Find Champion II

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Platform	LeetCode
⊷ difficulty	Medium
# Serial	2924
_≔ tags	Topological Sort
r language	C++
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⊘ link	https://leetcode.com/problems/find-champion-ii/

Intuition

The problem asks us to find a "champion" node in a directed graph, defined as the one with no incoming edges (in-degree 0). If there is more than one such node or none at all, the answer is -1. The idea is to keep track of the in-degree of each node and then verify if there is a unique node with in-degree 0.

Approach

- 1. **Tracking In-Degree**: Create a vector inNodes to store the in-degree for each node. Initialize it with zeros for all nodes.
- 2. **Update In-Degree**: Traverse through the edges, and for each directed edge from edge[0] to
 edge[1], increment the in-degree of edge[1].
- 3. Find Champion:
 - Traverse through the nodes and check their in-degrees.
 - If a node has in-degree 0, mark it as the potential "champion."
 - If more than one node is found with in-degree 0, return -1 as there cannot be more than one "champion."
- 4. Edge Cases: If no node has in-degree 0, return -1.

Complexity

Time Complexity:

- O(E): To traverse all edges in the graph and update the in-degrees, where E is the number of edges.
- O(N): To traverse through all nodes to find the "champion."
- Total: O(N+E), where N is the number of nodes.

Space Complexity:

- O(N): For the inNodes vector to store in-degrees for all nodes.
- Auxiliary Space: O(1), as no additional structures are used.
- Total: O(N)

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Code

```
class Solution {
public:
    int findChampion(int n, vector<vector<int>>& edges) {
        vector<int> inNodes(n);
        for (auto edge : edges) {
            inNodes[edge[1]]++;
        }
        int answer = INT_MIN;
        for (int i = 0; i < n; i++) {
            if (inNodes[i] == 0) {
                if (answer != INT_MIN) return -1;
                answer = i;
            }
        }
        return answer;
   }
};
```

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