

# No Time to Paint Analysis by David Yang

#### Statement Summary

N<=1e5 paints

Q<=1e5 queries

Answer the query(L,R) such that you find prefix[L] + suffix[R]

Prefix[L] = minimum number of brush movements to paint up to L.

Suffix [R]= minimum number of brush movements to paint up to R from the back.

# How to calculate a prefix[i]?

I would approach this with a greedy algorithm

We want to minimize the number of brush movements

And we also can only paint from AAAA-> ABBA, not BBBB -> ABBA

# Prefix[i]

If we want to minimize the number of brush movements

Then we want to paint as little as possible

Same thing as "extend a segment as far as possible"

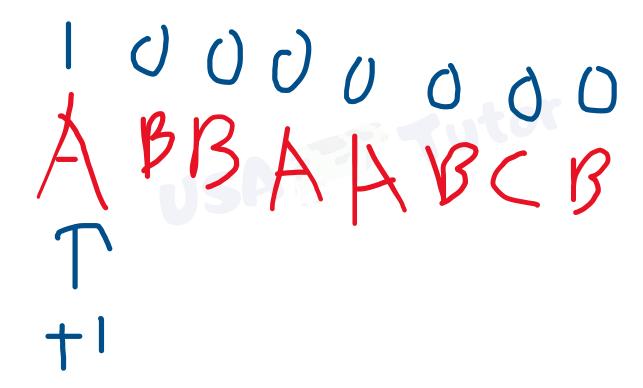
How to extend?

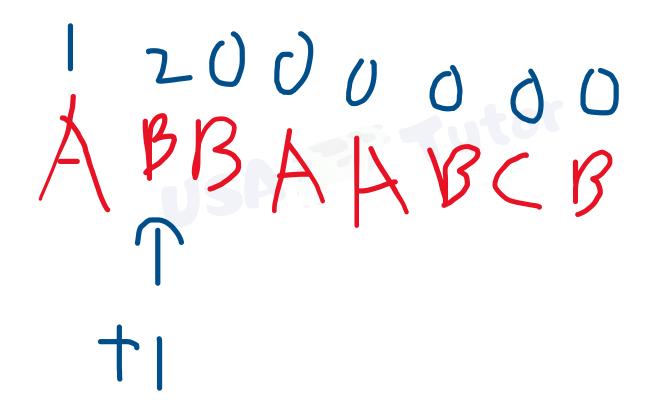
#### Extending a Segment

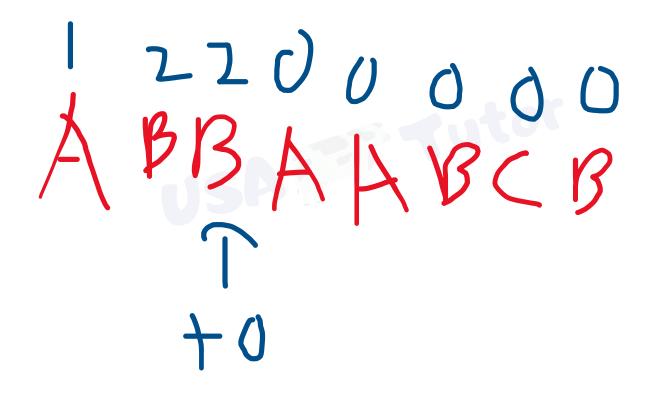
We only ever extend a segment if we can, but then how CAN we?

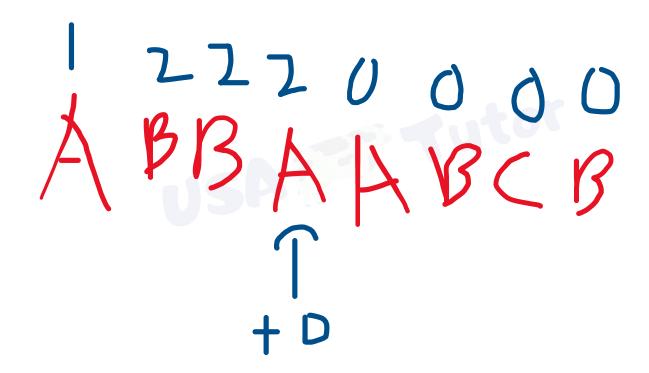


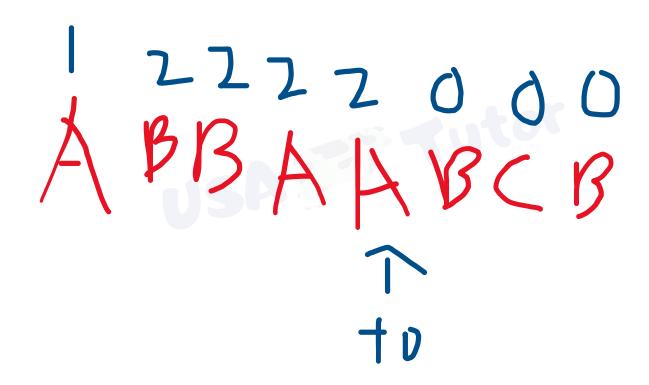


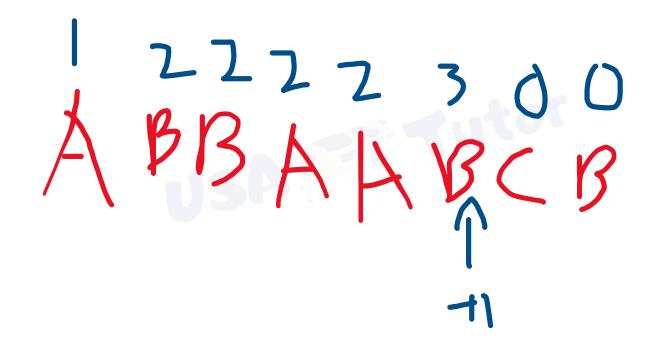


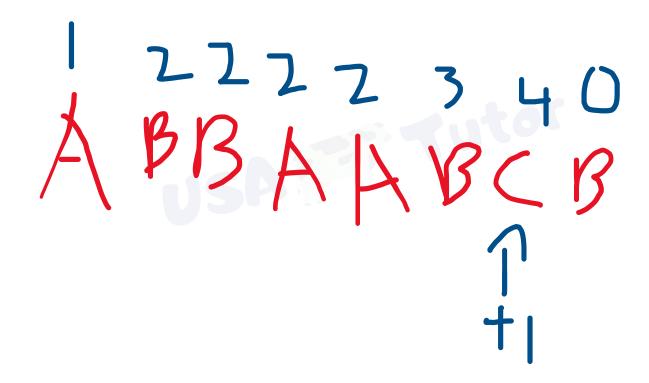














#### Explanation of the Sample

We Added 1 if it didn't exist

Or if there was a contradiction.

BAA-B was a contradiction, because you could not build BAAB in 2 moves, that is just impossible.

But also, how can you check for this in code?

#### Dealing with Contradictions

Segment Tree will be used, we need this to find the minimum element between a range.

In the case of BAAB, the minimum element between the Bs is an A.

A<B, so this is a contradiction. You must paint a new segment

# Coding Stuff

To be able to query a range, you need to know your bounds. You know your Right Bound. This is the current index. The left bound must be stored.

last['c'] = most recent occurrence of 'c', or -1 if not existed.

# Coding Nuances

You use the segment tree that can support update(index, value) min(left, right)

Store an array that takes a character as an index.

Then take a prefix sum. For the suffix, reverse the string.