

# international collegiate programming contest INDONESIA NATIONAL CONTEST INC 2022



## Problem J Finding Treasure

Morgan is designing a treasury for a treasure hunt event. The treasury can be represented as one dimensional grid with N+2 cells, numbered from 0 to N+1. Each cell can be empty or contain a treasure. At first, cell 0 and cell N+1 contain a treasure, while the other cells are currently empty.

While experimenting with the treasury design, Morgan does Q updates, numbered from 1 to Q, to his treasury. In update i, he wants to change cell  $A_i$ . If cell  $A_i$  is empty, he will put a treasure on cell  $A_i$ . If cell  $A_i$  contains a treasure, he will remove the treasure from cell  $A_i$  and the cell becomes empty. It is guaranteed that  $1 \le A_i \le N$  for all  $1 \le i \le Q$ , which implies cell 0 and cell N+1 always contain a treasure.

After each change, Morgan wonders how difficult his treasure hunt is. He defines the *difficulty level* of standing on cell x as the multiplication of two values:

- the distance from x to the closest treasure on cell  $y \leq x$ , and
- the distance from x to the closest treasure on cell  $y \ge x$ .

The distance between two cells can be calculated as the absolute difference between the cell numbers. Then, the *total difficulty level* of his treasure hunt is defined as the sum of difficulty level of standing on cell x for all  $0 \le x \le N + 1$ .

Help Morgan to determine the total difficulty level of his treasure hunt after each update.

#### Input

Input begins with two integers N Q ( $1 \le N \le 100\,000$ ;  $1 \le Q \le 100\,000$ ) representing the size of the treasury room and the number of updates, respectively. Each of the next Q lines contains an integer  $A_i$  ( $1 \le A_i \le N$ ) representing the cell that Morgan wants to change in update i.

#### Output

After each update that Morgan makes, output an integer in a single line representing the total difficulty level of his treasure hunts at that time.

#### Sample Input #1

3 3		
1		
3		
1		

#### Sample Output #1

4	
1	



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4

Explanation for the sample input/output #1

For each cell that contains a treasure, the difficulty level of standing on that cell is 0.

After the first update, the difficulty level of standing on cell 2 and 3 are  $|2-1| \times |2-4| = 2$  and  $|3-1| \times |3-4| = 2$ , respectively.

After the second update, the difficulty level of standing on cell 2 is  $|2-1| \times |2-3| = 1$ .

After the third update, the difficulty level of standing on cell 1 and 2 are  $|1-3| \times |1-0| = 2$  and  $|2-3| \times |2-0| = 2$ , respectively.

### Sample Input #2

10 14	
7	
2	
9	
5	
2	
9	
6	
7	
5	
8	
6	
8	
7	
10	

### Sample Output #2

66			
31			
23			
8			
23			
31			
30			
40			
55			
40			
88 220			
220			
66			
60			