international collegiate programming contest Indonesia National Contest INC 2022

## Problem J <br> Finding Treasure

Morgan is designing a treasury for a treasure hunt event. The treasury can be represented as one dimensional grid with $N+2$ cells, numbered from 0 to $N+1$. Each cell can be empty or contain a treasure. At first, cell 0 and cell $N+1$ contain a treasure, while the other cells are currently empty.

While experimenting with the treasury design, Morgan does $Q$ updates, numbered from 1 to $Q$, to his treasury. In update $i$, he wants to change cell $A_{i}$. If cell $A_{i}$ is empty, he will put a treasure on cell $A_{i}$. If cell $A_{i}$ contains a treasure, he will remove the treasure from cell $A_{i}$ and the cell becomes empty. It is guaranteed that $1 \leq A_{i} \leq N$ for all $1 \leq i \leq Q$, which implies cell 0 and cell $N+1$ always contain a treasure.

After each change, Morgan wonders how difficult his treasure hunt is. He defines the difficulty level of standing on cell $x$ as the multiplication of two values:

- the distance from $x$ to the closest treasure on cell $y \leq x$, and
- the distance from $x$ to the closest treasure on cell $y \geq x$.

The distance between two cells can be calculated as the absolute difference between the cell numbers. Then, the total difficulty level of his treasure hunt is defined as the sum of difficulty level of standing on cell $x$ for all $0 \leq x \leq N+1$.

Help Morgan to determine the total difficulty level of his treasure hunt after each update.

## Input

Input begins with two integers $N Q(1 \leq N \leq 100000 ; 1 \leq Q \leq 100000)$ representing the size of the treasury room and the number of updates, respectively. Each of the next $Q$ lines contains an integer $A_{i}\left(1 \leq A_{i} \leq N\right)$ representing the cell that Morgan wants to change in update $i$.

## Output

After each update that Morgan makes, output an integer in a single line representing the total difficulty level of his treasure hunts at that time.

## Sample Input \#1

```
3 3
1
3
1
```


## Sample Output \#1

```
4
1
```


## 4

## Explanation for the sample input/output \#1

For each cell that contains a treasure, the difficulty level of standing on that cell is 0 .
After the first update, the difficulty level of standing on cell 2 and 3 are $|2-1| \times|2-4|=2$ and $|3-1| \times|3-4|=2$, respectively.
After the second update, the difficulty level of standing on cell 2 is $|2-1| \times|2-3|=1$.
After the third update, the difficulty level of standing on cell 1 and 2 are $|1-3| \times|1-0|=2$ and $|2-3| \times|2-0|=2$, respectively.

## Sample Input \#2

| 10 | 14 |
| :--- | :--- |
| 7 |  |
| 2 |  |
| 9 |  |
| 5 |  |
| 2 |  |
| 9 |  |
| 6 |  |
| 7 |  |
| 5 |  |
| 8 |  |
| 6 |  |
| 8 |  |
| 7 |  |
| 10 |  |

## Sample Output \#2

| 66 |
| :--- |
| 31 |
| 23 |
| 8 |
| 23 |
| 31 |
| 30 |
| 40 |
| 55 |
| 40 |
| 88 |
| 220 |
| 66 |
| 60 |

