

Problem 3558: Number of Ways to Assign Edge Weights I

Problem Information

Difficulty: Medium

Acceptance Rate: 53.35%

Paid Only: No

Tags: Math, Tree, Depth-First Search

Problem Description

There is an undirected tree with n nodes labeled from 1 to n , rooted at node 1. The tree is represented by a 2D integer array `edges` of length $n - 1$, where `edges[i] = [ui, vi]` indicates that there is an edge between nodes `ui` and `vi`.

Initially, all edges have a weight of 0. You must assign each edge a weight of either `1` or `2`.

The `cost` of a path between any two nodes `u` and `v` is the total weight of all edges in the path connecting them.

Select any one node `x` at the `maximum` depth. Return the number of ways to assign edge weights in the path from node 1 to `x` such that its total cost is `odd`.

Since the answer may be large, return it `modulo` $10^9 + 7$.

Note: Ignore all edges `not` in the path from node 1 to `x`.

Example 1.



Input: `edges = [[1,2]]`

Output: 1

****Explanation:****

* The path from Node 1 to Node 2 consists of one edge (1 -> 2). * Assigning weight 1 makes the cost odd, while 2 makes it even. Thus, the number of valid assignments is 1.

****Example 2:****

****Input:**** edges = [[1,2],[1,3],[3,4],[3,5]]

****Output:**** 2

****Explanation:****

* The maximum depth is 2, with nodes 4 and 5 at the same depth. Either node can be selected for processing. * For example, the path from Node 1 to Node 4 consists of two edges (1 -> 3 and 3 -> 4). * Assigning weights (1,2) or (2,1) results in an odd cost. Thus, the number of valid assignments is 2.

****Constraints:****

* $2 \leq n \leq 105$ * $\text{edges.length} == n - 1$ * $\text{edges}[i] == [u_i, v_i]$ * $1 \leq u_i, v_i \leq n$ * edges represents a valid tree.

Code Snippets

C++:

```
class Solution {
public:
    int assignEdgeWeights(vector<vector<int>>& edges) {

    }
};
```

Java:

```
class Solution {  
    public int assignEdgeWeights(int[][] edges) {  
  
    }  
}
```

Python3:

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