

# Segment tree

## Theory and applications

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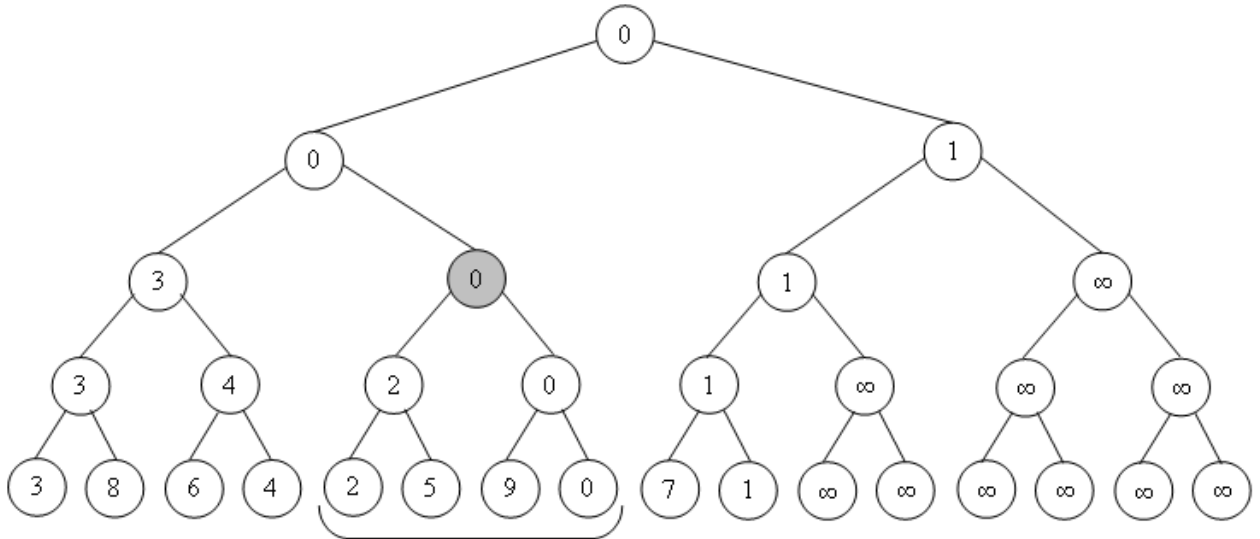
Special thanks to Maxim Akhmedov for providing illustrations.

- *RMQ* stands for Range Minimum (Maximum) Query problem;
- *RSQ* stands for Range Sum Query problem;
- Problem is called *dynamic* if there are **Change** queries;
- Problem is called *static* if there are no **Change** queries;
- Binary operation  $\oplus$  is called *associative* if it satisfies the associative law:

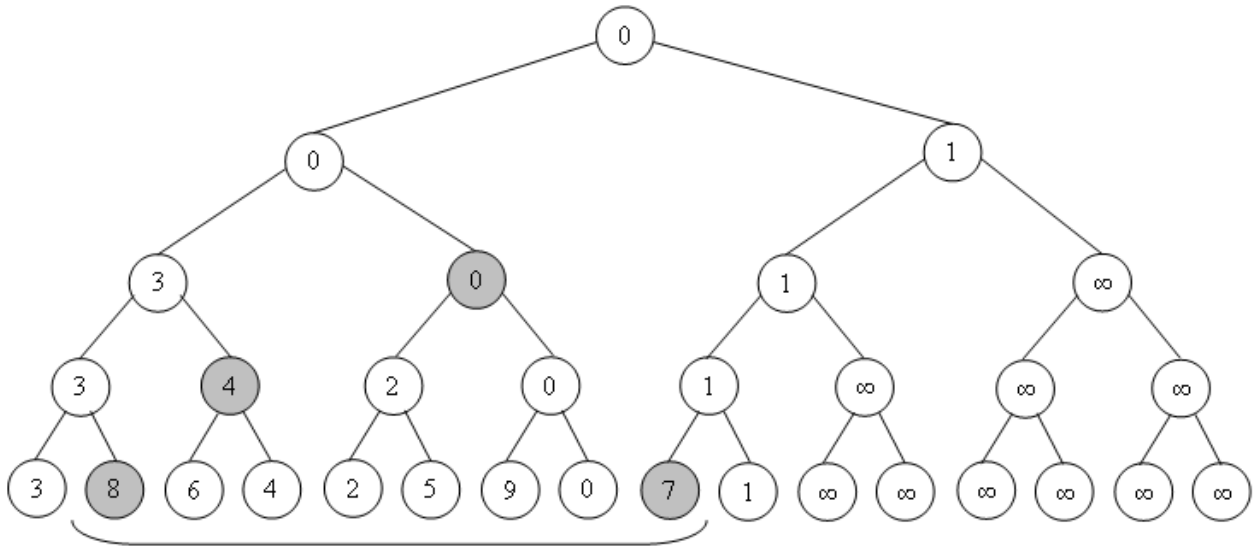
$$(a \oplus b) \oplus c = a \oplus (b \oplus c)$$

- Binary operation  $\oplus$  is *idempotent* if  $a \oplus a = a$ ;
- *Identity element* for some pair  $(S, \oplus)$  is such an element  $e \in S$  that for every  $a \in S$  condition  $a \oplus e = e \oplus a = a$  holds;
- A *semigroup* is an algebraic structure consisting of a set  $S$  together with some associative binary operation  $\oplus$ ;
- *Monoid* is a semigroup with an identity element;
- For every array  $a_i$ , where every element belongs to some monoid  $(S, \oplus)$  we can build a segment tree to answer the following queries:
  - **Get**( $l, r$ ) — returns  $a_l \oplus a_{l+1} \oplus \dots \oplus a_r$
  - **Change**( $p, x$ ) — set  $a_p = x$
- For simplicity we will supplement the array  $a_i$  with identity elements  $e$  in order to make it's length equal to some power of two, i.e.  $n = 2^k$  for some integer  $k$ ;

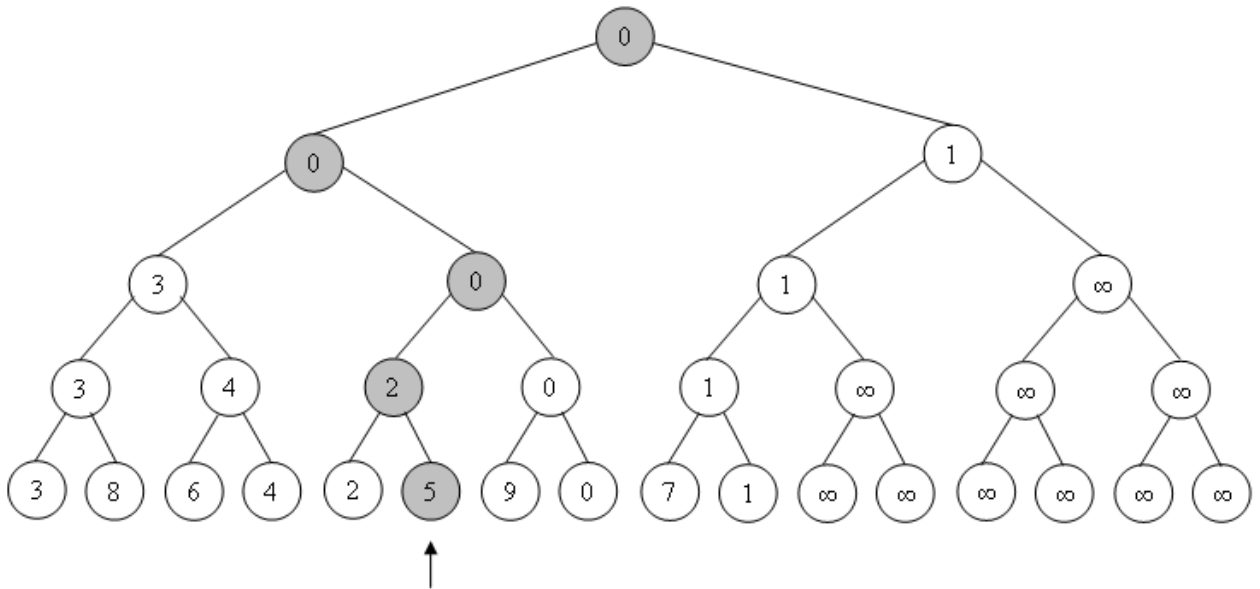
- Segment tree stores accumulated values for all segments of length 1,  $n/2$  non-overlapping segments of length 2,  $n/4$  non-overlapping segments of length 4 and so on. Such segments are called *fundamental*;
- Each fundamental segment may be treated as a node of the tree:



- The good way to store a tree is an array with indices starting from 1. Then the left child of a stored at position  $i$  has index  $2 \cdot i$  and the right child has index  $2 \cdot i + 1$ . The total number of nodes is  $2^{k+1} - 1$  with 1 being a root and leaves stored at positions from  $2^k$  to  $2^{k+1} - 1$ ;
- Main property of the set of fundamental segments: every segment  $(l, r)$  can be represented as a union of no more than  $2 \cdot \log(n)$  non-overlapping fundamental segments;
- Rule to choose fundamental segments: take a segment  $(i, j)$  in decomposition of a segment  $(l, r)$  if and only if  $(i, j)$  is a subsegment of  $(l, r)$  and the parent of  $(i, j)$  in the tree is not a subsegment of  $(l, r)$ ;



- To apply **Change** operation one needs to traverse a path from leaf to root:



- Binary operation  $\cdot$  is right-distributive over  $\oplus$  if  $(a \cdot c) \oplus (b \cdot c) = (a \oplus b) \cdot c$ ;
- One-dimensional segment tree with group updates can be used if both elements  $a_i$  form semigroup for binary operation  $\oplus$ , all updates form monoid for binary operation  $\cdot$  and  $\cdot$  is right-distributive over  $\oplus$ .