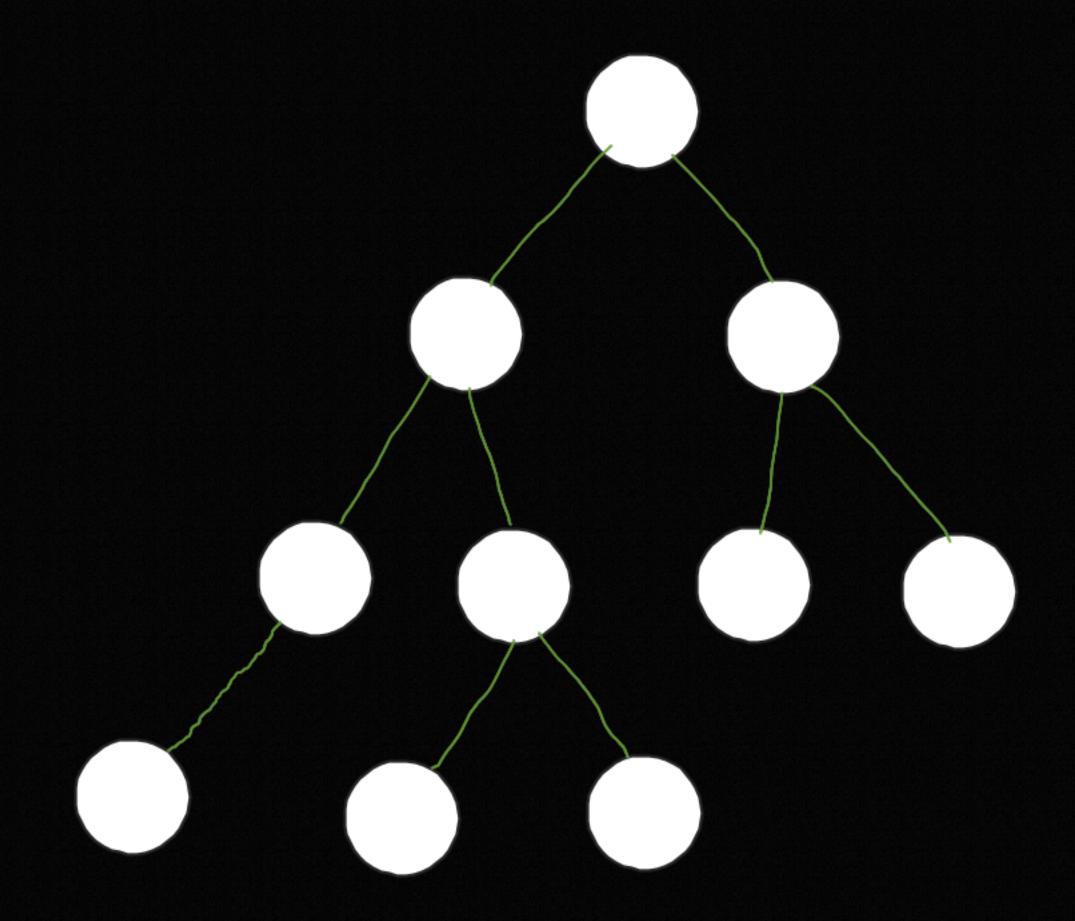
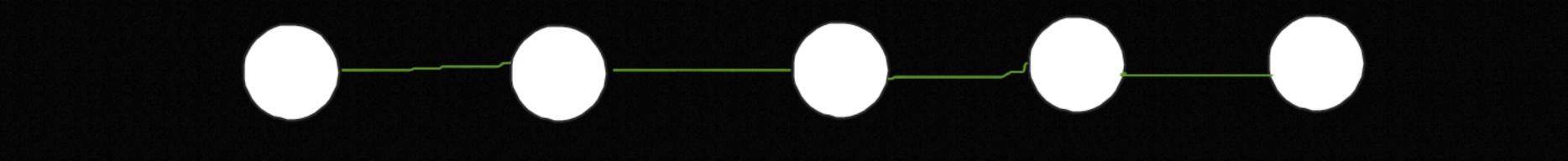
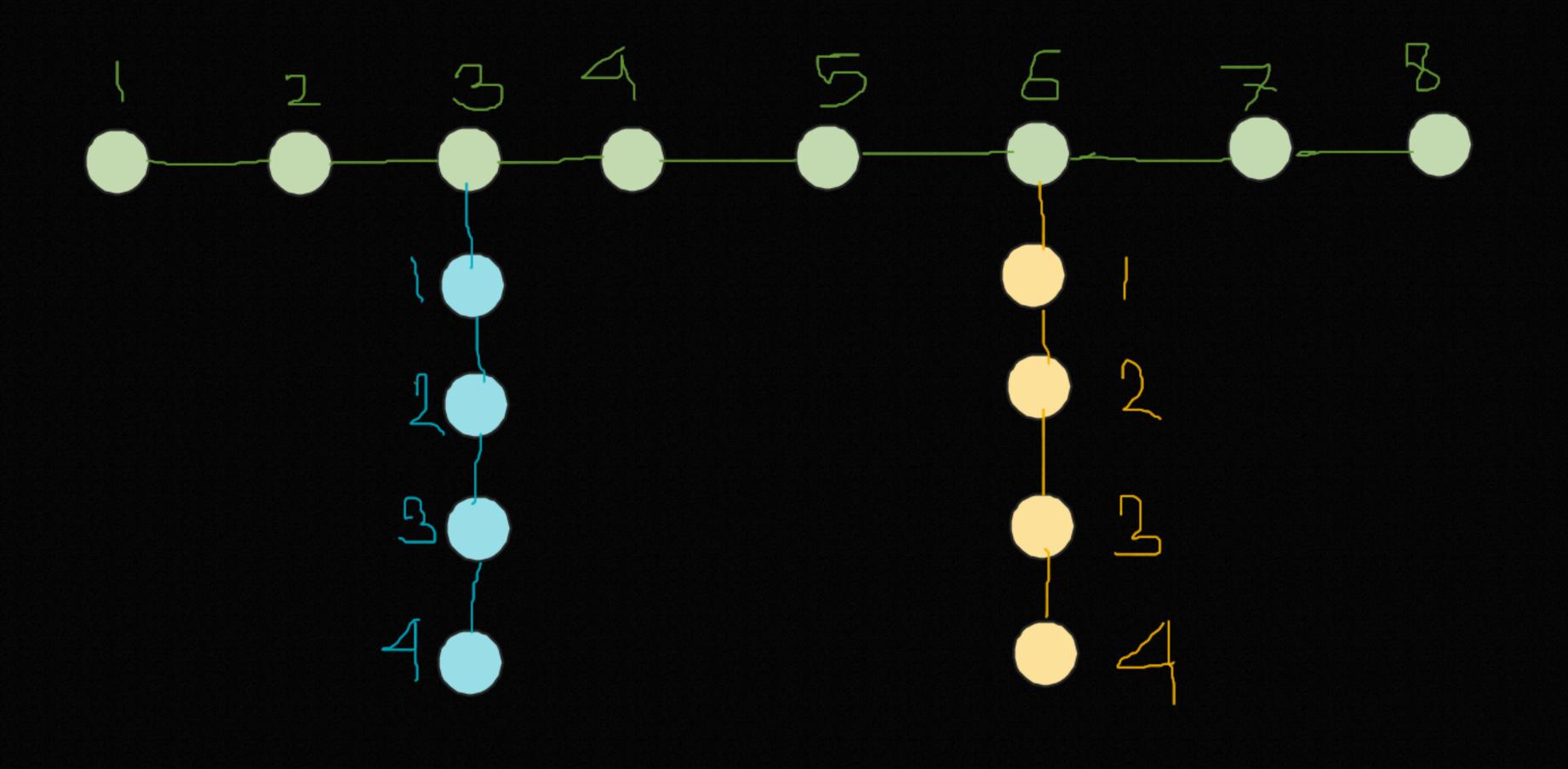
Heavy Light Decomposition

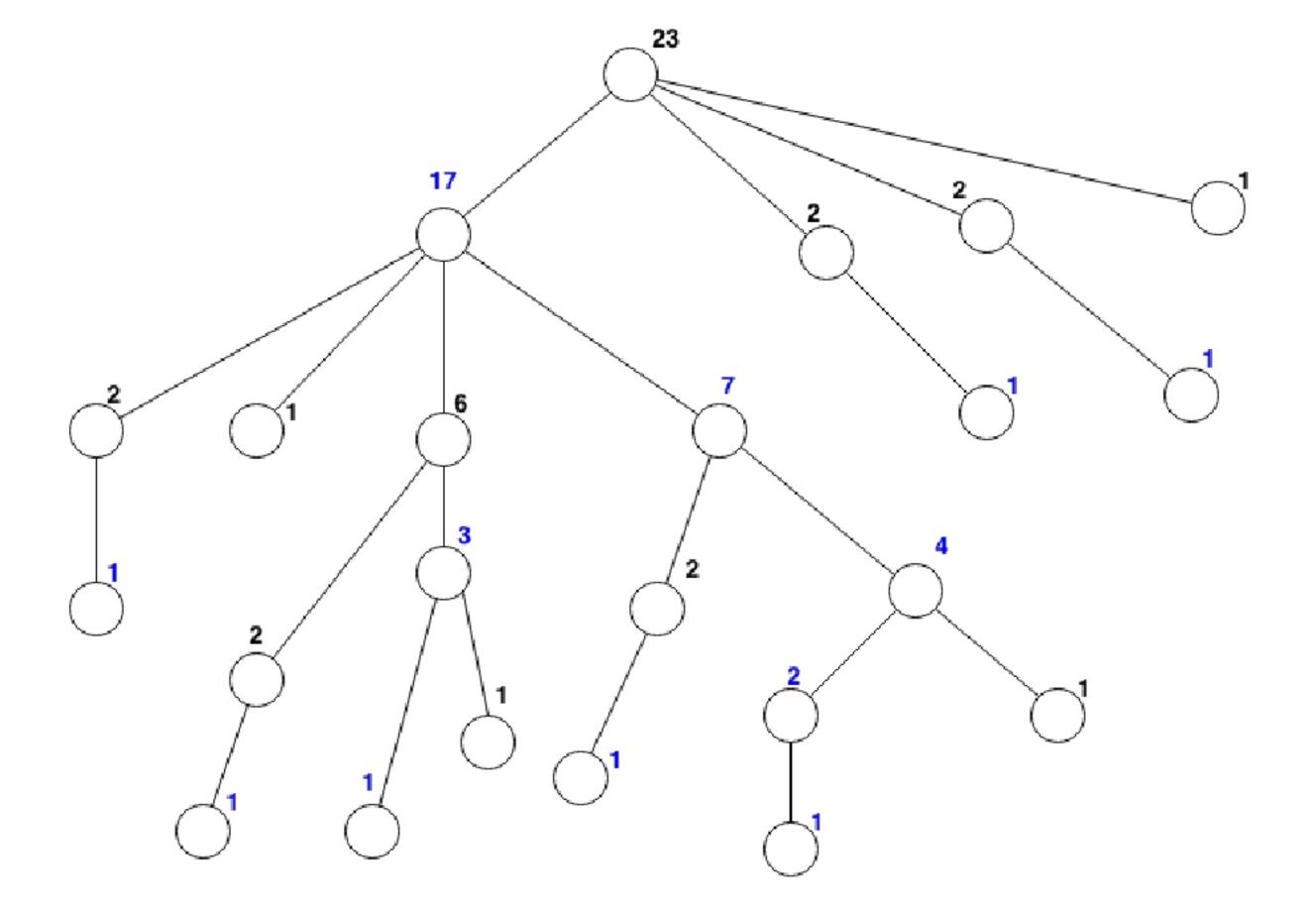
Types of Queries:

- 1. Sum/Max/Min value in Path(u,v)
- 2. Update all the nodes in Path(u,v)





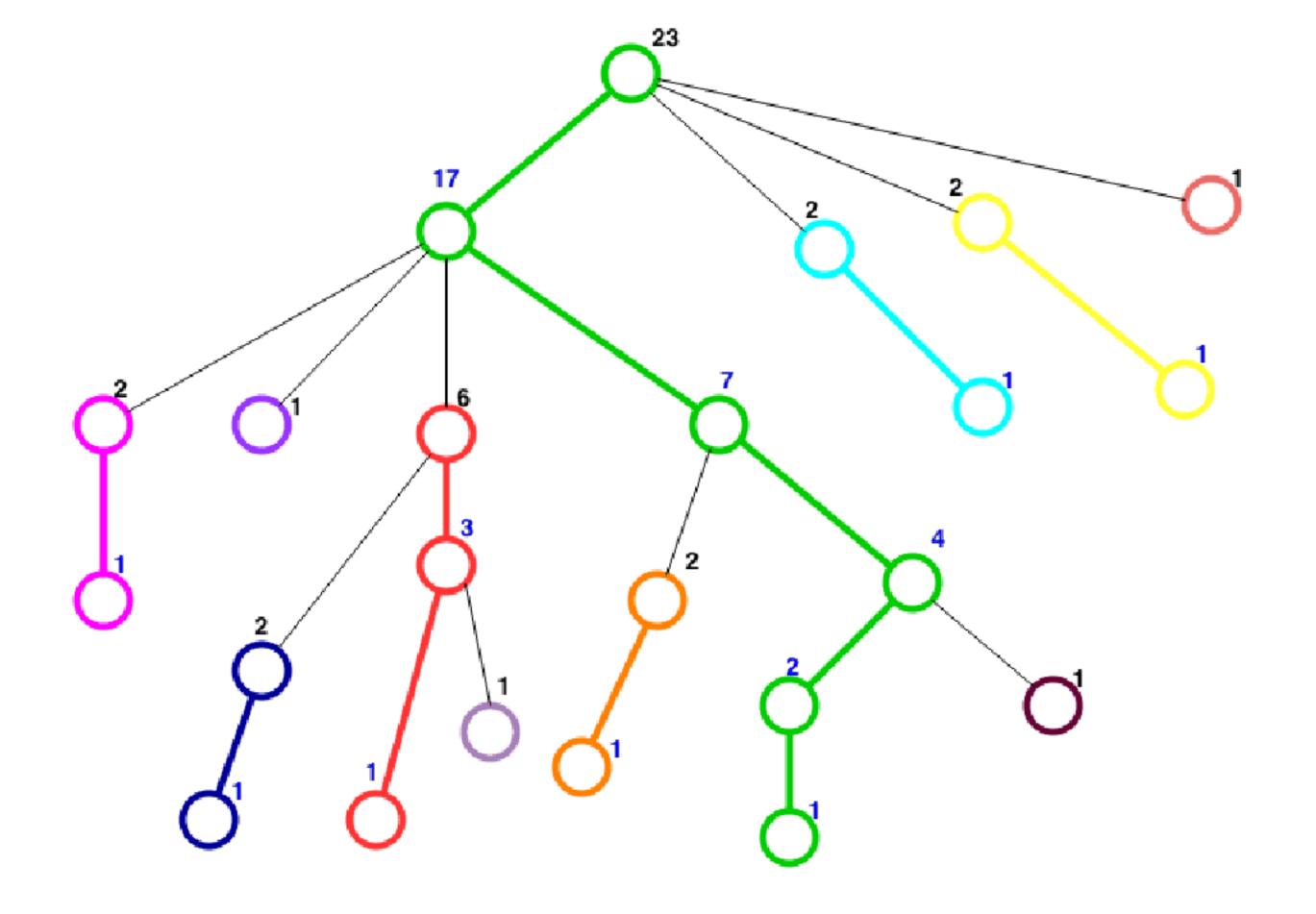




Each node has its sub-tree size written on top.

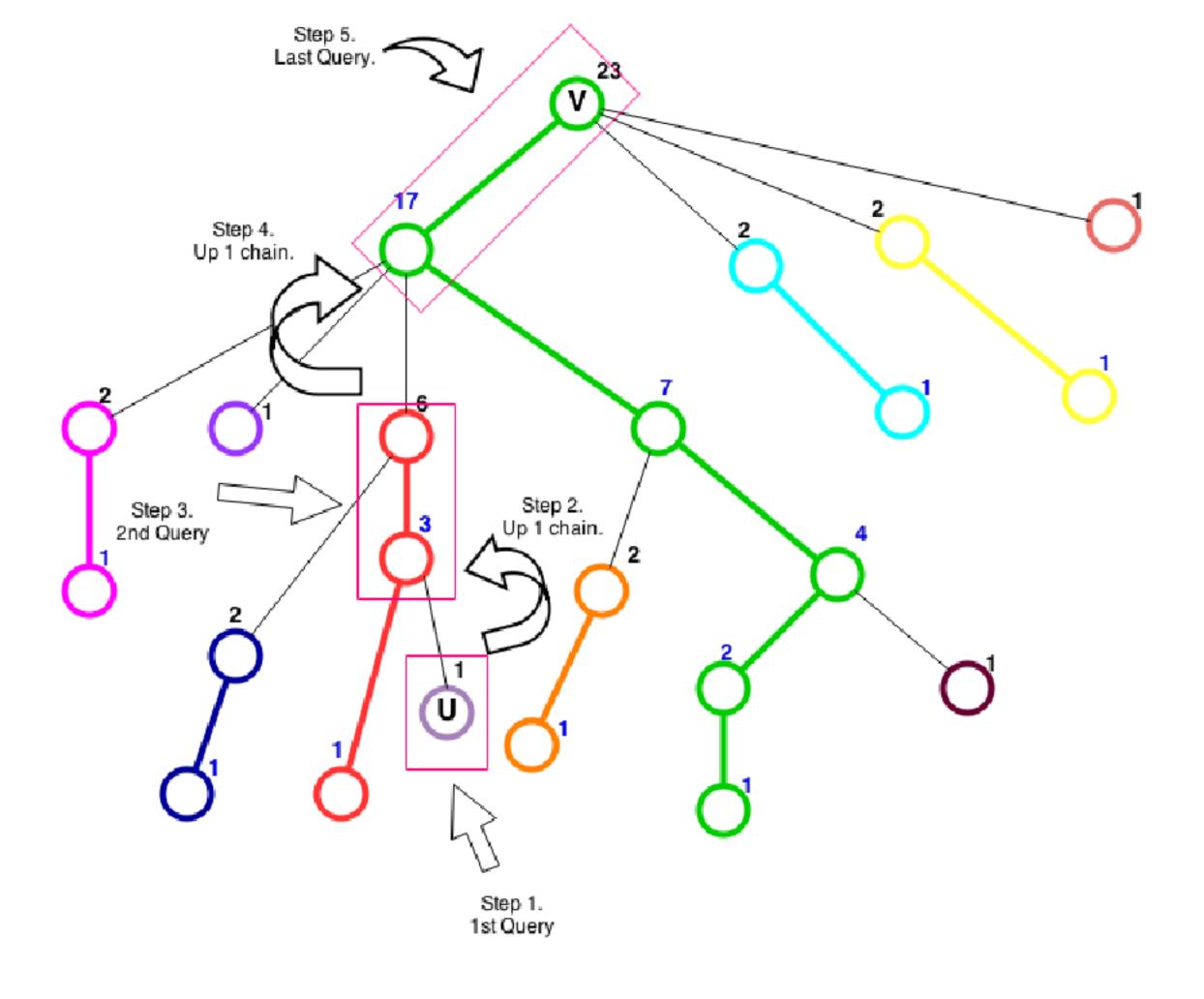
Each non-leaf node has exactly one special child whose sub-tree size is colored.

Colored child is the one with maximum sub-tree size.



Each Chain is represented with different color.

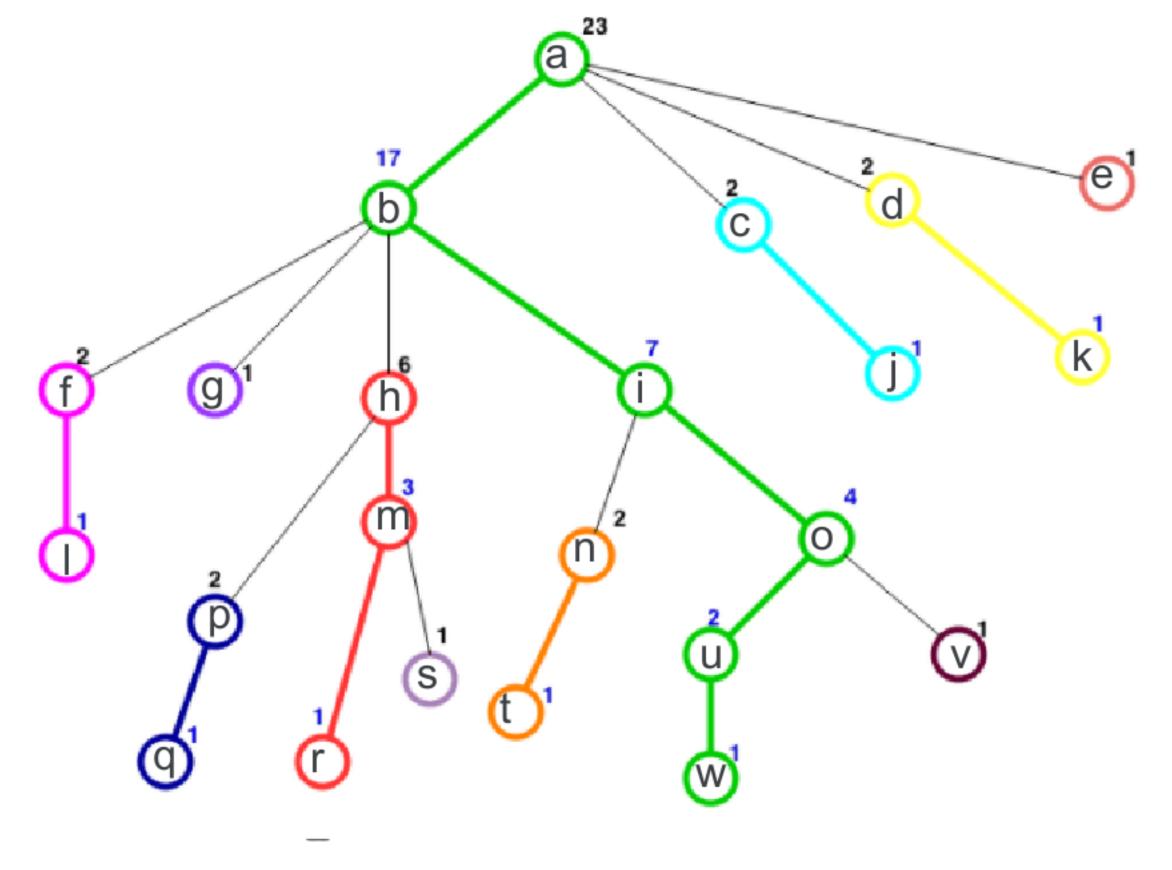
Thin Black lines represent the connecting edges. They connect 2 chains.



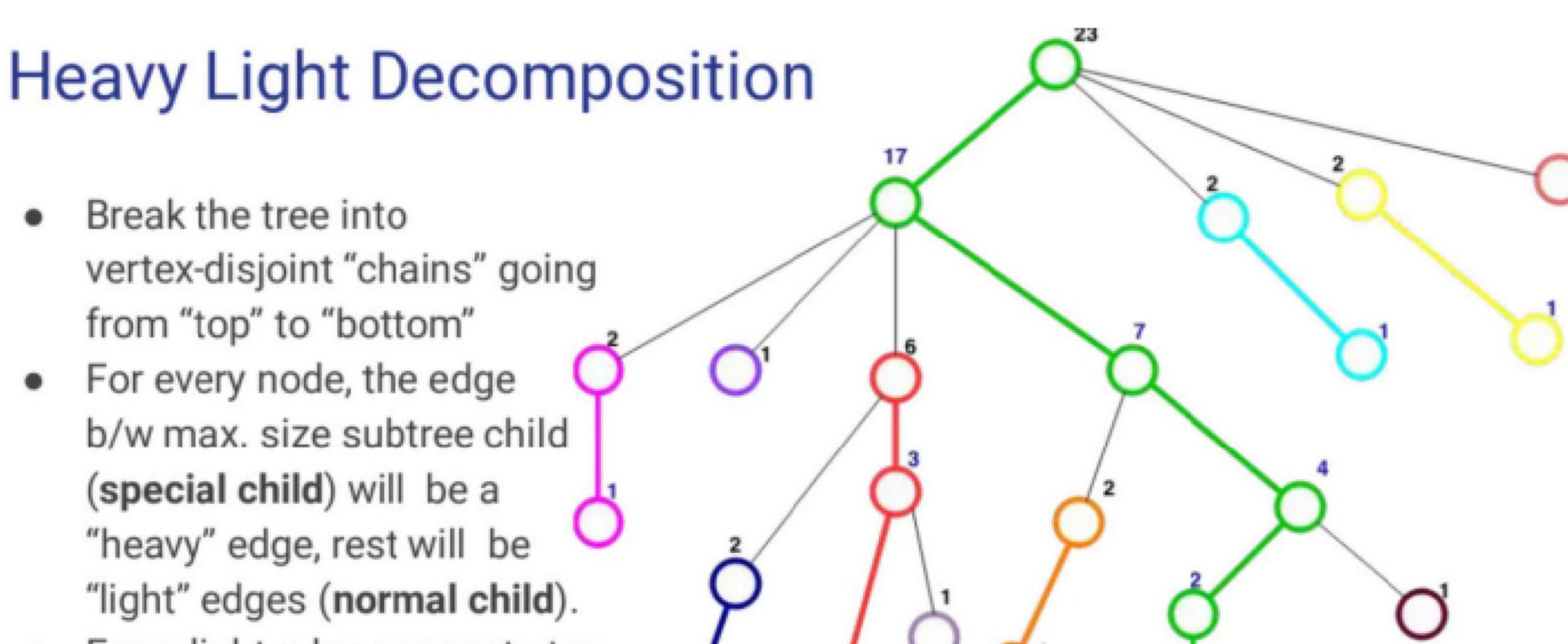
Consider the path from U to V.

17 ont Redny

$$size(P) >= 2*size(A)$$



a b i o u w---v--n t---c j---d k--e--f i---g---h m r---s--p q



 Every light edge connects two different chains / a new chain starts after every light edge.

Image Source: https://blog.anudeep2011.com/heavy-light-decomposition/

HLD - Properties

- Every vertex is part of exactly 1 chain.
- Every chain forms a subarray in the "linearised" tree.
- Subtree size reduces by at-least half on traversing a "light" edge.
- Therefore, we can go up from any node x to it's ancestor node p by changing at-most logN chains.
- Any path A B can be written as A LCA + LCA – B; and hence can be traversed by changing at-most 2 * logN chains.

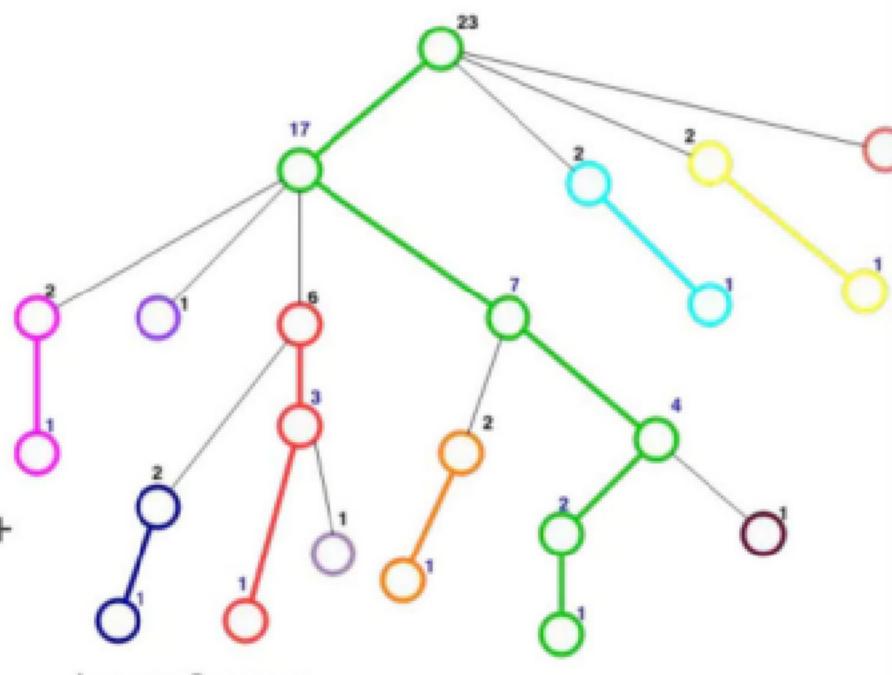


Image Source:

https://blog.anudeep2011.com/heavy-light-decomposition/

HLD - Steps to support path updates / queries

- Decompose the tree into chains via HLD.
- Linearise the chains into an array and build a Data Structure on the array that supports range queries / updates.
- For any path query/update b/w nodes A & B; process it as a query/update on O(logN) different ranges in the linearised array corresponding to O(logN) chains that we need to traverse while going from A LCA B in the original tree.
- Therefore, total time taken will be O(logN * TimeTakenByLinearDS)

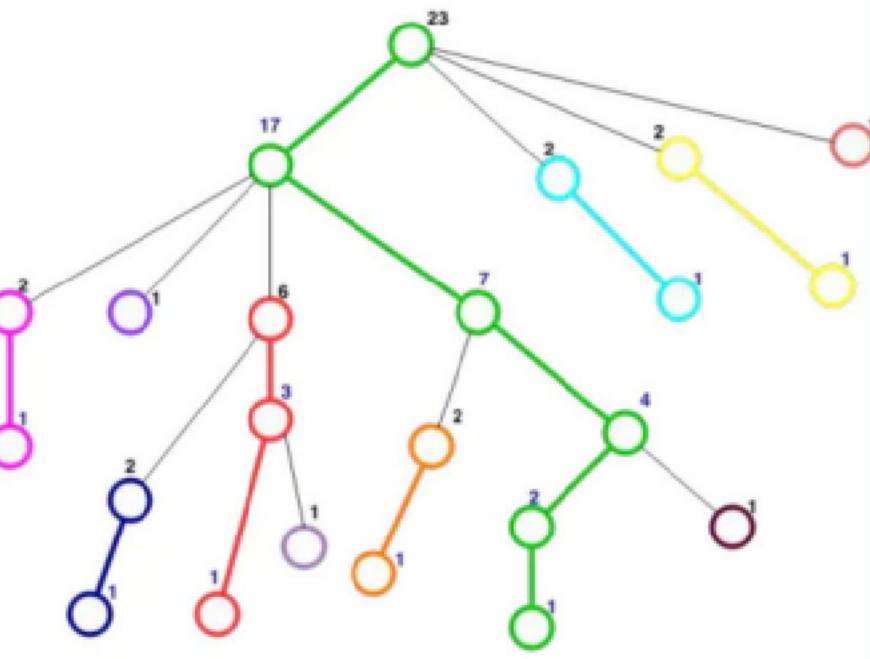


Image Source:

https://blog.anudeep2011.com/heavy-light-decom position/