莫队

回滚莫队

```cpp
int block = sqrt(n); auto get = [&](int x) -> int {return x / block;};
vector<i64> ans(m + 10);
for(int i = 1;i <= m;){
    vector<int> cnt(n + 10);
    int j = i, limit = get(pir[i][1]) * block + block - 1;
    while(get(pir[i][1]) == get(pir[j][1]) && j <= m) j ++;
    i64 res = 0;
    auto add = [&](int x) -> void {
        cnt[x] ++;
        res = max(res, 1ll * cnt[x] * tmp[x]);
        return ;
    };
    // 块内暴力
    while(pir[i][2] < limit && i < j){
        auto [id, l, r] = pir[i];
        for(int k = l;k <= r;k ++) add(nums[k]);
        ans[id] = res;
        for(int k = l;k <= r;k ++) cnt[nums[k]] --;
        res = 0;
        i ++;
    }
    // 块外回滚
    int l = limit + 1, r = limit;
    while(i < j){
        auto [id, tmpl, tmpr] = pir[i];
        while(r < tmpr) add(nums[++ r]);
        i64 backup = res;
        while(l > tmpl) add(nums[-- l]);
        ans[id] = res;
        while(l <= limit) cnt[nums[l ++]] --;
        res = backup;
        i ++;
    }
}
```

不用删数的莫队