

Problem 1466: Reorder Routes to Make All Paths Lead to the City Zero

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

There are

n

cities numbered from

0

to

$n - 1$

and

$n - 1$

roads such that there is only one way to travel between two different cities (this network form a tree). Last year, The ministry of transport decided to orient the roads in one direction because they are too narrow.

Roads are represented by

connections

where

connections[i] = [a

i

, b

i

]

represents a road from city

a

i

to city

b

i

This year, there will be a big event in the capital (city

0

), and many people want to travel to this city.

Your task consists of reorienting some roads such that each city can visit the city

0

. Return the

minimum

number of edges changed.

It's

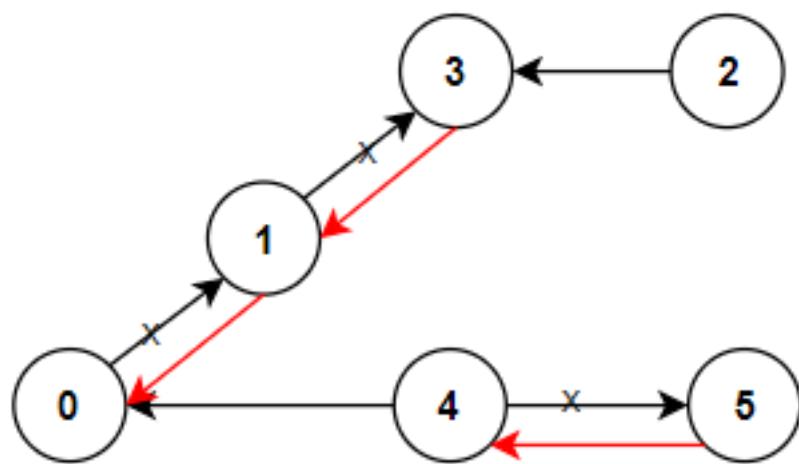
guaranteed

that each city can reach city

0

after reorder.

Example 1:



Input:

$n = 6$, connections = $[[0,1],[1,3],[2,3],[4,0],[4,5]]$

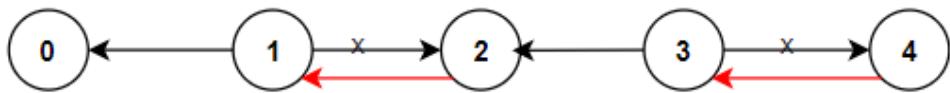
Output:

3

Explanation:

Change the direction of edges show in red such that each node can reach the node 0 (capital).

Example 2:



Input:

$n = 5$, connections = [[1,0],[1,2],[3,2],[3,4]]

Output:

2

Explanation:

Change the direction of edges show in red such that each node can reach the node 0 (capital).

Example 3:

Input:

$n = 3$, connections = [[1,0],[2,0]]

Output:

0

Constraints:

$2 \leq n \leq 5 * 10$

4

connections.length == n - 1

connections[i].length == 2

0 <= a

i

, b

i

<= n - 1

a

i

!= b

i

Code Snippets

C++:

```
class Solution {
public:
    int minReorder(int n, vector<vector<int>>& connections) {
        }
};
```

Java:

```
class Solution {
    public int minReorder(int n, int[][] connections) {
        }
}
```

Python3:

```
class Solution:  
    def minReorder(self, n: int, connections: List[List[int]]) -> int:
```

Python:

```
class Solution(object):  
    def minReorder(self, n, connections):  
        """  
        :type n: int  
        :type connections: List[List[int]]  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number} n  
 * @param {number[][]} connections  
 * @return {number}  
 */  
var minReorder = function(n, connections) {  
  
};
```

TypeScript:

```
function minReorder(n: number, connections: number[][]): number {  
  
};
```

C#:

```
public class Solution {  
    public int MinReorder(int n, int[][] connections) {  
  
    }  
}
```

C:

```
int minReorder(int n, int** connections, int connectionsSize, int*  
connectionsColSize) {
```

```
}
```

Go:

```
func minReorder(n int, connections [][]int) int {  
}  
}
```

Kotlin:

```
class Solution {  
    fun minReorder(n: Int, connections: Array<IntArray>): Int {  
        }  
    }  
}
```

Swift:

```
class Solution {  
    func minReorder(_ n: Int, _ connections: [[Int]]) -> Int {  
        }  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn min_reorder(n: i32, connections: Vec<Vec<i32>>) -> i32 {  
        }  
    }  
}
```

Ruby:

```
# @param {Integer} n  
# @param {Integer[][]} connections  
# @return {Integer}  
def min_reorder(n, connections)  
  
end
```

PHP:

```

class Solution {

    /**
     * @param Integer $n
     * @param Integer[][] $connections
     * @return Integer
     */
    function minReorder($n, $connections) {

    }
}

```

Dart:

```

class Solution {
    int minReorder(int n, List<List<int>> connections) {
        return 0;
    }
}

```

Scala:

```

object Solution {
    def minReorder(n: Int, connections: Array[Array[Int]]): Int = {
        return 0
    }
}

```

Elixir:

```

defmodule Solution do
  @spec min_reorder(n :: integer, connections :: [[integer]]) :: integer
  def min_reorder(n, connections) do
    end
  end
end

```

Erlang:

```

-spec min_reorder(N :: integer(), Connections :: [[integer()]]) -> integer().
min_reorder(N, Connections) ->
  .

```

Racket:

```
(define/contract (min-reorder n connections)
  (-> exact-integer? (listof (listof exact-integer?)) exact-integer?))
)
```

Solutions

C++ Solution:

```
/*
 * Problem: Reorder Routes to Make All Paths Lead to the City Zero
 * Difficulty: Medium
 * Tags: tree, graph, search
 *
 * Approach: DFS or BFS traversal
 * Time Complexity: O(n) where n is number of nodes
 * Space Complexity: O(h) for recursion stack where h is height
 */

class Solution {
public:
    int minReorder(int n, vector<vector<int>>& connections) {

    }
};
```

Java Solution:

```
/**
 * Problem: Reorder Routes to Make All Paths Lead to the City Zero
 * Difficulty: Medium
 * Tags: tree, graph, search
 *
 * Approach: DFS or BFS traversal
 * Time Complexity: O(n) where n is number of nodes
 * Space Complexity: O(h) for recursion stack where h is height
 */

class Solution {
    public int minReorder(int n, int[][][] connections) {
```

```
}
```

```
}
```

Python3 Solution:

```
"""
Problem: Reorder Routes to Make All Paths Lead to the City Zero
Difficulty: Medium
Tags: tree, graph, search

Approach: DFS or BFS traversal
Time Complexity: O(n) where n is number of nodes
Space Complexity: O(h) for recursion stack where h is height
"""

class Solution:

    def minReorder(self, n: int, connections: List[List[int]]) -> int:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

```
class Solution(object):

    def minReorder(self, n, connections):
        """
        :type n: int
        :type connections: List[List[int]]
        :rtype: int
        """


```

JavaScript Solution:

```
/**
 * Problem: Reorder Routes to Make All Paths Lead to the City Zero
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 */
```

```

        */

    /**
     * @param {number} n
     * @param {number[][][]} connections
     * @return {number}
     */
    var minReorder = function(n, connections) {

    };

```

TypeScript Solution:

```

    /**
     * Problem: Reorder Routes to Make All Paths Lead to the City Zero
     * Difficulty: Medium
     * Tags: tree, graph, search
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     * Approach: DFS or BFS traversal
     * Time Complexity: O(n) where n is number of nodes
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     */

    function minReorder(n: number, connections: number[][][]): number {

    };

```

C# Solution:

```

    /*
     * Problem: Reorder Routes to Make All Paths Lead to the City Zero
     * Difficulty: Medium
     * Tags: tree, graph, search
     *
     * Approach: DFS or BFS traversal
     * Time Complexity: O(n) where n is number of nodes
     * Space Complexity: O(h) for recursion stack where h is height
     */

    public class Solution {
        public int MinReorder(int n, int[][][] connections) {

```

```
}
```

```
}
```

C Solution:

```
/*
 * Problem: Reorder Routes to Make All Paths Lead to the City Zero
 * Difficulty: Medium
 * Tags: tree, graph, search
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 * Approach: DFS or BFS traversal
 * Time Complexity: O(n) where n is number of nodes
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 */

int minReorder(int n, int** connections, int connectionsSize, int*
connectionsColSize) {

}
```

Go Solution:

```
// Problem: Reorder Routes to Make All Paths Lead to the City Zero
// Difficulty: Medium
// Tags: tree, graph, search
//
// Approach: DFS or BFS traversal
// Time Complexity: O(n) where n is number of nodes
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func minReorder(n int, connections [][]int) int {

}
```

Kotlin Solution:

```
class Solution {
    fun minReorder(n: Int, connections: Array<IntArray>): Int {
    }
```

```
}
```

Swift Solution:

```
class Solution {  
func minReorder(_ n: Int, _ connections: [[Int]]) -> Int {  
}  
}  
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```
// Problem: Reorder Routes to Make All Paths Lead to the City Zero  
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// Approach: DFS or BFS traversal  
// Time Complexity: O(n) where n is number of nodes  
// Space Complexity: O(h) for recursion stack where h is height  
  
impl Solution {  
pub fn min_reorder(n: i32, connections: Vec<Vec<i32>>) -> i32 {  
}  
}
```

Ruby Solution:

```
# @param {Integer} n  
# @param {Integer[][]} connections  
# @return {Integer}  
def min_reorder(n, connections)  
  
end
```

PHP Solution:

```
class Solution {  
  
/**  
* @param Integer $n
```

```

* @param Integer[][] $connections
* @return Integer
*/
function minReorder($n, $connections) {
}

}

```

Dart Solution:

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class Solution {
int minReorder(int n, List<List<int>> connections) {
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object Solution {
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