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QUESTION STATS

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How do I implement a 2D binary indexed tree for range update and range query operations?

I know how to do it in 1D Binary indexed tree. I referred to Range updates with BIT / Fenwick Tree for that, but I am not able to come-up with a solution to do the same in 2D BIT(Binary Indexed Tree).

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Vijay Khandal

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1 Answer



Rishav Goyal, algorithmic programmer

I would be glad to answer this Question as i spent much of my time trying to find 2D Binary indexed tree (Fenwick) for range update and range Query operation, so that it can help others. There does not exist any such standard algorithm or it is very difficult to find. But we can do it indirectly. It means that we can extend the Fenwick 2D Point updation Tree into Fenwick 2D range update and range query.

How?

Solution:

Lets take an example:

Given a matrix M[R][C], initially set to o.

We have 2 operations:

1. set r,c,Value element to value.

2. r1,c1,r2,c2; return the sum of all the elements r,c such that r1<=r<=r2, c1<=c<=c2;

This can be done using Fenwick 2D Point updation Tree.

1. Use update(r,c,Value) for 1st operation;

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

int v1:

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```
while (y_1 \le max_y){
       tree[x][y1] += val;
       y_1 += (y_1 \& -y_1);
     }
     x += (x \& -x);
  }
}
2. read(r_{1},c_{1},r_{2},c_{2}) = read(r_{2},c_{2}) - read(r_{2},c_{1-1}) - read(r_{1-1},c_{2}) +
read(r1-1,c1-1);
int read(int x,int y)\{ / / \text{ return sum from 1,1 to x,y.} 
       int sum= 0;
        while (x)
```

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How do I decide which method/DS to use while querying on a range, square root decomposition, sparse table method, seament ...

What is a brief explanation of range updates-range queries?

What is the exact method to carry out range updates in a Binary Index Trees?

Why is my binary indexed tree implementation not working? (read question detail)

Can this problem be transformed into a segment tree problem where instead of updating a range [a,b] by a constant v, we ar...

How do I maintain a segment tree for range minimum query and updation?

How do I find the maximum element in a subarray between range [I,r] using segment trees?

What are some good sources to understand a binary indexed tree and its implementation?

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```
int y1 = y;
while(y1){
    sum += tree[x][y1];
    y1 -= y1 & -y1;
}
    x -= x & -x;
}
return sum;
}
```

This was just an example like how we can extend the 2D Point Fenwick Tree into 2D Range Fenwick Tree. There exist problems of large variation based on this concept.

One such problem: Problem - D - Codeforces

Resource to Fenwick Tree: https://www.topcoder.com/communi...

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