

Problem 124: Binary Tree Maximum Path Sum

Problem Information

Difficulty: Hard

Acceptance Rate: 41.76%

Paid Only: No

Tags: Dynamic Programming, Tree, Depth-First Search, Binary Tree

Problem Description

A **path** in a binary tree is a sequence of nodes where each pair of adjacent nodes in the sequence has an edge connecting them. A node can only appear in the sequence **at most once**. Note that the path does not need to pass through the root.

The **path sum** of a path is the sum of the node's values in the path.

Given the `root` of a binary tree, return `the maximum path sum` of any **non-empty** path.

Example 1:



Input: `root = [1,2,3]` **Output:** 6 **Explanation:** The optimal path is 2 -> 1 -> 3 with a path sum of 2 + 1 + 3 = 6.

Example 2:



Input: `root = [-10,9,20,null,null,15,7]` **Output:** 42 **Explanation:** The optimal path is 15 -> 20 -> 7 with a path sum of 15 + 20 + 7 = 42.

Constraints:

* The number of nodes in the tree is in the range `[1, 3 * 104]`. * `-1000 <= Node.val <= 1000`

Code Snippets

C++:

```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *   int val;
 *   TreeNode *left;
 *   TreeNode *right;
 *   TreeNode() : val(0), left(nullptr), right(nullptr) {}
 *   TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
 *   TreeNode(int x, TreeNode *left, TreeNode *right) : val(x), left(left),
 *   right(right) {}
 * };
 */
class Solution {
public:
    int maxPathSum(TreeNode* root) {

    }
};
```

Java:

```
/**
 * Definition for a binary tree node.
 * public class TreeNode {
 *   int val;
 *   TreeNode left;
 *   TreeNode right;
 *   TreeNode() {}
 *   TreeNode(int val) { this.val = val; }
 *   TreeNode(int val, TreeNode left, TreeNode right) {
 *     this.val = val;
 *     this.left = left;
 *     this.right = right;
 *   }
 * }
 */
class Solution {
```

```
public int maxPathSum(TreeNode root) {  
  
}  
}
```

Python3:

```
# Definition for a binary tree node.  
# class TreeNode:  
#     def __init__(self, val=0, left=None, right=None):  
#         self.val = val  
#         self.left = left  
#         self.right = right  
class Solution:  
    def maxPathSum(self, root: Optional[TreeNode]) -> int:
```