

Problem 3141: Maximum Hamming Distances

Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

Given an array

nums

and an integer

m

, with each element

nums[i]

satisfying

$0 \leq \text{nums}[i] < 2$

m

, return an array

answer

. The

answer

array should be of the same length as

nums

, where each element

answer[i]

represents the

maximum

Hamming distance

between

nums[i]

and any other element

nums[j]

in the array.

The

Hamming distance

between two binary integers is defined as the number of positions at which the corresponding bits differ (add leading zeroes if needed).

Example 1:

Input:

nums = [9,12,9,11], m = 4

Output:

[2,3,2,3]

Explanation:

The binary representation of

nums = [1001,1100,1001,1011]

.

The maximum hamming distances for each index are:

nums[0]

: 1001 and 1100 have a distance of 2.

nums[1]

: 1100 and 1011 have a distance of 3.

nums[2]

: 1001 and 1100 have a distance of 2.

nums[3]

: 1011 and 1100 have a distance of 3.

Example 2:

Input:

nums = [3,4,6,10], m = 4

Output:

[3,3,2,3]

Explanation:

The binary representation of

nums = [0011,0100,0110,1010]

.

The maximum hamming distances for each index are:

nums[0]

: 0011 and 0100 have a distance of 3.

nums[1]

: 0100 and 0011 have a distance of 3.

nums[2]

: 0110 and 1010 have a distance of 2.

nums[3]

: 1010 and 0100 have a distance of 3.

Constraints:

$1 \leq m \leq 17$

$2 \leq \text{nums.length} \leq 2$

m

$0 \leq \text{nums}[i] < 2$

m

Code Snippets

C++:

```
class Solution {  
public:  
vector<int> maxHammingDistances(vector<int>& nums, int m) {  
  
}  
};
```

Java:

```
class Solution {  
public int[] maxHammingDistances(int[] nums, int m) {  
  
}  
}
```

Python3:

```
class Solution:  
def maxHammingDistances(self, nums: List[int], m: int) -> List[int]:
```

Python:

```
class Solution(object):  
def maxHammingDistances(self, nums, m):  
    """  
    :type nums: List[int]  
    :type m: int  
    :rtype: List[int]  
    """
```

JavaScript:

```
/**  
 * @param {number[]} nums  
 * @param {number} m  
 * @return {number[]}  
 */  
var maxHammingDistances = function(nums, m) {  
  
};
```

TypeScript:

```
function maxHammingDistances(nums: number[], m: number): number[] {  
}  
};
```

C#:

```
public class Solution {  
    public int[] MaxHammingDistances(int[] nums, int m) {  
        }  
    }  
}
```

C:

```
/**  
 * Note: The returned array must be malloced, assume caller calls free().  
 */  
int* maxHammingDistances(int* nums, int numSize, int m, int* returnSize) {  
}  
}
```

Go:

```
func maxHammingDistances(nums []int, m int) []int {  
}  
}
```

Kotlin:

```
class Solution {  
    fun maxHammingDistances(nums: IntArray, m: Int): IntArray {  
        }  
    }  
}
```

Swift:

```
class Solution {  
    func maxHammingDistances(_ nums: [Int], _ m: Int) -> [Int] {  
    }  
}
```

```
}
```

Rust:

```
impl Solution {
    pub fn max_hamming_distances(nums: Vec<i32>, m: i32) -> Vec<i32> {
        }
    }
```

Ruby:

```
# @param {Integer[]} nums
# @param {Integer} m
# @return {Integer[]}
def max_hamming_distances(nums, m)

end
```

PHP:

```
class Solution {

    /**
     * @param Integer[] $nums
     * @param Integer $m
     * @return Integer[]
     */
    function maxHammingDistances($nums, $m) {

    }
}
```

Dart:

```
class Solution {
    List<int> maxHammingDistances(List<int> nums, int m) {
        }
    }
```

Scala:

```

object Solution {
    def maxHammingDistances(nums: Array[Int], m: Int): Array[Int] = {
        }
    }
}

```

Elixir:

```

defmodule Solution do
  @spec max_hamming_distances(nums :: [integer], m :: integer) :: [integer]
  def max_hamming_distances(nums, m) do
    end
  end
end

```

Erlang:

```

-spec max_hamming_distances(Nums :: [integer()], M :: integer()) ->
[integer()].
max_hamming_distances(Nums, M) ->
.
.
```

Racket:

```

(define/contract (max-hamming-distances nums m)
  (-> (listof exact-integer?) exact-integer? (listof exact-integer?)))
)
```

Solutions

C++ Solution:

```

/*
 * Problem: Maximum Hamming Distances
 * Difficulty: Hard
 * Tags: array, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(1) to O(n) depending on approach
 */

```

```
class Solution {  
public:  
vector<int> maxHammingDistances(vector<int>& nums, int m) {  
}  
};
```

Java Solution:

```
/**  
* Problem: Maximum Hamming Distances  
* Difficulty: Hard  
* Tags: array, search  
*  
* Approach: Use two pointers or sliding window technique  
* Time Complexity: O(n) or O(n log n)  
* Space Complexity: O(1) to O(n) depending on approach  
*/  
  
class Solution {  
public int[] maxHammingDistances(int[] nums, int m) {  
}  
}
```

Python3 Solution:

```
"""  
Problem: Maximum Hamming Distances  
Difficulty: Hard  
Tags: array, search  
  
Approach: Use two pointers or sliding window technique  
Time Complexity: O(n) or O(n log n)  
Space Complexity: O(1) to O(n) depending on approach  
"""  
  
class Solution:  
def maxHammingDistances(self, nums: List[int], m: int) -> List[int]:  
# TODO: Implement optimized solution
```

```
pass
```

Python Solution:

```
class Solution(object):
    def maxHammingDistances(self, nums, m):
        """
        :type nums: List[int]
        :type m: int
        :rtype: List[int]
        """

```

JavaScript Solution:

```
/**
 * Problem: Maximum Hamming Distances
 * Difficulty: Hard
 * Tags: array, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

/**
 * @param {number[]} nums
 * @param {number} m
 * @return {number[]}
 */
var maxHammingDistances = function(nums, m) {
}
```

TypeScript Solution:

```
/**
 * Problem: Maximum Hamming Distances
 * Difficulty: Hard
 * Tags: array, search
 *
 * Approach: Use two pointers or sliding window technique

```

```

* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(1) to O(n) depending on approach
*/
function maxHammingDistances(nums: number[], m: number): number[] {
}

```

C# Solution:

```

/*
* Problem: Maximum Hamming Distances
* Difficulty: Hard
* Tags: array, search
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(1) to O(n) depending on approach
*/
public class Solution {
    public int[] MaxHammingDistances(int[] nums, int m) {
}
}

```

C Solution:

```

/*
* Problem: Maximum Hamming Distances
* Difficulty: Hard
* Tags: array, search
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(1) to O(n) depending on approach
*/
/***
* Note: The returned array must be malloced, assume caller calls free().
*/

```

```
int* maxHammingDistances(int* nums, int numsSize, int m, int* returnSize) {  
}  
}
```

Go Solution:

```
// Problem: Maximum Hamming Distances  
// Difficulty: Hard  
// Tags: array, search  
  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(1) to O(n) depending on approach  
  
func maxHammingDistances(nums []int, m int) []int {  
  
}
```

Kotlin Solution:

```
class Solution {  
    fun maxHammingDistances(nums: IntArray, m: Int): IntArray {  
  
    }  
}
```

Swift Solution:

```
class Solution {  
    func maxHammingDistances(_ nums: [Int], _ m: Int) -> [Int] {  
  
    }  
}
```

Rust Solution:

```
// Problem: Maximum Hamming Distances  
// Difficulty: Hard  
// Tags: array, search  
  
// Approach: Use two pointers or sliding window technique
```

```

// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(1) to O(n) depending on approach

impl Solution {
    pub fn max_hamming_distances(nums: Vec<i32>, m: i32) -> Vec<i32> {
        ...
    }
}

```

Ruby Solution:

```

# @param {Integer[]} nums
# @param {Integer} m
# @return {Integer[]}
def max_hamming_distances(nums, m)

end

```

PHP Solution:

```

class Solution {

    /**
     * @param Integer[] $nums
     * @param Integer $m
     * @return Integer[]
     */
    function maxHammingDistances($nums, $m) {

    }
}

```

Dart Solution:

```

class Solution {
    List<int> maxHammingDistances(List<int> nums, int m) {
        ...
    }
}

```

Scala Solution:

```
object Solution {  
    def maxHammingDistances(nums: Array[Int], m: Int): Array[Int] = {  
        }  
        }  
}
```

Elixir Solution:

```
defmodule Solution do  
  @spec max_hamming_distances(nums :: [integer], m :: integer) :: [integer]  
  def max_hamming_distances(nums, m) do  
  
  end  
  end
```

Erlang Solution:

```
-spec max_hamming_distances(Nums :: [integer()], M :: integer()) ->  
[integer()].  
max_hamming_distances(Nums, M) ->  
.
```

Racket Solution:

```
(define/contract (max-hamming-distances nums m)  
(-> (listof exact-integer?) exact-integer? (listof exact-integer?))  
)
```