

Given n non-negative integers representing an elevation map where the width of each bar is 1, compute how much water it can trap after raining.

分析:

1. 位置 i 可以放置多少水和左侧最大值 l_max 和右侧最大值 r_max 有关。
2. 对位置 i 的储水量为 $\text{std::min}(l_max, r_max) - \text{height}[i]$ 。

有暴力搜索解法:

```
class Solution {
public:
    int trap(std::vector<int>& height) {
        int len = height.size();
        int ans = 0;
        for (int i = 0; i < len; i++) {
            int l_max = 0, r_max = 0;
            for (int j = i; j >= 0; j--) {
                l_max = (l_max > height[j] ? l_max : height[j]);
            }

            for (int j = i; j < len; j++) {
                r_max = (r_max > height[j] ? r_max : height[j]);
            }

            ans += std::min(l_max, r_max) - height[i];
        }

        return ans;
    }
};
```

大数据量超时。

备忘录优化

1. 备忘录优化方法可以先计算出 i 位置出的 $\text{leftmax}[i]$, $\text{rightmax}[i]$, 后续计算直接使用该值。

```
class Solution {
public:
    int trap(std::vector<int>& height) {
        int len = height.size();
        int ans = 0;
        std::vector<int> left(len + 1, 0);
        std::vector<int> right(len + 1, 0);
        left[0] = height[0];
        right[len - 1] = height[len - 1];
```

```
    for (int i = 1; i < len; i++) {
        left[i] = (left[i - 1] > height[i] ? left[i - 1] : height[i]);
    }

    for (int i = len - 2; i >= 0; i--) {
        right[i] = (right[i + 1] > height[i] ? right[i + 1] : height[i]);
    }

    for (int i = 0; i < len; i++) {
        ans += std::min(left[i], right[i]) - height[i];
    }

    return ans;
}
};
```

双指针法

```
class Solution {
public:
    int trap(std::vector<int>& height) {
        int len = height.size();
        int ans = 0;
        int left = 0, right = len - 1;
        int left_max = height[0], right_max = height[len - 1];

        while (left <= right) {
            left_max = std::max(left_max, height[left]);
            right_max = std::max(right_max, height[right]);

            if (left_max < right_max) {
                ans += left_max - height[left];
                left++;
            } else {
                ans += right_max - height[right];
                right--;
            }
        }

        return ans;
    }
};
```