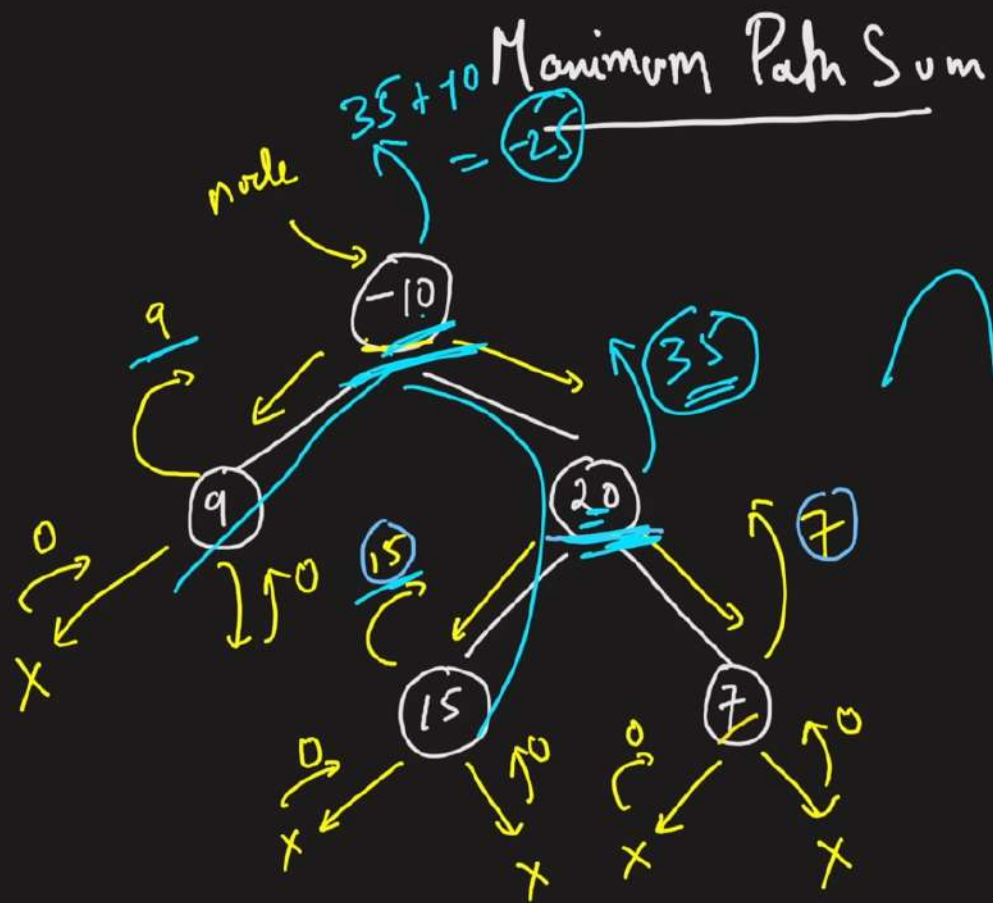


Main Path





$$15 + 7 + 20$$

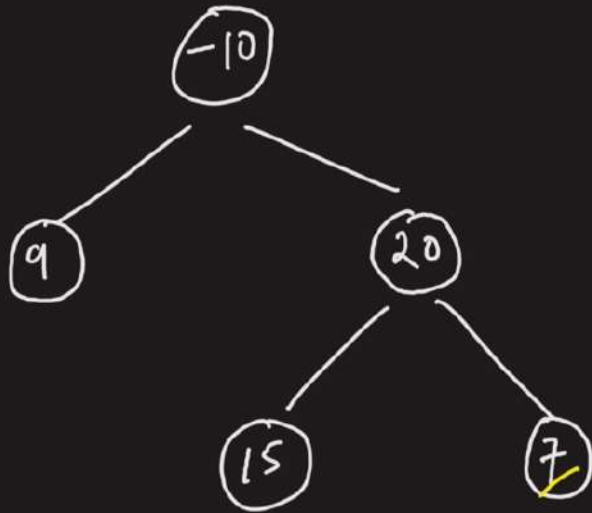
$$9 + -10 + 35 = 34$$

$$\text{mani} = \cancel{0} + \cancel{9} + 15 = 42$$

```
int maxPath(node, mani)
{
    if (node == null)
        return 0;
```

```
    leftsum = maxPath(node → left,
    rightsum = maxPath(node → right,
    mani = max(mani, leftsum + rightsum +
    node → val);
    return (node → val) + max(leftsum,
    rightsum);
    1 + max(lh, rh)
```

Minimum Path Sum



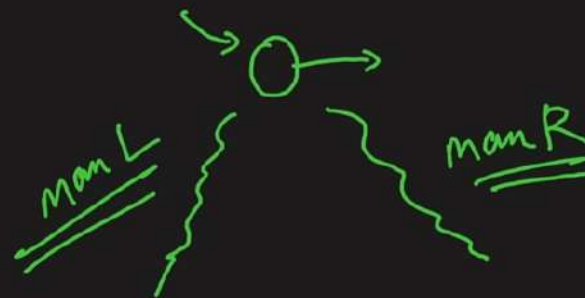
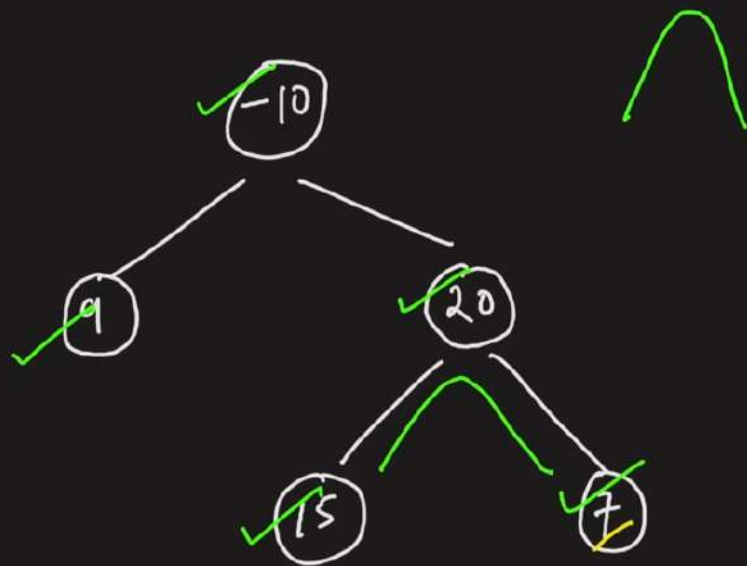
$$\rightarrow 0 \quad \left[(\text{node} \rightarrow \text{val}) + (\text{right} + \text{left}) \right]$$

```
int minPath(node,  
{  
    if (node == null)  
        return 0;
```

```
    leftsum = minPath(node->left,  
    rightsum = minPath(node->right,
```

```
    return (node->val) + min(leftsum,  
    }  
    1 + min(lh, rh)
```

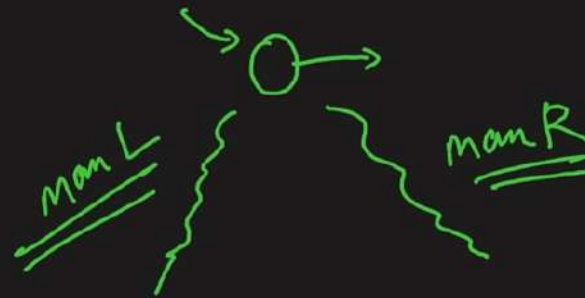
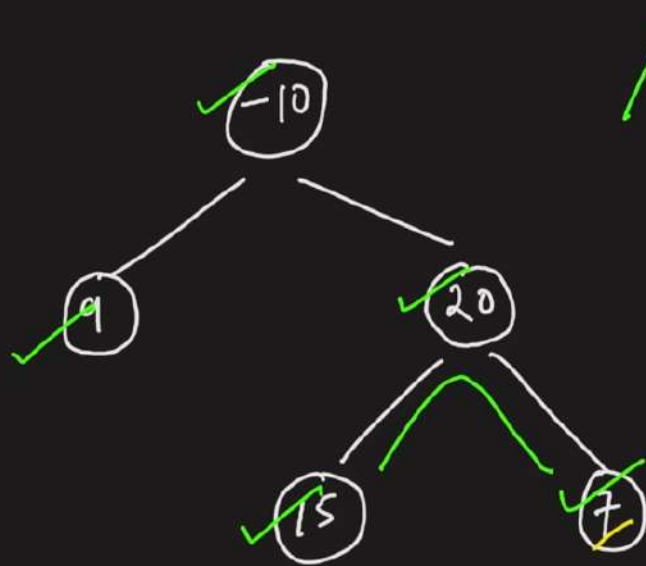
Minimum Path Sum



$$\Rightarrow \left[\underline{val} + (\underline{man L} + \underline{man R}) \right]$$

minimum

Minimum Path Sum



$$\Rightarrow \left[\underline{val} + (manL + manR) \right]$$

minimum



```
1  /**
2   * Definition for a binary tree node.
3   * public class TreeNode {
4   *     int val;
5   *     TreeNode left;
6   *     TreeNode right;
7   *     TreeNode() {}
8   *     TreeNode(int val) { this.val = val; }
9   *     TreeNode(int val, TreeNode left, TreeNode right) {
10  *         this.val = val;
11  *         this.left = left;
12  *         this.right = right;
13  *     }
14  * }
15  */
16  class Solution {
17  *   public int maxPathSum(TreeNode root) {
18  *       int maxValue[] = new int[1];
19  *       maxValue[0] = Integer.MIN_VALUE;
20  *       maxPathDown(root, maxValue);
21  *       return maxValue[0];
22  *   }
23
24  *   private int maxPathDown(TreeNode node, int maxValue[]) {
25  *       if (node == null) return 0;
26  *       int left = Math.max(0, maxPathDown(node.left, maxValue));
27  *       int right = Math.max(0, maxPathDown(node.right, maxValue));
28  *       maxValue[0] = Math.max(maxValue[0], left + right + node.val);
29  *       return Math.max(left, right) + node.val;
30  *   }
31  }
```