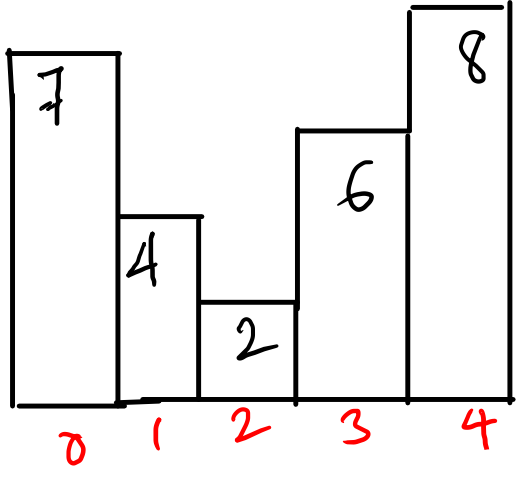


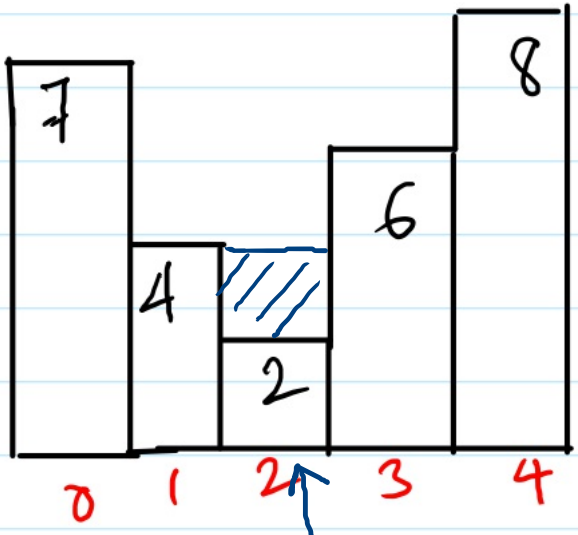
Judge algo calculates area relative to popped bar for calculated width.

height = Min(bar[i], bar[peek]) − popped_bar_height

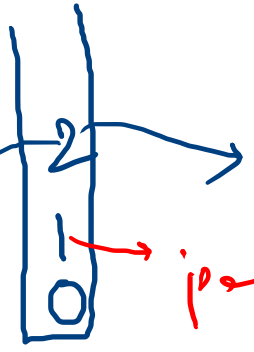
Width = G[R] − G[L] − 1

↳ Greater in Right/Left of popped bar

= i − peek − 1



Judge std progress



$i = 3 \rightarrow bar[3] = 6$

popped $bar[2] = 2$

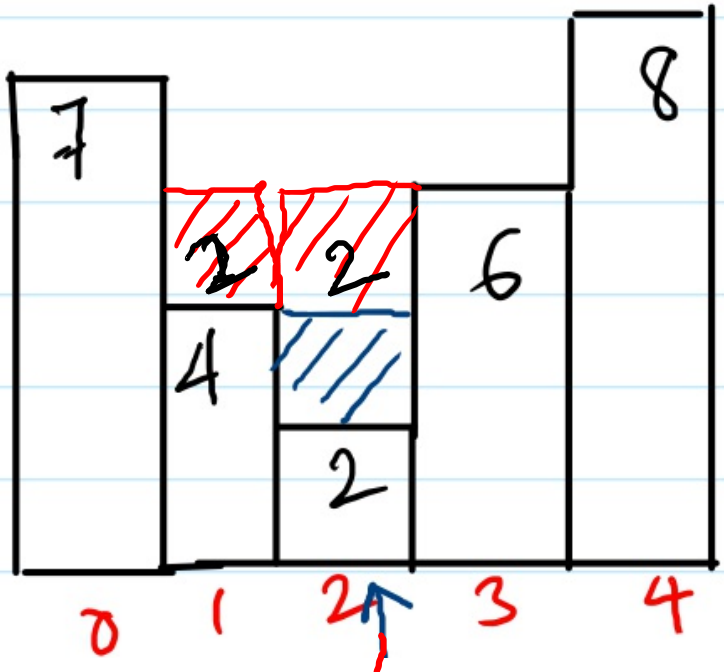
Width = $i - peek - 1$

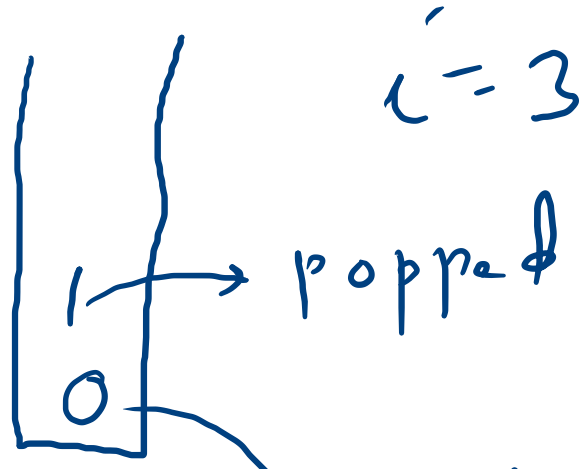
$= 3 - 1 - 1 = 1$

height = $\min(6, 4) - 2 = 2$

Area relative to popped bar for calculated width $= 1 \times 2$

$= 2$





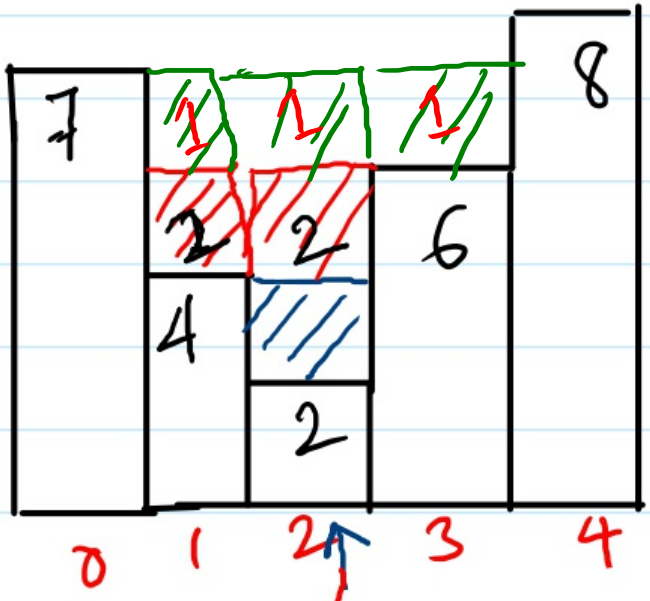
width = 3 − 0 − 1 = 2

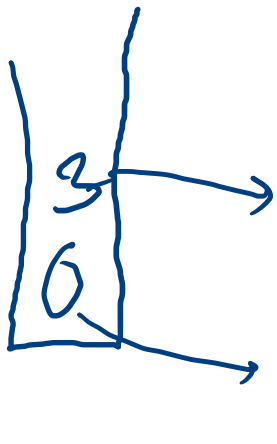
height = min(6, 7) − 4

= 2

area = width × height

= 2 × 2





$i = 4$

popped => [6]

peek

$width = 4 - 0 - 1 = 3$

$height = \min(7, 8) - 6$

$= 1$

$area = width \times height$

$= 3 \times 1$