

Problem 3425: Longest Special Path

Problem Information

Difficulty: **Hard**

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given an undirected tree rooted at node

0

with

n

nodes numbered from

0

to

n - 1

, represented by a 2D array

edges

of length

n - 1

, where

`edges[i] = [u`

`i`

`, v`

`i`

`, length`

`i`

`]`

indicates an edge between nodes

`u`

`i`

and

`v`

`i`

with length

length

`i`

. You are also given an integer array

`nums`

, where

`nums[i]`

represents the value at node

i

.

A

special path

is defined as a

downward

path from an ancestor node to a descendant node such that all the values of the nodes in that path are

unique

.

Note

that a path may start and end at the same node.

Return an array

result

of size 2, where

result[0]

is the

length

of the

longest

special path, and

result[1]

is the

minimum

number of nodes in all

possible

longest

special paths.

Example 1:

Input:

edges = [[0,1,2],[1,2,3],[1,3,5],[1,4,4],[2,5,6]], nums = [2,1,2,1,3,1]

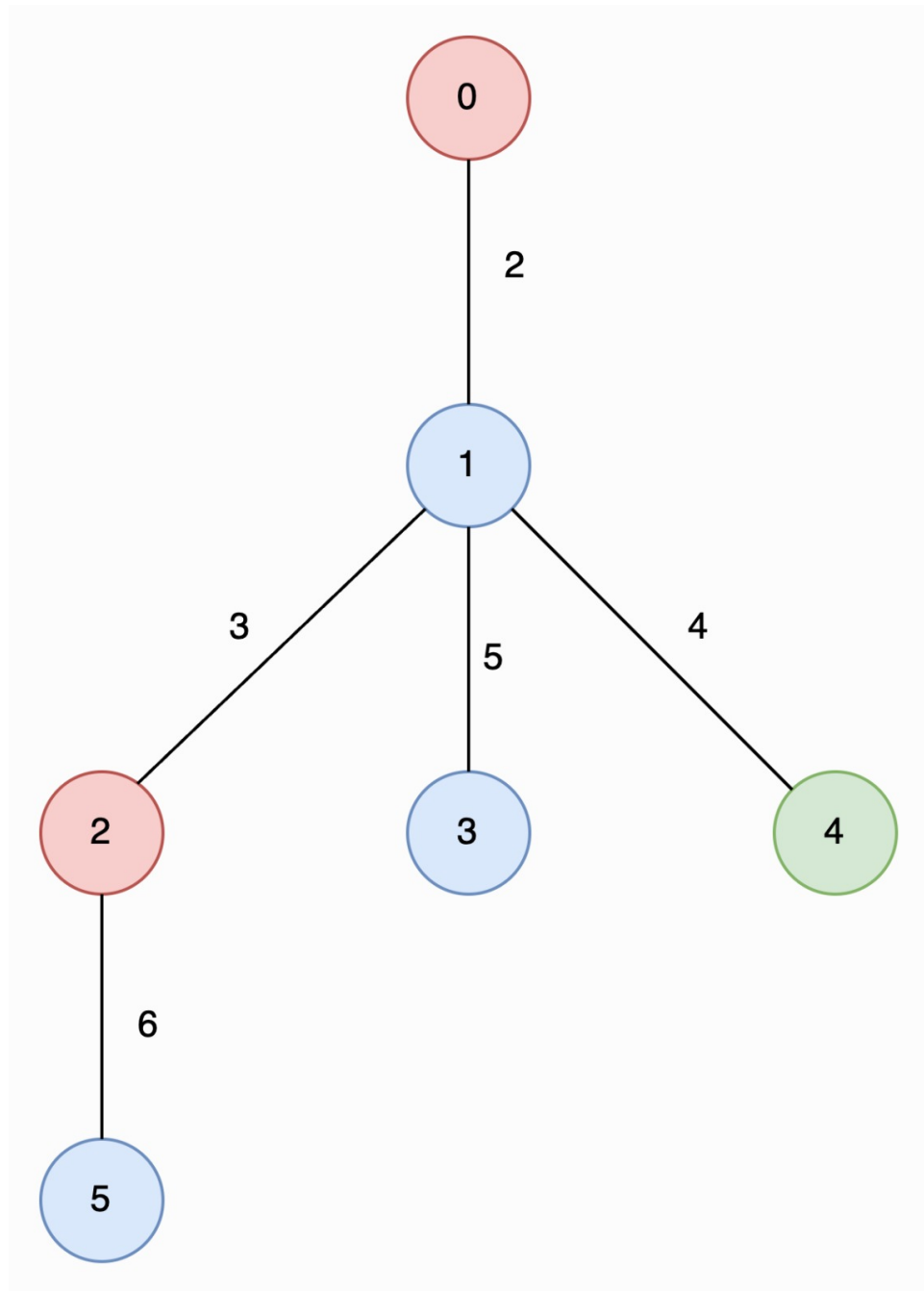
Output:

[6,2]

Explanation:

In the image below, nodes are colored by their corresponding values in

nums



The longest special paths are

2 -> 5

and

0 -> 1 -> 4

, both having a length of 6. The minimum number of nodes across all longest special paths is 2.

Example 2:

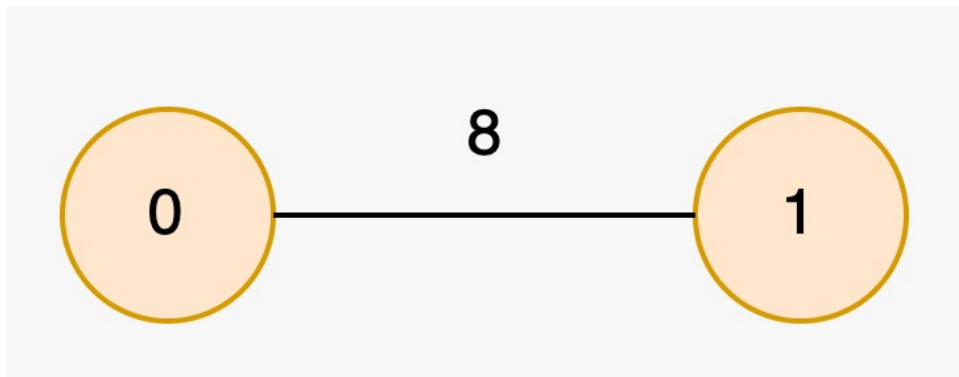
Input:

edges = [[1,0,8]], nums = [2,2]

Output:

[0,1]

Explanation:



The longest special paths are

0

and

1

, both having a length of 0. The minimum number of nodes across all longest special paths is 1.

Constraints:

$2 \leq n \leq 5 * 10$

4

`edges.length == n - 1`

`edges[i].length == 3`

`0 <= u`

`i`

`, v`

`i`

`< n`

`1 <= length`

`i`

`<= 10`

3

`nums.length == n`

`0 <= nums[i] <= 5 * 10`

4

The input is generated such that

`edges`

represents a valid tree.

Code Snippets

C++:

```
class Solution {
public:
    vector<int> longestSpecialPath(vector<vector<int>>& edges, vector<int>& nums)
    {

    }

};
```

Java:

```
class Solution {
    public int[] longestSpecialPath(int[][] edges, int[] nums) {

    }

}
```

Python3:

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

Python:

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

JavaScript:

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



```
};
```

TypeScript:

```
function longestSpecialPath(edges: number[][][], nums: number[]): number[] {  
  
};
```

C#:

```
public class Solution {  
    public int[] LongestSpecialPath(int[][][] edges, int[] nums) {  
  
    }  
}
```

C:

```
/**  
 * Note: The returned array must be malloced, assume caller calls free().  
 */  
int* longestSpecialPath(int** edges, int edgesSize, int* edgesColSize, int*  
nums, int numsSize, int* returnSize) {  
  
}
```

Go:

```
func longestSpecialPath(edges [][][]int, nums []int) []int {  
  
}
```

Kotlin:

```
class Solution {  
    fun longestSpecialPath(edges: Array<IntArray>, nums: IntArray): IntArray {  
  
    }  
}
```

Swift:

```

class Solution {
  func longestSpecialPath(_ edges: [[Int]], _ nums: [Int]) -> [Int] {

  }
}

```

Rust:

```

impl Solution {
  pub fn longest_special_path(edges: Vec<Vec<i32>>, nums: Vec<i32>) -> Vec<i32>
  {

  }
}

```

Ruby:

```

# @param {Integer[][]} edges
# @param {Integer[]} nums
# @return {Integer[]}
def longest_special_path(edges, nums)

end

```

PHP:

```

class Solution {

  /**
   * @param Integer[][] $edges
   * @param Integer[] $nums
   * @return Integer[]
   */
  function longestSpecialPath($edges, $nums) {

  }
}

```

Dart:

```

class Solution {
  List<int> longestSpecialPath(List<List<int>> edges, List<int> nums) {

```

```
}  
}
```

Scala:

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

Elixir:

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

Erlang:

```
-spec longest_special_path(Edges :: [[integer()]], Nums :: [integer()]) ->  
  [integer()].  
longest_special_path(Edges, Nums) ->  
  .
```

Racket:

```
(define/contract (longest-special-path edges nums)  
  (-> (listof (listof exact-integer?)) (listof exact-integer?) (listof  
    exact-integer?))  
  )
```

Solutions

C++ Solution:

```

/*
 * Problem: Longest Special Path
 * Difficulty: Hard
 * Tags: array, tree, hash, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(h) for recursion stack where h is height
 */

class Solution {
public:
    vector<int> longestSpecialPath(vector<vector<int>>& edges, vector<int>& nums)
    {

    }

};

```

Java Solution:

```

/**
 * Problem: Longest Special Path
 * Difficulty: Hard
 * Tags: array, tree, hash, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(h) for recursion stack where h is height
 */

class Solution {
    public int[] longestSpecialPath(int[][] edges, int[] nums) {

    }

}

```

Python3 Solution:

```

"""
Problem: Longest Special Path
Difficulty: Hard
Tags: array, tree, hash, search

```

```
Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(h) for recursion stack where h is height
"""
```

```
class Solution:
    def longestSpecialPath(self, edges: List[List[int]], nums: List[int]) ->
    List[int]:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

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

JavaScript Solution:

```
/**
 * Problem: Longest Special Path
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/**
 * @param {number[][]} edges
 * @param {number[]} nums
 * @return {number[]}
 */
var longestSpecialPath = function(edges, nums) {
```

```
};
```

TypeScript Solution:

```
/**
 * Problem: Longest Special Path
 * Difficulty: Hard
 * Tags: array, tree, hash, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(h) for recursion stack where h is height
 */

function longestSpecialPath(edges: number[][], nums: number[]): number[] {

};
```

C# Solution:

```
/*
 * Problem: Longest Special Path
 * Difficulty: Hard
 * Tags: array, tree, hash, search
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(h) for recursion stack where h is height
 */

public class Solution {
    public int[] LongestSpecialPath(int[][] edges, int[] nums) {

    }
}
```

C Solution:

```
/*
 * Problem: Longest Special Path
 * Difficulty: Hard
```

```

* Tags: array, tree, hash, search
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
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*/

/**
* Note: The returned array must be malloced, assume caller calls free().
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int* longestSpecialPath(int** edges, int edgesSize, int* edgesColSize, int*
nums, int numsSize, int* returnSize) {

}

```

Go Solution:

```

// Problem: Longest Special Path
// Difficulty: Hard
// Tags: array, tree, hash, search
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// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
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func longestSpecialPath(edges [][]int, nums []int) []int {

}

```

Kotlin Solution:

```

class Solution {
    fun longestSpecialPath(edges: Array<IntArray>, nums: IntArray): IntArray {

    }
}

```

Swift Solution:

```

class Solution {
    func longestSpecialPath(_ edges: [[Int]], _ nums: [Int]) -> [Int] {

```

```
}  
}
```

Rust Solution:

```
// Problem: Longest Special Path  
// Difficulty: Hard  
// Tags: array, tree, hash, search  
//  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(h) for recursion stack where h is height  
  
impl Solution {  
    pub fn longest_special_path(edges: Vec<Vec<i32>>, nums: Vec<i32>) -> Vec<i32>  
    {  
  
    }  
}
```

Ruby Solution:

```
# @param {Integer[][]} edges  
# @param {Integer[]} nums  
# @return {Integer[]}  
def longest_special_path(edges, nums)  
  
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[][] $edges  
     * @param Integer[] $nums  
     * @return Integer[]  
     */  
    function longestSpecialPath($edges, $nums) {
```



```
}  
}
```

Dart Solution:

```
class Solution {  
  List<int> longestSpecialPath(List<List<int>> edges, List<int> nums) {  
  
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}
```

Scala Solution:

```
object Solution {  
  def longestSpecialPath(edges: Array[Array[Int]], nums: Array[Int]):  
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Elixir Solution:

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

Erlang Solution:

```
-spec longest_special_path(Edges :: [[integer()]], Nums :: [integer()]) ->  
  [integer()].  
longest_special_path(Edges, Nums) ->  
  .
```

Racket Solution:

```
(define/contract (longest-special-path edges nums)  
  (-> (listof (listof exact-integer?)) (listof exact-integer?) (listof
```

```
exact-integer?))  
)
```