

# 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]
```

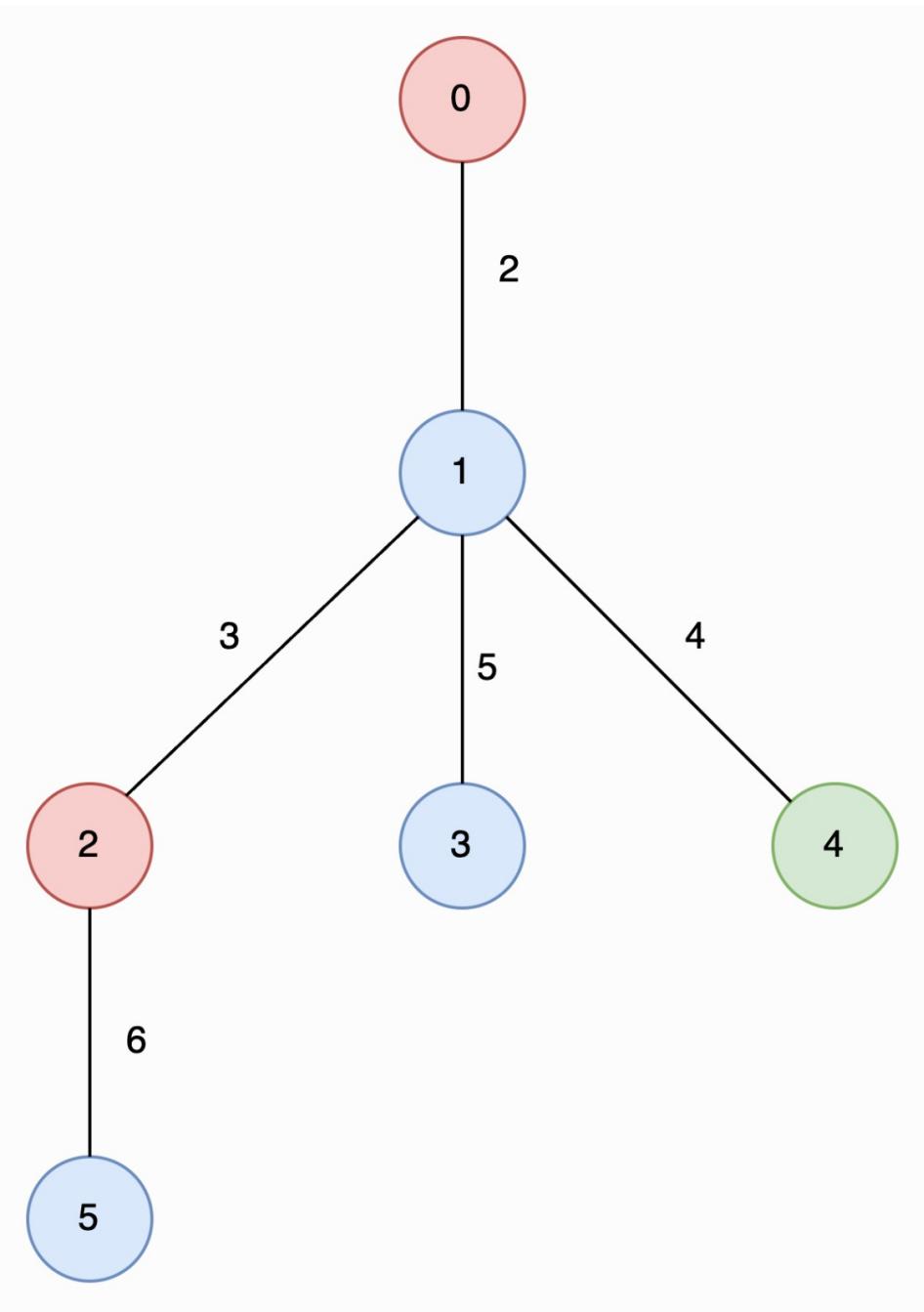
Output:

```
[6,2]
```

Explanation:

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

nums



The longest special paths are

$2 \rightarrow 5$

and

$0 \rightarrow 1 \rightarrow 4$

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

Example 2:

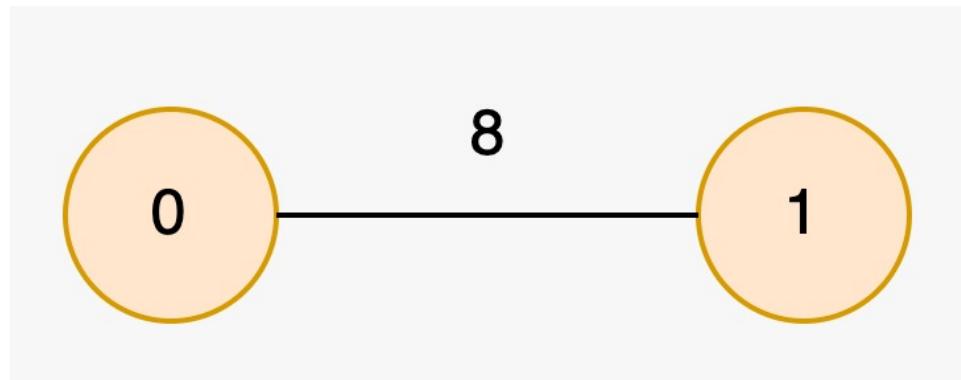
Input:

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
 * 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
 */

/**
 * @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)
* Space Complexity: O(h) for recursion stack where h is height
*/

```

/\*\*

\* 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 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

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) {  
  
}  
}  
}
```

### Scala Solution:

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

### Elixir Solution:

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

### Erlang Solution:

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

### Racket Solution:

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

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

```
)
```