

## Problem D. Simple game

Input file:            **Standard input (not file I/O)**  
Output file:           **Standard output (not file I/O)**  
Time limit:            1 second  
Memory limit:         256 megabytes

NurlashKO was well behaved during last year, for this Ded Moroz gifted him for New Year polygonal chain line with  $N$  vertices.  $i$ -th vertex of this chain located at the point with coordinates  $(i, y_i)$ . Very soon a new game with this geometric figure was invented: the following operations are executed  $M$  times:

- Change  $y$  coordinate for one of the chain vertexes.
- Draw a horizontal line at the height  $H$  and count its intersections with the chain. Note, that all points of horizontal line have  $y$  coordinate equal to  $H$ .

NurlashKO likes this game and he asks your help to write a program for this game.

### Input

First line of input contains two positive integers  $N, M (1 \leq N, M \leq 100\,000)$  — the numbers of vertices and operations in the game, respectively.

Next line contains  $N$  positive integers separated by a single space  $h_i (1 \leq h_i \leq 1\,000\,000)$  —  $h_i$  is the original height of the  $i$ -th vertex.

Then in  $M$  lines follows descriptions of the game operations in the following format:

- $1\ pos\ val$  ( $1 \leq pos \leq N, 1 \leq val \leq 1\,000\,000$ ) — vertex number and its new new height, respectively.
- $2\ H$  ( $1 \leq H \leq 1\,000\,000$ ) — height of the horizontal line. It is guaranteed that this line will never intersects with the chain at the vertices.

### Output

For each query of the second type on a separate line output the number of intersections of horizontal line with the chain. Output answers to queries in the same order as they appear in the input file.

### Scoring

This problem consists of 3 subtasks:

1.  $1 \leq N, M \leq 1\,000$ . Score 22 points.
2.  $1 \leq N, M \leq 100\,000$ . Only query (second type) operations are allowed. Score 27 points.
3.  $1 \leq N, M \leq 100\,000$ . Score 51 points.

Each subtask will be scored only if the solution successfully passes all of the previous subtasks.

### Example

game.in	game.out
3 3	2
1 5 1	1
2 3	
1 1 5	
2 3	