

Single Source Shortest Path

In this problem, you will solve the single source shortest path problem for a given directed weighted graph with no negative weight edges using Dijkstra's Algorithm.

The input will consist of a few numbers N , Source, D , C_1 , C_2 , D_1 , D_2 , W_1 , W_2 , W_3 .

N = Number of nodes in the graph (numbered 1,2... N)

D = Max outdegree of any node

Source = The source node (between 1 and N inclusive)

C_1 , C_2 , D_1 , D_2 , W_1 , W_2 , W_3 are just some constants,

You have to create the graph using the pseudo code given below:

```
for i = 1 to N: //Inclusive
  deg = ( i*C_2 + i*i*D_2 ) mod D
  for j = 1 to deg: //Inclusive
    temp_node.vertex = ( i*C_1 + j*D_1 ) mod N
    temp_node.vertex += 1
    temp_node.weight = ( i*W_1 + j*W_2 ) mod W_3 //Weight of edge ( i, temp_node.vertex)
    adj_list [ i ].enqueue( temp_node )
```

You have to print the minimum cost of traversing from the source to all the vertices [1, N]

Note-

- 1) Do not use Bellman Ford algorithm as it won't work here. It will give you a TLE error.
- 2) You are supposed to implement the priority queue yourself. You cannot use any prebuilt priority queue, (max/min) heap, map etc functions. However, you can use sort functions, queues for adjacency list etc. Please contact the SPOJ TAs if there is any doubt.
- 3) Make sure your program uses less than $10^6 * \text{sizeof}(\text{long long int})$ memory. Creating a matrix of size $N*N$ won't work for all the test cases.
- 4) There might be self loops and multiple edges between two nodes in the graph.
- 5) Overall time complexity should be $O((E + V)\lg V)$, otherwise you will get TLE.

Input

Input consist of 10 space separated integers in the following format.

N Source D C_1 C_2 D_1 D_2 W_1 W_2 W_3

Constraints

$1 \leq N \leq 10^5$

$N*D \leq 10^6$

$1 \leq C_1, C_2, D_1, D_2 \leq 10^3$

1 <= Source <= N
0 <= W_1, W_2, W_3 <= 10^3

Output

Print the table of shortest path distances from the source vertex to all the vertices. This table should contain N lines. Each line should contain (space separated) vertex-id and distance, successively, for vertex-id = 1, 2, . . . , N. If you cannot reach vertex-id from source, print -1 for distance.

Example

Input:

8 2 5 446 192 703 336 56 75 1000

Output:

1 1103
2 0
3 262
4 187
5 711
6 636
7 561
8 486

Input:

10 1 4 315 567 647 270 15 35 1000

Output:

1 0
2 -1
3 50
4 -1
5 385
6 -1
7 200
8 350
9 -1
10 165