_	_	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$
input array	$\mathcal{O}(1)$	_	$\mathcal{O}(1)$	_
prefix array	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	_	_
sqrt decomposition	0(1)	$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$	

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	query		update	
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difference array <sup>†</sup>	_	_	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$
input array	$\mathcal{O}(1)$	_	$\mathcal{O}(1)$	_
prefix array	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	_	_
sqrt decomposition	$\mathcal{O}(1)$	$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$	_
sqrt decomposition (on differences)	$\mathcal{O}(\sqrt{n})$		$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$

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	query		update	
	point	range	point	range
difference array <sup>†</sup>	_	_	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$
input array	$\mathcal{O}(1)$	_	$\mathcal{O}(1)$	_
prefix array	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	_	_
sqrt decomposition	$\mathcal{O}(1)$	$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$	_

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	query		update	
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difference array <sup>†</sup>	_	_	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$
input array	$\mathcal{O}(1)$	_	$\mathcal{O}(1)$	_
prefix array	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	_	_
sqrt decomposition	$\mathcal{O}(1)$	$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$	_
segment tree	$\mathcal{O}(1)$	$\mathcal{O}(\log n)$	$\mathcal{O}(\log n)$	$\mathcal{O}(\log n)^{\S}$

<sup>\*:</sup> requires invertible operation

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<sup>§:</sup> requires lazy propagation

#### 5 minute break

You have  $n \le 2 \cdot 10^5$  products, each identified by its price  $p_i$  and quality  $q_i$  ( $1 \le p_i$ ,  $q_i \le 10^9$ ,  $p_i \ne p_j$ ,  $q_i \ne q_j$ ). For each product, find the number of strictly worse products (higher price *and* lower quality)

assume you have a segment tree with everything in  $O(\log n)$ 

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use coordinate compression (price/quality index instead of value)

#### 5 minute break

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assume you have a segment tree with everything in  $O(\log n)$ 

- use coordinate compression (price/quality index instead of value)
- use segment tree, insert in quality order (low to high), count products with higher price

 $\blacksquare$  binary tree where each node corresponds to a segment [I, r]

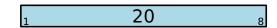
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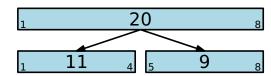
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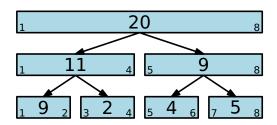
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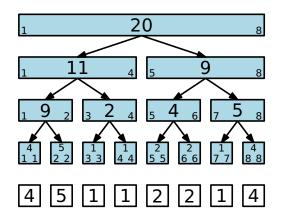
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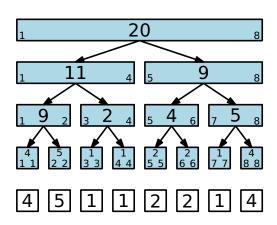
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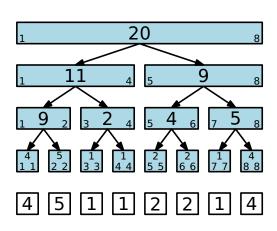
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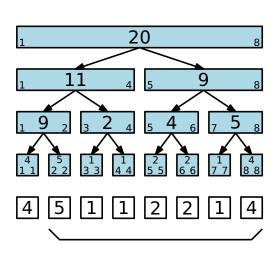
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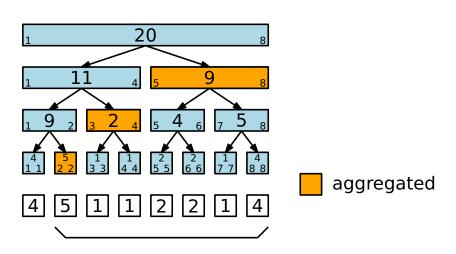
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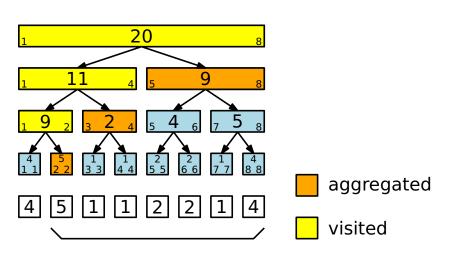
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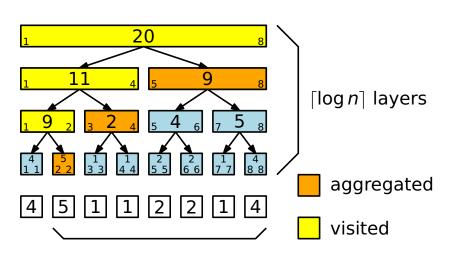
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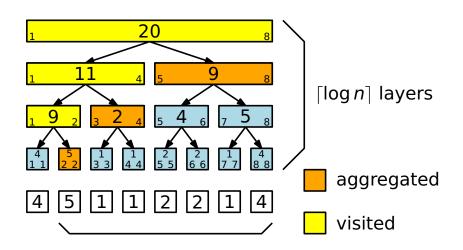
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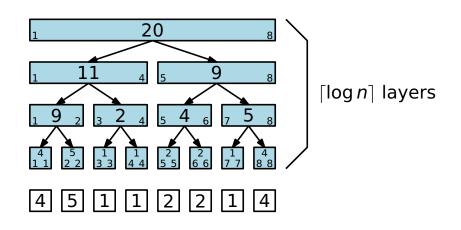


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<sup>\*:</sup> can be proven via induction

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<sup>1 20 8

1 11 4 5 9 8

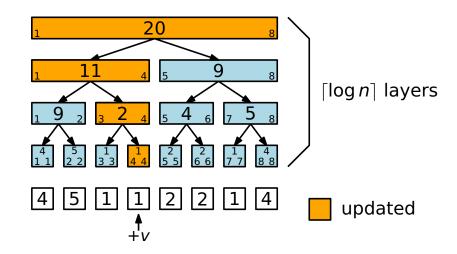
[</sup>log n] layers

4 5 1 1 2 2 1 4

+v

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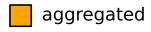
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    - 1 node per layer  $\Rightarrow \mathcal{O}(\log n)$

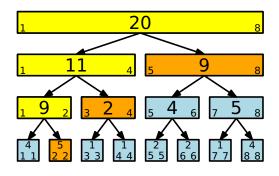
20

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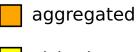
```
range query(node, l, r, q_l, q_r)
    if [I,r] \subseteq [q_I,q_r]
        return node value
   m = |(I + r)/2|
    res = 0
    if [l, m] \cap [q_l, q_r] \neq \emptyset
       res += range query(left child, l, m, q_l, q_r)
    if [m+1,r] \cap [q_l,q_r] \neq \emptyset
        res += range query(right child, m + 1, r, q_l, q_r)
    return res
```



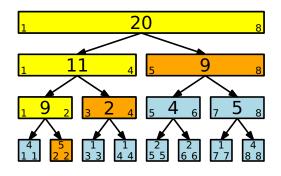




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```





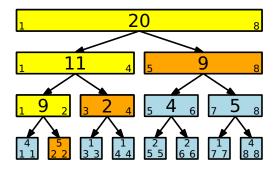


can we improve this code?

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```

aggregated

visited



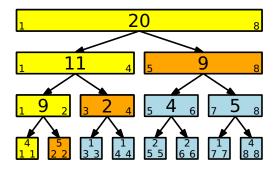
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move range check into recursive call (more visited nodes, but not asymptotically worse)

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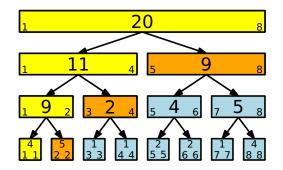
return 0

m = \lfloor (l+r)/2 \rfloor

return range query(left child, l, m, q_l, q_r)+

range query(right child, m+1, r, q_l, q_r)
```

aggregated
visited



can we improve this code?

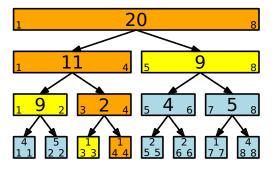
move range check into recursive call (more visited nodes, but not asymptotically worse)

## Segment trees — Point updates

```
point update(node, l, r, i, v)
   if i \notin [l, r]
      return node value
   if l = r
      node value +=v
      return node value
   m = |(I + r)/2|
   node value = point update(left child, l, m, i, v)+
                  point update(right child, m + 1, r, i, v)
   return node value
```







■ do not use new and pointers when implementing segment trees!\*

<sup>\*:</sup> except for persistent and implicit segment trees, which are far outside the scope of this lecture

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- do not use new and pointers when implementing segment trees!\*
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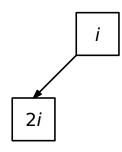
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  - for a node with index i

i

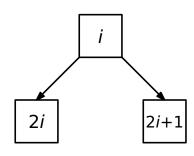
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  - for a node with index i
    - left child is 2*i*



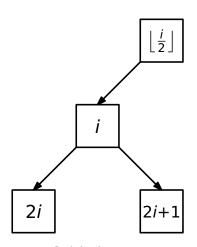
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- how do we map a binary tree into an array? heap indexing!
  - for a node with index i
    - left child is 2*i*
    - right child is 2i + 1



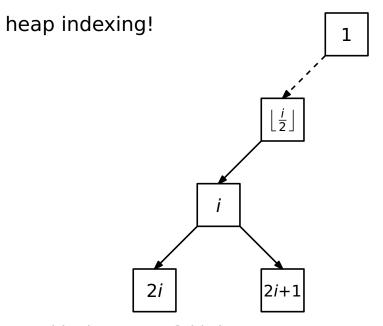
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  - using arrays/vectors is both faster and easier to debug
- how do we map a binary tree into an array? heap indexing!
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    - left child is 2*i*
    - $\blacksquare$  right child is 2i + 1
    - parent is  $\left\lfloor \frac{i}{2} \right\rfloor$



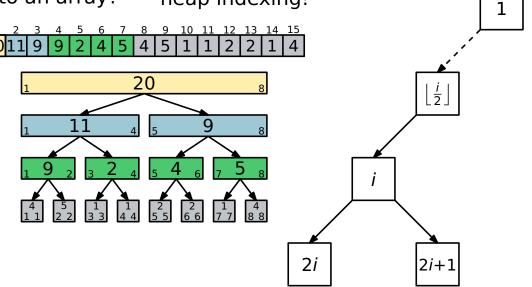
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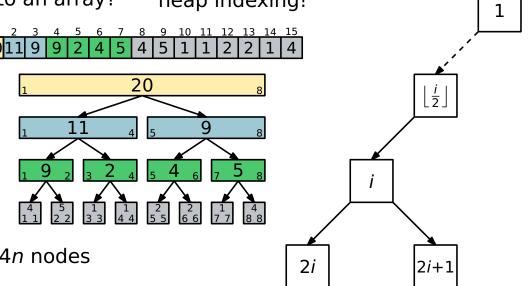
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- we need space for  $\leq 2^{\lceil \log n \rceil + 1} \leq 4n$  nodes



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    - often not a problem if we know all elements upfront

#### Overview

	qu	iery	update	
	point	range	point	range
difference array <sup>†</sup>	_	_	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$
input array	$\mathcal{O}(1)$	_	$\mathcal{O}(1)$	_
prefix array	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	_	_
sqrt decomposition	$\mathcal{O}(1)$	$\mathcal{O}(\sqrt{n})$	$\mathcal{O}(\sqrt{n})$	_
segment tree	$\mathcal{O}(1)$	$\mathcal{O}(\log n)$	$\mathcal{O}(\log n)$	$\mathcal{O}(\log n)^{\S}$

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	query		update		walk your dog and make you breakfast	
	point	range	point	range	point	range
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segment tree	$\mathcal{O}(1)$	$\mathcal{O}(\log n)$	$\mathcal{O}(\log n)$	$\mathcal{O}(\log n)^\S$	_	_
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int query(int 1, int r) {
  int res = 0;
  for (1 += k, r += k; 1 < r;
        1 /= 2, r /= 2) {
    if (1 & 1) res += d[1++];
    if (r & 1) res += d[--r];
  }
  return res;
}

void update(int i, int diff) {
  d[i + k] += diff;
  for (int j = i + k; j /= 2;)
    d[j] = d[2*j] + d[2*j+1];
}</pre>
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- https://cp-algorithms.com/geometry/convex\_hull\_trick.html
  - really crazy segment tree application (convex hull of ranges of linear functions)

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