Problem 2924: Find Champion II

Problem Information

Difficulty: Medium
Acceptance Rate: 70.18%
Paid Only: No
Tags: Graph

Problem Description

There are `n` teams numbered from `0` to `n - 1` in a tournament; each team is also a node in a **DAG**.

You are given the integer `n` and a **0-indexed** 2D integer array `edges` of length `m` representing the **DAG** , where `edges[i] = [ui, vi]` indicates that there is a directed edge from team `ui` to team `vi` in the graph.

A directed edge from `a` to `b` in the graph means that team `a` is **stronger** than team `b` and team `b` is **weaker** than team `a`.

Team `a` will be the **champion** of the tournament if there is no team `b` that is **stronger** than team `a`.

Return _the team that will be the**champion** of the tournament if there is a **unique** champion, otherwise, return _`-1` _._

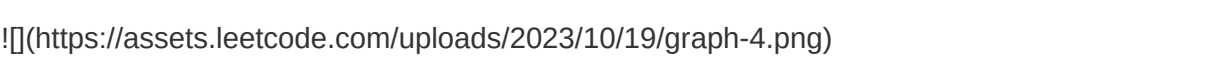
Notes

* A **cycle** is a series of nodes `a1, a2, ..., an, an+1` such that node `a1` is the same node as node `an+1`, the nodes `a1, a2, ..., an` are distinct, and there is a directed edge from the node `ai` to node `ai+1` for every `i` in the range `[1, n]`. * A **DAG** is a directed graph that does not have any **cycle**.

Example 1:

Input: n = 3, edges = [[0,1],[1,2]] **Output:** 0 **Explanation:** Team 1 is weaker than team 0. Team 2 is weaker than team 1. So the champion is team 0.

Example 2:



Input: n = 4, edges = [[0,2],[1,3],[1,2]] **Output:** -1 **Explanation:** Team 2 is weaker than team 0 and team 1. Team 3 is weaker than team 1. But team 1 and team 0 are not weaker than any other teams. So the answer is -1.

Constraints:

* `1 <= n <= 100` * `m == edges.length` * `0 <= m <= n * (n - 1) / 2` * `edges[i].length == 2` * `0 <= edge[i][j] <= n - 1` * `edges[i][0] != edges[i][1]` * The input is generated such that if team `a` is stronger than team `b`, team `b` is not stronger than team `a`. * The input is generated such that if team `a` is stronger than team `b` and team `b` is stronger than team `c`, then team `a` is stronger than team `c`.

Code Snippets

C++:

```
class Solution {
public:
int findChampion(int n, vector<vector<int>>& edges) {

}
};
```

Java:

```
class Solution {
public int findChampion(int n, int[][] edges) {

}
}
```

Python3:

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