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For any bar i the maximum rectangle is of width r - I - 1 where r - is the last
coordinate of the bar to the right with height h[r] >= h[i] and l - is the last coordinate
of the bar to the left which height h[l] >= h[i]
So if for any i coordinate we know his utmost higher (or of the same height)
neighbors to the right and to the left, we can easily find the largest rectangle:
intmaxArea = 0;
for(inti = 0; i < height.length; i++) {
  maxArea = Math.max(maxArea, height[i] * (lessFromRight[i] - lessFromLeft[i] - 1));
The main trick is how to effectively calculate lessFromRight and lessFromLeft arrays.
The trivial solution is to use O(n^2) solution and for each i element first find his
left/right heighbour in the second inner loop just iterating back or forward:
for(inti = 1; i < height.length; i++) {</pre>
  intp = i - 1;
  while(p \ge 0\&\& height[p] \ge height[i]) {
    p--;
  }
  lessFromLeft[i] = p;
The only line change shifts this algorithm from O(n^2) to O(n) complexity: we don't
need to rescan each item to the left - we can reuse results of previous calculations
and "jump" through indices in quick manner:
while(p \ge 0\&\& height[p] \ge height[i]) {
   p = lessFromLeft[p];
Here is the whole solution:
publicstaticintlargestRectangleArea(int[] height){
  if(height == null | | height.length == 0) {
    return0;
  }
  int[] lessFromLeft = newint[height.length]; // idx of the first bar the left that is lower than
currentint[] lessFromRight = newint[height.length]; // idx of the first bar the right that is
lower than currentlessFromRight[height.length - 1] = height.length;
  lessFromLeft[0] = -1;
for(inti = 1; i < height.length; i++) {</pre>
    intp = i - 1;
while(p \ge 0\&\& height[p] \ge height[i]) {
      p = lessFromLeft[p];
    lessFromLeft[i] = p;
 }
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for(inti = height.length - 2; i >= 0; i--) {
    intp = i + 1;
while(p < height.length && height[p] >= height[i]) {
        p = lessFromRight[p];
        }
        lessFromRight[i] = p;
    }
intmaxArea = 0;
for(inti = 0; i < height.length; i++) {
        maxArea = Math.max(maxArea, height[i] * (lessFromRight[i] - lessFromLeft[i] - 1));
    }
returnmaxArea;
}</pre>
```