Range Queries
Segment Trees
(Lazy Propagation)

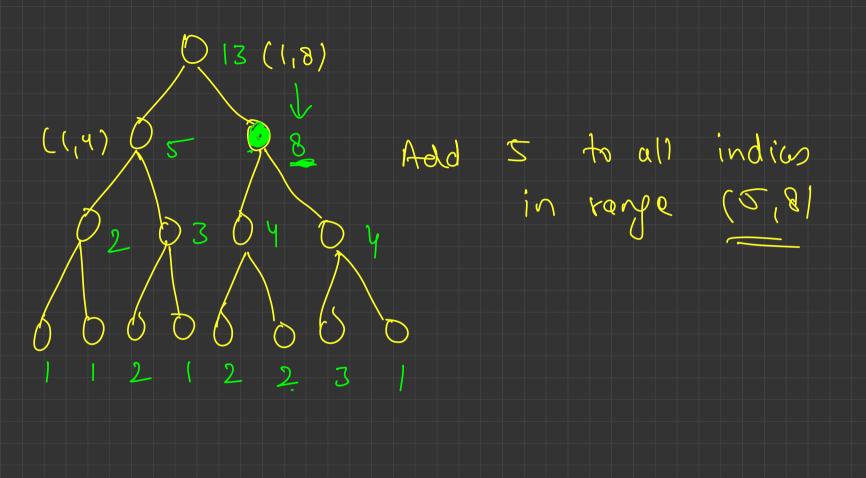
D(1090)

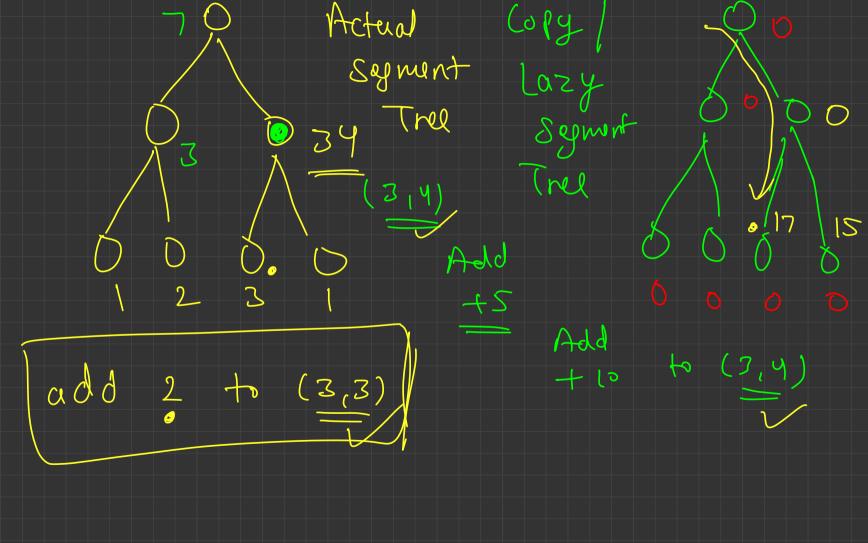
Build, Update + Query

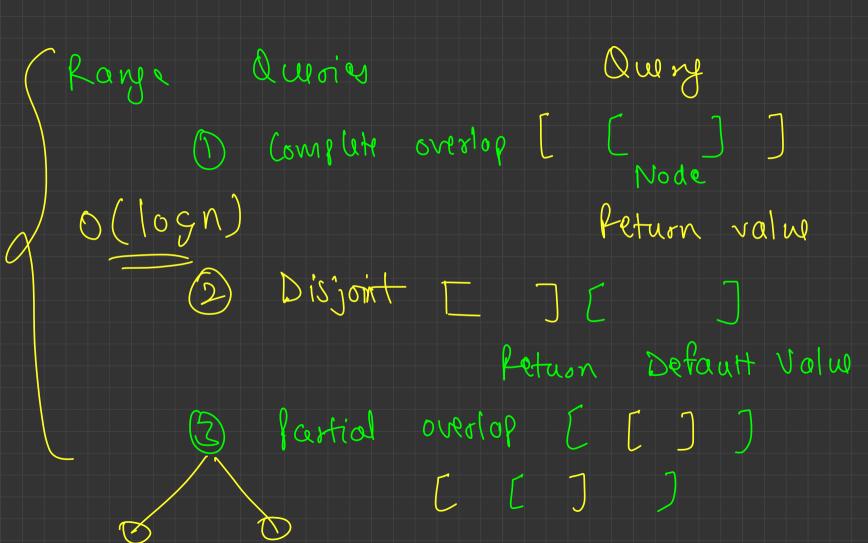
Point Updates Layre ausies

value at index "pos" = n Update Konge sum -> (1,8) O(logn) time

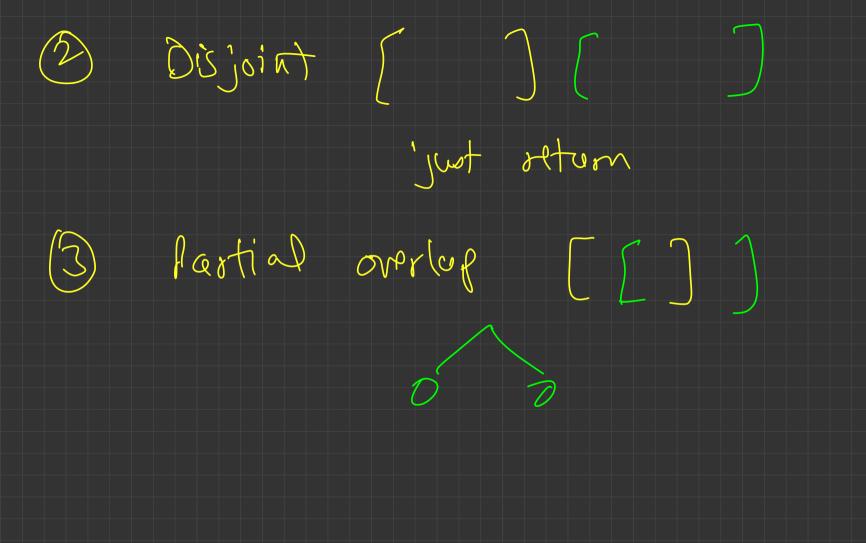
Usdate all the values from & to o by adding 2e to 1)
of them O (lugn) forge 5am -> 0)

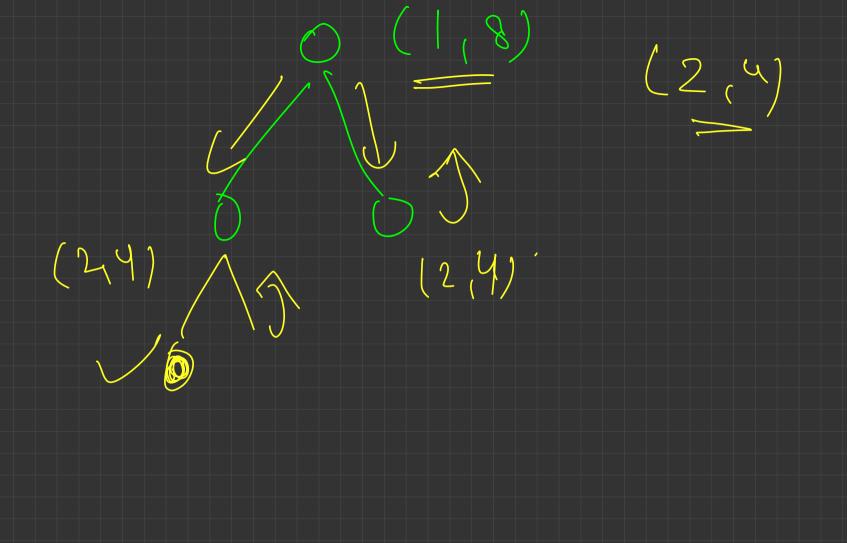






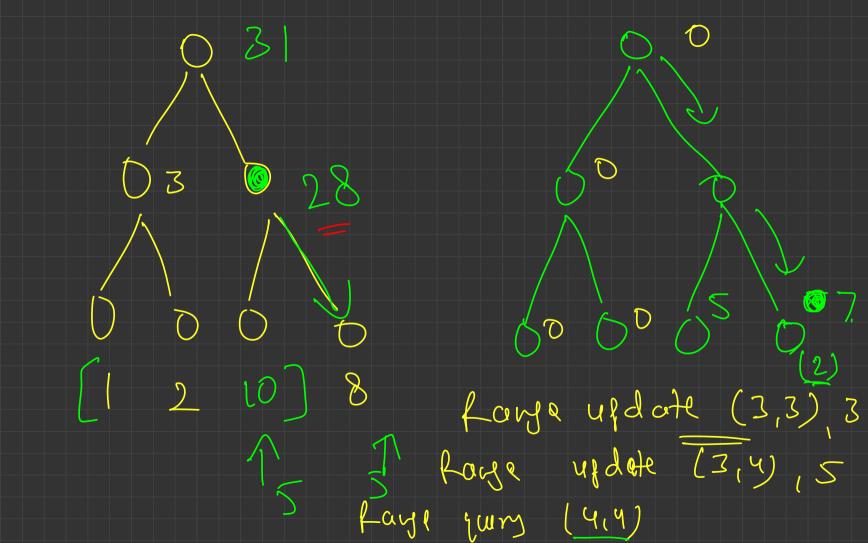
Range Update 1) Complete overlop [Add 5 to all nodes in give ray 1





Lazy Segment y date Raye les is f Trep O(logn) Laye quez 0 (logn)

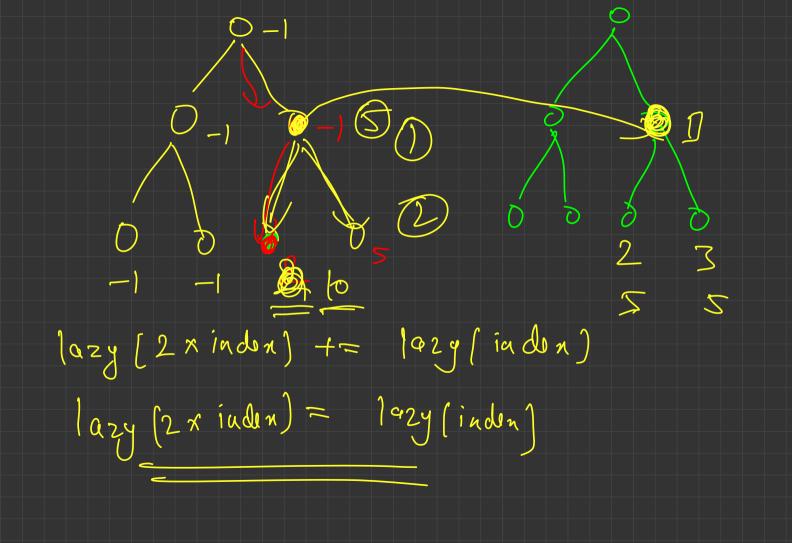
Suild X Uldate (chech if there are any pending therpes in lazy symmt then ywz

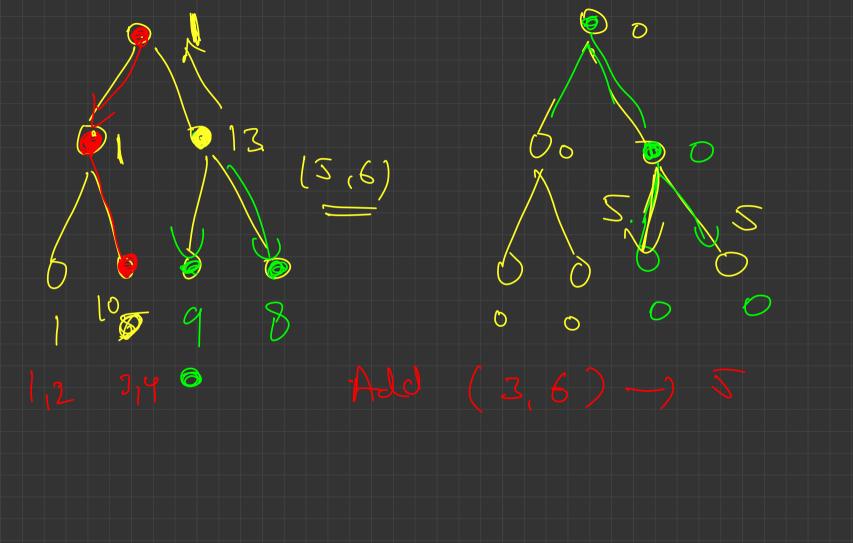


Royse asdate (3,7) -Laye quey

Use Case

- Perform the following 2 queries on an array:
 - 1 L R X -> Add X to all elements from L to R
 - 2 L R -> Return the sum of all elements from L to R
- Perform the following 2 queries on an array:
 - 1 L R X -> Add X to all elements from L to R
 - 2 L R -> Return the min of all elements from L to R
- Perform the following 2 queries on an array:
 - 1 L R X -> Make all elements from L to R = X
 - 2 L R -> Return the xor of all elements from L to R





Lazy Segment Tree

- Range Updates are similar to Range Queries
- Same number of recursive calls for query as that for update
- Time Complexity for each update: O(logN)
- Time Complexity for each query: O(logN)
- Extra O(N) space for storing an additional tree
- Slower than normal segment tree
- Harder to code (Use Generic Segment Tree Code)
- Nothing fancy if you understand it properly Super intuitive