

## B. K-Sort

time limit per test: 1 second  
memory limit per test: 256 megabytes  
input: standard input  
output: standard output

You are given an array of integers  $a$  of length  $n$ .

You can apply the following operation any number of times (maybe, zero):

- First, choose an integer  $k$  such that  $1 \leq k \leq n$  and pay  $k + 1$  coins.
- Then, choose **exactly**  $k$  indices such that  $1 \leq i_1 < i_2 < \dots < i_k \leq n$ .
- Then, for each  $x$  from 1 to  $k$ , increase  $a_{i_x}$  by 1.

Find the minimum number of coins needed to make  $a$  non-decreasing. That is,  
 $a_1 \leq a_2 \leq \dots \leq a_n$ .

### Input

Each test contains multiple test cases. The first line of input contains a single integer  $t$  ( $1 \leq t \leq 10^4$ ) — the number of test cases. The description of the test cases follows.

The first line of each test case contains a single integer  $n$  ( $1 \leq n \leq 10^5$ ) — the length of the array  $a$ .

The second line of each test case contains  $n$  integers  $a_1, a_2, \dots, a_n$  ( $1 \leq a_i \leq 10^9$ ) — the elements of the array  $a$ .

It is guaranteed that the sum of  $n$  over all test cases does not exceed  $10^5$ .

### Output

For each test case, output a single integer — the minimum number of coins needed to make  $a$  non-decreasing.

### Example

input	Copy
5	
3	
1 7 9	
5	
2 1 4 7 6	
4	
1 3 2 4	
1	
179	
9	
344 12 37 60 311 613 365 328 675	
output	Copy
0	
3	
2	
0	
1821	

### Note

In the first test case,  $a$  is already sorted, so you don't have to spend any coins.

In the second test case, the optimal sequence of operations is:

- Choose  $k = 2$  and the indices 2 and 5:  $[2, 1, 4, 7, 6] \rightarrow [2, 2, 4, 7, 7]$ . This costs 3 coins.

It can be proven that it is not possible to make  $a$  non-decreasing by spending less than 3 coins.

**EPIC Institute of Technology**  
**Round Summer 2024 (Div. 1 +**  
**Div. 2)**

Finished

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### → Problem tags

greedy \*1000

No tag edit access

### → Contest materials

- Announcement (en) 
- Video Tutorial (en) 
- Tutorial #2 (en) 

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