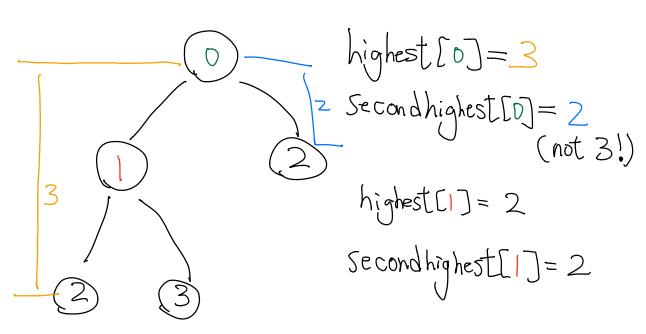
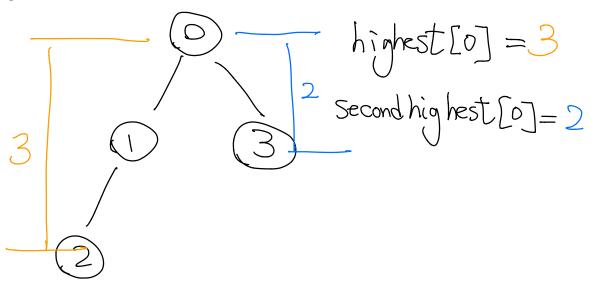
Tree Dynamic Programming
Setting: A tree roots at O. => Compute dp[i]

Trick: for each node i, we store two values highest [i] second highest [i]

Ex 1.



Ex 2.



Intuition: O(n)

Let april be the height of a tree rooted at i.

And assume we have already computed

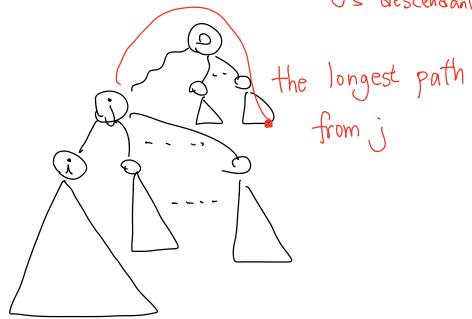
highest [i] is advance by second highest [i]

It will be easy to know apro]



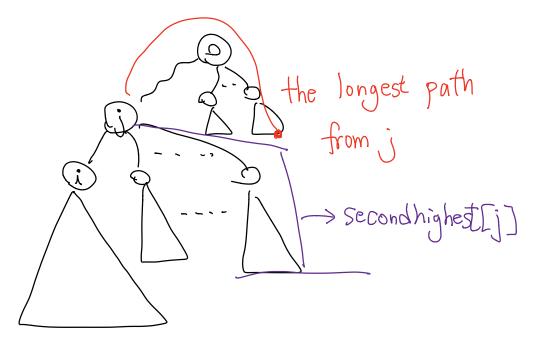
How about dp[i]?

Assume we know the longest path from j to other nodes other than j's descendants



It will be easy to see: dp[j] = max(highest[j], the longest path from j)

How about the longest path from i?

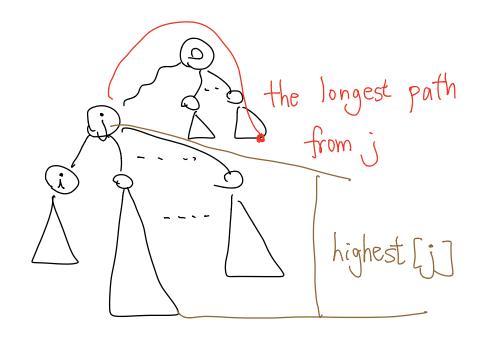


It turns out it is easy to see:

O If highest [i]+1 == highest [j]:

the longest path from i =

Max (secondhighest[j], the longest path
from j + 1

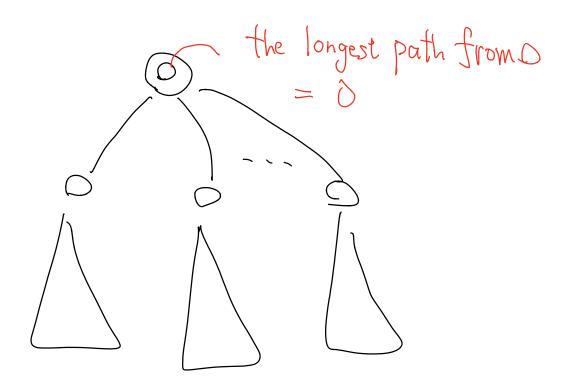


2) If highest [i] +1 < highest [j]:

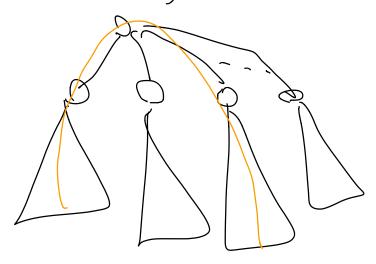
the longest path from i=

max (highest [j]), the longest path

from j) +1



Assume: there is only one longest path

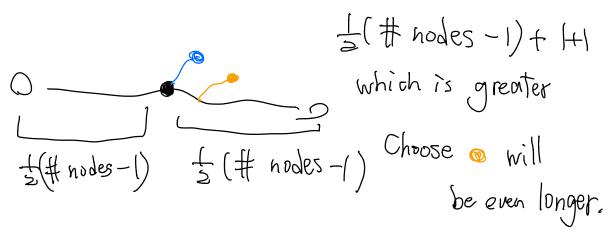


The path contains odd nodes

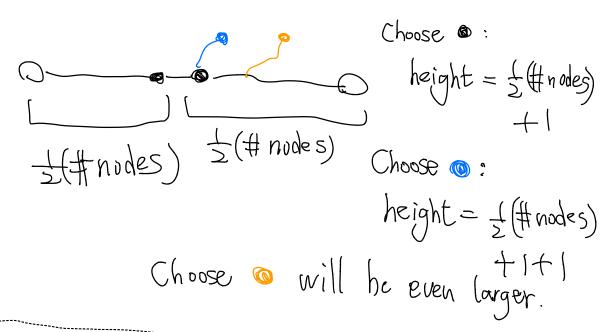
When we choose the middle point, the

height of it is $\frac{1}{2}$ (# of nodes -1) +1

If we choose , it will have



When the path contain oven nodes:



When there are multiple longest path

Assume # nodes on the path

= P

Assume X+1+4= 9+++1=P

WLOG, we first assume r>y

If r>y, then X+r+1 can form a

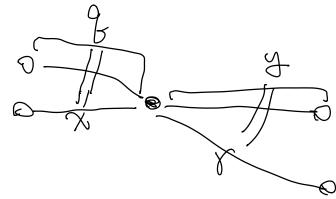
even longer path,

contradicts that X+1+y or

2+r+1 are

the longest path

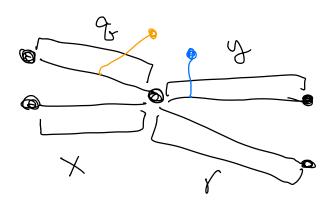
So apparently, r = y, if r = y, then x = g,
The tree should be like this



WLDG, XEY(ger)

However, if $x=g \leq y=r$ ytr H can form a longer
path!

It should look like this instead.



where x = q = y = r

→ We can just find the middle point.

Because choosing or or will result a longer height