

# Graphs

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## 997. Find the Town Judge

### HashMap; Vertex Degree

In a town, there are  $N$  people labelled from 1 to  $N$ . There is a rumor that one of these people is secretly the town judge.

If the town judge exists, then:

- The town judge trusts nobody.
- Everybody (except for the town judge) trusts the town judge.
- There is exactly one person that satisfies properties 1 and 2.

You are given `trust`, an array of pairs `trust[i] = [a, b]` representing that the person labelled `a` trusts the person labelled `b`. If the town judge exists and can be identified, return the label of the town judge. Otherwise, return `-1`.

### 解法一：HashMap

用HashMap保存每个人被他人信任的情况，每个人的编号即为一个Key，值使用ArrayList，一旦遇到有人信任这个人就加入ArrayList并在HashMap中更新。遍历所有编号，如果某个人对应的ArrayList长度是 $N - 1$ ，则这个人有可能是Town Judge。

但对于此人还需检查他是否出现在别人对应的ArrayList中。

I. 不存在		II. 5	
人	信任他的人	人	信任他的人
1	2 3 4	1	2 3 4
2	3 4	2	3 4
3	4	3	4
4	2 5	4	2
5	1 2 3 4	5	1 2 3 4
	$N-1$		$N-1$

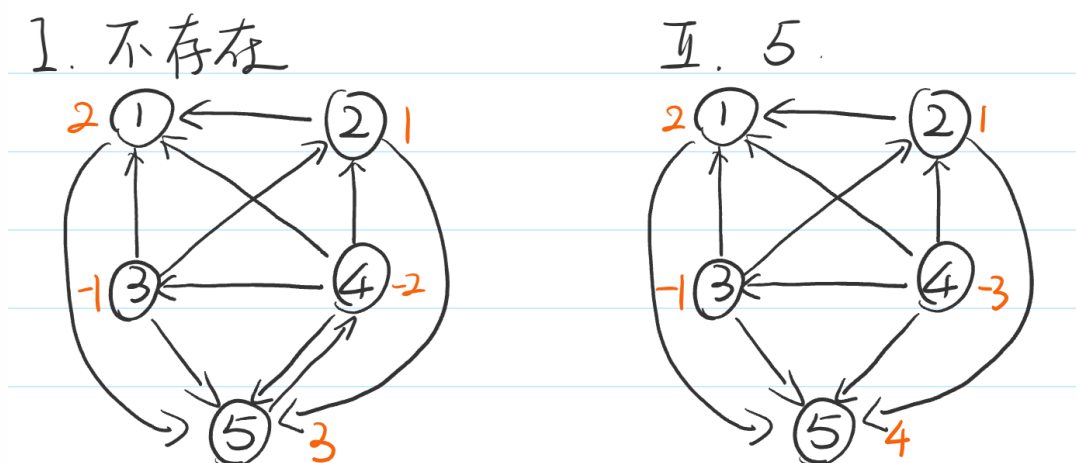
## 解法二：Graph Vertex Degrees

### 参考

可以把这道题目想象成一张有向图，对于每个人（结点），如果有人（结点）信任他则将两个结点相连，信任者指向被信任者。最终

每个结点的度数 = 指向其的边 - 其指向外的边

如果有结点度数为  $N - 1$ ，则是 Town Judge



```
class Solution {
    public int findJudge(int N, int[][] trust) {
        int[] ans = new int[N + 1];
        for (int i = 0; i < trust.length; ++i)
        {
            ans[trust[i][1]]++;
        }
    }
}
```

```
        ans[trust[i][0]]--;  
    }  
    for (int i = 1; i <= N; ++i)  
    {  
        if (ans[i] == N - 1)  
            return i;  
    }  
    return -1;  
}  
}
```