6191. Number of Good Paths

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There is a tree (i.e. a connected, undirected graph with no cycles) consisting of $\, n \,$ nodes numbered from $\, 0 \,$ to $\, n \,$ – $\, 1 \,$ and exactly $\, n \,$ – $\, 1 \,$ edges.

You are given a **0-indexed** integer array vals of length n where vals[i] denotes the value of the ith node. You are also given a 2D integer array edges where edges[i] = [a_i , b_i] denotes that there exists an **undirected** edge connecting nodes a_i and b_i .

 User Accepted:
 0

 User Tried:
 0

 Total Accepted:
 0

 Total Submissions:
 0

Difficulty:

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circular-qu

(Hard)

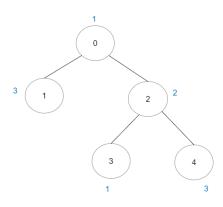
A **good path** is a simple path that satisfies the following conditions:

- 1. The starting node and the ending node have the **same** value.
- 2. All nodes between the starting node and the ending node have values **less than or equal to** the starting node (i.e. the starting node's value should be the maximum value along the path).

Return the number of distinct good paths.

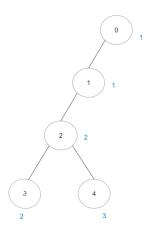
Note that a path and its reverse are counted as the **same** path. For example, 0 -> 1 is considered to be the same as 1 -> 0. A single node is also considered as a valid path.

Example 1:



Input: vals = [1,3,2,1,3], edges = [[0,1],[0,2],[2,3],[2,4]]Output: 6 Explanation: There are 5 good paths consisting of a single node. There is 1 additional good path: $1 \rightarrow 0 \rightarrow 2 \rightarrow 4$. (The reverse path $4 \rightarrow 2 \rightarrow 0 \rightarrow 1$ is treated as the same as $1 \rightarrow 0 \rightarrow 2 \rightarrow 4$.) Note that $0 \rightarrow 2 \rightarrow 3$ is not a good path because vals[2] > vals[0].

Example 2:



```
Input: vals = [1,1,2,2,3], edges = [[0,1],[1,2],[2,3],[2,4]]
Output: 7
Explanation: There are 5 good paths consisting of a single node.
There are 2 additional good paths: 0 -> 1 and 2 -> 3.
```

Example 3:



```
Input: vals = [1], edges = []
Output: 1
Explanation: The tree consists of only one node, so there is one good path.
```

Constraints:

```
    n == vals.length
    1 <= n <= 3 * 10<sup>4</sup>
    0 <= vals[i] <= 10<sup>5</sup>
    edges.length == n - 1
    edges[i].length == 2
    0 <= a<sub>i</sub>, b<sub>i</sub> < n</li>
    a<sub>i</sub> != b<sub>i</sub>
    edges represents a valid tree.
```

```
JavaScript
                                                                                                                         क
                                                                                                                               \mathfrak{C}
    const packUG = (g, edges) \Rightarrow \{ for (const [u, v] of edges) \{ g[u].push(v); g[v].push(u); \} \};
1
    const initializeGraph = (n) \Rightarrow { let g = []; for (let i = 0; i < n; i++) { g.push([]); } return g; };
 3
 4
    function DJSet(n) {
        // parent[i] < 0, -parent[i] is the group size which root is i. example: (i -> parent[i] -> parent[parent[i]] ->
5
    parent[parent[i]]] ...)
 6
        // parent[i] >= 0, i is not the root and parent[i] is i's parent. example: (... parent[parent[parent[i]]] ->
    parent[parent[i]] -> parent[i] -> i)
7
        let parent = Array(n).fill(-1);
 8
        return { find, union, count, equiv, par }
9,
        function find(x) {
10
             return parent[x] < 0 ? x : parent[x] = find(parent[x]);
11
12 •
        function union(x, y) {
13
             x = find(x);
             y = find(y);
14
15
             if (x == y) return false;
             if (parent[x] < parent[y])[x, y] = [y, x];
16
             parent[x] += parent[y];
17
18
             parent[y] = x;
19
             return true;
20
        function count() { // total groups
21 🔻
22
             return parent.filter(v => v < 0).length;</pre>
23
24 ▼
        function equiv(x, y) \{ // \text{ isConnected} \}
25
             return find(x) == find(y);
26
27
        function par() {
28
             return parent;
29
        }
30
    }
31
    const numberOfGoodPaths = (a, edges) => {
32 ▼
33
        let n = a.length, g = initializeGraph(n), f = Array(n).fill(0), ds = new DJSet(n), res = 0;
        packUG(g, edges);
34
35
        let d = a.map((x, i) \Rightarrow [x, i]);
36
        d.sort((x, y) \Rightarrow \{
             if (x[0] != y[0]) return x[0] - y[0];
37
38
             return x[1] - y[1];
39
        })
        for (let r = 0; r < n;) { // l: start node r: end node
```

```
let l = r;
41
42
            while (r < n \&\& d[1][0] == d[r][0]) r++; // condition 1
            for (let i = l; i < r; i++) {
43 ▼
44
                 let cur = d[i][1];
45 ▼
                 for (const child of g[cur]) {
46
                     if (a[child] \leftarrow d[l][0]) ds.union(child, cur); // condition 2
47
48
49 ▼
             for (let i = l; i < r; i++) { // loop the path
                 let cur = d[i][1];
50
51
                 res += ++f[ds.find(cur)];
52
             for (let i = l; i < r; i++) {
53 ▼
                 let cur = d[i][1];
54
55
                 f[ds.find(cur)]--;
56
            }
57
58
        return res;
59
    };
```

 $\ \square$ Custom Testcase

Use Example Testcases

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