Keys

Timothy the architect has designed a new escape game. In this game, there are n rooms numbered from 0 to $n-1$. Initially, each room contains exactly one key. Each key has a type, which is an integer between 0 and $n-1$, inclusive. The type of the key in room i ($0 \leq i \leq n-1$) is $r[i]$. Note that multiple rooms may contain keys of the same type, i.e., the values $r[i]$ are not necessarily distinct.

There are also m **bidirectional** connectors in the game, numbered from 0 to $m-1$. Connector j ($0 \leq j \leq m-1$) connects a pair of different rooms $u[j]$ and $v[j]$. A pair of rooms can be connected by multiple connectors.

The game is played by a single player who collects the keys and moves between the rooms by traversing the connectors. We say that the player **traverses** connector j when they use this connector to move from room $u[j]$ to room $v[j]$, or vice versa. The player can only traverse connector j if they have collected a key of type $c[j]$ before.

At any point during the game, the player is in some room x and can perform two types of actions:

- collect the key in room x, whose type is $r[x]$ (unless they have collected it already),
- traverse a connector j, where either $u[j] = x$ or $v[j] = x$, if the player has collected a key of type $c[j]$ beforehand. Note that the player **never** discards a key they have collected.

The player **starts** the game in some room s not carrying any keys. A room t is **reachable** from a room s, if the player who starts the game in room s can perform some sequence of actions described above, and reach room t.

For each room i ($0 \leq i \leq n-1$), denote the number of rooms reachable from room i as $p[i]$. Timothy would like to know the set of indices i that attain the minimum value of $p[i]$ across $0 \leq i \leq n-1$.

Implementation Details

You are to implement the following procedure:

```
int[] find_reachable(int[] r, int[] u, int[] v, int[] c)
```

- r: an array of length n. For each i ($0 \leq i \leq n-1$), the key in room i is of type $r[i]$.
- u, v: two arrays of length m. For each j ($0 \leq j \leq m-1$), connector j connects rooms $u[j]$ and $v[j]$.
- c: an array of length m. For each j ($0 \leq j \leq m-1$), the type of key needed to traverse connector j is $c[j]$.

- This procedure should return an array a of length n. For each $0 \leq i \leq n-1$, the value of $a[i]$ should be 1 if for every j such that $0 \leq j \leq n-1$, $p[i] \leq p[j]$. Otherwise, the value of $a[i]$ should be 0.

Examples

Example 1

Consider the following call:

```
find_reachable([0, 1, 1, 2],
               [0, 0, 1, 1, 3], [1, 2, 2, 3, 1], [0, 0, 1, 0, 2])
```

If the player starts the game in room 0, they can perform the following sequence of actions:

Current room	Action
0	Collect key of type 0
0	Traverse connector 0 to room 1
1	Collect key of type 1
1	Traverse connector 2 to room 2
2	Traverse connector 2 to room 1
1	Traverse connector 3 to room 3

Hence room 3 is reachable from room 0. Similarly, we can construct sequences showing that all rooms are reachable from room 0, which implies $p[0] = 4$. The table below shows the reachable rooms for all starting rooms:

Starting room i	Reachable rooms	$p[i]$
0	$[0, 1, 2, 3]$	4
1	$[1, 2]$	2
2	$[1, 2]$	2
3	$[1, 2, 3]$	3

The smallest value of $p[i]$ across all rooms is 2, and this is attained for $i = 1$ or $i = 2$. Therefore, this procedure should return $[0, 1, 1, 0]$.

Example 2

```
find_reachable([0, 1, 1, 2, 2, 1, 2],
               [0, 0, 1, 1, 2, 3, 3, 4, 4, 5],
               [1, 2, 2, 3, 3, 4, 5, 5, 6, 6],
               [0, 0, 1, 0, 0, 1, 2, 0, 2, 1])
```

The table below shows the reachable rooms:

Starting room i	Reachable rooms	$p[i]$
0	$[0, 1, 2, 3, 4, 5, 6]$	7
1	$[1, 2]$	2
2	$[1, 2]$	2
3	$[3, 4, 5, 6]$	4
4	$[4, 6]$	2
5	$[3, 4, 5, 6]$	4
6	$[4, 6]$	2

The smallest value of $p[i]$ across all rooms is 2, and this is attained for $i \in \{1, 2, 4, 6\}$. Therefore, this procedure should return $[0, 1, 1, 0, 1, 0, 1]$.

Example 3

```
find_reachable([0, 0, 0], [0], [1], [0])
```

The table below shows the reachable rooms:

Starting room i	Reachable rooms	$p[i]$
0	$[0, 1]$	2
1	$[0, 1]$	2
2	$[2]$	1

The smallest value of $p[i]$ across all rooms is 1, and this is attained when $i = 2$. Therefore, this procedure should return $[0, 0, 1]$.

Constraints

- $2 \leq n \leq 300\,000$
- $1 \leq m \leq 300\,000$
- $0 \leq r[i] \leq n - 1$ for all $0 \leq i \leq n - 1$
- $0 \leq u[j], v[j] \leq n - 1$ and $u[j] \neq v[j]$ for all $0 \leq j \leq m - 1$

- $0 \le c[j] \le n-1$ for all $0 \le j \le m-1$

Subtasks

1. (9 points) $c[j] = 0$ for all $0 \le j \le m-1$ and $n, m \le 200$
2. (11 points) $n, m \le 200$
3. (17 points) $n, m \le 2000$
4. (30 points) $c[j] \le 29$ (for all $0 \le j \le m-1$) and $r[i] \le 29$ (for all $0 \le i \le n-1$)
5. (33 points) No additional constraints.

Sample Grader

The sample grader reads the input in the following format:

- line 1: n m
- line 2: $r[0]$ $r[1]$ $\ldots$ $r[n-1]$
- line $3+j$ ($0 \le j \le m-1$): $u[j]$ $v[j]$ $c[j]$

The sample grader prints the return value of `find_reachable` in the following format:

- line 1: $a[0]$ $a[1]$ $\ldots$ $a[n-1]$