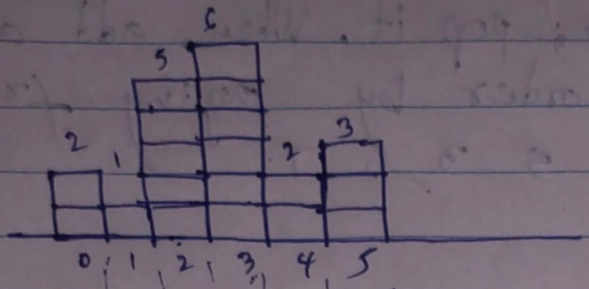
* Largest Rectangle in Histogram



for both sides store eligible boundry element. Then calculate rectangle at each position.

O(n)
O(n) → -1 | -1 | 1 | 2 | 4 |

→ 1 | 6 | 4 | 4 | 6 | 6 |

can be done easily by checking next eligible place's boundry.

- use a stack.

store s.t. peek() < current value

O(n)
O(n)

0
0, 1
1, 2,
1, 2, 3
1, 4
1, 4, 5

when we pop, calculate the max area possible.