```cpp
#include <iostream>
#include <cstring>

using namespace std;

int n, b, k;
int a[300][300];
int st[2][300][300][22];
int lg[300];

void init()
{
    for (int i = 2; i <= n; i++)
    {
        lg[i] = lg[i / 2] + 1;
    }
}


int query_max(int h, int l, int r)
{
    int c = lg[b];
    return max(st[0][h][l][c], st[0][h][r - (1 << c) + 1][c]);
}


int query_min(int h, int l, int r)
{
    int c = lg[b];
    return min(st[1][h][l][c], st[1][h][r - (1 << c) + 1][c]);
}



int main()
{
    cin >> n >> b >> k;
    init();
    for (int i = 1; i <= n; i++)
    {
        for (int j = 1; j <= n; j++)
        {
            cin >> a[i][j];
            st[0][i][j][0] = a[i][j];
            st[1][i][j][0] = a[i][j];
        }
    }
```

```cpp
    for (int i = 1; i <= n; i++)
    {
        for (int k = 1; k <= lg[n]; k++)
        {
            for (int j = 1; j <= n - (1 << k) + 1; j++)
            {
                st[0][i][j][k] = max(st[0][i][j][k - 1], st[0][i][j + (1 << (k - 1))][k - 1]);
                st[1][i][j][k] = min(st[1][i][j][k - 1], st[1][i][j + (1 << (k - 1))][k - 1]);
            }
        }
    }
    while (k--)
    {
        int x, y;
        cin >> x >> y;
        int Max = -0x3f3f3f3f;
        int Min = 0x3f3f3f3f;
        for (int i = 0; i < b; i++)
        {
            Max = max(Max, query_max(x + i, y, y + b - 1));
            Min = min(Min, query_min(x + i, y, y + b - 1));
        }
        cout << Max - Min << endl;
    }
    return 0;
}
```