# **Number of Minimums on a Segment**

### **Problem**

You are given an array of size n. You will be given m range queries and point updates on the array. Queries will be to return the minimum as well as the number of minimums in the interval [I,r]. Your task is to answer each query and process each update.

## **Constraints**

$$1 <= n, m <= 10^5$$

# Approach

For every node of the segment tree we need to keep a pair of {min\_value, number of minimums}.

#### Code

```
#include "bits/stdc++.h"
using namespace std;
#define int long long
const int N = 1e5+2, MOD = 1e9+7;

pair<int,int> tree[4*N];
int a[N];

void build(int node, int st, int en)
{
    if(st == en) {
        tree[node].first = a[st];
        tree[node].second = 1;
        return;
    }

    int mid = (st + en)/2;
    build(2*node, st, mid);
    build(2*node+1, mid+1, en);
```

```
if(tree[2*node].first < tree[2*node+1].first){</pre>
        tree[node].first = tree[2*node].first;
        tree[node].second = tree[2*node].second;
    else if(tree[2*node+1].first < tree[2*node].first){</pre>
        tree[node].first = tree[2*node+1].first;
        tree[node].second = tree[2*node+1].second;
        tree[node].first = tree[2*node].first;
        tree[node].second = tree[2*node].second + tree[2*node+1].second;
pair<int,int> query(int node, int st, int en, int l, int r){
    if(st>r || en<l)
       pair<int, int> p;
        p.first = MOD;
        p.second = -1;
    if(l<=st && en<=r)
        return tree[node];
    int mid = (st + en)/2;
    pair<int, int> q1 = query(2*node, st, mid, l, r);
   pair < int, int > q2 = query(2*node+1, mid+1, en, 1, r);
   pair<int, int> q;
   if(q1.first < q2.first){</pre>
    else if(q2.first < q1.first){</pre>
        q.first = q1.first;
```

```
void update(int node, int st, int en, int idx, int val){
   if(st == en) {
       tree[node].first = val;
       tree[node].second = 1;
   int mid = (st+en)/2;
   if(idx <= mid) {</pre>
        update(2*node, st, mid, idx, val);
       update(2*node+1, mid+1, en, idx, val);
   if(tree[2*node].first < tree[2*node+1].first){</pre>
        tree[node].first = tree[2*node].first;
        tree[node].second = tree[2*node].second;
   else if(tree[2*node+1].first < tree[2*node].first){</pre>
        tree[node].first = tree[2*node+1].first;
       tree[node].second = tree[2*node+1].second;
        tree[node].first = tree[2*node].first;
       tree[node].second = tree[2*node].second + tree[2*node+1].second;
signed main()
   int n,m;
```

```
build(1,0,n-1);
   int type;
    cin >> type;
   if(type == 1){
        update(1,0,n-1,idx,val);
    else if(type == 2){
        pair<int, int> ans = query(1,0,n-1,1,r-1);
        cout << ans.first <<" "<< ans.second << endl;</pre>
```