

Problem 2662: Minimum Cost of a Path With Special Roads

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

You are given an array

start

where

`start = [startX, startY]`

represents your initial position

`(startX, startY)`

in a 2D space. You are also given the array

target

where

`target = [targetX, targetY]`

represents your target position

`(targetX, targetY)`

The

cost

of going from a position

(x_1, y_1)

to any other position in the space

(x_2, y_2)

is

$|x_2 - x_1| + |y_2 - y_1|$

. There are also some

special roads

. You are given a 2D array

specialRoads

where

specialRoads[i] = [x_1

i

, y_1

i

, x_2

i

, y2

i

, cost

i

]

indicates that the

i

th

special road goes in

one direction

from

(x1

i

, y1

i

)

to

(x2

i

, y2

i

)

with a cost equal to

cost

i

. You can use each special road any number of times.

Return the

minimum

cost required to go from

(startX, startY)

to

(targetX, targetY)

.

Example 1:

Input:

start = [1,1], target = [4,5], specialRoads = [[1,2,3,3,2],[3,4,4,5,1]]

Output:

Explanation:

(1,1) to (1,2) with a cost of $|1 - 1| + |2 - 1| = 1$.

(1,2) to (3,3). Use

specialRoads[0]

with

the cost 2.

(3,3) to (3,4) with a cost of $|3 - 3| + |4 - 3| = 1$.

(3,4) to (4,5). Use

specialRoads[1]

with the cost

1.

So the total cost is $1 + 2 + 1 + 1 = 5$.

Example 2:

Input:

start = [3,2], target = [5,7], specialRoads = [[5,7,3,2,1],[3,2,3,4,4],[3,3,5,5,5],[3,4,5,6,6]]

Output:

7

Explanation:

It is optimal not to use any special edges and go directly from the starting to the ending position with a cost $|5 - 3| + |7 - 2| = 7$.

Note that the

specialRoads[0]

is directed from (5,7) to (3,2).

Example 3:

Input:

start = [1,1], target = [10,4], specialRoads = [[4,2,1,1,3],[1,2,7,4,4],[10,3,6,1,2],[6,1,1,2,3]]

Output:

8

Explanation:

(1,1) to (1,2) with a cost of $|1 - 1| + |2 - 1| = 1$.

(1,2) to (7,4). Use

specialRoads[1]

with the cost

4.

(7,4) to (10,4) with a cost of $|10 - 7| + |4 - 4| = 3$.

Constraints:

start.length == target.length == 2

$1 \leq startX \leq targetX \leq 10$

5

$1 \leq startY \leq targetY \leq 10$

5

$1 \leq \text{specialRoads.length} \leq 200$

$\text{specialRoads}[i].length == 5$

$\text{startX} \leq x1$

i

, x2

i

$\leq \text{targetX}$

$\text{startY} \leq y1$

i

, y2

i

$\leq \text{targetY}$

$1 \leq \text{cost}$

i

≤ 10

5

Code Snippets

C++:

```
class Solution {  
public:  
    int minimumCost(vector<int>& start, vector<int>& target, vector<vector<int>>&  
    specialRoads) {  
  
    }  
};
```

Java:

```
class Solution {  
public int minimumCost(int[] start, int[] target, int[][][] specialRoads) {  
  
}  
}
```

Python3:

```
class Solution:  
    def minimumCost(self, start: List[int], target: List[int], specialRoads:  
        List[List[int]]) -> int:
```

Python:

```
class Solution(object):  
    def minimumCost(self, start, target, specialRoads):  
        """  
        :type start: List[int]  
        :type target: List[int]  
        :type specialRoads: List[List[int]]  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number[]} start  
 * @param {number[]} target  
 * @param {number[][]} specialRoads  
 * @return {number}  
 */  
var minimumCost = function(start, target, specialRoads) {
```

```
};
```

TypeScript:

```
function minimumCost(start: number[], target: number[], specialRoads: number[][][]): number {
    };
}
```

C#:

```
public class Solution {
    public int MinimumCost(int[] start, int[] target, int[][] specialRoads) {
        }
    }
}
```

C:

```
int minimumCost(int* start, int startSize, int* target, int targetSize, int** specialRoads, int specialRoadsSize, int* specialRoadsColSize) {
}
```

Go:

```
func minimumCost(start []int, target []int, specialRoads [][]int) int {
}
```

Kotlin:

```
class Solution {
    fun minimumCost(start: IntArray, target: IntArray, specialRoads: Array<IntArray>): Int {
    }
}
```

Swift:

```
class Solution {  
    func minimumCost(_ start: [Int], _ target: [Int], _ specialRoads: [[Int]]) ->  
        Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn minimum_cost(start: Vec<i32>, target: Vec<i32>, special_roads:  
        Vec<Vec<i32>>) -> i32 {  
  
    }  
}
```

Ruby:

```
# @param {Integer[]} start  
# @param {Integer[]} target  
# @param {Integer[][]} special_roads  
# @return {Integer}  
def minimum_cost(start, target, special_roads)  
  
end
```

PHP:

```
class Solution {  
  
    /**  
     * @param Integer[] $start  
     * @param Integer[] $target  
     * @param Integer[][] $specialRoads  
     * @return Integer  
     */  
    function minimumCost($start, $target, $specialRoads) {  
  
    }  
}
```

Dart:

```

class Solution {
    int minimumCost(List<int> start, List<int> target, List<List<int>>
specialRoads) {
        }
    }
}

```

Scala:

```

object Solution {
    def minimumCost(start: Array[Int], target: Array[Int], specialRoads:
Array[Array[Int]]): Int = {
        }
    }
}

```

Elixir:

```

defmodule Solution do
  @spec minimum_cost(start :: [integer], target :: [integer], special_roads :: 
[[integer]]) :: integer
  def minimum_cost(start, target, special_roads) do
    end
  end
end

```

Erlang:

```

-spec minimum_cost(Start :: [integer()], Target :: [integer()], SpecialRoads
:: [[integer()]]) -> integer().
minimum_cost(Start, Target, SpecialRoads) ->
  .

```

Racket:

```

(define/contract (minimum-cost start target specialRoads)
  (-> (listof exact-integer?) (listof exact-integer?) (listof (listof
  exact-integer?)) exact-integer?))
)

```

Solutions

C++ Solution:

```
/*
 * Problem: Minimum Cost of a Path With Special Roads
 * Difficulty: Medium
 * Tags: array, graph, queue, heap
 *
 * 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 minimumCost(vector<int>& start, vector<int>& target, vector<vector<int>>& specialRoads) {

    }
};
```

Java Solution:

```
/**
 * Problem: Minimum Cost of a Path With Special Roads
 * Difficulty: Medium
 * Tags: array, graph, queue, heap
 *
 * 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 minimumCost(int[] start, int[] target, int[][][] specialRoads) {

    }
}
```

Python3 Solution:

```
"""
Problem: Minimum Cost of a Path With Special Roads
Difficulty: Medium
```

Tags: array, graph, queue, heap

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 minimumCost(self, start: List[int], target: List[int], specialRoads: List[List[int]]) -> int:
        # TODO: Implement optimized solution
        pass
```

Python Solution:

```
class Solution(object):

    def minimumCost(self, start, target, specialRoads):
        """
        :type start: List[int]
        :type target: List[int]
        :type specialRoads: List[List[int]]
        :rtype: int
        """
```

JavaScript Solution:

```
/**
 * Problem: Minimum Cost of a Path With Special Roads
 * Difficulty: Medium
 * Tags: array, graph, queue, heap
 *
 * 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
 */

/**
 * @param {number[]} start
 * @param {number[]} target
 * @param {number[][]} specialRoads
 * @return {number}
```

```
*/  
var minimumCost = function(start, target, specialRoads) {  
};
```

TypeScript Solution:

```
/**  
 * Problem: Minimum Cost of a Path With Special Roads  
 * Difficulty: Medium  
 * Tags: array, graph, queue, heap  
 *  
 * 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 minimumCost(start: number[], target: number[], specialRoads: number[][][]): number {  
};
```

C# Solution:

```
/*  
 * Problem: Minimum Cost of a Path With Special Roads  
 * Difficulty: Medium  
 * Tags: array, graph, queue, heap  
 *  
 * 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 MinimumCost(int[] start, int[] target, int[][][] specialRoads) {  
    }  
}
```

C Solution:

```

/*
 * Problem: Minimum Cost of a Path With Special Roads
 * Difficulty: Medium
 * Tags: array, graph, queue, heap
 *
 * 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
 */

int minimumCost(int* start, int startSize, int* target, int targetSize, int** specialRoads, int specialRoadsSize, int* specialRoadsColSize) {

}

```

Go Solution:

```

// Problem: Minimum Cost of a Path With Special Roads
// Difficulty: Medium
// Tags: array, graph, queue, heap
//
// 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 minimumCost(start []int, target []int, specialRoads [][]int) int {
}

```

Kotlin Solution:

```

class Solution {
    fun minimumCost(start: IntArray, target: IntArray, specialRoads:
        Array<IntArray>): Int {
    }
}

```

Swift Solution:

```

class Solution {
    func minimumCost(_ start: [Int], _ target: [Int], _ specialRoads: [[Int]]) ->

```

```
Int {  
}  
}  
}
```

Rust Solution:

```
// Problem: Minimum Cost of a Path With Special Roads  
// Difficulty: Medium  
// Tags: array, graph, queue, heap  
//  
// 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 minimum_cost(start: Vec<i32>, target: Vec<i32>, special_roads: Vec<Vec<i32>>) -> i32 {  
        // Implementation details...  
    }  
}
```

Ruby Solution:

```
# @param {Integer[]} start  
# @param {Integer[]} target  
# @param {Integer[][]} special_roads  
# @return {Integer}  
def minimum_cost(start, target, special_roads)  
  
end
```

PHP Solution:

```
class Solution {  
  
    /**  
     * @param Integer[] $start  
     * @param Integer[] $target  
     * @param Integer[][] $specialRoads  
     * @return Integer  
     */
```

```
function minimumCost($start, $target, $specialRoads) {  
}  
}  
}
```

Dart Solution:

```
class Solution {  
int minimumCost(List<int> start, List<int> target, List<List<int>>  
specialRoads) {  
  
}  
}
```

Scala Solution:

```
object Solution {  
def minimumCost(start: Array[Int], target: Array[Int], specialRoads:  
Array[Array[Int]]): Int = {  
  
}  
}
```

Elixir Solution:

```
defmodule Solution do  
@spec minimum_cost(start :: [integer], target :: [integer], special_roads ::  
[[integer]]) :: integer  
def minimum_cost(start, target, special_roads) do  
  
end  
end
```

Erlang Solution:

```
-spec minimum_cost(Start :: [integer()], Target :: [integer()], SpecialRoads  
:: [[integer()]]) -> integer().  
minimum_cost(Start, Target, SpecialRoads) ->  
.
```

Racket Solution:

```
(define/contract (minimum-cost start target specialRoads)
  (-> (listof exact-integer?) (listof exact-integer?) (listof (listof
    exact-integer?)) exact-integer?)
  )
```